

TUS6-05

Blaze of Glory

A One-Round Dungeons & Dragons® Living Greyhawk™ Tusmit Regional Adventure

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Yasin bin-Khadij waz-Vilayad is asking one more time for heroes to step forward. One last effort to save a man thought lost to time, one last chance for redemption from beyond the grave... This one-round Regional adventure set in Tusmit builds on elements that appeared in **TUS4-01** *Spoils of War* and **TUS5-04** *Brothers in Arms*, and is for APLs 6 thru 12.

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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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 rule 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 characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session 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 characters 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5

	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
- 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 characters 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 characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

- Enlist a sixth player.
- Advise characters 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 Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail

to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Yasin bin-Khadij waz-Vilayad was first encountered in **TUS3-01** *The Haunted House of bin-Khadij*, when he required the services of adventurers to rid his manor in Vilayad of unwanted elementals. He is a retired adventurer of renown, with ties with all levels of government in Tusmit, and was one of the major forces behind the liberation of Vilayad from the World Burners' siege.

Abir bin Ammon al-Vareshi was born to one of the most respected merchant houses of Vilayad in Tusmit. Abir spent his youth taking trips abroad and dabbling with the arcane arts. He met his wife, Anna, in Perrenland, and came back with her to manage the family's business upon his father's passing.

All would have been well if not for the terrible events that befell the whole of Flanaess: the Greyhawk Wars. During those Wars, al-Vareshi and four other men from Tusmit, including a younger Yasin bin-Khadij, became involved in a secret project to help vanquish the forces of Iuz. To those ends, al-Vareshi had two secret laboratories constructed: one below his house in Vilayad (**TUS4-01** *Spoils of War*), one near Nesuv in the sheikdom of Suvii (**TUS5-04** *Brothers in Arms*).

Near the end of the Wars, al-Vareshi was in the process of moving his operations from his first laboratory to his second, more spacious one, when he was attacked by assassins working for Iuz, the Old One, in his Vilayad's lab. The battle was fierce, and all that remained to be

found, when the lab was discovered by adventurers in CY 594, were the polished bones of the combatants.

After his disappearance, his wife Anna slowly fell into madness, clinging to the meager possessions her husband had left her. She died in an altercation with an overzealous member of the Mouqollad Consortium at the beginning of **TUS4-01** *Spoils of War*, her death being the catalyst that led to the discovery of her late husband's first laboratory.

About a year later, Yasin bin-Khadij waz-Vilayad asked adventurers to help him warn his former comrades-in-arms from the Wars of the danger they were exposed to from the machinations of a Ketite spy (in **TUS5-04** *Brothers in Arms*). In the process, the adventurers discovered al-Vareshi's second lab, and his diary. They brought the diary to bin-Khadij, who used a few favors with the College of the Arts of Sefmur to have it thoroughly examined.

The result of that investigation is the reason why bin-Khadij is once again requesting the assistance of the PCs...

Tusmit Loyalists

Throughout the adventure, the following groups or people should be considered loyal to Muammar Quaran.

- Abir bin Ammon al-Vareshi
- The Tusmit military
- Yasin bin-Khadij waz-Vilayad

Tusmit Rebels

Throughout the adventure, the following groups or people should be considered rebels supporters.

- Rebel sympathizers (not seen in the adventure)

Indifferent

Throughout the adventure, the following people should be considered neutral.

- Ben-Salor
- The College of the Arts of Sefmur
- Everyone else

ADVENTURE SUMMARY

Introduction

Once again, the PCs receive a summoning from Yasin bin-Khadij waz-Vilayad, asking them to meet him in his

encampment; right near the Temple of the Dragon. He needs the PCs' help with a very delicate mission – to find where Abir bin Ammon al-Vareshi escaped to after that fateful day in his laboratory underneath his Vilayad's home.

Encounter One: Back Where You Started, Here We Go Round Again

The PCs travel to al-Vareshi's secret laboratory (not so secret anymore), where they are greeted by a number of Tusmit Guards and one lone wizard – Ben Salor, the “man in black” from **ADPr-09** *Sinkhole* (as adapted for Tusmit) and **TUS4-02** *Grave Consequences*

Encounter Two: In The White Room

The PCs are transported to a featureless, trackless white surface that seems to go on forever. There, the PCs have no trouble spotting a black speck in the distance on this otherwise overwhelmingly white environment.

But before they can reach it, they are attacked by predatory creatures on that strange demi-plane

Encounter Three: We Gotta Get Out Of This Place

Once they defeat the predators and get to their goal, the PCs come face to face with a decidedly alive, and seemingly insane, Abir bin Ammon al-Vareshi.

They arrive just as he is about to be attacked by plane travelers.

Encounter Four: In Through The Out Door

When the PCs get to the point that al-Vareshi has designated as the only place he can leave this plane, they come face to face with the assassins of Iuz. The PCs have to defeat the villains while protecting al-Vareshi.

Encounter Five: One For The Road

The PCs come back from their trip, with or without al-Vareshi.

Conclusion A

The PCs were able to save al-Vareshi from his pursuers, and the past has been irrevocably changed.

Conclusion B

If the PCs brought back the remains of al-Vareshi with them, as instructed, the past has not been changed; al-Vareshi simply came home from the War 15 years later than he should have...

Conclusion C

If al-Vareshi dies and the PCs do not bring back his remains, well, how incompetent can you get? Bin-Khadij

simply tells them he assumes they did their best and were unsuccessful.

PREPARATION FOR PLAY

Depending on the PCs' past history with bin-Khadij waz-Vilayad, all Gather Information and Diplomacy checks with him during this adventure are modified as followed:

If a PC received any of the following combinations of AR items (even if any or all have been spent since), he is welcome as a comrade in arms and a fighting man of valor. All Gather Information and Diplomacy checks with Yasin bin-Khadij during this adventure are at +10. Those PCs are referred to later in the adventure as "**kindred**".

- both the "Gratitude of Yasin bin-Khadij" and the "Invitation of Yasin bin-Khadij" from **TUS3-01 The Haunted House of bin-Khadij**,
- both the "Influence Point with Yasin bin-Khadij waz-Vilayad" and the "Influence point with the Tusmit government" from **TUS5-04 Brothers in Arms**,
- "Hero of the Fire War" from **TUSInt5-01 The Dirty Half-Dozen**,

If a PC received any 1 of the following AR items (even if it has been spent since), he is welcomed as a fellow adventurer and a man of resources. All Gather Information and Diplomacy checks with Yasin bin-Khadij during this adventure are at +5. Those PCs are referred to later in the adventure as "**trusted**".

- "Gratitude of Yasin bin-Khadij" from **TUS3-01 The Haunted House of bin-Khadij**,
- "Influence point with Yasin bin-Khadij waz-Vilayad" from **TUS5-04 Brothers in Arms**,
- "Veterans of the Fire War" from **TUSInt5-01 The Dirty Half-Dozen**,

If a PC has not played **TUS3-01 The Haunted House of bin-Khadij** nor **TUS5-04 Brothers in Arms** or **TUSInt5-01 The Dirty Half-Dozen**, he is simply considered an "**unknown**".

If a PC played **TUS3-01 The Haunted House of bin-Khadij** or **TUS5-04 Brothers in Arms** and failed to get the rewards from those adventures, he is viewed coolly and not without suspicion. bin-Khadij discloses to him only what he deems necessary for him to fulfill his mission and no more. All Gather Information and Diplomacy checks with Yasin bin-Khadij during this adventure are at -5. Those PCs are referred to later in the adventure as "**unworthy**".

INTRODUCTION

Start by passing **Player Handout 1** around the table, and read or paraphrase the following:

You have all been summoned to the middle of the Tusman Hills, following the slow-moving Arish River for what seems like ages until you passed the last village along the river. Your guide, and captain of the small barijah "the Light of Righteousness", only knows the letter you each carry means you are important enough to warrant a swift passage towards the encampment that is your final destination.

Continuing on foot through the lush vegetation covering those hills, you eventually arrive to a small group of tents pitched near a pool of water at the base of a waterfall.

Any PC who went thru either **TUS3-05 Temple of the Dragon** or **TUS4-06 Secrets of the Dragon** recognizes the road leading to the fabled Temple of the Dragon.

The encampment is bustling with activity; you can see numerous members of the Tusman Guard, as well as a seemingly equal number of Mullahs and Qadis. At your approach, a soldier dives into a tent; a few moments later, the tent's flap is shoved aside and a white-haired man with an air of authority about him starts to move in your direction.

As he strides closer to you, followed by a number of Guards, you can see the numerous battles scar that crisscrossed his rugged features. The light of the sun dances off the naked blades of the twin scimitars that he has passed in his large belt.

This man is Yasin bin-Khadij waz-Vilayad, Liberator of Vilayad and, according to some, greatest Hero of Tusmit.

Select one of the following based on the party's composition:

A) If the party is entirely composed of PCs that bin-Khadij considers "**trusted**" or "**kindred**", read or paraphrase the following:

"My dear comrades, welcome", says bin-Khadij with arms outstretched. He embraces each of you in turns, and declares "Come. We have much to discuss" before leading you back to his tent. You see the Guards following him have now a most respectful attitude towards you.

B) If the party is composed of at least one PC that bin-Khadij considers "**trusted**" or "**kindred**", read or paraphrase the following:

"My dear comrade, welcome", says bin-Khadij with arms outstretched. He embraces each one of you who have earned his trust in the past, then moves back to inspect the rest of your party. His deep-set eyes seem to gaze into your very soul as he gauges your worth. Seemingly satisfied by what he sees, he declares "Come. We have much to discuss" before leading you back to his tent. You see the Guards following him have now a most respectful attitude towards you.

C) If the party doesn't have at least one PC that bin-Khadij considers "trusted" or "kindred" (i.e. all "unknown"), read or paraphrase the following:

Yasin bin-Khadij waz-Vilayad stops short of where you are standing and his deep set eyes seem to gaze into your very soul as he gauges your worth. Seemingly satisfied by what he sees, he declares "Come. We have much to discuss" before leading you back to his tent. You see the Guards following him have now a most respectful attitude towards you.

D) If the party is entirely composed of PCs that Yasin bin-Khadij considers "unworthy", read or paraphrase the following:

Yasin bin-Khadij waz-Vilayad stops short of where you are standing and his deep set eyes seems to gaze into your very soul as he gauges your worth. Cursing softly under his breath, he declares in a flat tone "Come. We have much to discuss" before leading you back to his tent. You see the Guards following him are keeping their hands near their weapons' hilts, unsure of what transpired here.

In this last case **only**, the PC with the highest charisma modifier will **not** be considered "unworthy" when dealing with Yasin bin-Khadij in this adventure.

After Yasin bin-Khadij has led the PCs to his tent, read or paraphrase the following:

Once inside his tent, Yasin bin-Khadij bids you to sit on the numerous pillows that line the interior. Apart from those pillows, you can see a bedroll in one corner, and a sturdy folding table occupying the center of the tent. The table is filled with the remains of some repast and numerous maps and parchments.

"I must thank you again for answering my summons. Once more, I am in dire need of your services. It all goes back to my old comrade in arms Abir bin Ammon al-Vareshi again..."

After his diary was recovered last year, I asked my contacts at the College of the Arts of Sefmur to examine it and see if they could find anything that could be of value to our Nation. Some of Tusmir's

finest minds pored over that document for months, and you can imagine my surprise when the College informed me a few weeks ago that, according to those experts and a few Divination spells, al-Vareshi could still be alive today!

"How is that possible", you may ask? Well, it seems my old friend used some device of his own making to escape his attackers into some parallel plane of existence he had discovered earlier.

What's more, the College's mages were able to reconstruct, from the notes in his diary, what they believe is the device used by al-Vareshi in his escape.

My request is simple: would you accept to use that device and find out what happened to my friend? If he is alive or well, I would ask that you give him a message from me; or if he is not, that you return his remains here.

The apparatus is being kept by an associate of mine in al-Vareshi's lab beneath his former mansion near Vilayad. You would need to travel there first in order to find the passage to the other plane of existence.

Do you accept?"

If the PCs ask about compensation (money), Yasin bin-Khadij's mood turns somber. Read or paraphrase the following:

"I believed that you would think the immortal soul of a man, or even merely his life, to be worth more than gold or silver. I may have misjudged you."

All "kindred" PCs are now viewed as "trusted"; all "trusted" PCs are now viewed as "unknown"; all "unknown" PCs are now viewed as "unworthy"

After the PCs have accepted, Yasin bin-Khadij gives them a message for Abir bin Ammon al-Vareshi (**Player Handout 2**) and a map signed by him with the location of al-Vareshi's (formerly) secret laboratory (**Player Handout 3**).

Yasin bin-Khadij will not transport the PCs to Vilayad by any magical means, but he is willing to lend them horses if they ask for it.

If asked the reason for his stay here, or why he can't either do this mission himself or accompany the PCs, bin-Khadij states that he was charged by the Pasha himself into investigating the Temple that was found not too far from here. This investigation could take several months, and he believes his friend al-Vareshi has waited long enough to be rescued or returned home.

ENCOUNTER 1: BACK WHERE WE STARTED, HERE WE GO ROUND AGAIN...

After the PCs have accepted, Yasin bin-Khadij gives them a map with the location of al-Vareshi's (formerly) secret laboratory. Give **Player Handout 2** to the players.

The trip between the Tusman Hills and Vilayad is dusty but otherwise perfectly safe. One would barely be able to suspect these rolling hills have seen a conquering army and a horde of murderous fire fiends go by in the past few years alone...

Once near Vilayad, guided by the map bin-Khadij gave you, you have no trouble spotting the entrance to the underground laboratory – especially considering the platoon of Tusmit soldiers bivouacking a short distance of it.

After displaying your map, which bears the seal of Yasin bin-Khadij waz-Vilayad, you are escorted down the staircase that opens up near the Tuflik River. Freshly-lit torches illuminate the steps, and once you reach the laboratory's main chamber, the whole room is bathed in a radiance that rivals the daylight outside.

A lone figure, all dressed in black, is in the middle of the room, studying marks traced upon the ground in the form of a circle.

For those who played **ADP1-09 Sinkhole** (as adapted for Tusmit) or **TUS4-02 Grave Consequences** will recognize Ben-Salor as the figure in black.

Ben-Salor: male human (Baklunish); Wizard 9

The man in black turns his head at the sound of your arrival. Getting to his feet, he brushes the dust from his black trousers before walking towards a workbench located next to the glowing circle.

"I have been expecting you", he says coolly. Picking up a small wooden box from the workbench, he opens it and carefully removes from within a strange-looking apparatus made of crystal and glass, which gleams in the light. Coming closer, you can see it is made of gears and dials, very elaborate and very delicate.

In a calm, almost nonchalant tone he continues: "This is the device al-Vareshi used to escape from his laboratory – or at least as near a copy as the College could make from his diary, and this is the place where he used it last. All you need to do is step into the summoning circle and move this dial here", pointing

to a small crystal half-moon, "and you should be transported to the same plane he was".

"To return, we believe you only have to move back the same dial to its original position. Is that clear enough?"

He adds one more comment as he gives you the box: "Unfortunately, we could not test it before your arrival, but my colleagues and I are pretty certain we deciphered al-Vareshi's text correctly."

Ben-Salor does not know where the plane the apparatus lead to is located, nor can he go with the PCs. His job is to instruct the PCs on the device's operation and wait for their return – or, after a couple of weeks, to report to Yasin bin-Khadij about the PCs failure.

Most questions asked will be met with little answers. Ben Salor only partially knows what he is doing and hopes the PCs will bring him back information to complete his research. He copied the texts and recreated part of the al'Vareshi's invention without having full knowledge of the results, his basis is on the fact that al'Vareshi survived while using the device to conclude that a replica should not kill the PCs, but that's about all he can be sure about.

PCs who ask for a Sense Motive can be made to roll against DC 25 to realize Ben Salor has no idea what he is doing but does not believe he is sending the PCs to their doom.

As you step into the circle, you could swear the red lines composing it flared up for a moment. Or it could just be your imagination...

As you turn the dial as instructed, the light in the room seems to magnify; you lose sight of your comrades, their forms lost in the rapidly increasing brilliance. You lift your hand to cover your eyes and you are gone!

ENCOUNTER 2: IN THE WHITE ROOM

Al-Vareshi's apparatus was meant to transport its holder to a neutral Plane he had discovered not too long before and hoped to use as an escape route. That plane can best be described as a featureless, trackless white surface that seems to go on forever. There, the PCs should have no trouble spotting a black speck in the distance on this otherwise overwhelmingly white environment.

The plane's details

This is where the PCs first encounter the strange power this place is under.

NOTE: Since most of these circumstances are going against the PCs all encounters in the adventure will be considered to be of 1 EL greater and it is noted in the ELs of encounter 2 and 3. However PCs cannot earn more than the maximum allowed per adventure.

Players can roll a DC 20 Knowledge [the planes] check to know one of the following information. For each 5 points above DC 20 the PCs get one additional information. Roll 1d8 to know which information they get. Without such knowledge the PCs will learn only when it happens.

For any creature that is not of the outsider subtype the following holds true:

1. Any creature outside the area of effect of the apparatus are stuck in time in this place. If any of the PCs move further than **50 feet radius** from whoever holds the apparatus, that PC is frozen solid (similar to Temporal Stasis, no saving throw allowed) until he is brought back with the area of effect of the apparatus. If within initiative consider the frozen creature delays until it is unfrozen.
2. Summoned creatures with the 'Extraplanar' subtype are not affected, no other summoning magic works in this plane.
3. Any projectile thrown outside the area of effect of the apparatus stops moving, inert, once it leaves that perimeter and falls on the ground if it is returned to it. Any part of a spell's area of effect that is outside that zone also fails.
4. Time has no meaning in the place, so even if the PCs rest, they cannot recover their spells or heal normally.
5. Healing magic does not work in this place, and PCs who drop below 0 hit points stabilize automatically (no dice roll needed) but cannot be healed back to positive hit points.
6. Divination magic will not work outside of the apparatus' range of effect.
7. Dimensional Travel such as *teleportation* magic, *plane shift* or *blink* spells do not work while within this place.
8. Spells with a duration other than instantaneous will remain active until the user exits.

After a very short period, the blinding light seems to abate, and your comrades' forms are coming back into focus. You stay there blinking and shaking your head for a moment, unsure of what you are seeing.

Apart from yourselves and your allies, all you can see is a white nothingness, stretching from horizon to

horizon, with nothing to differentiate the ground from the sky. The nothingness goes on forever, in every direction you turn to.

There! At first you thought it was your eyes playing tricks on you, but you are now certain you see a black speck in the distance. Pointing in its direction, your comrades soon concur: you are not alone here.

Because of the strange nature of the area, it is impossible for the PCs to correctly gauge how far that speck is – actually, it takes them several hours to reach it...

You start walking in the direction of that black speck, but it seems as if you're making no progress at all. Time stretches out as you keep going, with nothing to mark if you're making any progress at all.

But before they can reach it, they are attacked by the creatures of that strange demi-plane. A Xill hunting party has taken notice in the otherwise calm plane and will appear directly within weapon's reach of the PCs. Unless the PCs have a way to see in the ethereal plane they will most likely have to suffer a surprise round on this one.

APL 6 (EL 8)

Wounded Xill (2): hp 21, 21; *Monster Manual* 259

APL 8 (EL 10)

Xill: Rogue 1; hp 50; Appendix 1

Xill: Monk 1; hp 51; Appendix 1

APL 10 (EL 12)

Xill (3): Rogue 1/Monk 1; hp 63, 63, 63; Appendix 1

APL 12 (EL 14)

Xill: Cleric 5; hp 113; Appendix 1

Xill: Rogue 1; hp 50; Appendix 1

Xill: Monk 1; hp 51; Appendix 1

Xill: Rogue 1/Monk 1; hp 63; Appendix 1

Tactics: The Xills are simply part of a hunting party that passes through this plane from time to time. Al-Vareshi learned long ago to avoid them by staying as still and low on the ground as possible. The PCs have to fight them – if they try to flee, the Xills catch up with them eventually. The Xills are not affected by the planes effects.

ENCOUNTER 3: WE GOTTA GET OUT OF THIS PLACE

After what seems to you like hours, the black speck you have been moving towards can finally be discerned as a prone humanoid form...

... when, with a loud “pop”, more humanoid forms suddenly appear around the lying form. You can see it raising an arm to protect itself, and you can distinctly hear, in the all-prevailing silence of this place: “Istus preserve me, not again!!!”

This encounter starts when the PCs are 90 feet from al-Vareshi and his assailants.

If the players do not attack, and decide to parlay instead, they can do Diplomacy or Intimidate checks against the Githyankis. Al-Vareshi will assist the PCs with the “aid another” action to give them a +2.

For Intimidate the DC is of (12 + 2x APL) and will cause the Githyankis to back off with promises of revenge. (Ending the fight)

For Diplomacy the DC is 20. A success will pause the fight and will allow discussion. But unless the players are willing to allow the Githyankis to keep al-Vareshi's apparatus the fight will resume eventually. (The Githyankis are far from stupid and should anyone cast a spell, position himself or otherwise show signs of not respecting the cease fire the battle will start again).

APL 6 (EL 9)

Githyanki: Male outsider Monk 1/ Fighter 6; hp 58; see Appendix 1

Warrior Githyankis (2): Male outsider Fighter 3; hp 28, 28; see Appendix 1

APL 8 (EL 11)

Githyanki: Male outsider Monk 1/ Fighter 6; hp 58, 58; see Appendix 1

APL 10 (EL 13)

Telekinetic User Githyanki: Monk 3/Fighter 6/Master of the Unseen Hand 1; hp 77; see Appendix 1

Warrior Githyankis (3): Male outsider Fighter 3; hp 28, 28, 28; see Appendix 1

APL 12 (EL 15)

Telekinetic User Githyanki: Monk 3/ Fighter 6/ Master of the Unseen Hand 1; hp 77; see Appendix 1

Warlock Githyanki: Male outsider Wizard 11; hp 56; see Appendix 1

Githyankis (2): Male outsider Monk 1/Fighter 6; hp 58, 58; see Appendix 1

Tactics: Al-Vareshi barely has time to cast his last defensive spell, *Otiluke's resilient sphere*, before the Githyankis attack him. The sphere will stay up for 13 minutes, during which time he is planning to talk himself out of harm's way. Note that the Githyankis are not affected by this plane's functions. At APL 10 and 12 the Telekinetic user will try to wrench away the apparatus from the PC holding it and freeze them all in time by pushing it out of range.

The Githyankis are here to get al-Vareshi's apparatus, they have been informed (by a force not found in the bounds of this adventure) of it's powers and want it for themselves. Since al-Vareshi is currently out of reach the PC's apparatus is an unexpected compromise. Should the PCs be on their way to defeat they can always avoid more casualties by agreeing to give away al-Vareshi's apparatus (needing to convince him to lower his *Otiluke's resilient sphere* with a DC 20 diplomacy check).

If the PCs succeed in convincing the Githyankis to leave, or vanquish them in combat, read or paraphrase the following:

Seen up close, the black speck you have been moving towards is revealed to be a man huddled on the floor, numerous cuts and bruises showing through the torn remains of his traveling outfit. He lifts his head and his eyes shows the amount of grief and torment he has endured since his involuntary exile. “Who are you? Are you real? Am I imagining things again?” he blurts through the bubble of force surrounding him.

It seems apparent that al-Vareshi has been driven near insanity from his long period of reclusion. If the PCs assure him of their friendly intentions (A DC 20 Diplomacy check), he calms down enough to drop the *resilient sphere* and the PCs can get some answers out of him, otherwise the sphere will expire by itself eventually and al-Vareshi will remain cautious. DMs who want to role-play al-Vareshi's answers are encouraged to play him loud and extravagant and slightly deranged...

“How long have you been here?” He has been in this place ever since the battle in his laboratory.

“What happened?” He was attacked in his laboratory beneath his mansion in Vilayad by assassins he believes were sent by the Old One (Iuz).

“What happened to them?” His attackers were also brought to this plane, but he was able to escape them,

leaving them frozen some distance away. It seems that anything outside the range of an apparatus is frozen in time.

“We were attacked by creatures who were not frozen...” al-Vareshi thinks that some extraplanar creatures are not affected by the properties of this place, but has been too busy fighting for his life to investigate further.

“How did those creatures get here?” al-Vareshi believes that there are some natural gateways between other planes and this one; his apparatus acted more like a battering ram than a key to permit access from our plane.

“Why haven’t you gone back?” Somehow, his apparatus was damaged during the fight, and he was able to ascertain that his apparatus can only bring him back to the “real” world at the place where he entered this plane – right in the middle of his attackers. Not an option with his wounds and his spells exhausted.

“We brought our own apparatus. You could leave with us...” Examining the apparatus the PCs have with them (if they left him), he says it would only work for them, not for him. He is quite adamant that he has to go back the same way he came in, which is now possible if the PCs are willing to help him. A Sense Motive check against his +20 Bluff check might hint that he knows more than he let on, but he says no more at this point.

“Do you mean we’re stranded here?” Not at all, he explains the PCs should be able to get out of the plane at any place of their choosing, since their apparatus, albeit an inferior copy, has not been damaged...

“Can we see your apparatus?” al-Vareshi considers with suspicion any offer from a PC to examine his apparatus. He says with scorn in his voice that the PC could not possibly comprehend the principles behind his discovery and refuses to part with it. PCs would need either a successful Diplomacy or Intimidate check against al-Vareshi’s Sense Motive +14 to persuade him, or PCs could try to Grapple him to wrench the apparatus from him. If the PCs succeed in taking the apparatus from al-Vareshi by force, he begs them to give it back to him, to the point of tears. Again, a successful Diplomacy or Intimidate check against al-Vareshi’s Sense Motive is needed in order to calm him down.

“Why haven’t you aged / healed / replenish your spells?” Time does not work normally in this plane; it is either too fast or too slow and prevents him from healing normally or replenishing his spells. It also explains why al-Vareshi looks no older than he did 15 years ago.

“Some of those wounds seem fresher than the others...” He got attacked by the strange denizens of this

plane a few times, but was able to escape them, mostly by staying as still as possible – they seem to focus on movement (and guess what the PCs have been doing quite a bit of since they got there ?...)

“Why can’t we use healing magic in here?” al-Vareshi tries to explain that, well, it is because the apparatus the PCs brought is “inferior” – in fact, he is not quite sure, and is mightily annoyed by this...

ENCOUNTER 4: IN THROUGH THE OUT DOOR

The PCs might want to rest themselves, or explore the area. Al-Vareshi is anxious to get out of here, and will frequently ask the PCs if they’re done and if they can please start moving along. On the other hand, al-Vareshi will also warn the PCs to stay as immobile as possible not to attract the predators of this place. That seems contradictory, but remember that al-Vareshi is not the sanest of men at this moment.

Once the PCs are ready to move out, al-Vareshi assures them that he can guide them towards the one place in this nothingness that he needs to be in order to escape from it.

When the PCs get to the point that al-Vareshi has designated, they come face to face with the assassins of Iuz.

Guided by al-Vareshi, you come to a place similar to the rest of this empty wasteland, but for one detail: the presence of not-quite human-looking forms frozen in their tracks...

Because of the ease at which the PCs can pick off the enemies in this encounter the EL has been reduced by 1.

APL 6 (EL 8)

Cleric: Half-Fiendish Cleric 5 of Iuz; hp 42; see Appendix 1.

Nimblewright: hp 65; Appendix 1.

APL 8 (EL 10)

Cleric: Half-Fiendish Cleric 7 of Iuz; hp 59; see Appendix 1.

Nimblewrights (2): hp 65; Appendix 1.

APL 10 (EL 12)

Clerics (2): Half-Fiendish Cleric 7 of Iuz; hp 59; see Appendix 1.

Nimblewrights (4): hp 65; Appendix 1.

APL 12 (EL 14)

Clerics (2): Half-Fiendish Cleric 9 of Iuz; hp 76; see Appendix 1.

Advanced Nimblewrights (4): hp 78; Appendix 1.

The PCs have to defeat the villains while protecting al-Vareshi – he is at 3 HP and has no spells left.

Clever PCs could try to abuse the range of the apparatus to limit the opposition, if they are very organized and smart about it let them, the creatures have no knowledge of what is happening. The EL for this fight has not been raised like the others since these creatures are as much affected by the plane as the adventurers are and they don't have an apparatus. Since no spells expire and they got frozen ready for a fight all the villains have their preparation spells still active.

Once the PCs get within the radius of the enemies with the apparatus they become sentient once more and attack. Granted the PCs could take out the enemy's one at a time.

Tactics: To the assassins, no time has passed; it seems as if al-Vareshi blinked out and blinked back in with reinforcements. They are more or less spread out inside a 20-foot radius circle, their point of entry into this plane (and the PCs' point of exit) right in the middle of it. They try to go through the PCs to get to al-Vareshi as quickly as possible, but do not balk at dispatching them if they get in the way.

Treasure:

APL 6: Loot: 28 gp; Coin: ogp; Magic: 555 gp – +2 breastplate (363 gp each), +1 *morningstar* (192 gp each)

APL 8: Loot: 0 gp; Coin: ogp; Magic: 1362 gp – +2 full plate (471 gp each), +1 *mighty cleaving greatsword* (696 gp each), +1 *light crossbow* (195 gp each)

APL 10: Loot: 0 gp; Coin: ogp; Magic: 2724 gp – +2 full plate x2 (471 gp each), +1 *mighty cleaving greatsword* x2 (696 gp each), +1 *light crossbow* x2 (195 gp each)

APL 12: Loot: 0 gp; Coin: ogp; Magic: 3558 gp – +3 full plate x2 (888 gp each), +1 *mighty cleaving greatsword* x2 (696 gp each), +1 *light crossbow* x2 (195 gp each)

ENCOUNTER 5: ONE FOR THE ROAD

The ending of this adventure depends on the outcome of the previous fight.

Path A

If al-Vareshi kept his apparatus and survived the battle, he thanks his rescuers before using his apparatus to escape.

As the last of the assassins from the past fall, you sense a glowing brightness emanating from the position you last saw al-Vareshi. You turn around just to watch him disappear in a blinding aura, and to hear his final word to you:

Thank you, my friends! I will be waiting for you at the Gold Coin in Vilayad!"

The PCs are free to activate their own apparatus at this point, and they end up in the laboratory in Vilayad, in front of a rather puzzled Ben Salor... and without al-Vareshi to be seen anywhere!

After the world has returned from whiteness and nothingness to the more mundane settings of the laboratory in Vilayad, you are greeted from the same man in black, standing in the exact same spot you left him several hours ago.

"Is there something wrong with the apparatus?" he asked. "There was a sharp explosion of light that lasted but a few moments, and now you're back".

Looking around, al-Vareshi is nowhere to be seen...

After hearing the PCs' explanation (if they care to give any, he does not insist in any case) and assuring them no one has gone through the summoning circle since they left not even a minute ago, he suggests they go meet with bin-Khadij to let him know of this development.

PCs have earned the "Favor of Abir bin Ammon al-Vareshi" reward on the Adventure Record.

Go to Conclusion A.

Path B

If the PCs managed to separate al-Vareshi from his apparatus and he survived the battle, he again begs for them to give it back to him.

If the PCs acquiesce, go back to Path A

If the PCs refuse, he goes berserk:

At these words, al-Vareshi falls to his knees and let out a long wail of despair, filled with so much anguish that even the most hardened amongst you are taken aback. He starts to rip out his clothes, and tear his hair out, and claw out at his face, all the while calling out to his lost love: "ANNAAAAAA!"

If the PCs relinquish, read or paraphrase the following:

With tears in his eyes, without getting up from his prone position, al-Vareshi accepts his apparatus back like someone holding on to flotsam in the middle of a raging sea. In the blink of an eye, a glowing brightness emanates from the position and you watch him disappear in a blinding aura, his final word to you ringing in your ears:

Thank you, oh thank you! I will be waiting for you at the Gold Coin in Vilayad!"

Continue with Path A.

If the PCs hold on to the al-Vareshi apparatus (or if they gave it away to the Githyankis) read or paraphrase the following:

Seeing that you are adamant in your decision, something seems to break in al-Vareshi. He slumps on the floor, his body twitching and quivering. He opposes no resistance as you drag him to his feet, and only stares into the distance with reddened eyes.

The PCs are free to activate their own apparatus at this point, and they end up in the laboratory in Vilayad, in front of a rather puzzled Ben Salor...

After the world has returned from whiteness and nothingness to the more mundane settings of the laboratory in Vilayad, you are greeted from the same man in black, standing in the exact same spot you left him several hours ago.

"Is there something wrong with the apparatus?" he asked. "There was a sharp explosion of light that lasted but a few moments, and now you're back".

His expression goes from puzzlement to surprise when he sees the man you brought back with you. "Is this... him?" he says.

After hearing the PCs' explanation (if they care to give any, he does not insist in any case), he strongly suggests that they bring al-Vareshi to bin-Khadij with all haste. al-Vareshi is totally irresponsible; he will not speak nor oppose any resistance.

Cross out the "Favor of Abir bin Ammon al-Vareshi" reward on the Adventure Record.

Go to Conclusion B.

Path C

If al-Vareshi dies, they must activate their own apparatus to go back to Vilayad.

When they do, the PCs end up in present-time Vilayad, in front of a rather puzzled Ben Salor!

After the world has returned from whiteness and nothingness to the more mundane settings of the laboratory in Vilayad, you are greeted from the same man in black, standing in the exact same spot you left him several hours ago.

"Is there something wrong with the apparatus?" he asked. "There was a sharp explosion of light that lasted but a few moments, and now you're back".

After hearing the PCs' explanation (if they care to give any, he does not insist in any case), he strongly suggests they go meet with bin-Khadij to let him know of this development.

Cross out the "Favor of Abir bin Ammon al-Vareshi" reward on the Adventure Record.

Go to Conclusion C if the PCs have brought back al-Vareshi's remains and to Conclusion D if they did not.

CONCLUSION A

If the PCs look for bin-Khadij at his encampment, read or paraphrase the following:

You arrive at bin-Khadij's encampment only to be told, by an aide-de-camp that "His Excellency has requested that you meet him at the place known as the Gold Coin in Vilayad, and express his regrets that he could not have notify you sooner".

If they go to the Gold Coin Inn, read or paraphrase the following:

As you arrive at the Gold Coin Inn, you are immediately approached by one of the serving maids. She bows down before you, and with deference ask if you could follow her to one of the covered seating areas at the back of the establishment.

Waiting for you there, with amused grins on their faces, are two old grizzled war buddies: bin-Khadij and al-Vareshi himself, older and much saner than the last time you saw him.

Al-Vareshi then introduces you to his wife Anna, a middle-aged woman who must have been a striking beauty in her youth, and who still retains the grace and vivacity of her younger days.

The PCs have earned the “**Influence point with Yasin bin-Khadij waz-Vilayad**” reward on the Adventure Record.

PCs who played **TUS4-01 Spoils of War** have already met Lady Anna – in fact, they witnessed her death. If those PCs ask for an explanation to her continued good health, read or paraphrase the following:

Noting your concern and dismay, al-Vareshi explains that his apparatus brought him back to his place of departure, 15 years ago, just like he planned from the start! Fearing for his wife's safety, he rushed from his laboratory to his mansion and took her back to her father's domain in Perrenland, where he lived until he learned that Yasin bin-Khadij was looking for him a few months ago...

The past has been irrevocably changed: the events of **TUS4-01 Spoils of War** and **TUS5-04 Brothers in Arms** did not occur quite the way the PCs might remember:

- **TUS4-01 Spoils of War:** The old lady who died was not Lady Anna, but some other woman (a former domestic) that was living in the abandoned mansion at the time. Anjum Mostapha thought she would know something about the location of the secret laboratory (he was wrong, of course).
- **TUS5-04 Brothers in Arms:** at that time, al-Vareshi had not yet come back from Perrenland, and bin-Khadij still believed him to be dead, so nothing much as changed. Or, if the PCs have already played **TUS6-05 Blaze of Glory** at the time they play **TUS5-04 Brothers in Arms**, bin-Khadij tried to reach al-Vareshi unsuccessfully after the theft of his fragment of the map, and still needed the PCs' help to warn the rest of his former comrades-at-arms. An "errata" to **TUS5-04 Brothers in Arms** will be issued after the premiere of this adventure (**TUS4-01 Spoil of War** has already been retired, so there is no need for an "errata").

After the PCs have digested this little piece of information, read or paraphrase the following:

You all hear a commotion that seems to be coming from the center of the city. Both bin-Khadij and al-Vareshi get up to investigate, Lady Anna tightly clutching the hand of her husband.

If the PCs follow them, read or paraphrase the following:

As you come to the plaza where the famed College of the Arts of Sefmur is located, a scene of destruction awaits you. A large section of the wall has been breached and petrified guards and mages are scattered here and there. And in the middle of it all, a towering

monstrosity: a female form thirty feet tall and carved of obsidian, with two of its eight arms deep within the breach into the College's wall.

A DC 42 Knowledge (arcane) check will identify this creature as being in fact a Blackstone Giant. (*Fiend Folio* p.21)

Turning around, as if it sensed your arrival, its gaze falls on you.

If the PCs can make a DC 25 Sense Motive check continue with the following otherwise skip to the next paragraph

Her gaze glances at al-Vareshi and it pauses, uncertain. You could have worn it bowed it's head towards him. Al-Vareshi looks puzzled, as if he did not understand.

If the PCs can make a DC 25 Spot check continue with the following otherwise skip to the next paragraph

You hear Lady Anna gasps as she recognizes her likeness in the features of the creature.

Then one the creature's hands activates a device in her mid-section and it disappears enveloped by a blinding white nimbus...

If the PCs can make a DC 25 Knowledge [the planes] check continue with the following otherwise skip to the next paragraph.

A nimbus similar to the one you saw when the apparatus was activated.

A mage, walking unsteadily and holding an injured arm, goes up to bin-Khadij and says, with a voice filled with pain and anger: "You knew, didn't you? You knew this... thing would come for the devices and plans you left us! Look at what you've brought down upon us! Look at what you've done!"

To this, both bin-Khadij and al-Vareshi turns pale, and Lady Anna tightens her hold on her husband, fear in her eyes...

The End

CONCLUSION B

If the PCs brought back al-Vareshi with them and look for bin-Khadij at his encampment, they have earned the “**Influence point with Yasin bin-Khadij waz-Vilayad**” reward on the Adventure Record.

Read or paraphrase the following:

You arrive at bin-Khadij's encampment and at once his aide-de-camp ushers you into his tent. al-Vareshi simply follows along, his gaze still and lifeless.

bin-Khadij looks at his old companion, and for a brief moment you can feel the weight of years pressing on his shoulders.

The past has not been changed; Abir bin Ammon al-Vareshi simply came home from the War 15 years later than he should have...

The End

CONCLUSION C

If the PCs brought back the remains of al-Vareshi with them and look for bin-Khadij at his encampment, they have earned the “**Influence point with Yasin bin-Khadij waz-Vilayad**” reward on the Adventure Record.

Read or paraphrase the following:

You arrive at bin-Khadij's encampment and at once his aide-de-camp ushers you into his tent

bin-Khadij looks at the remains of his old companion, and for a brief moment you can feel the weight of years pressing on his shoulders.

The past has not been changed; Abir bin Ammon al-Vareshi simply came home from the War 15 years later than he should have...

The End

CONCLUSION D

If al-Vareshi dies and the PCs do not bring back his remains and the PCs decide to still go look for bin-Khadij at his encampment, bin-Khadij simply tells them he assumes they did their best and were unsuccessful. Cross out the “**Influence point with Yasin bin-Khadij waz-Vilayad**” reward on the Adventure Record.

You arrive at bin-Khadij's encampment and at once his aide-de-camp ushers you into his tent.

The old hero thanks you for your efforts, and dismisses you. Abir bin Ammon al-Vareshi's war has finally ended...

The End

Experience Point Summary

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

Encounter 2: In the White Room

Experience objective

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 3: We gotta get out of this place

Experience objective

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 4: In through the out door

Objective(s) met:

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Discretionary roleplaying award

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total possible experience:

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 2: In the White Room

APL 6: Loot: 16 gp; Coin: 0 gp; Magic: 0 gp

APL 8: Loot: 32 gp; Coin: 0 gp; Magic: 0 gp

APL 10: Loot: 32 gp; Coin: 0 gp; Magic: 0 gp

APL 12: Loot: 64 gp; Coin: 0 gp; Magic: 0 gp

Encounter 3: We gotta get out of this place

APL 6: Loot: 152 gp; Coin: ogp; Magic: 8452 gp – +1 chainshirt x2 (108 gp), +2 chainshirt (354 gp), +1 greatsword (277 gp), +1 ring of protection (166 gp), +1 amulet of natural armor (166 gp)

APL 8: Loot: 16 gp; Coin: ogp; Magic: 4618 gp – +2 chainshirt x2 (354 gp), +1 greatsword x2 (277 gp), +1 ring of protection (166 gp), +1 amulet of natural armor (166 gp)

APL 10: Loot: 32 gp; Coin: ogp; Magic: 9236 gp – +2 chainshirt (354 gp), +1 greatsword (277 gp), +1 ring of protection (166 gp), +1 amulet of natural armor (166 gp), +2 gloves of strength (333 gp), +1 chainshirt x3 (108 gp)

APL 12: Loot: 63 gp; Coin: ogp; Magic: 9903 gp – +1 ring of protection x4 (166 gp), +2 gloves of strength (333 gp), +1 amulet of natural armor x4 (166 gp), Headband of conscious effort (208 gp), Tunic of Steady spellcasting (333 gp), +1 Skillful Greatsword (1529 gp), +1 chainshirt x3 (108 gp), +1 greatsword x3 (277 gp)

Encounter 4: In through the out door

APL 6: Loot: 28 gp; Coin: ogp; Magic: 555 gp – +2 breastplate (363 gp each), +1 morningstar (192 gp each)

APL 8: Loot: 0 gp; Coin: ogp; Magic: 1362 gp – +2 full plate (471 gp each), +1 mighty cleaving greatsword (696 gp each), +1 light crossbow (195 gp each)

APL 10: Loot: 0 gp; Coin: ogp; Magic: 2724 gp – +2 full plate x2 (471 gp each), +1 mighty cleaving greatsword x2 (696 gp each), +1 light crossbow x2 (195 gp each)

APL 12: Loot: 0 gp; Coin: ogp; Magic: 3558 gp – +3 full plate x2 (888 gp each), +1 mighty cleaving greatsword x2 (696 gp each), +1 light crossbow x2 (195 gp each)

Total Possible Treasure

APL 6: Loot: 196 gp; Coin: 0 gp; Magic: 9007 gp;
Total: 9203 gp (max. 900 gp).

APL 8: Loot: 48 gp; Coin: 0 gp; Magic: 5980 gp;
Total: 6028 gp (max. 1300 gp).

APL 10: Loot: 64 gp; Coin: 0 gp; Magic: 11960 gp;
Total: 12024 gp (max. 2300 gp).

APL 12: Loot: 127 gp; Coin: 0 gp; Magic: 13461 gp;
Total: 13588 gp (max. 3300 gp).

APPENDIX 1: NPCS AND CREATURES

ALL APLS

ENCOUNTER THREE: WE GOTTA GET OUT OF HERE

Abir bin Ammon al-Vareshi: Male human (Baklunish) Rog3/Sor6/ArT6; CR 16; Medium Humanoid (human); HD 13d4+3d6; hp 57 3; Init 3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +8; Grp +9; Atk +9 melee (1d4+1, dagger) or +11 ranged (1d8, light crossbow); Full Atk +9/+4 melee (1d4+1, dagger) or +11 ranged (1d8, light crossbow); SA Sneak Attack (5d6); SQ Evasion, Familiar, Impromptu Sneak Attack, Ranged Legerdemain, Trap Sense, Trapfinding; AL CG; SV Fort +5, Ref +13, Will +10; Str 12, Dex 16, Con 10, Int 14, Wis 8, Cha 16.

Skills and Feats: Bluff +20, Concentration +15, Decipher Script +9, Diplomacy +24, Disable Device +9, Escape Artist +10, Knowledge (arcana) +18, Profession (Merchant) +16, Sense Motive +14, Spellcraft +15; Combat Casting, Eschew Materials, Negotiator, Craft Magic Arms and Armor, Craft Wondrous Item, Quicken Spell, Craft Construct.

Languages: Common, Ancient Baklunish.

Possessions: Scarab of golembane, a bit of sanity, a lot of angst.

ENCOUNTER THREE: WE GOTTA GET OUT OF HERE

Githyanki: Fighter 3; CR 4; Medium Humanoid (Extraplanar); HD 3d10+6; hp 28; Init +7; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (2d6+3, masterwork greatsword) or +6 ranged (1d8+1, composite longbow, +1 str); Full Atk +7 melee (2d6+3, masterwork greatsword) or +6 ranged (1d8+1, composite longbow, +1 str); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 8; AL LE; SV Fort +5, Ref +4, Will +0; Str 15, Dex 16, Con 15, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (armorsmithing) +7, Intimidate +5, Spot +1; Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (greatsword)

Languages: Common, Gith.

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition, githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels. The save DCs are Charisma-based.

Possessions: +1 chainshirt, masterwork greatsword, composite longbow (+1 str), quiver with 20 arrows.

Githyanki: Monk 1/Fighter 6; CR 8; Medium Humanoid (Extraplanar); HD 1d8+6d10+21; hp 58; Init +7; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +6; Grp +14; Atk +12 melee (2d6+9, +1 greatsword) or +10 ranged (1d8+1, composite longbow, +1 str); Full Atk +12/+7 melee (2d6+9, +1 greatsword) or +9/+4 ranged (1d8+1, composite longbow, +1 str) or +10/+5 Melee (Unarmed Strike 1d6+4); SA Psionics, Flurry of Blows; SQ Darkvision 60 ft., psionics, spell resistance 12; AL LE; SV Fort +10, Ref +5, Will +3; Str 18, Dex 13, Con 16, Int 8, Wis 8, Cha 12.

Skills and Feats: Craft (armorsmithing) +11, Intimidate +9, Spot +4, Concentration +10; Power Attack, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Improved Grapple, Improved Unarmed Strike.

Languages: Common, Gith.

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition, githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day. Effective caster level equals the githyanki's class levels. The save DCs are Charisma-based.

Possessions: +2 chainshirt, +1 greatsword, composite longbow (+1 str), quiver with 20 arrows. *Ring of Protection* +1, *amulet of natural armor* +1

ENCOUNTER FOUR: IN THROUGH THE OUT DOOR

Half-Fiendish Human Cleric: Male human (Baklunish) Cleric 5; CR 7; Medium Outsider (augmented humanoid, native); HD 5d8+10; hp 42; Init +7; Spd 20 ft., Fly 30 ft. (average); AC 21, touch 13, flat-footed 18; Base Atk +3; Grp +7; Atk +8 melee (1d8+5, +1 morningstar) or +7 melee (1d4+4, claw) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d8+5, +1 morningstar) and +2 melee (1d6+2, bite) or +7 melee (1d4+4, 2 claws) and +2 melee (1d6+2, bite) or +7 ranged (1d8/19-20, masterwork light crossbow); SA Rebuke undead 3/day, smite good, spells, spell-like abilities; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 15; AL LE; SV Fort +6, Ref +4, Will +7; Str 18, Dex 17, Con 14, Int 16, Wis 16, Cha 10.

Skills and Feats: Bluff +8, Concentration +10, Disguise +8, Hide +8, Knowledge (religion) +11, Spellcraft +11; Cleave, Flyby Attack, Power Attack.

Languages: Common, Abyssal, Infernal.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal 5 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness*; 1/day – *desecrate*, *unholy blight* (DC 14). Caster level 5th. The save DCs are Charisma-based.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*cure minor wounds*, *guidance*, *mending*, *read magic*, *resistance*; 1st—*command*, *divine favor*, *doom*, *protection from good**, *shield of faith*; 2nd—*cure moderate wounds*, *hold person*, *invisibility**, *sound burst*; 3rd—*animate dead*, *dispel magic*, *magic circle against good**.

*Domain spell. Deity Iuz; *Domains*: Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide added to cleric class skills).

Possessions: +1 *morningstar*, +2 *breastplate*, masterwork light crossbow, quarrel with 20 bolts.

Nimblewright*: CR 7; medium-size construct; HD 10d10; hp 65; Init +7; Spd 40 ft.; AC 24, touch 17, flat-footed 17; Base Atk +7; Grp +11; Atk +11 melee (2d6+4/12-20, rapier-hand); Full Atk +11 melee (2d6+4/12-20, 2 rapier-hands); SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, spell resistance 27, vulnerabilities; AL CN; SV Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Combat reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack.

Languages: Common.

Spell-Like Abilities: At will - *alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*. Caster level 10th; save DC = 14 + spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Construct Traits: A nimblewright is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

* See Appendix 2: New Rules Items

ENCOUNTER TWO: IN THE WHITE ROOM

Xill: Rogue 1: CR 7; Medium Outsider (Extraplanar); HD 5d8+1d6+18; hp 50; Init +9; Spd 40 ft.; AC 26, touch 15, flat-footed 21; Base Atk +5; Grp +9; Atk +10 melee (1d6+5/19–20, *+1 short sword*) or +9 melee (1d6+4, claw); Full Atk +8 melee (1d6+5/19–20, *+1 short sword*) and +7 melee (1d6+4, 3 claws); SA Implant, improved grab, paralysis, sneak attack 1d6; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +7, Ref +11, Will +6; Str 19, Dex 20, Con 17, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +14, Climb +13, Diplomacy +2, Escape Artist +14, Intimidate +8, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +14, Use Rope +5 (+7 with bindings); Improved Initiative, Multiattack(B), Multiweapon Fighting, Improved Natural Weapon (Claw)

Languages: Infernal.

Possessions: *+1 studded leather armor, +1 short sword, sandals of harmonious balance**

* See Appendix 2: New Rules Items

Xill: Monk 1: CR 7; Medium Outsider (Extraplanar); HD 6d8+18; hp 51; Init +9; Spd 40 ft.; AC 30, touch 25, flat-footed 25; Base Atk +5; Grp +9; Atk +10 melee (1d6+4/19–20, Claw); Full Atk +6 melee (1d6+4/19–20, 2 Unarmed Strikes) and +6 melee (1d6+4, 4 claws); SA Implant, improved grab, paralysis, flurry of blows, stunning fist DC 16; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +9, Ref +11, Will +9; Str 19, Dex 21, Con 16, Int 12, Wis 16, Cha 8.

Skills and Feats: Balance +14, Climb +13, Diplomacy +2, Escape Artist +14, Intimidate +8, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +14, Use Rope +5 (+7 with bindings); Improved Initiative, Multiattack(B), Multiweapon Fighting, Improved Natural Weapon (Claw), Stunning Fist (B), Improved Unarmed Strike (B)

Languages: Infernal.

Possessions: ~~*potion of mage armor, potion of greater magic fang*~~ (all natural weapons), *amulet of natural armor +1, sandals of harmonious balance**

* See Appendix 2: New Rules Items

ENCOUNTER THREE: WE GOTTA GET OUT OF HERE

Githyanki (2): Male outsider Monk 1/ Fighter 6; CR 8; Medium Humanoid (Extraplanar); HD 1d8+6d10+21; hp 58; Init +7; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +6; Grp +14; Atk +12 melee (2d6+9, *+1 greatsword*) or +10 ranged (1d8+1, composite longbow, +1 str); Full Atk +12/+7 melee (2d6+9, *+1 greatsword*) or +9/+4 ranged (1d8+1, composite longbow, +1 str) or +10/+5 Melee (Unarmed Strike 1d6+4); SA Psionics, Flurry of Blows; SQ Darkvision 60 ft., psionics, spell resistance 12; AL LE; SV Fort +10, Ref +5, Will +3; Str 18, Dex 13, Con 16, Int 8, Wis 8, Cha 12.

Skills and Feats: Craft (armorsmithing) +11, Intimidate +9, Spot +4, Concentration +10; Power Attack, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Improved Grapple, Improved Unarmed Strike.

Languages: Common, Gith.

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition, githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day. Effective caster level equals the githyanki's class levels. The save DCs are Charisma-based.

Possessions: *+2 chainshirt, +1 greatsword, composite longbow (+1 str), quiver with 20 arrows, ring of protection +1, amulet of natural armor +1*

ENCOUNTER FOUR: IN THROUGH THE OUT DOOR

Half-Fiendish Human Cleric: Male human (Baklunish) Cleric 7; CR 9; Medium Outsider (augmented humanoid, native); HD 7d8+14; hp 59; Init +7; Spd 20 ft., Fly 30 ft. (average); AC 22, touch 11, flat-footed 21; Base Atk +5; Grp +9; Atk +10 melee (2d6+7/19–20, *+1 mighty cleaving greatsword*) or +9 melee (1d4+4, claw) or +9 ranged (1d8+1/19–20, *+1 light crossbow*); Full Atk +10 melee (2d6+7/19–20, *+1 mighty cleaving greatsword*) and +4 melee (1d6+2, bite) or +9 melee (1d4+4, 2 claws) and +4 melee (1d6+2, bite) or +9 ranged (1d8+1/19–20, *+1 light crossbow*); SA Rebuke undead 3/day, smite good, spells, spell-like abilities; SQ Damage reduction 5/magic, darkvision 60

ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 17; AL LE; SV Fort +7, Ref +5, Will +8; Str 18, Dex 17, Con 14, Int 16, Wis 16, Cha 10.

Skills and Feats: Bluff +10, Concentration +12, Disguise +10, Hide +10, Knowledge (religion) +13, Spellcraft +13; Cleave, Flyby Attack, Martial Weapon Proficiency (Greatsword), Power Attack

Languages: Common, Abyssal, Infernal.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal 7 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness, poison* (DC 14); 1/day – *desecrate, unholy blight* (DC 14). Caster level 7th. The save DCs are Charisma-based.

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, mending, read magic, resistance*; 1st—*command, divine favor, doom, entropic shield, protection from good*, shield of faith*; 2nd—*bull's strength, cure moderate wounds, hold person, invisibility*, sound burst*; 3rd—*animate dead, bestow curse, dispel magic, magic circle against good**; 4th—*confusion*, divine power*.

*Domain spell. Deity Iuz; **Domains:** Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide added to cleric class skills).

Possessions: +2 full plate, +1 mighty cleaving greatsword, +1 light crossbow, quarrel with 20 bolts.

Nimblewrights* (2): CR 7; medium-size construct; HD 10d10; hp 65; Init +7; Spd 40 ft.; AC 24, touch 17, flat-footed 17; Base Atk +7; Grp +11; Atk +11 melee (2d6+4/12-20, rapier-hand); Full Atk +11 melee (2d6+4/12-20, 2 rapier-hands); SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, spell resistance 27, vulnerabilities; AL CN; SV Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Combat reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack.

Languages: Common.

Spell-Like Abilities: At will - *alter self, cat's grace, entropic shield, feather fall, haste*. Caster level 10th; save DC 14 + spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a

nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Construct Traits: A nimblewright is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

* See Appendix 2: New Rules Items

APL 10

ENCOUNTER TWO: IN THE WHITE ROOM

Xills (3): Rogue 1/Monk 1; CR 8; Medium Outsider (Extraplanar); HD 7d8+1d6+21; hp 63; Init +9; Spd 40 ft.; AC 31, touch 26, flat-footed 25; Base Atk +5; Grp +9; Atk +11 melee (1d6+4/19–20, Claw); Full Atk +7 melee (1d6+4/19–20, 2 Unarmed Strikes) and +7 melee (1d6+4, 4 claws); SA Implant, improved grab, paralysis, flurry of blows, stunning fist DC 16, Sneak Attack 1d6; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +9, Ref +14, Will +9; Str 19, Dex 21, Con 16, Int 12, Wis 16, Cha 8.

Skills and Feats: Balance +26, Climb +13, Diplomacy +2, Escape Artist +14, Intimidate +8, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +16, Use Rope +5 (+7 with bindings); Improved Initiative, Multiattack(B), Multiweapon Fighting, Improved Natural Weapon (Claw), Stunning Fist (B), Improved Unarmed Strike (B)

Languages: Infernal.

Possessions: ~~potion of mage armor, potion of greater magic fang~~ (all natural weapons), amulet of natural armor +1, ~~potion of haste~~, sandals of harmonious balance*

* See Appendix 2: New Rules Items

ENCOUNTER THREE: WE GOTTA GET OUT OF HERE

Githyankis (3): Male Fighter 3; CR 4; Medium Humanoid (Extraplanar); HD 3d10+6; hp 28; Init +7; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (2d6+3, masterwork greatsword) or +6 ranged (1d8+1, composite longbow, +1 str); Full Atk +7 melee (2d6+3, masterwork greatsword) or +6 ranged (1d8+1, composite longbow, +1 str); SA Psionics; SQ Darkvision 60 ft., psionics, spell resistance 8; AL LE; SV Fort +5, Ref +4, Will +0; Str 15, Dex 16, Con 15, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (armorsmithing) +7, Intimidate +5, Spot +1; Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (greatsword)

Languages: Common, Gith.

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition, githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can

use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels. The save DCs are Charisma-based.

Spell Resistance (Ex): A githyanki has spell resistance equal to its class levels +5.

Possessions: +1 *chainshirt*, masterwork greatsword, composite longbow (+1 str), quiver with 20 arrows.

Githyanki: Monk 3/ Fighter 6/ Master of the Unseen Hand 1; CR 11; Medium Humanoid (Extraplanar); HD 3d8+6d10+1d4+20; hp 77; Init +7; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +8; Grp +16; Atk +14 melee (2d6+9, +1 *greatsword*) or +10 ranged (1d8+1, composite longbow, +1 str); Full Atk +14/+9 melee (2d6+9, +1 *greatsword*) or +10/+5 ranged (1d8+1, composite longbow, +1 str) or +12/+7 Melee (Unarmed Strike 1d6+4); SA Psionics, Flurry of Blows, Versatile Telekinesis; SQ Darkvision 60 ft., psionics, spell resistance 15; AL LE; SV Fort +10, Ref +7, Will +5; Str 18, Dex 14, Con 14, Int 10, Wis 6, Cha 16.

Skills and Feats: Craft (armorsmithing) +11, Intimidate +9, Spot +4, Concentration +10; Power Attack, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Improved Grapple, Improved Unarmed Strike, Deflect Arrow, Improved Grapple, Improved Unarmed Strike, Ability Focus [*telekinesis*].

Languages: Common, Gith.

Psionics (Sp): 3/day—*daze* (DC 18), *mage hand*, *Blur*, *dimension door*, *telekinesis* (DC 20) and *plane shift* (DC 18) once per day. Effective caster level is 10 (11 for *telekinesis*). The save DCs are Charisma-based.

Possessions: +2 *chainshirt*, +1 *greatsword*, composite longbow (+1 str), quiver with 20 arrows, *ring of protection* +1, +1 *amulet of natural armor*, +2 *gloves of strength*

ENCOUNTER FOUR: IN THROUGH THE OUT DOOR

Half-Fiendish Human Clerics (2): Male human (Baklunish) Cleric 7; CR 9; Medium Outsider (augmented humanoid, native); HD 7d8+14; hp 59; Init +7; Spd 20 ft., Fly 30 ft. (average); AC 22, touch 11, flat-

footed 21; Base Atk +5; Grp +9; Atk +10 melee (2d6+7/19-20, +1 *mighty cleaving greatsword*) or +9 melee (1d4+4, claw) or +9 ranged (1d8+1/19-20, +1 *light crossbow*); Full Atk +10 melee (2d6+7/19-20, +1 *mighty cleaving greatsword*) and +4 melee (1d6+2, bite) or +9 melee (1d4+4, 2 claws) and +4 melee (1d6+2, bite) or +9 ranged (1d8+1/19-20, +1 *light crossbow*); SA Rebuke undead 3/day, smite good, spells, spell-like abilities; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 17; AL LE; SV Fort +7, Ref +5, Will +8; Str 18, Dex 17, Con 14, Int 16, Wis 16, Cha 10.

Skills and Feats: Bluff +10, Concentration +12, Disguise +10, Hide +10, Knowledge (religion) +13, Spellcraft +13; Cleave, Flyby Attack, Martial Weapon Proficiency (Greatsword), Power Attack

Languages: Common, Abyssal, Infernal.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal 7 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *darkness, poison* (DC 14); 1/day – *desecrate, unholy blight* (DC 14). Caster level 7th. The save DCs are Charisma-based.

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, mending, read magic, resistance*; 1st—*command, divine favor, doom, entropic shield, protection from good*, shield of faith*; 2nd—*bull's strength, cure moderate wounds, hold person, invisibility*, sound burst*; 3rd—*animate dead, bestow curse, dispel magic, magic circle against good**; 4th—*confusion*, divine power*.

*Domain spell. Deity Iuz; **Domains:** Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide added to cleric class skills).

Possessions: +2 *full plate*, +1 *mighty cleaving greatsword*, +1 *light crossbow*, quarrel with 20 bolts.

Nimblewrights* (2): CR 7; medium-size construct; HD 10d10; hp 65; Init +7; Spd 40 ft.; AC 24, touch 17, flat-footed 17; Base Atk +7; Grp +11; Atk +11 melee (2d6+4/12-20, rapier-hand); Full Atk +11 melee (2d6+4/12-20, 2 rapier-hands); SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, spell resistance 27, vulnerabilities; AL CN; SV Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Combat reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack.

Languages: Common.

Spell-Like Abilities: At will - *alter self, cat's grace, entropic shield, feather fall, haste*. Caster level 10th; save DC 14 + spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Construct Traits: A nimblewright is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

* See Appendix 2: New Rules Items

ENCOUNTER TWO: IN THE WHITE ROOM

Xill: Cleric 5; CR 11; Medium Outsider (Extraplanar); HD 10d8+60; hp 113; Init +4; Spd 40 ft.; AC 30, touch 17, flat-footed 26; Base Atk +8; Grp +10; Atk +17 melee (1d6+8+1d6 cold/19–20, +1 frost short sword) or +10 melee (1d4+5, claw); Full Atk +15 melee (1d6+8+1d6 cold/19–20, 3 +1 frost short swords) and +13 melee (1d4+7, claw); SA Implant, improved grab, paralysis, Rebuke Undead 5/Day; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +14, Ref +8, Will +11; Str 18, Dex 18, Con 22, Int 10, Wis 16, Cha 15.

Skills and Feats: Concentration +16, Balance +15, Climb +12, Diplomacy +2, Escape Artist +13, Intimidate +8, Listen +11, Move Silently +13, Sense Motive +10, Spellcraft +15, Spot +11, Tumble +16, Use Rope +5 (+7 with bindings); Practiced Spellcaster*, Chain Spell, Divine MetaMagic* [Chain Spell], Weapon Focus ShortSword [B], Multiattack [B], Multiweapon Fighting

Languages: Infernal.

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, mending, read magic, resistance*, 1st—~~protection from good, divine favor, doom, entropic shield, longstrider*~~, *shield of faith*, 2nd—*bull's strength, Bear's Endurance, hold person, spiritual weapon**, *sound burst*, 3rd—~~fly~~, *bestow curse, dispel magic*

*Domain spell. Deity Sixin; *Domains:* War (Weapon Focus Shortsword); Travel (5 round per day freedom of movement)

Possessions: +2 chain shirt, 3 +1 frost short sword

* See Appendix 2: New Rules Items

Xill: Rogue 1; CR 7; Medium Outsider (Extraplanar); HD 5d8+1d6+18; hp 50; Init +9; Spd 40 ft.; AC 26, touch 15, flat-footed 21; Base Atk +5; Grp +9; Atk +10 melee (1d6+5/19–20, +1 short sword) or +9 melee (1d6+4, claw); Full Atk +8 melee (1d6+5/19–20, +1 short sword) and +7 melee (1d6+4, 3 claws); SA Implant, improved grab, paralysis, sneak attack 1d6; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +7, Ref +11, Will +6; Str 19, Dex 20, Con 17, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +14, Climb +13, Diplomacy +2, Escape Artist +14, Intimidate +8, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +14, Use Rope +5 (+7 with bindings); Improved Initiative, Multiattack(B), Multiweapon Fighting, Improved Natural Weapon (Claw)

Languages: Infernal.

Possessions: +1 studded leather armor, +1 short sword, sandals of harmonious balance*

* See Appendix 2: New Rules Items

Xill: Rogue 1/Monk 1; CR 8; Medium Outsider (Extraplanar); HD 7d8+1d6 +21; hp 63; Init +9; Spd 40 ft.; AC 31, touch 26, flat-footed 25; Base Atk +5; Grp +9; Atk +11 melee (1d6+4/19–20, Claw); Full Atk +7 melee (1d6+4/19–20, 2 Unarmed Strikes) and +7 melee (1d6+4, 4 claws); SA Implant, improved grab, paralysis, flurry of blows, stunning fist DC 16, Sneak Attack 1d6; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +9, Ref +14, Will +9; Str 19, Dex 21, Con 16, Int 12, Wis 16, Cha 8.

Skills and Feats: Balance +26, Climb +13, Diplomacy +2, Escape Artist +14, Intimidate +8, Listen +11, Move Silently +13, Sense Motive +10, Spot +11, Tumble +16, Use Rope +5 (+7 with bindings); Improved Initiative, Multiattack(B), Multiweapon Fighting, Improved Natural Weapon (Claw), Stunning Fist (B), Improved Unarmed Strike (B)

Languages: Infernal.

Possessions: ~~potion of mage armor, potion of greater magic fang~~ (all natural weapons), amulet of natural armor +1, ~~potion of haste~~, sandals of harmonious balance*

* See Appendix 2: New Rules Items

Xill: Monk 1; CR 7; Medium Outsider (Extraplanar); HD 6d8+18; hp 51; Init +9; Spd 40 ft.; AC 30, touch 25, flat-footed 25; Base Atk +5; Grp +9; Atk +10 melee (1d6+4/19–20, Claw); Full Atk +6 melee (1d6+4/19–20, 2 Unarmed Strikes) and +6 melee (1d6+4, 4 claws); SA Implant, improved grab, paralysis, flurry of blows, stunning fist DC 16; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +9, Ref +11, Will +9; Str 19, Dex 21, Con 16, Int 12, Wis 16, Cha 8.

Skills and Feats: Balance +14, Climb +13, Diplomacy +2, Escape Artist +14, Intimidate +8, Listen +11, Move Silently +13, Sense Motive +10, Spot +11,

Tumble +14, Use Rope +5 (+7 with bindings); Improved Initiative, Multiattack(B), Multiweapon Fighting, Improved Natural Weapon (Claw), Stunning Fist (B), Improved Unarmed Strike (B)

Languages: Infernal.

Possessions: ~~potion of mage armor, potion of greater magic fang~~ (all natural weapons), *amulet of natural armor +1, sandals of harmonious balance**

* See Appendix 2: New Rules Items

ENCOUNTER THREE: WE GOTTA GET OUT OF HERE

Githyankis (2): Monk 1/ Fighter 6; CR 8; Medium Humanoid (Extraplanar); HD 1d8+6d10+21; hp 58; Init +7; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +6; Grp +14; Atk +12 melee (2d6+9, +1 *greatsword*) or +10 ranged (1d8+1, composite longbow, +1 str); Full Atk +12/+7 melee (2d6+9, +1 *greatsword*) or +9/+4 ranged (1d8+1, composite longbow, +1 str) or +10/+5 Melee (Unarmed Strike 1d6+4); SA Psionics, Flurry of Blows; SQ Darkvision 60 ft., psionics, spell resistance 12; AL LE; SV Fort +10, Ref +5, Will +3; Str 18, Dex 13, Con 16, Int 8, Wis 8, Cha 12.

Skills and Feats: Craft (armorsmithing) +11, Intimidate +9, Spot +4, Concentration +10; Power Attack, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*), Improved Grapple, Improved Unarmed Strike.

Languages: Common, Gith.

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition, githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day. Effective caster level equals the githyanki's class levels. The save DCs are Charisma-based.

Possessions: +2 *chainshirt*, +1 *greatsword*, composite longbow (+1 str), quiver with 20 arrows, *ring of protection +1, amulet of natural armor +1*

Githyanki: Monk 3/ Fighter 6/ Master of the Unseen Hand 1; CR 11; Medium Humanoid (Extraplanar); HD 3d8+6d10+1d4+20; hp 77; Init +7; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +8; Grp +16; Atk +14 melee (2d6+9, +1 *greatsword*) or +10 ranged (1d8+1, composite longbow, +1 str); Full Atk +14/+9 melee (2d6+9, +1 *greatsword*) or +10/+5 ranged (1d8+1, composite longbow, +1 str) or +12/+7 Melee (Unarmed Strike 1d6+4); SA Psionics, Flurry of Blows, Versatile Telekinesis; SQ Darkvision 60 ft., psionics, spell

resistance 15; AL LE; SV Fort +10, Ref +7, Will +5; Str 18, Dex 14, Con 14, Int 10, Wis 6, Cha 16.

Skills and Feats: Craft (armorsmithing) +11, Intimidate +9, Spot +4, Concentration +10; Power Attack, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*), Improved Grapple, Improved Unarmed Strike, Deflect Arrow, Improved Grapple, Improved Unarmed Strike, Ability Focus [*telekinesis*].

Languages: Common, Gith.

Psionics (Sp): 3/day—*daze* (DC 18), *mage hand*, *blur*, *dimension door*, *telekinesis* (DC 20) and *plane shift* (DC 18) once per day. Effective caster level is 10 (11 for *telekinesis*). The save DCs are Charisma-based.

Possessions: +2 *chainshirt*, +1 *greatsword*, composite longbow (+1 str), quiver with 20 arrows, *ring of protection +1, +1 amulet of natural armor, +2 gloves of strength*

Warlock Githyanki: Male Outsider Wizard 11; CR 12; Medium Humanoid (Extraplanar); HD 11d4+22; hp 56; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +5; Grp +6; Atk +9/+4 melee (2d6+2, *Skillful greatsword +1*); Full Atk +9/+4 melee (2d6+2, *Skillful greatsword +1*); SA Psionics; SQ Darkvision 60 ft., familiar, psionics, spell resistance 16; AL LE; SV Fort +7, Ref +6, Will +6; Str 12, Dex 16, Con 15, Int 17, Wis 8, Cha 8.

Skills and Feats: Concentration +21, Craft (armorsmithing) +17, Intimidate +6, Spellcraft +11, Spot +6; Combat Casting, Combat Expertise, Improved Initiative, Danger Sense, Scribe Scroll(B), Sudden Still*, Sudden Silent*

Languages: Common, Draconic, Gith.

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition, githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels. The save DCs are Charisma-based.

Spell Resistance (Ex): A githyanki has spell resistance equal to its class levels +5.

Spells Prepared (4/5/5/5/3/2/1; base DC = 13 + spell level): 0—*daze, detect magic, ghost sound, ray of frost*, 1st—*magic missile* (2), ~~*mage armor, shield*~~, *true strike*, 2nd—*Tasha's hideous laughter, flaming sphere, glitterdust, Melf's acid arrow, see invisibility*, 3rd—

dispel magic, fireball, haste, sleet storm, fly, 4th—*enervation, ice storm* (2); 5th—*cone of cold, teleport*; 6th—*greater dispel magic*.

Possessions: *amulet of natural armor +1, ring of protection +1, headband of conscious effort*, tunic of steady spellcasting*, skillful* greatsword +1*

* See Appendix 2: New Rules Items

ENCOUNTER FOUR: IN THROUGH THE OUT DOOR

Half-Fiendish Human Clerics (2): Male human (Baklunish) Cleric 9; CR 11; Medium Outsider (augmented humanoid, native); HD 9d8+18; hp 76; Init +8; Spd 20 ft., Fly 30 ft. (average); AC 23, touch 11, flat-footed 22; Base Atk +6; Grp +10; Atk +11 melee (2d6+7/19-20, *+1 mighty cleaving greatsword*) or +10 melee (1d4+4, claw) or +10 ranged (1d8+1/19-20, *+1 light crossbow*); Full Atk +11/+5 melee (2d6+7/19-20, *+1 mighty cleaving greatsword*) and +5 melee (1d6+2, bite) or +10 melee (1d4+4, 2 claws) and +5 melee (1d6+2, bite) or +10 ranged (1d8+1/19-20, *+1 light crossbow*); SA Rebuke undead 3/day, smite good, spells, spell-like abilities; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 19; AL LE; SV Fort +8, Ref +7, Will +9; Str 18, Dex 18, Con 14, Int 16, Wis 16, Cha 10.

Skills and Feats: Bluff +14, Concentration +14, Disguise +12, Hide +11, Knowledge (religion) +15, Spellcraft +15; Cleave, Combat Casting, Flyby Attack, Martial Weapon Proficiency (Greatsword), Power Attack.

Languages: Common, Abyssal, Infernal.

Smite Good (Su): Once per day this half-fiend can make a normal melee attack to deal 9 points of extra damage against a good foe.

Spell-Like Abilities: 3/day – *contagion* (DC 14), *darkness, poison* (DC 14); 1/day – *desecrate, unholy blight* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Spells Prepared (6/6/6/5/3/2; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, mending, read magic, resistance*; 1st—*command, divine favor, doom, entropic shield, protection from good*, shield of faith*; 2nd—*bear's endurance, bull's strength, cure moderate wounds, hold person, invisibility*, sound burst*; 3rd—*animate dead, bestow curse, dispel magic, invisibility purge, magic circle*

*against good**; 4th—*confusion*, divine power, freedom of movement*; 5th—*dispel good*, slay living*.

*Domain spell. Deity Iuz; **Domains:** Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide added to cleric class skills).

Possessions: +3 full plate, +1 mighty cleaving greatsword, +1 light crossbow, quarrel with 20 bolts.

Nimblewrights*, Advanced (4): CR 9; medium-size construct; HD 12d10; hp 78; Init +7; Spd 40 ft.; AC 24, touch 17, flat-footed 17; Base Atk +9; Grp +14; Atk +14 melee (2d6+5/12-20, rapier-hand); Full Atk +14 melee (2d6+5/12-20, 2 rapier-hands); SA Spell-like abilities, tripping thrust; SQ Augmented critical, construct traits, SR 27, vulnerabilities; AL CN; SV Fort +3, Ref +10, Will +6; Str 20, Dex 24, Con -, Int 10, Wis 17, Cha 19.

Skills and Feats: Combat reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack.

Languages: Common.

Spell-Like Abilities: At will - *alter self, cat's grace, entropic shield, feather fall, haste*. Caster level 10th; save DC 14 + spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Construct Traits: A nimblewright is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

* See Appendix 2: New Rules Items

NIMBLEWRIGHT (AS PRESENTED IN MONSTER MANUAL II)

Medium-Size Construct

Hit Dice: 10d10 (55 hp)

Initiative: +7

Speed: 40 ft.

AC: 24 (+7 dex, +7 natural), touch 17, flat-footed 17

Attacks: 2 rapier-hands +11 melee

Damage: Rapier-hand 2d6+4/12-20

Space/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, tripping thrust

Special Qualities: Augmented critical, construct traits, SR 27, vulnerabilities

Saves: Fort +3, Ref. +10, Will +6

Abilities: Str 19, Dex 21, Con -, Int 10, Wis 17, Cha 19

Feats: Combat Reflexes (B), Dodge (B), Expertise (B), Improved Disarm (B), Mobility (B), Spring Attack (B)

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always Chaotic

Advancement: 11-15 HD (Medium-size), 16-30 HD (Large)

Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. They often serve as hired bodyguards, but many are employed to infiltrate organizations and secret societies or spy on individuals. Unlike most constructs, a nimblewright is created with intelligence and a distinct personality that allows for intuitive thinking and responsiveness. Like a golem, a nimblewright is a powerful creation that combines awesome magic with elemental forces. Its animating force is a spirit from the Elemental plane of Water. The process of creating a nimblewright binds the unwilling spirit to the artificial body and subjects it to the will of the creator.

An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When

APPENDIX 2: NEW RULES ITEMS

disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium-size humanoid it wishes to become.

Nimblewrights speak Common, Elven, and Dwarven.

COMBAT

A nimblewright is an extremely dexterous combatant. In battle, it brings to bear all of its special fighting skills to deprive opponents of their weapons before running them through. If a nimblewright has ample warning of a fight, it enhances its combat skills with cat's grace and haste before joining melee.

The monster fights with two rapiers that are actually parts of its body. These rapiers are treated as natural weapons. When not in use, the weapons fold into its forearms. A nimblewright can fully deploy both rapiers as a free action.

Spell-Like Abilities: At will - *alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*. Caster level 10th; save DC 14 + spell level.

Tripping Thrust (Ex): A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

Augmented Critical (Ex): A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

Construct Traits: A nimblewright is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

Vulnerabilities: A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

CONSTRUCTION

A nimblewright's body is a hollow humanoid shell made of flexible precious metal alloys weighing 500 pounds. It costs 35,000 gp to create, which includes 15,000 gp for the body. Assembling the body requires a successful Craft (sculpting) or Profession (mason) check (DC 16). The creator must be 18th level and able to cast arcane spells. Completing the ritual drains 1,600 XP from the creator and requires the geas/quest, haste, limited wish, and polymorph any object spells.

Skillful

Complete Arcane

Highly prized by many arcane spellcasters, a skillful weapon can be wielded without penalty by a character not normally proficient with it. In addition, the wielder's base attack bonus improves to a minimum of 3/4 its level (as cleric of the same character level) when he attacks with a skillful weapon, though he gains no such bonus with any other weapon, even if a skillful weapon is wielded at the same time. The skillful special ability can be added only to melee weapons.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *Tenser's transformation*; price +2 bonus

Headband of Conscious Effort:

Complete Adventurer

Anyone wearing a headband of conscious effort can make a Concentration check in place of a required Fortitude saving throw. This ability can be activated once per day. Activating the headband is an immediate action that does not provoke attacks of opportunity. Moderate transmutation; CL 6th; Craft Wondrous Item, Combat Casting, *bear's endurance*; Price 4,000gp

Sandals of Harmonious Balance

Complete Adventurer

These plain-looking sandals make it possible to undertake incredible feats of balance. While wearing sandals of harmonious balance, a character gains a +10 insight bonus on Balance checks and can balance on vertical surfaces. The normal modifiers (such as for slippery surface apply, except for the modifier for a sloped or angled surface. If balanced on a vertical surface, the wearer can move up or down as if she were climbing. However, she is not actually climbing, so he can make attacks normally, retains her dexterity bonus to Armor Class, and generally follows the rules of the Balance skill rather than the Climb skill.

If the wearer has 10 or more ranks in balance, she can balance on liquids, semisolid surfaces such as mud or snow, or similar surfaces that normally couldn't support her weight. For each consecutive round that

she begins balanced on a particular surface of this sort, the DC of her balance check increases by 5. As with all uses of the Balance skill, the wearer moves at half speed unless she decides to use the accelerated movement option (thereby increasing the DC of the Balance check by 5). For more information on the Balance skill, see page 67 of the Player's Handbook. Moderate transmutation; CL 8th; Craft Wondrous Item, *balancing lorecall*; Price 14,000gp

Tunic of Steady Spellcasting:

Complete Adventurer

The wearer of this tunic gains a +5 competence bonus on Concentration checks. Despite the item's name, it's bonus applies on all Concentration checks, not just those made to cast spells.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bear's endurance*; price 2,500

Divine Metamagic [Divine]

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, chose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can 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. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

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

Chain Spell [Metamagic]

Complete Arcane

You can cast spells that arc to other targets in addition to the primary target.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained to as to affect that primary target normally, and then arc to a number of secondary targets equal to

your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effect are reduced by 4. For example, if a 10th level wizard normally cast *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10. A chained spell uses up a spell slot three levels higher than the spell's actual level.

Practiced Spellcaster

Complete Arcane

Choose a spellcasting class you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your hit dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in the levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer class level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9th Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help to penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

Sudden Silent [Metamagic]

Complete Arcane

Once per day you may cast a spell silently without special preparation.

Prerequisites: Any metamagic feat.

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

Sudden Still [Metamagic]

Complete Arcane

Once per day you may cast a spell still without special preparation.

Prerequisites: Any metamagic feat.

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

Danger Sense

Complete Adventurer

You are one twitchy individual.

Prerequisites: Improved Initiative.

Benefits: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Master of the Unseen Hand

Complete Warrior

REQUIREMENTS

To qualify to become a master of the unseen hand, a character must fulfill the following criteria.

Skills: Concentration 8 ranks.

Spells: Able to cast the *telekinesis* spell or access to *telekinesis* as a spell-like or supernatural ability.

CLASS SKILLS

The master of the unseen hand's class skills (and the key ability for each skill) are Concentration (Con),

Craft (Int), Intimidate (Cha), Knowledge (arcana), Profession (Wis) and Spellcraft (Int)

Skill points at each level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the master of the unseen hand prestige class.

Weapon and Armor Proficiency: Masters of the unseen hand gain no proficiency with any weapon or armor.

Improved Caster Level (Ex): At 1st level, a master of the unseen hand begins his relentless focus on the power of telekinesis. He adds his levels in master of the unseen hand to his caster level (whether from actual spellcasting levels or determined by the spell-like ability) when using his telekinesis ability. For example a 10th level sorcerer/3rd level master of the unseen hand casts *telekinesis* at 13th the caster level, and a blue slaad who is a 2nd level master of the unseen hand would use its *telekinesis* spell-like ability as a 10th level caster.

Versatile Telekinesis (Ex): A master of the unseen hand learns to combine the three versions of the *telekinesis* spell or ability, switching from one to another as he likes. For instance, he can use sustained force for 2 rounds, then switch to combat maneuver, then return to using sustained force. The spell or spell-like ability ends after the first use of the violent thrust version, however, or if the master of the unseen hand is unable to maintain concentration.

Telekinetic Wielder (Ex): A master of the unseen hand develops the ability to wield weapons with his telekinetic power. By maintaining concentration on the combat maneuver version of *telekinesis*, a master of the unseen hand of 2nd level or higher can make a single attack with an unattended weapon or one he is holding, moving the weapon up to 20 feet before the attack. Resolve the attack as normal, except that the weapon's movement doesn't provoke attacks of opportunity. The master of the unseen hand's base attack bonus on this attempt is equal to his caster level plus his intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer or a creature with the *telekinesis* supernatural or spell-like ability). Any weapon-related feats the master of the unseen hand has (such as Weapon focus and Power Attack) do not apply when he's telekinetically wielding a weapon.

The weapon wielded can be one the master of the unseen hand took from a foe on a successful disarm attempt.

Sustained Concentration: At 2nd level, a master of the unseen hand becomes adept a moving and fighting while maintaining his telekinesis ability. It only takes a move action, not a standard action, to use the sustained force version of telekinesis (or simply to maintain concentration so the ability doesn't end). The master of the unseen hand can even cast another spell while maintaining concentration on telekinesis, but doing so requires a successful Concentration check as if the caster were distracted by a nondamaging spell (Concentration check equal to the save DC of telekinesis). It still takes a standard action to use the combat maneuver or violent thrust versions of the ability, however.

Full Attack Telekinesis (Ex): At 3rd level, a master of the unseen hand is as skill in telekinetic combat as a fighter is with melee combat. When using the combat maneuver version of *telekinesis* or wielding a weapon telekinetically, the master of the unseen hand can make a full attack, potentially attacking, bull rushing, disarming, grappling or tripping more than once per round. Just as with nontelekinetic attacks, the master of the unseen hand gains an additional attack for every 5 points of the base attack bonus above +1 (using caster level for base attack bonus as described in the *telekinesis* spell description).

Improved Violent Thrust (Ex): At 4th level, a master of the unseen hand's violent thrust becomes more effective. He uses his caster level in place of his base attack bonus when making the attack roll, and he uses his Intelligence modifier (if a Wizard) or Charisma modifier (if a sorcerer or a creature with the *telekinesis* supernatural or spell-like ability) as a bonus on damage rolls if he hurls weapons at the target. Finally, using a violent thrust no longer ends the telekinesis effect, but the master of the unseen hand can't make another violent thrust for 1d4 rounds.

Telekinetic Flight (Ex): A master of the unseen hand of 4th level or higher can use the sustained force version of *telekinesis* to lift himself and willing creatures into the air. With a move action, the master of the unseen hand can move 20 feet with perfect maneuverability and can move willing creatures as well. The master of the unseen hand doesn't have to move all the creatures he's lifting in the same direction, but any lifted creatures plummet to the ground if they move more than 40 feet from the master of the unseen hand. The master of the unseen hand can lift one Medium or smaller creature per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. Unlike the form of flight granted by the *fly* spell,

telekinetic flight ends immediately and abruptly if disrupted by dispel magic or a lapse in the master of the unseen hand's concentration. Without *telekinesis* to support them, creatures fall to the ground immediately, taking 1d6 points of damage per 10 feet fallen (maximum 20d6).

Fling Skyward (Ex): Rather than hurling a creature toward another target, a 5th level master of the unseen hand can use the violent thrust version of *telekinesis* can hurl a creature straight up. A target is allowed a Will save (and spell resistance) to negate the effect. The master of the unseen hand can lift a creature into the air a maximum distance of 10 feet per caster level. At the beginning of the character's next action, the creature falls to the ground, taking 1d6 points of damage per 10 feet fallen. Unlike other times when a master of the unseen hand uses the violent thrust version of *telekinesis*, flinging a foe skyward immediately ends the telekinesis effect.

APPENDIX 3: THE LAW IN NORTHERN & SOUTHERN TUSMIT

THE LAW IN NORTHERN TUSMIT

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the Tusmit triad at tusmittriad@yahoo.com.

Lashings

All lashings are given in public where the criminal can be showered by manure and rotting vegetables. The number of lashes given should be noted on the AR.

Horses

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

High Fines

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains per week (one TU) in the mines.

Full responsibility of the law is expected and enforced by the Qadis and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defense.

The Self-Defense Clause

A clause of self-defense can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defense.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason to call upon this clause.

Assault (govt. official, noble, or church member)

Threat or use of lethal force that results in bodily harm upon a person a lawful representative of the Tusman Government, a Tusman noble or member of an organized Tusman Church.

Sentence: Confiscation of weapon used and imprisonment of up to 1 year (52 TUs).

Assault (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to six time units and 10d10 lashes.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of three time units and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

1. Government official, noble, military, or church official: Imprisonment of four time units and loss of seventy-five percent of property.
2. Other: Fine of one and a half times the blackmail price

Vandalism

Willful destruction or defacement of any structure, object, thing, or place.

Sentence: 1d10 lashes per one hundred fountains and a fine equaling three times the cost of reparation.

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Spying

Any activity that results in foreign powers learning secrets or information about the nation of Tusmit.

Sentence: Sent to mines for life or death

Theft

Possession, sale, or acquisition of an object without permission.

Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equaling up to five times the worth of the goods, services or information.

500 fountains worth or more: severing of the hand after previous sentence is served.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Death.

Treason

Any activity that weakens or gives an edge to a foreign power against the good of the nation of Tusmit.

Sentence: Torture and death

Trespass

Illegal entry into any building when one is not solicited.

THE LAW IN SOUTHERN TUSMIT

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the Tusmit triad at tusmittriad@yahoogroups.com.

Lashings

All lashings are given in public where the criminal can be showered by manure and rotting vegetables. The number of lashes given should be noted on the AR.

Horses

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

High Fines

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains per week (one TU) in the mines.

Full responsibility of the law is expected and enforced by the Qadis and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defense.

The Self-Defense Clause

A clause of self-defense can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defense.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason to call upon this clause.

Assault. (Noble, Church or Gov Official)

Threat or use of force that results in bodily harm upon a member of a legal church, noble or government official

Sentence: Confiscation of weapon used and imprisonment of 2 to 6 months.

Assault. (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to four time units.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of two time units.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

- Government official, noble, military, or church official: Imprisonment of two time units and loss of fifty percent of property
- Other: Fine of one and a half times the blackmail price

Vandalism

Willful destruction or defacement of any structure, object, thing, or place.

Sentence: 1d10 lashes per one hundred fountains and a fine equaling three times the cost of reparation.

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to five years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Theft

Possession, sale, or acquisition of an object without permission.

Sentence: Imprisonment for one time unit and 2d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equaling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Sent to the mines for 5 years, 2d10 lashes, the fine (as above) and severance of the main hand in public.

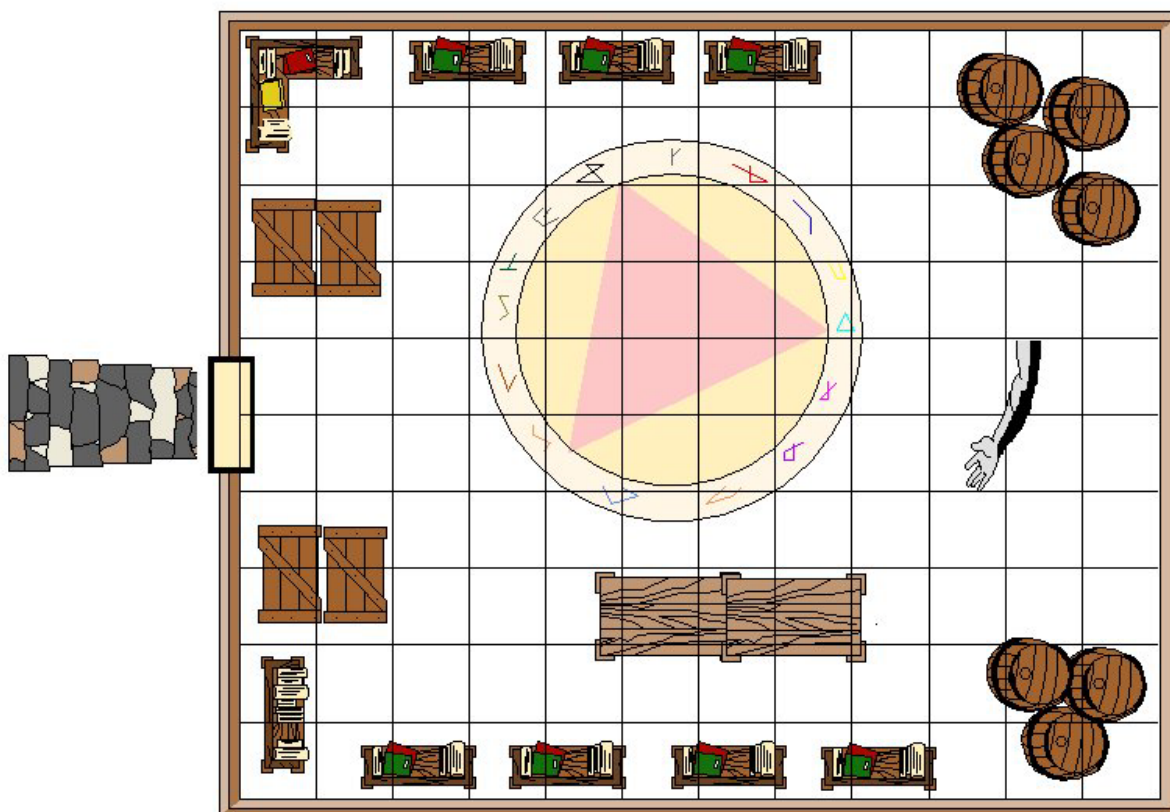
Worship of a banned religion

Holding worshipping ceremonies to gods banned in Tusmit: the Fire God, the Elder Elemental Eye, Hextor, Iuz, Pyremious, Tharizdun, Vecna, (List longer than this)

Sentence: Sent to exile, sent to mines for life if caught in Tusmit again.

APPENDIX 4: MAPS

Abir bin Ammon al-Vareshi's laboratory beneath his mansion in Vilayad:



APPENDIX 5: TEXTES FRANCAIS

INTRODUCTION

Vous avez été convoqué au beau milieu des Collines Tusmanes, suivant la lente rivière Arish pour ce qui vous a semblé une éternité jusqu'à ce que vous laissiez derrière vous le dernier village. Votre guide, et capitaine de la petite barijah "La Lumière de la Vertu", sait seulement que la lettre que chacun d'entre porte signifie que vous êtes suffisamment important pour justifier un prompt passage vers le campement qui est votre destination finale.

Marchant au travers de l'épaisse végétation couvrant ces collines, vous arrivez éventuellement à un petit groupe de tentes plantées près d'une étendue d'eau au pied d'une chute.

*** **

Le campement est bouillonnant d'activité; vous pouvez y voir de nombreux membres de la Garde Tusmane, de même qu'un nombre tout aussi important de Mullahs et de Quadis. A votre approche, un soldat s'engouffre dans une tente et, quelques moments plus tard, le rabat de la tente est relevé pour laisser le passage à un homme aux cheveux blancs empreint d'un air d'autorité, qui se dirige en votre direction.

Alors qu'il arrive à grandes enjambées vers vous, suivi par de nombreux gardes, vous pouvez voir les nombreuses cicatrices qui garnissent ses traits rudes. La lumière du soleil danse sur les lames dénudées des deux cimenterres qui sont passés dans sa large ceinture.

Cet homme est Yasin bin-Khadij waz-Vilayad, Libérateur de Vilayad et, selon certain, le plus grand héros de Tusmit.

*** **

"Mes chers camarades, soyez les bienvenus", dit bin-Khadij les bras grands ouverts. Il vous étreint chacun à tour de rôle, et déclare "Venez. Nous avons beaucoup à discuter" avant de vous conduire dans sa tente. Vous vous apercevez que les gardes qui le suivent ont maintenant le plus grand respect à votre égard.

*** **

"Mes chers camarades, soyez les bienvenus", dit bin-Khadij les bras grands ouverts. Il étreint ceux

d'entre vous qui ont mérité sa confiance par le passé, puis se tourne vers le reste de votre groupe. Ses yeux perçants semblent voir jusqu'au plus profond de votre âme tandis qu'il soupèse votre valeur. Apparemment satisfait de ce qu'il voit, il déclare "Venez. Nous avons beaucoup à discuter" avant de vous conduire dans sa tente. Vous vous apercevez que les gardes qui le suivent ont maintenant le plus grand respect à votre égard.

*** **

Yasin bin-Khadij waz-Vilayad s'arrête à quelques pas de l'endroit où vous vous tenez, et ses yeux perçants semblent voir jusqu'au plus profond de votre âme tandis qu'il soupèse votre valeur. Apparemment satisfait de ce qu'il voit, il déclare "Venez. Nous avons beaucoup à discuter" avant de vous conduire dans sa tente. Vous vous apercevez que les gardes qui le suivent ont maintenant un plus grand respect à votre égard.

*** **

Yasin bin-Khadij waz-Vilayad s'arrête à quelques pas de l'endroit où vous vous tenez, et ses yeux perçants semblent voir jusqu'au plus profond de votre âme tandis qu'il soupèse votre valeur. Jurant doucement dans sa barbe, il déclare froidement "Venez. Nous avons beaucoup à discuter" avant de vous conduire dans sa tente. Vous vous apercevez que les gardes qui le suivent ont la main sur la garde de leurs armes, incertain de ce qui vient de se passer.

*** **

Une fois à l'intérieur de sa tente, Yasin bin-Khadij vous invite à vous asseoir sur l'un des nombreux coussins qui en pare l'intérieur. Mis à part ces coussins, vous apercevez un lit de camp dans un coin, et une table pliante solidement plantée au centre de la tente. La table est couverte des restes d'un repas et de nombreuses cartes et parchemins

*** **

"Je dois encore vous remercier d'avoir répondu à ma requête. Une fois de plus, j'ai un pressant besoin de vos services. Et encore une fois, tout découle de mon ancien compagnon d'armes, Abir bin Ammon al-Vareshi..."

Après que son journal ait été découvert l'an dernier, j'ai demandé à mes contacts au Collège des Arts de Sefmur de l'examiner et de voir s'il pourrait révéler

quelque chose d'utile pour notre Nation. Quelques-uns des plus brillants esprits de Tusmit se sont penché sur ce document pendant des mois, et vous pouvez imaginer ma surprise quand le Collège m'informa il y a quelques semaines que, selon ces experts et quelques sorts de Divination, al-Vareshi pourrait être encore en vie aujourd'hui!

Comment est-ce possible, demandez-vous? Eh bien, il semblerait que mon vieil ami aurait utilisé un dispositif de son invention pour échapper à ses attaquants, en plongeant dans un plan d'existence parallèle qu'il aurait découvert plus tôt.

De plus, les mages du Collège ont été en mesure de reconstruire, à partir des notes de son journal, ce qu'ils croient être le dispositif utilisé par al-Vareshi pour son évasion.

Ma requête est simple: acceptez-vous d'utiliser ce dispositif pour découvrir ce qui est arrivé à mon ami? S'il est en vie, je vous demanderais de lui faire un message de ma part; dans le cas contraire, que vous retourniez sa dépouille ici.

L'appareil est gardé par un de mes associés au laboratoire de al-Vareshi situé sous son ancien manoir près de Vilayad. Il vous faudra vous rendre là en premier avant de pouvoir transiger vers cet autre plan d'existence.

Acceptez-vous?"

*** **

"Je croyais que vous estimeriez l'âme immortelle d'un homme, ou tout simplement sa vie, avoir plus de valeur que l'or ou l'argent. Je vous ai peut-être mal jugé."

ENCOUNTER 1: BACK WHERE WE STARTED, HERE WE GO ROUND AGAIN...

Le voyage entre les Collines Tusmanes et Vilayad est poussiéreux, mais autrement parfaitement sur. On pourrait difficilement croire que ces collines ont vu passé une armée d'envahisseurs et une horde de fanatiques meurtriers, il n'y a que quelques années de cela...

Une fois en vue de Vilayad, guidé par la carte que bin-Khadij vous a remis, vous n'avez aucune difficulté à trouver l'entrée du laboratoire souterrain – surtout à cause du peloton de soldats tusmans bivouaquant tout près de là.

Après avoir présenté votre carte, qui porte le seau de Yasin bin-Khadij waz-Vilayad, vous êtes escortés vers l'escalier s'ouvrant près de la rivière Tuflik. Des torches fraîchement allumées illuminent vos pas, et une fois dans la chambre principale du laboratoire, la pièce au complet est baignée dans une radiance qui égale la lumière du jour.

Un homme tout habillé de noir se tient au milieu de la pièce, étudiant les marques concentriques tracées sur le sol.

*** **

L'homme en noir tourne la tête au son de votre arrivée. Se relevant, il brosse la poussière de ses pantalons noirs avant de marcher vers un établi placé près du cercle brillant.

"Je vous attendais", dit-il calmement. Prenant une petite boîte en bois sur l'établi, il l'ouvre et en retire délicatement un étincelant appareil fait de cristal et de verre, d'allure fort étrange. Vous approchant, vous pouvez constater qu'il est composé d'engrenages et de cadrans, un ensemble très élaboré et très délicat.

D'une voix posée, presque nonchalante, il continue: "Ceci est le dispositif utilisé par al-Vareshi pour échapper de ce laboratoire – ou du moins, une copie, la plus exacte que pouvait réaliser le Collège en se basant sur son journal; et ceci est l'endroit où il l'a utilisé pour la dernière fois. Tout ce que vous avez à faire, c'est vous tenir dans le cercle de convocation et déplacer ce cadran-ci", en pointant sur une petite demi-lune de cristal, "et vous devriez être transportés sur le même plan que lui".

"Pour revenir, nous croyons qu'il suffit de remettre le cadran dans sa position initiale. Est-ce suffisamment clair?"

Il ajoute un autre commentaire en vous tendant la boîte: "Malheureusement, nous n'avons pu le tester avant votre arrivée, mais mes collègues et moi-même sommes quasiment certains que nous avons déchiffrés le texte d'al-Vareshi correctement."

En prenant place dans le cercle, vous pourriez jurer que ses lignes rouges ont soudainement brillés un court moment. Ou bien n'était-ce que votre imagination...

En tournant le cadran tel qu'indiqué, la lumière de la pièce semble augmenter; vous perdez vos camarades de vue, leurs formes s'estompant dans la brillance qui prend de plus en plus d'ampleur. Vous

levez une main pour vous protéger les yeux, et vous êtes partis!

ENCOUNTER 2: IN THE WHITE ROOM

Après un court laps de temps, la lumière aveuglante semble diminuer, et les formes de vos compagnons sont de nouveau visibles. Vous clignez des yeux, et secouez la tête, incertains de la vue qui s'offre à vous.

Mis à part vous et vos alliés, tout ce que vous pouvez voir est une surface d'un blanc uniforme, s'étendant d'un horizon à l'autre, qui ne permet même pas de différencier le sol du ciel. Cette surface semble infinie, dans toutes les directions vers lesquelles vous vous tournez.

Là! Au début, vous pensiez que vos yeux vous jouaient des tours, mais vous êtes maintenant certain qu'il y a bel et bien un point noir au loin. Pointant dans sa direction, vos compagnons vous le confirment : vous n'êtes pas seul ici.

Vous vous mettez en route dans la direction de ce point noir, mais il vous semble que vous progressez à peine. Le temps s'étire alors que vous continuez à avancer, sans le moindre repère pour vous dire si vous progressez réellement ou non.

Vous remarquez un autre groupe de points noirs dans une direction différente de celle vers laquelle vous vous dirigez. Et contrairement à celui vers lequel vous allez, ces points semblent se diriger vers vous, et à toute allure!

ENCOUNTER 3: WE GOTTA GET OUT OF THIS PLACE

Après ce qui vous a semblé des heures, le point noir peut finalement être reconnu comme une forme humanoïde prostré sur le sol...

... quand soudainement, avec un "pop" retentissant, d'autres formes humanoïdes apparaissent autour de la forme affaissée. Vous pouvez la voir lever un bras pour se protéger, et entendre distinctement, dans le silence absolu de ces lieux: "Qu'Istus me protège, pas encore!!!"

*** **

Vu de près, le point noir qui était votre but se révèle être un homme recroquevillé sur le sol, de nombreuses coupures et ecchymoses visibles au

travers des lambeaux de son costume de voyage. Il relève la tête et dans ses yeux vous pouvez voir tout le chagrin et le tourment qu'il a enduré depuis son exil involontaire. "Qui êtes-vous? Êtes-vous réel? Ou ai-je encore des visions?" laisse-t'il échapper au travers du champs de force qui l'entoure.

ENCOUNTER 4: IN THROUGH THE OUT DOOR

Guidés par al-Vareshi, vous arrivez à un endroit semblable au reste de ce désert vide, sauf pour un détail: la présence de formes pas tout à fait humaines figés sur place.

ENCOUNTER 5: ONE FOR THE ROAD

Alors que le dernier des assassins venus du passé s'effondre, vous percevez une lueur brillante provenant de l'endroit où vous avez vu al-Vareshi pour la dernière fois. Vous vous retournez juste à temps pour le voir disparaître dans un aura aveuglant, et pour entendre ses dernières paroles :

"Merci, mes amis! Je vous attendrai à la Pièce d'Or de Vilayad!"

*** **

Après que votre monde soit passé de blanc et vide au décor plus prosaïque du laboratoire de Vilayad, vous êtes accueillis par le même homme en noir, se tenant au même endroit où il était quand vous êtes partis plusieurs heures auparavant.

"Y a-t'il un problème avec l'appareil?" demande-t'il. Il y a eu une brève explosion de lumière il y a quelques instants, et maintenant, vous êtes de retour".

Regardant autour de vous, vous ne voyez aucune trace de al-Vareshi...

*** **

A ces mots, al-Vareshi tombe à genoux et lance un long cri de désespoir, tellement angoissé que même les plus endurcis d'entre vous en sont interloqués. Il déchire ses vêtements, et s'arrache les cheveux, et se griffe la figure, tout en criant le nom de son amour perdu: "ANNAAAAAA!"

*** **

Les larmes aux yeux, sans même se relever, al-Vareshi reprends son appareil avec l'air de

quelqu'un qui s'accroche à une épave au milieu d'une mer déchaînée. En un éclair, une blancheur aveuglante jailli de l'endroit où il se tient, et il disparaît, en vous adressant ces dernières paroles :

"Merci, mille fois merci! Je vous attendrai à la Pièce d'Or de Vilayad!"

*** **

Voyant que vous ne changerez pas d'avis, quelque chose semble se briser chez al-Vareshi. Il s'effondre sur le sol, son corps traversé de spasmes et de tremblements. Il n'oppose aucune résistance alors que vous le remettez debout, et fixe simplement l'horizon de ses yeux rouges.

*** **

Après que votre monde soit passé de blanc et vide au décor plus prosaïque du laboratoire de Vilayad, vous êtes accueillis par le même homme en noir, se tenant au même endroit où il était quand vous êtes partis plusieurs heures auparavant.

"Y a-t'il un problème avec l'appareil?" demande-t'il. Il y a eu une brève explosion de lumière il y a quelques instants, et maintenant, vous êtes de retour".

Son expression passe de la confusion à la stupéfaction quand il voit l'homme qui se tient avec vous. "Est-ce... lui?" demande-t'il.

*** **

Après que votre monde soit passé de blanc et vide au décor plus prosaïque du laboratoire de Vilayad, vous êtes accueillis par le même homme en noir, se tenant au même endroit où il était quand vous êtes partis plusieurs heures auparavant.

"Y a-t'il un problème avec l'appareil?" demande-t'il. Il y a eu une brève explosion de lumière il y a quelques instants, et maintenant, vous êtes de retour".

CONCLUSION A

Vous arrivez au campement de bin-Khadij seulement pour apprendre par un aide de camp que "Son Excellence demande que vous le retrouviez à l'endroit dit de la Pièce d'Or à Vilayad, et exprime ses regrets de ne pas vous avoir notifiés plus tôt".

*** **

A votre arrivée à l'auberge de la Pièce d'Or, une des servantes s'approche aussitôt de vous. Elle s'incline devant vous et avec respect vous demande de bien

vouloir la suivre vers l'une des tables couvertes situées à l'arrière de l'établissement.

Vous y retrouvez deux vieux compagnons d'armes, chacun arborant un sourire amusé en vous voyant: bin-Khadij et al-Vareshi lui-même, plus vieux et surtout plus lucide que la dernière fois que vous l'avez vu.

al-Vareshi vous présente alors son épouse Anna, un dame d'un certain d'âge qui était certainement d'une beauté à couper le souffle dans sa jeunesse, et qui en a gardé la grâce et la vivacité.

*** **

Notant votre inquiétude et votre désarroi, al-Vareshi explique que son appareil lui a permis de revenir à son point de départ, 15 ans plus tôt, exactement comme il l'avait prévu. Inquiet pour la sécurité de son épouse, il s'est élancé de son laboratoire vers son manoir, et a ramenée sa chère Anna au domaine de son père en Perrenland, où ils vivaient encore jusqu'à qu'il apprenne que Yasin bin-Khadij était à sa recherche il y quelques mois de cela...

*** **

Vous entendez un brouhaha qui semble venir du centre de la cité. D'un commun élan, bin-Khadij et al-Vareshi se lèvent pour aller voir ce qui se passe, Lady Anna s'agrippant à la main de son époux.

*** **

A votre arrivée sur la place où se situe le fameux Collège des Arts de Sefmur, une scène de carnage s'offre à vous. Une large section du mur a été défoncée, et des gardes et des mages tous aussi pétrifiés les uns que les autres jonchent le sol ça et là. Et au beau milieu, une imposante monstruosité: une forme féminine de 40 pieds de haut, faite d'obsidienne, avec deux de ses huit bras à l'intérieur de la brèche béante ouverte dans le mur du Collège.

Elle retourne, comme si elle avait pressentie votre présence, son regard se porte sur al-Vareshi et elle s'arrête, incertaine. Vous entendez le cri de surprise de Lady Anna quand elle se reconnaît dans les traits de la créature.

Il vous semble que la créature hoche légèrement la tête en guise de salutation à al-Vareshi tandis qu'une des ses mains active un dispositif situé sur son estomac. Elle lui montre ensuite le petit coffre de bois qu'elle tient dans le creux de l'une des ses autres mains avant de disparaître dans un éclair blanc éblouissant...

Un mage, marchant avec hésitation et tenant son bras meurtri, se rends jusqu'à bin-Khadij et lui dit, la voix remplie de douleur et de rage: "Vous saviez, n'est-ce pas? Vous saviez que cette... chose viendrait pour les objets et les plans que vous nous avez laissés! Voyez ce qui nous est arrivé! Voyez ce que vous avez fait! "

Entendant ceci, bin-Khadij et al-Vareshi deviennent soudainement pâles, et Lady Anna serre un peu plus fort son époux, la peur dans ses yeux..

The End

CONCLUSION B

Vous arrivez au campement de bin-Khadij et immédiatement son aide de camp vous fait pénétrer dans sa tente. al-Vareshi suit docilement, son regard éteint fixé sur le sol.

bin-Khadij regarde son ancien compagnon, et pour un court instant vous sentez le poids des années lui peser sur les épaules.

Le passé n'a pas été altéré; Abir bin Ammon al-Vareshi est simplement revenu de Guerre 15 ans trop tard...

The End

CONCLUSION C

Vous arrivez au campement de bin-Khadij et immédiatement son aide de camp vous fait pénétrer dans sa tente.

bin-Khadij regarde la dépouille de son ancien compagnon, et pour un court instant vous sentez le poids des années lui peser sur les épaules.

Le passé n'a pas été altéré; Abir bin Ammon al-Vareshi est simplement revenu de Guerre 15 ans trop tard...

The End

CONCLUSION D

Vous arrivez au campement de bin-Khadij et immédiatement son aide de camp vous fait pénétrer dans sa tente.

Le vieil héro vous remercie pour vos efforts, et vous renvoie. La guerre d'Abir bin Ammon al-Vareshi est finalement terminée...

PLAYER HANDOUT 1: A LETTER FROM YASIN BIN–KHADIJ WAS–VILAYAD

Esteemed comrades,

I hope this missive will find you soon, for I am in dire needs of your services once again.

I am currently at the Temple of the Dragon, in the Tusman Hills, near the Arish river. Follow the river past the last village, then head up into the Hills.

A man's life and soul could be at stake, please hurry.

Yasin bin-Khadij waz-Vilayad

PLAYER HANDOUT 2: THE MESSAGE OF YASIN BIN–KHADIJ TO ABIR BIN AMMON AL–VARESHI

My good friend Abir,

*After all these years, I finally learned of your plight,
and I am sending this party as my emissaries to you.*

*I was only recently able to piece together the
circumstances of your flight, and also a means to send
someone after you. I have no way of knowing if you
decided to stay away from your homeland of your own
choosing, or if you had no ways of returning.*

*I asked that you consider coming back with these people
I am sending to you; please heed their words, they speak
on my behalf and have your interests at heart.*

*I sincerely hope I will be able to see you all soon, whole
and well.*

Your brother in arms, forever.

Yasin bin-Khadij waz-Vilayad

PLAYER HANDOUT 3: LOCATION OF THE LABORATORY

