

Fault Lines

A One-Round D&D® LIVING GREYHAWK®

Tuflik, Fals and Volverdyva

Metaregional Adventure

Set in Ket

By Stephen Baker

With thanks to Gary Milakovic for some concepts

Circle Edit: Tim Sech

In the struggle between nations, some situations inflame passions more than others. When you move to judge a man, those words could have an impact that will be felt throughout the Baklunish West. Make your decision carefully and weigh both what you are told and what remains unsaid. A continuation of the Faith and Truth series, for PC levels 2 to 16. (APLs 4 to 16).

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

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

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the PC 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 PC 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 PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

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

Time Units and Upkeep

This is a standard One-round Meta-Regional adventure, set in Ket. PCs native to the VTF Meta-Region pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC 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 PC 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

Archons of Ket and the Brotherhood of Sorcery

The Archons of Ket are the organized Wizard organization of the nation. They are strictly organized, divided into four separate units based on the Elements. It is supposed that they have very large libraries and sources of knowledge but these are not accessible by the general public and members of the organization hold themselves above normal discussions. As the wizards of the nation, they are accorded a huge amount of respect and deference in all things and may direct orders to the Threshers and Jurats themselves, so long as this does not directly contravene the laws.

The Brotherhood of Sorcery is the poor second cousin for magic in Ket. Sorcerers are considered erratic and non-lawful. They are treated with suspicion and outright hostility in many cases. As a result, the Brotherhood is constantly attempting to prove the loyalty of the organization. They work closely with the Archons to ensure support for their actions but also have a number of agents throughout Ket, attempting to use their contacts to better influence public opinion of them.

Asudan, the Miner's Dream

Asudan is a drug concocted by the Temple of Al'Akbar (True Faith) to keep the Qashari docile in their punishment. It is composed entirely of herbal drugs available in Ket and mixed in secret in a set of three temples in Ket (Lopolla, Polvar and Askandea). A craft (herbalism) or knowledge (nature) check [DC 25] can identify many of the herbs, but a few go through a magical treatment to render them harder to identify and so not all can be ascertained properly. It would take months, if not years, to work out an antidote for the drug and has not been attempted to this point.

The simple passage of time, however, works very well in having the effects wear off – and there are no known side effects to the drug or going cold-turkey. For each day on the drug, one day is needed to wear off the effects, to a maximum of seven days. While under the effects, a PC has a -10 Will save modifier and cannot run or charge (they are too lethargic). Commands from anyone, even a person to whom they are usually violently opposed, are accepted as if they were under a *charm person* spell with that person as the caster. While under the effects of Asudan a spellcaster of any persuasion may not cast spells as their control of the somatic and verbal components is

not precise enough, nor do they have the mental capacity to access any metamagic feats.

Asudan itself is an ingested poison with a Fortitude save [DC 30, above effects (secondary effect is identical)] to resist. Prisoners for the mines have Asudan added to their meals and water before they reach the area, and each day for both lunch and dinner (not breakfast). All prisoners must be under the effects of the drug before they reach the mines – those with Fortitude saves that are too high have different conditions imposed upon them (and are sent to a pair of special mines which are not the focus of this adventure).

Bardic Knowledge Checks

Bardic lore checks are specifically noted in the adventure. Where not listed, it may still be attempted but at a +10 DC difficulty listing, providing the information being sought is something that the DM determines might be let slip to the general public at some point.

Exalted and True Faiths of Al'Akbar

The Exalted Faith of Al'Akbar is the Lawful Good variant of the religion, while the True Faith is the lawful neutral version of the religion. The True Faith is entirely dominant in Ket, and the priests are referred to as Mullahs while Al'Akbar is the Restorer of Righteousness. The Exalted Faith holds sway in Ekbir (and, indeed, the Caliph of Ekbir is also the head of the Exalted Faith) and the priest are referred to as Qadis - which was also the original reference to priests in the original religion - while they refer to Al'Akbar as the High Cleric. Arguments and strife between the two religions are remarkably heated, although their religion has the same founder and holy texts. The symbols of Al'Akbar is the Cup (a drinking mug) and Talisman (eight-pointed star), also the most holy (and indeed only) artifacts of the religion which were lost to theft hundreds of years ago.

Goliath Fanatics

The Goliath (*Races of Stone*) represented in **Encounter 8** are from a small tribe discovered by missionaries of the True Faith in the Yatil Mountains. Unlike many of the other inhabitants, they have taken quite readily to the worship of Al'Akbar, although the concepts of the Four Feet of the Dragon as societal norms have not yet taken hold (save where they mirror existing Goliath society). This tribe has renamed themselves as the Talisman Protectors. The Fervent Faction (noted below) has made sole contact with them (as missionaries) and utilizes them in cases where Citizens would be implicated against the True Faith.

The Goliath of the tribe are gradually moving toward the lawfulness that is the True Faith, but they are only one step in that direction at this time and not entirely lawful. Barbarians still make up a majority of their warriors and have been trained by the Fervent Faction to steal the spells and abilities of the enemy.

The Goliath are not citizens of Ket and killing or otherwise causing lethal damage to them is punishable only in the event that a third party claims ownership of them (as a result, they would be property and that would constitute property damage). On the other hand, the Goliath do not yet comprehend the laws of Ket fully and are not holding back either...

Indentured Servitude in Ket

There are two forms of indentured servitude in Ket. Civil Indentured servitude, common to the Middle Ages, is practiced, but for set terms and only for the payment of debts. Such service must conform to all of the practices of the Four Feet of the Dragon and is, by the demands of society, a dignified position. The designation for such people is Ushdar (plural: Ushdari) and they are afforded all of the protections of the law and must be treated as family (albeit poor and impoverished relatives) by their patrons.

Hard labor is restricted to those working in the copper mines and is permanent. This is considered punishment, not rehabilitation, with no apologies on the part of Ket society. All people sentenced to the mines are considered beyond redemption, having committed acts any civilized person would abhor. They are given the name Qashar (plural: Qashari) although many curse words and similar feelings are vented when discussing them. The designation is not hereditary, despite the impressions of some, and children born to Qashari are delivered to churches to be raised as citizens/immigrants. This type of servitude is reviled throughout the Flanaess by other nations however the application of the law and the terrible actions of the individuals are rarely considered in their "enlightened" approach. There is no enjoyment in the use of the Qashari nor is it defended as anything other than the punishment that is intended.

The Council

The Council has a more descriptive name but those details are not relevant in this adventure. Members of the Council are barred from discussing the name or goals with outsiders (being anyone not in the Council specifically, and generally anyone not a Citizen of Ket) unless specific permission is granted. The membership has specific implanted psionic commands that prevent coercion or other forms of interrogation from being

successful (the psionic element is an unknown quantity in Ket and how they came about this concept remains a mystery). Their overriding concern is the safety and autonomy of Ket and they purport to hold themselves above the law (which is a generally radical concept for the lawful neutral nation). It is postulated, by the few that know of them, that the Council was responsible for the assassination of the last Beygraf of Ket - Beygraf Zoltan, the one who authorized the invasion of Bissel and the alliance with Iuz.

The Fervent Faction

Ket has had a strong representation of Mullahs in all areas of the government since the overthrow of the Keoish occupation forces (check history to be sure). The type and number of these individuals varies tremendously but they are generally the most enthusiastic and, to be frank, fanatical that aspires to such positions. The general shift in the dynamic of Ket from lawful neutral to more lawful good in the past few years has been a travesty, as far as they are concerned. The removal of the worship of Hextor from open acceptance (although it is still an approved religion the Beygraf confiscated all the possessions of the church), the movement toward more lenient laws and the most recent negotiations to upgrade the status of elves have enraged these fanatics and they have now formed their own political faction within the government of Ket. Calling themselves the Fervent faction, they are motivated by a desire to return to Ket to the strict lawful neutral roots of even 10 years ago, to war against the monsters of the Bramblewood without mercy (of which the Elves are but one creature) and to fight against the corruption and weakness represented by the Exalted Faith and, by extension, all "good" arguments.

Season

It is late Spring and the first heat of the summer is being felt. The general daily temperature is between 20-24 c, about 5-6 degrees less in the mountains, and there is a steady breeze from the Yatil Mountains in the north. It is partway through the month and the moons are half-revealed in the sky.

Threshers and Jurats

Threshers are the police force of Ket, an uneasy mixture between fervent law keepers and thugs with a job they enjoy. They enforce the laws of the land with an extreme measure of efficiency, which generally does not allow emotion or tenderness to get in the way of a solid beating. In smaller villages and areas they are empowered to try those arrested, but any major crime is always brought before a Jurat for an official verdict.

Jurats are the judges of the justice system in Ket. They are drawn predominantly from the ranks of the mullahs, as basic legal training and a strict upbringing are important elements in the formation of any mullah. The primary forms of punishment available are fines (generally added as part of another sentence), time in the stocks (public humiliation and embarrassment being a key component to this penalty), mine sentences (service in the Copper Mines of Ket) and the carpet (this latter is the punishment for the most severe situations, and involves being wrapped in a carpet and hung until dead). Jurats generally have no sense of humour and even less patience - whether this is by design or just chance is not known.

The Provincial Jurat is a specific designation for a number of High Jurats in Ket. Rather than sitting in judgment in the Halls of the Jurats in Lopolla for the most important of cases, however, they are instead in charge of the Jurats in an entire Province. They hold the same rank and authority as a typical High Jurat, and their decisions in matters may not be overturned by the High Jurats (as they themselves are one).

Warrior Levels

Many citizens in Ket have a Warrior level, whatever else might be their specialty. This reflects early military training most are subjected to as members of the militia or joining the well-paying Ket army at some point in their lives. A distinct emphasis on personal weapons training is a feature of the Veterans of Ket metarorganization and they encourage this in the smaller population centers.

Weapons and Armor in Cities in Ket

It is forbidden by law for most people to either bear arms or wear armor inside walled city or town limits in Ket – this restriction was previously only applicable to Lopolla (the capital) and has now been extended by decree (as of the first day of CY 596) to all other walled cities and towns. Nobles (anyone who is accepted within Ket as a noble, which does not extend to foreign patents of nobility unless the person is part of an embassy in Ket) are allowed to bear scimitars or falchions as their sign of rank. Mullahs of the True Faith may likewise bear a falchion or scimitar, likewise as a sign of their rank. Anyone with Luxury lifestyle may make a Disguise check [DC 20] to appear as a noble and be able to bear a scimitar or falchion. Quarterstaves, clubs, saps and daggers are allowed without restriction, as each can be justified for other reasons or for self-defence, but only if they are declared during arrival in the city (although, to be frank, there is little way to verify whether or not such a weapon was declared). Both weapons and armor are stored in

secure locations at the entry points to the city. Refer to the laws in the appendix for Assault to determine the punishment for breaking this law – and note that confiscation (in game terms destruction) of the offending items is the minimum result.

Adventure Summary

Introduction – The PCs receive an invitation to a meeting at the Golden Mare Inn, as determined by their previous adventures in the VTF.

Encounter One – A Provincial Jurat asks the PCs to travel to a nearby village and ask an estranged scholar questions.

Encounter Two – An alternate approach is made to any PCs that did not go to Encounter One or turned down the offer.

Encounter Three – The PCs travel to a small village in Ket and meet up with a patrol of Threshers enforcing a requirement for Travel Papers.

Encounter Four – the PCs meet Qarif and are provided with a task to accomplish before he will talk to them about their questions.

Encounter Five – The Hall of Jurats in Lopolla and the bureaucrat the adventurers can meet to discuss the release of Nira.

Encounter Six – The government Copper Mine and the release, by various possible means, of Nira, from imprisonment.

Encounter Seven – A mercenary band attacks the party on their return journey, trying to recapture the girl.

Encounter Eight – A pair of Goliath fanatics move in after Encounter Seven is finished to finish off the remaining opposition.

Encounter Nine – The return to Qarif of his daughter Nira. A decision is then to be made to see her returned to the Mines (For the rest of their decision) and help her flee Ket. Various forces move to intervene, regardless of the choice.

Encounter Ten (Extended Play Option) – The PCs are given the Extended Play option to assist Nira in becoming a free person (whether fled the country or not) via research in the Hall of Jurats.

Conclusion - Either the PCs got information (and ergo gold and/favors) or they failed. The module is concluded and AR Awards dispensed.

Introduction: An Invitation

PCs are invited to the meeting in the next Encounter based on their nationality and previous involvement in the Faith and Truth Series. Pick the most applicable introduction for them and be prepared to paraphrase should it not be entirely appropriate. Likewise, this is a good time for the PCs to make introductions (presuming they accept the invitation – otherwise there is one more possibility)

PCs that have played a previous module in this VTF Series:

A young messenger has caught up with you as travel takes you through Lopolla, capital of Ket. He apparently knows who you are, as he heads over directly and bows politely, proffering a small message pouch. With a smile, he backs away after handing it over and heads to his next assignment.

The PCs may choose to open the pouch (it contains only **Player Handout #1**) or question the messenger if they so desire. His name is Qaram and he is a courier for the Couriers of Dawn, owned by the Moquollod Consortium House of Al'Zarif in Ket. They are a regional organization restricted to the main cities of the country, and some of the more important major towns. This message was but one of ten given to him this morning to deliver and he has used contacts within the city guards to determine that the PCs were on the outskirts of the city this morning (yes, the guards are apparently already aware of the presence of the PCs in Ket). He does not know what the message pouch contains, nor is he aware of who requested the services of the House.

PCs native to the VTF but have not played a previous module in this series:

A young messenger wanders through Lopolla, glad for the shade of the awnings on this street. He catches sight of you and glances down at a piece of parchment in his hand. Quite obviously making up his mind, he heads in your direction. With a polite bow he proffers a small message pouch. Still smiling, he backs away and heads to his next assignment.

The PCs may choose to open the pouch (it contains only **Player Handout #2**) or question the messenger if they so

desire. His name is Qaram and he is a courier for the Couriers of Dawn, owned by the Moquollod Consortium House of Al'Zarif in Ket. They are a regional organization restricted to the main cities of the country, and some of the more important major towns. This message was but one of ten given to him this morning to deliver, although it specified a series of potential recipients (and the PC(s) are but a handful of those mentioned - in game terms, many other potential PCs are noted, along with brief descriptions). He does not know what the message pouch contains, nor is he aware of who requested the services of the House, but he does find it strange that so many potential recipients were given to him, and all this left to our Lady of Our Fate (Istus) to decide.

PCs not native to the VTF but have not played a previous module in this series:

A young messenger wanders through Lopolla, glad for the shade of the awnings on this street. He catches sight of you and glances down at a piece of parchment in his hand. Shaking his head, he puts the parchment away. Almost immediately, he grimaces and heads in your direction. With a polite bow he proffers a small message pouch. Still smiling, he backs away and heads to his next assignment.

The PCs may choose to open the pouch (it contains only **Player Handout #2**) or question the messenger if they so desire. His name is Qaram and he is a courier for the Couriers of Dawn, owned by the Moquollod Consortium House of Al'Zarif in Ket. They are a regional organization restricted to the main cities of the country, and some of the more important major towns. This message was but one of ten given to him this morning to deliver, although it specified a series of potential recipients (and the PC(s) are but a handful of those mentioned - in game terms, many other potential PCs are noted, along with brief descriptions) - but, specifically, the hero in question is not on that list. Instead, Qaram has simply chosen someone who comes close to the descriptions he was given. He does not know what the message pouch contains, nor is he aware of who requested the services of the House.

In or Outside the City?

The Golden Mare is located inside the city and all standard precautions and limitations (noted in the Adventure Background) are in force. Likewise, however, the large city that is Lopolla is available for the purchase of items both standard to the *Player's Handbook* and those to which the PCs have access.

Development

If the PCs choose to accept the invitation proceed to **Encounter One – The Measure of a Man**. If the PCs do not accept the invitation, or some do not, proceed to **Encounter Two – On the Other Hand** once it is appropriate.

Encounter One: The Measure of a Man

The Golden Mare is a beautiful example of modern Baklunish architecture, and there is a dedication to Elir ibn Puraq, a famed architect from Ekbir who obviously designed this place. The host is welcoming and immediately directs you to a private room in the back, up a flight of stairs. A pair of Baklunish women in robes flanks the door to which you are lead, but they bow and open it for you politely rather than barring your entry. As with everyone here inside the capital, they are not armed or obviously armored.

Inside, a shorter Baklunish man turns around from glancing at a pile of papers and smiles. He waves his hand politely to a series of plush cushions on the floor and invites you to take a spot.

“Welcome, my soon to be friends, at least I hope takes place. Please, make yourselves comfortable on the cushions.”

The man is Emir Farid ibn Ular, a citizen of Ket and high-ranking Jurat. An Emir is a non-hereditary title granted by the Beygraf (ruler) of Ket to those who show exemplary service. It is a Knowledge (local-vtf), Knowledge (nobility) or bardic lore check [DC 20] to know this fact. He gladly introduces himself but does not generally advertise the fact that he is a powerful Jurat (a member of the High Jurats, but a Provincial Jurat - or the person in charge of the Jurats for an entire Province of Ket). His province is Molvar but he is in Lopolla on business (all legitimate if somehow reviewed). Farid has made use of the files contained within Ket of PCs to familiarize himself with all of the PCs, but this only works for those who have participated in any VTF adventures (from anywhere in the Region). If the PCs are new to the metaregion, he has no information on them and gladly asks questions - otherwise he uses his knowledge to simply ease tensions and inquire politely about their lives. In game terms, he knows the level and

general capabilities of the PCs if they are within the above parameters.

He wants the PCs to have a good meal first and be relaxed before he talks to them about business. Should they not wish such an amenity, he is willing to forgo it in the interests of getting on with his request but is mildly annoyed – Sense Motive [DC 10] to note that he is somewhat insulted by the refusal to eat first. When the PCs are ready, he continues (or if it would be appropriate to respond as such during a conversation, perhaps paraphrasing the beginning, moving into this section of the Encounter):

“I am pleased you have taken an interest in my request, at least enough to come here. You may or may not be aware, but a man by the name of Mostefe El Anir in Tusmit has come to our attention here in Ket. His goals are, well, rather ambitious. In fact, he seeks to find the missing Cup and Talisman of Al’Akbar, the most holy items of the Restorer of Righteousness himself. Nothing unusual there, plenty of the faithful make this their life’s work and it is a noble task. This Mostefe, however, appears to have put together a lot more about the disappearance and various sightings of the two since that fateful day so many years ago.”

“I, and others like me, find this of interest. Before we can judge the information he has obtained, if that is even available though, we must take the measure of this man. Is he honorable and just, following the Four Feet of the Dragon, our ways since before the collapse of the Baklunish Empire? Or is he some charlatan, seeking to profit from the most holy of relics with little regard for what they represent to the entire West. Or, just perhaps, is he a fanatic in search of a goal with no regard for the consequences?”

“These questions are the concerns that bring you here today. To take a measure of a man, or a woman, assess their companions. For a person may be judged best by their actions and the company that they keep. Both are intertwined and in this we have some small faith. To that end, we have found a rather prominent historian who spent two years with Mostefe at the College of Arts in Tusmit. They were colleagues and, from some reports, friends.”

“You ask yourself now, or perhaps you should, why we have not approached this man with our questions directly. We do not lack for servants to convey such questions and there is no strange force preventing us from contacting him. Qarif ibn Mollar is a man who has renounced all of the authority figures of Ket. He will neither address nor have anything to do with us.

His reasons are...his own. This is where we hope you will intervene. We need you to visit him and get answers about Mostefe.”

“Let me be clear, though. We seek those of good heart and honor to undertake this task. The Four Feet of the Dragon must be upheld and my friends and I do not want just anyone to be our representatives. I hope that you can reason and think for yourselves. There is no compensation in this mission, save perhaps that of our favor, and whatever else you might find important in such a noble task.”

Anyone who does not agree (and people should be asked about their inclination at this point) is asked to leave politely. If they fail to do so, he himself departs. Farid then allows the PCs to ask questions at this point (some possible questions have been listed, otherwise determine if he has the details and provide them or not as the case may be):

- **Why has Qarif renounced all authority in Ket?** His daughter was convicted of murder five years ago and sent to the Copper Mines. He spoke long and passionately at her trial and was devastated with her conviction. Since that time, he blames us for her imprisonment and loss to society.
- **When did Qarif spend time with Mostefe?** 10 years ago Qarif was a member of the College of Arts for three years, and met Mostefe at the beginning of the 2nd. Their studies coincided and we have reason to believe they remained good friends even after Qarif returned to lecture at the School of the Archons in Lopolla.
- **Where is Qarif?** He lives a small village two days north of Lopolla, by the name of Ivalliq. I am told he has a rather prominent house in the middle of the village, perhaps the largest in the place. He moved there immediately after the trial and conviction.
- **Why do you care about Mostefe?** He has apparently made rather impressive research into the Cup and Talisman and a number of people believe his potential chance at the discovery to be far greater than any for the past 100 years. That is dangerous and inspiring at the same time.

At some point, Farid must make it clear that he has problems with the Cup and Talisman being found. If not given the option through regular conversation, he stops the PCs at the end to tell them the following (and this can be paraphrased as necessary):

“My friends, you must understand that I am a devout worshipper of the Restorer of Righteousness (Al’Akbar, LN version of the religion). Anyone with but a modicum of intelligence, however, can easily see what will happen if the Cup and Talisman are found again. We were once united under the Qadi, and it was their corruption that caused the split of the Faith into the True and Exalted. However much I might think that the Exalted are still as corrupt as they ever were, they do not lack for strength in Ekbir, and even Tusmit might put up a struggle now that it has been shown proper military power. Whoever ends up with the two items will either spark a holy war in the West, to which Zeif and the Plains of the Paynim will find themselves drawn into, or a holy crusade such as has not been seen for generations. And, aside from Bissel again, I see no nation falling as quickly or as easily. This will be a terrible thing, my friends.”

“On the other hand, these are the two holiest symbols of our Faith. I cannot and will not ignore that they are the manifestation of The Restorer of Righteousness, blessed by him when he founded Ekbir City lo so many years ago. Their discovery would be...momentous.”

“In the end, it is not what I wish or what I do not wish. Others will be there, possibly even you. People of sound mind and honourable intent should make this choice, and no one else. I wish you to be aware of what such truths may uncover, however, if it is your destiny to make such a choice.”

☛ **Emir Farid ibn Ular (Provincial Jurat):** Male Human
Clr1/War1/Exp10; hp 91; see Appendix One.

Development

When the PCs are ready, they can either indicate agreement to this offer or turn him down. If they agree, they may move to **Encounter Three - Travel Papers**. If they do not, or they were never interested, they may go to **Encounter Two - On the Other Hand**.

Encounter Two: On the Other Hand

It is hard to say if it was the alleyway itself or the hunched beggar standing at the front of it that caught your attention when you left the eating establishment. Both appealed to your seasoned eye as possible sources of trouble, particularly when the

beggar grinned and showed three teeth of gold, moving back into the alleyway, almost beckoning.

The beggar and alleyway are no threat but could be construed as such. Draw it out using a 10 foot wide alleyway (75 feet long) littered with debris. The beggar waits fifteen feet in from the front, on the right side. If the PCs ignore him, they see him five more times before the end of the day, always with the same beckoning. If they refuse at all times, this Encounter does not take place (and the adventure might be over depending on the results in **Encounter One**). If, instead, they approach (Paraphrasing as needed):

“Hello there. You were made an offer, and you either did not even listen or did not care to do so, or turned it down. Well, here me out, for I have one too. What I can give you is cash, cold hard coin. Do this job for me, don’t ask questions, deliver the goods to me, and we then go our separate ways. Here is 50 gp up front, just for listening (yes, you cheap bastards, that is 50 gp for each of you). You must agree for there is more, a lot more.”

“The job I want you to do is the same one you were just offered, or would have been if you went, but this time for cash. Mostefe el Anir interests me. Find out who this Mostefe is, ask Qarif, see if he could be telling the truth about what it is he might be about to find. Get it by whatever means work, at least if they keep you out of the Jurats eyes.”

The beggar goes by the name of Hallash. He is a middleman and was hired by an unknown party to make this offer. He knows the same details as Farid in the previous offer but does not care whether or not a war or something else happens after the discovery (if that takes place). He is quite aware that he is to take any information and leave it in a message pouch in the Temple of our Lady of Fates here in Lopolla and his gnome tracking device will function again. Although it is out of the scope of this adventure, Farid arrange for this approach as well, in order to be sure of getting some assistance (as sure as he can be).

Hallash bargains for payment if requested. Otherwise he offers 75 gp per APL (so 300 gp at APL 4, 600 gp at APL 8 and so on) per person, including the 50 gp down payment, but is willing under exceptional circumstances to go to 100 per APL (capped out by the module maximum). This amount is noted in the **Conclusion** as payment, save for the cash up front noted below. If pressed via a Bluff check vs his Sense Motive (he has a +11 Sense Motive check) or opposed Diplomacy (+20), he agrees to the increase if the PCs have beaten his result.

Payment is to be made after the mission is complete, although he leaves the down payment with them.

Hallash is not a member of any Thieves Guild. He is, instead, a street performer who took a substantial payment (200 gp) to undertake this task with some flair. Quite frankly, he does not even know what this is all about (he knows two names, Mostefe and Farid but not what it was they were seeking). What is interesting, although he does not know how, but the PCs are described in some detail (the organization behind this is good at getting details...).

Mostefe was hired secretly by the Council but he cannot help anyone determine this fact. If he is threatened or otherwise harmed in any fashion, he calls for the Threshers in Lopolla and

♣**Hallash:** baklunish human Brd3; hp 20; see Appendix One.

Treasure

All APLs: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp.

Development

When the PCs are ready, they can either accept this offer or turn it down (they may not even be given the option. If they agree, they may move to **Encounter Three - Travel Papers**.

Encounter Three – Travel Papers

This Encounter can be skipped if the PCs have rapid transit means of reaching the village or time is limited.

On the road to Ivalliq, you note in the distance the telltale signs of riders approaching. A column of mounted troops is clearly visible, with the banner of Ket prominently displayed in front of them. A quick count makes their number an even dozen, all humans with shortbows and lances, though none are at the ready.

The approaching column are armed Threshers, assigned to a large patrol route of villages in the area. They return to Lopolla (barracks on the outskirts) each evening, save their biweekly longer range patrol. The Head Thresher of this patrol is Palir, a tall baklunish man with a severe scar down his right cheek.

Palir is a member of the Fervent faction and happy to harass or otherwise look for a chance to impose the law of the land on passers-by. Upon spying the PCs, he moves forward with the column and demands identity papers. Most people do not carry these in Ket and there is no actual legal requirement for same - it is Profession(lawyer) check [DC 15] or Knowledge (local - vtf) check [DC 20] to identify this fact and thereby cause Palir to back off on his demands. If the detail remains unknown to the PCs, he generally gives them a hard time but relent when one of his men points out their schedule, demanding instead that they provide details to one of his guards who are ordered to stay behind and fill out forms. The cost is 2 gp per form (this is an outrageous amount - it can be bartered down to 1 sp with an opposed Diplomacy check - Palir has a +10 Diplomacy skill, with 1 sp being reduced to every point that the check is beaten). It is covered in Rich lifestyle or greater.

The guard left behind to undertake this task is Hiraf. He is a bit of a bully but also recognizes that the power of the Threshers lies in their numbers and omnipresence - and left alone he is outnumbered by the PCs. Instead of bullying them as he would normally do, he is instead as fawning and gracious as possible, asking for the details to go on the identity papers. Hiraf is as quick and efficient as he can be at this task, hoping to catch up to the rest of the patrol before long (and the comfort of numbers).

The Threshers or Hiraf alone can be asked questions as desired. They know nothing of the actual mission of the PCs but can provide general answers about Ket (as reference in the various appendices or Adventure Background) and have some specific knowledge:

- **Do you know Qarif, in the village of Ivalliq?** Yes, he is an arrogant man who refuses to accept the laws of Ket any further. He breaks none of the laws, but he stands without honour, turning away from our lawful jobs. I have to admit, I do not know him personally but I have heard that his daughter committed some great crime a number of years ago.
- **Is the village of Ivalliq hard to find or far away?** Ivalliq is close by, perhaps another day and a half further down the road. It is a small affair but clean and well-kept. You will find it easily enough.
- **Where is the closest Copper Mine to here?** Perhaps four days north of here, in the foothills of the Yatil Mountains. I escorted somebody there last year and it is straight up this road as well.

- **Have you seen anybody suspicious on these roads or in this area?** Other than you people, no. The roads have been very quiet recently, with no bandit attacks or any other issues. A bit unusual, in fact, but we are happy for the break.

Development

Once the travel papers are complete and the questions of the PCs done, the travel of Ivalliq can proceed without further incident. Proceed to **Encounter Four**.

Opponents (all APLs)

♣**Thresher:** baklunish/oeridian human; Rog1/War1; hp 17; See Appendix One.

Encounter Four – There is Something You Must Do

The house of Qarif is indeed an obvious and large abode in the middle of the small village of Ivalliq. The all-stone structure is large enough to house most of the village itself, indeed, and there is a small courtyard facing into the village square that is obviously built for use by the general population. A small shrine to Al'Akbar is likewise neatly tended on the property and open to the general public. Qarif himself awaits you in the courtyard, a puzzled expression on his face.

The courtyard is a sanded expanse some 50 by 50 feet with trees for shade, a small well for water and stone benches and table for relaxation and other activities – see **Appendix Three – Map 2**. The two Harssaf bodyguards noted in **Encounter Nine** have taken up position just beneath the surface of the sand and listen/watch with their blindsense – realize that this limits their activity to anything within 30' but Qarif knows of their limits and makes every effort to remain in the courtyard. It is unlikely that any combat takes place in this Encounter but he is simply being cautious.

Qarif greets the PCs with enthusiasm, unless they are declared member of any official metaorganization of Ket. To such people, he is coldly polite but nothing further. He is an older man, in his late 40's, some 5'8" tall and of obvious baklunish descent (dark hair, skin and black eye color). His clothes are distinguished if dated (he has obviously not been keeping up on current trends in the capital, nor does he care). He is a scholar and a travelled individual and speaks in clipped but polite tones.

Qarif is a widower (for 15 years) and has raised his daughter by himself. He is a scholar, an expert on Sueloise history and the Planes, especially the Shadow Plane. Although generally bookish and scholarly, his experiences over the past five years have given him a true appreciation of human spirit and cynicism, allowing him to see the world from both an ivory tower detached perspective and the eyes of one who has been dragged into the streets (however unwillingly). In game terms, he gains a +4 circumstance bonus to Sense Motive checks for any hidden motives and is comfortable with both upper society and middle class conversations.

About all four corners of the courtyard are scrying sensors. They are easily detectable through *detect magic* or similar means, or anyone with an Int of 12 or more can attempt an Intelligence check to notice that they are present. These sensors are in place to protect Qarif and are at his request – he made a deal with the government to prevent being jailed for his slander and dissent after the imprisonment of his daughter (however justified he might have been in that regard being a matter for debate).

In return, they have the Archons monitor him in this courtyard and in the entrance to his home. He agreed to this fact but has gone out of his way to court favor with the Archons responsible and they now grant him significant leeway in the people he meets. Likewise, he can signal them with some movement of his robes and they take a break from their monitoring for a short period of time – enough so that Qarif can convey the basics of his request without anyone of official status hearing the fact.

Qarif notes all these facts if questioned on the subject of the sensors. If the sensors are dispelled, Qarif steps back in horror, attempting to stop it first (verbally, he does not take any offensive actions). Three rounds later, an Archon response team *teleports* into the area and the offending person is arrested for improper spell usage. Qarif immediately works to have the PC released. The response team is not terribly high level (no stats are noted) but can immediately summon more reinforcements (and the sensors are still active and being monitored). Fighting them in any fashion results in automatic arrest (consider sufficient resources are moved in by the authorities of Ket). Qarif does not like such interference by the Archons and uses the last of his influence to free the PCs in such a case (and does not have any left for the Jurats, as a result, if this happens...)

***** Note:** If the PCs have not noticed the sensors during their first visit, they do not get subsequent attempts to recognize the presence of the sensors. There is no change in the location or disguise of the

sensors, and therefore no further attempt may be made. ***

If this latter is over, or never transpires, Qarif invites the PCs to take a seat in the courtyard under the shade. He is willing to talk to them about the situation at this point (refer to the Background for details that he might know).

Essentially, though, before complying with any requests for details on Mostefe (whom Qarif admits to knowing well) he wants the PCs to undertake a very important task for him – he wants his daughter freed. He explains her current status as a Qashari (indentured servant in the Government Mines – see **Adventure Background** for more details).

As he sees it, there is really only one option - travel to the Hall of Jurats in Lopolla and attempt to have them see reason once more. By reason, Qarif means that they should let his daughter go and free her from the Mines. He has some last bits of influence he is willing to use with the Jurats (this may be gone if he has to use it to free the PCs from the Archons above) to allow his daughter to be released from the Copper Mines, hopefully permanently. Anyone with Profession (lawyer) or Knowledge (local – vtf) may make a check [DC 15] at this information to realize that a re-trial is not possible (the case was already appealed and turned down) and that a permanent release is not feasible [DC 20]. The only real option for permanent release is to have the sentence declared complete by the High Jurats and that requires a lot of both time and energy to accomplish.

In this case, the approach to the Jurats in Lopolla (which is where the trial and, as a result, any further aspects of the case takes place) is generally doomed to failure.

There is also the possible option of attacking the Mines to free Nira but Qarif is not in favor of this option (in fact, he is very much opposed to it). Then again, he is insistent that his daughter be freed, although he does not state “by whatever means possible”.

Simply promising to do so and return with her is sufficient for Qarif to not inquire about the circumstances of the “release”. He does, after all, plan to flee the country with her if she is returned; although he does not wish to reveal this information early (it is possible that coercion or magic may force this out, however, at the discretion of the DM).

☛ **Qarif ibn Molar:** War1/Exp10; Medium Humanoid (baklunish); hp 58; See Appendix One.

Encounter Five – In the Halls of Justice

The office you enter is large but austere. A single painting adorns the far wall, a panoramic depiction of a forest burning. On both of the side walls are the symbols of the Faith of Al'Akbar, the Cup and Talisman in the red and black of the True Faith. A large desk dominates the room, with orderly piles of papers and books neatly arranged upon it. Six uncomfortable looking wooden chairs are arrayed in front of the desk, in two rows. The man sitting in the chair behind the desk looks up and places a quill pen back into a polished quill holder that is shaped like a skull. He carefully polishes a small portion of the skull with a silk cloth and motions for you to all to take seats.

“Welcome to the Hall of Jurats. I am Senior Supervisor of the Hall and your recent appointment with me was...unexpected. It is surprising to me that I had a vacancy on such short notice but even the best of us cannot resist the last illnesses of winter. Now, what is it that I may do for you, praise be to the Restorer of Righteousness?”

The man behind the desk is Firqar el'Qarom, Senior Supervisor in the Hall of Jurats. The Senior Supervisor position in the Hall of Jurats is the most senior bureaucratic position available within it, and very nearly the most senior in all of Ket (the senior positions in the individual Grafs service and the senior position to the Beygraf being on the only ones that would outrank it). He is an intolerant man, quite orderly and proper but a very loyal and devout follower of both the True Faith and the Fervent Faction (see the Adventure Background for more details on the Faction).

It is a Knowledge (geography) [DC 12] check to identify the burning forest as the Bramblewood in flames and a Knowledge (nature) [DC 11] check to identify the quill holder as an elven skull (there is even a small ink well in the top of it). The elven skull holder on his desk is a testament to his intolerance, a wood elf skull from the Bramblewood, and one of his favorite possessions. The scene in the painting is not an actual historical event but rather a fantasy situation he commissioned from a well-known artist in Lopolla four years ago (Sirath el'Satir - Knowledge (local - vtf) or Perform (Painting) or Bardic Knowledge [DC 20] to identify the artist).

Firqar is aware of the requests of Qarif about his daughter and has no sympathy. He is as polite as required but

tends to be less than helpful around elves (whom he treats as vermin, unless they are foreigners, in which case he simply tries to ignore them) and has a dim view about any declared Knights of the Watch. As with all true Ketites, however, he plans to hear out the adventurers in order to do everything according to the law, and then advise them that a re-trial is not possible. Should he be queried on the topic, it is a simple matter to advise that the trial judgment was pronounced by a Jurat, reviewed by a High Jurat (he does not know at whose request but he surmises the father) and no change to the verdict was made. The punishment of life in the mines as a Qashari is, to his way of thinking, quite acceptable.

It is at this point that PCs can use Influence. No amount of diplomacy, bluffing or other attempts can change his mind about the punishment or trial - he simply does not have any choice in those facts, whether they want to believe that or not. Indeed, only the Beygraf himself could overturn this and that is simply not going to happen. For 3 points of Influence (from any part of the VTF, as everyone has an embassy or contacts with their trade partners, however much they might despise one another) with authorities per person in the party (so if there are five PCs, a total of 15 Influence is needed), Nira can be freed on a temporary basis. Any Influence bid is lost in this instance (eg. the party cannot continually bid up with Influence to see where they reach the correct number, but take it all back if they do not have enough). Any PC spending at least three Influence (and the temporary Influence in the next paragraph counts toward this) whether successful or not as a party, is awarded **The Right Ties** as an AR Award if they participate in the Extended Play Option.

PCs with Profession (lawyer) may attempt a check at this point to establish one temporary point of Influence that can be used as one of the three above. This check is dependent on the APL, as Firqar expects more out of more learned and experienced people. The check may not be assisted nor is any magic permitted (unless that magic may be cast or used without the Senior Supervisor being unaware of it). The DC is APL+15.

PCs who expend the requisite total Influence also derive one benefit which may be useful later - the mercenaries sent to attack them in **Encounter Seven** (and noted there) use only non-lethal damage on the PCs (although they gladly use lethal force on animal companions and the like).

If sufficient Influence is expended Firqar allows as to the fact that a temporary leave may be possible. He is not happy about it but is not entirely antagonistic. It is only later, with fellow members of the Fervent Faction, that they concoct their plan to stop the PCs.

Even if insufficient Influence is expended however, a note is passed to the Senior Supervisor by a page. Firqar reads the note, his eyes widen and he leaves the room with an angry cast to his face. Five minutes pass before he returns and there is no means of scrying or otherwise spying on him (the doors are sealed virtually airtight in this case and it is all new construction with no cracks or other crevices). He folds the note neatly again, although it is a Sense Motive check [DC 2] to recognize that he is furious.

In both cases, a temporary leave order is being issued. In the latter case, the Council that hired the PCs is using Influence to get their way - they do, after all, want the PCs to succeed! The Senior Supervisor is enraged by the unjustified (according to him) interference in his duties. Whatever the case, the result is a formal document freeing Nira for a period of two weeks. The document is sealed with an official stamp and given to the most trustworthy hero in the party. They are likewise entrusted with bringing her to see her father, all in the name of Ket (although there is, specifically, no requirement to bring her back - that is simply understood). Firqar, if asked, can advise that he sees no particular reason for this release on compassionate grounds. It is likewise a Knowledge (local - vtf) or Profession (bureaucrat) check [DC 12] to realize that someone is playing fast and loose with the laws in this case, although they are managing a good balancing act - there is nothing to suggest that this pass is required but there is likewise nothing to say it is not justified.

At this point, anyone making a Sense Motive check [DC 5] realizes that Firqar likely has it in for the party members. They should be warned again not to break the law, as he is more than likely to intervene to remove the chance of clemency in any cases and to extend their punishment to the maximum under the law. This is, in fact, true - the Senior Supervisor now has taken a distinct interest in their situation and does indeed make sure that any request for clemency is rejected. As a result, unless the party expends one Influence point with an authority figure in the VTF (again, thanks to the embassies) per person charged (not per charge) they may not employ any of the mitigating factors and circumstances in the Laws as listed - this only has an impact in this immediate adventure.

Once he has issued the order, Firqar provides directions and a map (all he is required to do by the law) to the Villar Copper Mine, located some six days on foot north of Lopolla, in the foothills of the Yatil Mountains.

Note: When Firqar provides information or the documentation to free her and is discussing this with the

players he deliberately avoids referring to Nira as “al’Qadi” (her last name) as he has a distinct problem with letting a member of the Exalted Faith out of the Mines (being a member of the Fervent Faction). On the other hand, being such a strict LN individual, he answers any questions in that regard with complete and brutal honesty.

🔱 **Firgar el’Qarom, Senior Supervisor:** Male Human Exp8 (elite); hp 34; See Appendix One.

Development

Unless they are somehow arrested or otherwise really mess things up, the PCs should be able to proceed to **Encounter Six**, after encountering Firgar el’Qarom.

Encounter Six – The Government Mine

The Villar Copper Mine is set at the end of a long cul de sac in the Yatil Foothills. The road leading to this point was winding and treacherous, but nothing untoward took place. Nearby, the mountains of the Yatils loom high, dominating everything.

Villar Copper Mine is one of only a very few designated for female Qashari. Although most people in Ket do not practice the rather archaic and conservative segregation of the sexes, the mines are the one place where this actually takes place to some degree. The primary reason is simple, however, and that is to prevent any actual relations between prisoners, or between prisoners and guards, that might result in unwanted offspring. The guards at the facility, although significantly reduced in number, are all hardened female veterans. The layout of the mine is typical for many Copper Mines in Ket. The fort/barracks is a squat affair, dominating the mine from atop a rise at the entrance to the open pit itself. The guards reside in the fort/barracks and the Qashari in very austere quarters down in the mine itself. See **Appendix Three - Map #1** for details as needed.

The standard complement at the mine is 45 guards and approximately 200 Qashari. With current demands on the guards, there are now only 15 of them present, including their Commander (Ivalari). The rest are in Molvar Province (knowledge - local/vtf check [DC 15] to know this without having to ask) helping to move the populations of a number of Copper Mines away from the invasion path of the Clockwork Horror army (the evacuation as seen in the Ket adventure Redemption and

the army seen recently in the Ket Interactive In Harm's Way, all part of the Ket Natural Evolution series). Quite simply, all but a pair of the guards stay in the fort/barracks at all times and those two are the guards that meet up with the PCs.

The mine guards are competent but realistic. At APL's 4, 6 and 8, they fight to defend their charges. At higher APL's, they recognize the superiority of the PCs and surrender to them (if any combat stats are needed, use those from APL 8). Any combat they undertake is non-lethal with respect to all potential citizens (whom they view as humans, halfling, dwarves and half-orcs). Others get no special treatment but also they face a lethal approach with respect to them. Watching down the hill at all times are five guards and they sound the alarm (a trio of audible bells from the watch areas) if any combat breaks out, but do not exit the barracks/fort given their low numbers (they actually anticipate this is a ruse to draw them out). If combat is absolutely forced upon them, use the stats from APL 8 for any higher levels, with a total of 13 guards available, or the appropriate APL stat blocks. Note that no map is provided (although combat is possible it is not recommended) and a standard defensive formation should be drawn at the discretion of the DM.

Meeting Nira

Nira al’Qadi has been subjected to Asudan (see the **Adventure Background** for more details on this drug) and requires a number of days to recover. Nira has only her mine clothes available to her but she is given a new set before she leaves (they are simply grey robes). She is a long-term recipient of Asudan and it takes seven days for her to shake off the effects of the drug. The PCs, being the ones bearing her release papers (or freeing her by force) are those to whose custody she is granted. In actual fact, in legal terms, the PCs are just emissaries and the person now responsible for Nira is her father Qarif. The mine guards can provide this detail freely if asked, or it is a Knowledge (local - vtf) or Profession (lawyer) check [DC 15] to realize this fact.

Nira is a beautiful baklunish woman in her early 20's. It is an easy calculation to realize that she must have been in her late teens when she was incarcerated. Despite the impact of the drug (Asudan) on her natural spirit and temperament, she remains a quite memorable individual.

The Qadi does not approve of the laws of Ket. She has no issue with the strict legality that is employed but she is wholeheartedly opposed to the fact that circumstances and situations never get taken into account (at least when she was charged with her serious crimes) - if told that the laws are changing in Ket now she is happy but determined to see them changed further. All of this

cannot be conveyed in a simple manner - recall that she is still under the influence of the drug itself and her reactions are slow, but calculated.

Details Nira can provide if questioned or diplomacized

- **Why were you sent to the mines?** I killed three people. None of them had any honor or the slightest appreciation for the Four Feet of the Dragon. They attacked me first, and my companions. It was...a horrible time. The memory of it fades here, for that I am grateful. But I did kill them. Of those that were there that day, six of us in total including those three, only I have lived. Perhaps the Lady of Our Fates intended it to happen this way, but I wish Ilra and Vanri had also lived.
- **Who are Ilra and Vanri?** They were my companions. We were all initiates of the Exalted Faith, on a pilgrimage to find the lost Temple of the Dragon in Tusmit (as a side note, some PCs may know that this has since been rediscovered and can advise of this, gaining a +2 circumstance modifier to Diplomacy and Sense Motive checks with Nira and her father from this point on in the adventure). The other two, they were...killed. I do not wish to speak of it any further.
- **If you were allowed to leave the Mines, would you?** I have given enough as compensation for my crimes. The state of Ket allows for no mercy but it must know about payment in kind. I would leave the Mines, yes, so long as it would not bring any further misery to others.
- **Do you Mostefe El Anir? Or, what do you know of Mostefe El Anir?** He was a man my father worked with while we were in Sefmur, maybe 10 years ago? He is always speaking about silly myths, although he is a devout worshipper of the High Cleric. His tales of the Cup and Talisman first drew me to my vocation.
- **Were you accepted into the Exalted Faith here in Ket?** Yes, a member of the Tusmit embassy was a priest of the High Cleric. She guided us on the path and sent us on our first pilgrimage, when we were attacked.
- **Will you accept rapid transit back to your father?** I will, on one condition. We travel only as far as the outskirts of the village, where I am given time to prepare myself for our meeting.

(As a note, Nira refuses any attempts at instant transportation magic if it is not explained to her – and then only under these conditions. She still may be forced back without such time, but she does not appreciate this and her father reacts accordingly).

☛ **Nira al'Qadi:** female human (baklunish) Clr1/War1; hp 17; See Appendix One.

Opponents

APL 4 (EL 6)

☛ **Mine Guard Soldiers (2);** Ftr4/War1; Baklunish human; hp 48 each, see Appendix One.

APL 6 (EL 8)

☛ **Mine Guard Soldiers (2);** Ftr6/War1; Baklunish human; hp 66 each, see Appendix One.

APL 8+ (EL 10)

☛ **Mine Guard Soldiers (2);** Ftr6/Mnk2/War1; Baklunish human; hp 82 each, see Appendix One.

Treasure

None, all treasure possibly taken is confiscated by any authorities or is otherwise too “hot” to sell, being stamped with the official mark of Ket. This likewise applies in other regions, were the PCs to depart through differing means, as the local authorities find this type of equipment either offensive (recalling the role Ket played in the Greyhawk Wars) or illegal.

Development

It is presumed that, one way or the other, Nira is freed from the Mine. Even if this is not the case, the PCs have to return to Qarif to explain their failure. In the event that Nira is not with the PCs, go directly to **Encounter Nine**. Otherwise, proceed to **Encounter Seven**.

Interlude – Timing of Encounters Seven Through Nine

It is possible that parties with access to fast travel or instant travel can avoid **Encounters Seven** and **Eight** by immediately departing after **Encounter Six** and returning to Ivilliq via a route other than the road. In such a case, the Fervent Faction uses influence and a

sympathizer in the Archons to obtain the information that the PCs have returned, and *teleports* both forces to engage (this is presumed to take place off board and involves enough spellcasters to get the attacking forces in place). As a result, two minutes after the PCs arrive at the home of Qarif, the foes from **Encounters Seven and Eight** attack. In this case, the information able to be provided is the same but the attackers come from the sides of the courtyard, so that they appear visible as close to the party as possible. Additionally, since there is a time constraint on them (the Fervent Faction is, after all, aware of the scrying glasses) the time between these encounters is reduced from 3 minutes to 3 rounds. This can result in a very difficult time for the party and the DM should realize that the attacking forces really only desire Nira to be returned to the mine, not the deaths of the PCs.

The scrying powers that be are temporarily not willing to answer in this case, as they are sympathetic to the Fervent Faction cause. Only if the PCs triumph (and the Encounter can move on to **Encounter Nine**) do they watch with an eye towards alarms and intervention.

When the attacking forces from **Encounter Seven** or **Eight** arrives, Qarif and Nira retreat to the house, leaving the PCs to guard the area. The Harssaf bodyguards stay near the entrance to the house but hidden and do not intervene unless it is clear the party has failed and the attackers can enter the premises – at this point they should be revealed and can attack.

If the party loses either encounter, Qarif and Nira flee the country without asking their input (such as would normally occur in **Encounter Nine**). Qarif is true to his word, however, and leaves a detailed message indicating the integrity and moral values that his friend Mostefe represents, much as he would otherwise convey in **Encounter Nine**.

Keep in mind with the above that the goal is to provide the PCs with antagonists and put an emphasis on the position of Nira. Although the combats result, the rewards for the PCs and the implications they have should be portrayed in some manner, if only to assist in the development of concepts about letting Nira go or returning her to the Mines.

Avoiding Conflict

If the PCs retreat from the fight(s) in **Encounters Seven and Eight**, those hired do continue to watch the routes out from the Mine. Those watching and the Fervent Faction are not omnipresent, however, and clever/brilliant plans to avoid these two Encounters are possible. The Fervent Faction does plan to send them in

at the end, as stated in the Interlude before this point, but it is also possible to make plans to nullify or prevent that option. If the PCs work hard at avoiding these and make sensible and comprehensive plans, award them the xp as per the back for defeating the Encounters.

Terrain

The road leading to and from the Villar Mine (where **Encounter Seven** and **Encounter Eight** usually take place) is 20 feet wide; with 5 foot wide shoulders sloping down gently to a drainage culvert on either side (none of this is an impediment to movement). Beyond that is rough terrain, rocky slopes and scree. It is a Balance check [DC 15] to move any distance on this loose and rainslick scree at all (even a 5 foot step). The Balance check increase by 5 for those with more than two legs in this instance, as the additional legs mean more chance of falling. Failure to make the check means that the PC uses a move equivalent action to stay staying and does not make any forward progress. Failure by 5 or more means that they fall down. If the Balance check is made, the PC may move as if in rough terrain. See **Map 1 – Appendix 3** for an illustration.

Encounter Seven – A Choice to Make

This encounter takes place along the route back to Ivalliq, although the various outcomes are being scried and the units of the Fervent Faction are in place in various areas. If the PCs have means of rapid transit, the attack takes place just outside the village or as close to that as possible. The mercenaries try to use the terrain to their advantage if they can hide and moving in position to be able to attack the party by reaching them in a single move action as needed.

Stepping out from light cover on the road in front are two half-orcs, glowering in your direction. One of them gestures toward your party and says, in guttural Common, “We want Nira. She not get hurt. Give her to us now.”

Map 1 (Appendix 3) is provided to get a layout of the area. The center is the road; a 20 foot wide stone road used to transport and convey goods both to and from the mine. It and the five feet to either side of it are clear terrain. All other areas on the map are scree, save for the noted boulders which are larger objects that block movement and provide cover. The grey elf leader of the

mercenaries, S'rithaelion, is hidden behind a rocky outcropping and also invisible at this point (unless at APL 4, where he departed the night before after deciding he was not getting paid enough). He is both hiding and invisible, assumed to be taking ten on his Hide check (refer to his APL for his Hide modifier and note distance impacts on the opposed Spot check). It is he who decides whether or not what the party is saying makes sense and the two half-orcs have been strictly trained (eg. Yelled at a lot) not to look in his direction while they await his answer – he is using a *message* spell pre-cast by scroll to generate his answer to them quietly. If he is dissatisfied with the answer or intent of the party, he orders the half-orcs to attack and does likewise.

The mercenaries do not care about the laws of Ket, only in accomplishing their mission (capturing Nira). They strike for lethal damage but have no intention of delaying matters any longer than necessary – they avoid downed opponents and move away from the scene quickly. At higher levels, it is assumed that S'rithaelion, the leader, has a spell of *teleport* on a scroll hidden away from the ambush spot that he uses (they knock Nira out for the duration to enable them to undertake this without opposition). This is likewise where his travelling spell book is located and is unreachable in the context of this encounter (he has left his familiar with it, and the weasel drags the spell book away if he spies anyone coming for it, precluding capture by virtue of an imbued dimension door and some clever hiding...).

The mercenaries are here to capture Nira and return her to the mine. They do not care about her situation or the facts of her imprisonment. What they care about is cash and reputation. If the PCs are willing to spend an additional 2 TU on this adventure, and give them half of the gp they make (in other words, the maximum the PCs can get is ½ of the cap), the mercenaries agree to not undertake this task.

This latter agreement can only be achieved by means of fast Diplomacy before conflict occurs. As long as no actual damage has been done (and this option may not be possible if the mercenaries go first and the party reacts badly), they can be diplomacized. The fixed DC is 40.

Information from the Mercenaries

Although there is only a short period of time between this encounter and the next, it is possible at some point to question the mercenaries. Once defeated or offered a chance to live through information, they gladly share the following information. They likewise share this if the Diplomacy above succeeds:

Half-Orcs (can be obtained by either a Diplomacy check or Intimidate check [DC 20], or magical means of coercion or compliance):

- The people who hired them had symbols of the Cup and Talisman, but they do not remember what colors (eg. Whether it is True Faith or Exalted Faith);
- The identity of Nira and her description were given to them, at some length. She was referred to as “the corrupt one” by at least two of the men;
- They were hired with the understanding that their boss was also hired (at APL 4, he stormed off when he found out how little they were actually being paid). Their boss is a grey elf.

S'rithaelion (can be obtained via Diplomacy check or Intimidate check [DC 25] or the standard magical means of coercion or control):

- The employers that hired them are True Faith adherents who have a particularly vehement approach to things. He is glad he is not a native Ket elf or is sure they would have killed him as soon as look at him;
- The money offered was not great, but it was enough to get some much needed repairs done to the equipment of his two half-orc muscle and for some new spells to replace a damaged spell book. It was also in kind and their newer magic items were a down payment on this and some other unmentioned work;
- The descriptions of the party and Nira were provided and very accurate. He is unsure just how they came about much of it but some was definitely not from divination magic (the source seems less accurate). He suspects actual surveillance may have been used;
- All of the contacts he has had are human, generally of baklunish descent. They all spoke with Ket accents and were very fanatical, if not terribly intelligent [noting that he has a high Intelligence and this is how everyone appears to him...];
- Nira was to be returned directly to the mine, not brought to the employers or anything like that. There was no mention made of the party, save that they should be removed from causing further trouble (this was unspecific, quite frankly).

- His familiar is dead. The last assignment was traumatic and he does not discuss it.

Tactics

Any PC expending sufficient Influence in Encounter Five is deemed too important to hurt. If they expended at least three Influence points in an attempt to free Nira (whether successful or not), the opponents in this Encounter only use non-lethal combat with them (but only them).

Treasure Note: Some of the equipment from the mercenaries in this encounter is not reusable (it has some significant existing damage) and is not available on the AR for later purchase.

APL 4 (EL 6)

☛ **Half-Orc Mercenaries (2):** Ftr2/Bbn2; hp 39 each; See Appendix One.

APL 6 (EL 8)

☛ **Half-Orc Mercenaries (2):** Ftr2/Bbn2; hp 39 each; See Appendix One.

☛ **S'rithaelion;** Grey Elf Wiz6; hp 25; See Appendix One

APL 8 (EL 10)

☛ **Half-Orc Mercenaries (2):** Ftr4/Bbn2; hp 55 each; See Appendix One.

☛ **S'rithaelion;** Grey Elf Wiz8; hp 41; See Appendix One

APL 10 (EL 12)

☛ **Half-Orc Mercenaries (2):** Ftr4/Bbn2/ExoticWeaponsmaster2; hp 71 each; See Appendix One.

☛ **S'rithaelion;** Grey Elf Wiz8/Fatespinner2; hp 51; See Appendix One

APL 12 (EL 14)

☛ **Half-Orc Mercenaries (2):** Ftr6/Bbn2/ExoticWeaponsmaster2; hp 97 each; See Appendix One.

☛ **S'rithaelion;** Grey Elf Wiz8/Fatespinner4; hp 61; See Appendix One

APL 14 (EL 16)

☛ **Half-Orc Mercenaries (2):** Ftr6/Bbn2/Rog2ExoticWeaponsmaster2; hp 109 each; See Appendix One.

☛ **S'rithaelion;** Grey Elf Wiz10/Fatespinner4; hp 85; See Appendix One

APL 16 (EL 18)

☛ **Half-Orc Mercenaries (2):** Ftr8/Bbn2/Rog2ExoticWeaponsmaster2; hp 127 each; See Appendix One.

☛ **S'rithaelion;** Grey Elf Wiz12/Fatespinner4; hp 97; See Appendix One

Treasure

APL 4: Loot: 71 gp; Coin: 25 gp; Magic: +1 *full plate* *2 (138 gp per PC * 2).

APL 6: Loot: 76 gp; Coin: 35 gp; Magic: +1 *full plate* * 2 (138 gp per PC * 2), +2 *headband of intellect* (333 gp per PC), +1 *ring of protection* (167 gp per PC), +1 *vest of resistance* (84 gp per PC), *scroll of mage armor** 2 (2 gp per PC * 2), *scroll of magic missile* (5th level) * 3 (10 gp per PC * 3).

APL 8: Loot: 47 gp; Coin: 35 gp; Magic: +1 *full plate* *2 (138 gp per PC * 2), +2 *headband of intellect* (333 gp per PC), +1 *ring of protection* (167 gp per PC), +1 *vest of resistance* (84 gp per PC), *scroll of mage armor** 2 (2 gp per PC * 2), *scroll of magic missile* (7th level) * 3 (13 gp per PC * 3), +1 *cloak of resistance* *2 (84 gp per PC * 2), +1 *spiked chain* * 2 (194 gp per PC * 2), +2 *amulet of health* (333 gp per PC).

APL 10: Loot: 47 gp; Coin: 35 gp; Magic: +2 *full plate* * 2 (388 gp per PC * 2), +4 *headband of intellect* (1333 gp per PC), +1 *ring of protection* (167 gp per PC), +2 *vest of resistance* (333 gp per PC), *scroll of mage armor** 2 (2 gp per PC * 2), *scroll of magic missile* (9th level) * 3 (16 gp per PC * 3), +1 *cloak of resistance* *2 (84 gp per PC * 2), +1 *spiked chain* * 2 (194 gp per PC * 2), +2 *amulet of health* (333 gp per PC).

APL 12: Loot: 47 gp; Coin: 35 gp; Magic: +2 *full plate* * 2 (388 gp per PC * 2), +4 *headband of intellect* (1333 gp per PC), +1 *ring of protection* * 3 (167 gp per PC * 3), +3 *vest of resistance* (750 gp per PC), *scroll of mage armor** 2 (2 gp per PC * 2), *scroll of magic missile* (9th level) * 3 (16 gp per PC * 3), +2 *cloak of resistance* *2 (333 gp per PC * 2), +1 *spiked chain* * 2 (194 gp per PC * 2), +2 *amulet of health* *3 (333 gp per PC * 3), +2 *gloves of dexterity* (333 gp per PC).

APL 14: Loot: 47 gp; Coin: 35 gp; Magic: +2 *mithral breastplate* * 2 (600 gp per PC * 2), +6 *headband of intellect* (3000 gp per PC), +1 *ring of protection* (167 gp per PC), +2 *ring of protection* * 2 (667 gp per PC * 3), +4 *vest of resistance* (1333 gp per PC), *scroll of mage armor** 2 (2 gp per PC * 2), *scroll of magic missile* (9th level) * 3 (16 gp per PC * 3), +2 *cloak of resistance* *2 (333 gp per PC * 2), +1 *spiked chain* *2 (194 gp per PC * 2), +2 *amulet of health* *2 (333 gp per PC * 2), +4 *amulet of health* (1333 gp per PC), +2 *gloves of dexterity* * 3 (333 gp per PC * 3).

APL 16: Loot: 47 gp; Coin: 35 gp; Magic: +4 *mithral breastplate* * 2 (1600 gp per PC * 2), +6 *headband of intellect* (3000 gp per PC), +3 *ring of protection* (1500 gp

per PC), +2 *ring of protection* * 2 (667 gp per PC * 3), +5 *vest of resistance* (2087 gp per PC), *scroll of mage armor* * 2 (2 gp per PC * 2), *scroll of magic missile* (9th level) * 3 (16 gp per PC * 3), +4 *cloak of resistance* * 2 (1333 gp per PC * 2), +1 *frost spiked chain* * 2 (694 gp per PC * 2), +2 *amulet of health* * 2 (333 gp per PC * 2), +4 *amulet of health* (1333 gp per PC), +4 *gloves of dexterity* * 2 (1333 gp per PC * 2), +4 *belt of giant strength* * 2 (1333 gp per PC), +6 *gloves of dexterity* (3000 gp per PC).

Development

After 3 minutes, **Encounter Eight** takes place. Should rapid transit or other issues interfere with this timeline, refer to the Interlude for guidance. Otherwise, proceed to **Encounter Eight**.

Encounter Eight – Hand over the Girl and Nobody gets...

Important Limitation in this fight

The Goliaths do not engage the PCs if they attacked the Government Mines (the actual guards), at APL 4, 6 and 8 in **Encounter Six**. They are confused by the assault on the guards and the lack of ability on the part of the mine to stop things. They do present themselves and request politely and firmly that the PCs hand over Nira (as in the paragraph below). If they are refused, they simply back off and leave, should they be allowed – if attacked, they defend themselves with non-lethal force and attempt to escape (and this Encounter is not worth any xp as they are deliberately trying not to best the PCs). If, on the other hand, the PCs have not confused the Goliath (eg. Not attacked at the lower APL), these fanatics attack. For the purposes of this Encounter only, they receive a +12 circumstance modifier to all Will saves and similar effects which attempt to dissuade or otherwise delay the attack on the PCs.

The Goliaths watched the previous Encounter at a distance of 1000 feet (by game mechanics, a -100 to Spot in most circumstances), from cover and through spyglasses. When the combat is over, they approach the area having dropped scent breakers over their path to prevent easy backtracking, essentially through a covered ravine, and approach the PCs for **Encounter Eight**. The path they approach is noted on **Map 1 – Appendix 3**. Cunning as they are, the Goliath appear downwind of the PCs and can only be scented within 15'. They take full cover before appearing, which precludes the use of

blindsense or blindsight as it does not penetrate the rocks they hide behind. The rocks do have outcroppings, preventing aerial opponents from spotting them but realize that they do have to move to get into position – this may result in some warning for a well-prepared or cautious party. Again, rapid or fast transit can change this approach and should be taken into account (see the Interlude). The general concept is to have them break cover and close with the party on the surprise round (PCs are deemed to be too paranoid and cautious in this kind of ambush terrain to allow someone to sneak up within a simple charge or five foot step). It is not intended that the Goliaths suddenly have a good combat potential in the surprise round in any event, as they have to make some statements...

The Goliaths are aware of all long-term buff spells cast on the party and anything that was cast in the last combat and first five rounds after it was over. Since that point, they have been moving forward and were not able to observe. Note that this paragraph may require paraphrasing or changing depending on what has transpired to date.

"You have defeated the mercenaries and they are now to be judged by those who carry out the punishments for the Restorer of Righteousness. While we do not seek to harm you, we do want the girl. She is to be returned to the Mines immediately to serve out her time without the interference of busybodies. This compassionate leave of which we have been told is nothing more than a ruse."

This particular paragraph is given during the surprise round. It is quite possible to talk to these fanatics at some length – dropping out of initiative if that happens, at least for a time. If nobody makes any hostile moves (which is attacking them or attempting influence them in some fashion aside from talking), they do to talk the party. Conflict, aside from just handing over Nira, is patently impossible to avoid. If the Goliaths get frustrated at any point, they resort to combat. If all conversation has been exhausted, they also do so at this point. Any hostile actions during that time (including the attempt to cast buffing spells and the like) triggers combat a second time. Ensure that time is tracked for short duration spells.

Questions and Answers

The Goliath can provide the following answers if questioned somehow (remember that their perspective cannot be altered given their fanatical state):

- **What are your names?** We had our names stripped from us when we were sent on this

mission. If you wish to call us anything, I am Piety and he is Honor [as the two Goliath are essentially interchangeable, just keep them straight after this].

- **Who sent you?** The mullah of our tribe says that you have willingly flouted the laws of the Restorer of Righteousness. I don't understand those laws, but if the Mullah says so, then you are bad people. He was instructed by a man from Ket, who said he was a representative of the Fervent Faction, whatever that may be. All I know is that they worship the Restorer of Righteousness and are good friends to the tribe.
- **Will you harm Nira?** Of course not! We are civilized beings and she is to be respected but returned to serve her sentence.
- **Were those mercenaries yours (Encounter Seven)?** We did not hire them but their attack on you was something of which we were aware. It is possible we are acting with the same goals in mind.
- **What are you?** We are Goliath, from a small tribe in the Yatils to the north of here. Our tribe was contacted by a mullah of the True Faith years ago and we have converted to the worship of the Restorer of Righteousness.
- **Are you a citizen of Ket [out of PC, this is important in determining what the penalty under law might be with the Goliath]?** This country? No, we are not. The mullah says that we cannot be recognized by the government but that if we act as the Four Feet of the Dragon dictate it will not matter.
- **Do you follow the laws of Ket?** Why should we? We are not citizens nor does it extend us any protection. To be simple, no, we do not follow the laws of this land.
- **Can we make some sort of deal/promise you anything, to let us pass?** We would not dishonor the mullah in such a fashion. Our task is paramount. The answer is no.
- **Do you know the Immortal of the Mountain (referenced in VTF5-06 as the next step to finding out more details about the fate of the Cup and Talisman)?** We have heard vague rumors of one called this, but nothing more.
- **Do you know what we do is seek the Cup and Talisman?** In that case, good luck with your venture. It would be a glorious thing for anyone

to recover it, to receive the adulation of all. This does not change the fact that the woman must return to the Mines, though.

- **Why did you use an elven mercenary to attack us a few minutes ago?** We were told it was ironic. I don't know what that means. [Out of game – this is a reference to the fact that the True Faith, especially those from Ket, are intolerant and frequently abusive towards Elves, considering them to be vermin. There exist a variety of reasons for this but it is sufficient to know that Kettites and Elves generally do not get along.]

Tactics

The Goliath should know the spellcasters from the previous fight, if any. These are targeted first, predominantly healers if that is possible. Remember that the Goliath fight as a pair and stay close together to get their flank bonus and the like. They take obvious opportunities to down their foes and attempt to steal spells or effects as much as possible. Although they are taught by the True Faith, the Goliath are not subject to the laws of Ket (or at least feel they are not). They do not, as a result, have any compunction about lethal damage although under no circumstances is Nira to be hurt (they have been so instructed).

The path down which the Goliath approach is sure footing. Their specific route is not subject to the above rules (and any PC stepping on it should be so advised).

IMPORTANT TACTICAL CONSIDERATION

At all APLs, the Goliaths each have access to the one of the following:

Potion of fly

Potion of see invisibility

Oil of ghoststrike (makes one weapon have the ghost touch ability for one hour)

Potion of waterbreathing

Potion of embrace the wild (they will choose the bat for 20' of blindsense – and note that the interpretation of the author is that the sense of a porpoise is an invalid choice for any adventure not set underwater)

The Goliath only use these potions on a case by case basis and are frugal with them. They are designed to allow the fanatics to engage the enemy, not provide them with huge bonuses against them. They do not carry these on their person and instead drink them before approaching (all Caster Levels are 7, to allow for extended durations

long enough for them to have an impact in combat). If they do not need them, they leave them behind (1000 feet away from the fight over DC 30 tracking terrain). It is presumed that nobody goes to the trouble of trying to find these but if they do make all the necessary checks (4 of them, one every 250 feet), they find two potions of each type (less any consumed). As a simple mechanic, this adds an additional 100 gp value to the magical items found in this Encounter but there is no access granted for these items.

APL 4 (EL 6)

☛ **Goliath Fanatics** (2); Monstrous Humanoid (goliath) Bbn2/Spellthief1; hp 29 each; See Appendix One.

APL 6 (EL 8)

☛ **Goliath Fanatics** (2); Monstrous Humanoid (goliath) Bbn2/Spellthief3; hp 41 each; See Appendix One.

APL 8 (EL 10)

☛ **Goliath Fanatics** (2); Monstrous Humanoid (goliath) Bbn2/Spellthief5; hp 60 each; See Appendix One.

APL 10 (EL 12)

☛ **Goliath Fanatics** (2); Monstrous Humanoid (goliath) Bbn2/Spellthief7; hp 74 each; See Appendix One.

APL 12 (EL 14)

☛ **Goliath Fanatics** (2); Monstrous Humanoid (goliath) Bbn2/Spellthief9; hp 99 each; See Appendix One.

APL 14 (EL 16)

☛ **Goliath Fanatics** (2); Monstrous Humanoid (goliath) Bbn2/Spellthief11; hp 113 each; See Appendix One.

APL 16 (EL 18)

☛ **Goliath Fanatics** (2); Monstrous Humanoid (goliath) Bbn2/Spellthief13; hp 142 each; See Appendix One.

Treasure

APL 4: Loot: 51 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 51 gp; Coin: 0 gp; Magic: *+1 ring of protection* * 2 (167 gp per PC * 2), *+1 vest of resistance* * 2 (84 gp per PC * 2).

APL 8: Loot: 51 gp; Coin: 0 gp; Magic: *+1 ring of protection* * 2 (167 gp per PC * 2), *+1 vest of resistance* * 2 (84 gp per PC * 2), *+1 chain shirt* * 2 (104 gp per PC * 2), *+2 gloves of dexterity* * 2 (333 gp per PC * 2).

APL 10: Loot: 18 gp; Coin: 0 gp; Magic: *+1 ring of protection* * 2 (167 gp per PC * 2), *+1 vest of resistance* * 2 (84 gp per PC * 2), *+2 chain shirt* * 2 (354 gp per PC * 2),

+2 gloves of dexterity * 2 (333 gp per PC * 2), *+1 goliath greathammer* * 2 (194 gp per PC * 2).

APL 12: Loot: 18 gp; Coin: 0 gp; Magic: *+1 ring of protection* * 2 (167 gp per PC * 2), *+2 vest of resistance* * 2 (333 gp per PC * 2), *+2 chain shirt* * 2 (354 gp per PC * 2), *+2 gloves of dexterity* * 2 (333 gp per PC * 2), *+2 amulet of health* * 2 (333 gp per PC * 2), *+1 goliath greathammer* * 2 (194 gp per PC * 2).

APL 14: Loot: 18 gp; Coin: 0 gp; Magic: *+2 ring of protection* * 2 (667 gp per PC * 2), *+3 vest of resistance* * 2 (750 gp per PC * 2), *+3 chain shirt* * 2 (771 gp per PC * 2), *+2 gloves of dexterity* * 2 (333 gp per PC * 2), *+2 amulet of health* * 2 (333 gp per PC * 2), *+1 goliath greathammer* * 2 (194 gp per PC * 2).

APL 16: Loot: 18 gp; Coin: 0 gp; Magic: *+3 ring of protection* * 2 (1500 gp per PC * 2), *+4 vest of resistance* * 2 (750 gp per PC * 2), *+4 chain shirt* * 2 (1333 gp per PC * 2), *+4 gloves of dexterity* * 2 (1333 gp per PC * 2), *+4 amulet of health* * 2 (1333 gp per PC * 2), *+2 goliath greathammer* * 2 (694 gp per PC * 2).

Development

The various attackers can now be questioned (if any are alive) or other means used to gather information. The Goliaths are fanatical in their devotion but were under no instructions to keep things secret – the Fervent Faction just could not conceive of them losing out against corrupt adventurers such as must be doing this for Nira. Once the PCs are satisfied about the information they have or can go no further, proceed to **Encounter Nine**.

If the PCs are defeated at this point, they can either travel back to Qarif and advise him of the situation or skip all of them and head to the **Conclusion**. The return of Nira to the Mines does not preclude the Optional Encounter but it does not give the Council any reason to invite the PCs to attempt this course of action.

Encounter Nine – The Truth of The Matter

Qarif is overjoyed to see his daughter returned and stands very proud but expectantly in the middle of his courtyard, a smile on his face and tears of joy coming from his eyes. He beckons you forward and shakes his head in wonderment.

“To be sure, I did not expect for my daughter to be released,” he says with a choked-up voice. “You have

succeeded where I failed and for this I owe you a great debt."

It is likely that, at this point, somebody from the party mentions the limitations upon the release of his daughter. If not, the following must be paraphrased to account for the difference in knowledge:

"My thanks again for returning Nira to me. Now, I will repay my part of this bargain."

"You wished to know of Mostefe el'Anir and what sort of man he is. I can tell you that he was my close friend and colleague while at the College of the Arts in Sefmur. We only met each other in my second year there but I became close friends with him. He is a true follower of the Four Feet of the Dragon, taking these to heart with every action. Truth be told, he is a better man than I, although the two of us were sometimes overfond of drinking mare's milk while arguing a point of fact. Mostefe is one of those rare men or women you meet in your life when you can say to yourself – this one really is living the life he espouses, being true to his ideals and both kind and generous to others."

"I cannot tell you if what it is that he seeks he has found. He himself would be cautious about that, but likely very excited. He has very much lived his life with the motto "it is not enough to do good deeds, but one must also undertake them with great passion and precision." I think he thought his studies would enrich all of us, perhaps by returning the Cup and Talisman or perhaps by just showing us where it is now kept."

"Mostefe is a man of integrity and honor. I vouch for his character and his demeanor. There is little more I can add."

Qarif can provide the following details if questioned after Nira is returned

- **Do you believe Mostefe has found what he claims?** I believe that Mostefe may be certain of this fact. He is meticulous and a devout follower of the Restorer of Righteousness and so he is not lying in his claims.
- **Is Mostefe an adherent of the True/Exalted Faith?** Mostefe is a religious scholar, as you are no doubt aware. He is an avowed worshipper of the Exalted Faith. He sees the struggle between the Exalted and True Faiths as an extreme to be avoided, but regrets the fanaticism of the True Faith when compared to the compassion of the Exalted. I debated with him about this on many

occasions but I cannot say we ever found a happy middle ground.

- **How about yourself, what is your religious affiliation?** I was a devout member of the True Faith, even after my discussions with Mostefe, until the unjust imprisonment of my daughter. Perhaps she has a point when she told me laws without mercy are no better than the chaotic debauchery of barbarians. I believe it is accurate to say that I find myself without a true religious affiliation nor have I had one for five years.
- **Why do you think Mostefe was kidnapped?** I do not know. Perhaps so that others might find the Cup and Talisman first? Or perhaps by those who have it now, to prevent others from finding it? Or maybe it is just that his excited statements came to the attention of dark people who wished to manipulate him? There are many more possibilities and I cannot find a good reason yet that matches all of the facts I have been provided thus far.
- **If you had a choice, would you want the Cup and Talisman found?** Of course! They are the most holy symbols of Al'Akbar and they deserve to be brought into the light...although, I wonder who would take custody of them and what they would choose to do with them. Strange, I never considered that part before. It has always been such a distant symbol, one that is more myth than reality.
- **Who do you think tried to stop us in returning Nira?** There is a new clique within the government of Ket, and actually outside it. My few remaining contacts warned me of this, but I thought them to be concerned with far more important things, this new grouping. They call themselves the Ferwent Faction. I suspect, from what I have heard, that they are fanatics of the True Faith, making even the strictest of mullahs look a bit "liberal". I had not heard of them taking such actions as they have done here prior to this point or I certainly would have done my best to warn you.

The Ferwent Faction

It is an important factor in this module but difficult to obtain information about it, that the various parties opposing the release of Nira were sent by this political group (see the Adventure Background). Qarif is aware of their formation and, if the PCs do not ask the last question noted above, he should at least convey this to

him in regular conversation if at all possible. This is designed to keep the players at least somewhat informed as to the background of the attacks upon them in this module.

Departing

After answering any and all questions that are pertinent to them, Qarif and Nira wish to leave – this confrontation begins on **Map 2** but do not set up the map until necessary as the simple act of placing it down or drawing it usually denotes combat and may detract from any role-playing or decision making that transpires. Qarif has convinced her, by his action that departing from Ket is in her best interest. It is quite possible to negotiate this with Diplomacy (and possibly Bluff) but Qarif has substantial bonuses on his side given his years of waiting for this moment. He currently is at a hostile status as per the PHB toward the concept of returning Nira to the Mines. Any Diplomacy with him must be rushed (suffering a -10 on the check in this instance) and it is opposed by both his roll and that of his daughter (taking the best one in this case). He receives a +8 bonus on such checks for the duration of this module. If any lethal force has been used to free her, that increases to +16 (as he has no wish to subject her to more trials, whether she is part of it or not). Such lethal force includes killing or badly injuring anyone opposing the PCs in **Encounter Six, Seven and Eight** (and that Qarif finds out about this).

It is possible to use a Bluff check in place of Diplomacy, and Qarif receives the same bonuses as above, simply to his Sense Motive check.

Only one check may be made per round. If a check does not succeed in improving his status that round, no further attempts may be made – and now a decision must be made. Alternatively, if Diplomacy or Bluff is not attempted, the situation moves on immediately.

The PCs must now decide whether to assist Qarif and Nira in fleeing Ket, or to return her to the Mines (or insist that she is returned and have evidence of this). This can and should be a rather tense moment. Keep the situation moving along and be ready to implement forceful moves with Qarif, Nira or the bodyguards as is appropriate. It is not a time for long drawn-out discussions, but actions and commitment!

NOTE: It is quite possible that the party chooses multiple options here, with some assisting the two in their escape and the other opposing. While every effort should be made to have a unified decision (it is easier for the PCs that way) it is not required that only one choice be made. Instead, have both fights break out if that is what transpires.

Tactics (General)

The tactics employed by the two differing foes are, well, very different. The BOSAT always strive for non-lethal damage and the Harssaff strive to eliminate their opposition with efficiency (which generally means lethal damage).

Helping Qarif and Nira Escape

Should the PCs wish to help Qarif and Nira, the Archons choose that moment to intervene (scrying sensors and the like in place) – and the Council does not intervene (they have no wish to tip their hand here). The Archons call upon the Brotherhood of Sorcery and a new combat unit (using the acronym BOSAT) to engage the PCs and prevent the escape of Qarif and Nira. The Harssaff bodyguard is considered “engaged” for the duration of the combat by another unit of the Brotherhood team.

The BOSAT Team teleports just outside the area. Their arrival, unless anticipated somehow (and give credit to PCs who keep an active eye out or take up guard positions, allowing them to act immediately) triggers a surprise round.

If any member of the BOSAT is killed, the PCs responsible (as judged by the DM but at the very least anyone who damaged the member) earn the **Enmity of the Brotherhood** AR Award unless they choose to spend their own cash (not overcap) to raise the body from the dead. Anybody with **Enmity of the Brotherhood** cannot gain any positive AR awards from this adventure, aside from any other long-term impacts it may have. Given that the BOSAT members are all anxious to impress the authorities in Ket, it is not possible to mitigate any lethal damage against them via Diplomacy (See **Appendix Five – the Laws of Ket**).

Preventing Qarif and Nira from escaping and returning Nira to the Mines

The two concepts are intertwined. If this option is chosen, the Harssaff bodyguards emerge from the sand of the courtyard and attack, attempting to buy enough time for their master to escape. They are brutal and efficient opponents, using their Sand Pulse as soon as possible, and following up with as much lethal damage as they can. Unless there is some sort of extreme perception at work here, their formation as a standard action from the sand is the trigger for a surprise round. Note that the Harssaff are not citizens or residents of Ket – it is a Knowledge (local – vtf) check [DC 12] to realize this fact.

It is an extension of this particular option that Nira is to be returned to the Mines.

Qarif and Nira

No matter the choice of the PCs, these two hold no ill will against the PCs, so long as the PCs act within the boundaries of their stated moral goals and objectives. Qarif and Nira attempt as best they can to uphold the Four Feet of the Dragon and consider Honor very important in this case. As a result, they do not attempt to intervene or otherwise attack/hamper the PCs during this confrontation (whether one or both confrontations happen). There is enough doubt in their minds about the course of action they have chosen that it precludes much beyond simply staring at whatever happens (Nira, being still under the effects of Asudan most likely, is very understandable...and Qarif is, after all, just a scholar who has seen little beyond theoretical work and the like).

APL 4 (EL 7)

🗡️**Harssaf Bodyguards** (2); Medium Monstrous Humanoid (fire); hp 45 each; See Appendix One.

or

🧙♂️**BOSAT Member (Brotherhood Of Sorcery Assault Team)** (2); Baklunish human Sor3/Mnk2/War1; hp 45 each; see Appendix One.

APL 6 (EL 9)

🗡️**Harssaf Bodyguards** (2); Medium Monstrous Humanoid (fire) Mnk2; hp 63 each; See Appendix One.

or

🧙♂️**BOSAT Member (Brotherhood Of Sorcery Assault Team)** (2); Baklunish human Sor4/Mnk3/War1; hp 59 each; see Appendix One.

APL 8 (EL 11)

🗡️**Harssaf Bodyguards** (2); Medium Monstrous Humanoid (fire) Mnk2/Ftr2; hp 83 each; See Appendix One.

or

🧙♂️**BOSAT Member (Brotherhood Of Sorcery Assault Team)** (2); Baklunish human Sor6/Mnk3/War1; hp 71 each; see Appendix One.

APL 10 (EL 13)

🗡️**Harssaf Bodyguards** (2); Medium Monstrous Humanoid (fire) Mnk2/Ftr4; hp 103 each; See Appendix One.

or

🧙♂️**BOSAT Member (Brotherhood Of Sorcery Assault Team)** (2); Baklunish human Sor6/Mnk5/War1; hp 87 each; see Appendix One.

APL 12 (EL 15)

🗡️**Harssaf Bodyguards** (2); Medium Monstrous Humanoid (fire) Mnk2/Ftr4/Tempest2; hp 123 each; See Appendix One.

or

🧙♂️**BOSAT Member (Brotherhood Of Sorcery Assault Team)** (2); Baklunish human Sor8/Mnk5/War1; hp 103 each; see Appendix One.

APL 14 (EL 17)

🗡️**Harssaf Bodyguards** (2); Medium Monstrous Humanoid (fire) Mnk2/Ftr4/Tempest4; hp 143 each; See Appendix One.

or

🧙♂️**BOSAT Member (Brotherhood Of Sorcery Assault Team)** (4); Baklunish human Sor8/Mnk5/War1; hp 103 each; see Appendix One.

APL 16 (EL 19)

🗡️**Harssaf Bodyguards** (2); Medium Monstrous Humanoid (fire) Mnk2/Ftr4/Tempest5/Rgr1; hp 162 each; See Appendix One.

or

🧙♂️**BOSAT Member (Brotherhood Of Sorcery Assault Team)** (8); Baklunish human Sor8/Mnk5/War1; hp 103 each; see Appendix One.

Treasure

None is available from this Encounter. The government of Ket confiscates everything, whether it is from the bodyguards or the BOSAT members (if any are actually killed). If the equipment is removed from the country, it is assumed that agents of the government use their influence and resources to track it down, costing the PCs as much in hassle and trouble as they realize from selling said items – so their net gain is zero.

Development

The departure of Nira from Ket or her return to the Mines should generally be the decision of the party (or some portion of it). Once the aftermath of the decision has been discussed, all are approached by a courier from the Provincial Jurat from **Encounter One** (unless they are now serving time in the stocks for crimes in the module). He has an offer for any PCs that care to undertake it – a chance to do research and see if there is anything to be done for Nira (whether escaped or back in the Mines). He again offers no monetary gain and this time there is no alternative hiring approach. If the PCs

agree, proceed to **Encounter Ten**. Otherwise, proceed to the **Conclusion**.

Encounter Ten – The Good of the Few (Optional Encounter)

This is an optional extended play option for this adventure. PCs choosing to play this must realize that additional TUs are to be expended in this adventure and they must have them available before they can attempt this course of action. It is not necessary to have all PCs at the table choose this option – as few as one PC can make the choice and proceed.

The gist of this Encounter is to have the PCs work to actually free Nira from her sentence, whether or not she has fled the country or returned to the Mines (or died...).

This option is only available to players who chose to accept the offer from the Provincial Jurat in **Encounter One** – all others may have done the job, but they did it for reasons of which he does not approve, nor did they do it for reasons that he believes would make them likely to take this option.

In the event that the party split in terms of some taking the offer in **Encounter One** and other **Encounter Two**, only those PCs who accepted may benefit from this Encounter. Others may choose to assist in the option but it must be made clear to them that they will not receive any benefit, although the TU expenditure is still applied.

The Council, responsible for acquiring the aid of the adventures in **Encounter One** (and **Encounter Two**, but in a different manner) has a desire to see if Nira can be freed. Her father is an educated man and his assistance on a long-term basis could be of use to it. In that regard, they are willing to ask the PCs to once more apply themselves to the task, this time research and review of old documents.

Since the time of the sentencing of Nira al'Qadi, the laws have indeed changed but only that in place at the time can be allowed to hold sway. Nevertheless, new documents have come to light since that time which need reviewing, to ensure that the sentencing was in accordance with strict legal requirements under Ket law. The cursory review to date has been no more than a simple nod to prior authority and the assessment of the material made available has been no more than a quick glance.

These new documents come from the libraries of the Vaste. The Vaste had infiltrated the High Jurats themselves and, although their agents were not directly involved in this case, their documents may contain details that assist Nira in some manner.

The optional Encounter takes a variable amount of time in terms of days of research; depending on how long it takes for them to make a Search check [DC 40]. This number is reduced by 1 for each day past the first. This optional Encounter takes a maximum of 1 additional TU, despite the time that it takes to accomplish (all aspects). Quite frankly, it is designed to see if PCs will expend the necessary time whether or not the expenditure of TU is known – as a result, do not share this maximum TU cost with them until after they have chosen their path. **It is possible to take 20 on the task at hand – this automatically increases the TU expenditure to 5 TU, or 10 TU out of region.**

In the end, what is discovered is of importance. Nira and her companions were indeed exactly where they say they were, and for the stated reasons. The attackers were indeed from Ket, but only residents. Somebody attempted to implicate Nira by planting evidence that two of the bandits were actually citizens (one was a half-orc but had never taken up Citizenship and the other was a visiting dwarf). This attempt would have succeeded (as they could have withdrawn the threat at that point) but an alternate plan came to fruition earlier and the agent left without completing the plan. The later dismantling of the organization in question over the years meant that this punishment has remained in place.

The implication of being only residents is that the punishment is much less than that for the murder of Citizens. Indeed, it means that Nira has now served all necessary time and can be released. She is not, specifically, found innocent – instead, her time served is deemed to have been punishment as proscribed by law. Given that she was technically no longer to be in the Mines, whether she has since fled the country or not has no impact – she was actually free when she did that, knowing or not, and she is now deemed a free person and a Citizen once more.

There still remain those that dislike Qarif for his outspoken objection to the outcome of the trial. Many see and hear about the research of the PCs during the course of their activity and, after no small amount of discussion, resolve to do something to “discourage” it. Some of them come forward, essentially muscle for the fanatics of the True Faith. They approach the PCs in the Hall of Jurats themselves, closing and barring the doors to give them the time to undertake their task. The

combat takes places just as the PCs think they have succeeded (as a matter of timing).

Environment in the Hall of Jurats

The Hall of Jurats has a resistance of 30 to all energy types (and force as well) for the walls, floors and ceilings, as well as hardness 12. The walls are two feet thick and the middle inch is actually a wall of force in all cases. It also has a Dimensional Anchor in place in all parts of the Hall (Caster Level is 22) on a permanent basis. This is part of the reaction to the destruction of the Hall in **VTF3-01 Flicker**, rebuilding it with better defences. It does mean, however, that response to any alarms is slowed by the fact that instant transport magic cannot be used.

The two men who enter the reading room move purposely over to a bookshelf, putting a stack of papers down in two very neat piles. They turn toward you and frown, as if expecting some sort of response.

Almost immediately, the heavy doors to this room slam shut, as if of their own volition. The two do not react, perhaps because it is clear they expected this. They sneer in your direction and advance.

The doors are well counterbalanced and have been shut with an *open/close* spell (as their weight for the purposes of moving them is within the amount allowed). The closing of the doors is the trigger for the combat and the surprise round action for the attackers.

It is possible that PCs station guards or are otherwise cautious. If so, provide for their precautions and modify the encounter accordingly. If the party splits up, the attackers choose the weakest combat types to engage, hoping to “teach them a lesson”.

This combat is not intended to be lethal but to damage their research. For every round past the first, the Search check to finish this Encounter increases by 1. If the party fails as a whole, the number is returned to 40 for the check or increased by 10, whichever is greater. This is also the most severe penalty that can be experienced in this instance, regardless of the amount of time in combat. When the combat is over, the Search check must be done again, to simulate damage to the research area and the carefully documented paperwork there. This could take the same or more time than before – but, again, it cannot increase the TU expenditure on this adventure.

Questions of the Attackers

After they are defeated (presuming this is the case) the PCs may choose to question the attackers before the authorities arrive. It is assumed that any good security force in the Hall of Jurats makes sure that all important

personnel are safe first, and then goes after a reported danger second. As a result, the PCs have a minute or two for questioning before any forces appear.

- **Why did you attack us?** You are attempting to dredge up something to help that Exalted hussy, Nira. I heard you were soft on the corruption she represents and I can't abide that.
- **Did anyone put you up to this?** No, we were all agreed that whoever got here first would teach you a lesson. Not like your corrupt friends in other countries mightn't help you.
- **What do you know about Nira?** She killed three men in cold blood. Kept on harping on about some sob story with her and some friends, but facts are facts. She killed; she deserves the Mines for life.
- **How did you get past the guards?** You are kidding, right? We had some disguises but otherwise we were pretty much exactly what everyone expects – no armor and no weapons that are forbidden means we weren't breaking any laws. At least, until we attacked you and that is justifiable as any Jurat can see.

Tactics

The attackers are not interested in killing or causing any amount of non-lethal damage. They use non-lethal attacks alone and seek only to knock out their opponents. In this manner, they know that they are risking time in the Stocks at the worst. The attackers do not hope to have the PCs convicted under the new laws of Ket (they should be able to plead self-defense) but where they can they certainly make an effort to goad the PCs into an action that has serious repercussions (such as causing lethal damage).

The EL calculation in this fight takes into account the fact that it is likely the relatives gain surprise, but also the fact that they are very much complying with the laws (at least, inasmuch as they are not wearing armor or bearing unauthorized weapons...).

Although unlikely, this combat lasts a maximum of four minutes. Once that much time is up, security forces arrive and arrest the combatants (all of them, including the PCs if they are in a tussle). Ket authority figures tend to arrest everyone and sort things out later – but remember that various magical means are used to ascertain the truth and the Threshers and Jurats are very lawful (they do not hold people such as the PCs without any good evidence). The Fervent Faction makes no effort to intervene in this matter, preferring instead to lay low

for the time being (their earlier efforts are enough to cause some anxiety within the organization).

APL 4 (EL 4)

☛ **Muscle:** hill dwarf Ftr2/Rgr2; hp 42; See Appendix One.

APL 6 (EL 6)

☛ **Muscle:** hill dwarf Ftr4/Rgr2; hp 68; See Appendix One.

APL 8 (EL 8)

☛ **Muscle:** hill dwarf Ftr6/Rgr2; hp 90; See Appendix One.

APL 10 (EL 10)

☛ **Muscle:** hill dwarf Ftr6/Rgr2/PiousTemplar2; hill dwarf; hp 142; See Appendix One.

APL 12 (EL 12)

☛ **Muscle:** hill dwarf Ftr8/Rgr2/PiousTemplar2; hp 180; See Appendix One.

APL 14 (EL 14)

☛ **Muscle:** hill dwarf Ftr10/Rgr2/PiousTemplar2; hp 208; See Appendix One.

APL 16 (EL 16)

☛ **Muscle:** hill dwarf Ftr12/Rgr2/PiousTemplar2; hill dwarf; hp 236; See Appendix One.

Treasure (None provided, the authorities confiscate all items)

All APLs: Loot: 0 gp; Coin: gp; Magic: 0 gp.

Development

The Threshers and Jurats do not take kindly to brawls and worse on their premises, let alone in Ket. They punish all according to the maximum under the law, with no allowance for Diplomacy (see the **Appendix 5 - Laws of Ket** for more details) but with full allowance for Influence and the like. Mitigating circumstances are, however, allowed as the Jurats insist upon fairness in this case.

If asked or seen after the brief trial (it does not require much of a hearing), the attackers are all surprised they are not getting lighter sentences for their obvious patriotic acts.

At the same time, anyone who has devoted the time to finishing this task – and this involves taking all the time necessary to complete it, not knowing how many TU it would cost - is provided with the AR Award **Devotion**.

Proceed to **Conclusion**.

Conclusion – Fault Lines

Organizational Rewards

Note that the organization (the Council) hiring the PCs or tasking them to the assignment is the same in **Encounters One** and **Two**, they just utilize differing methods to obtain the services of the PCs. As a result, it is not possible to play both sides against one another for payment...so keep that in mind. Choose the best option between **Jurat** (those who accept the job with no payment) or **Temple** (for those who accepted the job for payment) or **Failure** (if the PCs were not successful at getting the information they were asked to seek). Once this is done, proceed to **A Final Parting**.

To the Jurat (success)

Anyone who was successful at obtaining the information from Qarif about Mostefe el'Anir (eg. Completed the side quest proposed by Qarif and had him relay details about his former colleague) is considered to return to the Jurat and be successful.

Your return to Lopolla is without further incident. The words from Qarif echo in your minds as you make the necessary arrangements to meet with your contact again at the Golden Mare. Provincial Jurat Farid is grateful for the information, satisfied that what you have obtained is a good measure of the man known as Mostefe el'Anir.

[Only for those for whom you feel the decision about the Cup and Talisman, and possibly Nira, might have an impact] *The thoughts and emotions this particular quest has brought are hard to ignore. On the one hand, there is the certainty in the eyes of many about the great good that the discovery of the artifacts might bring – on the other, the repercussions this very act might have upon thousands of innocent lives. Unlike the law of Ket and Nira's actions, it is not as simple as saying that one path is the only correct one to travel. As she has intimated, justice without mercy is nothing more than cruel punishment – in a similar vein, slavish devotion to a cause without careful consideration for the goals or outcome is nothing more than a fool's errand.*

[For everyone] *Despite any setbacks or untoward events that have occurred during your past few days or weeks, it is to the future that you must look. The*

Jurat thanks you for all that you have done and for all that you might yet accomplish in this particular quest. He makes no further demands of you, saying merely that it is your right to choose with all facts before you, upon which he relies.

The PCs are accorded their choice (after knowing what both contain) between **Gratitude of the Council** and **Equipment** as an AR award – they may only choose one, however.

To the Temple (success)

Your return to Lopolla is without further incident. You transcribe the words from Qarif to a parchment, leaving them as instructed at the Temple of Istus in the city. There is a brief sense of satisfaction as you pick up a small bag of coin and jewels later that day, handed to you by a courier in the streets, knowing that your information has reached your employers. They are obviously satisfied that what you have obtained is a good measure of the man known as Mostefe el'Anir.

[Only for those for whom you feel the decision about the Cup and Talisman, and possibly Nira, might have an impact] *The thoughts and emotions this particular quest has brought are hard to ignore. On the one hand, there is the certainty in the eyes of many about the great good that the discovery of the artifacts might bring – on the other, the repercussions this very act might have upon thousands of innocent lives. Unlike the law of Ket and Nira's actions, it is not as simple as saying that one path is the only correct one to travel. As she has intimated, justice without mercy is nothing more than cruel punishment – in a similar vein, slavish devotion to a cause without careful consideration for the goals or outcome is nothing more than a fool's errand.*

[For all] *Now, though, it is time to consider spending some of this cash and seeing what the bazaar of Lopolla might hold in terms of wonders!*

The PCs are provided with **Equipment** as an AR Award. Likewise, they receive the agreed amount from **Encounter Two** (although it is possible to be far overcap in this case), listed as the Treasure in this section.

Failure to obtain information

If the PCs have obtained no information on Mostefe el'Anir, they have failed. Their contact refuses to meet with them and, if they leave this in the Temple of Istus as their message there is no further payment.

The PCs are not provided with any compensation beyond that which they have already obtained for themselves.

You have been unsuccessful at your task and no compensation or favors are forthcoming. Whatever you have learned over these past few weeks is yours without payment. Perhaps there will come a time when the concept of the Cup and Talisman will actually be more than the myth of the Faith of Al'Akbar and it certainly seems that many already believe the discovery to be near. What will you do if you are actually present on such a momentous occasion?

A Final Parting

Any PC, with which Qarif had honorable interactions, be they in the standard manner of the Four Feet of the Dragon, or if they upheld their own moral guidelines, is provided the AR Award **Cloak of Force Protection**. If they were deliberately antagonistic or did not do much in the way of showing any sort of moral imperative for their PC (whatever it might be), Qarif does not provide the gift. In the end, this is provided solely at the discretion of the DM to those whom she/he feels have played well in the adventure, within the above guidelines.

And for good role-playing...

One person per table is awarded the AR Award **Guided by the Cup and Talisman**. This is given to the person who best displays either the ideals of the Faith of Al'Akbar (eg. The Four Feet of the Dragon, not the intolerance of the True Faith or the equivocation of the Exalted Faith) or, failing such a person being present, whoever upholds their own ideals through role-playing and general contribution to the enjoyment of the event.

Finally, for anyone who does not break the law in the adventure, the Council approves and provides them with some solid contacts and support in the VTF. **An Orderly Approach** is the AR award and this is provided to all who comply with the requirements.

Treasure (only provided to those who were successful and made the deal in Encounter Two – and this is the maximum, it may be less depending on the outcome of the initial negotiations)

APL 4: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 800 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 1000 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 1200 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 1400 gp; Magic: 0 gp.

APL 16: Loot: 0 gp; Coin: 1600 gp; Magic: 0 gp

The End

Experience Point Summary

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

Introduction

Accept the invitation to meet at the Golden Mare (and attend). Award is not provided if they do not accept the mission in **Encounter One**.

APL 4	30 xp
APL 6	30 xp
APL 8	30 xp
APL 10	60 xp
APL 12	60 xp
APL 14	60 xp
APL 16	90 xp

Encounter Two

Accept the offer from Hallash (only possible if the PCs do not get the award from the Introduction).

APL 4	30 xp
APL 6	30 xp
APL 8	30 xp
APL 10	60 xp
APL 12	60 xp
APL 14	60 xp
APL 16	90 xp

Encounter Six

Defeat the mine guards.

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Encounter Seven

Defeat the mercenaries.

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

Encounter Eight

Defeat the Goliath Fanatics. APL 4-8 cannot gain xp from this encounter if they have already gained it from Encounter Six.

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

Encounter Nine

Defeat the Harssaf bodyguards or the BOSAT team, as decided by the choice of the PCs.

APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp
APL 16	570 xp

Story Award

Do not do break the laws of Ket during the course of this adventure.

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

APL 12	90 xp
APL 14	90 xp
APL 16	120 xp

Story Award

Either returning Nira to the Mines (even before taking her back to her father) or assisting in her escape from Ket – so long as the choice is one the PC would normally make (eg. Within the ethos of the PC as they play it)

APL 4	30 xp
APL 6	30 xp
APL 8	60 xp
APL 10	60 xp
APL 12	60 xp
APL 14	60 xp
APL 16	90 xp

Optional Encounter Ten

Defeating the relatives and finishing the work to have Nira's sentence declared complete. Only performing one of these two tasks halves the xp reward.

APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp
APL 16	570 xp

Discretionary roleplaying award

APL 4	65 xp
APL 6	90 xp
APL 8	110 xp
APL 10	135 xp
APL 12	150 xp
APL 14	180 xp
APL 16	205 xp

Total possible experience (with Optional)

APL 4	675 xp / 885 xp
APL 6	900 xp / 1,170 xp

APL 8	1,125 xp / 1,455 xp
APL 10	1,375 xp / 1,765 xp
APL 12	1,525 xp / 1,975 xp
APL 14	1,800 xp / 2,310 xp
APL 16	2,075 xp / 2,645 xp

Treasure Summary

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

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

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

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

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

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

Encounter Two

All APLs: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp.

Encounter Eight

APL 4: Loot: 71 gp; Coin: 25 gp; Magic: +1 *full plate* *2 (138 gp per PC * 2).

APL 6: Loot: 76 gp; Coin: 35 gp; Magic: +1 *full plate* *2 (138 gp per PC * 2), +2 *headband of intellect* (333 gp per PC), +1 *ring of protection* (167 gp per PC), +1 *vest of resistance* (84 gp per PC), *scroll of mage armor* *2 (2 gp per PC * 2), *scroll of magic missile* (5th level) *3 (10 gp per PC * 3).

APL 8: Loot: 47 gp; Coin: 35 gp; Magic: +1 *full plate* *2 (138 gp per PC * 2), +2 *headband of intellect* (333 gp per PC), +1 *ring of protection* (167 gp per PC), +1 *vest of resistance* (84 gp per PC), *scroll of mage armor* *2 (2 gp per PC * 2), *scroll of magic missile* (7th level) *3 (13 gp per PC * 3), +1 *cloak of resistance* *2 (84 gp per PC * 2), +1 *spiked chain* *2 (194 gp per PC * 2), +2 *amulet of health* (333 gp per PC).

APL 10: Loot: 47 gp; Coin: 35 gp; Magic: +2 *full plate* *2 (388 gp per PC * 2), +4 *headband of intellect* (1333 gp per PC), +1 *ring of protection* (167 gp per PC), +2 *vest of resistance* (333 gp per PC), *scroll of mage armor* *2 (2 gp per PC * 2), *scroll of magic missile* (9th level) *3 (16 gp per PC * 3), +1 *cloak of resistance* *2 (84 gp per PC * 2), +1 *spiked chain* *2 (194 gp per PC * 2), +2 *amulet of health* (333 gp per PC).

APL 12: Loot: 47 gp; Coin: 35 gp; Magic: +2 *full plate* *2 (388 gp per PC * 2), +4 *headband of intellect* (1333 gp per PC), +1 *ring of protection* *3 (167 gp per PC * 3), +3 *vest of resistance* (750 gp per PC), *scroll of mage armor* *2 (2 gp per PC * 2), *scroll of magic missile* (9th level) *3 (16 gp per PC * 3), +2 *cloak of resistance* *2 (333 gp per PC * 2), +1 *spiked chain* *2 (194 gp per PC * 2), +2 *amulet of health* *3 (333 gp per PC * 3), +2 *gloves of dexterity* (333 gp per PC).

APL 14: Loot: 47 gp; Coin: 35 gp; Magic: +2 *mithral breastplate* *2 (600 gp per PC * 2), +6 *headband of intellect* (3000 gp per PC), +1 *ring of protection* (167 gp per PC), +2 *ring of protection* *2 (667 gp per PC * 3), +4 *vest of resistance* (1333 gp per PC), *scroll of mage armor* *2 (2 gp per PC * 2), *scroll of magic missile* (9th level) *3 (16 gp per PC * 3), +2 *cloak of resistance* *2 (333 gp per PC * 2), +1 *spiked chain* *2 (194 gp per PC * 2), +2 *amulet of health* *2 (333 gp per PC * 2), +4 *amulet of health* (1333 gp per PC), +2 *gloves of dexterity* *3 (333 gp per PC * 3).

APL 16: Loot: 47 gp; Coin: 35 gp; Magic: +4 *mithral breastplate* *2 (1600 gp per PC * 2), +6 *headband of intellect* (3000 gp per PC), +3 *ring of protection* (1500 gp per PC), +2 *ring of protection* *2 (667 gp per PC * 3), +5 *vest of resistance* (2087 gp per PC), *scroll of mage armor* *2 (2 gp per PC * 2), *scroll of magic missile* (9th level) *3 (16 gp per PC * 3), +4 *cloak of resistance* *2 (1333 gp per PC * 2), +1 *frost spiked chain* *2 (694 gp per PC * 2), +2 *amulet of health* *2 (333 gp per PC * 2), +4 *amulet of health* (1333 gp per PC), +4 *gloves of dexterity* *2 (1333 gp per PC * 2), +4 *belt of giant strength* *2 (1333 gp per PC), +6 *gloves of dexterity* (3000 gp per PC).

Encounter Eight

APL 4: Loot: 51 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 51 gp; Coin: 0 gp; Magic: +1 *ring of protection* *2 (167 gp per PC * 2), +1 *vest of resistance* *2 (84 gp per PC * 2).

APL 8: Loot: 51 gp; Coin: 0 gp; Magic: +1 *ring of protection* *2 (167 gp per PC * 2), +1 *vest of resistance* *2 (84 gp per PC * 2), +1 *chain shirt* *2 (104 gp per PC * 2), +2 *gloves of dexterity* *2 (333 gp per PC * 2).

APL 10: Loot: 18 gp; Coin: 0 gp; Magic: +1 *ring of protection* *2 (167 gp per PC * 2), +1 *vest of resistance* *2 (84 gp per PC * 2), +2 *chain shirt* *2 (354 gp per PC * 2), +2 *gloves of dexterity* *2 (333 gp per PC * 2), +1 *goliath greathammer* *2 (194 gp per PC * 2).

APL 12: Loot: 18 gp; Coin: 0 gp; Magic: +1 *ring of protection* *2 (167 gp per PC * 2), +2 *vest of resistance* *2 (333 gp per PC * 2), +2 *chain shirt* *2 (354 gp per PC * 2), +2 *gloves of dexterity* *2 (333 gp per PC * 2), +2 *amulet of health* *2 (333 gp per PC * 2), +1 *goliath greathammer* *2 (194 gp per PC * 2).

APL 14: Loot: 18 gp; Coin: 0 gp; Magic: +2 *ring of protection* *2 (667 gp per PC * 2), +3 *vest of resistance* *2 (750 gp per PC * 2), +3 *chain shirt* *2 (771 gp per PC * 2), +2 *gloves of dexterity* *2 (333 gp per PC * 2), +2 *amulet of health* *2 (333 gp per PC * 2), +1 *goliath greathammer* *2 (194 gp per PC * 2).

APL 16: Loot: 18 gp; Coin: 0 gp; Magic: +3 *ring of protection* *2 (1500 gp per PC * 2), +4 *vest of resistance* *2 (750 gp per PC * 2), +4 *chain shirt* *2 (1333 gp per PC * 2), +4 *gloves of dexterity* *2 (1333 gp per PC * 2), +4 *amulet of health* *2 (1333 gp per PC * 2), +2 *goliath greathammer* *2 (694 gp per PC * 2).

Conclusion

APL 4: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 800 gp; Magic: 0 gp

APL 10: Loot: 0 gp; Coin: 1000 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 1200 gp; Magic: 0 gp

APL 14: Loot: 0 gp; Coin: 1400 gp; Magic: 0 gp.

APL 16: Loot: 0 gp; Coin: 1600 gp; Magic: 0 gp

Total Possible Treasure

APL 4: 650 gp maximum (823 gp available)

APL 6: 900 gp maximum (2158 gp available)

APL 8: 1300 gp maximum (4101 gp available)

APL 10: 2300 gp maximum (6832 gp available)

APL 12: 3300 gp maximum (10526 gp available)

APL 14: 6600 gp maximum (19383 gp available)

APL 16: 13200 gp maximum (40211 gp available)

Appendix One: NPCs

All APLs

Encounter 1

Emir Farid ibn Ular: Male Human Clr1/War1/Exp10; CR 11; Medium Humanoid (Baklunish); HD 2d8+4+10d6+20+12; hp 91; Init +1; Spd 30 ft.; AC 13 (+2 *ring of protection*, +1 dexterity), touch 13, flat-footed 12; Base Atk +8; Grp +8; Atk +8 melee (1d6, club); Full Atk +8/+3 melee (1d6, club); SQ spells, domains healing and protection; AL LG; SV Fort +14, Ref +7, Will +19; Str 10, Dex 12, Con 14, Int 12, Wis 21, Cha 12.

Skills and Feats: Bluff +16, Concentration +6, Diplomacy +23, Heal +10, Knowledge (nobility) +6, Knowledge (religion) +16, Profession (Lawyer) +11, Sense Motive +19, Spellcraft +15; Great Fortitude, Improved Toughness, Iron Will, Negotiator.

Possessions: +3 *vest of resistance*, +2 *ring of protection*, +2 *gloves of dexterity*, +2 *periapt of wisdom*, 1 club, 2 daggers.

Languages: Common, Ancient Baklunish.

Spells Prepared (3/2+1; base DC = 15 + spell level, *domain spell): 0—*detect magic* (2), *light*; 1st—*command*, *cure light wounds**, *obscuring mist*.

Encounter 2

Hallash: Male Human Brd3; CR 3; Medium Humanoid (Baklunish); HD 3d6+6; hp 20; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d6, club); Full Atk +2 melee (1d6, club); SQ spells, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, inspire competence; AL NG; SV Fort +4, Ref +4, Will +5; Str 10, Dex 10, Con 14, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +9, Concentration +8, Diplomacy +20, Disguise +5, Knowledge (history) +7, Knowledge (nobility) +7, Perform (acting) +12, Perform (puppetry) +9, Sense Motive +11; Negotiator, Skill Focus: Diplomacy, Skill Focus: Perform (acting).

Possessions: +1 *cloak of resistance*, 1 club, 2 daggers.

Languages: Common, Ancient Baklunish

Spells Prepared (3/2; base DC = 13 + spell level): 0—*dancing lights*, *daze*, *ghost sound*, *light*, *message*,

prestidigitation; 1st—*cure light wounds*, *disguise self*, *Tasha's hideous laughter*.

Encounter 3

Thresher: Rog1/War1; CR 1; Medium Humanoid (baklunish/oeridian human); HD 1d8+2+1d6+2+2; hp 17; Init +2; Spd 30; AC 18 (+2 dexterity, +4 for chain shirt, +2 for heavy steel shield) touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, scimitar) or +4 ranged (1d8, light crossbow); Full Atk +3 melee (1d6+2, scimitar) or +4 ranged (1d8, light crossbow); AL LN; SV Fort +4, Ref +5, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Disable Device +5, Forgery +5, Gather Information +3, Knowledge (local – vtf) +5, Open Lock +5; Profession (thresher) +6, Ride +7, Search +5, Sense Motive +2, Spot +4, Use Rope +7; Improved Toughness*, Iron Will.

Possessions: masterwork chain shirt, heavy steel shield, masterwork scimitar, cold iron scimitar, scimitar, daggers (4), sap (2), club, masterwork light crossbow, 60 bolts.

Languages: Common, Ancient Baklunish

* see Appendix Two: New Rules Items

Encounter 4

Qarif ibn Molar: Male Human War1/Exp10; CR 10; Medium Humanoid (baklunish); HD 1d8+10d6+11; hp 58; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +8; Grp +8; Atk +8 melee (1d4, dagger); Full Atk +8/+3 melee (1d4, dagger); AL LG; SV Fort +12, Ref +9, Will +16; Str 10, Dex 10, Con 12, Int 20, Wis 16, Cha 12.

Skills and Feats: Diplomacy +16, Concentration +14, Heal +16, Knowledge (history) +21, Knowledge (local – vtf) +18, Knowledge (nobility) +18, Knowledge (religion) +18, Profession (Professor) +16, Ride +10, Sense Motive +16; Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus: Knowledge (History).

Possessions: +4 *vest of resistance*, +2 *headband of intellect*, +2 *periapt of wisdom*, 1 sap, 2 daggers.

Languages: Common, Ancient Baklunish, Ancient Sueloise, Draconic, Rhenee, Velondi.

Encounter 5

Firqar el'Qarom: Male Human Exp8 (elite); CR 8; Medium Humanoid (baklunish/oeridian mix); HD 8d6; hp 34; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +6; Grp +6; Atk +6 melee (1d4, dagger); Full Atk +6/+1 melee (1d4, dagger); AL LN; SV Fort +5, Ref +4, Will +13; Str 10, Dex 10, Con 12, Int 16, Wis 16, Cha 15.

Skills and Feats: Bluff +17, Diplomacy +18, Knowledge (history) +13, Knowledge (local – vtf) +13, Knowledge (religion) +13, Listen +13, Performance (Oratory) +3, Profession (Bureaucrat) +14, Ride +13, Sense Motive +16; Improved Initiative, Iron Will, Negotiator, Skill Focus: Diplomacy.

Possessions: +2 vest of resistance, +2 periapt of wisdom, 1 sap, 2 daggers.

Languages: Common, Ancient Baklunish, Dwarven.

Encounter 6

Nira al'Qadi: female human Clr1/War1; CR 1; Medium Humanoid (Baklunish); HD 2d8+4; hp 17; Init +1; Spd 30 ft.; AC 11 (+1 dexterity), touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d3, unarmed); Full Atk +1 melee (1d3, unarmed); SQ spells, domains healing and good; AL LG; SV Fort +6, Ref +1, Will -5 currently (normally +5); Str 10, Dex 12, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +6, Diplomacy +6, Heal +7, Knowledge (religion) +5, Ride +4; Extra Turning, Extra Turning.

Possessions: basic clothing.

Languages: Common, Ancient Baklunish

Spells Prepared (none in memory – has not been praying for spells while in the Mines) (3/2+1; base DC = 15 + spell level, *domain spell)

APL 4

Encounter 6

Mine Guard Soldiers; Ftr4/War1; CR 4; Medium Humanoid (baklunish human); HD 4d10+8+1d8+2+5; hp 48; Init +2; Spd 20 ft; AC 20 (+2 dex, +6 armor, +2 shield) touch 12, flat-footed 18; Base Atk +5; Grp +8; Atk +10 melee (1d6+4, masterwork scimitar) or +8 ranged (1d8, masterwork light crossbow); Full Atk +10 melee (1d6+4, masterwork scimitar) or +8 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +8, Ref +3, Will +4; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Profession (soldier) +8, Ride +10, Spot +5; Dodge, Improved Toughness*, Iron Will, Mobility, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +1 chainmail, heavy steel shield, masterwork scimitar, cold iron scimitar, scimitar, daggers (3), sap (2), club, masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 7

Half-Orc Mercenaries; Ftr2/Bbn2; CR 4; Medium Humanoid (half-orc); HD 2d12+4+2d10+4; hp 39; Init +2; Spd 20 ft; AC 20 (+1 dex, +9 armor) touch 11, flat-footed 19; Base Atk +4; Grp +9; Atk +11 melee (2d4+7, masterwork cold iron spiked chain) or +7 ranged (1d10, masterwork heavy crossbow); Full Atk +11 melee (2d4+7, masterwork cold iron spiked chain) or +7 ranged (1d10, masterwork heavy crossbow); SQ rage 1/day, uncanny dodge, fast movement; AL CN; SV Fort +8, Ref +2, Will +0; Str 20, Dex 14, Con 14, Int 6, Wis 11, Cha 6.

Skills and Feats: Craft (Weapons) +5, Survival +6; Dodge, Exotic Weapon Proficiency (Spiked Chain), Mobility, Weapon Focus (Spiked Chain).

Possessions: +1 full plate, masterwork cold iron spiked chain, cold iron spiked chain, spiked chain, daggers (3), sap, masterwork heavy crossbow, 40 bolts.

Encounter 8

Goliath Fanatics; Bbn2/Spellthief1; CR 4; Medium Monstrous Humanoid (goliath*); HD 2d12+4+1d6+2; hp 29; Init +1; Spd 40 ft; AC 15 (+1 dex, +4 for chain shirt) touch 11, flat-footed 14; Base Atk +2; Grp +7; Atk +8 melee (3d6+7, masterwork goliath greathammer) or

+3 ranged (1d8+5, javelin); Full Atk +8 melee (3d6+7, masterwork goliath greathammer) or +3 ranged (1d8+5, javelin); SQ powerful build (considered one size category larger for most rules), mountain movement, acclimated (high altitude), rage 1/day, uncanny dodge, fast movement, sneak attack +1d6, steal spell (0 or 1st), trapfinding; Space/Reach 5 ft/5 ft; AL N; SV Fort +5, Ref +1, Will +4; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Craft (Weapons) +5, Jump +8, Spot +6, Survival +5; Exotic Weapon Proficiency (Goliath Greathammer), Iron Will.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target. If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one 0-level or 1st-level spell from memory if she prepares spells ahead of time, or one 0 level or 1st-level spell slot if she is a spontaneous caster. A spontaneous caster also loses the ability to cast the stolen spell for 1 minute. If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster) this ability has no effect. A spellthief determines the stolen spell randomly. If a spellthief tries to steal a spell that is not available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn. Treat the spell as if it were cast by the original owner of the spell for purposes of determining caster level, save DC, and so forth. A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level. The spellthief must supply the same components (including verbal, somatic, material, xp and any focus) required for the stolen spell. Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this gives the spellthief one free casting of a known spell). A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing it; otherwise the extra spell energy faces harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells. At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increase by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat 0-level spells as ½ level for this purpose). If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell stolen was prepared with such an effect (note that this precludes theft of metamagicked spells from most spontaneous spellcasters, as they apply it only when they cast). This ability works only against spells. It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature later).

Languages: Celestial, Common, Go-Kaa, Ancient Baklunish

Possessions: chain shirt, masterwork cold iron goliath greathammer, goliath greathammer, daggers (3), spell component pouch, divine focus (Al'Akbar) (2), sap, javelins (8).

* see Appendix Two: New Rules Items

Encounter 9

Harssaf* Bodyguard; CR 5; Medium Monstrous Humanoid (fire); HD 6d8+18; hp 45; Init +3; Spd 30 ft, 10 ft burrow; AC 20 (+3 dex, +3 natural, +4 chain shirt) touch 13, flat-footed 17; Base Atk +6; Grp +8; Atk +11 melee (1d4+2+1d6 fire, masterwork cold iron kukri) or +9 ranged (1d6+2, javelin); Full Atk +11/+6 or +9/+4 and +9 melee (1d4+2+1d6 fire, masterwork cold iron kukri) or +9 ranged (1d6+2, javelin); SA Flaming aura, sand pulse; SQ blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 17, vulnerability to cold; Space/Reach 5 ft/5 ft; AL LE; SV Fort +5, Ref +10, Will +5; Str 14, Dex 16, Con 16, Int 11, Wis 11, Cha 13.

Skills and Feats: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +4; Alertness^b, Lightning Reflexes^b, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

Possessions: chain shirt, masterwork cold iron kukri (2), cold iron kukri (2), kukri (2), daggers (3), javelins (6).

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 15 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

* see Appendix Two: New Rules Items

BOSAT Member (Brotherhood Of Sorcery Assault Team); Sor3/Mnk2/War1; CR 5; Medium Humanoid (baklunish human); HD 3d8+6+3d4+6+6; hp 45; Init +2; Spd 30 ft; AC 23 (+2 dex, +1 *ring of protection*, +4 *mage armor*, +4 *shield*) touch 13, flat-footed 19; Base Atk +3; Grp +9; Atk +5 melee (1d6+2, unarmed strike) or +6 ranged (1d8, masterwork light crossbow); Full Atk +5 or +3/+3 melee (1d6+2, unarmed strike) or +6 ranged (1d8, masterwork light crossbow); SQ unarmed strike, flurry of blows, evasion, fast movement, familiar, spells; AL LN; SV Fort +9, Ref +7, Will +7; Str 14, Dex 14, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Knowledge (Religion) +1, Ride +6, Spellcraft +6, Tumble +10; Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness*, Mobility.

Spells Known (6/6; base DC = 13 + spell level): 0—*detect magic, light, mage hand, prestidigitation, ray of frost*; 1st—*expeditious retreat, mage armor, shield*.

Possessions: +1 *vest of resistance*, +1 *ring of protection*, daggers (3), masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 10

Muscle; Ftr2/Rgr2; CR 4; Medium Humanoid (hill dwarf); HD 2d10+8+2d8+8; hp 42; Init +2; Spd 20 ft; AC 12 (+2 dex) touch 12, flat-footed 10; Base Atk +4; Grp +8; Atk +8 melee (1d6+4, sap); Full Atk +8 or +6/+6 melee (1d6+4, sap); Space/Reach 5 ft/5 ft; AL LN; SQ wild empathy, favored enemy (humans), combat style (melee); SV Fort +10, Ref +5, Will +2; Str 18, Dex 14, Con 18, Int 14, Wis 10 Cha 6

Skills and Feats: Climb +11, Jump +11, Knowledge (nature) +3, Knowledge (religion) +5, Profession (soldier) +7, Spot +7; Combat Expertise, Dwarven Armor Proficiency*, Iron Will, Tracking, Two-Weapon Fighting, Weapon Focus (warhammer).

Possessions: ~~battle plate, heavy steel shield, hat of disguise, *potion of bull's strength*, masterwork warhammer, warhammer, cold iron warhammer,~~ daggers (3), sap (4), ~~light crossbow, 20 bolts.~~

Languages: Common, Dwarven, Ancient Baklunish, Halfling.

* see Appendix Two: New Rules Items

APL 6

Encounter 6

Mine Guard Soldiers: Ftr6/War1; CR 6; Medium Humanoid (baklunish human); HD 6d10+12+1d8+2+7; hp 66; Init +6; Spd 20 ft; AC 21 (+2 dex, +6 for *+1 chainmail*, +3 for *+1 heavy steel shield*) touch 12, flat-footed 19; Base Atk +7; Grp +10; Atk +12 melee (1d6+5, *+1 scimitar*) or +10 ranged (1d8, masterwork light crossbow); Full Atk +12/+7 melee (1d6+5, *+1 scimitar*) or +10 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +9, Ref +4, Will +5; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Profession (soldier) +10, Ride +11, Spot +6; Dodge, Elusive Target*, Improved Toughness*, Improved Initiative, Iron Will, Mobility, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: *+1 chainmail*, *+1 heavy steel shield*, *+1 scimitar*, masterwork scimitar, cold iron scimitar, scimitar, daggers (3), sap (2), club, masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 7

Half-Orc Mercenaries: Ftr2/Bbn2; CR 4; Medium Humanoid (half-orc); HD 2d12+4+2d10+4; hp 39; Init +2; Spd 20 ft; AC 20 (+1 dex, +9 for *+1 full plate*) touch 11, flat-footed 19; Base Atk +4; Grp +9; Atk +11 melee (2d4+7, masterwork cold iron spiked chain) or +7 ranged (1d10, masterwork heavy crossbow); Full Atk +11 melee (2d4+7, masterwork cold iron spiked chain) or +7 ranged (1d10, masterwork heavy crossbow); SQ rage 1/day, uncanny dodge, fast movement; Space/Reach 5 ft/5 ft; AL CN; SV Fort +8, Ref +2, Will +0; Str 20, Dex 14, Con 14, Int 6, Wis 11, Cha 6.

Skills and Feats: Craft (Weapons) +5, Survival +6; Dodge, Exotic Weapon Proficiency (Spiked Chain), Mobility, Weapon Focus (Spiked Chain).

Possessions: *+1 full plate*, masterwork cold iron spiked chain, cold iron spiked chain, spiked chain, daggers (3), sap, masterwork heavy crossbow, 40 bolts.

S'rithaelion: Wiz6 (diviner, no enchantment); CR 6; Medium Humanoid (grey elf); HD 6d4+6; hp 25; Init +3; Spd 30 ft; AC 14 (+3 dexterity, *+1 ring of protection*) touch 14, flat-footed 11; Base Atk +3; Grp +1; Atk +1 melee (1d6-2, rapier); Full Atk +1 melee (1d6-2, rapier); SQ spells, familiar; AL LN; SV Fort +4, Ref +6, Will +5; Str 6, Dex 16, Con 12, Int 23, Wis 8, Cha 8.

Skills and Feats: Concentration +10, Decipher Script +15, Knowledge (arcane) +17, Profession (Gambler) +8, Knowledge (religion) +15, Knowledge (local -vtf) +15, Spellcraft +15; Combat Casting, Empower Spell, Spell Focus: Conjuration, Sudden Silent*.

Spells Prepared (4+1/5+1/5+1/3+1; base DC = 16 + spell level, 17+spell level for conjuration, *specialty spell): 0—*detect magic* (2), *detect magic**, *light*, *ray of frost*; 1st—*grease*, *magic missile* (2), *ray of enfeeblement*, *shield*, *true strike**; 2nd—*false life*, *glitterdust*, *invisibility*, *scorching ray* (2), *see invisibility**; 3rd—*arcane sight**, *empowered magic missile*, *haste*, *fireball*.

Possessions: +2 headband of intellect, +1 ring of protection, +1 vest of resistance, scroll of mage armor (2), scroll of magic missile (5th level) (3), rapier, cold iron rapier, daggers (3).

* see Appendix Two: New Rules Items

Encounter 8

Goliath Fanatics: Bbn2/Spellthief3; CR 6; Medium Monstrous Humanoid (goliath*); HD 2d12+4+3d6+6; hp 41; Init +1; Spd 40 ft; AC 16 (+1 dexterity, *+1 ring of protection*, +4 for chain shirt) touch 12, flat-footed 15; Base Atk +4; Grp +9; Atk +10 melee (3d6+7, masterwork goliath greathammer) or +5 ranged (1d8+5, javelin); Full Atk +10 melee (3d6+7, masterwork goliath greathammer) or +5 ranged (1d8+5, javelin); SQ powerful build (considered one size category larger for most rules), mountain movement, acclimated (high altitude), rage 1/day, uncanny dodge, fast movement, sneak attack +1d6, steal spell (0 or 1st), trapfinding, *detect magic* (3/day), spellgrace +1, steal spell effect, steal energy resistance 10; Space/Reach 5 ft/5 ft; AL N; SV Fort +7, Ref +3, Will +5; Str 21, Dex 12, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Craft (Weapons) +6, Jump +8, Spellcraft +7, Spot +8, Survival +5; Exotic Weapon Proficiency (Goliath Greathammer), Iron Will.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target. If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one o-level or 1st-level spell from memory if she prepares spells ahead of time, or one o level or 1st-level spell slot if she is a spontaneous caster. A spontaneous caster also loses the ability to cast the stolen spell for 1 minute. If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster) this ability has no effect. A spellthief determines the stolen spell randomly. If a spellthief tries to steal a spell that is not available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn. Treat the spell as if it were cast by the original owner of the spell for purposes of determining caster level, save DC, and so forth. A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level. The spellthief must supply the same components (including verbal, somatic, material, xp and any focus) required for the stolen spell. Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this gives the spellthief one free casting of a known spell). A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing it; otherwise the extra spell energy faces harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells. At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increase by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat o-level spells as ½ level for this purpose). If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell stolen was prepared with such an effect (note that this precludes theft of metamagicked spells from most spontaneous spellcasters, as they apply it only when they cast). This ability works only against spells. It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature later).

Spellgrace (Su): A spellthief of 2nd level or higher gains a +1 competence bonus on his saves against spells. This bonus improves to +2 at 11th level and to +3 at 20th level.

Steal Spell Effect (Su): Beginning at 2nd level, a spellthief can siphon an active spell effect from another creature. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain the effects of a single spell affecting the target. If the target is willing, a spellthief can steal a spell effect with a touch as a standard action.

The spellthief can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If a spellthief tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target. A spellthief can't steal a spell effect if its caster level exceeds his class level + his Charisma modifier.

Upon stealing a spell effect, a spellthief gains the stolen effect (and the original creature loses that effect) for 1 minute per class level (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

A spellthief can steal the effect of a spell only if the spell could be cast on him by the original caster. If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the original target of the spell for 1 minute per spellthief class level.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Steal Energy Resistance (Su): Beginning at 3rd level, a spellthief can siphon off some or all of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic). A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action.

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0). A creature with immunity to an energy type remains that immunity.

If his target has more than one type of resistance to energy, a spellthief can choose which kind to steal otherwise, the DM determines the stolen resistance randomly from among those possessed by the target. If a spellthief chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is

determined randomly from those possessed by the target.

The resistance a spellthief gains from using this ability lasts for 1 minute. If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

A spellthief can use this ability multiple times, but its effects do not stack unless they apply to different types of energy.

At 11th level, a spellthief can steal resistance 20 to an energy type by using this ability, and at 10th level he can steal resistance 30 to an energy type.

Languages: Celestial, Common, Go-Kaa, Ancient Baklunish

Possessions: chain shirt, +1 vest of resistance, +1 ring of protection, masterwork cold iron goliath greathammer, goliath greathammer, daggers (3), spell component pouch, divine focus (Al'Akbar) (2), sap, javelins (8).

* see Appendix Two: New Rules Items

Encounter 9

Harssaf* Bodyguard: Mnk2; CR 7; Medium Monstrous Humanoid (fire); HD 8d8+32; hp 63; Init +5; Spd 30 ft, 10 ft burrow; AC 21 (+5 dex, +3 natural, +3 Wis) touch 18, flat-footed 16; Base Atk +7; Grp +14; Atk +14 melee (1d4+4+1d6 fire, +1 kukri) or +12 ranged (1d6+3, javelin); Full Atk +14/+9 or +12/+7 and +12 melee (1d4+4+1d6 fire, +1 kukri) or +12 ranged (1d6+3, javelin); SA Flaming aura, sand pulse; SQ blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 19, vulnerability to cold, unarmed strike, evasion, flurry of blows; Space/Reach 5 ft/5 ft; AL LE; SV Fort +9, Ref +15, Will +10; Str 16, Dex 20, Con 18, Int 11, Wis 16, Cha 11.

Skills and Feats: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +14, Tumble +6; Alertness^b, Combat Reflexes, Improved Grapple, Lightning Reflexes^b, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

Possessions: +1 kukri (2), cold iron kukri (2), kukri (2), daggers (3), javelins (6).

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire

damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 18 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

* see Appendix Two: New Rules Items

BOSAT Member (Brotherhood Of Sorcery Assault Team): Sor4/Mnk3/War1; CR 7; Medium Humanoid (baklunish human); HD 4d8+8+4d4+8+8; hp 59; Init +2; Spd 40 ft; AC 23 (+2 dex, +1 ring of protection, +4 mage armor, +4 shield) touch 13, flat-footed 19; Base Atk +5; Grp +11; Atk +7 melee (1d6+2, unarmed strike) or +8 ranged (1d8, masterwork light crossbow); Full Atk +7 or +5/+5 melee (1d6+2, unarmed strike) or +8 ranged (1d8, masterwork light crossbow); SQ unarmed strike, flurry of blows, evasion, still mind, fast movement, familiar, spells; AL LN; SV Fort +9, Ref +7, Will +8; Str 14, Dex 14, Con 14, Int 8, Wis 10, Cha 17.

Skills and Feats: Knowledge (Religion) +1, Ride +6, Spellcraft +6, Spot +5, Tumble +13; Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness*, Mobility.

Spells Known (6/7/4; base DC = 13 + spell level): 0—acid splash, detect magic, light, mage hand, prestidigitation, ray of frost; 1st—expeditious retreat, mage armor, shield; 2nd—bull's strength.

Possessions: +1 vest of resistance, bracers of quickstrike (1/day, a single additional attack on a full attack option), +1 ring of protection, daggers (3), masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 10

Muscle: Ftr4/Rgr2; CR 6; Medium Humanoid (hill dwarf); HD 4d10+16+2d8+8+6; hp 68; Init +2; Spd 20 ft; AC 12 (+2 dex) touch 12, flat-footed 10; Base Atk +6; Grp +10; Atk +11 melee (1d6+5, *+1 sap*); Full Atk +11/+6 or +9/+9/+3 melee (1d6+5, *+1 sap*); AL LN; SQ wild empathy, favored enemy (humans), combat style (melee); SV Fort +12, Ref +7, Will +4; Str 18, Dex 14, Con 18, Int 14, Wis 10 Cha 6

Skills and Feats: Climb +13, Jump +13, Knowledge (nature) +3, Knowledge (religion) +6, Profession (soldier) +9, Spot +7; Combat Expertise, Dwarven Armor Proficiency*, Improved Toughness*, Iron Will, Tracking, True Believer*, Two-Weapon Fighting, Weapon Focus (warhammer).

Possessions: ~~battle plate, heavy steel shield, hat of disguise, *potion of bull's strength*, oil of magic weapon, +1 vest of resistance, masterwork warhammer, warhammer, cold iron warhammer, daggers (3), sap (4), light crossbow, 20 bolts.~~

Languages: Common, Dwarven, Ancient Baklunish, Halfling.

* see Appendix Two: New Rules Items

APL 8

Encounter 6

Mine Guard Soldiers: Ftr6/Mnk2/War1; CR 8; Medium Humanoid (baklunish human); HD 6d10+12+3d8+6+9; hp 82; Init +7; Spd 30 ft; AC 22 (+3 dex, +6 for +2 *chain shirt*, +3 for +1 *heavy steel shield*) touch 13, flat-footed 19; Base Atk +8; Grp +15; Atk +13 melee (1d6+5, +1 *scimitar*/15-20) or +12 ranged (1d8, masterwork light crossbow); Full Atk +13/+8 melee (1d6+5, +1 *scimitar*/15-20) or +12 ranged (1d8, masterwork light crossbow); SQ unarmed strike, flurry of blows, evasion, fast movement; AL LN; SV Fort +13, Ref +9, Will +9; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Profession (soldier) +12, Ride +12, Spot +13, Tumble +3; Combat Reflexes, Dodge, Elusive Target*, Improved Critical (scimitar), Improved Grapple, Improved Toughness*, Improved Initiative, Iron Will, Mobility, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +2 *chain shirt*, +1 *heavy steel shield*, +1 *scimitar*, +1 *cloak of resistance*, masterwork scimitar, cold iron scimitar, scimitar, daggers (3), sap (2), club, masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 7

Half-Orc Mercenaries: Ftr4/Bbn2; CR 6; Medium Humanoid (half-orc); HD 2d12+4+4d10+8; hp 55; Init +2; Spd 20 ft; AC 20 (+1 dex, +9 for +1 *full plate*) touch 11, flat-footed 19; Base Atk +6; Grp +11; Atk +13 melee (2d4+8, +1 *spiked chain*) or +9 ranged (1d10, masterwork heavy crossbow); Full Atk +13/+8 melee (2d4+8, +1 *spiked chain*) or +9 ranged (1d10, masterwork heavy crossbow); SQ rage 1/day, uncanny dodge, fast movement; AL CN; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 6, Wis 11, Cha 6.

Skills and Feats: Craft (Weapons) +7, Survival +6; Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (Spiked Chain), Mobility, Weapon Focus (Spiked Chain).

Possession: +1 *cloak of resistance*, +1 *full plate*, +1 *spiked chain*, cold iron spiked chain, spiked chain, daggers (3), sap, masterwork heavy crossbow, 40 bolts.

* see Appendix Two: New Rules Items

S'rithaelion: Wiz8 (diviner, no enchantment); CR 8; Medium Humanoid (grey elf); HD 8d4+16; hp 41; Init +3; Spd 30 ft; AC 14 (+3 dex, +1 *ring of protection*)

touch 14, flat-footed 11; Base Atk +4; Grp +2; Atk +2 melee (1d6-2, rapier); Full Atk +2 melee (1d6-2, rapier); SQ spells, familiar; AL LN; SV Fort +5, Ref +6, Will +6; Str 6, Dex 16, Con 14, Int 24, Wis 8, Cha 8.

Skills and Feats: Concentration +13, Decipher Script +18, Knowledge (arcane) +20, Profession (Gambler) +10, Knowledge (Planes) +8, Knowledge (religion) +18, Knowledge (local -vtf) +18, Spellcraft +18; Combat Casting, Empower Spell, Spell Focus: Conjunction, Sudden Still*.

Spells Prepared (4+1/6+1//5+1/5+1/3+1; base DC = 17 + spell level, 18+spell level for conjuration, *specialty spell): 0—*detect magic* (2), *detect magic**, *light*, *ray of frost*; 1st—*grease* (2), *magic missile* (2), *ray of enfeeblement*, *shield*, *true strike**; 2nd—*false life*, *glitterdust*, *invisibility*, *scorching ray* (2), *see invisibility**; 3rd—*arcane sight**, *dispel magic*, *empowered magic missile*, *haste*, *fireball* (2); 4th—*arcane eye**, *dimension door*, *invisibility (greater)*, *empowered scorching ray*.

Possessions: +2 *headband of intellect*, +2 *amulet of health*, +1 *ring of protection*, +1 *vest of resistance*, *scroll of mage armor* (2), *scroll of magic missile* (7th level) (3), rapier, cold iron rapier, daggers (3).

* see Appendix Two: New Rules Items

Encounter 8

Goliath Fanatics: Bbn2/Spellthief5; CR 8; Medium Monstrous Humanoid (goliath*); HD 2d12+4+5d6+10+7; hp 60; Init +2; Spd 40 ft; AC 18 (+2 dex, +1 *ring of protection*, +5 for +1 *chain shirt*) touch 13, flat-footed 16; Base Atk +5; Grp +10; Atk +11 melee (3d6+7, masterwork goliath greathammer) or +7 ranged (1d8+5, javelin); Full Atk +11 melee (3d6+7, masterwork goliath greathammer) or +7 ranged (1d8+5, javelin); SQ powerful build (considered one size category larger for most rules), mountain movement, acclimated (high altitude), rage 1/day, uncanny dodge, fast movement, sneak attack +2d6, steal spell (0, 1st, 2nd), trapfinding, *detect magic* (3/day), spellgrace +1, steal spell effect, steal energy resistance 10, steal spell-like ability; AL N; SV Fort +7, Ref +3, Will +6; Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Craft (Weapons) +8, Jump +8, Spellcraft +9, Spot +10, Survival +5, Tumble +6; Exotic Weapon Proficiency (Goliath Greathammer), Improved Toughness*, Iron Will.

Spells Known (1; base DC = 13 + spell level): 1st—*shield, true strike**; CL 2.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target. If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one 0-level or 1st-level spell from memory if she prepares spells ahead of time, or one 0 level or 1st-level spell slot if she is a spontaneous caster. A spontaneous caster also loses the ability to cast the stolen spell for 1 minute. If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster) this ability has no effect. A spellthief determines the stolen spell randomly. If a spellthief tries to steal a spell that is not available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn. Treat the spell as if it were cast by the original owner of the spell for purposes of determining caster level, save DC, and so forth. A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level. The spellthief must supply the same components (including verbal, somatic, material, xp and any focus) required for the stolen spell. Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this gives the spellthief one free casting of a known spell). A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing it; otherwise the extra spell energy faces harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells. At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increase by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat 0-level spells as ½ level for this purpose). If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell stolen was prepared with such an effect (note that this

precludes theft of metamagicked spells from most spontaneous spellcasters, as they apply it only when they cast). This ability works only against spells. It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature later).

Spellgrace (Su): A spellthief of 2nd level or higher gains a +1 competence bonus on his saves against spells. This bonus improves to +2 at 11th level and to +3 at 20th level.

Steal Spell Effect (Su): Beginning at 2nd level, a spellthief can siphon an active spell effect from another creature. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain the effects of a single spell affecting the target. If the target is willing, a spellthief can steal a spell effect with a touch as a standard action.

The spellthief can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If a spellthief tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target. A spellthief can't steal a spell effect if its caster level exceeds his class level + his Charisma modifier.

Upon stealing a spell effect, a spellthief gains the stolen effect (and the original creature loses that effect) for 1 minute per class level (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

A spellthief can steal the effect of a spell only if the spell could be cast on him by the original caster. If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the original target of the spell for 1 minute per spellthief class level.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Steal Energy Resistance (Su): Beginning at 3rd level, a spellthief can siphon off some or all of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic). A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action.

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0).

A creature with immunity to an energy type remains that immunity.

If his target has more than one type of resistance to energy, a spellthief can choose which kind to steal otherwise, the DM determines the stolen resistance randomly from among those possessed by the target. If a spellthief chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is determined randomly from those possessed by the target.

The resistance a spellthief gains from using this ability lasts for 1 minute. If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

A spellthief can use this ability multiple times, but its effects do not stack unless they apply to different types of energy.

At 11th level, a spellthief can steal resistance 20 to an energy type by using this ability, and at 10th level he can steal resistance 30 to an energy type.

Steal Spell-Like Ability (Su): At 5th level and higher, a spellthief can use a sneak attack to temporarily steal a creature's spell-like ability. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain one use of the target's spell-like abilities. If the target is willing, a spellthief can steal a spell-like ability with a touch as a standard action.

This spell-like ability can originate from the target's class, race, template or any other source, and can be of any level up to a maximum of one-third the spellthief's class level. A spellthief can select a specific spell-like ability to steal; otherwise the DM chooses the ability at random. If the ability has a limited number of uses per day, the target must have at least one such use left, or the spellthief can't steal the ability. If the target can't use its ability at the present time (such as a summoned demon's summon ability), the spellthief can't steal it.

A spellthief can use a stolen spell-like ability once. For all purposes (caster level, save DC, and so on), treat the spell-like ability as if it were being used by the original possessor of the ability. A spellthief must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost harmlessly. Until the spellthief uses the ability (or until the minute elapses), the target cannot use the stolen ability.

Languages: Celestial, Common, Go-Kaa, Ancient Baklunish

Possessions: +1 chain shirt, +1 vest of resistance, +2 gloves of dexterity, +1 ring of protection, masterwork cold iron goliath greathammer, goliath greathammer, daggers (3), spell component pouch, divine focus (Al'Akbar) (2), sap, javelins (8).

* see Appendix Two: New Rules Items

Encounter 9

Harssaf* Bodyguard: Mnk2/Ftr2; CR 9; Medium Monstrous Humanoid (fire); HD 8d8+32+2d10+8; hp 83; Init +5; Spd 30 ft, 10 ft burrow; AC 21 (+5 dex, +3 natural, +3 wisdom) touch 18, flat-footed 16; Base Atk +9; Grp +16; Atk +16 melee (1d4+4+1d6 fire, +1 kukri) or +14 ranged (1d6+3, javelin); Full Atk +16/+11 or +14/+9 and +14/+9 melee (1d4+4+1d6 fire, +1 kukri) or +14 ranged (1d6+3, javelin); SA Flaming aura, sand pulse; SQ blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 21, vulnerability to cold, unarmed strike, evasion, flurry of blows; AL LE; SV Fort +13, Ref +16, Will +11; Str 16, Dex 20, Con 18, Int 11, Wis 16, Cha 11.

Skills and Feats: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +14, Tumble +8; Alertness^b, Combat Reflexes, Dodge, Improved Grapple, Improved Two Weapon Fighting, Lightning Reflexes^b, Mobility, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

Possessions: +1 kukri (2), +1 cloak of resistance, cold iron kukri (2), kukri (2), daggers (3), javelins (6).

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 19 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

* see Appendix Two: New Rules Items

BOSAT Member (Brotherhood Of Sorcery Assault Team): Sor6/Mnk3/War1; CR 9; Medium Humanoid (baklunish human); HD 4d8+8+6d4+12+10; hp 71; Init +3; Spd 40 ft; AC 25 (+3 dex, +3 charisma, +1 *ring of protection*, +4 *mage armor*, +4 *shield*) touch 17, flat-footed 22; Base Atk +6; Grp +12; Atk +8 melee (1d6+2, unarmed strike) or +10 ranged (1d8, masterwork light crossbow); Full Atk +8/+3 or +6/+6/+1 melee (1d6+2, unarmed strike) or +10 ranged (1d8, masterwork light crossbow); Space/Reach 5 ft/5 ft; SQ unarmed strike, flurry of blows, evasion, still mind, fast movement, familiar, spells; AL LN; SV Fort +10, Ref +9, Will +9; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 17.

Skills and Feats: Knowledge (Religion) +1, Ride +6, Spellcraft +8, Spot +5, Tumble +15; Ascetic Mage*, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness*, Mobility.

Spells Known (6/7/7/4; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*grease*, *jump*, *mage armor*, *shield*; 2nd—*bull's strength*, *false life*; 3rd—*haste*.

Possessions: +1 *vest of resistance*, +2 *gloves of dexterity*, +1 *ring of protection*, daggers (3), masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 10

Muscle: Ftr6/Rgr2; CR 8; Medium Humanoid (hill dwarf); HD 6d10+24+2d8+8+8; hp 90; Init +2; Spd 40 ft; AC 16 (+1 *haste*, +2 dex, +3 natural) touch 13, flat-footed 13; Base Atk +8; Grp +12; Atk +14 melee (1d6+5, +1 *sap*); Full Atk +14/+9 or +12/+12/+12/+7 melee (1d6+5, +1 *sap*); AL LN; SQ wild empathy, favored enemy (humans), combat style (melee); SV Fort +13, Ref +9, Will +5; Str 18, Dex 14, Con 19, Int 14, Wis 10, Cha 6

Skills and Feats: Climb +15, Jump +15, Knowledge (nature) +3, Knowledge (religion) +6, Profession (soldier) +11, Spot +8; Combat Expertise, Dwarven Armor Proficiency*, Heavy Armor Optimization*, Improved Toughness*, Iron Will, Tracking, True

Believer*, Two-Weapon Fighting, Weapon Focus (warhammer).

Possessions: ~~+1 battle plate, heavy steel shield, hat of disguise, +1 vest of resistance, *potion of bull's strength*, *oil of magic weapon*, *potion of haste* (one round is considered used before entry into room), *potion of barkskin* (+3), +1 warhammer, warhammer, cold iron warhammer, daggers (3), sap (4), light crossbow, 20 bolts.~~

Languages: Common, Dwarven, Ancient Baklunish, Halfling.

* see Appendix Two: New Rules Items

APL 10

Encounter 7

Half-Orc Mercenaries: Ftr4/Bbn2/
ExoticWeaponsmaster2; CR 8; Medium Humanoid (half-orc); HD 2d12+4+6d10+12; hp 71; Init +2; Spd 20 ft; AC 21 (+1 dex, +10 for +2 full plate) touch 11, flat-footed 20; Base Atk +8; Grp +13; Atk +15 melee (2d4+8, +1 spiked chain) or +11 ranged (1d10, masterwork heavy crossbow); Full Atk +15/+10 or +13/+13/+8 melee (2d4+8, +1 spiked chain) or +11 ranged (1d10, masterwork heavy crossbow); SQ rage 1/day, uncanny dodge, fast movement, flurry of strikes, exotic reach; AL CN; SV Fort +13, Ref +4, Will +2; Str 21, Dex 14, Con 14, Int 6, Wis 11, Cha 6.

Skills and Feats: Craft (Weapons) +7, Survival +8; Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (Spiked Chain), Mobility, Weapon Focus (Spiked Chain).

Flurry of Strikes (Ex): When wielding an exotic double weapon or a spiked chain with both hands, the PC can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Exotic Reach (Ex): When wielding an exotic weapon with reach, the PC may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Possessions: +1 cloak of resistance, +2 full plate, +1 spiked chain, cold iron spiked chain, spiked chain, daggers (3), sap, masterwork heavy crossbow, 40 bolts.

* see Appendix Two: New Rules Items

S'rithaelion: Wiz8 (diviner, no enchantment)/Fatespinner2; CR 10; Medium Humanoid (grey elf); HD 10d4+20; hp 51; Init +3; Spd 30 ft; AC 14 (+3 dex, +1 ring of protection) touch 14, flat-footed 11; Base Atk +5; Grp +3; Atk +3 melee (1d6-2, rapier); Full Atk +3 melee (1d6-2, rapier); SQ spells, familiar, spin fate, fickle finger of fate; AL LN; SV Fort +6, Ref +7, Will +10; Str 6, Dex 16, Con 14, Int 26, Wis 8, Cha 8.

Skills and Feats: Concentration +15, Decipher Script +19, Knowledge (arcane) +22, Profession (Gambler) +12, Knowledge (Planes) +9, Knowledge (religion) +19, Knowledge (local -vtf) +19, Spellcraft

+20; Combat Casting, Empower Spell, Spell Focus: Conjunction, Steady Concentration*, Sudden Still*.

Spin Fate (Ex): A mage of many fates understand that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the PC successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once pre day as an immediate action he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spells Prepared (4+1/6+1//6+1/5+1/ 5+1/3+1; base DC = 18 + spell level, 19 + spell level for conjuration, *specialty spell): 0—*detect magic* (2), *detect magic**, *light*, *ray of frost*; 1st—*grease* (2), *magic missile* (2), *ray of enfeeblement*, *shield*, *true strike**; 2nd—*false life*, *glitterdust* (2), *invisibility*, *scorching ray* (2), *see invisibility**; 3rd—*arcane sight**, *dispel magic* (2), *empowered magic missile*, *haste*, *fireball*; 4th – *arcane eye**, *dimension door* (2), *fire shield*, *invisibility (greater)*, *empowered scorching ray*; 5th –*cone of cold* (2), *empowered fireball*, *Rary's telepathic bond**

Possessions: +4 headband of intellect, +2 amulet of health, +1 ring of protection, +2 vest of resistance, scroll of mage armor (2), scroll of magic missile (9th level) (3), rapier, cold iron rapier, daggers (3).

* see Appendix Two: New Rules Items

Encounter 8

Goliath Fanatics: Bbn2/Spellthief7; CR 10; Medium Monstrous Humanoid (goliath*); HD

2d12+4+7d6+14+9; hp 74; Init +2; Spd 40 ft; AC 19 (+2 dex, +1 *ring of protection*, +6 for +2 *chain shirt*) touch 13, flat-footed 17; Base Atk +7; Grp +13; Atk +14 melee (3d6+10, +1 *goliath greathammer*) or +9 ranged (1d8+6, javelin); Full Atk +14/+9 melee (3d6+10, +1 *goliath greathammer*) or +9/+4 ranged (1d8+6, javelin); SQ; powerful build (considered one size category larger for most rules), mountain movement, acclimated (high altitude), rage 1/day, uncanny dodge, fast movement, sneak attack +2d6, steal spell (0, 1st, 2nd, 3rd), trapfinding, *detect magic* (3/day), spellgrace +1, steal spell effect, steal energy resistance 10, steal spell-like ability, absorb spell; Space/Reach 5 ft/5 ft; AL N; SV Fort +8, Ref +4, Will +7; Str 22, Dex 14, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Craft (Weapons) +10, Jump +8, Spellcraft +11, Spot +12, Survival +5, Tumble +12; Exotic Weapon Proficiency (Goliath Greathammer), Improved Toughness*, Iron Will, Quickdraw.

Spells Known (2; base DC = 13 + spell level): 1st—*expeditious retreat*, *shield*, *true strike**; CL 3.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target. If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one 0-level or 1st-level spell from memory if she prepares spells ahead of time, or one 0 level or 1st-level spell slot if she is a spontaneous caster. A spontaneous caster also loses the ability to cast the stolen spell for 1 minute. If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster) this ability has no effect. A spellthief determines the stolen spell randomly. If a spellthief tries to steal a spell that is not available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn. Treat the spell as if it were cast by the original owner of the spell for purposes of determining caster level, save DC, and so forth. A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level. The spellthief must supply the same components (including verbal, somatic, material, xp and any focus) required for the stolen spell. Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this

gives the spellthief one free casting of a known spell). A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing it; otherwise the extra spell energy faces harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells. At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increase by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat 0-level spells as ½ level for this purpose). If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell stolen was prepared with such an effect (note that this precludes theft of metamagicked spells from most spontaneous spellcasters, as they apply it only when they cast). This ability works only against spells. It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature later).

Spellgrace (Su): A spellthief of 2nd level or higher gains a +1 competence bonus on his saves against spells. This bonus improves to +2 at 11th level and to +3 at 20th level.

Steal Spell Effect (Su): Beginning at 2nd level, a spellthief can siphon an active spell effect from another creature. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain the effects of a single spell affecting the target. If the target is willing, a spellthief can steal a spell effect with a touch as a standard action.

The spellthief can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If a spellthief tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target. A spellthief can't steal a spell effect if its caster level exceeds his class level + his Charisma modifier.

Upon stealing a spell effect, a spellthief gains the stolen effect (and the original creature loses that effect) for 1 minute per class level (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

A spellthief can steal the effect of a spell only if the spell could be cast on him by the original caster. If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the original target of the spell for 1 minute per spellthief class level.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Steal Energy Resistance (Su): Beginning at 3rd level, a spellthief can siphon off some or all of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic). A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action.

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0). A creature with immunity to an energy type remains that immunity.

If his target has more than one type of resistance to energy, a spellthief can choose which kind to steal otherwise, the DM determines the stolen resistance randomly from among those possessed by the target. If a spellthief chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is determined randomly from those possessed by the target.

The resistance a spellthief gains from using this ability lasts for 1 minute. If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

A spellthief can use this ability multiple times, but its effects do not stack unless they apply to different types of energy.

At 11th level, a spellthief can steal resistance 20 to an energy type by using this ability, and at 10th level he can steal resistance 30 to an energy type.

Steal Spell-Like Ability (Su): At 5th level and higher, a spellthief can use a sneak attack to temporarily steal a creature's spell-like ability. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain one use of the target's spell-like abilities. If the target is willing, a spellthief can steal a spell-like ability with a touch as a standard action.

This spell-like ability can originate from the target's class, race, template or any other source, and can be of any level up to a maximum of one-third the spellthief's class level. A spellthief can select a specific spell-like ability to steal; otherwise the DM chooses the ability at random. If the ability has a limited number of uses per day, the target must have at least one such use left, or the spellthief can't steal the ability. If the target can't use its ability at the present time (such as a summoned demon's *summon* ability), the spellthief can't steal it.

A spellthief can use a stolen spell-like ability once. For all purposes (caster level, save DC, and so on), treat the spell-like ability as if it were being used by the original possessor of the ability. A spellthief must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost harmlessly. Until the spellthief uses the ability (or until the minute elapses), the target cannot use the stolen ability.

Absorb Spell (Su): Beginning at 7th level, if a spellthief makes a successful save against a spell that targets him, he can attempt to absorb the spell energy for later use. This ability affects only spells that have the spellthief as a target, not effect or area spells. A spellthief can't absorb a spell of a higher level that he could steal with his steal spell ability.

To absorb a spell that targets him, a spellthief must succeed on a level check (1d20+spellthief class level) against a DC of 10+the spell's caster level. Failure indicates that the spell has its normal effect. Success means that the spellthief suffers no effect from the spell and can cast the spell later (or use its energy to cast one of his own spells known) as if he had stolen the spell with his steal spell ability. His normal limit of total spell levels stolen still applies.

At 20th level or higher, a spellthief can choose to use the stolen spell energy as an immediate action, either to recast the original spell or to cast one of his own spells using the stolen spell energy.

Languages: Celestial, Common, Go-Kaa, Ancient Baklunish

Possessions: +2 chain shirt, +1 vest of resistance, +2 gloves of dexterity, +1 ring of protection, +1 goliath greathammer; goliath greathammer, daggers (3), spell component pouch, divine focus (Al'Akbar) (2), sap, javelins (8).

* see Appendix Two: New Rules Items

Encounter 9

Harssaf* Bodyguard: Mnk2/Ftr4; CR 11; Medium Monstrous Humanoid (fire); HD 8d8+32+4d10+16; hp 103; Init +6; Spd 30 ft, 10 ft burrow; AC 24 (+6 dex, +1 *ring of protection*, +1 *bracers of armor*, +3 natural, +3 wisdom) touch 20, flat-footed 18; Base Atk +11; Grp +18; Atk +19 melee (1d4+4+1d6 fire, 15-20, +1 *kukri*) or +17 ranged (1d6+3, javelin); Full Atk +19/+14/+9 or +17/+12/+7 and +17/+12 melee (1d4+4+1d6 fire, 15-20, +1 *kukri*) or +17 ranged (1d6+3, javelin); SA Flaming aura, sand pulse; SQ blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 23, vulnerability to cold, unarmed strike, evasion, flurry of blows; AL LE; SV Fort +14, Ref +18, Will +12; Str 16, Dex 23, Con 18, Int 11, Wis 16, Cha 11.

Skills and Feats: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +14, Tumble +11; Alertness^b, Combat Reflexes, Dodge, Improved Critical (kukri), Improved Grapple, Improved Two Weapon Fighting, Lightning Reflexes^b, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

Possessions: +1 *kukri* (2), +2 *gloves of dexterity*, +1 *ring of protection*, +1 *bracers of armor*, +1 *cloak of resistance*, cold iron *kukri* (2), *kukri* (2), daggers (3), javelins (6).

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 20 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it

cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

* see Appendix Two: New Rules Items

BOSAT Member (Brotherhood Of Sorcery Assault Team): Sor6/Mnk5/War1; CR 11; Medium Humanoid (baklunish human); HD 6d8+12+6d4+12+12; hp 87; Init +3; Spd 40 ft; AC 28 (+1 monk, +3 dex, +5 charisma, +1 *ring of protection*, +4 *mage armor*, +4 *shield*) touch 20, flat-footed 25; Base Atk +7; Grp +13; Atk +9 melee (1d8+2, unarmed strike) or +11 ranged (1d8, masterwork light crossbow); Full Atk +9/+4 or +8/+8/+3 melee (1d8+2, unarmed strike) or +11 ranged (1d8, masterwork light crossbow); SQ unarmed strike, flurry of blows, evasion, still mind, fast movement, familiar, spells, ki strike (magic), slow fall (20 ft), purity of body; AL LN; SV Fort +12, Ref +11, Will +11; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 20.

Skills and Feats: Knowledge (Religion) +1, Ride +6, Spellcraft +8, Spot +5, Tumble +15; Arcane Strike*, Ascetic Mage*, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness*, Mobility.

Spells Known (6/8/7/4; base DC = 15 + spell level): 0—*acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*grease*, *jump*, *mage armor*, *shield*; 2nd—*bull's strength*, *false life*; 3rd—*haste*.

Possessions: +2 *vest of resistance*, +2 *gloves of dexterity*, +2 *cloak of charisma*, +1 *ring of protection*, daggers (3), masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 10

Muscle: Ftr6/Rgr2/PiousTemplar2; CR 10; Medium Humanoid (hill dwarf); HD 8d10+48+2d8+12+10; hp 132 (142 with *false life*); Init +2; Spd 40 ft; AC 16 (+1 *haste*, +2 dex, +3 natural) touch 13, flat-footed 13; Base Atk +10; Grp +14; Atk +16 melee (1d6+5, +1 *sap*); Full Atk +16/+11 or +14/+14/+14/+9 melee (1d6+5, +1 *sap*); AL LN; SQ wild empathy, favored enemy (humans), combat style (melee), mettle, smite 1/day; SV Fort +18, Ref +9, Will +8; Str 18, Dex 14, Con 23, Int 14, Wis 10, Cha 6

Skills and Feats: Climb +15, Jump +15, Knowledge (nature) +3, Knowledge (religion) +6, Profession (soldier) +11, Spot +8; Combat Expertise, Dwarven Armor Proficiency*, Heavy Armor Optimization*, Improved Toughness*, Iron Will, Tracking, True Believer*, Two-Weapon Fighting, Weapon Focus (warhammer).

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Possessions: ~~+1 battle plate, heavy steel shield, hat of disguise, +1 vest of resistance, potion of bull's strength, potion of bear's endurance, potion of false life, oil of magic weapon, potion of haste (one round is considered used before entry into room), potion of barkskin (+3), +1 warhammer, warhammer, cold iron warhammer, daggers (3), sap (4), light crossbow, 20 bolts.~~

Languages: Common, Dwarven, Ancient Baklunish, Halfling.

* see Appendix Two: New Rules Items

APL 12

Encounter 7

Half-Orc Mercenaries: Ftr6/Bbn2/
ExoticWeaponsmaster2; CR 10; Medium Humanoid (half-orc); HD 2d12+6+8d10+24; hp 97; Init +2; Spd 20 ft; AC 22 (+1 *ring of protection*, +1 dex, +10 for +2 *full plate*) touch 12, flat-footed 21; Base Atk +10; Grp +15; Atk +17 melee (2d4+10, +1 *spiked chain*) or +13 ranged (1d10, masterwork heavy crossbow); Full Atk +17/+12 or +15/+15/+10 melee (2d4+10, +1 *spiked chain*) or +13 ranged (1d10, masterwork heavy crossbow); SQ rage 1/day, uncanny dodge, fast movement, flurry of strikes, exotic reach; AL CN; SV Fort +16, Ref +6, Will +6; Str 21, Dex 14, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Craft (Weapons) +9, Survival +8; Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (Spiked Chain), Iron Will, Mobility, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Flurry of Strikes (Ex): When wielding an exotic double weapon or a spiked chain with both hands, the PC can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Exotic Reach (Ex): When wielding an exotic weapon with reach, the PC may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Possessions: +2 *cloak of resistance*, +2 *full plate*, +1 *spiked chain*, +2 *amulet of health*, +1 *ring of protection*, cold iron spiked chain, spiked chain, daggers (3), sap, masterwork heavy crossbow, 40 bolts.

* see Appendix Two: New Rules Items

S'rithaelion: Wiz8 (diviner, no
enchantment)/Fatespinner4; CR 12; Medium Humanoid (grey elf); HD 12d4+24; hp 61; Init +4; Spd 30 ft; AC 15 (+4 dex, +1 *ring of protection*) touch 15, flat-footed 11; Base Atk +6; Grp +4; Atk +4 melee (1d6-2, rapier); Full Atk +4/-1 melee (1d6-2, rapier); SQ spells, familiar, spin fate, fickle finger of fate, spin destiny, deny fate, resist fate; AL LN; SV Fort +8, Ref +10, Will +12; Str 6, Dex 18, Con 14, Int 27, Wis 8, Cha 8.

Skills and Feats: Concentration +17, Decipher Script +20, Knowledge (arcane) +24, Profession (Gambler) +14, Knowledge (Planes) +10, Knowledge (religion) +20, Knowledge (local -vtf) +20, Spellcraft +22; Combat Casting, Empower Spell, Mobile Spellcasting*, Spell Focus: Conjunction, Steady Concentration*, Sudden Silent*.

Spin Fate (Ex): A mage of many fates understand that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the PC successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once pre day as an immediate action he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner cannot add spin to any skill check, attack roll or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the

check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Spells Prepared (4+1/6+1/6+1/5+1/5+1/4+1/3+1; base DC = 18 + spell level, 19 + spell level for conjuration, *specialty spell): 0—*detect magic* (2), *detect magic**, *light*, *ray of frost*; 1st—*grease* (2), *magic missile* (2), *ray of enfeeblement*, *shield*, *true strike**; 2nd—*false life*, *glitterdust* (2), *invisibility*, *scorching ray* (2), *see invisibility**; 3rd—*arcane sight**, *dispel magic* (2), *empowered magic missile*, *haste*, *fireball*; 4th—*arcane eye**, *dimension door* (2), *fire shield*, *invisibility* (greater), *empowered scorching ray*; 5th—*cone of cold* (2), *empowered fireball* (2), *Rary's telepathic bond**; 6th—*acid fog*, *true seeing**, *chain lightning*, *circle of death*.

Possessions: +4 headband of intellect, +2 gloves of dexterity, +2 amulet of health, +1 ring of protection, +3 vest of resistance, scroll of mage armor (2), scroll of magic missile (9th level) (3), rapier, cold iron rapier, daggers (3).

* see Appendix Two: New Rules Items

Encounter 8

Goliath Fanatics; Bbn2/Spellthief9; CR 12; Medium Monstrous Humanoid (goliath*); HD 2d12+6+9d6+27+11; hp 99; Init +2; Spd 40 ft; AC 19 (+2 dex, +1 ring of protection, +6 for +2 chain shirt) touch 13, flat-footed 17; Base Atk +8; Grp +14; Atk +15 melee (3d6+10, +1 goliath greathammer) or +10 ranged (1d8+6, javelin); Full Atk +15/+10 melee (3d6+10, +1 goliath greathammer) or +10/+5 ranged (1d8+6, javelin); SQ powerful build (considered one size category larger for most rules), mountain movement, acclimated (high altitude), rage 1/day, uncanny dodge, fast movement, sneak attack +3d6, steal spell (0, 1st, 2nd, 3rd, 4th), trapfinding, *detect magic* (3/day), spellgrace +1, steal spell effect, steal energy resistance 10, steal spell-like ability, absorb spell, *arcane sight* (swift action, 3/day); AL N; SV Fort +10, Ref +7, Will +9; Str 22, Dex 14, Con 16, Int 8, Wis 10, Cha 16.

Skills and Feats: Craft (Weapons) +12, Jump +10, Spellcraft +13, Spot +14, Survival +5, Tumble +14; Exotic Weapon Proficiency (Goliath Greathammer), Improved Toughness*, Iron Will, Quickdraw.

Spells Known (2/1; base DC = 13 + spell level): 1st—*expeditious retreat*, *magic missile*, *shield*, *true strike**; 2nd—*bull's strength*, *invisibility*. CL 4.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target. If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one 0-level or 1st-level spell from memory if she prepares spells ahead of time, or one 0 level or 1st-level spell slot if she is a spontaneous caster. A spontaneous caster also loses the ability to cast the stolen spell for 1 minute. If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster) this ability has no effect. A spellthief determines the stolen spell randomly. If a spellthief tries to steal a spell that is not available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn. Treat the spell as if it were cast by the original owner of the spell for purposes of determining caster level, save DC, and so forth. A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level. The spellthief must supply the same components (including verbal, somatic, material, xp and any focus) required for the stolen spell. Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this gives the spellthief one free casting of a known spell). A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing it; otherwise the extra spell energy faces harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells. At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increase by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat 0-level spells as ½ level for this purpose). If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell

stolen was prepared with such an effect (note that this precludes theft of metamagicked spells from most spontaneous spellcasters, as they apply it only when they cast). This ability works only against spells. It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature later).

Spellgrace (Su): A spellthief of 2nd level or higher gains a +1 competence bonus on his saves against spells. This bonus improves to +2 at 11th level and to +3 at 20th level.

Steal Spell Effect (Su): Beginning at 2nd level, a spellthief can siphon an active spell effect from another creature. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain the effects of a single spell affecting the target. If the target is willing, a spellthief can steal a spell effect with a touch as a standard action.

The spellthief can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If a spellthief tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target. A spellthief can't steal a spell effect if its caster level exceeds his class level + his Charisma modifier.

Upon stealing a spell effect, a spellthief gains the stolen effect (and the original creature loses that effect) for 1 minute per class level (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

A spellthief can steal the effect of a spell only if the spell could be cast on him by the original caster. If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the original target of the spell for 1 minute per spellthief class level.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Steal Energy Resistance (Su): Beginning at 3rd level, a spellthief can siphon off some or all of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic). A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action.

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0). A creature with immunity to an energy type remains that immunity.

If his target has more than one type of resistance to energy, a spellthief can choose which kind to steal otherwise, the DM determines the stolen resistance randomly from among those possessed by the target. If a spellthief chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is determined randomly from those possessed by the target.

The resistance a spellthief gains from using this ability lasts for 1 minute. If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

A spellthief can use this ability multiple times, but its effects do not stack unless they apply to different types of energy.

At 11th level, a spellthief can steal resistance 20 to an energy type by using this ability, and at 10th level he can steal resistance 30 to an energy type.

Steal Spell-Like Ability (Su): At 5th level and higher, a spellthief can use a sneak attack to temporarily steal a creature's spell-like ability. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain one use of the target's spell-like abilities. If the target is willing, a spellthief can steal a spell-like ability with a touch as a standard action.

This spell-like ability can originate from the target's class, race, template or any other source, and can be of any level up to a maximum of one-third the spellthief's class level. A spellthief can select a specific spell-like ability to steal; otherwise the DM chooses the ability at random. If the ability has a limited number of uses per day, the target must have at least one such use left, or the spellthief can't steal the ability. If the target can't use its ability at the present time (such as a summoned demon's summon ability), the spellthief can't steal it.

A spellthief can use a stolen spell-like ability once. For all purposes (caster level, save DC, and so on), treat the spell-like ability as if it were being used by the original possessor of the ability. A spellthief must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost harmlessly. Until the spellthief uses the ability (or until the minute elapses), the target cannot use the stolen ability.

Absorb Spell (Su): Beginning at 7th level, if a spellthief makes a successful save against a spell that targets him, he can attempt to absorb the spell energy for later use. This ability affects only spells that have the spellthief as a target, not effect or area spells. A spellthief can't absorb a spell of a higher level that he could steal with his steal spell ability.

To absorb a spell that targets him, a spellthief must succeed on a level check (1d20+spellthief class level) against a DC of 10+the spell's caster level. Failure indicates that the spell has its normal effect. Success means that the spellthief suffers no effect from the spell and can cast the spell later (or use its energy to cast one of his own spells known) as if he had stolen the spell with his steal spell ability. His normal limit of total spell levels stolen still applies.

At 20th level or higher, a spellthief can choose to use the stolen spell energy as an immediate action, either to recast the original spell or to cast one of his own spells using the stolen spell energy.

Languages: Celestial, Common, Go-Kaa, Ancient Baklunish

Possessions: +2 chain shirt, +2 vest of resistance, +2 gloves of dexterity, +1 ring of protection, +1 goliath greathammer, +2 amulet of health, goliath greathammer, daggers (3), spell component pouch, divine focus (Al'Akbar) (2), sap, javelins (8).

* see Appendix Two: New Rules Items

Encounter 9

Harssaf* Bodyguard: Mnk2/Ftr4/Tempest2; CR 13; Medium Monstrous Humanoid (fire); HD 8d8+32+6d10+24; hp 123; Init +6; Spd 30 ft, 10 ft burrow; AC 27 (+6 dex, +1 tempest defense, +1 ring of protection, +2 bracers of armor, +3 natural, +4 wisdom) touch 22, flat-footed 20; Base Atk +13; Grp +20; Atk +21 melee (1d4+4+1d6 fire, 15-20, +1 kukri) or +19 ranged (1d6+3, javelin); Full Atk +21/+16/+11 or +20/+15/+10 and +20/+15 melee (1d4+4+1d6 fire, 15-20, +1 kukri) or +19 ranged (1d6+3, javelin); SA Flaming aura, sand pulse; SQ blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 25, vulnerability to cold, unarmed strike, evasion, flurry of blows, tempest defense +1, ambidexterity; AL LE; SV Fort +18, Ref +19, Will +14; Str 16, Dex 23, Con 18, Int 11, Wis 18, Cha 11.

Skills and Feats: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +14, Tumble +15; Alertness^b, Combat Reflexes,

Dodge, Improved Critical (kukri), Improved Grapple, Improved Two Weapon Fighting, Lightning Reflexes^b, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

Possessions: +1 kukri (2), +2 gloves of dexterity, +1 ring of protection, +2 bracers of armor, +2 cloak of resistance, +2 periapt of wisdom, cold iron kukri (2), kukri (2), daggers (3), javelins (6).

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 21 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The PC loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): For a tempest of 2nd level or higher, her penalties for fighting with two weapons are lessened by 1 (from -4 to -3, or from -2 to -1, if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from -3 to -2, or to +0 if the off-hand is a light weapon). The PC loses this ability when fighting in medium or heavy armor.

* see Appendix Two: New Rules Items

BOSAT Member (Brotherhood Of Sorcery Assault Team): Sor8/Mnk5/War1; CR 13; Medium Humanoid (baklunish human); HD 6d8+12+8d4+16+14; hp 103; Init +4; Spd 40 ft; AC 30 (+1 monk, +4 dex, +5 charisma, +2 *ring of protection*, +4 *mage armor*, +4 *shield*) touch 22, flat-footed 26; Base Atk +8; Grp +14; Atk +10 melee (1d8+2, unarmed strike) or +13 ranged (1d8, masterwork light crossbow); Full Atk +10/+5 or +9/+9/+4 melee (1d8+2, unarmed strike) or +13 ranged (1d8, masterwork light crossbow); SQ unarmed strike, flurry of blows, evasion, still mind, fast movement, familiar, spells, ki strike (magic), slow fall (20 ft), purity of body; AL LN; SV Fort +12, Ref +12, Will +12; Str 14, Dex 18, Con 14, Int 8, Wis 10, Cha 20.

Skills and Feats: Knowledge (Religion) +1, Ride +6, Spellcraft +8, Spot +5, Tumble +15; Arcane Strike*, Ascetic Mage*, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness*, Mobility.

Spells Known (6/8/7/7/4; base DC = 15 + spell level): 0—*acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*grease*, *jump*, *mage armor*, *magic missile*, *shield*; 2nd – *bear's endurance*, *bull's strength*, *false life*; 3rd – *fly*, *haste*; 4th – *dimension door*.

Possessions: +2 *vest of resistance*, +4 *gloves of dexterity*, +2 *cloak of charisma*, +2 *ring of protection*, daggers (3), masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 10

Muscle: Ftr8/Rgr2/PiousTemplar2; CR 12; Medium Humanoid (hill dwarf); HD 10d10+70+2d8+14+12; hp 170 (180 with *false life*); Init +6; Spd 40 ft; AC 16 (+1 *haste*, +2 dex, +3 natural) touch 13, flat-footed 13; Base Atk +12; Grp +16; Atk +18 melee (1d6+5, +1 *sap*); Full Atk +18/+13/+8 or +16/+16/+16/+11/+6 melee (1d6+5, +1 *sap*); AL LN; SQ wild empathy, favored enemy (humans), combat style (melee), mettle; SV Fort +21, Ref +12, Will +9; Str 18, Dex 14, Con 24, Int 14, Wis 10 Cha 6

Skills and Feats: Climb +17, Jump +17, Knowledge (nature) +3, Knowledge (religion) +6, Profession (soldier) +13, Spot +9; Combat Expertise, Dwarven Armor Proficiency*, Heavy Armor Optimization*, Improved Initiative, Improved Toughness*, Iron Will, Lightning Reflexes, Tracking, True Believer*, Two-Weapon Fighting, Weapon Focus (warhammer).

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would

otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spells effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Possessions: ~~+2 *battle plate*, +1 *heavy steel shield*, *hat of disguise*, +2 *vest of resistance*, *girdle of giant strength* +4, *potion of bear's endurance*, *potion of false life*, *oil of magic weapon*, *potion of haste* (one round is considered used before entry into room), *potion of barkskin* (13), +1 *warhammer*, warhammer, cold iron warhammer, daggers (3), sap (4), light crossbow, 20 bolts.~~

Languages: Common, Dwarven, Ancient Baklunish, Halfling.

* see Appendix Two: New Rules Items

APL 14

Encounter 7

Half-Orc Mercenaries; Ftr6/Bbn2/Rog2
ExoticWeaponsmaster2; CR 12; Medium Humanoid (half-orc); HD 2d12+6+8d10+24+ 2d6+6; hp 109; Init +3; Spd 40 ft; AC 22 (+2 *ring of protection*, +3 dex, +7 *for +2 mithril breastplate*) touch 15, flat-footed 19; Base Atk +11; Grp +16; Atk +18 melee (2d4+10, +1 *spiked chain*) or +15 ranged (1d10, masterwork heavy crossbow); Full Atk +18/+13/+8 or +16/+16/+11/+6 melee (2d4+10, +1 *spiked chain*) or +15 ranged (1d10, masterwork heavy crossbow); SA sneak attack +1d6; SQ rage 1/day, uncanny dodge, fast movement, flurry of strikes, exotic reach, trap finding, evasion; AL CN; SV Fort +16, Ref +10, Will +6; Str 21, Dex 16, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Craft (Weapons) +9, Survival +8, Tumble +15; Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (Spiked Chain), Iron Will, Mobility, Staggering Strike*, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Flurry of Strikes (Ex): When wielding an exotic double weapon or a spiked chain with both hands, the PC can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Exotic Reach (Ex): When wielding an exotic weapon with reach, the PC may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Possessions: +2 *cloak of resistance*, +2 *mithril breastplate*, +2 *gloves of dexterity*, +1 *spiked chain*, +2 *amulet of health*, +2 *ring of protection*, cold iron spiked chain, spiked chain, daggers (3), sap, masterwork heavy crossbow, 40 bolts.

* see Appendix Two: New Rules Items

S'rithaelion: Wiz10 (diviner, no enchantment)/Fatespinner4; CR 14; Medium Humanoid (grey elf); HD 14d4+42; hp 85; Init +4; Spd 30 ft; AC 15 (+4 dex, +1 *ring of protection*) touch 15, flat-footed 11; Base Atk +7; Grp +5; Atk +5 melee (1d6-2, rapier); Full Atk +5/+0 melee (1d6-2, rapier); SQ spells, familiar, spin fate, fickle finger of fate, spin destiny, deny fate, resist fate; AL LN; SV Fort +11, Ref

+12, Will +14; Str 6, Dex 18, Con 16, Int 29, Wis 8, Cha 8.

Skills and Feats: Concentration +20, Decipher Script +23, Knowledge (arcane) +27, Profession (Gambler) +14, Knowledge (Planes) +17, Knowledge (religion) +23, Knowledge (local -vtf) +23, Spellcraft +25; Chain Spell*, Combat Casting, Empower Spell, Mobile Spellcasting*, Spell Focus: Conjuraton, Steady Concentration*, Sudden Silent*.

Spin Fate (Ex): A mage of many fates understand that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the PC successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once pre day as an immediate action he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner cannot add spin to any skill check, attack roll or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjuster the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds

should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Spells Prepared (4+1/6+1//6+1/6+1/6+1/5+1/4+1/3+1; base DC = 19 + spell level, 20 + spell level for conjuration, *specialty spell): 0—*detect magic* (2), *detect magic**, *light*, *ray of frost*; 1st—*grease* (2), *magic missile* (2), *ray of enfeeblement*, *shield*, *true strike**; 2nd—*false life*, *glitterdust* (2), *invisibility*, *scorching ray* (2), *see invisibility**; 3rd—*arcane sight**, *dispel magic* (2), *empowered magic missile*, *haste*, *fireball*; 4th—*arcane eye**, *chain grease*, *dimension door* (2), *fire shield*, *invisibility (greater)*, *empowered scorching ray*; 5th—*cone of cold* (2), *empowered fireball* (2), *empowered lightning bolt*, *Rary's telepathic bond**; 6th—*acid fog*, *chain dispel magic*, *chain greater magic weapon*, *circle of death*, *true seeing**; 7th—*arcane sight (greater)**, *empowered cone of cold* (2), *spell turning*.

Possessions: +6 headband of intellect, +2 gloves of dexterity, +4 amulet of health, +1 ring of protection, +4 vest of resistance, scroll of mage armor (2), scroll of magic missile (9th level) (3), rapier, cold iron rapier, daggers (3).

* see Appendix Two: New Rules Items

Encounter 8

Goliath Fanatics: Bbn2/Spellthief11; CR 14; Medium Monstrous Humanoid (goliath*); HD 2d12+6+11d6+33+13; hp 113; Init +6; Spd 40 ft; AC 21 (+2 dex, +2 ring of protection, +7 for +3 chain shirt) touch 14, flat-footed 19; Base Atk +10; Grp +16; Atk +17 melee (3d6+10, +1 goliath greathammer) or +12 ranged (1d8+6, javelin); Full Atk +17/+12 melee (3d6+10, +1 goliath greathammer) or +12/+7 ranged (1d8+6, javelin); SQ powerful build (considered one size category larger for most rules), mountain movement, acclimated (high altitude), rage 1/day, uncanny dodge, fast movement, sneak attack +3d6, steal spell (0, 1st, 2nd, 3rd, 4th, 5th), trapfinding, *detect magic* (3/day), spellgrace +2, steal spell effect, steal energy resistance 20, steal spell-like ability, absorb spell, *arcane sight* (swift action, 3/day); Space/Reach 5 ft/5 ft; AL N; SV

Fort +11, Ref +8, Will +11; Str 22, Dex 14, Con 16, Int 8, Wis 10, Cha 16.

Skills and Feats: Craft (Weapons) +14, Jump +12, Spellcraft +15, Spot +16, Survival +5, Tumble +16; Exotic Weapon Proficiency (Goliath Greathammer), Improved Initiative, Improved Toughness*, Iron Will, Quickdraw.

Spells Known (2/2/1; base DC = 13 + spell level): 1st—*expeditious retreat*, *magic missile*, *shield*, *true strike**; 2nd—*bull's strength*, *eagle's splendor*, *invisibility*; 3rd—*fly*, *haste*. CL 5.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target. If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one 0-level or 1st-level spell from memory if she prepares spells ahead of time, or one 0 level or 1st-level spell slot if she is a spontaneous caster. A spontaneous caster also loses the ability to cast the stolen spell for 1 minute. If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster) this ability has no effect. A spellthief determines the stolen spell randomly. If a spellthief tries to steal a spell that is not available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn. Treat the spell as if it were cast by the original owner of the spell for purposes of determining caster level, save DC, and so forth. A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level. The spellthief must supply the same components (including verbal, somatic, material, xp and any focus) required for the stolen spell. Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this gives the spellthief one free casting of a known spell). A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing it; otherwise the extra spell energy faces harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells. At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increase by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat 0-level spells as ½ level for this purpose). If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell stolen was prepared with such an effect (note that this precludes theft of metamagicked spells from most spontaneous spellcasters, as they apply it only when they cast). This ability works only against spells. It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature later).

Spellgrace (Su): A spellthief of 2nd level or higher gains a +1 competence bonus on his saves against spells. This bonus improves to +2 at 11th level and to +3 at 20th level.

Steal Spell Effect (Su): Beginning at 2nd level, a spellthief can siphon an active spell effect from another creature. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain the effects of a single spell affecting the target. If the target is willing, a spellthief can steal a spell effect with a touch as a standard action.

The spellthief can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If a spellthief tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target. A spellthief can't steal a spell effect if its caster level exceeds his class level + his Charisma modifier.

Upon stealing a spell effect, a spellthief gains the stolen effect (and the original creature loses that effect) for 1 minute per class level (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

A spellthief can steal the effect of a spell only if the spell could be cast on him by the original caster. If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the original target of the spell for 1 minute per spellthief class level.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Steal Energy Resistance (Su): Beginning at 3rd level, a spellthief can siphon off some or all of a target's resistance to an energy type (acid, cold, electricity, fire,

or sonic). A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action.

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0). A creature with immunity to an energy type remains that immunity.

If his target has more than one type of resistance to energy, a spellthief can choose which kind to steal otherwise, the DM determines the stolen resistance randomly from among those possessed by the target. If a spellthief chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is determined randomly from those possessed by the target.

The resistance a spellthief gains from using this ability lasts for 1 minute. If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

A spellthief can use this ability multiple times, but its effects do not stack unless they apply to different types of energy.

At 11th level, a spellthief can steal resistance 20 to an energy type by using this ability, and at 10th level he can steal resistance 30 to an energy type.

Steal Spell-Like Ability (Su): At 5th level and higher, a spellthief can use a sneak attack to temporarily steal a creature's spell-like ability. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain one use of the target's spell-like abilities. If the target is willing, a spellthief can steal a spell-like ability with a touch as a standard action.

This spell-like ability can originate from the target's class, race, template or any other source, and can be of any level up to a maximum of one-third the spellthief's class level. A spellthief can select a specific spell-like ability to steal; otherwise the DM chooses the ability at random. If the ability has a limited number of uses per day, the target must have at least one such use left, or the spellthief can't steal the ability. If the target can't use its ability at the present time (such as a summoned demon's summon ability), the spellthief can't steal it.

A spellthief can use a stolen spell-like ability once. For all purposes (caster level, save DC, and so on), treat the spell-like ability as if it were being used by the original possessor of the ability. A spellthief must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost harmlessly. Until the spellthief uses the ability (or until the minute elapses), the target cannot use the stolen ability.

Absorb Spell (Su): Beginning at 7th level, if a spellthief makes a successful save against a spell that targets him, he can attempt to absorb the spell energy for later use. This ability affects only spells that have the spellthief as a target, not effect or area spells. A spellthief can't absorb a spell of a higher level that he could steal with his steal spell ability.

To absorb a spell that targets him, a spellthief must succeed on a level check (1d20+spellthief class level) against a DC of 10+the spell's caster level. Failure indicates that the spell has its normal effect. Success means that the spellthief suffers no effect from the spell and can cast the spell later (or use its energy to cast one of his own spells known) as if he had stolen the spell with his steal spell ability. His normal limit of total spell levels stolen still applies.

At 20th level or higher, a spellthief can choose to use the stolen spell energy as an immediate action, either to recast the original spell or to cast one of his own spells using the stolen spell energy.

Languages: Celestial, Common, Go-Kaa, Ancient Baklunish

Possessions: +3 chain shirt, +3 vest of resistance, +2 gloves of dexterity, +2 ring of protection, +1 goliath greathammer, +2 amulet of health, goliath greathammer, daggers (3), spell component pouch, divine focus (Al'Akbar) (2), sap, javelins (8).

* see Appendix Two: New Rules Items

Encounter 9

Harssaf* Bodyguard (2): Mnk2/Ftr4/Tempest4; CR 15; Medium Monstrous Humanoid (fire); HD 8d8+32+8d10+32; hp 143; Init +7; Spd 30 ft, 10 ft burrow; AC 32 (+7 dex, +2 tempest defense, +2 *ring of protection*, +3 *bracers of armor*, +3 natural, +5 wisdom) touch 26, flat-footed 23; Base Atk +15; Grp +22; Atk +24 melee (1d4+4+1d6 fire+1d6 acid, 15-20, +1 *corrosive kukri*) or +22 ranged (1d6+3, javelin); Full Atk +24/+19/+14 or +24/+19/+14 and +24/+19 melee (1d4+4+1d6 fire+1d6 acid, 15-20, +1 *kukri*) or +22 ranged (1d6+3, javelin); SA Flaming aura, sand pulse; SQ blindsense 30 ft., damage reduction 5/bludgeoning,

fast healing 3, immunity to blindness and fire, sand from, spell resistance 27, vulnerability to cold, unarmed strike, evasion, flurry of blows, tempest defense +2, ambidexterity, two weapon versatility; AL LE; SV Fort +19, Ref +21, Will +16; Str 16, Dex 25, Con 18, Int 11, Wis 20, Cha 11.

Skills and Feats: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +14, Tumble +15; Alertness^b, Combat Reflexes, Dodge, Improved Critical (kukri), Improved Grapple, Improved Two Weapon Fighting, Lightning Reflexes^b, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

Possessions: +1 corrosive kukri (2), +2 gloves of dexterity, +2 ring of protection, +3 bracers of armor, +2 cloak of resistance, +4 periapt of wisdom, cold iron kukri (2), kukri (2), daggers (3), javelins (6).

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 22 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The PC loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): For a tempest of 2nd level or higher, her penalties for fighting with two weapons are lessened by 1 (from -4 to -3, or from -2 to -1, if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from -3 to -2, or to +0 if the off-hand is a light weapon). The PC loses this ability when fighting in medium or heavy armor.

Two-Weapon Versatility (Ex): When a tempest of 3rd level or higher fights with two weapons, she can apply the effects of certain feats from one weapon to the other weapon as well, as long as those effects can be applied legally. She can use this ability one with the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus and Weapon Specialization. For example, a tempest who wields a longsword and a short sword and who has the weapon focus (longsword) feat can apply the effect of Weapon Focus to her short sword as well as to her longsword. If a tempest already has the feat with both weapons, she gains no additional effect.

* see Appendix Two: New Rules Items

BOSAT Member (Brotherhood Of Sorcery Assault Team) (4): Sor8/Mnk5/War1; CR 13; Medium Humanoid (baklunish human); HD 6d8+12+8d4+16+14; hp 103; Init +4; Spd 40 ft; AC 30 (+1 monk, +4 dex, +5 charisma, +2 *ring of protection*, +4 *mage armor*, +4 *shield*) touch 22, flat-footed 26; Base Atk +8; Grp +14; Atk +10 melee (1d8+2, unarmed strike) or +13 ranged (1d8, masterwork light crossbow); Full Atk +10/+5 or +9/+9/+4 melee (1d8+2, unarmed strike) or +13 ranged (1d8, masterwork light crossbow); SQ unarmed strike, flurry of blows, evasion, still mind, fast movement, familiar, spells, ki strike (magic), slow fall (20 ft), purity of body; AL LN; SV Fort +12, Ref +12, Will +12; Str 14, Dex 18, Con 14, Int 8, Wis 10, Cha 20.

Skills and Feats: Knowledge (Religion) +1, Ride +6, Spellcraft +8, Spot +5, Tumble +15; Arcane Strike*, Ascetic Mage*, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness*, Mobility.

Spells Known (6/8/7/7/4; base DC = 15 + spell level): 0—*acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*grease*, *jump*, *mage armor*, *magic missile*, *shield*; 2nd—*bear's endurance*, *bull's strength*, *false life*; 3rd—*fly*, *haste*; 4th—*dimension door*.

Possessions: +2 *vest of resistance*, +4 *gloves of dexterity*, +2 *cloak of charisma*, +2 *ring of protection*, daggers (3), masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 10

Muscle: Ftr10/Rgr2/PiousTemplar2; CR 14; Medium Humanoid (hill dwarf); HD 12d10+84+2d8+14+14; hp 198 (208 with *false life*); Init +8; Spd 40 ft; AC 18 (+1 *haste*, +4 dexterity, +3 natural) touch 15, flat-footed 13; Base Atk +14; Grp +18; Atk +20 melee (1d6+5, +1 *sap*); Full Atk +20/+15/+10 or +18/+18/+18/+13/+8 melee (1d6+5, +1 *sap*); AL LN; SQ wild empathy, favored enemy (humans), combat style (melee), mettle; SV Fort +24, Ref +18, Will +11; Str 18, Dex 18, Con 24, Int 14, Wis 10 Cha 6

Skills and Feats: Climb +21, Jump +21, Knowledge (nature) +3, Knowledge (religion) +6, Profession (soldier) +17, Spot +16; Combat Expertise, Dwarven Armor Proficiency*, Heavy Armor Optimization*, Improved Initiative, Improved Toughness*, Iron Will, Lightning Reflexes, Power Attack, Tracking, True Believer*, Two-Weapon Fighting, Weapon Focus (warhammer).

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spells effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Possessions: ~~+2 battle plate, +3 heavy steel shield, hat of disguise, +3 vest of resistance, girdle of giant strength +4, gloves of dexterity +4, eyes of the eagle, amulet of health +4, potion of false life, oil of magic weapon, potion of haste (one round is considered used before entry into room), potion of barkskin (+3), +1 warhammer, warhammer, cold iron warhammer, daggers (3), sap (4), light crossbow, 20 bolts.~~

Languages: Common, Dwarven, Ancient Baklunish, Halfling.

* see Appendix Two: New Rules Items

APL 16

Encounter 7

Half-Orc

Ftr8/Bbn2/Rog2/ExoticWeaponsmaster2; CR 14; Medium Humanoid (half-orc); HD 2d12+6+10d10+30+2d6+6; hp 127; Init +3; Spd 40 ft; AC 25 (+2 *ring of protection*, +4 dex, +9 for +4 *mithril breastplate*) touch 16, flat-footed 21; Base Atk +13; Grp +20; Atk +23 melee (2d4+13+1d6 frost, +1 *frost spiked chain*) or +18 ranged (1d10, masterwork heavy crossbow); Full Atk +23/+18/+13 or +21/+21/+16/+11 melee (2d4+13+1d6 frost, +1 *frost spiked chain*) or +18 ranged (1d10, masterwork heavy crossbow); SA sneak attack +1d6; SQ rage 1/day, uncanny dodge, fast movement, flurry of strikes, exotic reach, trap finding, evasion; AL CN; SV Fort +19, Ref +13, Will +8; Str 25, Dex 18, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Craft (Weapons) +11, Survival +8, Tumble +15; Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon Proficiency (Spiked Chain), Iron Will, Mobility, Staggering Strike*, Weapon Focus (greater) (Spiked Chain), Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Flurry of Strikes (Ex): When wielding an exotic double weapon or a spiked chain with both hands, the PC can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Exotic Reach (Ex): When wielding an exotic weapon with reach, the PC may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Possessions: +4 *cloak of resistance*, +4 *mithril breastplate*, +4 *belt of giant strength*, +4 *gloves of dexterity*, +1 *frost spiked chain*, +2 *amulet of health*, +2 *ring of protection*, cold iron spiked chain, spiked chain, daggers (3), sap, masterwork heavy crossbow, 40 bolts.

* see Appendix Two: New Rules Items

S'rithaelion: Wiz12 (diviner, no enchantment)/Fatespinner4; CR 16; Medium Humanoid (grey elf); HD 16d4+42; hp 97; Init +4; Spd 30 ft; AC 15 (+4 dex, +1 *ring of protection*) touch 15, flat-footed 11; Base Atk +8; Grp +6; Atk +6 melee (1d6-

2, rapier); Full Atk +6/+1 melee (1d6-2, rapier); SQ spells, familiar, spin fate, fickle finger of fate, spin destiny, deny fate, resist fate; AL LN; SV Fort +13, Ref +16, Will +16; Str 6, Dex 22, Con 16, Int 30, Wis 8, Cha 8.

Skills and Feats: Concentration +22, Decipher Script +26, Knowledge (arcane) +30, Profession (Gambler) +14, Knowledge (Planes) +24, Knowledge (religion) +26, Knowledge (local -vtf) +26, Spellcraft +28; Chain Spell*, Combat Casting, Empower Spell, Mobile Spellcasting*, Sculpt Spell*, Spell Focus: Conjuraction, Steady Concentration*, Sudden Still*.

Spin Fate (Ex): A mage of many fates understand that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the PC successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once pre day as an immediate action he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner cannot add spin to any skill check, attack roll or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjuster the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Spells Prepared (4+1/6+1//6+1/6+1/6+1/6+1/5+1/4+1/3+1; base DC = 20 + spell level, 21 + spell level for conjuration, *specialty spell): 0—*detect magic* (2), *detect magic**, *light*, *ray of frost*; 1st—*grease*, *magic missile* (2), *ray of enfeeblement* (2), *shield*, *true strike**; 2nd—*false life*, *glitterdust*, *invisibility*, *scorching ray* (3), *see invisibility**; 3rd—*arcane sight**, *dispel magic* (2), *empowered magic missile*, *haste*, *sculpted glitterdust*; 4th—*arcane eye**, *chain grease*, *dimension door*, *fire shield*, *invisibility (greater)*, *empowered scorching ray*, *sculpted fireball*; 5th—*cone of cold* (2), *empowered fireball* (2), *empowered lightning bolt*, *Rary's telepathic bond**, *teleport*; 6th—*acid fog*, *chain dispel magic*, *chain greater magic weapon*, *circle of death*, *sculpted arc of lightning**, *true seeing**; 7th—*arcane sight (greater)**, *empowered cone of cold* (2), *spell turning*, *waves of exhaustion*; 8th—*chain baleful polymorph*, *empowered chain lightning*, *maze*, *moment of prescience**, *shout (greater)*.

Possessions: +6 headband of intellect, +6 gloves of dexterity, +4 amulet of health, +3 ring of protection, +5 vest of resistance, scroll of mage armor (2), scroll of magic missile (9th level) (3), rapier, cold iron rapier, daggers (3).

* see Appendix Two: New Rules Items

Encounter 8

Goliath Fanatics; Bbn2/Spellthief13; CR 16; Medium Monstrous Humanoid (goliath*); HD 2d12+8+13d6+42+15; hp 142; Init +7; Spd 40 ft; AC 24 (+3 dex, +3 ring of protection, +8 for +4 chain shirt) touch 16, flat-footed 21; Base Atk +11; Grp +17; Atk +19 melee (3d6+11, +2 goliath greathammer) or +14 ranged (1d8+6, javelin); Full Atk +19/+14/+9 melee (3d6+11, +2 goliath greathammer) or +14/+9/+4 ranged (1d8+6, javelin); SQ powerful build (considered one size category larger for most rules), mountain movement, acclimated (high altitude), rage 1/day, uncanny dodge,

fast movement, sneak attack +4d6, steal spell (0, 1st, 2nd, 3rd, 4th, 5th, 6th), trapfinding, *detect magic* (3/day), spellgrace +2, steal spell effect, steal energy resistance 20, steal spell-like ability, absorb spell, *arcane sight* (swift action, 3/day), discover spells; AL N; SV Fort +13, Ref +13, Will +13; Str 22, Dex 16, Con 18, Int 8, Wis 10, Cha 16.

Skills and Feats: Craft (Weapons) +16, Jump +14, Spellcraft +17, Spot +18, Survival +5, Tumble +18; Exotic Weapon Proficiency (Goliath Greathammer), Improved Initiative, Improved Toughness*, Iron Will, Lightning Reflexes, Quickdraw.

Spells Known (2/2/2; base DC = 13 + spell level): 1st—*expeditious retreat*, *magic missile*, *shield*, *true strike**; 2nd—*bull's strength*, *eagle's splendor*, *invisibility*, *see invisibility*; 3rd—*fly*, *haste*, *slow*. CL 6.

Steal Spell (Su): A spellthief can siphon spell energy away from his target and use it himself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, from his target. If the target is willing, a spellthief can steal a spell with a touch as a standard action.

The target of a steal spell attack loses one 0-level or 1st-level spell from memory if she prepares spells ahead of time, or one 0 level or 1st-level spell slot if she is a spontaneous caster. A spontaneous caster also loses the ability to cast the stolen spell for 1 minute. If the target has no spells prepared (or has no remaining spell slots, if she is a spontaneous caster) this ability has no effect. A spellthief determines the stolen spell randomly. If a spellthief tries to steal a spell that is not available, the stolen spell (or spell slot) is determined randomly from among those the target has available.

After stealing a spell, a spellthief can cast the spell himself on a subsequent turn. Treat the spell as if it were cast by the original owner of the spell for purposes of determining caster level, save DC, and so forth. A spellthief can cast this spell even if he doesn't have the minimum ability score normally required to cast a spell of that level. The spellthief must supply the same components (including verbal, somatic, material, xp and any focus) required for the stolen spell. Alternatively, a spellthief of 4th level or higher can use the stolen spell power to cast any spellthief spell that he knows of the same level or lower (effectively, this gives the spellthief one free casting of a known spell). A spellthief must cast a stolen spell (or use its energy to cast one of his own spells) within 1 hour of stealing it; otherwise the extra spell energy faces harmlessly away.

As a spellthief gains levels, he can choose to steal higher-level spells. At 4th level, he can steal spells of up to 2nd level, and for every two levels gained after 4th, the maximum spell level stolen increase by one (up to a maximum of 9th-level spells at 18th level).

At any one time, a spellthief can possess a maximum number of stolen spell levels equal to his class level (treat 0-level spells as ½ level for this purpose). If he steals a spell that would cause him to exceed this limit, he must choose to lose stolen spells levels to no more than his maximum.

A spellthief can't apply metamagic feats or other effects to the stolen spell unless the specific spell stolen was prepared with such an effect (note that this precludes theft of metamagicked spells from most spontaneous spellcasters, as they apply it only when they cast). This ability works only against spells. It has no effect on psionic powers or spell-like abilities (but see the steal spell-like ability class feature later).

Spellgrace (Su): A spellthief of 2nd level or higher gains a +1 competence bonus on his saves against spells. This bonus improves to +2 at 11th level and to +3 at 20th level.

Steal Spell Effect (Su): Beginning at 2nd level, a spellthief can siphon an active spell effect from another creature. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain the effects of a single spell affecting the target. If the target is willing, a spellthief can steal a spell effect with a touch as a standard action.

The spellthief can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If a spellthief tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target. A spellthief can't steal a spell effect if its caster level exceeds his class level + his Charisma modifier.

Upon stealing a spell effect, a spellthief gains the stolen effect (and the original creature loses that effect) for 1 minute per class level (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

A spellthief can steal the effect of a spell only if the spell could be cast on him by the original caster. If a spellthief tries to steal the effect of a spell not allowed to him, the effect is still suppressed on the original target of the spell for 1 minute per spellthief class level.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Steal Energy Resistance (Su): Beginning at 3rd level, a spellthief can siphon off some or all of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic). A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action.

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0). A creature with immunity to an energy type remains that immunity.

If his target has more than one type of resistance to energy, a spellthief can choose which kind to steal otherwise, the DM determines the stolen resistance randomly from among those possessed by the target. If a spellthief chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is determined randomly from those possessed by the target.

The resistance a spellthief gains from using this ability lasts for 1 minute. If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

A spellthief can use this ability multiple times, but its effects do not stack unless they apply to different types of energy.

At 11th level, a spellthief can steal resistance 20 to an energy type by using this ability, and at 10th level he can steal resistance 30 to an energy type.

Steal Spell-Like Ability (Su): At 5th level and higher, a spellthief can use a sneak attack to temporarily steal a creature's spell-like ability. A spellthief who hits an opponent with a sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead gain one use of the target's spell-like abilities. If the target is willing, a spellthief can steal a spell-like ability with a touch as a standard action.

This spell-like ability can originate from the target's class, race, template or any other source, and can be of any level up to a maximum of one-third the spellthief's class level. A spellthief can select a specific spell-like ability to steal; otherwise the DM chooses the ability at random. If the ability has a limited number of uses per day, the target must have at least one such use

left, or the spellthief can't steal the ability. If the target can't use its ability at the present time (such as a summoned demon's summon ability), the spellthief can't steal it.

A spellthief can use a stolen spell-like ability once. For all purposes (caster level, save DC, and so on), treat the spell-like ability as if it were being used by the original possessor of the ability. A spellthief must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost harmlessly. Until the spellthief uses the ability (or until the minute elapses), the target cannot use the stolen ability.

Absorb Spell (Su): Beginning at 7th level, if a spellthief makes a successful save against a spell that targets him, he can attempt to absorb the spell energy for later use. This ability affects only spells that have the spellthief as a target, not effect or area spells. A spellthief can't absorb a spell of a higher level that he could steal with his steal spell ability.

To absorb a spell that targets him, a spellthief must succeed on a level check (1d20+spellthief class level) against a DC of 10+the spell's caster level. Failure indicates that the spell has its normal effect. Success means that the spellthief suffers no effect from the spell and can cast the spell later (or use its energy to cast one of his own spells known) as if he had stolen the spell with his steal spell ability. His normal limit of total spell levels stolen still applies.

At 20th level or higher, a spellthief can choose to use the stolen spell energy as an immediate action, either to recast the original spell or to cast one of his own spells using the stolen spell energy.

Discover Spells (Ex): A spellthief of 13th level or higher who steals a spell from a spellcaster with his steal spell ability automatically learns the names of all other spells prepared or known by the spellcaster that are of the same spell level as the stolen spell. This knowledge allows the spellthief to better choose which spells to steal on subsequent attacks.

Languages: Celestial, Common, Go-Kaa, Ancient Baklunish

Possessions: +4 chain shirt, +4 vest of resistance, +4 gloves of dexterity, +3 ring of protection, +2 goliath greathammer, +4 amulet of health, goliath greathammer, daggers (3), spell component pouch, divine focus (Al'Akbar) (2), sap, javelins (8).

* see Appendix Two: New Rules Items

Encounter 9

Harssaf* Bodyguard: Mnk2/Ftr4/Tempest5/ Rgr1; CR 17; Medium Monstrous Humanoid (fire); HD 9d8+36+9d10+36; hp 162; Init +7; Spd 30 ft, 10 ft burrow; AC 34 (+7 dex, +3 tempest defense, +2 ring of protection, +1 monk, +3 bracers of armor, +3 natural, +5 wisdom) touch 28, flat-footed 25; Base Atk +17; Grp +24; Atk +26 melee (1d4+6+1d6 fire+1d6 acid, 15-20, +1 corrosive kukri) or +24 ranged (1d6+3, javelin); Full Atk +26/+21/+16/+11 or +26/+21/+16/+11 and +26/+21 melee (1d4+6+1d6 fire+1d6 acid, 15-20, +1 kukri) or +24 ranged (1d6+3, javelin); SA Flaming aura, sand pulse; SQ blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 31, vulnerability to cold, unarmed strike, evasion, flurry of blows, tempest defense +3, ambidexterity, two weapon versatility, two weapon spring attack, wild empathy, favored enemy (human); Space/Reach 5 ft/5 ft; AL LE; SV Fort +22, Ref +24, Will +17; Str 16, Dex 27, Con 18, Int 11, Wis 20, Cha 11.

Skills and Feats: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +14, Tumble +15; Alertness^b, Combat Reflexes, Dodge, Improved Critical (kukri), Improved Grapple, Improved Two Weapon Fighting, Lightning Reflexes^b, Mobility, Spring Attack, Tracking^b, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri), Weapon Specialization (kukri).

Possessions: +1 corrosive kukri (2), +4 gloves of dexterity, monk's belt, +2 ring of protection, +3 bracers of armor, +3 cloak of resistance, +4 periapt of wisdom, cold iron kukri (2), kukri (2), daggers (3), javelins (6).

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 22 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the

blindness and halves the damage. The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The PC loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): For a tempest of 2nd level or higher, her penalties for fighting with two weapons are lessened by 1 (from -4 to -3, or from -2 to -1, if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from -3 to -2, or to +0 if the off-hand is a light weapon). The PC loses this ability when fighting in medium or heavy armor.

Two-Weapon Versatility (Ex): When a tempest of 3rd level or higher fights with two weapons, she can apply the effects of certain feats from one weapon to the other weapon as well, as long as those effects can be applied legally. She can use this ability one with the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus and Weapon Specialization. For example, a tempest who wields a longsword and a short sword and who has the weapon focus (longsword) feat can apply the effect of Weapon Focus to her short sword as well as to her longsword. If a tempest already has the feat with both weapons, she gains no additional effect.

Two Weapon Spring Attack (Ex): When a 5th-level tempest makes a spring attack, she can attack once each with two different weapons as an attack action. The PC loses this ability when fighting in medium or heavy armor.

* see Appendix Two: New Rules Items

BOSAT Member (Brotherhood Of Sorcery Assault Team) (8): Sor8/Mnk5/War1; CR 13; Medium Humanoid (baklunish human); HD 6d8+12+8d4+16+14; hp 103; Init +4; Spd 40 ft; AC 30 (+1 monk, +4 dex, +5 charisma, +2 *ring of protection*, +4 *mage armor*, +4 *shield*) touch 22, flat-footed 26; Base Atk +8; Grp +14; Atk +10 melee (1d8+2, unarmed strike) or +13 ranged (1d8, masterwork light crossbow); Full Atk +10/+5 or +9/+9/+4 melee (1d8+2, unarmed

strike) or +13 ranged (1d8, masterwork light crossbow); SQ unarmed strike, flurry of blows, evasion, still mind, fast movement, familiar, spells, ki strike (magic), slow fall (20 ft), purity of body; AL LN; SV Fort +12, Ref +12, Will +12; Str 14, Dex 18, Con 14, Int 8, Wis 10, Cha 20.

Skills and Feats: Knowledge (Religion) +1, Ride +6, Spellcraft +8, Spot +5, Tumble +15; Arcane Strike*, Ascetic Mage*, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Toughness*, Mobility.

Spells Known (6/8/7/7/4; base DC = 15 + spell level): 0—*acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*; 1st—*grease*, *jump*, *mage armor*, *magic missile*, *shield*; 2nd – *bear's endurance*, *bull's strength*, *false life*; 3rd – *fly*, *haste*; 4th – *dimension door*.

Possessions: +2 vest of resistance, +4 gloves of dexterity, +2 cloak of charisma, +2 ring of protection, daggers (3), masterwork light crossbow, 40 bolts.

* see Appendix Two: New Rules Items

Encounter 10

Muscle: Ftr12/Rgr2/PiousTemplar2; CR 16; Medium Humanoid (hill dwarf); HD 14d10+98+2d8+14+16; hp 226 (236 with *false life*); Init +8; Spd 40 ft; AC 18 (+1 *haste*, +4 dex, +3 natural) touch 15, flat-footed 13; Base Atk +16; Grp +21; Atk +23 melee (1d6+6, +1 *sap*); Full Atk +23/+18/+13/+8 or +21/+21/+21/+16/+11/+6 melee (1d6+6, +1 *sap*); AL LN; SQ wild empathy, favored enemy (humans), combat style (melee), mettle; SV Fort +26, Ref +20, Will +13; Str 20, Dex 18, Con 25, Int 14, Wis 10 Cha 6

Skills and Feats: Climb +24, Jump +24, Knowledge (nature) +3, Knowledge (religion) +6, Profession (soldier) +19, Spot +17; Cleave, Combat Expertise, Dwarven Armor Proficiency*, Great Cleave, Heavy Armor Optimization*, Improved Initiative, Improved Toughness*, Iron Will, Lightning Reflexes, Power Attack, Tracking, True Believer*, Two-Weapon Fighting, Weapon Focus (warhammer).

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spells effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Possessions: ~~+3 battle plate~~, ~~+3 heavy steel shield~~, *hat of disguise*, +4 vest of resistance, *girdle of giant*

strength +6, gloves of dexterity +4, eyes of the eagle, amulet of health +4, ~~potion of false life, oil of magic weapon, potion of haste (one round is considered used before entry into room), potion of barkskin (+3), +1 warhammer, warhammer, cold iron warhammer,~~ daggers (3), sap (4), ~~light crossbow, 20 bolts.~~

Languages: Common, Dwarven, Ancient Baklunish, Halfling.

* see Appendix Two: New Rules Items

Appendix Two – New Rules Items

Arcane Strike [General] as presented in Complete Warrior

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd level spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells of the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for one round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

Ascetic Mage [General] as presented in Complete Adventurer

You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

Prerequisites: Improved Unarmed Strike, ability to spontaneously cast 2nd-level arcane spells.

Benefit: As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. The bonus is equal to the level of the spell sacrificed. The spell is lost as if you had cast it.

If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. For example, a human 4th level sorcerer/1st-level monk would have a +1 bonus to AC as if she were a 5th level monk. If you would normally be allowed to add your Wisdom bonus to AC (such as for an unarmored, unencumbered monk), you can instead add your Charisma (if any) to your AC.

In addition you can multiclass freely between the monk and sorcerer classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

Chain Spell [Metamagic] as presented in Complete Arcane

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

Prerequisites: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary target equal to your caster level (maximum level 20). Each arc affects on 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 (round down) and can attempt a 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 effects are reduced by 4.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Dwarven Armor Proficiency [Racial] as presented in Races of Stone

You are familiar with exotic armor of dwarven manufacture and understand how to use it properly.

Prerequisites: Dwarf, Armor Proficiency (Heavy)

Benefit: You are proficient with battle plate, interlocking plate, interlocking scale, and mountain plate, and you take no armor nonproficiency penalty when you wear any of these types of exotic armor.

Normal: A PC who wears exotic armor with which she is not proficient takes its armor check penalty on all attack rolls and on all Strength- and Dexterity-based checks.

Special: A fighter may Dwarven Armor Proficiency as one of his fighter bonus feats.

Elusive Target [Tactical] as presented in Complete Warrior

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

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

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

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

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

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

Greater Heavy Armor Optimization [General] as presented in *Races of Stone*

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (Heavy), Heavy Armor Optimization, base attack bonus +8.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these stack with the benefit of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 3 and a total increase of the armor bonus of 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

Heavy Armor Optimization [General] as presented in *Races of Stone*

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (Heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

Improved Favored Enemy [General] as presented in *Complete Warrior*

You know how to hit your favored enemies where it hurts.

Prerequisites: Favored enemy ability, base attack bonus +5

Benefit: You deal an extra 3 points of damage against favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

Mobile Spellcasting [General] as presented in *Complete Adventurer*

Your focused concentration allows you to move while casting a spell.

Prerequisites: Concentration 8 ranks.

Benefit: You can make a special Concentration check [DC 20+spell level] when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast). If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively

while using this feat, but doing so increase the Concentration DC to 25 + spell level.

Staggering Strike [General] as presented in Complete Adventurer

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

Prerequisites: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

True Believer [General] as presented in Complete Divine

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity that you worship.

Steady Concentration [General] as presented in Races of Stone

You are an expert at avoiding distractions and focusing your mind, and you can concentrate clearly even in the most stressful conditions.

Prerequisite: Concentration 8 Ranks

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

Normal: A PC cannot take 10 on any skill check if distracted or threatened, such as during combat.

Sudden Silent [Metamagic] as presented in Complete Arcane

You can cast a spell silently without special preparation.

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

Harssaf (as presented in Monster Manual III)

Medium Monstrous Humanoid (Fire)

Hit Dice: 6d8+18 (45 hp)

Initiative: +3

Speed: 30 ft., burrow 10 ft.

Armor Class: 20 (+3 Dex, +3 natural, +4 chain shirt), touch 13, flat-footed 17

Base Attack/Grapple: +6/+8

Attack: Kukri +10 melee (1d4+2 plus 1d6 fire/18-20)

Full Attack: Kukri +8/+3 melee (1d4+2 plus 1d6 fire/18-20) and Kukri +8 melee (1d4+2 plus 1d6 fire/18-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flaming aura, sand pulse

Special Qualities: Blindsight 30 ft, damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand form, spell resistance 17, vulnerability to cold.

Saves: Fort +5, Ref +10, Will +5

Abilities: Str 14, Dex 16, Con 16, Int 11, Wis 11, Cha 13

Skills: Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +4

Feats: Alertness^b, Lightning Reflexes^b, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Environment: Warm deserts

Organization: Solitary, squared or band

Challenge Rating: 5

Treasure: Standard

Alignment: Usually lawful evil

Advancement: by PC class

Level Adjustment: +4

Armed with a pair of curved kukris, this armored humanoid's long-fingered hands and its vaguely reptilian face are the only parts of its body not covered in sand-colored desert clothes. Its reddish-brown skin is rough and grainy like sand, and its slitted eyes glow a fiery red.

As harsh and unyielding as their desert homes, harssafs don't typically deal congenially with others. Harssafs live in and wander the great deserts and barren places

of the world. Seemingly composed of the fire and sand of their home terrain, they live in nomadic bands and frequently raid settlement sighting or near their desert homes.

Harssafs live mostly insular lives, traveling and raiding throughout a massive section of desert. Harssafs have no compunctions about killing when necessary but they take no particular pride in it. Killing to the harssafs is a necessary skill to survive the coming sandstorms that will carry the great desert to the far reaches of the world.

Both male and female harssafs stand about 6 feet tall and weigh about 190 pounds. Harssafs speak Command and Ignan.

Combat

A harssaf prefers to ambush its opponents, hiding among the dunes near the desert edge in sand form or just beneath the sands and using its blindsense to determine when potential targets wander by. Once engaged in melee, a harssaf ignites its weapon and closes to melee, wielding its twin kukris with deadly efficiency. Most clans of harssafs include monks that specialize in the arts of grappling and one of these can frequently be found as part of a raiding party. These individuals have the unenviable task of subduing spellcasters, especially those that exhibit any signs of casting cold magic.

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 15 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it

cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

Goliath as presented in *Races of Stone* Medium Monstrous Humanoid

Hit Dice: 1d8+1 (6 hp)

Initiative: -1

Speed: 30 ft.

Armor Class: 13 (-1 Dex, +4 chain shirt) touch 9, flat-footed 13

Base Attack/Grapple: +1/+3

Attack: Great Ax +3 (3d6+4)

Full Attack: Great Ax +3 (3d6+4)

Space/Reach: 5ft./5ft.

Special Attacks: n/a

Special Qualities: powerful build, mountain movement, acclimated

Saves: Fort +3, Ref -1, Will +0

Abilities: Str 15, Dex 8, Con 13, Int 11, Wis 10, Cha 11

Skills: Climb +4, Jump +4, Sense Motive +2

Languages: Common, Gol-Kaa

Feats: Alertness

Environment: Mountains

Organization: Tribe

Challenge Rating: 1

Treasure: None

Alignment: Usually chaotic

Advancement: By character class

Level Adjustment: +1

Favored Class: Barbarian

The Example used is a Warrior.

Powerful Build: The physical stature of a goliath lets him function in many ways as if he were one size category larger. Whenever a goliath is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the goliath is treated as one size larger if doing so is advantageous to him. A goliath is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A

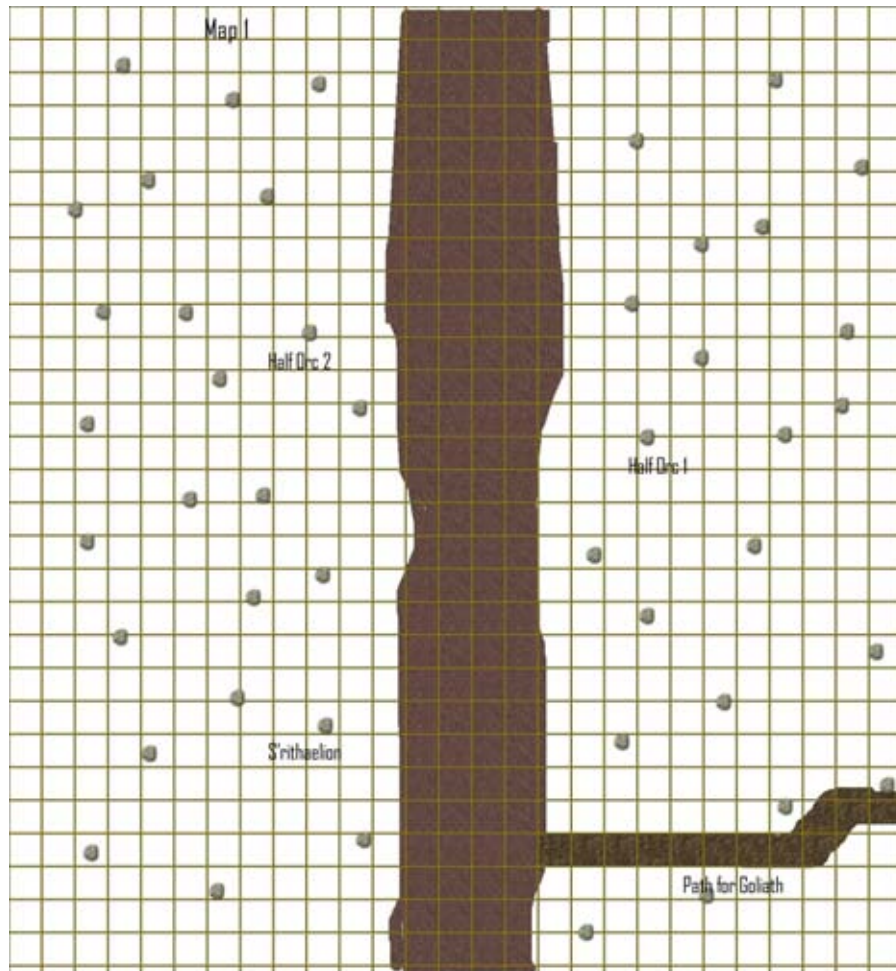
goliath can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Mountain Movement: Because goliaths practically live on ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. Goliaths can make standing long jumps and high jumps as if they were running long jumps and high jumps. A goliath can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.

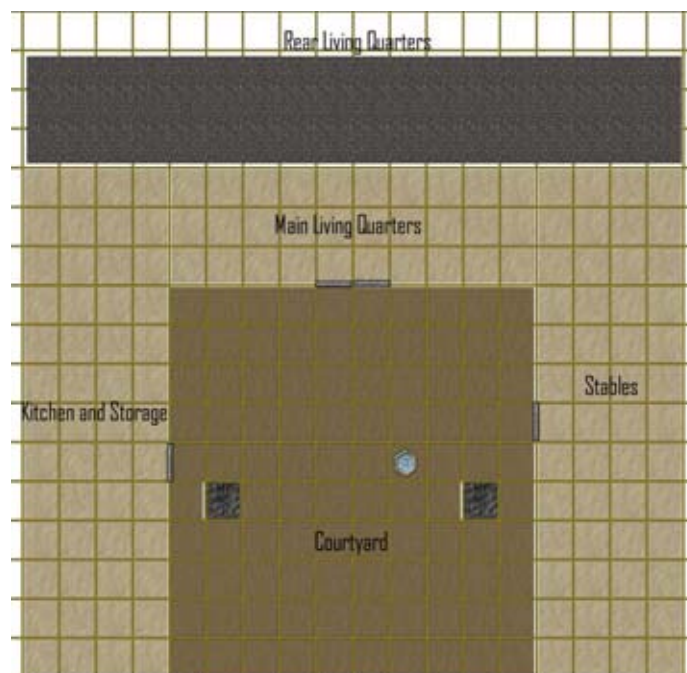
Acclimated: Goliaths are automatically acclimated to life at high altitude. They don't take the penalties for altitude described in the Mount Travel section on page 90 of the DMG. Unlike other denizens of the mountains, goliaths don't lose their acclimation to high altitude even if they spend a long time at a lower elevation.

Appendix Three – Maps

Map 1



Map 2



Appendix Four – Player Handouts

Player Handout 1

Dear Friend,

It is presumptuous of me to address you so, for we have likely not met. I have been made aware of your expertise, however, and I would humbly request the honor of your presence for a meal this afternoon, at 3 bells, at the Golden Mare. I have a request to make of you at that time and appreciate your discretion.

An Interested Person,

Farid ibn Tallar

Player Handout 2

Dear Friend,

It is presumptuous of me to address you so, for we have likely not met. I have need of your expertise, however, and I would request the honor of your presence for a meal this afternoon, at 3 bells, at the Golden Mare. I have a request to make of you and appreciate +your discretion.

Farid ibn Tallar

Appendix Five – Laws of Ket

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

Play req's	Title	DC	Definition	Penalty	Mitigating Circumstance
The DM must ensure that the players know their actions will incur these penalties	Murder Kidnapping Torture	35	Death, kidnapping, torture or rape of a citizen of Ket.*	Life in the mines	
				26 TU in the mines	Successfully argued **
	Manslaughter*** Kidnapping, Torture	30	Death, kidnapping, torture or rape of a resident of Ket, or a horse.*	52 TU in the stocks	
				10 TU in the stocks	Successfully argued **
	Aggravated Assault causing: Death, Kidnapping, Torture	25	Death, kidnapping, torture or rape of a person (not a citizen or resident).*	10 TU in the stocks	
				0 TU in the stocks	Successfully argued **
	Aggravated Assault	25	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
				5 TU in the stocks	If the damage inflicted on the victim did not reduce them to negative hit points.
				2 TU in the stocks	Repairing lethal damage reduces the sentence to that of minor assault
	Assault	20	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks	
				0 TU in the stocks	Any reasonable excuse is provided where the hero did not initiate the combat.
	Vandalism Property damage Tax Evasion Theft Killing an Elf	15	Damage to property, earnings not reported, items stolen, killing of an elf.	GP fine equal to double amount stolen / damaged / not reported.	If hero has enough money to cover the fines.
				1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labor.	This is an alternative punishment for those who cannot pay the fines.

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

** Defense has been expertly argued using the finer points of the law in favor of the accused. A Diplomacy check using charisma, wisdom, or intelligence (whichever is higher), or Profession (lawyer) means that the argument was accepted and the penalty is reduced.

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

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