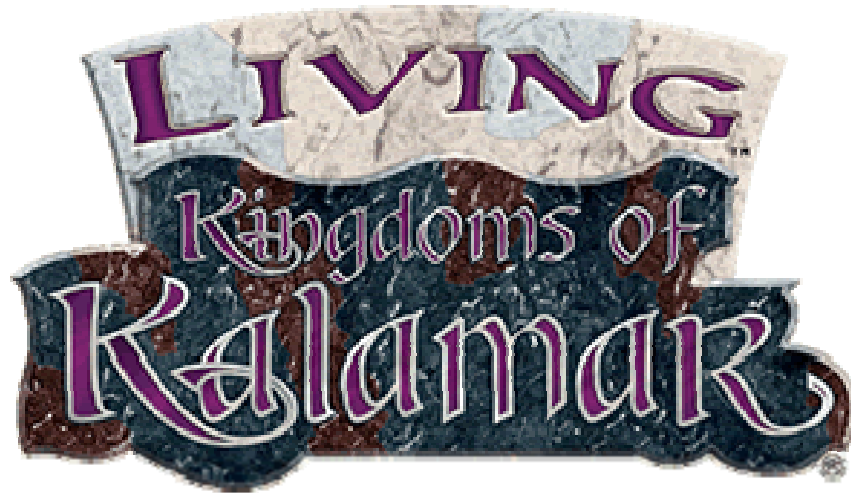


LKoK FX1



Evidence

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

by Tom and Alana Abbott

Edited By Troy Daniels

The heroes of Pekal have long been hoping for one thing--a call to return home. But on a visit to the border of their homeland, a murder occurs, one for which they have been set up to take the fall. In order to clear their good names, they must solve the murder, before anyone else is killed!

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

Calculating Average Table Level (ATL)

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

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

ADVENTURE NOTES

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

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

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

CALENDAR AND CLIMATE

It is mid-Snowfall, and the weather is miserable. In addition to unusually nasty blizzards hitting Pekal, a magnostorm has parked itself right over the Inn of the Witch's Cackle, making all Conjuration (Teleportation) spells unreliable over more than 30 or 40 feet. Characters can only know this if they have 10 ranks or more in Knowledge (arcana).

MODULE NOTES

This module is structured slightly differently than normal LKoK mods, in an attempt to be very freeform and nonlinear. There are 3 Events that happen in the order A, B, C. There are 6 rooms, each of which has 2 time points. One time point is marked as Before Event "X" and one is marked After Event "X". After the Introduction, the PCs can look at any 3 rooms. Then Event A happens. After Event A, the PCs can look at 3 more rooms. Then Event B happens. The PCs can go back to any of the rooms they wish at any time. After having checked all the rooms, Event C happens, followed by the Conclusion. If the players solve one of the mysteries and go to report it before the rest of the crimes have happened, immediately proceed to the next Event.

Evidence is patterned after the movie *Clue*, although not quite so humorous or lighthearted. It is a series of mysteries wrapped together, three murders of totally unrelated people for totally unrelated causes, all of which the PCs are supposed to solve, including finding the murder weapons and murderers. Each murder has several different clues given about it, so it should not be necessary for any one class or skill to solve the mysteries. If none of the PCs can make any of the options, feel free to try and give some other hint. Combat should not occur until the very end of the module. Maps have been

provided for the 3 areas of the Inn of the Witch's Cackle.

This module is set entirely in the Inn of the Witch's Cackle, at the far western edge of Pekal, on the Renador River, across from Kalokapeta. The weather should be bad enough to discourage leaving. Feel free to have it thunder-snowing, with lightning striking the ground near the inn. Access to the stables is available, but nobody should have the chance to leave the Inn.

DM Note: The authors have tried to provide sufficient clues to solve all three murders. However, this mod relies on some aspects of Pekalese law. It is illegal in Pekal to use Enchantment magic on Pekalese citizens. So uses of *charm person* or *dominate person* or similar magic may not be used by the PCs. It is possible that either Event A or Event B could be stopped before it happens. If this occurs, run the module in a free form manner and award XP as if the PCs solved the murder. Feel free to improvise any part of the module necessary.

BACKGROUND

The PCs have been asked to avoid Pekal for their own safety following the events of the 2007 Battle Interactive, Symphony of Destruction. This module has them returning to Pekal for the first (and last) time. An old friend of the campaign, Captain Banilor of the Grey Legion, is set to meet them at the Inn of the Witch's Cackle, to give them updates and thank them for their return.

The vampire wizard Nalar has a score to settle with Pekal, and arranges for a barely competent rogue named Mikel to kill Captain Banilor. Mikel is unimportant, and is expected to get caught. Nalar isn't worried about retribution, but wants to show he can strike anyone at any time.

Landin Starcatcher is an elf from Cilorealon sent on a diplomatic mission to Prince Kafen, his distant kinsman, with reports of Cilorealon's preparations and aid against Kalamar. He is killed by Grenor, a Kors hobgoblin who is spying for Emperor Kabori and trying to disrupt any alliances.

Ingarin Forna is a Brandobian woman, who is an emissary from the King of Cosdol to Prince Kafen. She is carrying a coded note describing what preparations Cosdol is making before

launching an offensive against Kalamar. She is killed by the Halfling psion Shamhalf Sweetroot, for discovering Shamhalf's psionic abilities.

Groda Ore crusher is a dwarf from the Ka'Asa Mountains seeking help for their resistance movement against Emperor Kabori. She is innocent.

Zelnab the Subtle is a drow monk from the Brotherhood of the Twilight Fist, in the Elos Desert. Disguised as high elf, he is on a mission to the Vast of which he will not speak. He is innocent.

Shelbi Lasipur is a scion of a Banetan mercantile house that specializes in fish. She smells faintly fishy, but only in the literal sense. She is innocent.

The innkeeper is a blunt mixed-race human called Sal. He is famous for his stew, and because there is a mill attached to the inn, has consistently fresh flour and excellent bread. His niece Sherry helps around the inn. They are both innocent.

Summary of Crimes:

Introduction: Mikel kills Captain Banilor.

Event A: Grenor the hobgoblin kills Landin Starcatcher the elf.

Event B: Shamhalf Sweetroot the halfling kills Ingarin Forna.

ADVENTURE SYNOPSIS

Introduction:

The PCs are reintroduced to Pekal in true Grey Legion fashion: They must solve a murder. Unfortunately, the murder is that of their Grey Legion contact, Captain Banilor. When the guards rush in, they suspect the PCs, and give them one night to clear themselves.

Room 1:

The common room of the Inn is where the guards are waiting. The innkeeper, Sal, and his niece, Sherry, have never had violence here before, but can provide some information on local history and goings on. Ek'Kasel is just a red herring.

Room 2:

Room 2, on the second floor, at the top of the stairs, houses a well muscled elf (Zelnab the Subtle, a disguised drow) and a burly Kors hobgoblin (Grenor).

Room 3:

Room 3, on the second floor, houses the elf Landin Starcatcher (or his corpse) from Cilorealon. In between Room 2 and Room 3 is a secret passage, complete with spyholes and treasure.

Room 4:

Room 4, on the second floor, houses the dwarf Groda Orecrusher, a wizard on a mission for the Ka'Asa Mountain dwarves, and Shamhalf Sweetroot, a psion who is heading home to the Mounds.

Room 5:

Room 5, on the third floor, is where Ingarin Fornia, a dumpy looking Brandobian woman is staying (or her corpse is found).

Room 6:

Room 6, on the third floor, houses Mikel, the rogue who killed Captain Banilor, and Shelbi Lasipur, a fishy Banetan merchant.

Event A:

After any three rooms, proceed to Event A. The elf from Cilorealon, Landin Starcatcher, is found, dead, by Sherry. Killed by a bludgeoning weapon, this murder is nothing like the one that killed Captain Banilor. After this, proceed with 3 more rooms.

Event B:

After all 6 rooms have been visited at least once, proceed with Event B. In Event B, Ingarin Fornia, the Cosdolan emissary to Prince Kafen, screams and is found, dead, torn apart by what looks like an animal.

Event C:

Event C is the finish up Event. The PCs should have the chance to check any room over again, but should do so quickly. They then need to present their findings to the guards. If the PCs have identified the correct murderers, there is ATL specific combat as some or all of them try to escape.

Conclusion:

The PCs criminals are either taken into custody or escape, or the PCs are arrested along with everyone else in the Inn.

INTRODUCTION

Summary: The PCs are reintroduced to Pekal in true Grey Legion fashion: They must solve a murder. Unfortunately, the murder is that of their Grey Legion contact, Captain Banilor. When the guards rush in, they suspect the PCs, and give them one night to clear themselves.

Pass out Player Handout 1 to anyone who has played "Symphony of Destruction." Read the following boxed text to characters who have played "Symphony of Destruction."

Pekal. Home, at last. Be it your adopted homeland or place of birth, you have spilled blood in her defense, and it's good to be back. The call from the Grey Legion has you here again in a time of need, and the slow smile of anticipation that creeps across your face is mirrored by your fellow travelers.

If no one has played "Symphony of Destruction" start here.

The Inn of the Witch's Cackle, on the border with Ek'Kasel, serves many of the travelers between the two countries, and has been used as a meeting spot for the Grey Legion before this. A waterwheel sits in the Renador River, quietly turning away as it grinds the flour that provides the basis for the Inn's justifiably famous bread. Snow falls thick and fast, with thunder in the distance, and foot long icicles hang from the three story building and the stable.

The common room is reasonably full of travelers. A mountain dwarf sits at the bar, guffawing at a joke told by a golden halfling. Two high elves are talking at a table, warily eyeing each other and everyone else in the room. A Kors hobgoblin dozes near the fire. A Reanaarian cleric, a homely Brandobian woman, and a woman of Kalamaran descent who smells faintly of fish are playing a card game for low stakes, while the barkeep and his assistant bring drinks and stew to everyone.

At the back of the room sits an old man who is gently tugging on his lower lip while reading a book. He matches the description of the contact you were given in the message that requested your presence.

Let the PCs say what they are going to do.

The old man wheezes, “Welcome, welcome, youngsters. Bless my grey beard, but it seems a right legion of ye be here. Sit, sit, take a load off yer legs. May be we can talk history and business after ye eat.” The innkeeper brings over several loaves of bread that smell heavenly and a stew that warms you down to your toes. After the meal, the old man speaks again.

“Y’all jus’ ask the innkeep where yer room’s at. You’ll see an ol’ friend soon enough.” The innkeeper directs you to the third floor room at the far end of the hall. Inside you find six comfortable looking beds covered with down comforters, pillows, and stout wool blankets.

As you get comfortable and stow your gear, an inky blackness suddenly fills the room. You hear a scream from the first floor, followed by a thump on second floor.

Mikel has used a *deeper darkness* spell stored in a clay sphere that affected the entire inn (a 60 foot radius sphere would easily cover the entire building). The one change is that rather than lasting one day/level, this spell is set to turn off after 1 minute. If someone makes a fuss, say that it was right at the end of its duration and had been cast previously and stored in a light blocking container. This provides shadowy illumination that neither darkvision nor low light vision can pierce. *True seeing* works to allow sight. However, an area *dispel magic* cast in the player’s room will not work, as the center of the *deeper darkness* spell is more than 20 feet from the room. *Light* does not function in the area, but *daylight* counters the spell, leaving the preceding illumination.

Let the PCs react. Have them make Spot checks on their floor if they can provide magical light or vision in some manner. They see nothing and no one on the third floor. It doesn’t matter how long it takes them to get to the 2nd floor, they do not get there in time to see the murderer.

On the second floor they find the body of the old man. Give the PCs 4 rounds to search the area and cast spells before continuing.

- Search DC 10 on the body finds the old man is wearing a disguise, and he isn’t old at all. Players who have played “Hurry Up and Wait,” “Making a Name,” “A Wrestling Good Time,” “Symphony of Destruction,” “Accountability,” “House of Nalar,” and possibly others recognize Captain Banilor, one of the leaders of the Grey Legion. Players who know to look for it do find the Grey Legion tattoo on his inner lower lip.
- Search DC 15+ATL on the body finds Player Handout 2
- Heal DC 10: Captain Banilor was stabbed with a dagger.
- Heal DC 18+ATL: The dagger didn’t kill him. The wound is too shallow and hasn’t bled enough.
- Heal DC 20+ATL: Something magical seemed to steal his life force.
- *Detect Magic*: reveals 3 dim auras.
- *Detect Magic* plus Spellcraft DC 18 recognizes the quickly fading Evocation aura (from the *deeper darkness*)
- *Detect Magic* plus Spellcraft DC 20 recognizes the slowly fading (i.e., stronger) aura of Necromancy (from the *slay living* spell delivered by the dagger thrust.)
- *Detect Magic* plus Spellcraft DC 24 recognizes the very slowly fading aura of Necromancy (from the *soul bind* spell used to keep Captain Banilor’s soul from providing information)
- Search check DC 15+ATL find only the pellet that had the *deeper darkness* spell cast on it. They do not find the dagger, any footprints, or any way to track the killer.

After 4 rounds, everybody from downstairs comes running up in a group. Read the following.

“MURDERERS! You killed the old man!” cries the innkeeper.

The innkeeper is shouldered aside by three men in armor who clank up the stairs. “Local watch. Stand aside!”

Turning to the PCs, the watch goes “You’re under arrest for murder, pending an investigation.”

Let the PCs respond. They should protest their innocence, make whatever Diplomacy/Bluff/Intimidate checks they want. Try to keep this from descending to combat. Then proceed with the following.

One of the guards waves the other back. “Well, I see a dagger wound, and I guess you’re not the only ones here carrying daggers. Tell you what. You have 3 hours to prove your innocence. If you can catch the killer, you can go free. If not, we’ll arrest everyone in the building. We’ll be downstairs.” The guard turns to the other guests. “You all claim you were downstairs? You will cooperate with the investigation and return to your rooms now to be interviewed.”

The guard turns back to you. “Better hurry, mercenaries. Murder is a hanging offense and we don’t have a jail, so if you can’t give me a better answer than you have so far, the gallows will be busy tomorrow. We hold you responsible for all events that occur this evening. If you do find proof, bring it to us and we’ll take care of it. Do NOT make an arrest yourselves, understood?”

ROOM 1

The Common Room/The Red Room

Summary: The common room of the Inn is where the guards are waiting. The innkeeper, Sal, and his niece, Sherry, have never had violence here before, but can provide some information on local history and goings on. Ek’Kasel is just a red herring.

Time Point: Any time.

Sal is terrified almost to the edge of his sanity. He doesn’t want to be hanged in the morning, but he also doesn’t want to be left alone with the PCs. The PCs gain a +5 circumstance bonus on Intimidate, but a -5 penalty on Diplomacy.

Clue Summary:

- There is a hint that Mikel is not what he claims to be.

Sal: Human (Kalamaran) Male, Exp 5, LG

Sherry: Human (Kalamaran) Female, Exp 3, LG

The common room has eight tables in it, a large fireplace with a heavy stone mantel on the east wall, and a bar on the north wall. Off to the right of the bar is the passage that leads to both the stables and the stairs to the second floor.

The innkeeper and his serving girl are sitting in a private room. Never have you seen more stuffed animal heads staring down at you. Moose, deer, elk, bighorn sheep, antelope, krenshar, warg, dire bear, apes, and more adorn the walls.

The innkeeper flinches from you in fear. He stammers out, “W-w-welcome to the Red Room. Please don’t hurt us.”

What is your name?

“Sal, milord, and this is my niece, Sherry. I own the inn and she helps me keep it running.”

We didn’t kill Captain Banilor.

“Of course you didn’t, milord. And we wouldn’t say anything if you had. Which, of course, you didn’t.” Sense Motive DC 5 determines that Sal will say anything to ingratiate himself.

Did you know Captain Banilor?

“The old man? Not well. He came in every few weeks for a meal. He occasionally chatted with people. He crossed into Ek’Kasel every once in a while, too. I saw him cross the bridge while I was in the mill. But I never asked his business.” (True)

What can you tell us about other people in the inn?

“Who are you interested in?”

Sherry:

Sherry responds, “You COULD ask me, you know! I’m right here! You high and mighty lords, so caught up in your noble titles that you forget common courtesy. Well yes, it is COMMON courtesy. And it’s better than you high falutin’ types ever show us or each other, near as I can see. Fighting over land, women, wine, money, while we commoners fund your wars and feed your gullets! You make me sick! I work hard all day long to help my uncle and what do you do? Scare him half to death, you murderers!” At this,

Sal goes white, wraps a hand around her mouth to shut her up, and says, "Oh, she's just a sweet thing. She'd never harm nobody. Anybody. Uhm..."(True)

The Elves.

"They didn't come in together, and I don't think they knew each other before they got here. The well muscled one, Zelnab, was slightly startled to see the other one, who introduced himself as Landin Starcatcher. Landin has the accent of Cilorealon, but Zelnab's I don't recognize. Maybe some place up by Bet Kasel? (True as far as he knows. Ek'Kasel is just a red herring.)"

The Dwarf

"Groda Orecrusher. I think she's a wizard or some such. She's apparently from the Ka'Asa mountains, but she's here from the long way around, since she came across the bridge from Ek'Kasel." (True)

The Halfling

"Shamhalf Sweetroot. He's an apothecary, travels through here regularly. He's heading home to the mounds. He brews up a wonderful headache medicine."(True).

The Hobgoblin

"I think I heard his name as Grenor. My hobgoblin isn't that good. He's been here a few days, and I don't really know why. He's been keeping a fairly close eye on all the travelers."(True)

The Humans

"The Brandobian woman is Ingarin Forna. She got caught her by the blizzard. Forna's from Cosdol, on her way to talks with the Prince! She's got the best room in the house, up on the third floor with you. She may not look like much, but she's very gracious and well spoken." (True)

Knowledge (nobility and royalty) or Knowledge (local: Brandobia) DC: 10 knows that the family name is given first, and the personal name is the second.

"The holy man from Reanaaria Bay is named Mikel. He's very pious, a cleric of the Traveler. He didn't mind being caught here by the storm, though. A break from walking, he called it. Besides, he likes the thunder and snow." (True, as far as he knows.)

Knowledge (religion) DC: 12+ATL knows that this is highly unusual, even if the innkeeper believes it. The Traveler and the Storm Lord are enemies and usually clerics of the Traveler don't like storms.

"The other woman is from Baneta, from a Kalamaran family, the Lasipurs. They're a well known merchant family, and Shelbi is out making contacts for them. She smells slightly fishy, but I guess that's normal for a fishmonger family. She's headed into Ek'Kasel when the weather clears up."(True)

There is no further information to be had here, and only one clue toward an actual murder, regardless of when in the mod the players do Room 1. Feel free to make up local stories (about the time Jimmy got caught in the mill and when the dog fell in the river and whatnot).

ROOM 2

Summary: Room 2, on the second floor, at the top of the stairs, houses a well muscled elf (Zelnab the Subtle, a disguised drow) and a burly Kors hobgoblin (Grenor).

Time Point: Before Event A. Once Event A happens, see below.

Clue Summary:

- No clues about who killed Captain Banilor.
- *Detect Magic* finds Illusion (glamer) magic on the high elf, from his *ring of chameleon power*.
- *Detect Magic* also finds magic on Grenor's necklace, gloves, armor, and mace.
- Spot Checks DC 15+ATL: The hobgoblin and the "high elf" have the same colored hair.
- The hobgoblin's bed is up against the secret door, and the PCs cannot find it with Search checks now. *Detect Secret Doors* will find the door as per the spell, but would be very obvious if cast. Elves cannot get within 5 feet to gain their search check. Yet.

Grenor: Male hobgoblin Ftr 7, LE

Zelnab: Male drow (masquerading as high elf) Mnk 9, LN

Sitting in the room at the top of the stairs are a Kors hobgoblin and a high elf. The Kors is seated on a bed, combing out the tangles in his reddish brown fur, then putting it in numerous small braids. The occasional hair gets caught in his plate armor, causing him to grunt as he pulls them free.

The high elf displays impressive upper body musculature as he sits in lotus position, hands on his knees. You can occasionally see the play of muscles across his belly, chest and arms, as sweat breaks out over his body, soaking his red-tinged brunette locks.

Who are you?

The elf responds, "I am Zelnab, a student of unarmed combat, passing through on my way south. My hirsute companion is Grenor." The hobgoblin grunts. (True)

Knowledge (geography) DC: 10 knows that Kalamar is south of Pekal.

Bardic Knowledge or Knowledge (geography): DC 20+ATL knows that Zelnab's accent is similar to Deji tribes of the Elos Desert.

Did you kill Captain Banilor?

Zelnab smiles sadly. "No, I did not" (True)

Grenor sits up straight, gripping the mace next to him. "NO! You accuse me because of my race?" (True)

Why are you here?

The elf replies, "Here? Why is here important? Let me pose you a question. If you can answer it, I will answer you. First there is a mountain. Then there is not. Then there is again. How?"

Bardic Knowledge DC 30: This is an obscure koan known to the Brotherhood of the Twilight Fist, a drow monastic order.

The hobgoblin looks at the elf in disgust. "All that to say 'None of your business?'" He turns to you. "Let me be more blunt. None of your business."

Why are you rooming together/Are you traveling together?

"Me, actually travel with a weakling elf? I tolerate his presence in this room because it is affordable," the hobgoblin grunts. Zelnab smiles. "In truth we just met when we were assigned the room."(False for Grenor, true for Zelnab. Grenor wanted this particular room.)

Do you know any of the other patrons?

Zelnab shakes his head. "I have spoken to Landin Starcatcher here, but knew none of them before I arrived."(True)

Grenor ponders, and then says, "I think I saw this Starcatcher elf once before, in Bet Rogala. I know nothing more of him, though."(False).

Time Point: After Event A. Anything above can also be read.

Clue Summary:

- No clues as to who killed Captain Banilor
- No clues about who killed Ingarin Forna (Event B)
- *Detect Magic* finds Illusion (glamer) magic on the high elf, from his *ring of chameleon power*.
- *Detect Magic* also finds magic on Grenor's necklace, gloves, armor, and mace.
- Spot Checks DC 15+ATL: The hobgoblin and the "high elf" have the same colored hair, reddish-brown. A reddish brown hair was found on Landin Starcatcher's body.
- If pressed, the "high elf" removes his disguise and shows he doesn't have reddish brown hair.
- The hobgoblin's bed is up against the secret door, but both the hobgoblin and the elf are sitting on the far side of the room, so it is possible to Search for the door, or come into the room through the secret door if found in Event A.
- The coded note implicating Grenor.

After Starcatcher's murder, Grenor and Zelnab are both standing in their room, glaring at each other. Grenor is fingering his mace. Zelnab is facing him, up on the balls of his feet but hands at his sides.

"Ah, the investigators, welcome. I am sorry to say that I was meditating and only came out of my trance at the scream. I saw nothing, and know nothing of my companion's actions," Zelnab starts.

"Huh! You accuse me because I am a hobgoblin! All know that elves hate the

hobgoblins, and that they have killed many of us. In fact, I was asleep.

“Grenor, why don’t you and I step outside and allow these fine detectives to examine the room? That way they can determine our innocence. The best thing we can do for the deceased Landin is aide in his murderer’s capture.”

Let the PCs search the room. At this point, the clues that point to both Zelnab and Grenor are: The secret passage to their room, the red-brown hair found on the body, and the bludgeoning weapons (mace and unarmed strike). The clues that separate them are that Grenor lied about knowing Landin, and that Zelnab knew something from a drow monastery (indicating he doesn’t have red-brown hair).

- Search DC: 20 finds the secret door that leads to Landin’s room if they didn’t enter that way.
- Search DC: 18+ATL finds both red-brown and white hairs. Zelnab and Grenor do not have obvious white hairs.
- Search DC: 22+ATL finds a coded note in Grenor’s bag.
- If the note is found, Decipher Script DC: 15+ATL translates the note. Pass out Player Handout 3. There isn’t a code for the players to break, this is supposed to give a benefit to those players who took Decipher Script as a skill.
- Search DC: 22+ATL also finds the papers that Grenor stole from Landin Starcatcher’s saddlebag, complete with the match to the missing corner.

Ask the players who they currently suspect. If and only if the PCs haven’t been able to narrow it down to Grenor, read the following boxed text.

As you leave the room, Grenor shoves past you into the room. Zelnab waits for the door to shut. “I have reasons such that I cannot be detained. It therefore behooves me to be entirely truthful with you.” With that, he fiddles with a ring. Color leaches out of his hair and stains his face and hands. A drow! “I am drow, and hiding that would hurt my credibility more than maintaining the cover. Please, I did not kill Landin. If possible, do not expose me, but if you must, I will hold nothing against you.” With that, the drow puts his ring back on, regains his

high elven appearance, and steps into the room.

ROOM 3

Summary: Room 3, on the second floor, houses the elf Landin Starcatcher (or his corpse) from Cilorealon. In between Room 2 and Room 3 is a secret passage, complete with spyholes and treasure.

Time Point: Before Event A. Once Event A happens, see below.

Clue Summary:

- Landin can narrow down who was out of the room when Banilor died.
- The secret door to room 2 can be discovered, but won’t matter until after Event A.
- No clues about who killed Ingarin Forna (Event B)

Landin Starcatcher: High Elf Male, Ari 8, CG.

Landin Starcatcher welcomes you into his room. A bed, plush chair, and a table furnish the room. An oil painting of Prince Kafen decorates the wall. “Please, come in, come in. How can I help you?”

Did you kill Captain Banilor?

“No, I didn’t! I’m an ambassador from Cilorealon, in Pekal to detail our support to Prince Kafen. I’ve met Captain Banilor before, at official dinners, and I liked and respected him. This is a tragedy for Pekal!” (True)

Can you tell us anything about Banilor’s death?

“Most of the occupants were still in the common room. I was sitting with Zelnab, and just as the lights went out Sherry and Sal had come over to serve us dinner. The halfling and the dwarf were at the next table over. Mikel, Shelbi, and Ingarin Forna were out of the room, and I don’t know where Grenor was.” (True)

- Search DC: 20 can find the secret door behind the painting to the passage to room 2. A latch hidden behind the bed opens it.
- In the passage between Room 3 and Room 2, the PCs can find the holes through the eyes of the painting into

Room 3. They also find the big treasure of the mod (see the certs section). These certs can be given out immediately.

Time Point: After Event A. See Event A.

ROOM 4

Summary: Room 4, on the second floor, houses the dwarf Groda Ore crusher, a wizard on a mission for the Ka'Asa Mountain dwarves, and Shamhalf Sweetroot, a psion who is heading home to the Mounds.

Time Point: Before Event B. Once Event B happens, see below.

Clue Summary:

- No clues to the death of Captain Banilor, but some misleading statements.
- No clues to the death of Landin Starcatcher.
- Hints of tension between Shamhalf Sweetroot and Ingarin Fornia.

Groda Ore crusher: Female mountain dwarf, Wiz 9, LG

Shamhalf Sweetroot: Male golden halfling, Psion 10, N.

Have the PCs make Listen checks. Anyone who beats a DC: 15 can hear the following. If no one beats it, skip down to the next boxed text.

As you approach the last room on the second floor, you hear a dwarven voice say "Why were you two talking so long?"

"Oh, nothing. Merely a philosophical disagreement. Brandobians can have a problem with non-humans, and she felt the need to make a disparaging comment."

If the PC who hears this shares with the party, the party can make Knowledge checks.

- Knowledge (history, geography, nobility and royalty) DC: 10 or Bardic Knowledge DC: 15 knows that Brandobia does in fact have a history of mistreating nonhumans.
- Knowledge (history, nobility and royalty, bardic knowledge) DC: 15 or Diplomacy DC: 10 knows that it would be HIGHLY unusual for a diplomat to be openly

critical of non-humans when she is an ambassador to a half-elven Prince.

Tucked in under the eaves, this room appears custom built for the shorter races. A steeply slanting ceiling is broken by a bay window, with a bed on either side of it. Potpourri sits in the bay window, giving the room a pleasant, spicy scent.

Shamhalf Sweetroot is seated on a plush stool at a low desk, stirring some herbs together in a mortar. Groda Ore crusher is reading a book, sitting on her bed.

- Knowledge (nature) DC: 15 recognizes the herbs as willow bark.
- Craft (poisonmaking) DC: 15 determines that these herbs are not normal poison ingredients.
- Craft (alchemy) and Profession (apothecary) DC: 15 recognize that the herbs would make a potent headache medicine.

Did you kill Captain Banilor?

Shamhalf glares at you. "No. I'm not even carrying a dagger. But please, try ever so much harder to insult us. We like being oppressed."

Groda snorts in agreement. "Why would I want to kill someone who I was hoping to meet? My people need money, weapons, and support, all the things the Grey Legion would be good at getting to our lands. There's no reason for me to kill him. Far from it." (True, they did not kill him.)

Did you know Captain Banilor?

Groda replies, "I'd heard of him through contacts with the Grey Legion that support our resistance movement in the Ka'Asa Mountains. I'd never met the man, though." (True)

Shamhalf also chimes in. "I'd never even heard of him. Who was he? Why was he important?" (False: he had heard of him because the Grey Legion keeps an eye on the Mounds for psionic activity).

Did you kill Landin Starcatcher?

Shamhalf sighs wearily. "Sir, I resent that. Do you see any weapons on me at all? I'm a

healer, an apothecary. I try and make people better." (True)

Groda replies, "And as for me, sir, I'm a wizard. If I kill someone, you'll hear it loud and clear and you'll be putting out the fires later. I didn't know the elf, but seeing as I'm here as an emissary asking for aid, what possible logical reason could I have to kill the ambassador of an ally to the nation I'm dealing with?" (True)

Is there a problem with the Brandobian, Ingarin Forna?

Shamhalf snorts. "Oh, she's just a typical Brandobian. The humans of Pekal tend to be very good about accepting other races. Brandobians have a special place in their hearts for humans. They get a warm, fuzzy feeling whenever they think they can control or supplant the rest of us. Usually, they fail, but she is a wizard, as are many of the nobility in Cosdol, so she is cause for...concern... among those of us who live in the Mounds." (True, but there are other undertones of distrust.)

Time Point: After Event B. Once Event B happens, see below.

Clue Summary:

- No clues to the death of Captain Banilor, but some misleading statements.
- No clues to the death of Landin Starcatcher.
- Groda Orecrusher is the only surviving wizard currently in the building, aside from the PCs. Ingarin Forna was killed by magic.
- Groda has no memory of killing anyone, but admits that some of her prepared spells are gone, and that she doesn't feel as powerful as she had.
- There were sounds of bells and blue light before Ingarin Forna's death, indicating psionic activity.
- Searching the rooms finds nothing.
- *Detect psionics* determines that psionics were used in this room, of the Telepathy discipline.

Shamhalf Sweetroot sits in the hall, hugging his knees while tears leak down his face. "Another murder. Why is all this happening? What did you people bring to this place?!"

Did you kill Captain Banilor or Landin Starcatcher?

"No. Go away and leave me alone." (True)

Did you know Captain Banilor or Landin Starcatcher?

"No. Go away and leave me alone." (True)

Did you kill Ingarin Forna?

"No. Go away and leave me alone." (False, Bluff +14)

You can kind of see the pattern to the answers. Shamhalf will not talk. When the PCs have finished asking questions of Shamhalf, read the following:

"Are you done yet? Fine. I'm going to go get a drink downstairs. And maybe get sick."

Groda Orecrusher is lying on her bed with a hand on her head, shutting out the light. "Please speak softly, I have a splitting headache. What's wrong now?"

Did you kill Captain Banilor or Landin Starcatcher?

"No! I'm not foolish enough to do that! I'm an ambassador and should have diplomatic immunity, true. But I want to gain allies! Why would I kill people who could help my cause?"

Did you kill Ingarin Forna?

"Uh, I don't think so? I think I've been lying here in bed, but like I said, my head wants to burst." (Partially true. Groda did kill Forna, but was psionically dominated and mindwiped, so does not remember doing so.)

She was killed by magic, and you're the only wizard in the building.

"She was? I don't know. I feel weak." She lowers her hand, briefly, staring at the ceiling. "I am missing some spells. They're not in my memory! Am I losing my mind? Why would I have killed her? Please, if I did, I didn't mean to! Help me!" (True)

What do you mean missing spells? What spells are missing?

"I had prepared an advanced monster summoning spell prepared, two Dimension Door spells, and a Stoneskin. I've lost them all. Why?"

- Knowledge (psionics) DC 18 would know that the *mindwipe* power erases memories and gives negative levels.

What do you remember?

"I was lying down to take a nap. I thought I heard some bells playing, pleasantly, in the distance. Then I woke up here, back in bed."
(True)

- Knowledge (psionics) DC: 5, Knowledge (arcana), DC: 10 and Bardic Knowledge DC: 15, The sound of bells frequently accompanies psionics.
- Knowledge (psionics) DC: 10, Knowledge (arcana) DC: 18, Bardic Knowledge DC: 23 knows that it is possible to control someone's mind and actions and possibly make them forget.
- Knowledge (Local: Pecal) DC: 13 knows that dwarves are not normally psionic, but that golden halflings can be. This may be in player knowledge.

Where was Shamhalf?

"He was here, muttering to himself. He seemed upset, but I didn't want to disturb him."

ROOM 5

Summary: Room 5, on the third floor, is where Ingarin Forna, a dumpy looking Brandobian woman is staying (or her corpse is found).

Time Point: Before Event B. Anything later, see Event B.

Clue Summary:

- No clues to the death of Captain Banilor, but some misleading statements.
- No clues to the death of Landin Starcatcher.
- Hints of tension between Shamhalf Sweetroot and Ingarin Forna.

Ingarin Forna is a statuesque woman. Not pretty by any means, she still radiates a graciousness that belies her homely face. "Please be welcome. Come in, make yourselves comfortable. I will endeavor to aid your investigations in any manner possible."

Did you kill Captain Banilor?

"No, I didn't. I don't carry a dagger. I did, however, check for some lingering magic auras, and there was some strong necromantic magic around the body. Not my area of specialty, but I recognize its rather slimy aura. I'm terribly sorry he is dead and plan to offer condolences and any information I can to Prince Kafen upon my arrival in Bet Rogala." (True)

Did you kill Landin Starcatcher?

"The elf? No. Many in Mendarn and Eldor do not like the elves, but we of Cosdol have come to a better understanding of the world and hope to make up for the errors of our forefathers. And it would be a foolish ambassador who kills in his host country. An ambassador may set up information networks, but murder is a game best played by those who are unknown, not those who are directly under the sovereign's eye." (True)

What were you arguing about with Shamhalf Sweetroot?

"That is a personal matter between him and me. All I will say is that the halfling is involved in something dangerous to his health, and I tried to advise him to give up his habit."(True, but concealing the complete truth)

With a Diplomacy DC 17+ATL, Ingarin Forna will provide more information.

"Very well. The halfling is dealing with an issue that affects the mind. It is dangerous, and illegal in Pecal. As he seems to be a nice enough sort, I wanted to warn him off his course before it gets him into trouble. If you have any further questions about it, I suggest you ask him. It is ultimately his business." (True, but concealing the complete truth)

Time Point: After Event B. See Event B.

ROOM 6

Summary: Room 6, on the third floor, houses Mikel, the rogue who killed Captain Banilor, and Shelbi Lasipur, a fishy Banetan merchant.

Time Point: After Introduction.

Clue Summary:

- Mikel killed Captain Banilor.

- Both Mikel and Shelbi were not in the common room when Banilor died.
- Mikel makes several blunders that indicate that he is false, including misstating where he's from, not knowing the religion he is pretending to practice, and others.
- Mikel, being somewhat of an idiot, has left the edge of a note from Nalar sticking out from his saddlebag.
- Mikel is wearing an empty sheathe.
- *Detect Magic* does not find any auras of magic in the room. Mikel discarded the dagger in the outhouse.
- No clues about the death of Landin Starcatcher.
- No clues about the death of Ingarin Fornia.

Find out which characters have played The House of Nalar. They can remember that Nalar has a home in Bet Urala, the capital of Basir. They may relate this to the note in Player Handout 2.

Have the PCs make Spot Checks. If the PCs beat a DC 18+ATL, they see the corner of a note sticking out of Mikel's saddlebag. In order to get the note unseen or without causing a fuss, they need to either distract Mikel or make a Sleight of Hand check versus Mikel's Spot check. Mikel has +8 to Spot. If they succeed in getting it, give them Player Handout 4.

A Spot check DC 15+ATL lets a PC see that Mikel has an empty sheath for a dagger on his belt. A Craft (Weaponsmithing), Craft (Leatherworking), or Appraise check DC 20 sees that the dagger would have been about the right size for the dagger that killed Captain Banilor. Shelbi's sheath has a dagger in it.

Despite the blizzard outside, the window to this room is wide open. The wind from the window carries a certain odor of old fish to your delicate senses. Mikel is quietly reading The Endless Journey, seated near the window and breathing deeply, while Shelbi Lasipur scowls at him from across the room while writing in her ledger. Whipping her head about as you enter, she growls at you. "Marvelous. The investigators. If you make so much as one fish joke I will do bodily harm upon you and defile your cooling corpse."

Mikel snorts in amusement. "May Rostak grant you passage to wherever you travel. Shelbi. May your journey be unimpeded, and may the Traveler's warhammer smite aside your obstacles. In other words: please leave, you stink." Shelbi just growls.

- Knowledge (Religion) DC: 12 recognizes The Endless Journey as the canon of the Traveler. Worshipers of The Traveler do not need to make a check.
- Knowledge (Religion) DC: 10 recognizes Rostak as the Kalamaran name for The Traveler. Worshipers of The Traveler do not need to make a check. It is the common name in Pekal.
- If the preceding check is made, anyone with that information can make a Knowledge (Local: Pekal) or Knowledge (Geography) DC: 10 to know that Mikel LOOKS Reanaarian, and the Reanaarians have a different name for the Traveler (Huunaav).
- Knowledge (Religion) DC: 18. The Traveler's weapon is NOT a warhammer, it's a quarterstaff. Worshipers of the Traveler do not need to make a check.
- Knowledge (Religion) DC: 20. There are only two gods on Tellene who claim the warhammer: The Storm Lord and The Founder.

Smirking, Mikel closes his book and looks at Shelbi. "Look, I've ridden for four weeks solid, and I haven't smelled ANYTHING as bad as you between here and Bet Rogala. I wish I had a pink hydrangea to cover your scent."

- Ride DC 20 or Knowledge (geography) DC 20 should know that it's not more than a 10 day journey to Bet Rogala.
- Knowledge (nature) DC 20+ATL knows that a pink hydrangea is local to, and favored in, Bet Urala, the capital of Basir, in the Kalamaran empire.
- If BOTH of the preceding checks are made, a DC 20 Knowledge (geography) or Ride check knows that four weeks would be about right to get to Bet Urala.

To Shelbi: Did you kill Captain Banilor?

Shelbi sniffs. "Did he die of a poisonous smell? Then NO! Did he choke on a fishbone? Then NO! I'm a FISH MERCHANT, not a murderer!" (True)

To Shelbi: Where were you when Banilor died?

Require a Listen Check to hear Shelbi's muttering. The DC doesn't matter.

Blushing crimson in embarrassment, Shelbi mutters under her breath. "I was going to take a bath." (True)

To Shelbi: Did you kill Landin Starcatcher or Ingarin Forna?

"Oh, so I'm not just a smelly murderer, I'm a smelly MASS murderer now? NO! Leave me alone!" (True)

To Mikel: Did you kill Captain Banilor?

"I am a holy man! Why would I kill Captain Banilor?" (False: He did kill Banilor. Bluff +12)

To Mikel: Where were you when Captain Banilor died?

"I was using the jakes! Really, this is most uncalled for" (False)

You're unusually rude for a cleric.

"I'm sworn to tell the truth. Many find the truth offensive." (False, Bluff +12)

It's only 10 days to Bet Rogala?

"Uh, yes, I know. I stopped and helped a village on the way." (False, Bluff +12)

What village?

"Labat. Tiny little place."

Knowledge (Geography) DC: 15 or Knowledge (Local: Pekal) DC:20 shows that Labat isn't anywhere NEAR on the road from Bet Rogala, but could be on the way from Basir via Tokis.

Have you heard of Nalar?

"Nalar? Isn't he some wizard somewhere? That's about all I know." (False, he knows a great deal more, having met the vampire.)

Have you been to Bet Urala?

"No, never. I hope to get there someday in the service of the Traveler." (False.)

The pink hydrangea is local to Bet Urala.

"Really? Uhm, my mother grew flowers back home in Reanaaria Bay."

EVENT A

Summary: After any three rooms, proceed to Event A. The elf from Cilorealon, Landin Starcatcher, is found, dead, by Sherry. Killed by a bludgeoning weapon, this murder is nothing like the one that killed Captain Banilor. After this, proceed with 3 more rooms

As you move about the inn, it is not a witch's cackle that you hear, but a cry of fear and dismay. On the second floor, Sherry calls for help.

Let the PCs react.

Sherry slumps against the wall of the corridor, hands over her face in horror. Tears stream down her face as she stares into Landin Starcatcher's room.

Let the PCs react. Again.

Inside the room, the elf lies on his bed, apparently at peace. Except for the gaping wound in his head, he looks as if he could be sleeping. Blood leaks from his ears down his blonde hair. A double bed, plush chair, and a night table furnish the room. An oil painting of Prince Kafen decorates the wall, and the thick wool rug is slowly staining red.

- Heal DC: 10+ATL shows that Landin was killed by a bludgeoning weapon, but it could have been any bludgeoning weapon.
- Search check DC: 15+ATL finds three red-brown hairs on his body.
- Knowledge (nature) or Bardic Knowledge DC: 15 knows that reddish brown is an unusual hair color for high elves.
- Spot DC 15 sees lights coming through the eyes of the painting. This gives a +5 bonus on the Search check to find the secret door.
- Search check DC: 20 finds the hidden door to Room 2.
- There is nothing in the nightstand.
- There are no traps in the room.
- Characters with the Track feat can make Survival checks DC: 20+ATL to follow Grenor's footprints to the secret door in the painting. The marks are made in the wax on the floor. This grants a +2

bonus on the Search check to find the secret door.

- *Detect Magic* finds no magic in the room beyond what the PCs are wearing.
- If the PCs find the hidden door to room 2, give out all the certified potions found in the secret chamber.
- Search DC: 15 finds Landin's saddle bags are entirely empty, but with a scrap of paper still stuck to them. This corner matches one of the letters found in Grenor's possession

EVENT B

Summary: After all 6 rooms have been visited at least once, proceed with Event B. In Event B, Ingarin Forna, the Cosdolan emissary to Prince Kafen, screams and is found dead, torn apart by what looks like an animal.

Have the PCs make a Listen Check DC: 23+ATL. If they pass, they very faintly hear the sound of bells (This is intentionally hard. Most parties should need to roll roughly a 17 on the die or better to hear it). Then read the following boxed text.

You've checked almost every room in the inn. Glimmers of truth run through the stories you've heard, and a clear path to justice is emerging.

Of course, the loud explosion coupled with the roars of an animal from the third floor might throw some confusion on the subject.

Smoke billows from the door of Ingarin Forna's room. Inside, the ambassador is ... scattered... about the room. Blood covers every wall and gushes from where Forna's throat used to be. Her limbs litter the floor, and flames lick at the walls. The curtains are on fire, as is the bed, Forna's clothing, and her saddle bags.

Encourage the PCs to put out the fire so that the Inn doesn't burn down, if need be. Once the fires are out, the PCs can look for clues. If the PCs don't put out the fire, they take 1d6 points of fire damage for every round that they spend searching, and can only search for 8 rounds as the building burns down around them.

- Heal check DC: 5 sees that she was killed not by the fire, but definitely by the claw marks.
- Spot DC: 5 There is no creature in the room that could have caused the wounds.
- Heal DC 20: The marks are consistent with the claws and teeth of a large cat.
- A Heal check DC 10 plus a Knowledge (nature) check DC: 21 recognizes the claw marks of a tiger.
- Knowledge (arcana) DC: 21 knows that a fiendish tiger could have caused the same wounds.
- Characters with the Track feat can make DC: 15 Survival checks to recognize the tiger tracks in the blood and loose threads in the rug. They started right in the room, leap to where the body is, and then circle and disappear. There are also bootprints that do not match Forna's boots.
- *Detect Magic* finds five auras.
- Four of the auras are dim, and one is moderate. The dim auras focus around where the tracks start. The moderate aura is on one of Forna's saddlebags.
- Spellcraft DC: 18 identifies the dim Evocation aura (probably the *fireball*)
- Spellcraft DC: 19 identifies two dim Conjunction (Teleportation) auras. This is the *dimension door* used to get the mind controlled Groda and the tiger into the room, and the one that took Groda away.
- Spellcraft DC: 20 identifies the dim Conjunction (Summoning) aura that dissipated when the tiger had killed Forna and went back to its evil plane. *Summon monster V (Fiendish tiger)*
- Spellcraft DC: 20 identifies the moderate Enchantment (Compulsion) aura of the *symbol of sleep* protecting Forna's papers.
- Search DC: 30 finds the *symbol of sleep* on Forna's paper without setting it off. Turning it off is either a Disable Device DC: 30 or a successful dispel magic vs DC 20 (Caster level 9).
- If the PCs pass the saves vs. the *symbol of sleep* or bypass it, the documents inside are sensitive agreements and guarantees between Cosdol and Pekal, and should be delivered directly to Prince Kafen.

- It looks like the *fireball* was cast by Fornia to defend herself against the tiger.
- *Detect psionics* finds no psionics in this room.

EVENT C

Summary: Event C is the finish up Event. The PCs should have the chance to check any room over again, but should do so quickly. They then need to present their findings to the guards. If the PCs have identified the correct murderers, there is ATL specific combat as some or all of them try to escape.

Have the PCs congregate back in the common room with all the people in the Inn.

The lieutenant of the watch looks at you as you trundle downstairs, his men elsewhere. Three bodies rest under tarps near the door. The occupants of the inn cannot keep their eyes off the three lumps, and Sherry is crying quietly in the corner. Sal looks ready to pass out.

"Two MORE murders, eh. You better hope you've got good explanations. Otherwise you twist in the wind tomorrow."

Let the PCs make their accusations and present their evidence for each of the murders.

- Mikel killed Captain Banilor with a necromantic dagger. If the PCs look really hard they can find the dagger in the outhouse. Make this a disgusting search.
- Grenor the hobgoblin killed Landin Starcatcher (the elf).
- Groda Orecrusher killed Ingarin Fornia, but only because she was *dominated* by Shamhalf Sweetroot. Under the law, Groda Orecrusher is innocent because she was mind controlled, so the true criminal is Shamhalf Sweetroot.

If the PCs get all of the accusations wrong, proceed to Conclusion A. If they get some of the accusations right and some wrong, proceed with this encounter, but only attack them if they identify the right attacker for their ATL. If they get it wrong, proceed to Conclusion B. If they get all three accusations right, proceed with this Encounter, then go to Conclusion C.

If the PCs get any of the accusations wrong, and do not identify Mikel, Grenor, and Shamhalf Sweetroot, whoever was NOT accused stays quiet. The PCs will lose experience for this. The final combats ONLY occur if the right person has been accused at each ATL. ONLY the criminals specified try to resist arrest at each ATL.

Unless *dominated* by Shamhalf at higher ATLs, Zelnab and Groda Orecrusher place themselves between the fight and Shelbi, Sherry, and Sal.

ATL 1-3

The lieutenant binds the criminals in manacles, but upon arriving at Mikel, suddenly grunts as Mikel spins and plants a dagger in his belly. Drawing his rapier, he spits "Nalar will feed on your raised corpses, swine."

Mikel: Rogue 4, hp: 26

Mikel will use his Improved Feint as often as possible to gain the benefits of his sneak attack.

ATL 5

The lieutenant binds the criminals in manacles, but upon arriving at Grenor, suddenly flips backward as the hobgoblin swings his mace upwards into the watchman's face. "Die, you rebel piglickers."

Grenor: Fighter 7, hp: 88

ATL 7

Grenor and Mikel are not working together in their crimes, but will fight together to escape.

The lieutenant moves to bind the criminals in manacles, but collapses as Mikel and Grenor both strike at him, dagger and mace. With a quick glance at each other, they turn to face you.

Mikel: Rogue 4, hp: 26

Grenor: Fighter 7, hp: 88

Mikel will use his Improved Feint as often as possible to gain the benefits of his sneak attack. Grenor will move to flank if he can.

ATL 9

The lieutenant moves to bind the criminals in manacles, but collapses with blood running out his ears as he approaches Shamhalf. "That pig of a dwarf was going to turn me in. I'm not hanging for the College!"

Shamhalf: Psion (telepath) 10, hp: 31

Shamhalf will open up with an *Augmented Psionic Dominate* (See Appendix II). He manifests it with 10 power points, so it affects 2 people within 15 feet of each other, lasts for 1 hour (not concentration), and the save is Will DC 22 to negate. If you are feeling particularly nasty, you can *dominate* Groda Orecrusher again to gain the services of a depleted 9th level wizard. Enjoy.

ATL 11+

The lieutenant moves to bind the criminals in manacles, but collapses with blood running out his ears as he approaches Shamhalf. "That pig of a dwarf was going to turn me in. I'm not hanging for the College!" Mikel and Grenor quickly draw weapons and move in front of Shamhalf.

Shamhalf: Psion (telepath) 10, hp: 31

Mikel: Rogue 4, hp: 26

Grenor: Fighter 7, hp: 88

Mikel will use his Improved Feint as often as possible to gain the benefits of his sneak attack. Grenor will move to flank if he can.

Shamhalf will open up with an *Augmented Psionic Dominate* (See Appendix II). He manifests it with 10 power points, so it affects 2 people within 15 feet of each other, lasts for 1 hour (not concentration), and the save is Will DC 22 to negate. If you are feeling particularly nasty, you can *dominate* Groda Orecrusher again to gain the services of a depleted 9th level wizard. Enjoy.

CONCLUSION A

Read this conclusion only if the PCs didn't make any of the correct accusations.

The prospect of being hung concentrates the mind wonderfully. As you climb the gallows, you remember the laughter of the lieutenant at your feeble accusations. Surrounded by guards, there's still the chance of a royal pardon. Any minute now...

Characters can get out of this ONLY if they possess the "Favor of Prince Kafen" cert. The "Fang of Vevisalakale" cert does not count. If they do not, they are hung. They cannot be raised. They were the weakest link. Goodbye.

CONCLUSION B

Read this conclusion if the PCs get one or two of their accusations correct.

A hanging is always a disturbing site. As the bodies of the accused swing in the cold winter wind, you have a nagging feeling that you missed something. Somewhere, some link. And some innocent person hangs by the neck because of your actions.

CONCLUSION C

Read this conclusion if the PCs get all 3 accusations correct.

Shamhalf, Grenor, and Mikel decorate a gallows. A hanging is never pleasant, but you have exacted justice this day. The country will recover from the loss of Captain Banilor, and condolences and explanations are on their ways to Cosdol and Cilorealon. You leave the Inn of the Witches Cackle, back into Pekal again. Welcome home.

Experience and Treasure

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

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

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Solves Captain Banilor's murder	150	300	450
Solves Landin Starcatcher's murder	100	200	300
Accuses Groda Orecrusher of killing Ingarin Forna Or Accuses Shamhalf Sweetroot of killing Ingarin Forna	100	200	300
Event C: Kills/capture the resisting criminals.	100	200	300
<i>Discretionary Role Playing Experience</i>	50	100	150
Total Possible	500	1000	1500

TREASURE

Room 2 or Event A: 6 Potions of *Cure Serious Wounds*, 3 potions of *Lesser Restoration*, 3 potions of *Protection from Energy*, 2 potions of *Heroism*, 2 potions of *Neutralize Poison*, 2 potions of *Remove Curse*.

Event C: 600 Victories each from equipment resale.

OTHER AWARDS

Appendix I: NPCs and Monsters

Mikel

Male Kalamar Human Rogue 4
AL LE Medium Human

Attack and Movement

Init: +3
Melee: +5 (1d6+1, 18-20x2, mw rapier)
Ranged:
Full Atk: +5 (1d6+1, 18-20x2, mw rapier)
Base Atk: +3 Grp: +4
SA: Sneak attack +2d6
Speed: 30

Defense

hp: 26
AC: 17, touch 13, flat-footed 17
Fort: +3, Ref: +6, Will: +0
SQ: Evasion, trapfinding, trap sense +1, uncanny dodge

Spells

Traits

Racial:
Abilities: Str 12, Dex 16, Con 14, Int 14, Wis 8, Cha 14
Skills: Bluff +9, Disable Device +9, Escape Artist +10, Hide +10, Intimidate +9, Listen +6, Move Silently +10, Open Lock +10, Search +9, Sense Motive +6, Tumble +10
Feats: Combat Expertise, Improved Feint, Skill Focus (Bluff)
Languages: Low Kalamaran, Merchant's Tongue, Reanaarese
Deity Worshiped: Storm Lord

Equipment:

mw rapier, chain shirt

Description and Errata

Combat Text -
He will use his Improved Feint at every opportunity to use his sneak attack.

Grenor

Male Kalamar Hobgoblin (Kors) Fighter 7
AL LE Medium Humanoid

Attack and Movement

Init: +7
Melee: +12 (1d8+9, +1 heavy mace)
Ranged:
Full Atk: +12/+7 (1d8+9, +1 heavy mace)
Base Atk: +7 Grp: +11
SA: Power Attack, Combat Reflexes
Speed: 20

Defense

hp: 88

AC: 20, touch 11, flat-footed 19

Fort: +10, Ref: +5, Will: +1

SQ: darkvision

Spells

Traits

Racial: +2 racial bonus to all Appraise and Craft checks when dealing with weapons, armor, and raw metals. +4 racial bonus to all Hide checks.

Abilities: Str 18, Dex 16, Con 20, Int 10, Wis 9, Cha 8

Skills: Hide +7, Ride +10

Feats: Combat Reflexes, Improved Initiative, Improved Toughness, Power Attack, Quick Draw, Weapon Focus (Heavy Mace), Weapon Specialization (Heavy Mace)

Languages: Hobgoblin (Kors), Low Kalamaran

Deity Worshiped:

Equipment:

+1 heavy mace, +1 full plate armor, Periapt of Health +2, Gauntlets of Ogre Power +2.

Description and Errata

reddish brown hair.

Combat Text -

Grenor uses his mace with two hands and so gains the 1.5 x Str bonus to damage.

Shamhalf Sweetroot

M Pekal Golden Halfling Psion (telepath) 10

AL N Small Humanoid

Attack and Movement

Init: +0

Melee: +4 melee touch (power)

Ranged: +6 ranged touch

Full Atk: +4 melee touch

Base Atk: +5 Grp: -1

SA: psionic powers

Speed: 20

Defense

hp: 61

AC: 23 (+1 size, +8 inertial armor, +4 deflection(mental barrier)), touch 15, flat-footed 15

Fort: +6, Ref: +4, Will: +10

SQ: low light vision

Spells

Power Points-109 (has already used 14 for mindwipe and dominate)

Powers 1-charm, psionic, conceal thoughts, detect psionics, inertial armor, mind thrust

2-biofeedback, cloud mind, concussion blast, read thoughts

3-empathic transfer, hostile, energy wall, mental barrier, psionic blast

4-dominate, psionic, correspond, mindwipe, modify memory, psionic

5-adapt body, mind probe, psychic crush, true seeing, psionic

Traits

Racial: +2 racial bonus against fear
Abilities: Str 6, Dex 10, Con 14, Int 24, Wis 14, Cha 14
Skills: Bluff +15, Concentration +15, Diplomacy +19, Gather Information +5, Knowledge (Psionics) +20, Profession (apothecary) +15, Psicraft +22, Sense Motive +15
Feats: Improved Initiative, Overchannel, Psionic Body, Psionic Endowment, Psionic Meditation, Quicken Power, Talented
Languages: Low Kalamaran, Fhokki, Halfling, Merchant's Tongue, Low elven, Krangi
Deity Worshiped:

Equipment:
headband of intellect +2

Description and Errata

Combat Text -
Shamhalf will try and dominate other characters to protect him. He is able to use a Quickened power, a normal power, and then use his move action to regain his psionic focus in one round. He will Overchannel Mind Thrust against tough characters (barbarians and fighters)

Zelnab the Subtle

Male Elos Desert Drow Monk
AL LN M humanoid

Attack and Movement

Init: +6
Melee: +8 (2d8+2 x2, unarmed strike)
Ranged: +8/+8/+3 (1d2, shuriken)
Full Atk: +8/+8/+3 (2d8+2, unarmed strike)
Base Atk: +6 Grp: +8
SA: flurry of blows, unarmed strike, ki strike (magic)
Speed: 60

Defense

hp: 64
AC: 19, touch 18, flat-footed 17
Fort: +8, Ref: +8, Will: +10
SQ: Darkvision, Fast Movement, Improved Evasion, Light Sensitivity, Monk AC Bonus, Purity of Body, Slow Fall 40 ft, Still Mind, Wholeness of Body,

Spells

Traits

Racial: +2 on Craft (Alchemy) checks to identify or make poisons. +2 racial bonus to Will saves against spells or spell-like effects, immune to magic sleep spells and effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

Abilities: Str 14, Dex 14, Con 14, Int 12, Wis 19, Cha 8
Skills: Balance +14, Escape Artist +16, Hide +18, Jump +14, Move Silently +16, Spot +6, Tumble +14
Feats: Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack, Improved Trip, Mobility, Stunning Fist
Languages: Drow, Low Kalamaran, Merchant's Tongue
Deity Worshiped:

Equipment:
Periapt of Wisdom +2, Bracers of Armor +1, Ring of Protection +1, 15 shuriken

Description and Errata

Combat Text -

Unless dominated, Zelnab will put himself between combat and the innocent commoners in the Inn and will take no action. His bonuses to enchantment spells and effects (racial and Still Mind) apply against psionics, but due to magic and psionics being different, his bonus against spells and spell-like effects do not.

Groda Orecrusher

Female Ka'Asa Mountains Mountain Dwarf Wizard 9
AL LG M Humanoid

Attack and Movement

Init: +1
Melee: +1 (1d6-1, quarterstaff)
Ranged: +4 (spells)
Full Atk: +1 (1d6-1, quarterstaff)
Base Atk: +4 Grp: +2
SA: spells
Speed: 20 (even when encumbered)

Defense

hp: 45
AC: 19 (+1 Dex, +4 *mage armor*, +4 *shield*), touch 11, flat-footed 18
Fort: +4, Ref: +2, Will: +4
SQ: Darkvision

Spells

0 (4/day) Any
1 (6/day) charm person, color spray, mage armor (used), magic missile x2, shield (used),
2 (5/day) Melf's Acid Arrow, Mirror Image, Scorching Ray x2, See Invisibility
3 (4/day) Dispel Magic, Fireball, Haste, Vampiric Touch
4 (3/day) Dimension Door x2 (used), Stoneskin (lost with level drain)
5 (2/day) summon monster V (used), dominate person (lost with level drain)

Traits

Racial: Stonecunning, +1 vs goblinoids and orcs, +4 Dodge bonus to AC vs giants, +2 vs poison, +2 vs spells and spell-like effects, Stability, +2 on Appraise and Craft with metal, +2 on Survival in the mountains

Abilities: Str 8, Dex 12, Con 16, Int 20, Wis 10, Cha 10

Skills: Concentration +13, Decipher Script +15, Diplomacy +6, Knowledge (arcana) +15, Knowledge (local) +5, Sense Motive +4, Spellcraft +17

Feats: Craft Wand, Scribe Scroll, Spell Focus (Evocation), Spell Focus (Conjuration), Spell Penetration, Weapon Focus (Ray)

Languages: Draconic, Dwarven, Low Kalamaran, Brandobian, Merchant's Tongue

Deity Worshiped:

Equipment:

Wand of Magic Missile, 5 charges.

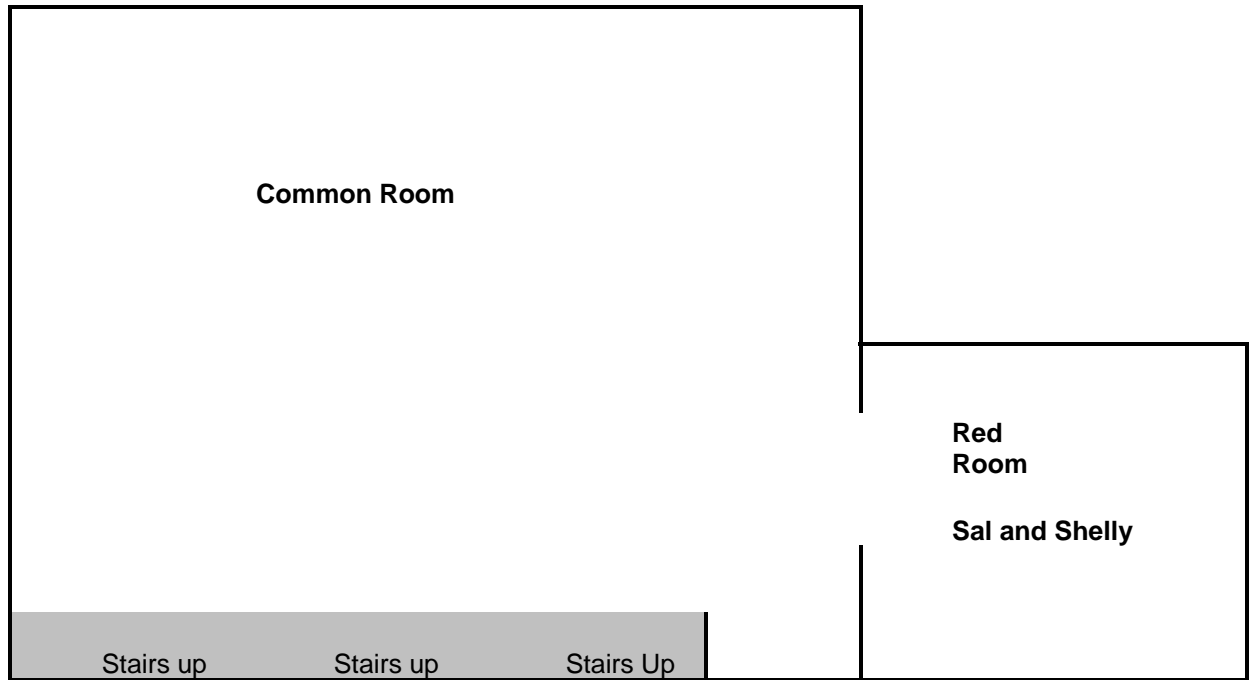
Description and Errata

Combat Text -

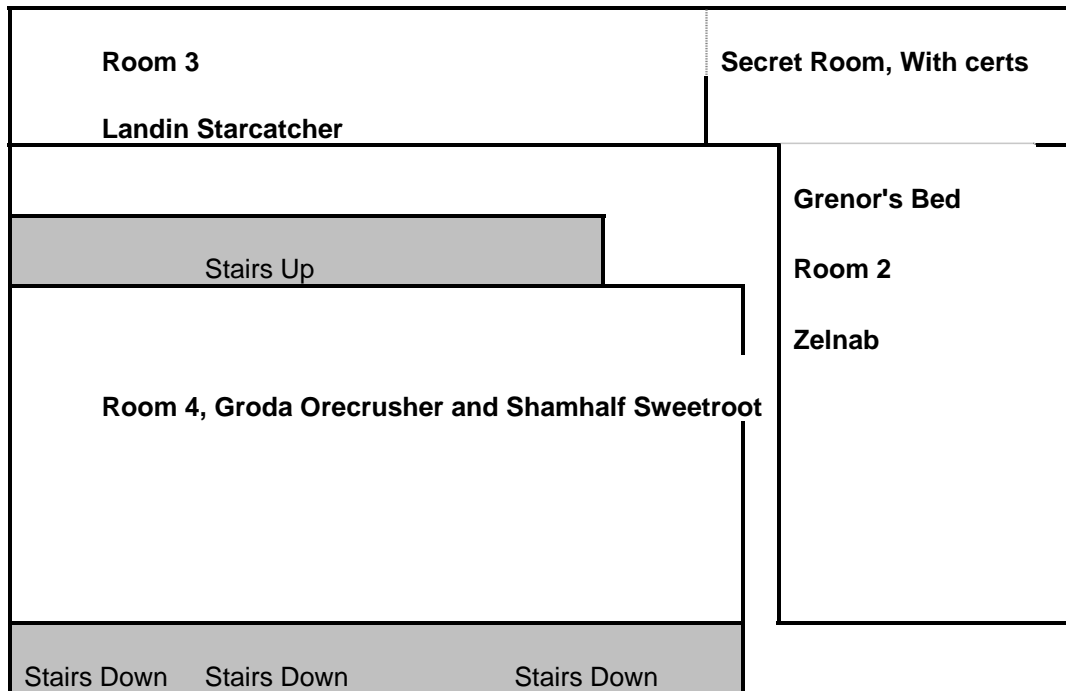
Groda has 2 negative levels applied to her stat block from the mindwipe that Shamhalf manifested on her. Her effective caster level is 7, and she has lost 2 spells in addition to what she used earlier.

Appendix II: Maps

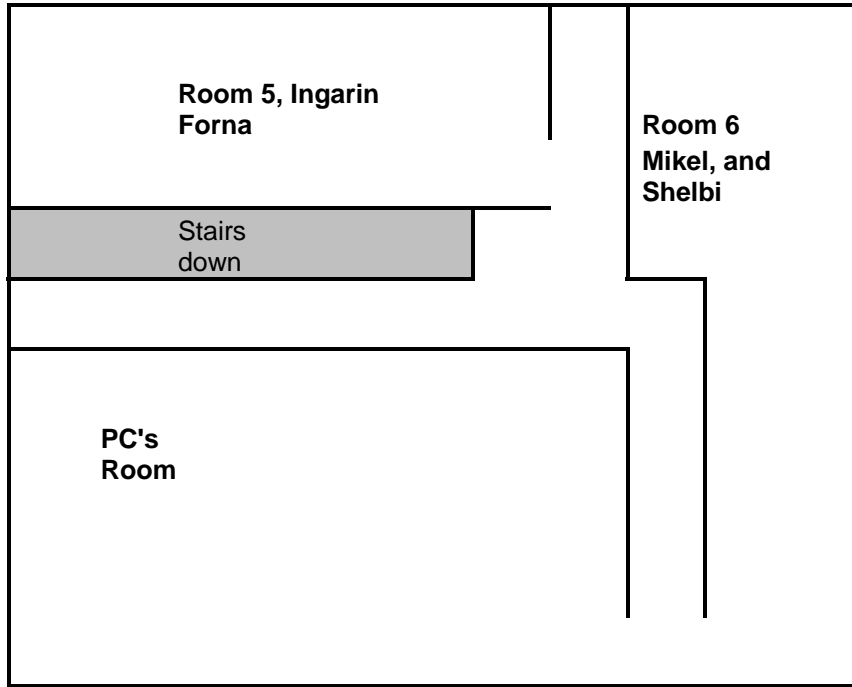
1st Floor



2nd Floor



3rd Floor



Appendix III: Additional Rules

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

PSIONIC POWERS OVERVIEW

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

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

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

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

MANIFESTING POWERS

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

CHOOSING A POWER

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

CONCENTRATION

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

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

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

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

Repeated damage does not count as continuous damage.

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

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

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

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the power you're manifesting) or lose the power.

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

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

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

MANIFESTER LEVEL

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

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

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

POWER FAILURE

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

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

THE POWER'S RESULT

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

SPECIAL POWER EFFECTS

Certain special features apply to all powers.

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

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

POWERS AND POWER POINTS

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

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

need to sleep for some reason, he still must have 8 hours of restful calm before regaining power points.

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

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

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

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

USING STORED POWER POINTS

A variety of psionic items exist to store power points for later use, in particular a storage device called a *cognizance crystal*. Regardless of what sort of item stores the power points, all psionic characters must follow strict rules when tapping stored power points.

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

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

POWER POINTS

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

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

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

Table: Power Points by Power Level

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

PSIONIC SKILLS

SKILL DESCRIPTIONS

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

Table: Skill Synergies

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

AUTOHYPNOSIS (WIS; TRAINED ONLY)

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

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

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	20
Resist fear Fear effect	DC
Tolerate poison Poison’s	DC
Willpower	20

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

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can’t memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don’t recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you

can substitute a DC 15 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

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

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

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

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

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

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

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

CONCENTRATION (CON)

You are particularly good at focusing your mind.

The following are additional uses for the concentration skill.

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

an active power, directing a power, or using a psi-like ability.

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

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

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous damage last dealt	Taking continuous damage during the action. ³
15 + power level	Attempting to manifest a power without its display.
15	Entangled.
Distracting power's save DC	Distracted by non-damaging power. ⁴
20	Gain psionic focus.
20	Grappling or pinned. (You can manifest powers normally unless you fail your Concentration check.)
Distracting power's save DC	Weather caused by power ⁴
1 If you are trying to manifest, concentrate on, or direct a power when the distraction occurs, add the level of the power to the indicated DC.	
2 Such as during the manifestation of a power with a manifesting time of 1 round or more. Also from an attack of opportunity or readied attack made in response to the power being manifested (for powers with a manifesting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).	
3 Such as from standing in natural fire or lava.	
4 If the power allows no save, use the save DC it would have if it did allow a save.	

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

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

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

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

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

Special: You can use Concentration to manifest a power or use a psi-like ability defensively, so as to

avoid attacks of opportunity altogether. The DC of the check is 15 + the power's level. If the Concentration check succeeds, you can manifest normally without provoking any attacks of opportunity. If the Concentration check fails, the power also automatically fails and the power points are wasted, just as if your concentration had been disrupted by a distraction.

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

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

KNOWLEDGE (PSIONICS) (INT)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with

the phenomena of psionics in all its many manifestations.

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

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

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

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

PSICRAFT (INT; TRAINED ONLY)

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

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

Psicraft DC	Task
15 + power level	Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.
15 + power level	When manifesting detect psionics, determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + 1/2 manifester level.) No action required.
15 + power level	Address a power stone to figure out what power or powers it contains.
20 + power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20 + power level	Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.
25 + power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.
20	Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The player does not see the result of this check.
30 or higher	Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

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

Action: Varies, as noted above.

Try Again: See above.

Special: A psion gains a +2 bonus on Psicraft checks when dealing with a power or effect from his discipline.

If you have the Psionic Affinity feat, you get a +2 bonus on Psicraft checks.

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

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

USE PSIONIC DEVICE (CHA; TRAINED ONLY)

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

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

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

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

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

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

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

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

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

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

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

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

Emulate a Race: Some psionic items work only for certain races, or work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

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

Use a Power Stone: Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This use of the skill allows you to use a power stone as if you had a particular power on your class power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone.

Note: Before you use a power stone, you must first have addressed it to determine what powers it contains. In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above). This use of the skill applies to other power completion psionic items.

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

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

Special: You cannot take 10 with this skill.

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

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

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

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

PSIONIC FEATS

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

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

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

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

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

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

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

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

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

PSIONIC ENDOWMENT [PSIONIC]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus. You add 1 to the save DC of a power you manifest.

PSIONIC MEDITATION [PSIONIC]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

QUICKEN POWER [METAPSIONIC]

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

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

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

Manifesting a quickened power does not provoke attacks of opportunity.

TALENTED [PSIONIC]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

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

PSIONIC POWERS

Adapt Body

Psychometabolism

Level: Psion/wilder 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

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

Biofeedback

Psychometabolism

Level: Psion/wilder 2, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: Psion/wilder 3, psychic warrior 1

You can toughen your body against wounds, lessening their impact. During the duration of this power, you gain damage reduction 2/–.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

Charm, Psionic

Telepathy (Charm) [Mind-Affecting]

Level: Telepath 1

Display: Mental

Manifesting Time: 1 standard action

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

Target: One humanoid

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

As the *charm person* spell, except as noted here.

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

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. If you spend 4 additional power points, this power's duration increases to one day per level.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Cloud Mind

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: None

Manifesting Time: 1 standard action

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

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind.

This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Conceal Thoughts

Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 standard action

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

Target: One willing creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

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

Concussion Blast

Psychokinesis [Force]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A subject you select is pummeled with telekinetic force for 1d6 points of force damage. You can choose to have the power deal an equal amount of nonlethal damage instead. *Concussion blast* always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

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

1. For every 2 additional power points you spend, this power's damage increases by 1d6 points.
2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Correspond

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Mental

Manifesting Time: 10 minutes

Range: See text

Target: One creature with an Intelligence score of 3 or higher

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 7

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

Detect Psionics

Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone -shaped emanation centered on you

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

Saving Throw: None

Power Resistance: No

Power Points: 1

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

1st Round: Presence or absence of psionic auras.

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

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

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

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, *detect psionics* indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Detect Psionics

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

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

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

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

Dominate, Psionic

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4
Display: Mental
Manifesting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid
Duration: Concentration
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

As the *dominate person* spell, except as noted here.

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

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Empathic Transfer, Hostile

Telepathy [Mind-Affecting]

Level: Telepath 3, psychic warrior 3
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half
Power Resistance: Yes
Power Points: 5

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

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

1. For every additional power point you spend, you can transfer an additional 10 points of damage (maximum 90 points per manifestation).
2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you.

Energy Wall

Metacreativity (Creation) [see text]

Level: Psion/wilder 3
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Area: An opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels
Duration: Concentration + 1 round/ level
Saving Throw: Reflex half or Fortitude half; see text
Power Resistance: No

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an immobile sheet of energy of the chosen type formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing through the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

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

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

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

Sonic: A sheet of this energy type deals –1 point of damage per die and ignores an object’s hardness.

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

Inertial Armor

Psychokinesis

Level: Psion/wilder 1, psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1; see text

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can’t bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

Mental Barrier

Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 5

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it’s not your turn; however, you must manifest it prior to an opponent’s attack roll in order to gain this power’s benefit against that attack.

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

1. If you spend 4 additional power points, the deflection bonus to Armor Class increases by 1.
2. For every additional power point you spend, this power’s duration increases by 1 round.

Mind Probe

Telepathy (Charm) [Mind-Affecting]

Level: Telepath 5

Display: Auditory, material, and visual

Manifesting Time: 1 minute

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Mind Thrust

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

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

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

Mindwipe

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. For each negative level it gains, a psionic creature loses

knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack.

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

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

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

Modify Memory, Psionic

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As the *modify memory* spell, except as noted here.

Psionic Blast

Telepathy [Mind-Affecting]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. *Psionic blast* stuns all affected creatures for 1 round.

Augment: For every 2 additional power points you spend, the duration of the stun effect increases by 1 round.

Psychic Crush

Telepathy [Mind-Affecting]

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

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

True Seeing, Psionic

Clairsentience

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 9

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

APPENDIX IV: Player Handout 1

Pekal needs you. Please return home via the Inn of the Witch's Cackle. You will be met by an old man with a grey beard and bad lungs.

Good luck.
C. B.

APPENDIX V: Player Handout 2

***Fond Regards,
Nalar***

APPENDIX VI: Player Handout 3

*Do not let Cilorealon communicate with Kafan.
Kabori.*

APPENDIX VII: Player Handout 4

***Captain Banilor has inconvenienced me.
Reprimand him sharply. Leave no trace beyond
my thank you.***