

KET6-05

Honest Work

A One-Round D&D® LIVING GREYHAWK™

Regional Adventure set in Ket

by Stephen Baker

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Every true Ketite loves horses, so who wouldn't jump at a chance to guard a herd of valuable Ad'vashda mares on their way to Veluna? Besides, it's a beautiful summer day--the sun is shining, the birds are singing and the Threshers are nowhere in sight. What could possibly go wrong? An adventure for character levels 1 to 14. (APLs 2-12)

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

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

Preparing for Play

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLS are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins

whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

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

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

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

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

Adventure Background

Trade Goods & Taxes

Ket occupies a unique geographical location in the Flanaess. Mountain ranges form a wall between the eastern and western Flanaess, and the only practical way through this wall is to follow the Tuflik River through a gap in the Tusman Hills on one side of Ket, travel across Ket and then follow one of several routes thorough the mountains on the other side of Ket. (Vice versa if you are traveling in the opposite direction.)

Many centuries ago, the rulers of Ket looked at the trade caravans crossing Ket, and realized that they were sitting on a goldmine. They started to charge taxes on the trade goods flowing across their lands, and fostered a new era of prosperity in Ket. Currently, all trade goods are charged a transit tax of between 2% to 5% of their value, the exact tax rate depending on the type of item being transported. Normal trade goods tend to be taxed at the lower end of the scale, while more valuable items—gems, jewelery, rare wines, silks, gold, etc.—are taxed at the highest rates.

Although one would think that all trade organizations would oppose this tax, the association known as the Mouqollad Consortium strongly supports it, mainly because they have been granted a large tax reduction on goods carried by their trade caravans. They gained this tremendous competitive advantage through negotiation with the Ket government coupled with several direct and sizeable contributions to Ket (and likely to a few government officials).

Goods that enter Ket for the purpose of being sold in Ket are only taxed at 1% to 2% of their value, but the goods are carefully bonded and re-inspected at several points to ensure that the goods are not smuggled out the other side of the country after being taxed at the lower "import-only" rate.

Due to its substantial tax revenues, Ket is one of the few countries of the Flanaess that does not export any goods in large quantities. However, a few high-quality items are sold in small quantities to discriminating buyers in other parts of the Flanaess:

- Horses, for which Ket is renowned throughout the Flanaess

- *Bosq*, a fiery liquor unique to Ket, derived from the yarpick nut that forms the staple diet for most of the population. *Bosq* is often delicately seasoned with exotic flavorings to increase its value.
- Copper, silver and gems from mines in the Yatil Mountains
- Top quality rugs, which, for some unknown reason, appear in the hands of local villains throughout the Flanaess...

Dishonest merchants trying to pad their bottom line will import goods into Ket supposedly to sell to Ketites—paying the low “import only” tax rate—then smuggle the goods out the other side of Ket to sell in another part of the Flanaess. The money they pocket due to the difference in the tax they paid versus the tax they should have paid can be very profitable

Horses

Horses have a unique place in Ket society for two reasons—

- being a Baklunish nation, Ket’s ancestors were nomads, and the horse is an honorable reminder of this, even to those who are now urban dwellers;
- A few centuries ago, Ket was overrun by the Brazen Horde—a nomadic horse-culture people. The Horde eventually left, but the Ketites adopted their love of horses.

Horse lineage and breeding receives much attention and is frequently more important to the Beys (the nobles) than the people that work their lands.

Even such notables as Rary the Traitor (or “Rary the Great Patriot”, depending on your political persuasion) have been known by their association with horses (Rary’s nickname being “the Rider”).

Horses are so loved by Ketites that under the laws of the country, horses have greater legal rights than foreigners and non-residents, a situation that has surprised many visitors to Ket. Ketites of a more conservative hard-line nature will often bring this to the attention of those who are lower than horses on the legal ladder, such as Elves and other people who have been the long-time targets of prejudice.

The Bey of Kilar and his Ad’vashda Light Warhorses

The flat plains tucked into the northwest corner of Ket, where the Yatil Mountains meet the Tusman Hills, are the ancestral lands of the Bey of Kilar. Most of the horses

bred in Kilar are regarded as average by Ket standards, although they would likely be considered superb mounts in most other countries. However, Faïd, the Bey of Kilar is renowned for his herd of light warhorses called the Ad’vashda (in Ancient Baklunish: “GhostDragons”). It is said that the Bey is able to trace the lineage of the Ad’vashda back to the Baklunish Empire itself. The Bey considers Ad’vashda stud stallions to be more valuable than most members of his family, and he never sells them—with one exception, noted below. The breeding mares are occasionally sold for extravagant prices, and are highly desired in the Eastern Flanaess, where horses of their superior breeding are largely unavailable.

It is customary for the Bey to provide one gelding and one breeding mare to the Beygraf each year in return for grazing rights in the Yatil foothills north of Kilar, as well as a reduction in taxes (or even complete tax amnesty for the year if the Beygraf is particularly pleased with the Bey’s latest gift of Ad’vashda stock.) The Beygraf is also the only person who is known to be able to command the sale of an Ad’vashda stallion for his herd.

Kai Blackstone (noted later) does have a book on the lineage of the mares that he has purchased that includes a detailed genealogy going back some 600 years for each animal, which is truly impressive. He can and will discuss this at length with anyone showing an interest – he is genuinely interested in this.

Coyotes

The Coyotes used in **Encounter Two** are derived from Wolf and Dire Wolf animal stat blocks, although they typically concentrate on flanking rather than tripping. Since wolves and coyotes occupy the same niche in the local ecosystem, they generally do not co-exist. Coyotes are much more cunning than wolves at avoiding traps and hunters though, and when wolves are exterminated or driven out of an area; coyotes are very successful at moving in and prospering in close proximity to humans. In the case of Ket, wolves have been specifically targeted by hunters in the area outside the Bramblewood in order to protect Ket’s ever-expanding horse herds. (The same tactic has been attempted in the Bramblewood Forest as well, but there has been considerably less success there.) This has allowed coyotes to move into the areas vacated by wolves.

Kai Blackstone

Kai Blackstone, the human “merchant” who will hire the players, is a charming man in his thirties. Originally from Furyondy, he has spent most of his adult life in Dyvers, using it as a base to travel along the length of the Volverdyva-Tuflik-Fals (VTF) trade route. He is a crafty

individual but well aware of his physical limitations. He avoids confrontation and actually spends much of his time in countries with strict laws (or supposedly strict laws). This love of the law has nothing to do with his own moral code (which is supremely flexible—he is a worshipper and Favored Soul of Oldimarra) but rather reflects his desire to use local laws to protect himself from harm. That is his only use for the law, since most of what he does varies from questionably legal to entirely illegal. He neither attempts to directly harm others in these pursuits nor to act in a directly confrontational manner—that might prove dangerous—but legality of an action is never a real concern for him. While in the Baklunish West he typically dresses in the flowing blue and green robes of the Paynim (popular in many parts of the West, not just with the nomads of the Plains) and a fashionable black turban.

Kai is always looking for a get-rich quick scheme, and has succeeded at several. However, his propensity for quickly spending all his “earnings” means he is always on the look-out for another plan.

Some years ago in an ill-favored part of the Gnarley Forest, Kai saved the life of Farid, a member of the Ket military, and the second son of the Bey of Kilar. Although the rescue might have been entirely fortuitous (and Kai is certainly one to embroider a tale where it suits him), the result was that the Bey of Kilar felt that he owed Kai a substantial debt for the life of his son. Although that debt has now been wiped clean by the recent sale of ten Ad’vashda mares to Kai (see below), the Bey’s family still remains quite friendly and is willing to act on his behalf in Ket.

Kai’s current get-rich scheme is to smuggle high-quality sapphires through Ket without paying taxes on them, and then sell them in the Free City of Greyhawk for a substantial profit. To this end, he has purchased 150 high quality sapphires directly from a wholesaler. They are each 5-8 carats (the size of a small marble), and will be worth an average of 500 gp each in Greyhawk City. Kai hopes to avoid paying the Ketite transit tax of 5% of the value of the gems—a total of 3750 gp tax based on their total value of 75,000 gp. He will also try to avoid paying taxes on the gems in the other countries he will be passing through on the way to Greyhawk City. If he succeeds, he will have saved over 10,000 gp in unpaid taxes even before he sells the gems for considerable profit.

To accomplish this, Kai has come up with a cover scheme that could actually add to his profit as well. He has used the favor owed to him by the Bey of Kilar, as well as 15,000 gp and a lot of influence, to purchase ten Ad’vashda breeding mares from the Bey’s herd. He loves

mares almost as much as a Ketite, and has set himself up as a legitimate horse merchant, even to the point of having a respected and well-known horse buyer waiting in Greyhawk City itself. These ten mares are all young for breeding stock, having barely reached 4 years of age, but they are superior specimens, and will fetch a minimum of 3500 gp, and likely much more, depending on the mood of the waiting buyer and current market demand. Kai hopes to make a gross return of 35,000–40,000 gp for the horses, which should provide him with a handsome profit even after deducting his initial purchase price, maintenance for the horses, travel expenses, and taxes—which Kai will willingly pay as part of his cover.

The choice of horses for his “cover” is a wise and deliberate move. Horses receive much respect in Ket, far more so than many sentient beings. This cultural love of and respect for horses extends to the tax code, for breeders are only charged an export tax of 1% of value. Likewise, breeding stock is treated with the utmost respect and there would be more chance of an uncorrupt day in Tusmit than for Ketite officials to mistreat or even inspect horses to the same degree as other goods. Although the horses will not be seen in the same exalted light in the other countries along the trade route between Ket and Greyhawk City, Kai is really only worried about the capabilities of Ketite officials to discover his crimes. (He considers Veluna to be a hopeless basket case for criminal detection, Verbobonc to be just too small to really do anything effective and Dyvers...well, let us just say that he expects to be well-received in the City of Sails after a few well-placed “donations” His final destination of Greyhawk itself doesn’t worry him at all, despite recent attempts to introduce tighter laws... or any laws at all for that matter...)

To marry these two schemes, what Kai has done would be considered a crime of epic proportions in Ket. First, he consulted healers and Ketite horse experts about what types of material would not be internally harmful to horses. (The experts were under the impression that the material would be used for the benefit of the horses.) He split up his 150 sapphires into ten small bundles, and wrapped each bundle in the special material that he believes will not cause internal irritation or infection in a horse. He then surgically opened up each mare (quite carefully, though, since he has no desire to damage the horses in any way), and inserted one of the bundles of sapphires in the horse. He then healed each horse back up again with *cure light wounds* wands. The insertion of the sapphires will not damage the horses in any fashion, at least physically, but that will not prevent this from being treated as a crime akin to horse theft in Ket if Kai is discovered.

Each bundle is very small, and there is no means of determining that the sapphires have been inserted short of magical detection. The healing of the spell removes all scars and similar issues, leaving the horse in the same condition that it was in prior to the incision being made. This is not to say that detecting the issues with the horses is not impossible, just very difficult. It is a Knowledge (nature) check [DC 30] to determine that there is something untoward about the horses. If that is successful, it is then a Heal check [DC 35] to note that there is indeed a problem with the horses, although not something that is endangering their health. A Search check [DC 40] can then locate the bundles, although getting them out will take a significant effort (and the characters should be warned about damage to the horses). There is a +12 circumstance modifier to the Search check if the characters have some sort of reasonable suspicion about what they are searching for in the horses. How the characters react to this information can be a major part of the adventure.

This exposure and cost has left Kai feeling very concerned about the mares. He is protective, almost over-protective of them, but that is not deemed unusual in the horse-oriented culture that is Ket.

Kai, however, took even more steps to cover his tracks in this matter. His last move is very risky, but Oldimarra is his patron deity and there is nothing in life like a little risk. Through contacts, he has leaked the coming journey of the Ad'vashda mares to a number of purported horse thieves (who are members of the Xanavade metaorganization). He believes that due to his actions, somebody will try to steal his horses – and this is where the PCs come in. He wants to hire them to protect his horses and become the true PCs of the day when they succeed. When this happens, he hopes to focus all attention to the PCs and their deeds, and away from him and his horses. He hopes that local officials will be more interested in the heroics of protecting the horses (or potentially retrieving them) than in checking on them.

Kai has done even more to make this a heroic affair. He has gauged the quality of the PCs available. By making inquiries, he knows their relative capabilities, and has ensured that the knowledge of the Ad'vashda mares only falls into the correct hands – by this means, he is attempting to ensure that the PCs have a good chance against the horse thieves themselves. His attempts are by no means a sure thing, but they are a good start to the PCs actually winning!

The Carriage, Tents and Corral

Kai has obtained a very comfortable carriage for the journey. The four-wheeled carriage is 20 feet long and 10

feet wide. The top of the carriage box is 15 feet off the ground, and the bottom rides 5 feet off the ground. Inside the carriage, there are cushioned benches at either end, while back-to-back benches in the middle can seat up to 6 people. The middle benches can be removed and stored on slings under the carriage so that a larger object can be stored inside the carriage. Passengers can exit or enter via the 10-foot wide double-doors on either side of the carriage. The doors open outward. (Two doors on each side, both 5 feet wide) Outside the carriage, there's a bench at the front for the driver and one passenger five feet above the ground, and behind that and five feet higher (10 feet off the ground), a second bench for two more passengers.

The wooden sides of the carriage have a hardness of 5 and 60 hit points; the front and rear of the carriage also have a hardness of 5 and 240 hit points. The doors on each side have the same hit points as the sides but can be opened. This is potentially relevant for the Coyote attack.

Party members can stay in the carriage if they desire or in one of two large tents Kai brings. The tents are 15 by 15 and better described as “festival tents” since all sides can be opened and left that way as desired.

Kai also has a small rope and pole system to build a small corral for the horses. (Very limited, more for just marking the area).

Season and Weather

It is Wealsun (early summer) and the average temperature has reached 25°C in the heartland of Ket. The heat of summer is infrequently cooled by winds from the Yatils. There are no large weather disruptions expected in the next two weeks (which is the duration of this module) and the skies are clear, both during the day and at night. There are full moons on the 14th, 15th and 16th day of the month. The adventure begins on the 6th day of the month.

Telforq, Dakshi and Jira: horse rustlers

The three horse rustlers are very familiar with their chosen profession, although they did not start out with this goal in mind. Telforq and Jira are from Zeif, and only came to Ket to seek out their respective fathers, whom they had never met. The fathers were purported to be members of the adventuring party known as the “Lucky Seven”, a group various races and classes that adventured during the time of the Greyhawk Wars. Some of them disappeared, leading other members of the group to assume they were just lost, not dead. (See **Ket1-03 *Trail of Feats*** for more details). Telforq's and Jira's distinct lack of success in finding out much about their fathers did not dissuade them from continuing the search as they

traveled around the countryside trying to pick up details and information – therefore it came as a blow to them when they discovered that the members of the “Lucky Seven” were long since dead and their bodies apparently lost. During their travels, Telforq and Jira met up with a Ket Citizen, Dakshi, and the three visited many unsavory locations in Ket, meeting people who lived on the fringes—and beyond the fringes—of the very strict laws for which the country is well-known. Those inhabiting these fringes offered the three a series of contract jobs to steal horses and get them out of Ket.

The three do not consider themselves to be common horse rustlers (who, quite frankly, do not last long in Ket, given the public’s feelings about horses). Contract jobs are the only type that the three accept, and they ensure that there is always a buyer outside of Ket waiting for them. The real challenge for the trio is getting the horses away from their current owner and out of the country before they can be caught. On two occasions they have been arrested for previous thefts by forces working for the Ket government (mostly through the use of divination spells) but they have successfully resisted the *zone of truth* spells of which the Jurats are so enamored. All three know, however, that it is only a matter of time before their luck runs out. Although they hope to have left the country permanently before that point, they take care to practice the most non-violent i.e. non-lethal means of combat they possibly can, preferring to minimize any potential time they may have to spend in the stocks.

Legal Code of Ket

In addition to the laws of Ket and their punishments as set out in Appendix 3, note that while the PCs are in any walled town or city, they are not allowed to wear any armor and are only allowed to carry the following weapons:

- Sap
- Dagger
- Quarterstaff
- Falchion (Mullahs of the True Faith only)

Church of Hextor

The Church of Hextor worships the god called the Herald of Hell and the Scourge of Battle. Banned for many years in Ket, Hextor-worship has recently been reinstated as a sanctioned state religion. Although evil, worshippers of Hextor are very lawful, and as such, are accepted in Ket by many who long for the “good old days” when the heavy hand of the law ruled the land. In lands controlled by Hextorites, correct application of the law

trumps mere considerations of justice and mercy. The strong and mighty use the law with a mailed fist to smash opposition and hold on to power. It is no secret that worshippers of Hextor would like to see that come to pass in Ket.

Limthal, Priest of Hextor

Limthal, a priest of Hextor, is a newcomer to Ket, recently arrived from the Sheldomar Valley, where he was an undercover agent in Bissel. He is very arrogant and overbearing (perfect for a Hextorite).

Using the Church of Hextor’s new influence in Ket, Limthal’s superiors have been attempting to get this young priest into the ranks of the Jurats. As a prospective Jurat, and as a Hextorite who always expects to twist local laws to his advantage, Limthal has studied the legal system of Ket and has an intimate knowledge of the details given in Appendix Three.

Fervent Faction

The Fervent Faction, a collection of hardliners and conservatives that have become a political faction in Ket, believe that Ket is growing lax and decadent; they desire a return to the stringent laws of the past.

Balance Trust

The Balance Trust is the counterpoint to the Fervent Faction. Members believe that Ket’s harsh laws need to be balanced by mercy and justice. They were the prime movers of recent liberalizations. This has resulted in a conservative backlash from elements of the Fervent Faction, highlighted by the enforcement of a ban on weapons and armor in all cities and towns, and the introduction of Travel Papers.

Threshers

Threshers are the police force of Ket and are known for being extremely efficient enforcers of the law, zealously applying the legal code regardless of mitigating circumstances. They have the authority to judge and immediately pass sentence on crimes of a minor nature. For serious crimes, they bring the miscreants before a jurat (judge). Despite some instances of corruption or over-zealous application of the law, the Ketite people have a high degree of respect for them as symbols of the lawful nature of Ket, and also because of their strong links to the Mullahs of the True Faith. Threshers are either grouped into wandering patrols in rural areas, or are part of a force assigned to a specific village, town or city.

Adventure Summary

Introduction – Merchants: Kai Blackstone meets and wants to hire the characters for a standard escort mission through Ket.

Encounter One – Tour of Duty: The caravan begins to travel from Lopolla across the top of the country, heading for Molvar. Camp routines are established and other details explored.

Encounter Two – In the Night: The caravan camp is attacked by coyotes at night. The attack is orchestrated by a druid with unknown motives.

Encounter Three – PCs! The PCs are approached once more by Kai or have their wages doubled for their Heroic efforts. The caravan continues on through Ket and there is a wandering Thresher Patrol that demands travel papers.

Encounter Four – Silent Stalking: As the caravan heads toward the Veluna border, horse thieves strike in the late hours of the night to steal the breeding stock.

Encounter Five – Help: The PCs meet up with a local Priest of Hextor. Kai asks the PCs to catch the thieves on his behalf.

Encounter Six – Pursuit! The PCs pursue and possibly fight the horse thieves in an attempt to retrieve the stolen property.

Encounter Seven – Trial by Jurat: The horse thieves are put on trial and to this the PCs are summoned as witnesses. There are potential revelations and details provided.

Conclusion: The adventure ends with Kai held in custody (most likely) and the PCs released from their job contracts (if they had any).

Preparation for Play

Make note of anyone who has played

- **VTF6-01** *Fault Lines*: the player may have encountered Palir and his Thresher patrol already.
- **KET 6-02** *Rules of Engagement*. If they have gained either “Favor of the Fervent Faction” or “Favor of the Balance Trust”, this will influence their encounter with Palir.
- **KET1-03** *Trail of Fears*: Characters will be aware of the fate of the fathers of Telforq and Jiral. It is

unlikely this will come up in conversation, but you never know...

- **KET3-07** *Bounty Hunt*: Have any PCs already had favorable dealings with the church of Hextor, as indicated by the AR reward granting vicious weapon upgrade? If so, Limthal will provide Restorations for no charge to those PCs.
- Do any of the characters have certified Ket Travel Papers? Palir will be looking for these.

Introduction: Merchants

It is the first week of Wealsun, and the heat of the summer is growing, infrequently tempered by cool winds from the nearby Yatil Mountains. You are whiling away your time near Lopolla when you receive a letter from one Kai Blackstone, a horse merchant, who asks you to meet with him two days hence, the sixth day of Wealsun, on the second hour after mid-day, at the Golden Mare Inn outside the walls of Lopolla. Both potential employment and good company are mentioned in the note. Always looking for adventure (and employment), you travel to Lopolla, and at the time and place appointed, you find yourself greeting a Suel man in his thirties, wearing loose blue and green robes and a fashionable black turban.

Meeting Kai

Because the meeting is outside the walls of the city, armor and weapons can be worn without penalty.

A DC 11 Knowledge (Local—VTF) determines that Kai's style of clothing actually comes from the Paynim, but is a very popular and fashionable mode of dress throughout the Baklunish West. The Paynim are tribes of Bakluni living on the Plains of the Paynim, a large series of plains located to the west of Ket.

Anyone making a DC 11 Gather Information check on Kai can determine he is a known merchant in Ket (he has been here before) and has been traveling the caravan routes for some time. Nothing further can be garnered.

Kai is a smooth and charming operator and attempts to tailor his approach to the individuals with whom he is dealing – that is to say, he does not have a single approach that is mandated by his career or anything else. He tends to pepper his conversations with comments that would be appropriate to the PCs he is conversing with – for example, with a strong fighter type he might

refer to the “battles of the road” and the “conflict that seems to call for weapons more than magic”

Members of the Xanavade Metaorganization

Any member of the Xanavade in this adventure has certain advantages with Kai, because Kai has connections with the organization. Kai ensures that members of the Xanavade are treated well and he automatically provides them with access to the Little Blue Penguin pendant at the end of the adventure unless they have attacked him with lethal force or worse. Additionally, Kai goes out of his way to assist these adventurers and makes every effort to keep them healed.

The Xanavade subcontracted out the information passed to them, so the horse thieves later encountered have no knowledge of members of the Xanavade, and give Xanavade members no special treatment.

Employment.

With the above in mind, Kai wishes to employ the PCs. He does not want to pay them much (after all, his reasons for the entire plan are based on profit, which is actually very merchant-like, and may be an attitude the adventurers have previously encountered with legitimate merchants.) but he is willing to make a certain capital expenditure. In essence, Kai wishes to pay the PCs a minimum amount to accompany him, with a substantial bonus if actual conflict arises (or the adventurers perform duties not in the course of regular caravan duty). Kai, with his knowledge of local laws, intends to use the expected attack by the horse thieves as a means of generating additional profit: under Ketite law, he will be paid part of the fine that is imposed for horse thievery and he plans to use this to fund the presence of the PCs. On the other hand, if the horse thieves do not show up, or not appear for other reasons (unlikely but possible) he does not want to pay more than regular caravan rates.

As a result, Kai offers characters 25 gp per every 2 APLs per week of work (eg. 25 gp per week at APL 2-4, 75 gp at APL 6-8, 125 gp at APL 10-12, etc.). By his own estimation, it will take two weeks to travel through Ket. He also mentions “the thanks of his friends in the Mouqollad Consortium” that will come the PCs’ way, although he himself will never claim membership. In actual fact he has few if any friends in the Consortium but he is unlikely to mention that to anyone during their hiring stage.

Kai can also appeal to those who love animals or horses in particular with the chance to travel and take care/be around the elite Ad’vashda stock he possesses and loves. A DC 25 (Knowledge (Local—VIF) to know the background on the Ad’vashda horses of the Bey of Kilar

and their ancient lineage.) He will indicate that anyone who travels with him for this reason can expect to possibly gain influence with the Bey of Kilar and perhaps the opportunity to gain Kilar light warhorses.

Kai has one last offer to make – he has connections with very rich people in Greyhawk City and can arrange to have magical item access also provided to the characters, although he would have to use their pay for the proper “smoothing” of such introductions.

Whatever the introduction, Kai hopefully has the characters agree to join him on his trip from Lopolla to the Ket-Veluna border. Although he plans to head to Molvar to see about the possibility of another route to Greyhawk City, it is clearly his preference to travel via the Fals River Gap to Veluna. It is to be a standard caravan job. Since Kai has ten young mares that can bear riders, these mounts can be provided for those who lack them. Nightly stays should be at roadside inns along the major trade routes approximately half the time – he anticipates camping outdoors every second night since he will be pushing the horses faster than a normal caravan. The characters must provide all the guard power he is able to hire and should plan accordingly. Kai has provided a comfortable carriage (see **Adventure Background** for design and stats) and makes it clear that the adventurers should take advantage of its comfort during the journey.

The Mares

It is possible to ride the Ad’vashda mares that Kai is moving, each need to be exercised daily and Kai is more than willing to let the PCs ride them. In addition, two mares will be used to pull the carriage, each pair replaced several times a day.

A DC 10 Handle Animal check indicates the adventurer can ride the horse for the day, A DC 20 check means that the horse is permanently manageable around the adventurer for the rest of the adventure.

Kai is very attentive to the horses at all times. He insists upon grooming them all each night and individually checks them each morning – even when there are stable hands available at inns, he only uses their services sparingly, devoting much time and energy to this task himself.

Provisions

Kai is responsible for providing all accommodation and provisions on the journey. He has special oat mash for the horses, designed to keep their strength and improve their conditioning – it is a DC 15 Knowledge (nature) check when he is mixing this to know it is a correct and

appropriate food for the mares. Despite this, characters must still pay standard lifestyle costs for the adventure, since the adventure is more than just their journey on the road.

All APLs

Kai Blackstone; Rog7/Exp1/FavoredSoul1 (Oldimarra); male human (Oeridian); hp 48; See Appendix One.

Development

Although not likely, it is possible that PCs who refuse to be hired or otherwise work for the merchant can choose the same route as Kai. Ask them if they object to traveling on the same route at the same time – if so, he is quite willing to see that they still receive all the credit for heroic actions. Otherwise, the module is over for PCs who refuse to work for Kai—move them directly to Conclusion. For all others, move to **Encounter One: Tour of Duty**.

Encounter One: Tour of Duty

The day begins clear and warm, here on the plains to the east of Lopolla. The air is fresh, with a low breeze from the Yatil Mountains providing some comfort. The merchant Kai stands beside a large caravan carriage harnessed to two horses. A string of eight other horses is hobbled and staked nearby.

This is the beginning of the trip. The first day passes uneventfully (barring what the characters manage to do for themselves). The caravan plans to leave from the outskirts of Lopolla (Kai has no plans to do anything in the capital) and head toward Molvar. From there, he will decide whether to travel up via the Griffonstrike Pass to Perrenland and down the Volverdyva River to Greyhawk City, or through Polvar, down to Falwur and through the Fals River Gap into Veluna (and likewise from there to Greyhawk City). If he does take the route to the Fals Gap, it takes about ten days to reach it at the current pace.

He confers with the PCs en route, being genuinely interested in their opinions and the experiences they may or may not have had in the various regions. This is another opportunity to role-play with Kai and the various characters on this adventure and should be timed accordingly.

Kai will willingly share his knowledge and love of his Ad'vashda horses, and eagerly shows the PCs his book, which outlines the lineage of each mare for the past 600 years.

Countryside

The countryside from the capital to Molvar ranges from hilly terrain mostly cleared of vegetation for both horses and cattle, to the lush farms close to the main rivers and tributaries of Ket (the tributaries mostly originating in the Yatil Mountains). After Molvar, it gets flatter and the pastures more regular.

As dusk approaches, the clear skies that allowed the sun to burn your skin so fiercely during the day now allow the heat to escape, and a cool breeze springs up as the first stars appear. You are glad that you are out in the countryside, for surely people in Lopolla are facing a muggy and uncomfortable night. Such are the joys of the adventuring life.

Although the trade route inns are a days' journey apart for larger, slower caravans, your small size and superior mounts allow you to travel almost twice as fast, and the last inn you passed was many hours ago, when there was still plenty of daylight left. With darkness approaching, Kai indicates that a camp is now a good idea and everyone begins his or her appointed tasks.

Watch

Since the small caravan will travel about twice as fast as a large one, the party will spend about every other night in the countryside. (The trade route inns are spaced about a day's journey apart for the larger, slower caravans.) This is an opportunity to set up standard night watch schedules and determine the overall functioning of the caravan when staying out in the open at night. Kai has sufficient wood, food and tenting with him for the trip although a DC 15 Survival check are still needed each night to ensure a nearby supply of water. Failure at this is not critical, but it is rather an inconvenience that is rectified the next day when the caravan comes to a water source.

Make note of the following during this Encounter:

- 1) What type of armor do adventurers wear during the night? Do they sleep with their weapons and all in close proximity?
- 2) What sorts of armor do any creatures in the party use (animal companions, war dogs, horses, etc.) and are removed during the night?
- 3) When do divine casters memorize their spells?
- 4) What sorts of standard precautions so the party take (if any) while on watch?

Schedule for first three days

1st night: in the open

2nd night: at trade route inn

3rd night: in the open

Development

If any characters find at this point that they do not find caravan duties or the adventure to their taste – or if they decided not to accept employment in the **Introduction**, and now do not like the coincidence that Kai is following the same route that they are taking, proceed to the **Conclusion** for these adventurers if that is the case. If not, proceed to **Encounter Two: In the Night**.

Encounter Two: In the Night

The Camp

On the third night, the camp is situated beside a very shallow stream (ankle deep, does not impede movement in any fashion) with a supply of firewood for comfort. There is a scattering of trees in the area but nothing to really form any dense protective area. The closest set of trees is some 300 feet away over the stream. No map is provided but Kai generally wants to place the horse enclosure near the stream (remember that this enclosure is just rope and poles and is not a strong fence or anything of that nature) while putting a tent on either side of the carriage. This layout is typical of camp stations along the entire journey and should be used at later times as well.

Visibility and Weather Conditions

The nighttime is clear and although the moons (half-phase at this time of the month) have not yet risen, there is good starlight – sufficient for those with low light vision to be able to see clearly out to approximately 80 feet (this includes the coyotes). Darkvision acts normally. Those with regular vision need light sources in order to be able to function or are considered blind.

The weather is clear and there are no clouds in the area. The wind is very gentle and no factor in this Encounter.

The Coyotes Attack

The attack takes place on the third night, at approximately 1 am in the morning. The coyotes approach very slowly and cautiously, anticipating a tough fight (as much as they can anticipate). As a result they are considered to be taking 20 on their Hide and Move Silently checks. When they first enter the possible vision of any of the watch (if there is one), have the characters

on duty make opposed Spot checks vs. the Hide and opposed Listen checks vs. the Move Silently, taking into account the -1 per ten feet of distance that is typical.

If the check fails, the first indication of a problem is when the coyote either reach the defensive position of the camp or when the coyotes do a charge in a surprise round for an attack. Characters still asleep at this time can make a DC 15 Listen check on their initiative during the surprise round to awake before receiving any warning from those on watch.

Note that although it is possible play the Feign Surprise RPGA Reward card before waking up, there is really no point – the character cannot wake up immediately since there is no active Listen check allowed while asleep nor is there another check permitted until somebody raises the alarm.

Anyone awaking on the surprise round can do nothing but is aware and no longer helpless.

The Listen check for the PCs drops to a DC of 0 on the first full round after the surprise round, once the coyote have engaged the watch or others who are up and about. The Listen check drops to -10 once anybody yells a warning.

If there is no watch or guard system in place, the coyotes go for the nearest tent or sleeping individuals. They group their attack in pairs or threes, making the best use of flanks as detailed in the tactics. The wagon does provide them with some obstacles. Note the section on the carriage in the **Introduction**.

Should the above not cover the situation, use the general principles of the above paragraph to establish the starting point of the combat.

Tactics

The animals attacking are pack creatures – they attack in pairs or groupings of three. Their targets are the PCs themselves and they go for them exclusively – unless something dramatic causes a change (such that an animal might react) they ignore animal companions, bonded mounts and familiars. This includes summoned creatures, possibly to their detriment.

Given the style of hunting preferred by the creatures, they always attempt to go for flanks. In the face of feats such as Elusive Target, they have no ability to learn quickly and continue their tactics until the combat is over.

Kai in Fights

Kai is anticipating an attack either this night or in two days' time – although he was anticipating a horse theft

attempt, not this coyote attack (how these are involved even he does not know, since he did not seek this form of notoriety. As a result, he is awake for the entire night (having slept through the day in the caravan.) He stays up to be able to escape if the attack goes poorly for the PCs since he cannot judge the outcome himself). Anyone who actually goes to warn him of the attack—as opposed to just shouting an alert or looking for him after the fact— can make a DC 21 Sense Motive check to realize that he is not as surprised as he should be given the circumstances.

Kai does not want to overshadow or take any glory away from the PCs during the fight, particularly since he wants them to receive all the glory. He helps where he can, usually with his very limited Favored Soul spells but otherwise tries to just stay away from the fight.

Handle Animal with the Coyotes

It is possible to use this skill with the Coyotes but any such attempts are subject to a further -12 circumstance penalty because of the information provided by the Druid – and it is likely the PCs will have to use the -10 penalty for a rushed attempt (unless they want to take the 10 rounds of a regular attempt). The initial attitude of the coyotes is hostile.

Information from the Coyotes

If the coyotes are somehow questioned, they reveal, to the extent that they can, that they were advised that the characters posed an immediate and lethal threat to the coyote pack's pups. The PCs were specifically described, although the information given to them was of necessity geared to the intelligence level of the coyotes.

Back-tracking can make a DC 15 Knowledge (Nature) check after combat is over, or during it if they request one, to determine that the approach of the coyotes was uncharacteristic. Specifically, the animals are a successful adaptation to this area mostly by avoiding conflict with humans, yet they deliberately sought out the caravan rather than avoid it in favor of an easier target.

A DC 15 at APL 2 and 4, DC 14 at APL 6+ Survival check with the Track feat enables the characters to track the coyotes back over firm ground to an area some 250 feet from the caravan encampment where the setting of the prints appears odd. A further DC 25 at all APLs Survival check reveals that the animals stood facing a tree for an unusually long period of time; however there is nothing on this tree or around it. In actual fact, it was a Druid with *trackless step* (if the characters have means of tracking such individuals, presume that they are successful – they are able to state that something shape-changed into an eagle and flew off very low to the ground

after giving instructions to the animals). It is beyond the scope of the module to track the Druid down and he is assumed to have escaped. If there is an extraordinary effort made or attempted, make sure that the PCs know this is detracting from the successful completion of the module as soon as possible.

APL 2 (EL 3)

Ket Coyotes (3): Medium Animals; hp 19 each; See Appendix One.

APL 4 (EL 5)

Ket Coyotes (6): Medium Animals; hp 19 each; See Appendix One.

APL 6 (EL 7)

Ket Young Dire Coyotes (4): Large Animal; hp 51 each; See Appendix One.

APL 8 (EL 9)

Ket Elder Dire Coyotes (3): Large Animal; hp 147 each; See Appendix One.

APL 10 (EL 11)

Ket Elder Dire Coyotes (6): Large Animal; hp 147 each; See Appendix One.

APL 12 (EL 13)

Ket Elder Dire Coyotes (12): Large Animal; hp 147 each; See Appendix One.

Treasure

APL 2: Loot: 0 gp; Coin: 125 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 175 gp; Magic: +2 *leather armor* (only if Coyotes skinned) 0 gp value.

APL 6: Loot: 0 gp; Coin: 225 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 275 gp; Magic: +3 *leather armor* (only if Coyotes skinned) 0 gp.

APL 10: Loot: 0 gp; Coin: 325 gp; Magic: +4 *leather armor* (only if Coyotes skinned) 0 gp.

APL 12: Loot: 0 gp; Coin: 375 gp; Magic: 0 gp.

Development

Kai, naturally, thanks the characters profusely if they have successfully fought off the beast attack. If they were not successful, it is likely that the adventure is now over for most or all – the location of the caravan site is at least three days travel from any major town for *raise dead* spells or the like. Of course, party members could cast the spell given the correct material components. Should the characters be unable to proceed as a result of having to

resort to such extremes they should proceed to the **Conclusion**, as the timing of the adventure precludes returning to it later (once Kai begins, all the various plans are set in motion and he cannot stop them).

For a successful party, however, there is a great amount of thanks. Kai offers his talents as a skinner of animals (Knowledge: Nature and Craft: Leatherworking) to skin the creatures that attacked – if the characters wish, they may attempt this themselves (it requires a DC 20 skill check with Craft Leatherworking to get the desired results and they do not have time to take 20 on the task, but they can take 10). If either the characters or Kai are successful, the treasure noted above is made available to the party (it is not otherwise possible) – the treasure itself is made available under the Loot and the possible magical applications (with a 0 gp value) under the Magic section.

If the characters somehow handled the animals diplomatically or with other skills and did not kill the coyotes, there is no loot in this encounter (but note the thanks in the **Conclusion** from the Druid)

The characters can then proceed to **Encounter Three – PCs!** or, if they so desire, can end their participation in the adventure at this point and proceed to **Conclusion**. There is always the possibility that Kai's schemes are revealed in some manner and it may prove necessary to move to a later **Encounter** as needed.

Encounter Three: PCs!

In the light of morning, Kai is as effusive as ever about the deeds of the night before. As he moves through his tasks to get the caravan ready—for it is clear that he wants to keep to the schedule of the caravan—it is obvious that he is most appreciative of the efforts that everyone has made on his behalf.

Kai is unstinting in his praise. As he sees it, not only have the PCs proven themselves, they have also shown themselves to be loyal – as a result, his response must be modified if there are any obvious recalcitrant amongst the PCs or if anyone showed cowardice. Wise enough to realize it, Kai is also quite willing to thank the PCs for “saving the horses” rather than himself, hoping to play to any Ketite favoritism (or, quite frankly, those of foreigners who like horses). Kai buys people drinks and meals for the rest of the journey (does not spend a lot of money but he makes sure they are fed for free based on a Standard lifestyle – although Kai himself maintains a Rich lifestyle when he can).

He keeps up this thanks for the entirety of the journey to Molvar, and then onward to the Ket/Veluna border. Although he earlier intended to think about traveling through the Griffonstrike Pass into Perrenland, he is now convinced of the abilities of the adventurers he has hired and is willing to continue to Veluna and have the remainder of his plans take place as projected – this means **Encounters Four through Six**. As a result, the caravan dips south of Molvar, not stopping in the city. Characters who wish to visit the city for purchases or the like may do so, but should be advised that they will be separated from the party for at least a day's time. They may then enter Molvar, a city of over 25,000. They will be subject to the restriction on weapons and armor noted in the **Adventure Background**.

South of Molvar, one day past the city, a squadron of ten Threshers on patrol meets up with the caravan. This is a typical encounter and the Threshers are those responsible for a large area south of the city.

The minarets of Molvar have dropped below the horizon behind you, and it is another beautiful day back on the road. Your eye catches the glint of sunlight reflecting off brightly polished armor as a group of ten Threshers sweeps around a bend in the road and rides up to your small caravan. The head of the patrol holds up his hand, bringing his patrol to a halt across the road as you draw to a stop. “Travel papers!” he snaps, and one of the other horsemen rides forward to you, his hand outstretched for them.

Threshers

Characters who are not sure or do not know about Threshers should be informed of the information contained in the **Adventure Background**.

Knowledge (Local—VTF) checks can provide more information about Threshers:

DC 11: For minor crimes, the Threshers can judge a case on the spot and either impose a fine or and sentence miscreants to Stock Time (the typical punishment for many crimes in Ket). Any crime that carries a punishment of 8 TU or more in the Stocks, or time in the Copper Mines (the next greatest level of punishment), or the death penalty (the ultimate sanction, usually reserved only for High Treason) require the case to be brought before a Jurat (judge).

DC 15: There is an elite branch of the Threshers known as the Black Scorpions who investigate more problematic crimes (and frequently solve them...) but they are not nearly as numerous or as ubiquitous as the standard Thresher.

DC 25: There are rumors of a secret branch of the Threshers known as the Golden Scorpions, who investigate the most heinous or difficult crimes, but their existence is neither acknowledged nor denied by the government.

This particular patrol is headed by Palir, a tall Baklunish man with a severe scar down his right cheek. Since this is the general area of his patrol area, he may also have been encountered in the same fashion in **VTF6-01** *Fault Lines*.

Palir is a member of the Fervent Faction, and is vehemently opposed to anyone aligned with the Balance Trust. (See **Adventure Background** for details.) If a character has the favor of the Fervent Faction, Palir is most polite to them and does not harass them in any fashion. He offers **Travel Papers** without cost (see the details below). However, he singles out anyone with the Favor of the Balance Trust for contemptuous treatment, harsh words, and a deliberate escalation of minor trespasses into possible punishment.

For anyone else specifically not aligned with either of these parties, Palir enjoys harassing them as a part of his work, looking for any small detail that is out of place so he can impose the law of the land.

Upon spotting the PCs, he moves forward with his squadron and demands travel/identity papers (within the guidelines noted above). Most people do not carry these in Ket but the Jurats (judges) have accepted that they would be beneficial and have supported their issuance.

It is a DC 15 Profession (lawyer) check or a DC 20 Knowledge (Local, VTF) check to identify this fact. If the detail remains unknown to the PCs, he gives them a hard time but relents in his harassment when one of the other Threshers points out their tight schedule. Palir then demands that the PCs provide details to one of his men, a Thresher who is then ordered to stay behind and fill out forms. The cost is 2 gp per form (this is an outrageous amount - it can be bartered down to 1 sp with an opposed Diplomacy check. (Palir has a +10 Diplomacy skill). The cost of papers is reduced by 1 sp for every point by which this opposed check is beaten). The cost of papers is covered in Rich lifestyle or greater.

If the characters already have travel papers, of course, Palir unhappily inspects them and allows the caravan to pass.

The Thresher left behind to undertake this task is Hiraf (players may have met him in the same role in **VTF6-01** *Fault Lines*). He is a bit of a bully but recognizes that the power of the Threshers lies in their numbers and omnipresence - and now that he is alone, he is outnumbered by the PCs and Kai. As a result, he is polite

and gracious, asking for the details to go on the travel/identity papers. Hiraf is quick and efficient at this task, hoping to catch up to the rest of the patrol before long. If the characters comply with his requests, they receive the AR Award **Travel Papers**.

The Threshers (if questioned while they are present) or Hiraf, when alone, can be asked questions as desired - there is no skill check involved since the Threshers share information willingly. They can provide general answers about Ket and have some specific knowledge:

- 1) The Clockwork Horror army that invaded Ket has disappeared entirely into the Bramblewood Forest. The army of Ket was forced, through means not made public, to intervene and has set up a large encampment at Fort Daris, along the Irafa Road;
- 2) The Black Arrow, the general in charge of the invasion of Tusmit and subsequent defense of Vilayad, is rumored to be taking over command of the army of Ket at Fort Daris;
- 3) Various Priests of Hextor are visiting many smaller communities, offering their services as needed, now that the religion has once more received official state sanctioning;
- 4) The enforcement of the arms and armor laws to all walled towns and cities is going smoothly, although a small band from Veluna was recently sentenced to 18 TU worth of Stock time each and confiscation of all items for attempting to smuggle their equipment into Falwur.

All APL

Palir: Rog1/Ftr2/War1; hp 35; See Appendix One.

Hiraf: Rog1/War1; hp 17; See Appendix One.

Development

Once the Thresher patrol departs (including Hiraf), Kai restarts the caravan. His plan is to skirt the eastern edge of the Bramblewood forest until he reaches the Fals Gap, then follow the Fals River to the border with Veluna. It is six days travel before the next encounter - ensure that the standard routine is once more followed and ask about any changes to guard patterns/routines. Proceed to **Encounter Four** if the characters wish to continue or **Conclusion** if they have decided to end their participation.

Interlude – Look Over There While We Steal Your Horses

In order to steal the horses and get a running start on their escape, the three horse rustlers will use a plan that has worked for them in the past: Jira will provide a distraction on one side of the camp by attacking the PCs (**Encounter Four**), while Telforq & Dakshi sneak into the other side of the camp and steal the horses. Due to possible preparations of the PCs, as well as their camp setup and watch plan, the rustlers' plan may not be possible, but make an effort to attempt the rustling this way.

In particular, the thieves use the following to assist in their activity:

- 1) As a delaying tactic, they prepare an area a five-minute ride away from the camp, covering the ground with a confusing network of mixed footprints and hoof prints.
- 2) Telforq & Dakshi approach the caravan area under *invisibility*, *pass without trace* and *silence* spells, having drunk these potions beforehand. These spells will last for another 29 minutes.
- 3) Once inside the corral, Telforq & Dakshi use a Silent *pass without trace* scroll on four of the horses. They then release the other six horses from the corral, forcing the PCs to round them up (taking 1d6 minutes per horse if the entire party helps), and hopefully delaying pursuit for that amount of time.
- 4) Both thieves have been subjected to a *darkvision* spell to enable them to move without restriction during the night and they have a wand (with four charges) to do the same for the horses. They should thus be able to move at full speed through the dark while pursuers will possibly be hampered – at least for the time period that is needed;
- 5) Once on the way with their four prizes, Telforq & Dakshi dismiss the *silence* spell (so they can cast spells), then use mobility restricting spells such as *entangle* and *briar web* to impede the characters (at the discretion of the DM) to slow down progress. Once they are 500 feet from camp, they also dismiss all other spells running in order to prevent detection. They immediately head for their pre-prepared “muddled tracking” area (Point #1). If the PCs

carefully track in this area (taking at least 15 minutes at night, or waiting for full daylight, or they have the ability to see as if it were full daylight) the actual escape route will be revealed quite easily (standard DC of 13). If the PCs do not take any of the above steps, the DC is 28.

- 6) Finally, the thieves just run if all else fails. They should still be pursued somehow but the fight may take place early, if closer to the camp than intended. The crime of attempting the horse theft is still valid;
- 7) The thieves reach their own animal companions in ten minutes, and the tracks then get even more confused.

Encounter Four: Silent Stalking

As you follow the path of the Fals River through the Fals Gap, the mountains loom in the distance on either side of the river. Veluna is but a few days away. As you have done for the entire journey, you alternate one night at a trade route inn, the next under the open sky. On nights since the coyote attack, Kai has insisted upon greater precautions, but leaves the actual camp set-up to your good judgment. He seems nervous, perhaps since your agreement to escort him ends in a few short days at the Veluna border.

This is the attack by a decoy force (Jira, the ranger/monk) while the horses are being stolen. The thieves have worked hard to ensure that tracking the horses will need daylight hours and that their disappearance is not something that can be easily resolved. (See **Interlude**) At higher levels (APL 8+), Telforq & Dakshi are protected from divination spells as they ride away.

See **Adventure Background** for a more complete description of the three thieves.

Monitoring the Camp

After preparing for this theft (see **Interlude**) the three horse thieves approach the camp by early nightfall, staying far enough away—300 feet—to ensure they are not spotted. (Spot and Listen modifiers at that distance are at least –30. The thieves should be impossible for anyone to discover. If they are somehow spotted through unusual means, they claim to be cautious travelers who are wary of strongly armed parties of adventurers this far

from civilization. They ask for some food and water and are then on their way – to return later.

If unspotted, they keep a close eye on the camp for the nine or so hours until they want to act. This includes carefully making note of the guard cycle (if any) as well as any areas in the camp that the adventurers purposefully or otherwise avoid. Although they lack darkvision, the shadowy illumination from a fireplace is generally sufficient – but if the party insists upon not having a fire the thieves do not get any of the above information.

The Decoy

Jira is well aware of her job in this particular Encounter – she is to distract the characters while the other two get away with four horses. She accepts that she may have to do Stock time for her troubles if she cannot escape but is very cautious to not do any lethal damage while fighting the PCs (she has no desire to be sent to the Mines).

Jira wishes to cause as much damage as possible in as short a period of time, reasoning (along with her comrades in this endeavor) that the more damage done, the slower the possible pursuit (since more time has to be spent healing the wounds).

Jira has various spells cast upon her from scrolls and companions before the Encounter. These are considered to offset the restriction on her to only use non-lethal damage. Note that they have an impact upon the chances of characters to spot or hear her approach – take these into account by reviewing the Opponents section for this APL before the Encounter is run.

Timing and Tactics

Jira waits until the third watch is just beginning (perhaps 10-15 minutes into it). She sneaks up to the camp, checking for traps and physical alarms. If there is an *alarm* spell or something similar on the camp, she moves quickly, charging her target to set off the alarm.

Her goal, as stated, is do as much damage as possible. She has a variety of spell effects in place and uses them to her advantage to reach an opportune position. Note that she does not have particularly stealthy skills without these spells and this should be taken into account if they are dispelled or otherwise removed.

APL 2 (EL 4)

Jira: War1/Rgr1/Mnk2/Ftr1; Female Half Elf; hp 38; See Appendix One.

APL 4 (EL 6)

Jira: War1/Rgr2/Mnk3/Ftr1; Female Half Elf; hp 53; See Appendix One.

APL 6 (EL 8)

Jira: War1/Rgr3/Mnk4/Ftr1; Female Half Elf; hp 67; See Appendix One.

APL 8 (EL 10)

Jira: War1/Rgr4/Mnk5/Ftr1; Female Half Elf; hp 81; See Appendix One.

APL 10 (EL 12)

Jira: War1/Rgr5/Mnk6/Ftr1; Female Half Elf; hp 95; See Appendix One.

APL 12 (EL 14)

Jira: War1/Rgr6/Mnk7/Ftr1; Female Half Elf; hp 112; See Appendix One.

Treasure:

APL 2: L: 51 gp; C: 25 gp; M: 0 gp.

APL 4: L: 51 gp; C: 25 gp; M: +2 *gloves of dexterity* (333 gp per character).

APL 6: L: 51 gp; C: 25 gp; M: +2 *gloves of dexterity* (333 gp per character), +1 *cloak of protection* (83 gp per character).

APL 8: L: 51 gp; C: 25 gp; M: +2 *gloves of dexterity* (333 gp per character), +1 *cloak of protection* (83 gp per character), +2 *peripat of wisdom* (333 gp per character).

APL 10: L: 51 gp; C: 25 gp; M: +4 *gloves of dexterity* (1333 gp per character), +1 *cloak of protection* (83 gp per character), +2 *peripat of wisdom* (333 gp per character).

APL 12: L: 51 gp; C: 25 gp; M: +6 *gloves of dexterity* (3000 gp per character), +1 *cloak of protection* (83 gp per character), +2 *peripat of wisdom* (333 gp per character).

Development

During the combat, Telforq & Dakshi carry out their plan to steal four horses and release the other six, as outlined in the **Interlude**. Therefore once the combat is concluded, it is likely that the PCs will discover that their horses are missing. At this point, they may hear the neighing of one or more of the six horses coming from the dark. After recovering all six, they PCs should realize that the other four have been stolen.

At this point, it is intended that tracking and movement at night are generally so difficult that it would be more advisable to wait until dawn. Higher level parties and those with real determination may not see it this way – in such a case, move to **Encounter Five** but modify the Encounter to account for the lack of a meeting with the Hextorites. Otherwise, it is presumed (with some huge encouragement from Kai if the characters are not eager)

that pursuit begins immediately at sunup. If so, proceed to **Encounter Five**. If the characters have had enough, proceed to **Conclusion**.

It is also possible that sufficiently well-prepared and paranoid parties might attempt to stop both the decoy and the other two at the same time. While this is not a good idea from an EL structure perspective, make every effort to run the combat as best as possible (and attempt to enable Telforq & Dakshi to escape in order to set up a later final combat).

Questioning Jira

Jira is not a terribly intelligent person and can be questioned by insightful parties. She falls for simple misdirection and knows that Telforq and Dakshi are her friends that they have a hide-out which Jira cannot reveal to outsiders (but she might be tricked into the direction), that they have organized a sale of the horses, and so on. Play her as stupid but loyal. If Jira feels offended or really threatened, she clams up and just refuses to answer any further questions. She firmly believes all she will get is some Stock time for her actions.

Encounter Five: Help?

Dawn comes slowly, a faint glow in the east that gradually dispels the darkness until the moment when a black thread can be distinguished from a white thread. In the distance, a group of riders on the road also appears with the dawn. They stop some 600 feet down the road, surveying your caravan and conferring. Suddenly they ride forward again and the light of morning glints off a shield bearing the emblem of a mailed fist grasping arrows.

A DC 11 Knowledge Religion to recognize the symbol as the Church of Hextor. Further a DC 15 Knowledge (local VTF) or Knowledge (Religion) check to know about the reinstatement of Hextorites as a state religion. Characters with a home region of Ket or worshippers of Heironeous receive a +5 circumstance bonus on this check.

The approaching force numbers 12, composed of Limthal, a young priest of Hextor and 11 elite Hextorite Guards. (See **Adventure Background** for information on Limthal and the Church of Hextor in Ket.) This meeting is not entirely fortuitous – Limthal has been casting divinations to find out how to best ingratiate himself with the authorities and further his case to become a Jurat.

Limthal is very arrogant and overbearing, although he does ask questions given that he is not familiar with what has transpired. He and his guards willingly take charge of any prisoners if they are offered.

Meeting and Interacting with Limthal

Limthal, if informed of the situation, immediately expresses an interest in pursuing the horse thieves (shock, horror!). It is a DC 12 Sense Motive check to realize that he has more interest in this case than merely tracking down horse thieves but he does not reveal more unless magical coercion is utilized.

Pursuit and the Law

Under Ket law, any who wish to assist in the capture of those who have stolen horses (which, as noted before, is a very serious crime in Ket) need the permission of the victim or the matter must be left to the Threshers. This is to prevent vigilantism (an extremely chaotic concept) when people get riled over the thought of horses being stolen. Giving permission is usually just a formality and is usually granted by the owner without a second thought. In this case, however, Kai has obvious reservations about the Hextorites and prefers the PCs.

Quite simply, Kai is horrified at the possibility of the Hextorites helping in this matter. He does nothing to hide his dislike for the Hextorites (there being nothing in the law indicating that he has to like them, state religion or not). He expressly asks the PCs in front of the Priest to pursue the horse thieves on his behalf – and he also expressly states that he will grant this right to nobody else.

It is a DC 26 Sense Motive check to note that there is something more than just dislike for the Priest of Hextor behind this. Kai refuses to discuss this with the PCs and direct questioning increases the DC 36 Sense Motive check to when he tells them that he fears for the “motives of the Priest”. Making this particular second check reveals that his worry has nothing to do with the Priest but rather something about the horses themselves. Nothing more specific can be gleaned from him.

Note that if the PCs have no desire to await the coming of morning, Kai first states that he wishes for them to be the ones to retrieve the horse—they and no one else. Without the Hextorites present, he makes this statement Unflustered, and the PCs must make a DC 36 Sense Motive check. He also makes a statement that professes an admiration for the PCs and their good deeds to date. Making separate Successful Sense Motive Checks on these two statements reveals that Kai is worried about something more than the loss of the horses or the PCs succeeding.

No matter whether or not the PCs leave before the arrival of the Priest of Hextor, Kai is still very deliberate about asking for their assistance in hunting down and returning his horses. He makes no requests for the prisoners and is not concerned about any punishment for them – he is overly preoccupied with his horses.

Conflict with the Hextorites (or not)

As an authorized and official representative of a state religion (and his guards), the Hextorites may prove as arrogant and as evil as one might expect from representatives of the Herald of Hell, but they are lawful to the core. They do not, under any circumstances, start any conflicts, nor will they give the PCs any justifiable reason to start a fight. However, if the PCs start something, they will not back away from a fight, and will defend themselves vigorously—using only non-lethal force. Moreover, when the fight is finished, they will press charges for any and all infractions of Ket law!

If the Hextorites are attacked in any fashion, see Appendix 3 for the laws of Ket. If any PC participates in an attack on the Hextorites, no AR Award except **Lawbreaker** can be given. (“Participation” is adjudicated by the DM and is not limited to committing damage). If laws are broken, the Jurat in charge will be Limthal himself—since his appointment will have come through just in time to hear this case. Although Limthal will allow mitigating circumstances to be used as the law allows, he will also ensure that enough witnesses are brought forward—those witnesses being his own men, of course—that the PCs’ mitigating circumstances used in their defense will be effectively shredded. (See **Encounter Seven Trial by Jurat** for more details.)

Note that if Limthal is killed by the PCs, then he will be resurrected by the Church of Hextor, since he is such an important part of their plans in Ket. He will therefore reappear in the adventure as the jurat at their trial for his own murder.

Limthal and Ket’s new political factions

The two new political factions of Ket—the Balance Trust and the Fervent Faction—might hold a tremendous attraction for Limthal, but he has been expressly forbidden from entertaining any thoughts of alliance or joining by his superiors because they wish to better assess these two new factions in Ket before making any commitments. As a result, Limthal will grant no favors or benefits to friends or enemies of either faction.

What if the Thieves were all caught before the Hextorites arrived?

It is possible that all of the horse thieves, despite their precautions, were caught during the attempt on the caravan. If that is the case, Limthal insists upon escorting the prisoners back to the nearest Jurat (since he is reasonably sure he will be appointed to the role). He is certainly willing to let the PCs do the main job of escorting them back to a jurat (since he has no official capacity at this point in time) but is pointed about staying present for “security” reasons.

Development

It is presumed that the PCs wish to pursue the horse thieves in the daylight (without the help of the Hextorites.) If so, proceed to **Encounter Six: Pursuit!**

If they do not chase the thieves, the thieves are eventually captured and the PCs are called as witnesses at the trial—proceed to **Encounter Seven: Trial by Jurat**.

Encounter Six: Pursuit

Terrain

Terrain in the area is considered firm ground for the purposes of calculating Tracking DCs.

Timing

Unless there is an unusual development, the horse thieves have a head start of approximately 3½ hour by first light. This could be increased to 4½ hours if wizards and priests have a need to pray for spells cast the previous day (but not any cast during the last **Encounter**, since this has been too soon).

For each hour or part thereof the characters pursue, they must make a Pursuit check, using the following bonuses and modifiers. Luckily, the horse thieves are moving slower than most parties, attempting to hide or cover their tracks – these checks represent the time that is taken to catch up. They are, however, using a lot of cover and making a lot of switchbacks and erratic moves to throw off pursuit (including scentbreakers and the like), so if the PCs simply fly along the route at top speed, they will not find them.

Failure at a check means the party does not gain any distance that hour (the time difference does not change). If the party does, in fact, stop for an extended period of time, assess time penalties.

A determined party should be able to succeed, with some perseverance, as well as some luck or outdoor skills.

Pursuit modifiers (use slowest in party)

20 ft or worse	-2
25-30 ft	+0
35-40 ft	+2
45+ ft	+4

Tracking Modifiers (take highest for ranks – cumulative circumstance modifiers)

Able to track at full speed	+2
4 or more ranks of Survival with Track Feat	+2
8 or more ranks of Survival with Track Feat	+4
12 or more ranks of Survival with Track Feat	+6

Intelligence Modifier (use the best intelligence modifier in the party)

+1 to +2	+2
+3 to +4	+4
+5 or greater	+6

Miscellaneous Modifiers (cumulative, per modifier, but only applied once per modifier per party regardless of the number of PCs who have the correct skill or prestige class)

5 or more ranks of: Handle Animal, Knowledge (geography), Knowledge (nature), Ride, Spot, Survival	+2
Good Pursuit idea(s) (discretion of DM)	Max +4
Levels in Prestige Classes: Animal Lord (Horse Lord only), Beastmaster, Cavalier, Master of Many Forms (if assuming a horse during the pursuit), Wild Plains Outrider	+2

The check is a Wisdom check and may only be modified by the above items. Other players cannot assist with this roll. However, any good ideas can certainly have an impact as noted above, and all of the various skills and contributions of the party are helpful.

The DC for this test is 10 + twice the APL + number of hours behind. In other words, the longer it is left the harder this becomes...and yes, the thieves do get better and more practiced at hiding their tracks and at higher

levels. Characters can take a 10 on the check but a 20 is not possible.

Troubleshooting the Pursuit

It is entirely possible that high-level parties might have some means of directly finding or otherwise locating the remaining two thieves. In such a case, allow matter to proceed immediately to the final combat.

In other cases, reward perseverance. If the characters are dedicated to finding and retrieving the horses and do not give up after six (6) failures, reward them by reducing the DC after 6 hours by 4 for each hour—the thieves get sloppy, having succeeded to that point with no repercussions. Note that the thieves do stop after 8 hours for rest, being unwilling to risk fatigue or exhaustion, but the PCs may have to risk these penalties to continue.

The terrain is very diverse on this route and constant tracking and spotting is needed for the entire journey. There is no one kind of dirt, rock, tree or dirt through which the horse thieves head if that is of any significance.

Failure

Parties without tenacity or skills may not succeed. If that happens, do not continue needlessly with the exercise. Presume that others capture the horse thieves and move to **Encounter Seven**.

Success

If the party succeeds in catching the thieves, the thieves make their stand with full knowledge of the PCs approaching, unless the adventurers are taking extraordinary precautions. In general, allow any hour per level spells to be functional at all times and employ all minute per level spells as buff spells when desired. Spells that are only rounds per level should only be used just before combat (one round before at most).

The horse thieves are not looking to talk or discuss – they know the price of horse rustling in Ket, and willingly enter combat.

Encounter Distance

The standard starting distance for combat is 300 feet. The terrain is open, rolling treeless pasture, unless circumstances of the chase dictate otherwise.

The pursuit was a long affair and both sides should be well aware of the other unless very stringent precautions are taken – reward excellent ideas by cutting down the starting distance and preparation time for the thieves.

Tactics

The thieves are intelligent and make the best use of this. They have spells and employ them to buff themselves and attempt battlefield control. The thieves are willing to use lethal damage but only to drive away their enemies – not to kill, since they only want to escape. (Even the animal companions and summoned creatures operate under these strictures) If they can do so reasonably, they switch to non-lethal damage as much as possible. Although not always effective (they sometimes run the risk of killing people on a truly mighty blow), they make an effort. They only make this effort against opponents who might be citizens of Ket (humans, dwarves, halflings, gnomes and half-orcs). They will use lethal combat against elves, asherati or centaurs without compunction, since the legal penalty is about the same as stealing an expensive vase.

At those APLs where Telforq has the Augment Summoning feat, there are two listed creatures with the template applied in **Appendix One** – these are his favorite choices in most situations (one is designed to be able to fly, the other for ground combat). They are by no means the required choices (he is not limited in any way) but they are there for ease of use.

Where possible, the villains try to gang up on a single target and use summoned creatures and the like to distract and deal with other PCs during this time.

Animal Companions/Bonded Mounts

The two thieves have a weakness for animals. They make no aggressive moves against creatures and prefer to attempt to remove them from combat by non-violent means (*entangle*, *solid fog*, etc.). At no point will they consider lethal damage against any animal, even if they are on the receiving end of lethal damage from said creatures.

Opponents (each has an animal companion listed in Appendix One. They are specifically war-trained, with fetch, guard, perform tricks. Where they gain additional tricks, they also have flank, non-lethal and no others)

APL 2 (EL 5)

Dakshi; War1/Rgr1/Drd1; Female Human; hp 24; See Appendix One;

Telforq; War1/Wiz2 (diviner, no evocation) /Drd1/Rog1: Male Human; hp 33; See Appendix One

APL 4 (EL 7)

Dakshi; War1/Rgr1/Drd3; Female Human; hp 38; See Appendix One;

Telforq; War1/Wiz3 (diviner, no evocation) /Drd1/Rog2: Male Human; hp 44; See Appendix One

APL 6 (EL 9)

Dakshi; War1/Rgr2/Drd3/Beastmaster1; Female Human; hp 53; See Appendix One;

Telforq; War1/Wiz5 (diviner, no evocation) /Drd1/Rog2: Male Human; hp 54; See Appendix One

APL 8 (EL 11)

Dakshi; War1/Rgr2/Drd5/Beastmaster1; Female Human; hp 67; See Appendix One;

Telforq; War1/Wiz5 (diviner, no evocation) /Drd1/Rog2/Geometer2: Male Human; hp 64; See Appendix One

APL 10 (EL 13)

Dakshi; War1/Rgr2/Drd5/Beastmaster2/WildPlainsOutrider1; Female Human; hp 82; See Appendix One;

Telforq; War1/Wiz7 (diviner, no evocation) /Drd1/Rog2/Geometer2: Male Human; hp 87; See Appendix One

APL 12 (EL 15)

Dakshi; War1/Rgr2/Drd5/Beastmaster2/WildPlainsOutrider3; Female Human; hp 96; See Appendix One;

Telforq; War1/Wiz9 (diviner, no evocation) /Drd1/Rog2/Geometer2: Male Human; hp 99; See Appendix One

Treasure:

APL 2: L: 84 gp; C: 25 gp; M: *+1 leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 2 (83 gp per character * 2).

APL 4: L: 83 gp; C: 25 gp; M: *+1 leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 2 (83 gp per character * 2), *+1 heavy wooden shield* (96 gp per character), *+1 vest of resistance* * 2 (83 gp per character * 2), *pearl of power, 2nd level* (333 gp per character), *+1 ring of protection* (166 gp per character).

APL 6: L: 83 gp; C: 25 gp; M: *+1 leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per

character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 4 (83 gp per character * 4), +1 *heavy wooden shield* (96 gp per character), +1 *vest of resistance* (83 gp per character), *pearl of power, 2nd level* (333 gp per character), +1 *ring of protection* (166 gp per character), +2 *vest of resistance* (333 gp per character), +1 *scimitar* (192 gp per character), +1 *amulet of natural armor* (166 gp per character), +2 *gloves of dexterity* (333 gp per character).

APL 8: L: 83 gp; C: 25 gp; M: +1 *leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 4 (83 gp per character * 4), +1 *heavy wooden shield* (96 gp per character), +1 *vest of resistance* (83 gp per character), *pearl of power, 2nd level* (333 gp per character), +1 *ring of protection* (166 gp per character), +2 *vest of resistance* (333 gp per character), +1 *merciful scimitar* (692 gp per character), +1 *amulet of natural armor* (166 gp per character), +2 *gloves of dexterity* (333 gp per character), +2 *headband of intellect* (333 gp per character), +2 *amulet of health* (333 gp per character).

APL 10: L: 83 gp; C: 25 gp; M: +1 *leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 4 (83 gp per character * 4), +1 *heavy wooden shield* (96 gp per character), *pearl of power, 2nd level* (333 gp per character), +1 *ring of protection* (166 gp per character), +2 *vest of resistance* * 2 (333 gp per character * 2), +1 *merciful scimitar* (692 gp per character), +1 *amulet of natural armor* (166 gp per character), +2 *gloves of dexterity* (333 gp per character), +4 *headband of intellect* (1333 gp per character), +2 *amulet of health* (333 gp per character), +2 *periapt of wisdom* (333 gp per character), +2 *ring of protection* (667 gp per character).

APL 12: L: 83 gp; C: 25 gp; M: +1 *leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 4 (83 gp per character * 4), +1 *heavy wooden shield* (96 gp per character), *pearl of power, 2nd level* (333 gp per character), +1 *ring of protection* (166 gp per character), +2 *vest of resistance* (333 gp per character), +1 *merciful scimitar* (692 gp per character), +1 *amulet of natural armor* (166 gp per character), +2 *gloves of dexterity* (333 gp per character), +6 *headband of intellect* (3000 gp per character), +2 *amulet of health* (333 gp per character), +2

periapt of wisdom (333 gp per character), +2 *ring of protection* (667 gp per character), +4 *belt of giant strength* (1333 gp per character), +3 *vest of resistance* (750 gp per character).

Developments

Capture the horse thieves

If the characters capture the horse thieves, proceed to **Encounter Seven**.

Kill the horse thieves

Should the thieves be dead, the trial is held, the thieves are found guilty, but since they are beyond punishment, (at least for the moment, *Raise Dead* notwithstanding) they are given suspended sentences (which will be reinstated if they are returned to life by some means).

Capture or kill horse thieves and break Ket laws

Note that any lethal force or other breaches of the law are brought to the attention of the Threshers and Jurats in this case. PCs who might be guilty may escape from trial and punishment at this point but will forfeit all gp in this adventure and must write “Ket (fugitive)” on all ARs under Home Region from this point forward.

Captured or charged PCs stand trial during **Encounter Seven – Trial by Jurat**.

Horse thieves escape

If the horse thieves escaped the characters, they are still tracked down later but not before they have sold the horses. They still stand trial but all of the evidence is missing. This is taken into account in the trial section. Proceed to **Encounter Seven – Trial by Jurat**.

Capture thieves but don't wish to attend trial

Anyone not wishing to attend may proceed to **Conclusion**.

Character death & other bad things

At APL 10 and 12 it is quite possible that the combat will have severe consequences for one or more characters. Luckily Limthal and his guards have been pursuing the thieves even without Kai's permission. (Although they cannot arrest the horse thieves for their current actions, they can always bring them in to determine if they have broken the law before). As a result, Limthal arrives within two minutes of the fight and is willing to use his *wand of restoration* as the party desires (like a true Hextorite, Limthal will charge standard rates for the spells used). If the character has the gratitude of Hextor from **Ket3-07 Bounty Hunt** as indicated by the AR reward granting access to Vicious weapon upgrade, Limthal uses the wand without charge on that character. If his offer is refused or payment not made, Limthal does not assist.

Limthal is likewise willing to use two favors that he possesses to *heal* any character who can likewise pay for this benefit. These favors are similar to AR awards and do indeed come directly from Hextor, a fact he does not hide nor wish to obscure.

It takes 3 hours to reach the town of Kiv, a moderately large village housing the Bey of Kivaq and a very successful *bosq* production facility, with any appropriate checks made during this time.

Encounter Seven: Trial by Jurat

If PCs Pursued the Horse Thieves

Now the issue of a trial arises. Kai is adamant that the prisoners must be tried according to the laws of the land and it takes some time to make the arrangements. Everything is now ready – the Jurat who will be presiding is apparently quite eager to get started and everyone with any involvement in this matter is expected to attend.

If PCs did not pursue the Horse Thieves, or failed to capture them, or stopped pursuing

Later that week, a rider approaches and advises Kai that thieves have been caught, although the horses were not recovered. Now the issue of a trial arises. Kai is adamant that the prisoners must be tried according to the laws of the land and it takes some time to make the arrangements. Everything is now ready – the Jurat who will be presiding is apparently quite eager to get started and everyone with any involvement in this matter is expected to attend.

Note: If there is sufficient time or interest, feel free to roleplay many parts of this **Encounter**. It is not absolutely necessary, however, and many parts of this can be storyboarded i.e. quickly narrated if time dictates a faster solution.

Kai wants the horse thieves punished as soon as possible—he does consider the possible implications of the trial and is mostly concerned about punishing those who would remove his valuable merchandise and, at the same time, he sees it as yet another way to draw attention to the PCs and away from him). To that end, he seeks out the closest village with a Jurat – generally one that might have a Bey in attendance since the nobles of Ket frequently have Jurats stationed in close proximity. Using his knowledge of the route, he knows that the closest location fitting this description is Kiv, a

moderately large village housing the Bey of Kivaq and a very successful *bosq* production facility.

Kiv is 3 hours away. Anyone advised of the location can make a DC 15 Knowledge (local – VTF) check to realize that the village Jurat was recently promoted. As result, a new Jurat has just been appointed. In fact, the new appointment is Limthal, the Priest of Hextor, one of the first Hextorites ever appointed to the post, but the PCs won't realize this until they go to the trial.

The Kilar Representative

The Bey of Kilar, hearing of the situation through rapid Archon-based communications (his horses are involved, after all) sends a representative to the trial immediately. The representative, Ashif, arrives the morning of the trial and requests a meeting with the characters.

Ashif is a quiet and polite young man who is interested in the well-being of both the horses and Kai. He can confirm that all of the horses were purchased legally, that Kai did indeed save the life of the Bey's son, and that Kai is both respected and admired in the beyship of Kilar.

If any PC made every effort to protect the horses and catch the horse thieves, Ashif is most appreciative of this fact and makes it clear that he admires the PC for living up to the standards of Baklunish society. In gratitude, Ashif offers this PC the AR Award **Shares in Kilar Breeding Stock**. However, he does not offer this reward if the PC personally injured any Ad'vashda mares (but the PC is not blamed for the actions of others), nor is the reward offered if the PC did not choose to pursue the thieves, gave up pursuing the thieves or failed to capture the thieves when given an opportunity.

The Horse Theft Trial Itself

The day of the trial finally arrives. As important witnesses, you are shown to seats at the front of the courtroom. A Thresher enters the room, and in a flat unenthusiastic monotone, announces the entry of the presiding Jurat. The door behind the bench opens, and in walks Limthal, the Hextorite priest, dressed in the robes of a Jurat. He sits down and looks around the courtroom, baring his teeth in an arrogant smile, clearly savoring his new role. You notice two mullahs of the True Fait, there as officers of the court, watching his every move with disapproval, murmuring tersely to one another. It is clear that they are very unhappy that someone other than a Mullah has been made a Jurat in their courtroom.

For ease of reference, **Appendix Three** contains all the relevant laws in Ket and the applicable punishments.

Two lawyers are present, one for the accused and one for Kai. Characters with ranks in Profession (lawyer) may take over either of these roles if they desire. Lawyers in Ket do not govern the questioning or make the cases – they are there simply to advise their clients about legal rights and to “suggest” questions of the Jurat. The Jurat determines the direction of the entire trial and is the only authority in the courtroom.

Three *zones of truth* are cast for the duration of the questioning, as well a *detect lies*. These are all cast by the mullahs for Limthal. The DC in all cases is 15. Characters may choose to resist or not as they desire, recognizing that the mullahs cannot actually discern if the *zones* have worked or not.

The trial of the horse thieves is quick. They are each questioned in turn and reveal everything to the best of their knowledge – they want to attempt to mitigate their crime and use this method to effectively throw themselves on the (minimal) mercy of the court.

The next step is questioning the PCs and any other witnesses. Their names, positions and any honors or high positions they hold in Ket are requested. Then they are asked for any details they can provide about the circumstances. This is an opportunity to see how the PCs react to the situation and what they say.

The final step is to question Kai. Here, things get a bit interesting. During the line of questioning, he is asked if he was undertaking lawful commerce in Ket (a typical question to confirm the background). When he answers yes, the mullah with *detect lies* active looks surprised and then confers immediately with the Jurat. Anyone watching may make a DC 15 Listen or Spot Check to overhear/lip-read that the Mullah confirms Kai lied about this point. Limthal calls for a quick recess in confusion, then discusses the situation with the two Mullahs about the law. An eventual decision is reached that this lack of lawful commerce did not actually impact upon the facts of this trial as it stands and it may continue.

Upon his return, the trial commences again and reaches a conclusion. The horse thieves are convicted and sentenced appropriately – consult Appendix Three – Laws of Ket, cross-reference the crime to the punishment. For instance, if the thieves stole horses but only did non-lethal damage, they will be sentenced to 52 TUs (1 year) in the stocks. Doing lethal damage to a citizen will add to this time, etc. Once you have determined the sentence, Limthal makes a pronouncement, and the thieves are removed in chains. Then Limthal turns his attention to Kai (and any PCs that broke the law).

Kai is charged

Kai is charged after the trial with illegal commerce in Ket. The initial charge is deliberately vague and only through later that it is determined what he has done – the sapphire smuggling in the horses. If the horses were not recovered, the details about this smuggling are not entirely known and it is only indicated that he “performed deeds unbecoming a merchant”. As legal discussions go, pretty weak but that is the extent to which the authorities wish to discuss the matter.

Note that the cover for this operation is actually entirely legal – Kai did purchase the breeding stock with his own money, he did so legally, and has all the documentation and evidence to support this (and Ashif, the representative from the Bey of Kilar can confirm this fact). Since there is substantial confusion over where this charge should be prosecuted or what it should actually be, he is remanded into custody to the capital (Lopolla), where the High Jurats (the senior level of judges in the country) can make a decision.

Kai is not, specifically, charged with horse theft or anything resulting from the Coyote attacks. He did leak the details of his trip to other parties, certainly, but he did not make contractual arrangements for attacks and the Jurats deem this too difficult to prove conclusively.

Characters breaking the law

Limthal is also present to punish any PCs who have broken the laws of Ket (see **Appendix Three**). This should be done quickly so as to not detract from the overall Encounter but ensure it is both fair and impartial— Limthal does not allow people to testify at length, being more concerned about seeing the law enforced (even enforced harshly). He may be evil, but he is also very lawful and is aware that all eyes in the courtroom—especially the Mullahs—are on him. If he does not follow the letter of the law, his appointment to the bench may be a short one; he therefore does not allow personal feelings to dominate any decisions, and will allow standard mitigating circumstances and Diplomacy checks to minimize or reduce sentencing. If any of the PCs verbally abused Limthal in earlier encounters, apply a -4 circumstance penalty to the application of mitigating circumstances. Any foreigners—that is, non-Ketites—making such proposals will also make their check at -4.

If the PCs have been charged with assaulting Limthal or his men in an earlier encounter, and attempt to use mitigating circumstances, Limthal will ensure that witnesses are brought forward—those being his own men—who will testify that there were no justifiable reasons for the assault. Note that the Hextorites are very

lawful, and will not lie during testimony—however, they will do their best to ensure that they portray the PCs as lawless, shiftless, violent, greedy, barely literate thugs. In the absence of any justifiable reason for the assault, mitigating circumstances will not be allowed in this case.

As a DM, check the laws in **Appendix Three** and assign the appropriate penalties, noting that characters do not have to pay lifestyle costs while in the stocks.

Conclusion

Kai is understandably downcast as he leaves the court, escorted by a pair of hulking Threshers. He asks for permission of the Jurat to say farewell to his horses. Although it is apparent Limthal has no particular reason to allow this, a single glance at a nearby Mullah speaks volumes and permission is granted to Kai—a man's love for his horses transcends many crimes. After a few moments of contemplation of the small herd, he turns and smiles wryly, asking to be taken away. His days as a merchant are over.

The Horses

The Ad'vashda mares are returned to the Bey of Kilar at the conclusion of this adventure (minus any that were successfully sold off by the horse thieves.) Although still the property of Kai, he has no means to maintain them while in jail and he agrees when Ashif proposes this solution.

Not Hurting the Coyotes In Encounter Two

The Druid who ordered the attack notes the good qualities of the PCs and compensates them accordingly, providing they did not cause lethal damage (of any amount) to the coyotes. The PCs automatically obtain maximum gp in this adventure, if they have not reached that level already, and have access to the leather armor marked on the AR, all provided by the Druid through intermediaries.

An offer from Kai

If the PCs are still on good terms with Kai, he approaches them to ask for their assistance in his future trial. He knows what he did with the horses was wrong but he indicates that more will come out at the trial, details that he wants the PCs to corroborate in a truthful fashion. Specifically, he indicates that he will not ask them to do anything underhanded, illegal or immoral at that time.

If they do accept this offer, he in turn arranges to make his **Tiny Blue Penguin** pendant available to them. This is

noted as an AR Award for the characters. This is only proffered if the offer to help Kai in the future is accepted.

Members of Xanavade receive special treatment here. Providing they have not attacked Kai with lethal force (or killed him or worse), he automatically provides them with access to the **Tiny Blue Penguin** Pendant, no matter what they decide about his offer.

Stock Time

At this point, characters are subject to stock time which should be noted on the AR under **Lawbreaker** with any amounts sentenced (even in absentia) and served. It is quite possible that characters can flee the law in Ket (there are many possible means) but Ket never forgets...

Spellbooks and Archon Benefit

If Telforq is captured alive, his **Spellbooks** are made available to the PCs at the conclusion of the trial as a means of compensating them for their efforts, as noted under the AR Awards. Should characters have not assisted in his capture in any fashion (at the discretion of the DM) these volumes are not available for their purchase.

The spellbooks represented are not typical books with a multitude of spells. He is very careful to keep many smaller books to minimize possible loss (he is somewhat obsessive in this regard) and the Archons confiscate most. The Mullahs, however, ensure that the most important books are made available.

Any members of the Archon metaorganization receives a discount for purchase of the books, as noted by the price with a * on the AR. All others must expend the higher price.

The End

Experience Point Summary

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

Introduction

Accept the contract or offer to escort Kai upon his journey through Ket.

APL 2 30 xp

APL 4 30 xp

APL 6 60 xp

APL 8 60 xp

APL 10 90 xp

APL 12 90 xp

Encounter Two

Defeating the coyotes or convincing them to leave

APL 2 90 xp

APL 4 150 xp

APL 6 210 xp

APL 8 270 xp

APL 10 330 xp

APL 12 390 xp

Encounter Four

Defeating Jira

APL 2 120 xp

APL 4 180 xp

APL 6 240 xp

APL 8 300 xp

APL 10 360 xp

APL 12 420 xp

Encounter Five

Defeat the horse thieves

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp

Story Award

Participating in the adventure and generally wanting to pursue the aims of Kai as he set them forth, including pursuing the horse thieves (or stopping them)

APL 2 15 xp

APL 4 15 xp

APL 6 30 xp

APL 8 30 xp

APL 10 45 xp

APL 12 45 xp

Story Award

Using non-lethal damage on all potential citizens of Ket at all times and generally keeping to the laws of Ket (see **Appendix Three** for more details)

APL 2 15 xp

APL 4 15 xp

APL 6 30 xp

APL 8 30 xp

APL 10 45 xp

APL 12 45 xp

Discretionary roleplaying award

APL 2 30 xp

APL 4 30 xp

APL 6 60 xp

APL 8 60 xp

APL 10 90 xp

APL 12 90 xp

Total possible experience:

APL 2 450 xp

APL 4 675 xp

APL 6 900 xp

APL 8 1125 xp

APL 10 1375 xp

APL 12 1525 xp

Treasure Summary

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

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

watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Two:

APL 2: Loot: 0 gp; Coin: 125 gp; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 175 gp; Magic: *+2 leather armor* (only if Coyotes skinned) 0 gp value.

APL 6: Loot: 0 gp; Coin: 225 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 275 gp; Magic: *+3 leather armor* (only if Coyotes skinned) 0 gp.

APL 10: Loot: 0 gp; Coin: 325 gp; Magic: *+4 leather armor* (only if Coyotes skinned) 0 gp.

APL 12: Loot: 0 gp; Coin: 375 gp; Magic: 0 gp.

Encounter Four:

APL 2: L: 51 gp; C: 25 gp; M: 0 gp.

APL 4: L: 51 gp; C: 25 gp; M: *+2 gloves of dexterity* (333 gp per character).

APL 6: L: 51 gp; C: 25 gp; M: *+2 gloves of dexterity* (333 gp per character), *+1 cloak of protection* (83 gp per character).

APL 8: L: 51 gp; C: 25 gp; M: *+2 gloves of dexterity* (333 gp per character), *+1 cloak of protection* (83 gp per character), *+2 periapt of wisdom* (333 gp per character).

APL 10: L: 51 gp; C: 25 gp; M: *+4 gloves of dexterity* (1333 gp per character), *+1 cloak of protection* (83 gp per character), *+2 periapt of wisdom* (333 gp per character).

APL 12: L: 51 gp; C: 25 gp; M: *+6 gloves of dexterity* (3000 gp per character), *+1 cloak of protection* (83 gp per character), *+2 periapt of wisdom* (333 gp per character).

Encounter Six:

APL 2: L: 84 gp; C: 25 gp; M: *+1 leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 2 (83 gp per character * 2).

APL 4: L: 83 gp; C: 25 gp; M: *+1 leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 2 (83 gp per character * 2), *+1 heavy wooden shield* (96 gp per character), *+1 vest of resistance* * 2 (83 gp per character * 2), *pearl of power, 2nd level* (333 gp per character), *+1 ring of protection* (166 gp per character).

APL 6: L: 83 gp; C: 25 gp; M: *+1 leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 4 (83 gp per character * 4), *+1 heavy wooden shield* (96 gp per character), *+1 vest of resistance* (83 gp per character), *pearl of power, 2nd level* (333 gp per character), *+1 ring of protection* (166 gp per character), *+2 vest of resistance* (333 gp per character), *+1 scimitar* (192 gp per character), *+1 amulet of natural armor* (166 gp per character), *+2 gloves of dexterity* (333 gp per character).

APL 8: L: 83 gp; C: 25 gp; M: *+1 leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 4 (83 gp per character * 4), *+1 heavy wooden shield* (96 gp per character), *+1 vest of resistance* (83 gp per character), *pearl of power, 2nd level* (333 gp per character), *+1 ring of protection* (166 gp per character), *+2 vest of resistance* (333 gp per character), *+1 merciful scimitar* (692 gp per character), *+1 amulet of natural armor* (166 gp per character), *+2 gloves of dexterity* (333 gp per character),

+2 *headband of intellect* (333 gp per character), +2 *amulet of health* (333 gp per character).

APL 10: L: 83 gp; C: 25 gp; M: +1 *leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 4 (83 gp per character * 4), +1 *heavy wooden shield* (96 gp per character), *pearl of power, 2nd level* (333 gp per character), +1 *ring of protection* (166 gp per character), +2 *vest of resistance* * 2 (333 gp per character * 2), +1 *merciful scimitar* (692 gp per character), +1 *amulet of natural armor* (166 gp per character), +2 *gloves of dexterity* (333 gp per character), +4 *headband of intellect* (1333 gp per character), +2 *amulet of health* (333 gp per character), +2 *periapt of wisdom* (333 gp per character), +2 *ring of protection* (667 gp per character).

APL 12: L: 83 gp; C: 25 gp; M: +1 *leather armor with riding straps* (100 gp per character), *scroll of shield* * 3 (2 gp per character * 3), *wand of expeditious retreat* (62 gp per character), *wand of cure light wounds* (62 gp per character), *pearl of power, 1st level*, * 4 (83 gp per character * 4), +1 *heavy wooden shield* (96 gp per character), *pearl of power, 2nd level* (333 gp per character), +1 *ring of protection* (166 gp per character), +2 *vest of resistance* (333 gp per character), +1 *merciful scimitar* (692 gp per character), +1 *amulet of natural armor* (166 gp per character), +2 *gloves of dexterity* (333 gp per character), +6 *headband of intellect* (3000 gp per character), +2 *amulet of health* (333 gp per character), +2 *periapt of wisdom* (333 gp per character), +2 *ring of protection* (667 gp per character), +4 *belt of giant strength* (1333 gp per character), +3 *vest of resistance* (750 gp per character).

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Appendix One – All APLs

Introduction

Kai Blackstone; Rog7/Exp1/FavoredSoul*1 (Oldimarra); CR 8; male human (oeridian); medium humanoid; HD 8d6+8+1d8+1; hp 48; Init +3; Spd 30 ft; AC 18, Touch 14, Flatfooted 15 (+4 for +2 leather armor, +3 dexterity, +1 ring of protection); Base Atk +5; Grp +4; Atk +9 melee (1d6, short sword); Full Atk +9 melee (1d6, short sword); SA sneak attack +4d6; SQ evasion, uncanny dodge, trapsense; AL CN; SV Fort +6, Ref +11 Will +9; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Appraise +14, Craft (Leatherworking) +13, Bluff +16, Diplomacy +10, Gather Information +10, Handle Animal +9, Intimidate +13, Knowledge (local: VTF) +7, Knowledge (nature) +7, Profession (merchant) +11, Ride +16, Search +12; Sense Motive +11; Blind-Fighting, Iron Will, Quickdraw, Weapon Finesse.

Spells Known (5/4; DC = 10+spell level); 0 – create water, cure minor wounds, light, mending; 1st – cure light wounds, magic weapon, obscuring mist, shield of faith.

Possessions: baklunish robes (blue and green colors), black turban, daggers (4 – hidden sheaths), daggers (3 visible), short sword, +2 leather armor, +1 ring of protection, tiny blue penguin pendant (see AR), +1 cloak of protection.

Languages: Common, Ancient Baklunish, Dwarven, Velondi

* See Appendix Two: New Rules

Encounter Three

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

Skills and Feats: Disable Device +5, Forgery +5, Gather Information +3, Intimidate +3, Knowledge (local – vtf) +5, Open Lock +5, Profession (thresher) +6,

Ride +7, Search +5, Sense Motive +2, Spot +4, Use Rope +7; Improved Toughness*, Iron Will.

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

Languages: Common, Ancient Baklunish

* see Appendix Two: New Rules Items.

Palir; Rog1/Ftr2/War1; CR 3; Medium Humanoid (baklunish human); HD 1d8+2+1d6+2+2d10+4+4; hp 35; Init +2; Spd 30; AC 18 (+2 dexterity, +4 chain shirt, +2 heavy steel shield) touch 12, flat-footed 16; Base Atk +3; Grp +5; Atk +7 melee (1d6+3, +1 scimitar) or +7 ranged (1d8, masterwork light crossbow); Full Atk +7 melee (1d6+3, +1 scimitar) or +7 ranged (1d8, masterwork light crossbow); AL LN; SV Fort +7, Ref +6, Will +3; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Disable Device +5, Forgery +5, Gather Information +3, Handle Animal +1, Intimidate +6, Knowledge (local – vtf) +5, Open Lock +5, Profession (thresher) +6, Ride +10, Search +5, Sense Motive +2, Spot +4, Use Rope +7; Dodge, Improved Toughness*, Iron Will, Weapon Focus (Scimitar).

Possessions: Masterwork chain shirt, heavy steel shield, +1 scimitar, +1 cloak of protection, cold iron scimitar, scimitar, daggers (4), sap (2), club, masterwork light crossbow, 60 bolts.

Languages: Common, Ancient Baklunish

* see Appendix Two: New Rules Items.

Encounter Five

Hextorian Elite Guards; Ftr4; CR 4; male human (baklunish/oeridian); medium humanoid; HD 4d10+8; hp 36; Init +1; Spd 20 ft; AC 21, Touch 12, Flatfooted 20 (+9 for +1 full plate, +1 dexterity, +1 ring of protection); Base Atk +4; Grp +7; Atk +9 melee (1d10+6, masterwork heavy flail) or +6 ranged (1d8, masterwork light crossbow); Full Atk +9 melee (1d10+6, masterwork heavy flail) or +6 ranged (1d8, masterwork light crossbow); AL LE; SV Fort +7, Ref +3 Will +4; Str 17, Dex 12, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Handle Animal +6, Intimidate +6, Profession (guard) +7, Ride +11 (+13 with military saddle), Sense Motive +3; Cleave, Combat Expertise,

Iron Will, Power Attack, Weapon Focus (Heavy Flail),
Weapon Specialization (Heavy Flail).

Possessions: daggers (4 – hidden sheaths), daggers (3 visible), masterwork light crossbow, lance, heavy steel shield, masterwork heavy flail, cold iron flail, *+1 full plate with riding straps*, *+1 ring of protection*, *+1 cloak of protection*.

Languages: Common, Infernal, Abyssal

Limthal, Priest of Hextor and Jurat; Ftr1/Clr7 (Hextor, Domains of Evil, Law); CR 8; male human (oeridian); medium humanoid; HD 1d10+2+7d8+14; hp 61; Init +1; Spd 20 ft; AC 23, Touch 13, Flatfooted 22 (*+10 for +2 full plate*, *+1 dexterity*, *+2 ring of protection*); Base Atk +6; Grp +8; Atk +9 melee (1d10+6, masterwork heavy flail) or +6 ranged (1d8, masterwork light crossbow); Full Atk +9 melee (1d10+6, masterwork heavy flail) or +6 ranged (1d8, masterwork light crossbow); AL LE; SV Fort +7, Ref +3 Will +4; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Handle Animal +4, Intimidate +4, Knowledge (religion) +12, Profession (lawyer) +10, Ride +6 (+8 with military saddle); Cleave, Combat Casting, Power Attack, Weapon Focus (Heavy Flail), Weapon Specialization (Heavy Flail).

Spells Prepared (6/5+1/4+1/3+1/1+1; DC = 13+Spell Level, bold are domain spells) 0 – *cure minor wounds* (2), *guidance* (2), *resistance* (2); 1st – *cure light wounds* (2), *divine favor*, ***protection from good***, *shield of faith* (2); 2nd – *augury*, *bull's strength*, *death knell*, ***desecrate***, *hold person*; 3rd – *blindness/deafness*, *dispel magic*, *invisibility purge*, ***magic circle against good***; 4th – *divine power*, ***unholy blight***.

Possessions: daggers (4 – hidden sheaths), daggers (3 visible), masterwork light crossbow, lance, heavy steel shield, *+1 heavy flail*, cold iron flail, *+2 full plate with riding straps*, *+2 ring of protection*, *+2 cloak of protection*, *wand of restoration* (20 charges).

Languages: Common, Infernal.

Encounter Two

Coyote; CR 1; Medium Animal; HD 3D8+6; 19 hp; Init +2; Move 50 ft; AC 14, touch 12, Flat-footed 12 (+2 dexterity, +2 natural); Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); Space/Reach: 5 ft./ 5 ft.; SQ: superior flanking, scent, low-light vision; AL: N; Fort +5, Ref +5 Will +4; Str 14, Dex 15, Con 15, Int 3, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +5; Alertness, Iron Will.

Superior Flanking (Ex): A coyote instinctively goes for flank attacks where possible. When flanking with another coyote, it receives a +4 benefit for such attacks, instead of the regular +2.

Encounter Four

Jira; War1/Rgr1/Mnk2/Ftr1; Female Half Elf; CR 4; Medium Humanoid; HD 4d8+8+1d10+2; 38 hp; Init +3; Move 40 ft; AC 21, touch 17, Flat-footed 18 (+3 dexterity, +2 wisdom, +4 *mage armor*, +2 *deflection*); Base Atk +4; Grp +6; Atk +7 melee (1d6+2, unarmed strike) or +8 ranged (1d8+2, masterwork composite (+2 str) longbow); Full Atk +7 melee (1d6+2, unarmed strike) or +8 ranged (1d8+2, masterwork composite (+2 str) longbow); Space/Reach: 5 ft./ 5 ft.; SQ: wild empathy, half-elven traits, low-light vision, unarmed attack, flurry of blows, favored enemy (humans); AL: LN; Fort +11, Ref +8, Will +5; Str 14, Dex 17, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +7, Tumble +9, Survival +5; Ascetic Hunter*, Dodge, Combat Reflexes, Power Attack, Stunning Blow, Tracking, Weapon Finesse.

Possessions: Masterwork composite (+2 str) longbow, 40 arrows, dagger (4), grappling hook, 50' hemp rope, backpack.

Spells in Effect: *mage armor* (1 hr remaining), *longstrider* (from scroll – 1 hr remaining), *shield of faith* (2 minutes remaining). All spells at 3rd level but Shield of Faith extended.

*New Rule, See Appendix Two.

Encounter Five

Dakshi; War1/Rgr1/Drd1; Female Human; Humanoid (Baklunish); CR 2; HD 3d8+6; 24 hp; Init +2; Move 30 ft; AC 17, touch 12, flat-footed 15 (+3 *for +1 leather*, +2 dexterity, +2 heavy wooden shield); Base Atk +2; Grp

+2; Atk +3 melee (1d6, masterwork scimitar) or +4 ranged (1d8, composite longbow); Full Atk +3 melee (1d6, masterwork scimitar) or +4 ranged (1d8, composite longbow); SQ nature sense, wild empathy, favored enemy (humans); AL: LN; Fort +8, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Handle Animal +8, Knowledge (Nature) +6, Ride +11 (+13 with military saddle), Spellcraft +5, Spot +5, Survival +6; Mounted Combat, Practiced Spellcaster (Druid)*, Skill Focus: Handle Animal.

Languages: Baklunish, Common.

Spells Prepared (3/2; DC = 13+Spell level); 0 – *create water*, *cure minor wounds* (2); 1st – *entangle*, *pass without trace*.

Possessions: +1 *leather armor with riding straps*, heavy wooden shield, masterwork scimitar, cold iron scimitar, lance, kukri (2), composite longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

*New Rule, See Appendix Two.

Seaworthy; CR n/a; Large Animal; HD 3D8+9; 22 hp; Init +1; Move 60 ft; AC 16, touch 10, Flat-footed 15 (+1 dexterity, -1 size, +4 natural, +2 leather barding); Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk two +4 melee (1d4+3, hoof) and -1 melee (1d3+1, bite); Space/Reach: 10 ft./ 5 ft.; SQ: scent, low-light vision, link, share spells; AL: N; Fort +6, Ref +4 Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3450 pounds.

Telforg; War1/Wiz2 (diviner, no evocation) /Drd1/Rog1; Male Human; Humanoid (Baklunish); CR 4; HD 2d8+4+1d6+2+2d4+4; 33 hp; Init +2; Move 30 ft; AC 16, touch 12, flat-footed 14 (+4 *for mage armor*, +2 dex); Base Atk +2; Grp +2; Atk +3 melee (2d6, masterwork greatsword) or +4 ranged (1d8, composite longbow); Full Atk +3 melee (2d6, masterwork greatsword) or +4 ranged (1d8, composite longbow); SA sneak attack +1d6; SQ nature sense, wild empathy, trapsense, familiar; AL: LN; Fort +6, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Disable Device +6, Decipher Script +11, Handle Animal +4, Knowledge (arcana) +11, Ride +9, Search +10, Spellcraft +11; Combat Casting, Mounted Combat, Practiced Spellcaster (Wizard)*, Scribe Scroll.

Languages: Common, Baklunish, Dwarven, Halfling.

Spells Prepared (4+1/3+1; DC = 13+Spell Level, **bolded** are specialist spells): 0 – *daze*, **detect magic**, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *acid orb*, *lesser* (2)*, *mage armor*, *shield*, **true strike** CL 5.

Spells Prepared (3/2; DC = 11+Spell Level): 0 – *cure minor wounds* (3); 1st – *entangle*, *vigor* (lesser).

Possessions: *scroll of shield* (3), *wand of expeditious retreat*, *pearl of power* 1st level (2), *wand of cure light wounds*, masterwork greatsword, daggers (4), composite longbow, 40 arrows, bedroll, flint & steel, backpack, masterwork thieves tools.

* See Appendix Two: New Rules

Swivel; CR n/a; Large Animal; HD 3D8+9; 22 hp; Init +1; Move 60 ft; AC 16, touch 10, Flat-footed 15 (+1 dexterity, -1 size, +4 natural, +2 leather barding); Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk two +4 melee (1d4+3, hoof) and -1 melee (1d3+1, bite); Space/Reach: 10 ft./ 5 ft.; SQ scent, low-light vision; AL: N; Fort +6, Ref +4 Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3450 pounds.

Encounter Two

Coyote; CR 1; Medium Animal; HD 3D8+6; 19 hp; Init +2; Move 50 ft; AC 14, touch 12, Flat-footed 12 (+2 dexterity, +2 natural); Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); Space/Reach: 5 ft./ 5 ft.; SQ superior flanking, scent, low-light vision; AL: N; Fort +5, Ref +5 Will +4; Str 14, Dex 15, Con 15, Int 3, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +5; Alertness, Iron Will.

Superior Flanking (Ex): A coyote instinctively goes for flank attacks where possible. When flanking with another coyote, it receives a +4 benefit for such attacks, instead of the regular +2.

Encounter Four

Jira; War1/Rgr2/Mnk3/Ftr1; Female Half Elf; CR 6; Medium Humanoid; HD 6d8+12+1d10+2; 53 hp; Init +4; Move 40 ft; AC 22, touch 18, Flat-footed 18 (+4 dexterity, +2 wisdom, +4 *mage armor*, +2 *deflection*); Base Atk +6; Grp +8; Atk +10 melee (1d8+2, unarmed strike) or +11 ranged (1d8+2, masterwork composite (+2 str) longbow); Full Atk +10/+5 melee (1d8+2, unarmed strike) or +11/+6 ranged (1d8+2, masterwork composite (+2 str) longbow); SQ wild empathy, half-elven traits, low-light vision, unarmed attack, flurry of blows, favored enemy (humans); AL: LN; Fort +12, Ref +10, Will +5; Str 14, Dex 19, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +7, Tumble +13, Survival +9; Ascetic Hunter*, Combat Reflexes, Dodge, Mobility, Power Attack, Rapid Shot, Stunning Blow, Tracking, Weapon Finesse.

Possessions: +2 *Gloves of dexterity*, masterwork composite (+2 str) longbow, 40 arrows, dagger (4), grappling hook, 50' hemp rope, backpack.

Spells in Effect: *mage armor* (2 hrs remaining), *invisibility* (2 minutes remaining) *shield of faith* (2 minutes remaining). All spells at 3rd level.

*New Rule, See Appendix Two

Encounter Five

Dakshi; War1/Rgr1/Drd3; Female Human; Humanoid (Baklunish); CR 4; HD 5d8+10; 38 hp; Init +2; Move 30 ft.; AC 18, touch 12, flat-footed 16 (+3 for +1 *leather*, +2 dexterity, +3 for +1 *heavy wooden shield*); Base Atk +4; Grp +4; Atk +5 melee (1d6, masterwork scimitar) or +6

ranged (1d8, composite longbow); Full Atk +5 melee (1d6, masterwork scimitar) or +6 ranged (1d8, composite longbow); SQ nature sense, wild empathy, favored enemy (humans); AL: LN; Fort +10, Ref +6, Will +7; Str 10, Dex 14, Con 14, Int 12, Wis 17, Cha 8.

Skills and Feats: Handle Animal +10, Knowledge (Nature) +6, Ride +13 (+15 with military saddle), Spellcraft +5, Spot +9, Survival +10; Mounted Combat, Practiced Spellcaster (Druid)*, Skill Focus: Handle Animal.

Spells Prepared (4/3/2; DC = 13+Spell level); 0 – *create water*, *cure minor wounds* (3); 1st – *cure light wounds*, *entangle*, ~~*longstrider*~~, *pass without trace*; 2nd – *barkskin*, *bull's strength*

Languages: Baklunish, Common.

Possessions: +1 *leather armor with riding straps*, +1 *heavy wooden shield*, +1 *vest of resistance*, masterwork scimitar, cold iron scimitar, lance, kukri (2), composite longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

*New Rule, See Appendix Two.

Seaworthy; CR n/a; Large Animal; HD 5D8+20; 42 hp; Init +2; Move 60 ft; AC 18, touch 11, Flat-footed 16 (+2 dexterity, -1 size, +5 natural, +2 leather barding); Base Atk +4; Grp +11; Atk +6 melee (1d4+3, hoof); Full Atk +6 melee (1d4+3, two hooves) and +1 melee (1d3+1, bite); Space/Reach: 10 ft./ 5 ft.; SQ scent, low-light vision, link, share spells, evasion; AL: N; Fort +8, Ref +6 Will +2; Str 17, Dex 14, Con 18, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +6, Spot +4; Endurance, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 258 pounds; a medium load, 259-519 pounds; and a heavy load, 520-780 pounds. A light warhorse can drag 3900 pounds.

Telforg; War1/Wiz3 (diviner, no evocation) /Drd1/Rog2; Male Human; Humanoid (Baklunish); CR 6; HD 2d8+4+2d6+4+3d4+6; 44 hp; Init +2; Move 30 ft.; AC 17, touch 13, flat-footed 15 (+4 for *mage armor*, +1 *ring of protection*, +2 dex); Base Atk +3; Grp +3; Atk +4 melee (2d6, masterwork greatsword) or +5 ranged (1d8, composite longbow); Full Atk +4 melee (2d6, masterwork greatsword) or +5 ranged (1d8, composite longbow); SA sneak attack +1d6; SQ nature sense, wild empathy, trapsense, familiar, evasion; AL: LN; Fort +8,

Ref +7, Will +7; Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +12, Disable Device +14, Decipher Script +13, Handle Animal +4, Knowledge (arcana) +13, Ride +9, Search +12, Spellcraft +13; Combat Casting, Craft Wondrous Items, Mounted Combat, Practiced Spellcaster (Wizard)*, Scribe Scroll.

Languages: Common, Baklunish, Dwarven, Halfling.

Spells Prepared (4+1/3+1/2+1; DC = 13+Spell Level, **bolded** are specialist spells): 0 – *daze*, **detect magic**, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *acid orb*, *lesser (2)**, *mage armor*, *shield*, **true strike**; 2nd – *bull's strength*, *glitterdust (2)*, **see invisibility**. CL 7.

Spells Prepared (3/2; DC = 11+Spell Level): 0 – *cure minor wounds (3)*; 1st – *entangle*, *vigor (lesser)*.

Possessions: *scroll of shield (3)*, *wand of expeditious retreat*, *pearl of power 1st level (2)*, *pearl of power 2nd Level*, +1 *vest of resistance*, *wand of cure light wounds*, +1 *ring of protection*, masterwork greatsword, daggers (4), composite longbow, 40 arrows, bedroll, flint & steel, backpack, masterwork thieves tools.

* See Appendix Two: New Rules

Swivel; CR n/a; Large Animal; HD 3D8+9; 22 hp; Init +1; Move 60 ft; AC 16, touch 10, Flat-footed 15 (+1 dexterity, -1 size, +4 natural, +2 leather barding); Base Atk +3; Grp +10; Atk +5 melee (1d4+3, hoof); Full Atk two +5 melee (1d4+3, hoof) and +0 melee (1d3+1, bite); Space/Reach: 10 ft./ 5 ft.; SQ scent, low-light vision; AL: N; Fort +6, Ref +4 Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag

3450	pounds
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Encounter Two

Ket Dire Coyote; CR 3; Large Animal; HD 6d8+24; 51 hp; Init +2; Move 50 ft; AC 14, touch 11, Flat-footed 12 (-1 size, +2 dexterity, +3 natural); Base Atk +4; Grp +16; Atk +12 melee (1d8+12, bite); Full Atk +16 melee (1d8+12, bite); Space/Reach 10 ft./ 5 ft.; SQ superior flanking, low-light vision, scent; AL: N; Fort +9, Ref +7, Will +8; Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Iron Will, Track, Weapon Focus (bite)

Superior Flanking (Ex): A dire coyote instinctively goes for flank attacks where possible. When flanking with another dire coyote, it receives a +4 benefit for such attacks, instead of the regular +2.

Skills: A dire coyote has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Four

Jira: War1/Rgr3/Mnk4/Ftr1; Female Half Elf; CR 8; Medium Humanoid (5' 4"); HD 8d8+16+1d10+2; 67 hp; Init +5; Move 40 ft; AC 24, touch 20, Flat-footed 19 (+5 dexterity, +2 wisdom, +4 *mage armor*, +3 *deflection*); Base Atk +8; Grp +10; Atk +13 melee (1d8+2, unarmed strike) or +14 ranged (1d8+2, masterwork composite (+2 str) longbow); Full Atk +13/+8 melee (1d8+2, unarmed strike) or +14/+9 ranged (1d8+2, masterwork composite (+2 str) longbow); SQ wild empathy, half-elven traits, low-light vision, unarmed attack, flurry of blows, favored enemy (humans); AL LN; Fort +14, Ref +12, Will +8; Str 14, Dex 20, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +7, Tumble +16, Spot +3, Survival +12; Ascetic Hunter*, Combat Reflexes, Dodge, Endurance, Mobility, Power Attack, Rapid Shot, Stunning Blow, Tracking, Weapon Finesse.

Possessions: +2 *Gloves of dexterity*, masterwork composite (+2 str) longbow, 40 arrows, dagger (4), grappling hook, 50' hemp rope, backpack, +1 *cloak of resistance*.

Spells in Effect: *mage armor* (5 hrs remaining), *invisibility* (5 minutes remaining) *shield of faith* (5 minutes remaining), *Silence* (5 minutes remaining). All spells at 6th level.

*New Rule, See Appendix Two.

Encounter Five

Dakshi; War1/Rgr2/Drd3/Beastmaster1; Female Human; Humanoid (Baklunish); CR 6; HD 6d8+12+1d10+2; 53 hp; Init +2; Move 30 ft.; AC 18, touch 12, flat-footed 16 (+3 for +1 *leather*, +2 dexterity, +3 for +1 *heavy wooden shield*); Base Atk +6; Grp +6; Atk +7 melee (1d6+1, +1 *scimitar*) or +8 ranged (1d8, composite longbow); Full Atk +7/+2 melee (1d6+1, +1 *scimitar*) or +8/+3 ranged (1d8, composite longbow); SQ nature sense, wild empathy, favored enemy (humans); AL LN; Fort +14, Ref +10, Will +8; Str 10, Dex 14, Con 14, Int 12, Wis 17, Cha 8.

Skills and Feats: Handle Animal +13, Knowledge (Nature) +6, Ride +15 (+17 with military saddle), Spellcraft +5, Spot +13, Survival +13; Dodge, Mounted Combat, Practiced Spellcaster (Druid)*, Rapid Shot, Skill Focus: Handle Animal.

Spells Prepared (4/3/2; DC = 13+Spell level); 0 – *create water*, *cure minor wounds* (3); 1st – *cure light wounds*, *entangle*, ~~*longstrider*~~, *pass without trace*; 2nd – *barkskin*, *bull's strength*.

Languages: Baklunish, Common.

Possessions: +1 *leather armor with riding straps*, +1 *heavy wooden shield*, +2 *vest of resistance*, +1 *scimitar*, cold iron scimitar, lance, kukri (2), composite longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

Seaworthy: CR n/a; Large Animal; HD 7D8+28; 59 hp; Init +2; Move 60 ft; AC 20, touch 11, Flat-footed 18 (+2 dexterity, -1 size, +7 natural, +2 *leather barding*); Base Atk +6; Grp +14; Atk +9 melee (1d6+4, hoof); Full Atk +9 melee (1d6+4, two hooves) and +4 melee (1d3+2, bite); Space/Reach 10 ft./ 5 ft.; SQ scent, low-light vision, link, share spells, evasion, devotion; AL N; Fort +9, Ref +7 Will +3; Str 18, Dex 15, Con 18, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +6, Spot +6; Endurance, Improved Natural Attack (Hooves), Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A light warhorse can drag 4500 pounds.

Telforg: War1/Wiz5 (diviner, no evocation) /Drd1/Rog2: Male Human; Humanoid (Baklunish);

CR 8; HD 2d8+4+2d6+4+5d4+10; 54 hp; Init +3; Move 30 ft.; AC 19, touch 14, flat-footed 16 (+4 for *mage armor*, +1 *ring of protection*, +1 *amulet of natural armor*, +3 dex); Base Atk +4; Grp +4; Atk +5 melee (2d6, masterwork greatsword) or +6 ranged (1d8, composite longbow); Full Atk +5 melee (2d6, masterwork greatsword) or +6 ranged (1d8, composite longbow); SA sneak attack +1d6; SQ nature sense, wild empathy, trapsense, familiar, evasion; AL LN; Fort +8, Ref +7, Will +8; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +14, Disable Device +17, Decipher Script +15, Handle Animal +4, Knowledge (arcana) +15, Knowledge (local, VTF) +5, Ride +10, Search +15, Spellcraft +15; Combat Casting, Craft Wondrous Items, Mounted Combat, Practiced Spellcaster (Wizard)*, Scribe Scroll, Sculpt Spell*, Spell Focus: Conjunction.

Languages: Common, Baklunish, Dwarven, Halfling.

Spells Prepared (4+1/4+1/3+1/2+1; DC 14+Spell Level; 15+Spell level for Conjunction, **bolded** are specialist spells): 0 – *daze*, ***detect magic***, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *acid orb*, *lesser (2)**, *mage armor*, *orb of sound*, *lesser**, *shield*, ***true strike***; 2nd – *earthbind**, *glitterdust*, *sculpted grease*, ***see invisibility***; 3rd – *sculpted glitterdust*, *slow*, ***unluck****. CL 9.

Spells Prepared (3/2; DC 11+Spell Level): 0 – *cure minor wounds (3)*; 1st – *entangle*, *vigor (lesser)*.

Possessions: *scroll of shield (3)*, *wand of expeditious retreat*, *pearl of power 1st level (4)*, *pearl of power 2nd Level*, +1 *vest of resistance*, +1 *ring of protection*, *wand of cure light wounds*, +1 *amulet of natural armor*, +2 *gloves of dexterity*, masterwork greatsword, daggers (4), composite longbow, 40 arrows, bedroll, flint & steel, backpack, masterwork thieves tools.

* See Appendix Two: New Rules

Swivel: CR n/a; Large Animal; HD 3D8+9; 22 hp; Init +1; Move 60 ft.; AC 16, touch 10, Flat-footed 15 (+1 dexterity, -1 size, +4 natural, +2 leather barding); Base Atk +4; Grp +11; Atk +6 melee (1d4+3, hoof); Full Atk +6 melee (1d4+3, two hooves) and +1 melee (1d3+1, bite); Space/Reach 10 ft./ 5 ft.; SQ scent, low-light vision; AL N; Fort +6, Ref +4 Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3450 pounds.

Encounter Two

Ket Elder Dire Coyote; CR 6; Large Animal; HD 14d8+84; 147 hp; Init +5; Move 50 ft; AC 17, touch 14, Flat-footed 12 (-1 size, +5 dexterity, +3 natural); Base Atk +9; Grp +22; Atk +18 melee (1d8+13, bite); Full Atk +18 melee (1d8+13, bite); Space/Reach 10 ft./ 5 ft.; SQ superior flanking, low-light vision, scent; AL N; Fort +15, Ref +14, Will +13; Str 28, Dex 20, Con 22, Int 2, Wis 14, Cha 8.

Skills and Feats: Hide +3, Listen +8, Move Silently +7, Spot +16, Survival +3*; Dodge, Iron Will, Mobility, Track, Weapon Focus (bite)

Superior Flanking (Ex): A dire coyote instinctively goes for flank attacks where possible. When flanking with another dire coyote, it receives a +4 benefit for such attacks, instead of the regular +2.

Skills: A dire coyote has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Four

Jira: War1/Rgr4/Mnk5/Ftr1; Female Half Elf; CR 10; Medium Humanoid (5' 4"); HD 10d8+20+1d10+2; 81 hp; Init +5; Move 40 ft; AC 29, touch 22, Flat-footed 24 (+5 dexterity, +3 wisdom, +1 Monk, +4 *mage armor*, +3 *deflection*, +3 *natural*); Base Atk +9; Grp +11; Atk +14 melee (1d10+2, unarmed strike) or +15 ranged (1d8+2, masterwork composite (+2 str) longbow); Full Atk +14/+9 melee (1d10+2, unarmed strike) or +15/+10 ranged (1d8+2, masterwork composite (+2 str) longbow); SQ wild empathy, half-elven traits, low-light vision, unarmed attack, flurry of blows, favored enemy (humans); AL LN; Fort +15, Ref +13, Will +9; Str 14, Dex 20, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Climb +7, Tumble +17, Spot +7, Survival +15; Ascetic Hunter*, Combat Reflexes, Dodge, Elusive Target*, Endurance, Mobility, Power Attack, Rapid Shot, Stunning Blow, Tracking, Weapon Finesse.

Spells Prepared (1; DC = 13+Spell Level): 1st - *entangle*.

Possessions: +2 *Periapt of wisdom*, +2 *gloves of dexterity*, masterwork composite (+2 str) longbow, 40 arrows, dagger (4), grappling hook, 50' hemp rope, backpack, +1 *cloak of resistance*.

* New Rule, See Appendix Two.

Spells in Effect: *mage armor* (7 hrs remaining), *invisibility* (7 minutes remaining) *shield of faith* (7 minutes remaining), *silence* (7 minutes remaining), *barkskin* (73 minutes remaining), *fly* (6 minutes remaining). All spells at 8th level.

Desert: Riding Dog Animal Companion; CR n/a; Medium Animal; HD 2d8+4; 13 hp; Init +2; Move 40 ft; AC 16, touch 12, flat-footed 14 (+2 dexterity, +4 natural); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); Space/Reach 5 ft./ 5 ft.; SQ low-light vision, scent; AL N; Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*; Alertness, Track^b.

Trip (Ex): A riding dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: A riding dog has a +4 racial bonus on Jump checks.

* It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Five

Dakshi: War1/Rgr2/Drd5/Beastmaster1; Female Human; Humanoid (Baklunish); CR 8; HD 8d8+16+1d10+2; 67 hp; Init +2; Move 30 ft.; AC 18, touch 12, flat-footed 16 (+3 *for +1 leather*, +2 dexterity, +3 *for +1 heavy wooden shield*); Base Atk +7; Grp +7; Atk +8 melee (1d6+1, +1 *merciful scimitar*) or +9 ranged (1d8, composite longbow); Full Atk +8/+3 melee (1d6+1, +1 *merciful scimitar*) or +9/+4 ranged (1d8, composite longbow); SQ nature sense, wild empathy, favored enemy (humans); AL LN; Fort +15, Ref +10, Will +10; Str 10, Dex 14, Con 14, Int 12, Wis 18, Cha 8.

Skills and Feats: Handle Animal +15, Knowledge (Nature) +10, Ride +17 (+19 with military saddle), Spellcraft +5, Spot +16, Survival +16; Dodge, Mobility, Mounted Combat, Practiced Spellcaster (Druid)*, Rapid Shot, Skill Focus: Handle Animal.

Spells Prepared (5/4/3/2; DC = 14+Spell level); 0 - *create water* (2), *cure minor wounds* (3); 1st - *cure light wounds*, *entangle*, ~~*longstrider*~~, *pass without trace*; 2nd -

barkskin, bull's strength, hold animal; 3rd – *nature's favor** (2nd level spell in 3rd level slot), *spike growth*.

Languages: Baklunish, Common.

Possessions: +1 leather armor with riding straps, +1 heavy wooden shield, +2 vest of resistance, +1 merciful scimitar, cold iron scimitar, lance, kukri (2), composite longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

* See Appendix Two: New Rules

Seaworthy: CR n/a; Large Animal; HD 9D8+36; 76 hp; Init +3; Move 60 ft; AC 22, touch 12, Flat-footed 20 (+3 dexterity, -1 size, +9 natural, +2 leather barding); Base Atk +7; Grp +15; Atk +10 melee (1d6+4, hoof); Full Atk +10 melee (1d6+4, two hooves) and +8 melee (1d3+2, bite); Space/Reach 10 ft./ 5 ft.; SQ scent, low-light vision, link, share spells, evasion, devotion, multiattack; AL N; Fort +10, Ref +8 Will +7; Str 19, Dex 16, Con 18, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +9; Endurance, Improved Natural Attack (Hooves), Iron Will, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 348 pounds; a medium load, 349-699 pounds; and a heavy load, 700-1050 pounds. A light warhorse can drag 5250 pounds.

Telforg: War1/Wiz5 (diviner, no evocation)/Drd1/Rog2/Geometer2; Male Human; Humanoid (Baklunish); CR 10; HD 2d8+6+2d6+6+7d4+21; 75 hp; Init +3; Move 30 ft.; AC 20, touch 14, flat-footed 17 (+6 for *greater mage armor*, +1 *ring of protection*, +3 dex); Base Atk +5; Grp +5; Atk +6 melee (2d6, masterwork greatsword) or +7 ranged (1d8, composite longbow); Full Atk +6 melee (2d6, masterwork greatsword) or +7 ranged (1d8, composite longbow); SA sneak attack +1d6; SQ nature sense, wild empathy, trapsense, familiar, evasion, *glyph of warding*, spellglyph, book of geometry; AL: LN; Fort +8, Ref +7, Will +8; Str 10, Dex 14, Con 16, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +16, Disable Device +20, Decipher Script +18, Handle Animal +4, Knowledge (arcana) +18, Knowledge (local, VTF) +5, Ride +11, Search +18, Spellcraft +18; Combat Casting, Craft Wondrous Items, Mounted Combat, Practiced Spellcaster (Wizard)*, Scribe Scroll, Sculpt Spell*, Spell Focus: Conjunction.

Languages: Common, Baklunish, Dwarven, Halfling.

Spells Prepared (4+1/6+1/4+1/3+1/2+1; DC = 15+Spell Level; DC = 16+Spell level for Conjunction,

bolded are specialist spells): 0 – *daze*, ***detect magic***, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *acid orb*, *lesser (2)**, *grease*, *mage armor*, *orb of sound*, *lesser**, *shield*, ***true strike***; 2nd – *bull's strength*, *earthbind**, *glitterdust*, ***see invisibility***, *sculpted grease*; 3rd – *dispel magic*, *sculpted glitterdust*, *slow*, ***unluck****; 4th – ***arcane eye***, *dimension door*, *ray deflection**. CL 11.

Spells Prepared (3/2; DC = 11+Spell Level): 0 – *cure minor wounds (3)*; 1st – *entangle*, *vigor (lesser)*.

Glyph of warding: A geometer adds *Glyph of Warding* to his spellbook as a 3rd-level arcane spell. He can prepare and cast the spell just like any other spell he knows.

Spellglyph (Su): A spellglyph is an arcane diagram that substitutes for a specific spells verbal and material components (if any). When a geometer casts a prepared spell in conjunction with a spellglyph scribed for that spell, he can cast the spell as if it were affected by the Silent Spell feat. The spellglyph replaces any material components (other than a focus) normally required by the spell.

A geometer choose at the time of casting whether to use a spellglyph. An expended spellglyph disappears, just like any other material component.

Spellglyphs are normally scribed on parchment, must like scrolls. Preparing a spellglyph requires 1 hour and the use of rare inks costs 25 gp per spell level. If the spell normally requires an expensive material component (with a value more than 1 gp), exotic inks and treatments of equal cost must be used in the preparation of the spellglyph.

Book of Geometry (Ex): At 2nd level and higher, a geometer uses a unique system for recording the details of a spell that drastically reduces the expense of maintaining spellbooks. Every spell he learns from now on requires only a single page in his spellbook. It still takes 24 hours to scribe a spell into a spellbook and materials costing 100 gp per page.

A geometer's spellbook is difficult for nongeometers to decipher and use. The Spellcraft DC to decipher or prepare spells from a geometer's spellbook is increased by 5 for nongeometers (see page 178 of the *Player's Handbook*)

Possessions: *scroll of shield (3)*, *wand of expeditious retreat*, *pearl of power 1st level (4)*, *pearl of power 2nd Level*, +1 *vest of resistance*, *wand of cure light wounds*, +1 *ring of protection*, +2 *headband of intellect*, +2 *amulet of health*, +2 *gloves of dexterity*, *spellglyphs (all spells, once each)* masterwork

greatsword, daggers (4), composite longbow, 40 arrows, bedroll, flint & steel, backpack, masterwork thieves tools.

* See Appendix Two: New Rules

Swivel: CR n/a; Large Animal; HD 3D8+9; 22 hp; Init +1; Move 60 ft; AC 16, touch 10, Flat-footed 15 (+1 dexterity, -1 size, +4 natural, +2 leather barding); Base Atk +5; Grp +12; Atk +7 melee (1d4+3, hoof); Full Atk +7 melee (1d4+3, two hooves) and +2 melee (1d3+1, bite); Space/Reach: 10 ft./ 5 ft.; SQ scent, low-light vision; AL N; Fort +6, Ref +4 Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3450 pounds.

Encounter Two

Ket Elder Dire Coyote; CR 6; Large Animal; HD 14d8+84; 147 hp; Init +5; Move 50 ft; AC 17, touch 14, Flat-footed 12 (-1 size, +5 dexterity, +3 natural); Base Atk +9; Grp +22; Atk +18 melee (1d8+13, bite); Full Atk +18 melee (1d8+13, bite); Space/Reach 10 ft./ 5 ft.; SQ superior flanking, low-light vision, scent; AL N; Fort +15, Ref +14, Will +13; Str 28, Dex 20, Con 22, Int 2, Wis 14, Cha 8.

Skills and Feats: Hide +3, Listen +8, Move Silently +7, Spot +16, Survival +3*; Dodge, Iron Will, Mobility, Track, Weapon Focus (bite)

Superior Flanking (Ex): A dire coyote instinctively goes for flank attacks where possible. When flanking with another dire coyote, it receives a +4 benefit for such attacks, instead of the regular +2.

Skills: A dire coyote has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Four

Jira: War1/Rgr5/Mnk6/Ftr1; Female Half Elf; CR 12; Medium Humanoid; HD 12d8+24+1d10+2; 95 hp; Init +6; Move 50 ft; AC 30, touch 23, Flat-footed 24 (+6 dexterity, +3 wisdom, +1 Monk, +4 *mage armor*, +3 *deflection*, +3 *natural armor*); Base Atk +11; Grp +13; Atk +17 melee (1d10+2, unarmed strike) or +18 ranged (1d8+2, masterwork composite (+2 str) longbow); Full Atk +17/+12/+7 melee (1d10+2, unarmed strike) or +18/+13/+8 ranged (1d8+2, masterwork composite (+2 str) longbow); SQ wild empathy, half-elven traits, low-light vision, unarmed attack, flurry of blows, favored enemy (humans, dwarf); AL LN; Fort +16, Ref +15, Will +10; Str 14, Dex 23, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Climb +7, Tumble +21, Spot +8, Survival +17; Ascetic Hunter*, Cleave, Combat Reflexes, Dodge, Elusive Target*, Endurance, Improved Trip, Mobility, Power Attack, Rapid Shot, Stunning Blow, Tracking, Weapon Finesse.

Spells Prepared (1; DC = 13+Spell Level): 1st - *entangle*.

Possessions: +2 *Periapt of wisdom*, +4 *gloves of dexterity*, masterwork composite (+2 str) longbow, 40

arrows, dagger (4), grappling hook, 50' hemp rope, backpack, +1 *cloak of resistance*.

*New Rule, See Appendix Two.

Spells in Effect: *mage armor* (7 hrs remaining), *invisibility* (7 minutes remaining) *shield of faith* (7 minutes remaining), *silence* (7 minutes remaining), *barkskin* (73 minutes remaining), *fly* (8 minutes remaining), *freedom of movement* (duration?). All spells at 10th level.

Desert; Riding Dog Animal Companion; CR n/a; Medium Animal; HD 2d8+4; 13 hp; Init +2; Move 40 ft; AC 16, touch 12, flat-footed 14 (+2 dexterity, +4 natural); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); Space/Reach 5 ft./ 5 ft.; SQ low-light vision, scent; AL N; Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*; Alertness, Track^b.

Trip (Ex): A riding dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: A riding dog has a +4 racial bonus on Jump checks.

* It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Five

Dakshi;

War1/Rgr2/Drd5/Beastmaster2/WildPlainsOutrider1; Female Human; Humanoid (Baklunish); CR 10; HD 9d8+18+2d10+4; 82 hp; Init +2; Move 30 ft; AC 19, touch 13, flat-footed 17 (+3 *for +1 leather*, +2 dexterity, +1 *ring of protection*, +3 *for +1 heavy wooden shield*); Base Atk +9; Grp +9; Atk +10 melee (1d6+1, +1 *merciful scimitar*) or +11 ranged (1d8, composite longbow); Full Atk +10/+5 melee (1d6+1, +1 *merciful scimitar*) or +11/+6 ranged (1d8, composite longbow); SQ nature sense, wild empathy, favored enemy (humans), special mount, ride bonus, wild plains stalker; AL LN; Fort +18, Ref +11, Will +11; Str 10, Dex 14, Con 14, Int 12, Wis 20, Cha 8.

Skills and Feats: Handle Animal +17, Knowledge (Nature) +12, Listen +9, Ride +19 (+21 with military

saddle, +20/+22 for Animal Companion), Spellcraft +5, Spot +21, Survival +19; Alertness, Dodge, Mobility, Mounted Combat, Practiced Spellcaster (Druid)*, Rapid Shot, Skill Focus: Handle Animal.

Spells Prepared (5/5/3/2; DC = 15+Spell level); 0 – *create water* (2), *cure minor wounds* (3); 1st – *cure light wounds*, *entangle* (2), ~~*longstrider*~~, *pass without trace*; 2nd – *barkskin*, *bull's strength*, *hold animal*; 3rd – *nature's favor** (2nd level spell in 3rd level slot), *spike growth*.

Languages: Baklunish, Common.

Ride Bonus (Ex): A wild plains outrider gain a competence bonus equal to his class level on all Ride check as well as on Handle Animal checks made in conjunction with his animal companion mount or special mount.

Wild Plains Stalker (Ex): A wild plains outrider knows how to move a mount stealthily through nearly any terrain. His mount uses the outrider's skill ranks, rather than its own, to make Hide and Move Silently checks. The mount still uses its own size, Dexterity, armor check penalty and other applicable modifiers when making such checks.

Possessions: +1 leather armor with riding straps, +1 ring of protection, +2 periapt of wisdom, +1 heavy wooden shield, +2 vest of resistance, +1 merciful scimitar, cold iron scimitar, lance, kukri (2), composite longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

* See Appendix Two: New Rules.

Seaworthy: Large Animal; HD 11D8+44; 93 hp; Init +4; Move 60 ft; AC 25, touch 13, Flat-footed 23 (+3 dexterity, -1 size, +11 natural, +2 leather barding); Base Atk +9; Grp +17; Atk +13 melee (1d6+5, hoof); Full Atk +13 melee (1d6+5, two hooves) and +11 melee (1d3+2, bite); Space/Reach: 10 ft./ 5 ft.; SQ scent, low-light vision, link, share spells, evasion, devotion, multiattack; AL N; Fort +11, Ref +10 Will +7; Str 20, Dex 18, Con 18, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +13; Endurance, Improved Natural Attack (Hooves), Iron Will, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 399 pounds; a medium load, 400-798 pounds; and a heavy load, 799-1200 pounds. A light warhorse can drag 6000 pounds.

Telforg: War1/Wiz7 (diviner, no evocation)/Drd1/Rog2/Geometer2; Male Human; Humanoid (Baklunish); CR 12; HD 2d8+6+2d6+6+9d4+27; 87 hp; Init +3; Move 30 ft.; AC 21, touch 15, flat-footed 18 (+6

for *greater mage armor*, +2 ring of protection, +3 dex); Base Atk +6; Grp +6; Atk +7 melee (2d6, masterwork greatsword) or +8 ranged (1d8, composite longbow); Full Atk +7/+2 melee (2d6, masterwork greatsword) or +8/+3 ranged (1d8, composite longbow); SA sneak attack +1d6; SQ nature sense, wild empathy, trapsense, familiar, evasion, *glyph of warding*, spellglyph, book of geometry; AL LN; Fort +10, Ref +9, Will +10; Str 10, Dex 14, Con 16, Int 23, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Disable Device +23, Decipher Script +21, Handle Animal +4, Knowledge (arcana) +21, Knowledge (local, VTF) +6, Ride +11, Search +20, Spellcraft +21; Augment Summoning, Combat Casting, Craft Wondrous Items, Mounted Combat, Practiced Spellcaster (Wizard)*, Scribe Scroll, Sculpt Spell*, Spell Focus: Conjuraton.

Languages: Common, Baklunish, Dwarven, Halfling.

Spells Prepared (4+1/6+1/6+1/4+1/3+1/2+1; DC = 16+Spell Level, DC = 17+Spell level for Conjuraton, **bolded** are specialist spells): 0 – *daze*, ***detect magic***, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *acid orb*, *lesser* (2)*, *grease*, *mage armor*, *orb of sound*, *lesser**, *shield*, ***true strike***; 2nd – *bull's strength*, *earthbind**, *glitterdust* (2), ***see invisibility***, *sculpted grease* (2); 3rd – *dispel magic*, *fly*, *slow*, *sculpted glitterdust*, ***unluck****; 4th – ***arcane eye***, *dimension door*, *invisibility*, *greater*, *ray deflection**; 5th – ***prying eyes***, *summon monster V* (2). CL 13

Spells Prepared (3/2; DC = 11+Spell Level): 0 – *cure minor wounds* (3); 1st – *entangle*, *vigor* (lesser).

Glyph of warding: A geometer adds *Glyph of Warding* to his spellbook as a 3rd-level arcane spell. He can prepare and cast the spell just like any other spell he knows.

Spellglyph (Su): A spellglyph is an arcane diagram that substitutes for a specific spells verbal and material components (if any). When a geometer casts a prepared spell in conjunction with a spellglyph scribed for that spell, he can cast the spell as if it were affected by the Silent Spell feat. The spellglyph replaces any material components (other than a focus) normally required by the spell.

A geometer choose at the time of casting whether to use a spellglyph. An expended spellglyph disappears, just like any other material component.

Spellglyphs are normally scribed on parchment, must like scrolls. Preparing a spellglyph requires 1 hour and the use of rate inks costs 25 gp per spell level. If the spell normally requires an expensive material

component (with a value more than 1 gp), exotic inks and treatments of equal cost must be used in the preparation of the spellglyph.

Book of Geometry (Ex): At 2nd level and higher, a geometer uses a unique system for recording the details of a spell that drastically reduces the expense of maintaining spellbooks. Every spell he learns from now on requires only a single page in his spellbook. It still takes 24 hours to scribe a spell into a spellbook and materials costing 100 gp per page.

A geometer's spellbook is difficult for nongeometers to decipher and use. The Spellcraft DC to decipher or prepare spells from a geometer's spellbook is increased by 5 for nongeometers (see page 178 of the *Player's Handbook*)

Possessions: scroll of shield (3), wand of expeditious retreat, pearl of power 1st level (4), pearl of power 2nd Level, +2 vest of resistance, wand of cure light wounds, +4 headband of intellect, +2 amulet of health, +2 ring of protection, +2 gloves of dexterity, spellglyphs (all spells once each) masterwork greatsword, daggers (4), composite longbow, 40 arrows, bedroll, flint & steel, backpack, masterwork thieves tools.

* See Appendix Two: New Rules

Swivel: CR n/a; Large Animal; HD 3D8+9; 22 hp; Init +1; Move 60 ft; AC 16, touch 10, Flat-footed 15 (+1 dexterity, -1 size, +4 natural, +2 leather barding); Base Atk +6; Grp +13; Atk +8 melee (1d4+3, hoof); Full Atk +8 melee (1d4+3, two hooves) and +3 melee (1d3+1, bite); Space/Reach: 10 ft./ 5 ft.; SQ scent, low-light vision; AL N; Fort +6, Ref +4 Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3450 pounds.

For use with *Summon Monster Spells*, Augment Summoning already included:

Ground-Based

Achaierai: CR n/a; Large Outsider; HD 6d8+24; 51 hp; Init +1; Move 50 ft; AC 20, touch 10, flat-footed 19 (+1 dexterity, -1 size, +10 natural); Base Atk +6; Grp +16; Atk +11 melee (2d6+6, claws); Full Atk +11 melee (2d6+6, two claws) and +6 melee (4d6+3, bite); Space/Reach 10 ft./ 10 ft.; SA Black cloud; SQ

Darkvision 60', Spell resistance 19; AL LE; Fort +9, Ref +6 Will +7; Str 23, Dex 13, Con 18, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +10, Climb +15, Diplomacy +5, Hide +6, Jump +23, Listen +11, Move Silently +10, Sense Motive +11, Spot +11; Dodge, Mobility, Spring Attack.

Black Cloud (Ex): Up to three times per day, an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 17 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th). The save DC is Constitution-based.

Airborne

Celestial Griffon: CR n/a; Large Magical Beast; HD 7d10+35; 73 hp; Init +2; Move 30 ft, fly 80 ft (average); AC 17, touch 11, flat-footed 15 (+2 dexterity, -1 size, +6 natural); Base Atk +7; Grp +17; Atk +13 melee (2d6+6, bite); Full Atk +13 melee (2d6+6, bite) and +10 melee (1d4+3, two claws); Space/Reach 10 ft./ 5 ft.; SA smite evil 1/day, pounce, rake 1d6+3; SQ Darkvision 60', low-light vision, scent, damage reduction 5/magic, resistance to acid 5, cold 5, electricity 5, Spell resistance 12; AL NG; Fort +10, Ref +7 Will +5; Str 22, Dex 15, Con 20, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +10, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite)

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +10 melee. Damage 1d6+3.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Weapons: The natural weapons of the griffon are considered magical for the purposes of overcoming DR.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

Encounter Two

Ket Elder Dire Coyote: CR 6; Large Animal; HD 14d8+84; 147 hp; Init +5; Move 50 ft; AC 17, touch 14, Flat-footed 12 (-1 size, +5 dexterity, +3 natural); Base Atk +9; Grp +22; Atk +18 melee (1d8+13, bite); Full Atk +18 melee (1d8+13, bite); Space/Reach 10 ft./ 5 ft.; SQ superior flanking, low-light vision, scent; AL N; Fort +15, Ref +14, Will +13; Str 28, Dex 20, Con 22, Int 2, Wis 14, Cha 8.

Skills and Feats: Hide +3, Listen +8, Move Silently +7, Spot +16, Survival +3*; Dodge, Iron Will, Mobility, Track, Weapon Focus (bite)

Superior Flanking (Ex): A dire coyote instinctively goes for flank attacks where possible. When flanking with another dire coyote, it receives a +4 benefit for such attacks, instead of the regular +2.

Skills: A dire coyote has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Five

Jira: War1/Rgr6/Mnk7/Ftr1; Female Half Elf; CR 14; Medium Humanoid; HD 14d8+28+1d10+2; 112 hp; Init +7; Move 50 ft; AC 33, touch 25, Flat-footed 26 (+7 dexterity, +3 wisdom, +1 Monk, +4 *mage armor*, +4 *deflection*, +4 *natural armor*); Base Atk +12; Grp +14; Atk +19 melee (2d6+2, unarmed strike) or +20 ranged (1d8+2, masterwork composite (+2 str) longbow); Full Atk +19/+14/+9 melee (2d6+2, unarmed strike) or +20/+15/+10 ranged (1d8+2, masterwork composite (+2 str) longbow); SQ wild empathy, half-elven traits, low-light vision, unarmed attack, flurry of blows, favored enemy (humans, dwarf), improved combat style; AL LN; Fort +17, Ref +17, Will +11; Str 14, Dex 25, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Climb +7, Tumble +24, Spot +10, Survival +19; Ascetic Hunter*, Cleave, Combat Reflexes, Dodge, Elusive Target*, Endurance, Improved Trip, Manyshot, Mobility, Power Attack, Rapid Shot, Stunning Blow, Tracking, Weapon Finesse.

Spells Prepared (2; DC = 13+Spell Level): 1st – *entangle* (2).

Possessions: +2 *Periapt of wisdom*, +6 *gloves of dexterity*, masterwork composite (+2 str) longbow, 40

arrows, dagger (4), grappling hook, 50' hemp rope, backpack, +1 *cloak of resistance*.

Spells in Effect: *mage armor* (7 hrs remaining), *invisibility* (7 minutes remaining) *shield of faith* (7 minutes remaining), *silence* (7 minutes remaining), *barkskin* (73 minutes remaining), *fly* (10 minutes remaining), *freedom of movement* (duration?), All spells at 12th level.

* See Appendix Two: New Rules.

Desert: Riding Dog Animal Companion; CR n/a; Medium Animal; HD 4d8+12; 30 hp; Init +3; Move 40 ft; AC 19, touch 13, flat-footed 16 (+3 dexterity, +6 natural); Base Atk +3; Grp +6; Atk +6 melee (1d6+4, bite); Full Atk +6 melee (1d6+4, bite); Space/Reach 5 ft./ 5 ft.; SQ low-light vision, scent; AL N; Fort +7, Ref +7, Will +4; Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +5, Spot +7, Swim +3, Survival +1*; Alertness, Iron Will, Track^b.

Trip (Ex): A riding dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: A riding dog has a +4 racial bonus on Jump checks.

* It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Five

Dakshi;

War1/Rgr2/Drd5/Beastmaster2/WildPlainsOutrider3; Female Human; Humanoid (Baklunish); CR 12; HD 11d8+22+2d10+4; 96 hp; Init +2; Move 30 ft; AC 19, touch 13, flat-footed 17 (+3 for +1 *leather*, +2 dexterity, +1 *ring of protection*, +3 for +1 *heavy wooden shield*); Base Atk +11; Grp +13; Atk +14 melee (1d6+3, +1 *merciful scimitar*) or +13 ranged (1d8+2, composite (+2 str) longbow); Full Atk +14/+9/+4 melee (1d6+3, +1 *merciful scimitar*) or +13/+8/+3 ranged (1d8+2, composite (+2 str) longbow); SQ nature sense, wild empathy, favored enemy (humans), special mount, ride bonus, wild plains stalker, wild plains swiftness, wild plains offensive; AL LN; Fort +19, Ref +12, Will +12; Str 14, Dex 14, Con 14, Int 12, Wis 20, Cha 8.

Skills and Feats: Handle Animal +19, Knowledge (Nature) +14, Listen +11, Ride +21 (+23 with military

saddle, +24/+26 for Animal Companion), Spellcraft +5, Spot +23, Survival +21; Alertness, Dodge, Elusive Target*, Mobility, Mounted Combat, Practiced Spellcaster (Druid)*, Rapid Shot, Skill Focus: Handle Animal.

Spells Prepared (5/5/3/2; DC = 15+Spell level); 0 – *create water* (2), *cure minor wounds* (3); 1st – *cure light wounds*, *entangle* (2), ~~*longstrider*~~, *pass without trace*; 2nd – *barkskin*, *bull's strength*, *hold animal*; 3rd – *nature's favor** (2nd level spell in 3rd level slot), *spike growth*.

Languages: Baklunish, Common.

Ride Bonus (Ex): A wild plains outrider gain a competence bonus equal to his class level on all Ride check as well as on Handle Animal checks made in conjunction with his animal companion mount or special mount.

Wild Plains Stalker (Ex): A wild plains outrider knows how to move a mount stealthily through nearly any terrain. His mount uses the outrider's skill ranks, rather than its own, to make Hide and Move Silently checks. The mount still uses its own size, Dexterity, armor check penalty and other applicable modifiers when making such checks.

Wild Plains Swiftsness (Ex): A wild plains outrider knows how to draw every bit of speed from a mount. At 2nd level and higher, a wild plains outrider (while mounted) increase his mount's base speed by 10 feet. This increase affects every movement mode the mount has, including fly, climb and swim speeds.

Wild Plains Offensive (Ex): Starting at 3rd level, a wild plains outrider can make a full attack with a melee weapon as long as his mount takes only a single move.

Possessions: +1 leather armor with riding straps, +1 ring of protection, +2 periapt of wisdom, +4 belt of giant strength, +1 heavy wooden shield, +2 vest of resistance, +1 merciful scimitar, cold iron scimitar, lance, kukri (2), composite (+2 str) longbow, 20 arrows, bedroll, backpack, waterskin, flint and steel.

* See Appendix Two: New Rules.

Seaworthy; Large Animal; HD 11D8+44; 93 hp; Init +4; Move 60 ft; AC 25, touch 13, Flat-footed 23 (+3 dexterity, -1 size, +11 natural, +2 leather barding); Base Atk +11; Grp +19; Atk +15 melee (1d6+5, hoof); Full Atk +15 melee (1d6+5, two hooves) and +13 melee (1d3+2, bite); Space/Reach 10 ft./ 5 ft.; SQ scent, low-light vision, link, share spells, evasion, devotion, multiattack; AL N; Fort +11, Ref +10 Will +7; Str 20, Dex 18, Con 18, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +13; Endurance, Improved Natural Attack (Hooves), Iron Will, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 399 pounds; a medium load, 400-798 pounds; and a heavy load, 799-1200 pounds. A light warhorse can drag 6000 pounds.

Telforg: War1/Wiz9 (diviner, no evocation) /Drd1/Rog2/Geometer2; Male Human; Humanoid (Baklunish); CR 14; HD 2d8+6+2d6+6+11d4+33; 99 hp; Init +3; Move 30 ft.; AC 21, touch 15, flat-footed 18 (+6 for *greater mage armor*, +2 ring of protection, +3 dex); Base Atk +7; Grp +7; Atk +8 melee (2d6, masterwork greatsword) or +9 ranged (1d8, composite longbow); Full Atk +8/+3 melee (2d6, masterwork greatsword) or +9/+4 ranged (1d8, composite longbow); SA sneak attack +1d6; SQ nature sense, wild empathy, trapsense, familiar, evasion, *glyph of warding*, spellglyph, book of geometry; AL LN; Fort +12, Ref +11, Will +12; Str 10, Dex 14, Con 16, Int 25, Wis 12, Cha 8.

Skills and Feats: Concentration +20, Disable Device +25, Decipher Script +23, Handle Animal +4, Knowledge (arcana) +23, Knowledge (local, VTF) +6, Ride +12, Search +22, Spellcraft +23; Augment Summoning, Combat Casting, Craft Wondrous Items, Greater Spell Focus: Conjunction, Mounted Combat, Practiced Spellcaster (Wizard)*, Scribe Scroll, Sculpt Spell*, Spell Focus: Conjunction.

Languages: Common, Baklunish, Dwarven, Halfling.

Spells Prepared (4+1/6+1/6+1/6+1/ 4+1/3+1/2+1; DC = 17+Spell Level, DC = 18+Spell level for Conjunction, **bolded** are specialist spells): 0 – *daze*, ***detect magic***, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *acid orb*, *lesser* (2)*, *grease*, *mage armor*, *orb of sound*, *lesser**; *shield*, ***true strike***; 2nd – *bull's strength*, *earthbind**; *glitterdust* (2), ***see invisibility***, *sculpted grease* (2); 3rd – *dispel magic*, *fly*, *haste*, *slow*, *sculpted glitterdust*, ***unluck****; 4th – ***arcane eye***, *dimension door*, *invisibility*, *greater*, *ray deflection**; *sculpted lightning bolt*; 5th – *cone of cold*, ***prying eyes***, *summon monster V* (2); 6th – *sculpted cone of cold*, *ray of entropy**; *summon monster VI*. CL 15

Spells Prepared (3/2; DC = 11+Spell Level): 0 – *cure minor wounds* (3); 1st – *entangle*, *vigor* (lesser).

Glyph of warding: A geometer adds *Glyph of Warding* to his spellbook as a 3rd-level arcane spell. He can prepare and cast the spell just like any other spell he knows.

Spellglyph (Su): A spellglyph is an arcane diagram that substitutes for a specific spells verbal and material components (if any). When a geometer casts a prepared spell in conjunction with a spellglyph scribed for that spell, he can cast the spell as if it were affected by the Silent Spell feat. The spellglyph replaces any material components (other than a focus) normally required by the spell.

A geometer choose at the time of casting whether to use a spellglyph. An expended spellglyph disappears, just like any other material component.

Spellglyphs are normally scribed on parchment, must like scrolls. Preparing a spellglyph requires 1 hour and the use of rare inks costs 25 gp per spell level. If the spell normally requires an expensive material component (with a value more than 1 gp), exotic inks and treatments of equal cost must be used in the preparation of the spellglyph.

Book of Geometry (Ex): At 2nd level and higher, a geometer uses a unique system for recording the details of a spell that drastically reduces the expense of maintaining spellbooks. Every spell he learns from now on requires only a single page in his spellbook. It still takes 24 hours to scribe a spell into a spellbook and materials costing 100 gp per page.

A geometer's spellbook is difficult for nongeometers to decipher and use. The Spellcraft DC to decipher or prepare spells from a geometer's spellbook is increased by 5 for nongeometers (see page 178 of the *Player's Handbook*)

Possessions: scroll of shield (3), wand of expeditious retreat, pearl of power 1st level (4), pearl of power 2nd Level, +3 vest of resistance, wand of cure light wounds, +6 headband of intellect, +2 amulet of health, +2 ring of protection, +2 gloves of dexterity, spellglyphs (all spells once) masterwork greatsword, daggers (4), composite longbow, 40 arrows, bedroll, flint & steel, backpack, masterwork thieves tools.

* See Appendix Two: New Rules

Swivel: CR n/a; Large Animal; HD 3D8+9; 22 hp; Init +1; Move 60 ft; AC 16, touch 10, Flat-footed 15 (+1 dexterity, -1 size, +4 natural, +2 leather barding); Base Atk +7; Grp +14; Atk +9 melee (1d4+3, hoof); Full Atk +9 melee (1d4+3, two hooves) and +4 melee (1d3+1, bite); Space/Reach 10 ft./ 5 ft.; SQ scent, low-light vision; AL N; Fort +6, Ref +4 Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Possessions: Large leather barding

Carrying Capacity: A light load for a warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3450 pounds.

For use with *Summon Monster Spells*, Augment Summoning already included:

Ground-Based

Chaos Beast: CR n/a; medium Outsider (chaotic, extraplanar); HD 8d8+24; 60 hp; Init +5; Move 20 ft; AC 16, touch 11, flat-footed 15 (+1 dexterity, +5 natural); Base Atk +8; Grp +12; Atk +12 melee (1d3+4+corporeal instability, claw); Full Atk +12 melee (1d3+4+corporeal instability, two claws); Space/Reach: 5 ft./ 5 ft.; SA Corporeal instability; SQ Darkvision 60', immunity to critical hits and transformation, spell 15; AL LE; Fort +9, Ref +7 Will +6; Str 18, Dex 13, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +15, Escape Artist +12, Hide +12, Jump +11, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative, Mobility.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 17 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried – armor, backpacks, even shirts – hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victims spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast. A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute.

On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Airborne

1d3 Celestial Griffons: CR n/3; Large Magical Beast; HD 7d10+35; 73 hp; Init +2; Move 30 ft, fly 80 ft (average); AC 17, touch 11, flat-footed 15 (+2 dexterity, -1 size, +6 natural); Base Atk +7; Grp +17; Atk +13 melee (2d6+6, bite); Full Atk +13 melee (2d6+6, bite) and +10 melee (1d4+3, two claws); Space/Reach 10 ft./ 5 ft.; SA smite evil 1/day, pounce, rake 1d6+3; SQ Darkvision 60', low-light vision, scent, damage reduction 5/magic, resistance to acid 5, cold 5, electricity 5, Spell resistance 12; AL NG; Fort +10, Ref +7 Will +5; Str 22, Dex 15, Con 20, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +10, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite)

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +10 melee. Damage 1d6+3.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Weapons: The natural weapons of the griffon are considered magical for the purposes of overcoming DR.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

Appendix Two – New Rules Items

Ascetic Hunter [General] as presented in *Complete Adventurer*

You have gone beyond the bounds of your monastic training to incorporate new modes of bringing the unlawful to justice. Although many of your fellow monks frown on your methods, none can doubt that your diverse training has added to your ability to strike precisely and bring down your foes quickly.

Prerequisites: Improved Unarmed Strike, favored enemy

Benefit: When you use an unarmed strike to deliver a stunning attack against a favored enemy, you can add one-half your favored enemy bonus on damage rolls to the DC of your stunning attempt.

If you have levels in ranger and monk, those levels stack for the purpose of determining your unarmed strike damage. For example, a human 7th-level ranger/1st level monk would deal 1d10 points of damage with her unarmed strike.

In addition, you can multiclass freely between the monk and ranger classes. You must still remain lawful in order to retain your monk abilities and take monk levels. You still face the normal XP penalties for having multiple classes more than one level apart.

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

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

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

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

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

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the

other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

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

Hold the Line [General] as presented in *Complete Warrior*

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

Practiced Spellcaster [General] as presented in *Complete Divine*

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

Prerequisites: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase

your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus. For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD). This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

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

Sculpt Spell [Metamagic] as presented in *Complete Arcane*

You can alter the area of your spells.

Prerequisites: Any Metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

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

SPECIAL NOTE: IT IS THE INTERPRETATION OF THE AUTHOR THAT, UNTIL SUCH TIME AS THIS FEAT IS THE SUBJECT OF OFFICIAL ERRATA, THE FOUR 10-FOOT CUBES THAT CAN BE CHOSEN DO NOT HAVE TO BE PLACED CONTIGUOUSLY. THE CHOICE OF FEAT IN THIS ADVENTURE REFLECTS THAT INTERPRETATION. PLEASE USE IT ACCORDINGLY.

NEW SPELLS

Earthbind as presented in *Spell Compendium*

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

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

Nature's Favor as presented in *Spell Compendium*

Evocation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject animal a +1 luck bonus on attack rolls and damage rolls for every three caster levels you possess.

Orb of Acid, lesser as presented in *Spell Compendium*

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No.

An orb of acid about 2 inches across shots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level and the maximum of 5d8 at 9th level or higher.

Orb of Sonic, lesser as presented in *Spell Compendium*

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No.

An orb of sound about 2 inches across shots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level and the maximum of 5d6 at 9th level or higher.

Ray Deflection as presented in *Spell Compendium*

Abjuration

Level: Bard 4, Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No.

For the duration of the spell, you are protected against ranged touch attacks, including ray spells and ray attacks made by creatures. Any ray attack directed at you is automatically reflected harmlessly away.

An orb of acid about 2 inches across shots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged attack to hit your target.

Ray of Entropy as presented in *Spell Compendium*

Necromancy

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you unleash a ray of negative energy that consumes the life energy of the subject. You must succeed on a ranged touch attack to strike a

target. If you attack is successful against a living creature, the ray makes the subject weaker, slower and less healthy. The subject takes a -4 penalty to Strength, Constitution and Dexterity for the duration of the spell.

Unluck as presented in *Spell Compendium*

Divination

Level: Bard 3, Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*.

Material Component: A piece of broken mirror.

Appendix Three – Laws of Ket

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

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

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

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

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

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