

KET6-06

# The Patriot's Post

A One-Round D&D® LIVING GREYHAWK™

Regional Adventure set in Ket

by Stephen Baker

Triad edit: Alan Brown

Circle Edit: Tim Sech

A missing tower... an abandoned post. Rary, supposedly the Archmage of Ket, has not been seen for many years. The Beygraf and Archons of Ket have finally had enough—it is time replace Rary. Are you up to the task? This adventure is not suitable for PCs deemed “monsters” in Ket, including Elves, Asherati and Centaurs. Part 1 of the *Positions of Power* series. An adventure for PC 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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.rpga.com](http://www.rpga.com).

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com)

For questions specific to this document and your region please e-mail your triad point of contact (POC) at [ket\\_poc@yahoogroups.ca](mailto:ket_poc@yahoogroups.ca) for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com)

---

## RPGA Sanctioned Play

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

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

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

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

To learn more about the LIVING GREYHAWK PC creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

## Players Read No Farther

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

## Preparing for Play

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

## Time Units and Upkeep

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

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

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

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

## Adventure Background

### Council of Last Resort

The Council of Last Resort acts within the borders of Ket to keep the country safe and the Beygraf in power (in that order). It considers itself above the law (although the High Jurat Council would disagree) and concerns itself only with the political survival of the nation. There are rumors it has been responsible for such diverse events as the assassination of the previous Beygraf, the removal of the prior High Priest of Hextor and other dark acts. There is no verification or denial from the Council, as it makes no effort to respond to such things.

There are five permanent members of the Council and five alternates. Members include representatives from all of the citizen races (human, dwarf and halfling).

### The Four Feet of the Dragon

The Council of Last Resort employs four very special operatives called the Four Feet of the Dragon, a name that also recalls the similarly named code of ideals that form the basis of Baklunish culture. Each operative is numbered (and named) One to Four, and they act upon the orders of the Council. They can and should be considered assassins, although their actual capabilities are quite varied. Currently only two of the Four Feet are active, with two more in training.

Now the move of the Council to become known (for whatever reason) has required a shift in the focus of the Four Feet of the Dragon. Now there are to be four Champions as well, each representing a facet of life in the Baklunish West that the nation of Ket wishes to represent.

### Fervent Faction and Balance Trust

The Fervent Faction is a political alliance of hard-line mullahs, older bureaucrats and some of the more isolated Beys that has recently come to the forefront in Ket. They are concerned that the laws of the country are being weakened and allowed to become lax, which historically (according to them) resulted in the corruption now known the Exalted Faith. The Faction is determined to reassert traditional conservative values and return Ket to the "good old days". Whether or not they are correct, their values are strictly lawful neutrality, with strict interpretation of the law held up as the only path for true Ketites. They have succeeded in rolling back some of the

victories recently won by more moderate voices, as seen in the recent decision to enforce the “no arms or armor in towns and cities” law, and the new edict concerning Travel Papers.

The Balance Trust represents more moderate political forces. They view the modification of the laws recently as a positive development. They wish to maintain a strong underpinning of law, but to allow some moderation in order to prevent total despair in the face of an uncaring legal system. However, this is Ket, and even the moderates are far more lawful, more absolute and less sympathetic than many from Good nations.

The Balance Trust is primarily composed of more powerful Beys from the cities and younger, more liberal bureaucrats, along with a smattering of clergy from Baklunish religions other than the True Faith.

Both factions have strong political connections and the Beygraf has acted in this adventure to keep them out of the equation. As a result, having the favor or disfavor of either is irrelevant (and it is entirely irrelevant to Rary, who cares nothing about them).

### **Forts of the Irafa Road**

Several centuries ago, during an invasion by the army of Keoland, the Keoish soldiers discovered that travelling around the perimeter of the Bramblewood Forest to reach the main cities of Ket was a very long journey. In order to facilitate the quick transfer of soldiers directly into the heart of Ket, they hacked a path straight through the Forest and called it the Irafa Road. However, attacks by the “monsters” and elves of the forest quickly convinced the Keoish soldiers that staying outside at night in the forest was very unhealthy, so they constructed seven forts along the road, each spaced nine hours apart. When the Suel invaders were finally forced out of Ket, down the Irafa Road and back through the Bramblewood Gap, Ket took control of the forts. They have since become legendary in Ket as the last bastions of civilization holding back the encroaching “monsters” of the Bramblewood Forest.

The forts of the Irafa Road (from south to north) are Avernand, Daris, Minochehr, Stivang, Mahboud, Maldonius, and Nesser. Fort Avernand and Fort Nesser are fortified towns with huge defensive walls and large garrisons as well as Archon and Mullah support. The remaining forts are smaller keeps with high walls and roofs. Military patrols frequently move up and down the Irafa Road at all times of the year when road conditions permit, ensuring that it is kept free of obstacles and “monsters” (a category into which elves of the Bramblewood fall).

All efforts have been made to keep the forts strong and impenetrable. Even the smaller forts are massive affairs, complete roofed over to guard against aerial attack. Four towers, squat and powerful, rise 10 feet above the roof to provide for overview of the roof, and numerous well-protected and guarded arrow slits allow the fort occupants to survey the surrounding area. A kill zone of 750 feet in all directions keeps the Bramblewood Forest from blocking any defenses.

Various further defenses permeating the forts are considered state secrets not known to the general public, but members of any Ket metaorganization should be advised that the forts have substantial magical defenses, particularly against easy entry via instant transport magic.

Because the forts are spaced 9 hours apart, caravans and regular travellers must push for one hour in order to reach safe haven before nightfall.

### **Rary the Traitor**

Rary's Tower was for years located in Lopolla, as he fulfilled his duties as Archmage of Ket, and as a trusted member of the Circle of Eight. Then in CY 584, on the day of the signing of the Treaty of Greyhawk, Rary apparently betrayed the Circle, killing two members. For that act, he is now reviled across the Flanaess as “Rary the Traitor”. On that same day, his tower in Lopolla was ripped from its foundations by extra-planar creatures and transported far away, likely to the Bright Lands where Rary now styles himself “Emperor” of those dry and barren sands.

Many people of Ket still believe his actions on the infamous Treaty Day were misunderstood, and even now consider him a native son of Ket, calling him the Great Patriot. They point to his other actions and note that judgment of the mage has come much faster than understanding of his deeds.

Nevertheless, Rary has not openly set foot in Ket since his tower was removed. Although he is nominally still the Archmage of Ket, the office has effectively been empty since that day.

The time has finally come when the Archons and the Beygraf admit that Rary will not be returning and that it is time to move on and find someone new for the post.

The PC that looks like Rary in this adventure is not specifically Rary. It is a *simulacrum* and could be just about any high-ranking mage of Baklunish descent in terms of power level. Nevertheless, for the purposes of the module, it talks and acts as if it were Rary himself – there is no effective means of telling the difference.

## “Rary” in the Adventure

There appears to be an appearance by Rary the Traitor in this adventure. However, the Archmage Rary is far above the petty concerns of the nation of Ket now. Wherever it is noted that Rary appears in the module, this is not, in fact, the Great Patriot. It is, instead, a high-level member of the Archons using a superb disguise (Spot check DC 55 to penetrate) to represent the Archmage for the purposes of ensuring that the legitimacy of the contest is ensured. Any references to Rary and his powers or abilities should be taken in this light, and the summoning of the devils takes place in the same context (yes, the Archons are well aware that Rary would cheat...).

For any who can see through the disguise, note that it is possible the person standing is a *simulacrum* (as per the spell), that there is likely to be a good reason for this, and continue the charade.

“Rary” may not, under any circumstances, be engaged outside of the boxed text here in order to be engaged in conversation, employed for Favours or the like.

## The tu' Vashda: Staff of the Archmage

The tu'Vashda (Old Oeridian: Staff of the Dragon) is an obsidian staff rumored to have been carved from a much larger statue brought by the refugees from the Baklunish Empire in the aftermath of the Twin Cataclysms. It is about one and a half feet long, of polished obsidian, with the head of a dragon carved into the top. There are no jewels or other ornamentation but the staff is of incalculable value to any Ketite—it, and its owners, the Archmages of Ket, have been the focus of many bardic tales, puppet shows and songs, as well as children's bedtime stories—the staff known as the tu'Vashda would be recognized on sight by almost all residents and citizens, although few have actually seen it.

## Cirquor the New Rider

PCs may have previously encountered Cirquor al'Lakshi in Ket4-06 *At the Feet of the Dragon* or Ket6-01 *The Prize*. *Lakshi* is a name for a gardener or groundskeeper, and he has now taken the name of Cirquor the New Rider (obviously styled after Rary's nickname in Ket—“the Rider”). When he was young, Cirquor spent a number of years tending to the grounds of the Rary's abandoned tower foundations in Lopolla all that remained after the tower was transported away. After having dreams, he headed to the Plains of the Paynim to follow them to their conclusion (and was assisted by adventurers). He spent a year on the Plains learning all that he could and then traveled the length and breadth of the Velderdyva-Tuflik-Fals trade route and the Sheldomar Valley, showing an uncanny ability as a wizard. Now he

views himself as the obvious successor to Rary and intends to enter the contest for High Mage.

## Season and Weather

It is late fall—the month of Ready'reat—and the average temperature has dropped to 3° Celsius in the heartland of Ket as the chilling winds of winter approach. The first snowfall is expected one week into the adventure. Note that the weather during **Encounter Five** changes dramatically as a result of magical interference.

There are full moon(s) for the 18<sup>th</sup>, 19<sup>th</sup> and 20<sup>th</sup> day of the month. The adventure begins on the 17<sup>th</sup> day of the month, being the date the adventurers are expected to be in attendance at the Copper Palace (The town crier makes his appearance on the 7<sup>th</sup>).

## Selection Process

The selection process will take at least one year (real time) culminating in selections and appointments around the time of Weekend In Ket, CY597 (in order to allow the entire region an opportunity to participate, the process is to be extended to other conventions around that time as well). This particular adventure is only the beginning of the selection process and has been designed by the selection arbiters to simply weed out those with little or no drive. The arbiters believe a large percentage of those applying will be able to qualify for the basic process. This should ensure that the largest possible pool of candidates is available.

The selection committee, headed by Emir Zulir (from **Ket4-02** *Water the Meadows*), has no budget for expenditures of any type; therefore all tests and activities during this adventure are the voluntary actions of the adventurers. However, there is always the favor of the committee and the access it can grant that can be considered compensation enough.

Since it is Ket, the arbiters expect that the lawful members of the nation will do their best to comply with rules of the contest. They contemplate little or no cheating and do not put any particular conditions on the contest. Although the contest is not barred to those from outside the Region, there is likely a substantial bonus for being a resident or citizen of Ket (there is a part on the AR that reflects this fact).

## AR Reward: Four Feet of the Dragon

This adventure is the first of several that will culminate in the choosing of four Champions of Ket. Receiving the AR Reward **Four Feet of the Dragon** is the sign that the adventurer has qualified to continue in the competition for one of these positions. In order to get as many adventurers to qualify to continue (and thus retain

continued interest in this story arc over the next year by as many players as possible), there are many paths to this AR Reward. The adventurer can qualify:

1. Through the actual formal competitions, specifically:
  - a. Participating in the Grand Melee.
  - b. Qualifying via the various tests for High Mage, High Divinity or High Diplomat
2. By successfully recovering the tu'Vashda (Staff of the Archmage) from the roof of Fort Minochehr, then fighting off both the devils and the air creature. The adventurer does not have to have even participated in the competitions to qualify through this route.
3. By successfully recovering the tu'Vashda from the roof of Fort Minochehr, then fighting off the devils, although losing to the air creature. Losing to the air creature means the adventurer must also have participated in the formal competitions, although the adventurer may not have qualified to continue via that route—just participating in the competition is the key here, not qualification.
4. Even if the adventurer did not participate in the competitions or recover the tu'Vashda, (or even attempt to recover the tu'Vashda), the adventurer can qualify for **Four Feet of the Dragon** by simply belonging to any of the following metaorgs: Veterans of Ket, Stouthearts, Razor's Edge, Brotherhood of Perfect Forms, Archons of Ket, Brotherhood of Sorcery, Mullahs, Clergy of Istus, Clergy of Geshtai, Clergy of Azor'Alq, The Halfling Family, Dwarven Clanmember, Puppeteers.

If the adventurer did not take part in the competitions, or failed to advance via the competitions and failed to recover the tu'Vashda, then the adventurer can still qualify for **Four Feet of the Dragon** if the adventurer has received Emir Zulir's favor in the past (either **The Emir's Grace** from **KET4-04 *Water the Meadows*** or **The Bloody Axe** from **KET5-05 *Redemption***).

Obviously these various paths to this AR reward will only be revealed at the end of the adventure—the players should believe that the only path to further play is through the formal competitions

Every adventurer that earns Four Feet of the Dragon **must also** then choose one of the four Championships to focus on in later adventures. Note that there are two

circumstances in which the player does not have a choice of focuses:

- a. If the PC qualified for **Four Feet of the Dragon** through the competitions for High Mage, High Divine or High Diplomat, then the focus will automatically be on the position they qualified for. For instance, a bard who qualified through the Diplomacy competition must focus on High Diplomat.
- b. If the adventurer only qualified for **Four Feet of the Dragon** due to membership in one of the qualifying metaorgs, then their focus must be the one listed for their metaorg:

**Stouthearts, Brotherhood of Perfect Forms, Veterans of Ket, Razor's Edge:** High Champion

**Archons of Ket, Brotherhood of Sorcery:** High Mage

**Mullahs, Clergy of Istus, Clergy of Geshtai, Clergy of Azor'Alq, any divine caster who belongs to Halfling Family Member or Dwarven Clanmember:** High Divine

**Puppeteers:** High Diplomat

Note that elves, asherati, centaurs and other races considered “monsters” in Ket cannot qualify for **Four Feet of the Dragon**, regardless of their actions. (Note that half-elves are not included in this “forbidden” list.) This is stated in the blurb in a very straight-forward manner. If players still choose to play a PC of one of these races, read the blurb again, emphasizing this sentence (without revealing anything else, of course). If the player chooses to continue along this path after hearing the warning in the blurb twice, so be it.

## Adventure Summary

**Synopsis:** The Beygraf declares the post of Archmage, currently held by the absent Rary, to be vacant. His place will be taken by four champions (of combat, magic, divinity and diplomacy), and all adventurers are encouraged to apply. Various challenges follow, but as these end, Rary himself appears and challenges the adventurers to retrieve his staff of office from the roof of a fort on the Irafa Road. The adventurers are transported there, and recover the staff, having to fight off a number of challenges to do so.

**Introduction – Openings:** The “retirement” of Rary and the opening of a new post in Ket is announced.

**Encounter One – A Challenger:** Cirquor al'Lakshi (the New Rider) makes a case to become the new Archmage of Ket. Others are presented and it is decided that four people are needed to best represent the country.

**Encounter Two – Selections:** The PCs interested in participating must convince the Selection Committee that they are positive and beneficial candidates. Monsters are automatically excluded.

**Encounter Three – Amphitheatre:** Anyone choosing combat as a path to the Four Feet is invited to fight in the Amphitheatre to make their case.

**Encounter Four – Testing:** The other three elements of the Four Feet are tested in a cerebral fashion.

**Encounter Five – The Great Patriot Speaks:** Rary himself appears to advise that his staff of office awaits the PCs in the Bramblewood, atop one of the Forts (Minochehr). They have but to retrieve it to convince him they are worthy successors.

**Encounter Six – Enter the Woods:** The adventurers must venture to the Bramblewood and Fort Minochehr to retrieve the tu'Vashda if they want to continue with their goal.

**Encounter Seven – Atop the World:** On the roof of Fort Minochehr, the tu'Vashda stands unguarded. Or is it?

**Encounter Eight – Winds of Change:** Tortured air creatures, seeing the arrival of an Archon, seek vengeance on those he would assist. They misinterpret this to be the party and attack.

**Conclusion:** If the adventurers have been successful, they may consider becoming contenders for the roles of the Four Feet of the Dragon (this transpires over the course of the year to WiKet in CY597).

## Preparation for Play

### Check to see if adventurers have previously played:

**KET 4-04 *Water the Meadows*:** They will recognize Emir Zulir, who hired them and who may have rewarded them for their work in the adventure, depending on the outcome of the adventure.

**KET 4-06 *At the Feet of the Dragon* or KET 6-01 *The Prize*:** Adventurers will recognize Cirquor al'Lakshi, and he will recognize them.

**KET 4-07 *The Darkeye Hour*:** Members of the Beygraf's Retinue (AR Award from **Ket4-07 *The Darkeye Hour***) gain the benefit for Luxury lifestyle – normally applicable to Cha-based checks – on ALL skill checks for

**Encounters One through Four** – this is a benefit derived from overhearing and being consulted on aspects of the testing procedures.

## Introduction: Openings

*“...and it is with a heavy heart that the Beygraf of Ket and the Archons of Ket announce that the position of Archmage is now considered vacant. The Great Patriot Rary is thanked for his contributions but his continued absence from Ket makes such a decision unavoidable. Anyone wishing to entertain such a position should apply in person to the Copper Palace by noon in ten days time.”*

*In the shocked silence following the announcement, the town crier bows and moves on, escorted by the pair of Threshers who watch the crowd closely. Another moment passes, and then there is a tidal wave of sound as everyone turns to a neighbour to discuss the news...*

The Copper Palace is the home of the Beygraf (leader) of Ket and center of the government.

A successful DC 15 Knowledge (local – VTF) check determines that any Archon office can also take applications. Archons are the well-organized wizards of Ket, and their offices can easily be found in any large town or city.

Adventurers who are Archons automatically know that they cannot accept any applications but they can choose to automatically be included without the formalities of reporting.

A successful Gather Information check can discover the following:

DC 5 – The Archons are said to have approached the Beygraf with this idea years ago and only now has it actually been enacted. There is no real news as to whether it was the Beygraf or the Archons who decided this was the right time to act;

DC 10 – The Beygraf has involved the mullahs (clerics) of the True Faith in the selection process and this speaks to other concerns than just replacing Rary the Great Patriot;

DC 15 – There are many preparations being undertaken at the Copper Palace, the grounds of the Beygraf's palace itself. There are many more than might be needed to simply interview new candidates;

DC 20 – The tu'Vashda—the Staff of the Archmage—has not been returned by Rary. There is a lot of discussion as

to what will be done to replace this item. It is rumored to have potent magical abilities, not the least is that the Staff is keyed to many of the defenses of the Copper Palace and Lopolla. (Astute PCs with some sense of history can realize this is both unlikely and improbable – The Copper Palace was only built in the aftermath of the destruction of Lopolla in CY594, and Rary had been gone for some time by that point).

DC 23 – The Beygraf has obtained special dispensation from the Jurats that the laws of the country with respect to assault and killing are to be waived on the grounds of the Copper Palace for the entire week of the Selection Committee (not true, only for the duration of the combat challenge).

DC 25 – Warriors dedicated to Kelanen from outside Ket have gathered in Lopolla and have been outfitted in the regalia of the Beygraf's guards. Two members of the military and a high-ranking mullah, all reputed to have objected to this assignment, are now on a diplomatic mission to Tenh...

DC 30 – A new Staff of Office for the post of High Mage was commissioned by the head of the Archons some time ago but worked stopped for unknown reasons. Rumors from the Archons indicate that a missive was received from the Great Patriot himself that indicated he might be present for the selection ceremony.

### Travel Time to the Copper Palace

Ten days is enough time for anyone to reach Lopolla from the various parts of Ket. Allow the adventurers, with this limited information, to decide if they are participating or not before moving on. Standard preparations are allowed in this time period, including long-duration spells and the like. Given the time involved, PCs may make up to 10 Gather Information checks if they desire to check on details – note down all gp expended, however, as the module does not provide for over-cap gold.

### Further Adventure Hooks:

#### For those claiming Ket as a Home Region

For any PCs claiming Ket as a home region and being of lawful or neutral alignments (not chaotic), a representative of the Council of Last Resort (see **Adventure Background** for more details) approaches them. He offers to provide a favorable word with the authorities for the PCs if they go the selection ceremony and participate as best they can. If the representative is questioned, they honestly just want the widest and best range of candidates available for selection.

#### For the those from Out of Region

Sira, a merchant from the House of Al'Zarif, sends them an invitation to attend the selection ceremony. How he obtains their name is not explained, but he notes that the House of Al'Zarif is interested in all details on the event and the people who are participating. Should they do so, Sira indicates they can make certain benefits available to them from the House and its contacts (although they are no more specific than this).

The House of Al'Zarif is a powerful member of the Mouqollad Consortium in Ket. It has numerous warehouses and stores throughout the country and is reputed to deal in both rare and unusual goods much of the time.

### Development

PCs may choose to participate in the adventure or not. For those that do not wish to proceed, move to **Conclusion**. For all others, move to **Encounter One: A Challenger**.

## Encounter One: A Challenger

*It is a glorious day in the wide courtyard that marks the entry to the Copper Palace. The typical supplicants have all been waved away this morning – only those with the intention of applying for the position, or merely interested in the outcome, have been allowed entry.*

*A young man dressed in blue robes sits on a nearby heavy warhorse, deep in thought. He glances up to see the new arrivals, smiles briefly, and goes back to his train of thought.*

*In the courtyard near you, a man dressed in bright silver armor bears the device of nine swords circled, hilts inward. The man is obviously in charge of preparations, and occasionally confers with subordinates and sends them scurrying to their tasks. Despite these distractions, it is obvious that he is carefully assessing every person who steps into the palace courtyard.*

It is a DC 11 Knowledge (Religion) check or DC 15 Knowledge (Local—VTF) to know that the device of nine swords marks a follower of Kelanen.

### Travel Papers

The guards at the entrance to the Copper Palace request travel papers of everyone entering. These are new requirements in Ket, the enforcement of an older law



that was little used until recently (the Fervent Faction, noted in the **Adventure Background**, is responsible for the resurrection of the practice). Any PC able to show **Travel Papers** (a Ket AR Award from various adventures) is provided with a single re-roll for **Encounters Three** and **Four** because the authorities view them favorably and give them extra chances (in the case of the combat, some sort of additional unspecified advantage).

## Introductions

PCs may have arrived at this point separately and this is a good time to make introductions as needed. Also collect information at this time on racial types, deities worshipped (whether openly or not), magical items in evidence, any obvious weaponry that is magical, animal companions and such details.

## Cirquor the New Rider

The man upon the horse is Cirquor al'Lakshi (see **Adventure Background** for details).

If any PCs have met him before, he greets them warmly and acknowledges their presence. Any elves, asherati or centaurs get the same greeting but a DC 15 Sense Motive can tell he is worried for them on some level. Cirquor is very open to all races and cultures, partially from his modest upbringing, partially from the travels he has undertaken for the past few years, and he has few, if any, of the typical cultural prejudices of most in Ket.

## The New Archmage (or so he believes)

At some point during this Encounter, Cirquor makes it very clear, through a brash statement that he intends to become the new Archmage of Ket. He is happy for competition but he believes that his choice is a foregone conclusion since he is the heir to Rary.

## Dar Singleslash

Dar Singleslash is the Fighter/Templar of Kelanen dressed in bright silver armor. He has been assigned the duty of overseeing the challenges in the Arena. When introductions are complete, players can note his presence when he steps into the courtyard to view all the attending PCs. He is most deliberately assessing each and everyone for threat and taking careful note of all openly displayed holy symbols.

Dar talks gruffly but without any animosity to all PCs approaching him. He is actually friendly to members of the Razor's Edge metaorg, but all others are just contestants in the ceremony to him, with few redeeming features. If the PCs display a proper appreciation of the sword (no other weapons on display and no obvious displays of other martial prowess) he indicates that the

combat selection is to take place in an hour or two and that only one potion may be consumed before the combat – but no other buff spells. This allows PCs the time to return to Lopolla and purchase potions as they desire.

## Members of the Beygraf's Retinue

Members of the Beygraf's Retinue (AR Award from **Ket4-07 The Darkeye Hour**) gain the benefit for Luxury lifestyle – normally applicable to Cha-based checks – on all skill checks for **Encounters One** through **Four** – this is a benefit derived from overhearing and being consulted on aspects of the testing procedures.

## Opponents

**Cirquor the New Rider:** Baklunish Human; Rog1/Wiz13; hp 101; See Appendix One.

**Dar Singleslash; Ftr4/Rgr2/PiousTemplar4 of Kelanen/War1:** Baklunish Human; hp 89; See Appendix One.

## Development

The PCs may choose to not participate in the Selection Process. Either they choose to return at a later time or the adventure is over for them (and they can proceed to the **Conclusion**). If they do wish to participate, proceed to **Encounter Two: Selections**.

# Encounter Two: Selections

*The crowd of people grows in the Copper Palace's forecourt. Your patience is finally rewarded when a solid rank of soldiers, all bearing the device of nine swords, form up before a small platform, creating a buffer between the platform and the crowd.*

*A small but ornate door opens, and three men and two women in the black and red robes of the True Faith step out onto the platform. Two more men, dressed in elaborate court garb, follow the mullahs. The second of these men— handsome, middle-aged, noble of bearing— walks to the front of the small platform and clears his throat. The effect of this small sound is remarkable—silence instantly falls across the courtyard.*

*“Good morning, and welcome to an event that is unique in the annals of Ket history. My name is Emir Zulir.” The emir bows his head slightly, acknowledging the presence of everyone. “I am charged by the Beygraf and the Archons of Ket with making the following two announcements. Please listen closely.”*

*“First of all, let me thank all of you for having the courage and confidence to offer your many and varied talents in the service of Ket. Our thanks also go out to the current Archmage of Ket, Rary, the Great Patriot. His efforts in protecting the honor and position of Ket are much appreciated and we only wish he were here to accept our thanks in person. Nevertheless, as indicated by the Beygraf in his recent proclamation, the continued absence of the Archmage from Ket is a sign that Rary’s new responsibilities and challenges leave him unable to fulfill the duties that are associated with the post of Archmage. Therefore, the Beygraf, with a heavy heart, has taken Rary’s continued absence as a sign that Rary has resigned as Archmage of Ket.”*

*“Further to that, our second announcement: The Beygraf has determined that a single replacement for Archmage is insufficient for the needs of the country. Therefore, I, and the rest of the Selection Committee...”—here he indicates the six other people standing on the platform with him—“...have been charged by the Beygraf with the responsibility of finding four Champions of Ket: High Champion, High Mage, High Divinity and High Diplomat. The selection will take some time—today is only the first step of the process—and undoubtedly the competition for each of these posts will be fierce. However, when we are finished making our selections some months from now, all Ketites will rest assured that the four Champions will be the best that Ket has to offer in the service of the Beygraf.”*

*“The first step along this road begins today with interviews. You will be called individually before us to make your best presentation as to why we should consider you for this post.”*

A DC 15 Knowledge (religion) check (or automatic for anyone worshipping Kelanen) allows the PCs to note that the guards, who are openly wearing the symbol of Kelanen, are worshippers of Kelanen. Anyone native to Ket recognizes this as unusual and anyone from outside the region can recognize the same thing with a DC 10 Knowledge (local/VTF) check.

Anyone who inquires further of the guards (they share this information willingly) or makes a further DC 15 Knowledge (local—VTF) check is aware that the Beygraf specifically asked worshippers of Kelanen—known for their neutrality—from outside Ket to guard this competition. This is highly unusual since the usual faiths of Ket are Baklunish and the vast majority of Ketites are of the True Faith of Al’Akbar.

Note that Ketite worshippers of Kelanen may take part in all competitions—this is specifically why neutral guards from outside of Ket were hired, so that all Ketites have a chance to prove their mettle.

#### Interviews

It is time for the PCs to decide if they wish to actually put themselves forward for a position – if they do not, they can still discuss the entire situation but they are not called by the committee.

Encourage everyone to apply—“the greatest talents are the hidden ones”, “still waters run deep”, “others may see in you what you yourself do not see”, etc.

Tell the adventurers as clearly as possible that this is only the first step in what is going to be a long, multi-step (multi-adventure) process.

Once the adventurers are ready, the selection committee has a pair of guards call the PCs forward individually.

The selection committee is led by Emir Zulir, as noted above (from **Ket 4-02** *Water the Meadows*). He is a very astute noble (Bey) from Ket who holds the favor of the Beygraf (the ruler of Ket). The other five on the committee are:

- Veliq, a male Mullah of the True Faith of Al’Akbar
- Borta al’Toprak, a female dwarven wizard of the Toprak Raste (the Earth-based wing) of the Archons of Ket.
- Tigran ibn’Taronish, a male Baklunish Puppeteer
- Laila Ghobad, a female sorcerer and member of the Brotherhood of Sorcery
- General Javeed Kanbar, an officer of the Ket military

The six Committee members question the candidates jointly.

**Note: This is a role-playing encounter and people should be encouraged to participate and voice their opinions.**

In essence, the committee wants to know why the PCs are fit for the position they want – they do have to choose one of the four posts listed, not two or more. What experience do they bring to the contest, what are their respective backgrounds, how would they benefit the nation of Ket? All these questions should be asked, but at the very least the following (think of this as a job interview, since that is what it is):

*Why do you want the position?*

*What qualifications do you bring to the job?*

*What sacrifices have you made for Ket?*

*How do you view Rary the Archmage?*

*What adventures have you had that would highlight your abilities and qualities?*

*Choose another of your companions and list their good qualities. Now do the same of another companion and list their bad qualities.*

There is, in essence, no right or wrong answers. It is at the discretion of the DM to decide if the PCs portray themselves in a positive light and are generally acceptable.

Monsters of all kinds (elves, centaurs, asherati and the like) are immediately—but courteously—dismissed; although tolerance has grown in Ket over the past few years, the political establishment cannot possibly accept any of these for such a sensitive position.

PCs are encouraged to make a persuasive case for their admission to this process. They are warned that the position is not going to be awarded overnight – the Beygraf and counsellors are going to take months to mull over the candidates, and there will be other tests to perform before a final decision is made.

It is a Sense Motive check or Knowledge (Local/VTF) check of 25 or more to realize that there is probably also a lot of political maneuvering going on and that anything this different requires the approval (or, at the least, the lack of opposition) of many different parts of the government and the nobles.

### Using Influence Points

It is possible at this point to use a single influence point with any official organization in Ket to bypass the Selection Committee decision process, or automatically render a positive decision about the adventurer and the contest (entering it). The Influence point is marked as used.

### Development

If the PCs convince Emir Zulir that they might be acceptable, he allows them to pass through to the combat challenge. All adventurers must participate in the Combat Challenge, no matter which Championship they are vying for, since physical danger remains a constant in Ket. It is not anticipated or required that the PCs all win, but participation itself is mandatory. Proceed to **Encounter Three: Amphitheatre** next or **Conclusion** if the PCs wish to withdraw.

## Encounter Three: Amphitheatre

*As the sun slowly sets, a loud fanfare summons the assembled crowd to the new Amphitheatre for the Combat Challenge.*

*Built from solid rock transported from a nearby quarry in the Yatils, the new open-air Amphitheatre is a state-of-the-art combat arena designed especially for an event never before seen in Ket. Its forty-foot by forty-foot combat floor is covered with several inches of hard-packed sand to provide excellent footing while soaking up some of the blood that may spill. Around the perimeter of the sanded combat floor is a five-foot-wide stone “warning track” that not only provides a buffer space between the combat floor and the walls, but also tells a combatant by feel alone when he has left the combat floor. Around the perimeter of the “warning track” is a ten-foot high wall with several entranceways to allow combatants and officials to enter and exit the floor. The seating for spectators around the amphitheatre runs back twenty rows or more, and is high enough to provide an excellent view of the action while protecting the crowd from errant spells and arrows.*

*A man in bright silver armor, seen previously in the courtyard of the Copper Palace, steps to the center of the combat arena. His voice, hardened by years of yelling orders during combat, needs no amplification to carry to the furthest corners of the building.*

*“Challengers, I am Dar Singleslash, Blade of Kelanen, and I have been tasked by the Beygraf with overseeing the Challenge of Combat. All who vie to replace Rary, former Archmage of Ket, must undergo trial by combat to prove yourselves worthy.*

*“Taking on any of the positions as Champions of Ket, be it High Champion, High Divinity, High Diplomat or High Mage, will require the successful candidates to lay their very lives at the feet of the Beygraf in the service of Ket. For that reason, the Beygraf, in consultation with the High Jurat council and respected mullahs, has proclaimed that within the bounds of this arena floor, for the duration of each combat, the laws of Ket regarding lethal assault, yea even unto death, are laid aside this night.”*

*Dar waits patiently as a buzz of conversation rises. Curiosity and concern mingle in the expressions of those present upon hearing that the laws of Ket with respect to assault and lethal force have been officially*

*suspended for the contest. Once people have fallen silent again, Dar continues.*

*"The process will be as follows: A series of one-on-one elimination test bouts will be held to determine the final challengers. Once the final challengers have been determined, they will all face each other simultaneously in the final Grand Melee. Combat will continue until there is only one challenger left standing on the combat floor.*

*"It is important that you understand that although mullahs will be standing by to heal injuries at the end of each combat, death is a very real possibility. Kelanen, the Prince of Swords, tells us that death during combat is the highest honor, and I myself will proudly lead the funeral procession of any who fall tonight. Nevertheless, if anyone wishes to withdraw from the contest at this stage, you may do so."*

*Dar leaves the arena, and the heralds step forward to supervise the drawing of lots.*

This contest is unheard of in Ket – a direct duel between an unknown number of contestants to determine the overall champion.

Note that ALL participants who have been vying for any of the High Championships are to take part. Although the fighters may seem more suited to this combat, everyone is expected to participate to just show their mettle.

The preliminary bouts are not actually fought in this Encounter—it is assumed that the adventurers are skilled enough to defeat all their opponents during the preliminary bouts in order to become one of the finalists in the Grand Melee.

### Laws of Ket

The Laws of Ket are suspended for the duration of the contest within the confines of the Amphitheatre for the purposes of the Combat Selection only. If the PC in any way attempts to abuse this, the law is returned and the full force of it used against them. Despite this suspension, there is still a distinct emphasis on all present that this opportunity is an aberration and that the laws are generally the only thing keeping Ket safe.

### Bowing Out before the Combat

Any PC may declare at this point that they have no desire to fight in the Grand Melee; in effect, they surrender sometime during the test bouts. This is entirely acceptable and they have proven their worth already. They cannot participate in the Grand Melee but they still gain full xp for the Encounter if one of the PCs ends up

fulfilling the conditions of the Encounter in the xp section (one or more members of the party defeat the Harssaf or one person wins the Grand Melee). However, if no PC fulfills the conditions of the Encounter for gaining xp, none of the adventurers gains xp for this Encounter. (Conditions for earning xps should not be revealed to the players at this time.)

Note that players who "surrender" during the Test Bouts still count as having competed, and thus still retain the possibility of qualification for **Four Feet of the Dragon** (further competition in future adventures) depending on their actions later in the adventure. See **Adventure Background** for further details.

### Spellcasters in the contest

Spellcasters have a unique restriction that being their spell complements. If a spellcaster wishes to fight in the Grand Melee, they will have to fight a number of contests in the preliminary bouts (which are not fought in this Encounter since it's assumed that each adventurer wins all of their preliminary bouts). As a result, their spell list is going to be severely or possibly even completely depleted by these actions by the time they get to the Grand Melee. **THE SPELLCASTERS MUST BE ADVISED OF THIS POTENTIAL LOSS OF SPELLS BEFOREHAND—THEY ARE ALLOWED TO BACK OUT BEFORE THE GRAND MELEE TAKES PLACE.**

To randomly determine the missing spells, roll 2d6 and add twice the APL of the adventure. This is the spell level (a cumulative total) the PC must remove from their spell list prior to the final combat commencing – yes, low level PCs are almost entirely certain to be out of spells. PCs may employ *pearls of power*, *draconis memento*, spells on scrolls and similar items to counter this impact. Empty spells slots can be employed for the purpose of meeting the total above (and may have to be if there are insufficient other spells levels available). o-level spells count as ½ a spell level for this purpose.

There is no opportunity to rest or recover spells for anyone praying at different times. Casters with empty spell slots can use the copious time to fill them with spells.

### Limited Use Spellcasters

Certain classes are not primary spellcasters—for example, paladins and rangers—and have a very limited list spell list. It is at the DM's discretion as to whether to remove the above spell depletion requirement for such PCs. Alternatively, if the DM feels they would indeed use some of their potential during preliminary bouts, such as in the case of bards, require them to deplete spell levels equal to APL.

## The Test Bouts

Standard scoring rules that will be used in the Grand Melee are also used during the Test Bouts. These are not revealed to the participants, but it's obvious that some sort of scoring system is used, for officials seated on a special bench in the arena scribble notes during each bout, and consult with each other at the end of each fight. Sometimes the fighter who is knocked down is still declared the winner.

Each PC may make a DC 10 Intelligence check + BAB to determine the rules of the contest – if they succeed, provide the scoring and combat rules to them.

Anyone watching can make a DC 5 Spot check for the duration to realize that most of the participants are using non-lethal combat even though that is not required. The use of non-lethal attacks in the competition certainly has an impact on scoring, but it is by no means mandatory and at least two participants are not using it at all. If anyone is an open member of any Ket metaorgs, this information is shared by a visiting member of their organization – this is an important fact for the cash available in the adventure.

Likewise, there is actually little in the case of real rules for the combats – the arbiters watching are really there to keep things from escalating. They do, however, watch a pair of paladins and the entry from the church of Hextor very closely. It is a DC 15 Knowledge (religion) check to determine that the cult of Kelanen deems the followers of extreme gods (those with multiple non-neutral alignments) to be the most dangerous and in need of removal.

## Moving to the Grand Melee

It takes three hours to finish the test bouts.

*Through skill, verve, daring, and a little bit of luck, each member of your party who took part in the preliminary bouts has defeated opponent after opponent, and has made it through to the final Grand Melee. You are escorted to the center of the Amphitheatre, where you are joined by Dar Singleslash and a strange-looking humanoid wearing a long sand-coloured robe that completely hides his gaunt form. His long sinewy fingers and vaguely reptilian face look like they are carved from desert sandstone, and his slitted eyes glow red as he glances at each of you with intelligent appraisal.*

APL 2:

*A pair of kukris hang from his belt. The leather-bound hilts show great wear from hard use.*

APLs 4-12

*He does not seem to be equipped with any weapon.*

All APL's:

*Dar congratulates each of you on making it this far. He then introduces the humanoid to you. "This is Zinj, a harssaf warrior from the Plains of the Paynim who has survived rigorous competition in order to be chosen for this task. Several of you know each other, and although you have all shown yourselves to be honorable warriors, the decision has been made that we need to ensure that there is no hint of collusion during the final combat. So we have added Zinj to the Grand Melee as a wild card. Zinj has agreed to this, knowing all of the risks involved. In return, the Beygraf has made a special dispensation that if Zinj wins this part of the competition, he will be eligible to continue in the competition for the position of Grand Champion of Ket." Zinj inclines his head briefly to you.*

*Dar turns to the spectators, and immediately the buzz of noise dies out.*

*"People of Ket, these are the final challengers in this first competition for the Champions of Ket. They have laid their lives on the line for love of Ket several times today—now they will fight in the Grand Melee!"*

*The audience erupts with applause as everyone salutes your bravery and skill. Dar holds his hand up for silence.*

*"Up until this point, each of the finalists has fought one-on-one with a single opponent. In this, the Grand Melee, the finalists will fight amongst themselves until only one is left standing on the combat floor."*

*There is an indrawn breath from the crowd—a sanctioned multi-person free-for-all is unknown in Ket.*

*"The general rules are that everyone must fight for themselves. Everyone is always considered a threat to everyone else. Defending another person is forbidden, and casting magic for someone else's benefit is strictly forbidden unless it is a healing spell that is cast in order to save someone's life.*

*"During the Grand Melee, anyone voluntarily stepping off the sanded combat floor onto the stone boundary is deemed to have withdrawn from combat. Anyone who is forced off the sanded combat floor has six seconds to return to the floor, or they will be deemed to have withdrawn from combat.*

*“There are other rules concerning the use of magic and potions—the heralds will inform you of these before the combat begins.*

*“Mullahs are standing by to help those who are dealt a lethal blow, but we must remind all the finalists again that death is a very real possibility. For that reason, it would not be considered dishonorable for any finalist to withdraw from the Grand Melee at this time. You have fought well and with honor through the preliminary bouts. Nevertheless, the defense of the nation is paramount, and perhaps will require the four Champions to offer their lives in the service of the Beygraf.*

*Dar salutes you with his sword. “May the Prince of Swords grant you a fair combat and an honorable death.” He salutes again and strides to the sidelines as heralds come out to announce the exact rules of combat.*

The Rules of the contest are as follows:

- a) No buff magic may be cast prior to the beginning of the combat, nor may any buff magic be cast during combat for the benefit of anyone other than the PC casting the spell;
- b) A single potion can be consumed prior to the combat (this can certainly be a buff potion). Bonded mounts and animal companions that are class features may participate in the combat but must be retrieved as desired – for the purposes of animal companions, the PC must succeed at a DC 20 Handle Animal check as a standard action and the animal is in the arena confines at the end of the round. Bonded mounts cannot begin the combat present but may be called. For the purposes of the adventure it is presumed that there is sufficient detection capabilities to ensure all of the above is enforced – disqualify anyone who attempts to bypass these restrictions;
- c) Spells may be cast for the benefit of animal companions or bonded mounts within the above restrictions but they are considered one with the PC. Spells may indeed be shared;
- d) Since buff potions and the like can be consumed, an assembly of merchants has been invited to attend the palace. All regular purchase regulations for the RPGA are in place but PCs may take this time to make allowable purchases before combat (most likely potions, but other items within the rules may be purchased.) The specific maximums in Lopolla

are 40,000 gp for one item and spells cast by a 13<sup>th</sup> level spellcaster. This does not grant access or anything else and all normal costs must be incurred. TU expenditure is not possible at this time for special items from ARs.

- e) The Combat takes place in a 40-foot by 40-foot square area on the floor of the Amphitheatre. It is covered by hard-packed sand. However, the sand is only a foot or so deep, so any burrowing or sand travel capabilities are impossible. Leave the area during the combat of your own accord and you are considered to have withdrawn. Be forced out and you have one round (until the end of your next round) to return to the area or also be considered to have withdrawn.

The assembled persons are then advised that they are about to commence a lethal combat. Anyone who wishes to withdraw at this point is still granted high respect – but the defense of the nation is serious and only those with a lethal perspective are deemed appropriate.

At this juncture a herald steps into the sand of the amphitheatre indicates that exiting the lines of the field of combat is considered to be withdrawing from the competition. It is permissible to fly during the combat, but only to a maximum of five feet in height (although the PC can avoid tripping by this method). Missile weapons are quite permissible, as is non-lethal damage should the participants so desire.

Mullahs (clerics of Al’Akbar who follow the True Faith or LN version of the faith) stand on the sidelines during the combat, ready to cast *cure light wounds* on any downed combatants and keep them from dying (presuming they did not reach -10 or beyond). Any PCs who are spectators and who wish to cast or otherwise help downed participants are welcomed.

### PC vs. PC

This is one area where PC may oppose PC. The DM must make it clear that only **non-lethal** damage is to be employed. Regardless of the suspension of Ketite law as mentioned above, there is absolutely no bypassing of the standard RPGA rules regarding lethal damage against another player PC—specifically, any lethal attack or damage to a PC by another PC in this contest requires the immediate removal of the offending PC from the campaign and notification of the relevant Triad.

### Grand Melee

The combat has been simplified to account for the time constraints of the adventure. As DM, review the PCs. Any who are obvious fighters or with good staying power

(clerics with good armor, for instance) are deemed to have lasted to this point. Anyone else is thanked and they can watch – if the PC objects strenuously, allow their participation as the willpower to participate counts for a lot! The adventurers and one combatant begin the combat on the Amphitheatre map provided.

Merely participating in the Grand Melee is sufficient to convince the Selection Committee of the conviction of the adventurer and they may choose the High Champion path now if awarded the **Four Feet of the Dragon** at the conclusion of this adventure.

### Combat Differences

This combat is different from many. No PCs are considered allied, despite whatever else they might want to undertake. Everyone threatens all others. It is permissible to assist another in remaining alive but only to the extent that this does not interfere with the combat of others (in other words, you can heal somebody else but you cannot aid an attack on a third and so on). PCs may not delay on their initiative or they are deemed to be “holding back” and removed from the contest. PCs may ready actions, however (as it is clear they are doing something).

### Winning

The point of the contest is not to be the last person standing (although that is beneficial) but rather to defeat the most opponents. The point system below is not revealed beforehand although much of it can be predicted. The Mullahs are keeping track! Points are awarded as follows:

Situation	Points
Doing Majority of Damage to opponent	1
Knocking opponent unconscious/killing	2
Last person standing	1
Critical Hit (awarded only once overall)	1
Using Non-Lethal Damage (awarded only once, must never use lethal damage)	3

The adventurer or Harssaf with the most points wins – if there is a tie, both are declared the winners. Note that xp in this Encounter is provided not only in the event of defeating the Harssaf but also in the event that a PC wins the contest (and these are not mutually exclusive).

### Harssaf Tactics

The Harssaf targets poorly armored individuals first, then lightly armored and finally heavily armored. It prefers to engage targets by itself, but gladly joins in if there is no other choice. Any spellcasters receive top priority only once it has seen them cast a spell.

Although it would appreciate receiving the bonus for doing non-lethal damage at all times (the Harssaf predicts this is part of the scoring), it is more concerned about lasting to the end. On the other hand, it has no desire to kill opponents because it is unsure of the political ramifications (it realizes it can do it but is not sure it is a good idea). As a result, it does not use the Sand Pulse Ability at APL 2 or 4, nor does it seek to put in extra hits when an opponent is down. It always ensures that the first successful hit on an opponent is non-lethal (yes, it still has to decide before it swings, but it takes the penalty until the first hit) and then switches to lethal.

Unaware of some western cultural values, the Harssaf delays once for an entire round after striking down the first opponent (in other words, if it knocks someone into negative hp). It does not do this for any animal companions or other creatures, only PC's. This limitation and restriction is removed after it has seen the reactions of the PCs for the first time.

### Defeating the Harssaf

PCs may not take any of the possessions of the Harssaf. He is removed from the Amphitheatre and dealt with as he left instructions (although the **Conclusion** has awards for what is done or compensation if otherwise not possible).

**Opponents (The EL is reduced by one for restrictions on the Harssaf)**

**APL 2 (EL 4)**

**Harssaf Mercenary:** Medium Monstrous Humanoid (fire); hp 45; See Appendix One.

**APL 4 (EL 6)**

**Harssaf Elite Mercenary:** Mnk2; Medium Monstrous Humanoid (fire); hp 60; See Appendix One.

**APL 6 (EL 8)**

**Harssaf Elite Mercenary Leader:** Mnk2/Ftr2; Medium Monstrous Humanoid (fire); hp 78; See Appendix One.

## APL 8 (EL 10)

**Harssaf Elite Mercenary Commander:** Mnk2/Ftr4; Medium Monstrous Humanoid (fire); hp 96; See Appendix One.

## APL 10 (EL 12)

**Harssaf Elder Mercenary;** Mnk2/Ftr4/Sor4: Medium Monstrous Humanoid (fire); hp 136; See Appendix One.

## APL 12 (EL 14)

**Harssaf Master Mercenary;** Mnk2/Ftr4/Sor6/FavoredSoul1 (Xan Yae): Medium Monstrous Humanoid (fire); hp 159; See Appendix One.

## Development

All adventurers who participate in the Grand Melee earn the AR reward **Four Feet of the Dragon** (with no specific focus).

At the conclusion of the combat, move to **Encounter Four: Testing**.

If none of the PCs participated in the arena (even in the test bouts) and have no desire to continue to participate, move to **Conclusion**.

## Encounter Four: Testing

*With the combat of the Amphitheatre done, the way is opened for the more cerebral or social contests to take place. The Archons, Brotherhood of Sorcery, Puppeteers and assembled clergy of Ket have made their preparations – are any of them of interest?*

The three tests that take place at this point determine if the PC may choose to participate in the category stipulated. Each of the tests is conducted in a comfortable room on the premises of the grounds of the Copper Palace.

During the course of the tests, each individual contestant has an opportunity to also size up the competition for the next year, although there is no conflict possible at this stage (beyond verbal sparring).

Magical assistance and the like is entirely permissible in these contests – this is all about the PCs and their abilities, without placing artificial restrictions on them. If the PC can get others to assist them, so much the better.

## High Mage

Archon – Alishtar Kilar (Bey)

Brotherhood of Sorcery – Yvia the Golden

Puppeteer – Samay ibn Qarish

*The Archons of Ket and the Brotherhood of Sorcery have two representatives present, with a neutral third party in the being of Ashif, a Puppeteer. All three bid you to seat yourself on the cushions provided.*

*Small round crystal balls hang suspended with nothing visible before the cushions. The Archon representative stands and sweeps his hand toward the ball. “This is your challenge. Place your hand upon the crystal and identify the creature you see before you. Although the Archons wish a single attempt to suffice, the Brotherhood of Sorcery has...convinced us that a second attempt is allowed if the first fails.”*

PCs may have met Alishtar in **Ket6-03 Closing the Deal**. If so, he is distant and does not wish to talk about the situation in that adventure.

The crystal ball is the conduit for a number of pre-programmed illusions of magical beasts and dragon types. The type of creature is chosen by the experience of the contestant and ends up with a DC 20+APL Knowledge (arcane) check. For the purposes of this check, experience in the broader world counts – half the level of the PC involved can be added as a circumstance bonus, rounding up.

As the Archon indicated, a second attempt is permitted if the first fails. Success at either allows the adventurer to progress to the second part of the High Mage selection process. If both are failed, the adventurer is politely asked to leave and is informed that they have not been successful.

*“Congratulations, your identification was accurate. Now then, how might one improve upon the standard spell for summoning such a creature?”*

The answer calls for a DC 20+APL Spellcraft check – as the creatures got harder to identify, the spell got higher. As the answer given must be both accurate and convincing, the PC may add to this any ranks of Bluff, Diplomacy or Perform (Oratory) (whichever is higher). Adventurers making a distinct role-playing effort in this instance should be awarded a +2 circumstance bonus to the check.

There is no second chance in this instance.

If the PC succeeds at the second question, they now qualify for the High Mage path of the AR Award **Four Feet of the Dragon**.



## High Divinity

Mullah – Yqar ibn Zoltar

Waterbearer – Sofia

Fatespinner – Zhia Darkwatcher

*The mullah who pulls back the curtain on the room is severe, dressed in the austere red and black of the True Faith. A priestess of Geshtai, the Waterbearer, smiles warmly and bids you take a seat on the cushions provided. A third, a priestess of Istus from her black garb with spiderweb motifs, stares intently into the distance.*

*“Be seated,” instructs the mullah as he too takes a place on the cushions. “You come before us as a contender for the divine faiths. Convince us you are worthy of this task. List the tenets of the Faith of the Lady of Our Fates, and the errors of the treatise by Izar of Greyhawk when analyzing them. You may begin now...”*

This is a DC 15+APL Knowledge (Religion) check. The increase per APL comes from questioning that grows more intense with greater PC levels being represented by the adventurer. Any worshipper of a Baklunish deity gains a +4 circumstance modifier to this check and any worshipper of Istus gains a further +2 circumstance modifier. Those with 5 or more ranks in Perform (oratory) can add a synergy bonus of +2 to this check.

If the PC asks for a second check (should they fail the first) they are accorded this chance as recognition of their drive. Otherwise, they are advised they have failed and asked to leave.

*The priestess of Istus suddenly turns her gaze toward you. “The words were spoken and comprehension was greater than when they were first heard. Gaze upon me, worshipper of the divine, and let me see within you that which cannot be denied.”*

The priestess has a very potent personality and is attempting a DC 18+APL Intimidate check. She is receiving circumstance bonuses as a result of the setting and pressure. Note that this is opposed by a Wisdom check plus hit dice, plus bonuses against fear. Anyone succeeding receives a faint smile from her and a nod of her head – failure causes her to close her eyes and bow her head, obviously disappointed.

If the PC succeeds at this second test, they now qualify for the High Divinity path of the AR Award **Four Feet of the Dragon**.

## High Diplomat

Venther Blackhammer – Dwarven Clanmember

Falqa ibn'Qarif – Puppeteers of Ket

Ovar al'Su – Archons of Ket

*The room to which you are shown is carefully decorated, with symbols of various different organizations of Ket and the more established Beys and Grafts. A service of sweetmeats and other edibles graces a side table carved from darkwood. Two men in formal robes—one dwarf and one human—bow before you and smile. A woman in superbly appointed greens and blues likewise smiles and sweeps an arm graciously toward the cushions in the room*

*“I and my companions greet you. We are to test your diplomatic skills and cunning. First of all, however, we must be sure that you can remain convincing and...persuasive, when presented with the unusual or questionable.”*

*“Before you is a small knife. You can see it on the cushions. Explain to us how this knife, although clearly an artifact of chaos used to kill a pair of mares, can be best used to benefit Ket. The more convincing your story, the better we shall all feel.”*

The goal of this particular test is to ensure that the PC can Bluff with exceptional skill, a noted feature of many accomplished diplomats. The three present in the room all represent different elements of the government (and associated powers, such as the Blackhammer clan). They know the story that they are about to hear will be entirely false, but expect a good showing.

The DC for this challenge is DC 28. Anyone from Ket (claiming it as a home region) receives a +2 circumstance bonus on the check, knowing how best to appeal to the sensibilities of people from the area. If the adventurer fails this test on the first occasion, it is only polite to allow them a second attempt to succeed. Should they fail this as well, they are asked to leave (there is no second attempt allowed in this case), although the politeness and grace shown is rather astounding. Success at either check allows the PC to proceed to the next section below.

*“You have shown poise and a quick wit. Now show us what you have learned of the art of diplomacy and the skills it requires. One of the banners in this room is poorly hung. Locate it and tell us how better to present it.”*

This is a DC 30 Diplomacy check. It is a fixed check since the banner in question does not change with the applicant. The answer is somewhat complex: the banner

is hung by darkwood and the Bey in question has sworn an oath never to have that wood touch his possessions again (something about an unfortunate experience in the Bramblewood Forest). The banner should also have been placed slightly higher in the room, since one of the Beys that hangs at an equal height is a son-in-law and, in this case, of lesser rank. PCs with Knowledge (history) gain a +2 circumstance bonus on this check (to know the backgrounds of the banners involved). [This is in addition to the usual synergy bonus gained by having five ranks in Knowledge (History).]

If the PC succeeds at this second test, they now qualify for the High Diplomat path of the AR Award **Four Feet of the Dragon**.

### Development

The end of the Tests sees the PCs invited to join the Archons and others performing the testing in the Amphitheatre to announce the outcomes. Proceed to **Encounter Five – The Great Patriot Speaks**.

## Encounter Five: The Great Patriot Speaks

### “Rary” in the Adventure

The Archmage Rary is far above the petty concerns of the nation of Ket now. Wherever it is noted that Rary appears in the module, this is not, in fact, the Great Patriot. It is, instead, a high-level member of the Archons using a superb disguise (Spot check DC 55 to penetrate) to represent the Archmage for the purposes of ensuring that the legitimacy of the contest is ensured. Any references to Rary and his powers or abilities should be taken in this light, and the summoning of the devils takes place in the same context (yes, the Archons are well aware that Rary would cheat...).

For any who can see through the disguise, note that it is possible the person standing is a simulacrum (as per the spell), that there is likely to be a good reason for this, and continue the charade.

“Rary” may not, under any circumstances, be engaged outside of the boxed text here in order to be engaged in conversation, employed for Favours or the like.

*The committee work is now done and the crowds move restlessly in their seats in the Amphitheatre, anxious to hear the results. Finally the Selection Committee appears and starts to move onto the floor of the Amphitheatre.*

*Suddenly, lightning flashes across the sky as dark clouds move in with frightening speed. What was moments earlier a clear autumn evening is now a maelstrom of winds and darkness.*

*A great shaft of lightning spikes into the center of the Amphitheatre. The shockwave of thunder stuns everyone and knocks out every light source. Utter darkness reigns for a moment until the assembled Archons cast a bevy of multiple light spells into the amphitheatre.*

*Revealed in the arcane light, standing where the lightning struck, are two men—an older-looking Baklunish man dressed in rich robes, and an armored companion just to his right. The robed man smiles slightly and tilts his head to Emir Zulir. The Emir’s eyes widen somewhat, but after a moment, he graciously inclines his head to the newcomer.*

It is a DC 20 Knowledge (Local—VTF) or Knowledge (Local—Core) to recognize the man in the center as Rary the Traitor, (known as the Great Patriot in Ket.) The self-styled Emperor of the Bright Lands is a powerful former member of the Circle of Eight and an epic-level mage. The armored companion with him is not Robilar but another bodyguard.

As a simple matter, any adventurer attacking or otherwise attempting to impede “Rary” is considered dead. There is no point in developing any methodology for this – the high-level Archon is a supremely intelligent and experienced mage who is prepared for all eventualities. Warn anyone before they attempt anything but if they persist, then kill them.

*“Really, you would think that this sort of thing would receive some sort of discussion, my good Emir,” begins the man at the center of the amphitheatre. He glances around, and then continues, “However, I suppose that my absence has been unacceptable to our good Beygraf. And given my current position as a fellow ruler of a sovereign nation, it WOULD be a conflict of interest to also work in the Beygraf’s service.*

*“Very well, then, I tender my resignation at this time and presume by your actions today that you have accepted.” He glances at the crowd of contenders gathered in the amphitheatre. “I am surprised that you choose my replacement from such as these.”*

*Emir Zulir inclines his head again. “Rary, Archmage of... former Archmage of Ket—our actions today intend no disrespect. Indeed, a person of your vast abilities will be difficult to replace, as demonstrated by our decision that your post will no longer to be*

*held alone, for four are to be chosen. Here before you are those who would follow in your footsteps.”*

*“Bah! These?” The Emperor of the Bright Lands scoffs, glancing around again. “I suppose you take what you can. Very well, I have no objections that would be accepted in any event. Instead, I will say this – the tu’Vashda—the staff of the Archmage of Ket—is not something that should be simply handed to the successful candidates. Instead, the tu’Vashda awaits atop Fort Minochehr in the Bramblewood for the first person who dares to claim it. I myself will arrange for a suitable test...”*

*The Emir frowns and narrows his eyes, but before he can say anything further, the man and his armored companion disappear.*

*There is a further moment of silence, and then the sound of babble fills the arena as everyone turns to a neighbor, “Rary” on their lips.*

*A loud “SILENCE!” stops the conversations in mid-stream. Dar Singleslash, having gained everyone’s attention, turns to Emir Zulir.*

*The Emir nods to Dar, and turns to those gathered.*

*“Although the tu’Vashda possesses no magic, it is an ancient symbol of Ket that belongs to all Ket Citizens. Rary has laid down a challenge, but he has done so using something that no longer belongs to him. It is not a challenge of our devising, and as such, it falls outside of the process we have planned to select Ket’s Champions. We are therefore not concerned with who will recover the staff, but that the staff is recovered quickly. We will accept all offers of assistance, even from those who are no longer candidates. Therefore, ALL those who wish to attempt to recover the tu’Vashda, please come forward and speak to me at once.”*

It is a Spellcraft check [DC 20] to identify a *teleport* spell.

Anyone specifically looking in the direction of Cirquor can make a Sense Motive check [DC 10] to realize that he is both awed and saddened. If asked, he is willing to share with anyone that he thinks Rary was his father—or at least adopted father—and he wants to do well by him. The comment about the assembled people not being good enough is a direct blow to his ego.

Emir Zulir offers no cash reward (and does not do so at any point) since he has more than enough Archons present to do this deed should the PCs turn him down. He prefers volunteers (they have more incentive, from his perspective) but he will do his duty and assign Archons if given no other choice. It is a Sense Motive

check [DC 20] to realize he is also hiding another fact – but he does reveal what that is (essentially, the Archons, in preparing for this day of testing and trials, did not prepare combat spells such as might be needed. The Emir has no desire to show a weakness in the Ket system and refuses to discuss this any further.)

The location of the Fort is in the Bramblewood Forest itself, along the Irafa Road. (See **Adventure Background** for a description of the typical fort.)

The Emir immediately advises, after asking for volunteers, that he expects the Archons present to arrange for the instant travel of the “adventurers” to the location in question. He has more than enough high level mages available for this task and there is no need to assess total PC numbers, animal companions and the like.

This is a role-playing opportunity for the party to discuss this matter and the potential ramifications. Discussion should be allowed and commentary provided by Emir Zulir as required.

### **Trouble-Shooting and Questions**

**What if the PCs do not want to use the *teleport* services provided?** If they can provide their own instant transport magic, they are fine. Otherwise, every effort should be made to convince them to take this option, as any other will be entirely too long. If they still insist on walking or otherwise taking more than a few hours to reach the Fort, all combatants are gone and the tu’Vashda is missing. This is considered a defeat and the adventurers should move to **Conclusion**.

**What if the PCs insist on being paid?** The Emir has no cash to offer and does not have any desire to do so – while he does prefer volunteers, as noted earlier he still has a large number of Archons answering to him and can easily use them. He does, however, act diplomatically and attempts to convince the adventurers to join in without payment, noting that the favor of the Selections Committee might be worth a lot more than mere gp.

**Will the adventurers be monitored?** The answer is yes but this is only stated if asked. Scrying sensors are being established even as the adventurers and others speak (and, off the record as well, defenses in the Fort against this are being temporarily disabled).

**Do the adventurers have to return?** There is no obligation but the Selection Committee would prefer a report in person. The Archons will return with sufficient mages for the adventurers one hour after teleporting them near the Fort, if they want to travel rapidly.

## Development

If the party chooses to retrieve the tu'Vashda, Emir Zulir orders sufficient Archons present to *teleport* the adventurers (and any companions or bonded mounts, as well as animals they bring with the party normally) to Fort Minochehr immediately. He does warn the party not to attempt a direct *teleport* themselves (the forts of the Irafa Road are protected from such spells). Other means of transportation can be considered, but Emir Zulir does attempt to impress upon the adventurers the concept of speed and timeliness. He is most insistent that they arrive as soon as they can and that regular travel is insufficient.

Should the adventurers accept or transport themselves quickly (such as a *wind walk*), Proceed to **Encounter Six – Enter the Woods**. If the adventurers do not wish to take this option or attempt to travel overland, proceed to **Conclusion**.

## Interlude – Monitoring

The Archons of Ket immediately raise scrying sensors on the roof of the fort. (The fort usually has anti-scrying defenses but they disable these for the duration of the Encounters below). There are four of them and they are located evenly atop the roof. Caster level for all is 11 – dispelling more than one causes another to form (the Archons have more resources at their disposal than the PCs likely have spells).

## Encounter Six: Enter the Woods

The adventurers reach the Fort in this Encounter. Although it is presumed they take the *teleports* offered, they may arrive on their own and this, of necessity, needs to be paraphrased.

*The world fades out and then back in again. The storm that lashed at the area around Lopolla extends this far to the southeast at least, for it is raging here. Winds die as you arrive however, although the sky remains dark and foreboding.*

*The fort is nowhere to be seen, but the Archons simply point down the wide road upon which everyone now stands.*

*“That way about five minutes. This is the closest we can arrive without prior dispensation. Good luck!”*

*With that, the Archons who brought you here disappear, presumably back to Lopolla. The Bramblewood Forest looms dark on either side of the road...*

The magic that summoned this storm is fading and the storm is dissipating. It should take some time but the winds are the first things to falter – there is a light breeze during the remaining **Encounters** (save the **Conclusion**) but it has no impact on things (specifically no impact on archery or movement).

The rains of late fall have made the road muddy and almost impassable. Caravans stopped moving down the road at least a month ago and there are renewed calls for a stone road (as there have been every year since the construction of the road by Keoish occupiers over two centuries ago). Anyone forced to walk on the ground must spend two squares for each one of progress, and cannot run or charge.

It is indeed only five minutes to the Fort in regular weather but it will take at least 10 minutes in this weather. The darkened clouds and stormy weather provide a -4 circumstance penalty to all Spot checks for the remaining Encounters and a -8 circumstance penalty to all Listen checks for the remaining Encounters.

The Bramblewood is loud in the midst of the weather but a DC 20 Knowledge (Nature) check indicates that the creatures have fled more than just an oncoming storm front. A DC 35 Knowledge (Nature) check determines that the departure is so abrupt and panicked that potential extraplanar nastiness can be the only reason (after all, the Bramblewood is a tough place and most of its inhabitants are inured to horrible creatures). Any animal that can be tracked down and questioned has no concept of what it is fleeing, only that it is bad and not from here (here being the Oerth).

The fort is apparently intact when the PCs eventually arrive. It is surrounded by a wide circular kill zone 750 feet in radius from its edges to the center of the fort. (See Adventure Background for a description of the fort.) The Irafa Road runs right through the fort, through huge double doors on the north and south ends that are the only portals into the fort.

### Entering the Fort

Soldiers of the Fort welcome all save declared enemies of Ket (yes, they check all identification at the doors – anyone who is noted to have problems with the authorities of Ket, from being wanted to having the Warrant of Ket is caught by this diligence – their skill check to penetrate disguises, Bluff and so on is deemed to

be 25 if there is any attempt at hiding these facts by the adventurers).

The Commander of the Fort is Kifir ibn Kurath, a proud Bey (noble) from Falwur who is content to run this Fort on the Irafa Road. He personally meets any adventurers that enter into the Fort, having been appraised of their imminent arrival by magical means. He tells the adventurers that the tu'Vashda is hovering mere inches above the flat stone roof. No one saw anyone put it there, it just appeared. They were just going to investigate when a warning came from Lopolla. Although happy to see the adventurers, Kifir does want an explanation as to what is happening – he accepts any amount of detail from the adventurers, since he generally has no expectation of actually getting particulars in the normal course of events. (He is an experienced military man and pragmatic at that).

### Retrieving the Staff

To get to the roof requires some degree of planning. The towers that oversee the roof have no exit onto the roof save for narrow arrow slits. Even a Small PC will be squeezed moving through an arrow slit, and any creature larger than Small will not be able to get through it at all.

Kifir does not allow the PCs to damage the walls in any fashion—he warns the PCs first that this is punishable as if it were Lethal Assault with no mitigating circumstances.

The roof itself is solid stone, slightly sloped from the center out to each wall to facilitate water run-off. (This slight slope will not have any effect on combat.) The roof has many defenses which are likely not relevant here. For instance, earth elementals and other beings with the earthglide ability may not earthglide through the roof, nor may incorporeal beings pass through it. However, the point is that short of blowing a hole through the roof, the adventurers are unlikely to have magical means of moving through the roof from the inside.

That means that the only means of reaching the roof is from outside the walls. Kifir offers the adventurers use of ladders, which are used to reach the roof for inspection and maintenance. It is two stories or 30 feet to the roof. Should the PCs want to climb the walls, it is a DC 27 climb check to go up the outside walls (they are deliberately sheer, slick and well-built).

### Development

The tu'Vashda can only be moved by a person touching it. Magical means cannot move the Staff from the current location. There are two (2) *alarm* spells active on the staff and small creatures do not approach this area willingly

(thus they are unlikely to set it off). The *alarm* spells are at CL 26 and are a mental alarm for Rary. Proceed to **Encounter Seven: Atop the World** if the PCs move to retrieve the staff, or **Conclusion** if they do not want to do so at this point.

## Encounter Seven: Atop the World

*As you gain the roof, you see a strange sight—the tu'Vashda, an obsidian staff perhaps a foot and a half long, stands before you, floating six inches above the very center of the roof. The breeze of the storm is a bit stronger up here but not by much. Flashes of lightning crash down in the distance, followed by the distant rumble of thunder. It is time to prove your worth to Rary!*

When the PCs get within 20 feet of the tu'Vashda, a *magic mouth* is activated that indicates the following (note that PCs can act in this period and you should allow them to do so if they request it):

*“So, you have made it to the Staff. Your speed is admirable and I find myself curious about you. If your qualifications are what the Archons deem them to be, you will have little trouble overcoming my challengers. I leave the exact timing of the engagement to you. Discuss this, and when you are ready, take the Staff and raise it in the air.”*

In reality, “Rary” has no intention of allowing a fair fight (since one rarely encounters a fair fight in life). He cast the *magic mouth* to slow down the PCs and prepare the devils at the edge of the forest. The above statement takes some 18 seconds, and includes enough time for the various prep spells to be cast and the devils to *teleport* into the area – the key to the defenses of the area have been disabled by “Rary” for their entry into combat (but returned to service immediately thereafter). They stay out of range of any potential interference spells, starting at a height of 40 feet and 50 feet away from the party. They are relying upon a surprise round to partial charge victims. Note – all summoned devils do not have any buff spells and start on the surface of the roof.

Anyone who can detect the presence of the devils prior to their arrival gets an action in the surprise round. Otherwise, there is surprise and the standard sequence of events.

It certainly could appear to anyone picking up the staff immediately that Rary upheld his word. For anyone

choosing to wait, it should also be obvious that he attacked without warning.

### Why use devils?

The archon disguised as Rary has used devils for a very specific reason – they are lawful and follow orders to the letter, particularly so when they recognize the raw power the summoner holds. This does not mean that the devils are stupid, however – they can and will amend their tactics as stipulated below if faced with some sort of truly unusual situation. They do, however, attempt at all times to act within the spirit of their orders (although they put a distinctly evil bent to them and have no compunctions about going out of their way to cause a bit of extra damage).

### Initiating Combat

The devil(s) use their teleport ability to get close to the combat area first, which should normally trigger initiative. They then move toward their targets with the action available (not charging or the like to avoid such feats as Hold the Line). This could potentially grant their enemies a further action against them (if they have noticed them as above) but there is nothing to be done.

### Tactics and Directions (if no elves, asherati, centaurs or other “monsters” are present)

The devil Hammer seeks to kill his opponents but he has no particular desire to waste a potential attack on a coup de grace or the like. He acts intelligently and will attempt to gate in additional bearded devil first (prior to *teleporting* in). Once that is determined, he uses his new allies (if any) to close with enemies and force them into melee combat, as well as blocking access to him.

Since “Rary” is an arcane spellcaster, he has some affinity and sympathy for other spellcasters. He has instructed the devil(s) to attack lightly armored fighters first but stay away from arcane spellcasters until others have been dealt with appropriately. This restriction is removed the moment the devils are beneath 1/2 hp.

At higher APLs, when Hammer is accompanied by Tong, they engage different targets, using the above guidelines. In other words, they will not gang up on any one PC. It is their goal to impress Rary with their individual abilities, not to act as a team for his benefit.

### Tactics and Directions (if elves, asherati, centaurs or other “monsters” are present)

All above guidelines are cancelled if there are any elves, centaurs or asherati present in the party. These racial types oppose “Rary” (the centaurs and asherati) or represent an old prejudice (elves) and he orders the devils

to do all in their power to eliminate them. The Archon representing Rary is keen to maintain the deception and therefore enacts these tactics even if they do not necessarily represent the goals of the Archons. These include ganging up on one PC, and attempting to inflict a coup de grace attack if the PC in question has fallen, either unconscious or dead (the devils cannot tell the difference).

Note that additional spells are cast to assist the attack if there are elves, centaurs or asherati in the party (which can make things exciting for everyone). When the offending “monsters” are dead, the devils revert to their regular orders.

### Spell-casting

The archon disguised as Rary is using *Ioun stones*, quickened spells, contingency spells and the like to get the casting done within 3 rounds.

He has also imbued a *contingency: holy word* in Hammer and a *contingency: dictum* in Tong. These are to cast as a counterspell against the respective spells, at 26<sup>th</sup> level of ability.

There are specific spells added if there are “monsters” in the party. These are not on the creatures if no “monsters” (elves, asherati, centaurs) are present.

### Surprising “Rary”

If the party or a PC does something warranting special consideration, they may surprise “Rary”. This is entirely at the discretion of the DM. If so, note that the spells listed in bold for the creatures are not cast as he rushes his “challengers” into combat early. Under no circumstances does he neglect to provide the extra spells against “monsters” should any be present, however.

### Reaching the Roof Detected or Undetected

The roof of the fort is being watched by the devil(s) that “Rary” summoned. The mental trigger of the *alarm* spell linked to the *magic mouth* tells him that the PCs are close and he moves his plan into action – the devils have pre-existing orders to attack the party and challenge their apparent claim to the tu’Vashda. For the purposes of detection and disarming, the *alarm* spell is a DC 35 to disable. “Rary” still gets warning if the magic mouth is activated but cannot cast the spells listed in bold.

As soon as the Staff is approached (through whatever means is possible), “Rary” is notified by the *alarm* spell, the *magic mouth* spell or merely the devils seeing the party approach and he buffs up the devils he has gated in. The next round, they teleport in to attack – this is a Surprise Round action.

If the party takes precautions, he has few means of knowing anything is wrong until the Staff moves or is taken. He orders the devils forward at this point, without the last buff spell listed (the spells in effect list this separately).

### Teleporting and Instant Transport Magic

The use of instant transport magic within 500 feet of the fort is usually subject to heavy interference. On the round that the devils appear, there is no such protection in place the archon disguised as Rary removes it. Thereafter, anyone attempting an instant transport spell must make a substantial DC 30+spell level Concentration check to succeed, or the spell is lost and does not work. This is a specific defense of the forts. The devils are aware of this aspect and refrain from *teleporting* after the first round.

### Trouble Shooting

Some parties will just want to retrieve the Staff and depart. The blockage of instant transport magic should serve to slow them down somewhat. If they do get away, however, credit them with having defeated this Encounter (but not the next) and move on. The objective, as defined by Emir Zulir, is to retrieve the tu'Vashda, not to defeat the challengers.

#### APL 2 (EL 5)

**Hammer:** Bearded Devil; hp 45; See Appendix One.

#### APL 4 (EL 7)

**Hammer and Tong:** Bearded Devils; hp 45 each; See Appendix One.

#### APL 6 (EL 9)

**Hammer and Tong:** Mnk1; Advanced Bearded Devils; hp 85 each; See Appendix One.

#### APL 8 (EL 11)

**Hammer and Tong:** Mnk1; Advanced Bearded Devils; hp 148 each; See Appendix One.

#### APL 10 (EL 13)

**Hammer and Tong:** Mnk1/Ftr2; Advanced Bearded Devils; hp 178 each; See Appendix One.

#### APL 12 (EL 15)

**Hammer and Tong:** Mnk2/Ftr2; Advanced Bearded Devils; hp 219 each; See Appendix One.

**Treasure (The tu'Vashda is not worth cash in this context)**

APL 2: L: 1 gp; C: 0 gp; M: 0 gp.

All other APL: L: 2 gp; C: 0 gp; M: 0 gp.

### Development

If the party defeats the Devils, the Air creatures move in to attack them, giving the PCs one minute of rest before they engage. If the adventurers defeated or somehow circumvented the devils, proceed to **Encounter Eight: Winds of Change**. If the party was defeated by the devils, proceed to **Conclusion**.

## Encounter Eight: Winds of Change

*The battle concluded, there is space to rest and recover. The tu'Vashda gleams in the light of the moon once more as the storm dissipates as fast as it appeared. Without warning, there is a blur of movement on the edges of vision...*

The air creature was present in the Bramblewood and has been keeping away from civilization for some time now. It was only happenstance that it stumbled upon the Archon as he gated in the devils for the previous combat. Watching him, the creature recognized one of the Archons of Ket responsible for its torment.

During the Greyhawk Wars, the Air Archons of Ket (the Vay Raste) were infiltrated and corrupted by the forces of Iuz. As Archmage of Ket, Rary studied the Archons at that time, although he was not corrupted (or at least not in the same manner, if anyone contends he did actually become corrupted). These same corrupted Archons—who called themselves the Vaste—caused many creatures of Air to be enslaved for a variety of fell purposes. With the discovery and destruction of the Vaste, many of those creatures were left bound but without purpose, tied to a singular task they could no longer complete. Inevitably, insanity eventually allowed them a freedom of sorts.

Now one of these creatures seeks revenge. It does not care who the actual target is, but it reacts to power – if the devils are victorious, the air creature rushes in to force them away. If the PCs win, the air creature wants to attack them. This was all sparked by the appearance of the archon (whom it recalls) but the creature is so insane that it cannot give any further explanations.

### Approach of the Air Creature

The air creature approaches without any sound (it flies with perfect maneuverability). At APL 2 and 4, it has no ability to hide. Instead, it rushes the party from the edges of the trees. It is at a distance of 350 feet from the party after its first move (which is a DC 25 Spot check, presuming a -10 for its high speed). If not spotted, it

moves to within 100 feet of the party on the next round and a DC 0 Spot check. Combat then takes place as normal (no surprise round).

At APL 6+, the will-o' wisp is insane but smart enough to stay invisible and low on the approach. Unless there is some mitigating circumstance (and that is actually quite possible), the will-o' wisp approaches at a double speed (100 feet) per round. When it gets to the edge of the roof, it gets ready to move in with conviction (in other words, ready for combat). In the normal course of events, this would be on the 7<sup>th</sup> round.

The one-minute between combats previously indicated does not include the above times.

#### APL 2 (EL 3)

**Insane Elemental:** Medium Air Elemental (Air, Extraplanar); hp 26; See Appendix One.

#### APL 4 (EL 5)

**Advanced Insane Elemental:** Advanced Elite Medium Air Elemental (Air, Extraplanar); hp 52; See Appendix One.

#### APL 6 (EL 7)

**Insane Will o' Wisp:** Advanced Will o' Wisp; Small Aberration (Air); hp 59; See Appendix One.

#### APL 8 (EL 9)

**Insane Will o' Wisp:** Advanced Will o' Wisp; Small Aberration (Air); Ftr1; hp 119; See Appendix One.

#### APL 10 (EL 11)

**Insane Will o' Wisp:** Advanced Will o' Wisp; Small Aberration (Air); Ftr3; hp 155; See Appendix One.

#### APL 12 (EL 13)

**Insane Will o' Wisp:** Advanced Will o' Wisp; Small Aberration (Air); Ftr4/Rgr1; hp 169; See Appendix One.

### Development

If the party defeats the air creature, they may move back to their exit point in the Bramblewood and be retrieved by Archons. If the air creature kills the PCs, the troops from the fort retrieve their bodies and ensure they can be returned to life.

## Conclusion

**If the Adventurers defeated their opponents and retrieved the tu'Vashda (also if they escaped with the Staff, as this counts as defeating the devils)**

*You have returned with the tu'Vashda and the Emir is most pleased. The Selection Committee is unanimous in allowing the members of your party to participate fully in the selection process as if they were granted a spot previously, and thanks those that were not for their assistance.*

*The members of the Selection committee are pleased and indicate they have called in favors with the House of Al'Zarif to make certain items available to you for purchase as well.*

The Committee does actually thank "monsters".

All items on the AR are available to all PCs (including "monsters"), based on their APL.

The PCs all receive the AR Award **Four Feet of the Dragon** (except any elves, asherati and centaurs – however, half-elves are allowed), even if they did not participate in the previous competitions, since they have acquitted themselves well in this combat with the devils. In addition, anyone who took damage in the combat with the devils receives the AR Award **The Great Patriot Smiles**.

Any PC who did actually participate in the competitions earlier and also chooses to accept continued participation in the contest (**Four Feet of the Dragon** AR Award) is also provided with the AR Award Staff of the Archmage.

**If the adventurers were defeated by the air creature but defeated the devils (or escaped with the Staff and then were defeated by the air creature)**

*Your defeat by air creature while retrieving the Staff is a blow to the faith the Selection Committee and Emir Zulir placed in you. They are somewhat disappointed but indicate that your efforts are at least noted and respected.*

The members of the committee confer for a long time and eventually announce that the actions taken were enough to warrant special consideration – items are being made available for the PCs through the auspices of the House of Al'Zarif. The PCs (including "monsters") get access to all items for their APL on the AR.

The PC who earlier participated in the competitions successfully receive the AR Award **Four Feet of the Dragon** (excepting any elves, asherati and centaurs –



however, half-elves are allowed). In addition, anyone who took damage in the combat with the devils receives the AR Award **The Great Patriot Smiles**.

#### If the adventurers were defeated by the devils

*Your failure to meet the challenge of the Great Patriot does not go unnoticed. At least you tried, unlike certain others, but there is a distinct undertone of unhappiness with the Selection Committee as they thank you for your efforts and then dismiss you.*

The PCs did, at least, make an effort and that is eventually recognized by the Selection Committee. The PCs are provided with access to items marked with a \* for their APL or below by the House of Al'Zarif. This is the only Item Access for them.

#### If the adventurers did not go after the tu'Vashda (i.e. did not head to the fort as required)

*Your participation in the selection of a new series of defenders for Ket is noted but was not sufficient. The Selections Committee and the Emir thank you for your time and efforts and wish you luck in the future.*

There is no Item Access granted on the AR since the Selection Committee is not impressed or pleased.

#### AR Award: Four Feet of the Dragon— Choosing a Focus

PCs may have been awarded the AR item **Four Feet of the Dragon**. See **Adventure Background** for further clarification, and note the emphasis that as many players as possible should be allowed to qualify. The various paths to qualification can now be revealed to the players.

Those that do qualify for this AR reward must now select one of the positions as their focus for future adventures—**High Champion**, **High Mage**, **High Divinity** or **High Diplomat**.

As mentioned in **Adventure Background**, those that qualified through the competitions must choose the focus for which they qualified. In addition, any member of the Ket metaorgs listed below can declare focus for the position associated with their metaorg even if they did not earn **Four Feet of the Dragon**. They must choose the position associated with their organization as their focus if they did not earn **Four Feet of the Dragon** any other way.

High Champion – **Veterans of Ket**, **Stouthearths**, **Brotherhood of Perfect Forms**, **Razor's Edge**

High Mage – **Archons of Ket**, **Brotherhood of Sorcery**

High Divine – **Mullahs**, **Clergy of Istus**, **Clergy of Geshtai**, **Clergy of Azor'Alq**, any clergy who is a member of **The Halfling Family** or **Dwarven Clanmembers**.

#### High Diplomat – **Puppeteers**

Once the focus has been chosen, during any adventure, including this one, the player should have the DM circle and initial any conditions in the chosen section that were met during the adventure.

#### AR Reward: General

Any adventurer earning **Four Feet of the Dragon** also earns the AR reward **General**. At the end of each adventure, including this one, the player should have the DM circle and initial any conditions in this section that were met during the adventure.

#### Cash Awards and the Grand Melee in Encounter Three

If the adventurers did not kill the Harssaf opponent in Encounter Three in the combat (in other words, did not non-lethal or did not end up killing him, whether by stabilizing him or by luck), he provides his already committed wealth that he had set aside for a *raise dead* or healing spells to the adventurers. This is an award to those who fight the combat in acceptable Baklunish fashion, seeking to avoid killing the subject (even luck is accepted for this).

Should the adventurers kill the Harssaf, his money is used to return him to life (in some cases, with a new debt). There is a small amount left over because he was provided with a discount of which he was unaware – this amount is awarded to those who do not get the main award above.

If the Harssaf won, he is still impressed by the adventurers and provides them with the amount listed below, in order to make their loss more palatable (he has no desire to make long-term enemies).

Aside from a very minor amount of treasure on the devils, this is the only treasure available from the adventure.

#### Emir Zulir

The Emir is grateful to any he has met in the past who have assisted him or his goals. To that end, anyone who has the AR award **The Emir's Grace** (from **Ket4-04 Water the Meadows**) or **The Bloody Axe** (from **Ket5-05 Redemption**) may request that he still allow them to participate in the contest, even if they have not succeeded above. Note that **The Emir's Grace** or **The Bloody Axe** can already be marked as Used on the

relevant AR; the important thing is that one or the other (or both) must have been awarded at some point in the past.

If this is used, also award the AR Award **Emir Zulir Acts**. The PC in question may then choose to participate and circle the appropriate sections of the **Four Feet of the Dragon** AR Award.

### Ket Metaorg Benefits

**Open membership in certain Ket metaorgs in this adventure has further tangible benefits. Any PCs belonging to the following metaorgs in this adventure and were awarded AR Item Access are provided with the AR Award Benefits:**

Razor's Edge

Mullahs of Ket

Archons of Ket

Brotherhood of Sorcery

Veterans of Ket

Puppeteers

This award is not granted if the PCs joined the metaorg in question during this adventure.

**Treasure (full if they defeat or are defeated by the Harssaf, Coin only if they kill the Harssaf, all from Encounter Three but paid at this point)**

APL 2: Loot: 300 gp; Coin: 75 gp; Magic: 0 gp.

APL 4: Loot: 450 gp; Coin: 75 gp; Magic: 0 gp.

APL 6: Loot: 600 gp; Coin: 75 gp; Magic: 0 gp.

APL 8: Loot: 800 gp; Coin: 150 gp; Magic: 0 gp.

APL 10: Loot: 1400 gp; Coin: 300 gp; Magic: 0 gp.

APL 12: Loot: 1900 gp; Coin: 600 gp; Magic: 0 gp.

### The End

## Experience Point Summary

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

### Encounter Two

Persuade the Selections Committee to allow the PC to participate in the Testing

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 Three

One or more members of the party defeat the Harssaf or one person wins the Combat Challenge

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 Seven

Defeat the devils or escape with the tu'Vashda

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

APL 8 330 xp

APL 10 390 xp

APL 12 450 xp

### Encounter Eight

Defeat the insane air creature

APL 2 90 xp

APL 4 150 xp

APL 6 210 xp

APL 8 270 xp

APL 10 330 xp

APL 12 390 xp

### Story Award

Participate fully in the contest and become involved in the Selection of Champions, even if not choosing to do it oneself

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

Make no disparaging remarks about Rary in the course of the adventure

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	1,125 xp
APL 10	1,375 xp
APL 12	1,525 xp

## Treasure Summary

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

The loot total is the number of gold pieces each PC gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs can go back to loot the bodies, and

those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), PCs may return to retrieve loot. If the PCs do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

### Encounter Seven:

APL 2: Loot: 1 gp; Coin: 0 gp; Magic: 0 gp.
APL 4: Loot: 2 gp; Coin: 0 gp; Magic: 0 gp.
APL 6: Loot: 2 gp; Coin: 0 gp; Magic: 0 gp.
APL 8: Loot: 2 gp; Coin: 0 gp; Magic: 0 gp.
APL 10: Loot: 2 gp; Coin: 0 gp; Magic: 0 gp.
APL 12: Loot: 2 gp; Coin: 0 gp; Magic: 0 gp.

### Conclusion:

APL 2: Loot: 300 gp; Coin: 75 gp; Magic: 0 gp.
APL 4: Loot: 450 gp; Coin: 75 gp; Magic: 0 gp.
APL 6: Loot: 600 gp; Coin: 75 gp; Magic: 0 gp.
APL 8: Loot: 800 gp; Coin: 150 gp; Magic: 0 gp.
APL 10: Loot: 1400 gp; Coin: 300 gp; Magic: 0 gp.
APL 12: Loot: 1900 gp; Coin: 600 gp; Magic: 0 gp.

### Total Possible Treasure

**APL 2: L: 301 gp; C: 75 gp; M: 0 gp - Total: 376 gp**

APL 4: L: 452 gp; C: 75 gp; M: 0 gp - Total: 527 gp

APL 6: L: 602 gp; C: 75 gp; M: 0 gp - Total: 677 gp

APL 8: L: 802 gp; C: 150 gp; M: 0 gp - Total: 952 gp

APL 10: L: 1402 gp; C: 300 gp; M: 0 gp - Total: 1,702 gp

APL 12: L: 1902 gp; C: 600 gp; M: 0 gp - Total: 2,502 gp

## Appendix One – All APLs

### Encounter One

**Cirquor the New Rider:** Rog1/Wiz13; CR 14; Medium Humanoid (Human); HD 1d6+13d4+56; hp 101; Init +5; Spd 30 ft; AC 22, touch 18, flat-footed 17 (+4 *mage armor*, +5 dexterity, +3 *ring of protection*); Base Atk +6; Grp +6; Atk +7 melee (1d4, masterwork dagger) or +11 ranged (spells); Full Atk +7/+2 melee (1d4, masterwork dagger) or +11 ranged (spells); SA Sneak attack +1d6; SQ Transmuter, no Illusion or Enchantment, trapfinding; AL LN; SV Fort +11, Ref +14, Will +13; Str 10, Dex 20, Con 18, Int 24, Wis 10, Cha 10.

**Skills and Feats:** Balance +12, Concentration +21, Decipher Script +12, Disable Device +13, Gather Information +4, Knowledge (arcane) +24, Knowledge (architecture and engineering) +8, Knowledge (dungeoneering) +12, Knowledge (history) +12, Knowledge (nature) +12, Knowledge (nobility) +12, Knowledge (religion) +12, Knowledge (local – VTF) +12, Knowledge (local – core) +12, Knowledge (planes) +12, Open Lock +11, Ride +9, Search +11, Sleight of Hand +9, Spellcraft +26, Spot +9, Tumble +11, Use Magic Device +4; Extend Spell, Empower Spell, Maximize Spell, Scribe Scrolls, Spell Focus: Evocation, Spell Penetration, Craft Wondrous Items, Quicken Spell.

#### Spells

#### Prepared:

(4+1/10+1/6+1/6+1/4+1/3+1/2+1, DC = 17+Spell Level or 18+Spell Level for Evocation) 0<sup>th</sup> – *mage hand*\*, *detect magic* (4), 1<sup>st</sup> – *burning hands*, *expeditious retreat*\*, *feather fall*, *mount*, *shield* (2), *true strike* (3), [empty slot]; 2<sup>nd</sup> – ~~*extended mage armor*~~, *false life*, *glitterdust* (2), *scorching ray* (2), [empty spell slot\*]; 3<sup>rd</sup> – *empowered magic missile*, *fireball*, *fly*\*, *haste* (2), *slow*, [empty spell slot]; 4<sup>th</sup> – *dimension door* (2), *empowered scorching ray*, *fire shield* (2), *polymorph*\*, [empty spell slot]; 5<sup>th</sup> – *cone of cold*, *disintegrate*, *quicken magic missile*, *teleport*, 6<sup>th</sup> – *dispel magic* (greater), *maximized fireball*, *quicken scorching ray*, [empty spell slot\*]; 7<sup>th</sup> – *maximized enervation*, *quicken dimension door*, [empty spell slot\*].

**Possessions:** +3 *vest of resistance*, +4 *gloves of dexterity*, +3 *ring of protection*, +4 *amulet of health*, +4 *headband of intellect*, *rod of quicken* (lesser), *pearls of power* (1<sup>st</sup>\*5, 2<sup>nd</sup>\*5, 3<sup>rd</sup>), *potions of cure critical wounds* (2), *eyes of the eagle*, *ring of wizardry I*, *wand of fireballs* (10<sup>th</sup> level), *wand of magic missiles* (9<sup>th</sup> level),

*bag of holding type II*, masterwork daggers (4), masterwork thieves tools, backpack.

**Languages:** Common, Baklunish, Dwarven, Draconic.

**Dar Singleslash:** Ftr4/Rgr2/PiousTemplar4 of Kelanen/War1; CR 10; male human (Baklunish); medium humanoid; HD 8d10+16+3d8+6; hp 89; Init +4; Spd 30 ft; AC 21, Touch 14, flatfooted 17 (+7 *for +2 mithral breastplate*, +4 dexterity); Base Atk +10; Grp +15; Atk +17 melee (1d10+8+1d6 electricity, +1 *shocking burst bastard sword*) or +15 ranged (1d8, masterwork light crossbow); Full Atk +17/+12 or +15/+10 and +15/+10 melee (1d10+8+1d6 electricity, +1 *shocking burst bastard sword*) (secondary is 1d8+4, +1 *bastard sword*) or +15 ranged (1d8, masterwork light crossbow); SQ wild empathy, combat style (melee), favored enemy (elves), *mettle*, *smite* 1/day, damage reduction 1/-; AL N; SV Fort +17, Ref +11 Will +9; Str 20, Dex 19, Con 14, Int 10, Wis 14, Cha 8.

**Skills and Feats:** Knowledge (Religion) +4, Ride +13, Spot +15, Swim +7; Dodge, Combat Reflexes, Elusive Target\*, Exotic Weapon Proficiency (bastard sword), Improved Two-Weapon Fighting, Mobility, Oversized Two-Weapon Fighting, Track<sup>b</sup>, Two Weapon Fighting<sup>b</sup>, True Believer\*, Weapon Focus (bastard sword), Weapon Specialization<sup>b</sup> (bastard sword).

**Spells Prepared** (2/2; DC = 12+Spell Level): 1<sup>st</sup> – *restoration* (lesser) (2), 2<sup>nd</sup> – [open slots \* 2].

**Possessions** (many items do not actually belong to him but he is so equipped by the cult for this job): daggers (4 – hidden sheaths), dagger, masterwork light crossbow, heavy steel shield (slung), masterwork bastard sword (2), cold iron bastard sword, +2 *mithral breastplate*, +4 *belt of giant strength*, +4 *gloves of dexterity*, +2 *vest of resistance*, +2 *amulet of health*, +1 *bastard sword*, +1 *shocking burst bastard sword*.

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

**Smite (Su):** Once per day, a pious templar of 2<sup>nd</sup> level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious

templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6<sup>th</sup> level, pious templar can smite twice per day and at 10<sup>th</sup> level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7<sup>th</sup> level). The attack bonus does not increase, but the damage bonus is based on the PC's combined level (pious templar level plus cleric or paladin level).

*Languages:* Baklunish, Common, Velondi (Battle tongue).

\* see Appendix 2: New Rules Items

### Encounter Three

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

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

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

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

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

**Sand Form (Su):** At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the

ground and can fit through gaps or crevices less than one-quarter inch wide.

\* See Appendix Two: New Rules Items

### Encounter Seven

**Hammer:** Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 5; HD 6d8+18; 45 hp; Init +6; Move 40 ft, fly 60 ft (perfect); AC 19, touch 12, flat-footed 17 (+2 dexterity, +7 natural); Base Atk +6; Grp +8; Atk +9 melee (1d10+3+infernial wound, glaive) or +8 melee (1d6+2, claw); Full Atk +9/+4 melee (1d10+3+infernial wound, glaive) or two +8 melee (1d6+2, claw); Space/Reach: 5 ft./ 5 ft. (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, *summon baatezu*; SQ damage reduction 5/silver or good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL: LE; Fort +8, Reflex +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

*Skills and Feats:* Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

*Possessions:* glaive.

Frenzy Stats 57 hp; AC 17, touch 10, flat-footed 15 (-2 frenzy, +2 dexterity, +7 natural); Grp +10; Atk +11 melee (1d10+6+infernial wound, glaive) or +10 melee (1d6+4, claw); Full Atk +11/+6 melee (1d10+6+infernial wound, glaive) or two +10 melee (1d6+4, claw); Fort +10, Will +7; Str 19, Dex 15, Con 21, Int 6, Wis 10, Cha 10.

*Skills and Feats:* Climb +13.

**Spell-Like Abilities (Sp):** At will – *greater teleport* (self plus 50 pounds of objects only). CL 12<sup>th</sup>.

**Infernial Wound (Su):** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a PC attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured PC. A successful Heal check automatically stops the continuing hit

point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Beard (Ex):** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically or the creature dies. The save DC is Constitution-based.

**Battle Frenzy (Ex):** Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Summon Baatezu (Sp):** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3<sup>rd</sup>-level spell.

**Spells in Effect** (bold is not taken into account, does not get cast if Rary is surprised): *fly* (CL 26), **false life** (CL 26, 16 hp, not included above)

**Monster Additional Spells** (added if there are any elves, asherati or centaur in the party): *bull's strength* (CL 26)

## Encounter Eight

**Insane Elemental:** Medium Air Elemental (Air, Extraplanar); CR 3; HD 4d8+8; 26 hp; Init +10; Move 100 ft fly (perfect); AC 19, touch 16, flat-footed 13 (+3 natural, +6 dexterity); Base Atk +3; Grp +4; Atk +9 melee (1d6+1, slam); Full Atk +9 melee (1d6+1, slam); Space/Reach 5 ft./ 5 ft.; SA Air mastery, whirlwind; SQ darkvision, elemental traits; AL: NE; Fort +3, Refl +10, Will +1; Str 12, Dex 22, Con 14, Int 4, Wis 10, Cha 11.

**Skills and Feats:** Listen +3, Spot +4; Dodge, Flyby Attack, Improved Initiative<sup>b</sup>, Weapon Finesse<sup>b</sup>.

**Languages:** Auran, Common.



## Encounter Two

**Harssaf\* Elite Mercenary:** Mnk2; CR 7; Medium Monstrous Humanoid (fire); HD 8d8+24; hp 60; Init +5; Spd 30 ft, 10 ft burrow; AC 21 (+5 dexterity, +3 natural, +3 wisdom) touch 18, flat-footed 16; Base Atk +7; Grp +14; Atk +12 melee (1d6+3+1d6 fire, unarmed) or +12 ranged (1d6+3, javelin); Full Atk +12/+7 or +10/+10/+5 (1d6+3+1d6 fire, unarmed) or +12/+7 ranged (1d6+2, javelin); SA Flaming aura, sand pulse, flurry of blows; SQ blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 19, vulnerability to cold, improved unarmed strike, evasion; AL LE; SV Fort +8, Ref +15, Will +11; Str 16, Dex 20, Con 16, Int 13, Wis 16, Cha 11.

*Skills and Feats:* Climb +4, Hide +9, Jump +7, Knowledge (nature) +2, Listen +7, Move Silently +9, Spot +16, Tumble +11; Alertness<sup>b</sup>, Deflect Arrows, Dodge, Improved Grapple, Lightning Reflexes<sup>b</sup>, Quickdraw, Weapon Finesse.

*Possessions:* cold iron javelins (metal shafts) (2), cold iron kukri (2), daggers (3), javelins (6) (metal shafts).

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

**Sand Pulse (Su):** Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 17 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

**Sand Form (Su):** At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the

ground and can fit through gaps or crevices less than one-quarter inch wide.

\* See Appendix Two: New Rules Items

## Encounter Seven

**Hammer and Tong:** Medium Outsiders (Baatezu, Evil, Extraplanar, Lawful); CR 5; HD 6d8+18; 45 hp; Init +6; Move 40 ft, fly 60 ft (perfect); AC 19, touch 12, flat-footed 17 (+2 dexterity, +7 natural); Base Atk +6; Grp +8; Atk +9 melee (1d10+3+infernal wound, glaive) or +8 melee (1d6+2, claw); Full Atk +9/+4 melee (1d10+3+infernal wound, glaive) or two +8 melee (1d6+2, claw); Space/Reach 5 ft./ 5 ft. (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, *summon baatezu*; SQ damage reduction 5/silver or good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL: LE; Fort +8, Reflex +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

*Skills and Feats:* Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

*Possessions:* glaive.

Frenzy Stats 57 hp; AC 17, touch 10, flat-footed 15 (-2 frenzy, +2 dexterity, +7 natural); Grp +10; Atk +11 melee (1d10+6+infernal wound, glaive) or +10 melee (1d6+4, claw); Full Atk +11/+6 melee (1d10+6+infernal wound, glaive) or two +10 melee (1d6+4, claw); Fort +10, Will +7; Str 19, Dex 15, Con 21, Int 6, Wis 10, Cha 10.

*Skills and Feats:* Climb +13.

**Spell-Like Abilities (Sp):** At will – *greater teleport* (self plus 50 pounds of objects only). CL 12<sup>th</sup>.

**Infernal Wound (Su):** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a PC attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured PC. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal

wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Beard (Ex):** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically or the creature dies. The save DC is Constitution-based.

**Battle Frenzy (Ex):** Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Summon Baatezu (Sp):** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3<sup>rd</sup>-level spell.

**Spells in Effect** (bold is not taken into account, does not get cast if Rary is surprised): *fly* (CL 26), **false life** (CL 26, 16 hp, not included above)

**Monster Additional Spells** (added if there are any elves, asherati or centaur in the party): *bull's strength* (CL 26)

## Encounter Eight

**Advanced Insane Elemental:** Advanced Elite Medium Air Elemental (Air, Extraplanar); CR 5; HD 7d8+21; 52 hp; Init +12; Move 100 ft fly perfect); AC 21, touch 18, flat-footed 13 (+3 natural, +8 dexterity); Base Atk +5; Grp +8; Atk +13 melee (1d6+3, slam); Full Atk two +13 melee (1d6+3, slam); Space/Reach 5 ft./ 5 ft.; SA Air mastery, whirlwind; SQ darkvision, elemental traits; AL: NE; Fort +4, Refl +13, Will +2; Str 16, Dex 26, Con 16, Int 4, Wis 10, Cha 9.

**Skills and Feats:** Listen +3, Spot +7; Dodge, Flyby Attack, Improved Initiative<sup>b</sup>, Mobility, Weapon Finesse<sup>b</sup>.

**Languages:** Auran, Common.

## Encounter Two

**Harssaf\* Elite Mercenary Leader:** Mnk2/Ftr2; CR 9; Medium Monstrous Humanoid (fire); HD 2d10+6+8d8+24; hp 78; Init +5; Spd 30 ft, 10 ft burrow; AC 22 (+5 dexterity, +3 natural, +4 wisdom) touch 19, flat-footed 17; Base Atk +9; Grp +16; Atk +14 melee (1d6+3+1d6 fire, unarmed) or +14 ranged (1d6+3, javelin); Full Atk +14/+9 or +12/+12/+7 (1d6+3+1d6 fire, unarmed) or +14/+9 ranged (1d6+2, javelin); SA Flaming aura, sand pulse, flurry of blows; SQ blindsense 30 ft., damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 21, vulnerability to cold, improved unarmed strike, evasion; AL LE; SV Fort +11, Ref +16, Will +13; Str 16, Dex 20, Con 16, Int 13, Wis 18, Cha 11.

*Skills and Feats:* Climb +10, Hide +9, Jump +7, Knowledge (nature) +2, Listen +8, Move Silently +9, Spot +17, Tumble +11; Alertness<sup>b</sup>, Combat Reflexes, Deflect Arrows, Dodge, Elusive Target\*, Improved Grapple, Lightning Reflexes<sup>b</sup>, Mobility, Quickdraw, Weapon Finesse.

*Possessions:* +2 *peripat of wisdom*, +1 *cloak of resistance*, cold iron javelins (metal shafts) (2), cold iron kukri (2), daggers (3), javelins (6) (metal shafts).

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

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

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

harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

\* See Appendix Two: New Rules Items

## Encounter Six

**Hammer and Tong;** Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); Mnk1; CR 7; HD 9d8+45; 85 hp; Init +8; Move 40 ft, fly 60 ft (perfect); AC 23, touch 16, flat-footed 19 (+4 dexterity, +2 Wisdom, +7 natural); Base Atk +8; Grp +15; Atk +12 melee (1d10+4+infernal wound, glaive) or +11 melee (1d6+3, claw); Full Atk +12/+7 melee (1d10+4+infernal wound, glaive) or two +11 melee (1d6+3, claw); Space/Reach 5 ft./ 5 ft. (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, *summon baatezu*; SQ damage reduction 5/silver or good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 19, telepathy 100 ft., flurry of blows, improved unarmed strike; AL LE; Fort +13, Reflex +12, Will +10; Str 17, Dex 18, Con 21, Int 6, Wis 14, Cha 8.

*Skills and Feats:* Climb +14, Diplomacy +2, Hide +15, Listen +13, Move Silently +13, Sense Motive +13, Spot +13, Tumble +6; Cleave, Improved Grapple, Improved Initiative, Power Attack, Weapon Focus (glaive).

*Possessions:* glaive.

*Frenzy Stats:* 103 hp; AC 21, touch 14, flat-footed 17 (-2 frenzy, +4 dexterity, +2 wisdom, +7 natural); Grp +17; Atk +14 melee (1d10+7+infernal wound, glaive) or +13 melee (1d6+5, claw); Full Atk +14/+9 melee (1d10+7+infernal wound, glaive) or two +13 melee (1d6+5, claw); Fort +15, Will +12; Str 21, Dex 19, Con 25, Int 6, Wis 14, Cha 8.

*Skills and Feats:* Climb +16.

**Spell-Like Abilities (Sp):** At will – *greater teleport* (self plus 50 pounds of objects only). CL 12<sup>th</sup>.

**Infernal Wound (Su):** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 19 Heal check, a *cure* spell, or a *heal* spell. However, a PC attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 19 caster level check, or

the spell has no effect on the injured PC. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Beard (Ex):** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically or the creature dies. The save DC is Constitution-based.

**Battle Frenzy (Ex):** Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Summon Baatezu (Sp):** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3<sup>rd</sup>-level spell.

**Spells in Effect** (bold is not taken into account, does not get cast if Rary is surprised): *fly* (CL 26), *false life* (CL 26, 16 hp, not included above)

**Monster Additional Spells** (added if there are any elves, asherati or centaur in the party): *bull's strength* (CL 26), *haste* (CL 26)

## Encounter Eight

**Insane Will o' Wisp:** Advanced Will o' Wisp; Small Aberration (Air); CR 7; HD 13d8; 59 hp; Init +10; Move 50 ft fly perfect); AC 30, touch 30, flat-footed 20 (+1 size, +10 dexterity, +9 deflection); Base Atk +9; Grp +0; Atk +20 melee touch (2d8, shock); Full Atk +20 melee touch (2d8, shock); Space/Reach 5 ft./ 5 ft.; SQ darkvision 60', immunity to magic, natural invisibility; AL CE; Fort +4, Ref +15, Will +11; Str 1, Dex 30, Con 10, Int 15, Wis 16, Cha 12.

**Skills and Feats:** Bluff +17, Diplomacy +3, Disguise +1 (+3 when acting), Intimidate +3, Listen +21, Search +18, Spot +21, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Elusive Target\*, Mobility, Weapon Finesse<sup>b</sup>.

*Languages:* Auran, Common.

**Immunity to Magic (Ex):** A will-o' wisp is immune to most spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex):** A startled or frightened will-o' wisp can extinguish its glow, effectively becoming *invisible* as the spell.

\* See Appendix Two: New Rules Items

## Encounter Two

**Harssaf Elite Mercenary Commander:** Mnk2/Ftr4; CR 11; Medium Monstrous Humanoid (fire); HD 4d10+12+8d8+24; hp 96; Init +7; Spd 30 ft, 10 ft burrow; AC 25 (+7 dexterity, +3 natural, *+1 ring of protection*, +4 wisdom) touch 22, flat-footed 18; Base Atk +11; Grp +18; Atk +18 melee (1d6+3+1d6 fire, unarmed) or +18 ranged (1d6+3, javelin); Full Atk +18/+13/+8 or +16/+16/+11/+6 (1d6+3+1d6 fire, unarmed) or +18/+13/+8 ranged (1d6+2, javelin); SA Flaming aura, sand pulse, flurry of blows; SQ blindsense 30 ft, damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 23, vulnerability to cold, improved unarmed strike, evasion; AL LE; SV Fort +12, Ref +19, Will +14; Str 16, Dex 24, Con 17, Int 13, Wis 18, Cha 11.

**Skills and Feats:** Climb +10, Hide +11, Jump +7, Knowledge (nature) +2, Listen +8, Move Silently +11, Spot +17, Tumble +16; Alertness<sup>b</sup>, Combat Reflexes, Deflect Arrows, Dodge, Elusive Target\*, Improved Grapple, Lightning Reflexes<sup>b</sup>, Mobility, Quickdraw, Weapon Finesse, Weapon Focus (unarmed), Weapon Specialization (unarmed).

**Possessions:** +2 *periapt of wisdom*, ~~*potion of eat's grace*~~, +1 *cloak of resistance*, +1 *ring of protection*, cold iron javelins (metal shafts) (2), cold iron kukri (2), daggers (3), javelins (6) (metal shafts).

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

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

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

\* See Appendix Two: New Rules Items

## Encounter Seven

**Hammer and Tong:** Large Advanced Outsider (Baatezu, Evil, Extraplanar, Lawful); Mnk1; CR 9; HD 11d8+88+11; 148 hp; Init +7; Move 50 ft, fly 60 ft (perfect); AC 29, touch 16, flat-footed 26 (-1 size, +3 dexterity, +4 wisdom, *+4 mage armor*, +9 natural); Base Atk +10; Grp +25; Atk +17 melee (2d8+10+infernal wound, glaive) or +16 melee (1d8+7, claw); Full Atk +17/+12 melee (2d8+10+infernal wound, glaive) or two +16 melee (1d8+7, claw); Space/Reach 10 ft./ 10 ft. (20 ft. with glaive); SA Infernal wound, beard, battle frenzy, *summon baatezu*; SQ damage reduction 5/silver or good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft., flurry of blows, improved unarmed strike; AL LE; Fort +16, Ref +11, Will +12; Str 25, Dex 16, Con 26, Int 6, Wis 18, Cha 8.

**Skills and Feats:** Climb +20, Diplomacy +2, Hide +12, Listen +15, Move Silently +14, Sense Motive +15, Spot +15, Tumble +5; Improved Grapple, Improved Initiative, Improved Toughness\*, Power Attack, Weapon Focus (glaive).

**Possessions:** glaive.

**Frenzy Stats:** 170 hp; AC 27, touch 16, flat-footed 23 (-2 frenzy, -1 size, +3 dexterity, *+4 mage armor*, +4 wisdom, +9 natural); Grp +29; Atk +19 melee (2d8+13+infernal wound, glaive) or +18 melee (1d8+9, claw); Full Atk +19/+14 melee (2d8+13+infernal wound, glaive) or two +18 melee (1d8+9, claw); Fort +18, Will +14; Str 29, Dex 16, Con 30, Int 6, Wis 14, Cha 8.

**Skills and Feats:** Climb +22.

**Spell-Like Abilities (Sp):** At will – *greater teleport* (self plus 50 pounds of objects only). CL 12<sup>th</sup>.

**Infernal Wound (Su):** The damage a bearded devil deals with its glaive causes a persistent wound.

An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 21 Heal check, a *cure* spell, or a *heal* spell. However, a PC attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 21 caster level check, or the spell has no effect on the injured PC. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Beard (Ex):** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically or the creature dies. The save DC is Constitution-based.

**Battle Frenzy (Ex):** Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Summon Baatezu (Sp):** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3<sup>rd</sup>-level spell.

\* See Appendix Two: New Rules Items

**Spells in Effect** (bold is not taken into account, does not get cast if Rary is surprised): *fly* (CL 26), *mage armor* (CL 26), *owl's wisdom* (CL 26), ***maximized false life*** (CL 26, 20 hp, not included above)

**Monster Additional Spells** (added if there are any elves, asherati or centaur in the party): *cat's grace* (CL 26), *bull's strength* (CL 26), *haste* (CL 26)

## Encounter Fight

**Insane Will o' Wisp:** Advanced Will o' Wisp; Small Aberration (Air); Ftr1; CR 9; HD 17d8+34+1d10+2; 119 hp; Init +12; Move 50 ft fly perfect); AC 32, touch 32, flat-footed 20 (+1 size, +12 dexterity, +9 deflection); Base Atk +13; Grp +5; Atk +26 melee touch (3d8, 19-20, \*2, shock); Full Atk +26 melee touch (3d8, 19-20, \*2,

shock); Space/Reach 5 ft./ 5 ft.; SQ darkvision 60', immunity to magic, natural invisibility; AL CE; Fort +9, Ref +19, Will +13; Str 3, Dex 35, Con 14, Int 17, Wis 16, Cha 10.

**Skills and Feats:** Bluff +20, Diplomacy +2, Disguise +0 (+2 when acting), Intimidate +8, Listen +25, Search +23, Spot +25, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Elusive Target\*, Improved Critical (shock), Improved Natural Attack (shock), Mobility, Spring Attack, Weapon Finesse<sup>b</sup>.

**Languages:** Auran, Common.

**Immunity to Magic (Ex):** A will-o' wisp is immune to most spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex):** A startled or frightened will-o' wisp can extinguish its glow, effectively becoming *invisible* as the spell.

\* See Appendix Two: New Rules Items

## Encounter Two

**Harssaf Elder Mercenary:** Mnk2/Ftr4/Sor4; CR 13; Medium Monstrous Humanoid (fire); HD 4d10+16+8d8+32+4d4+16; hp 136; Init +6; Spd 30 ft, 10 ft burrow; AC 29 (+6 dexterity, +3 natural, +1 *ring of protection*, +4 wisdom, +4 *mage armor*, +1 monk) touch 22, flat-footed 23; Base Atk +13; Grp +20; Atk +19 melee (1d6+3+1d6 fire, unarmed) or +19 ranged (1d6+3, javelin); Full Atk +19/+14/+9 or +17/+17/+12/+7 (1d6+3+1d6 fire, unarmed) or +19/+14/+9 ranged (1d6+2, javelin); SA Flaming aura, sand pulse, flurry of blows; SQ blindsense 30 ft, damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand from, spell resistance 25, vulnerability to cold, improved unarmed strike, evasion; AL LE; SV Fort +14, Ref +19, Will +18; Str 16, Dex 22, Con 18, Int 13, Wis 18, Cha 13.

**Skills and Feats:** Climb +10, Hide +10, Jump +7, Knowledge (nature) +2, Listen +8, Move Silently +10, Spot +17, Spellcraft +13, Tumble +15; Alertness<sup>b</sup>, Aesthetic Mage\*, Combat Reflexes, Deflect Arrows, Dodge, Elusive Target\*, Improved Grapple, Lightning Reflexes<sup>b</sup>, Mobility, Quickdraw, Weapon Finesse, Weapon Focus (unarmed), Weapon Specialization (unarmed).

**Spells Known** (6/6/4; DC = 11 + Spell level). 0 – *daze*, *detect magic*, *mage hand*, *prestidigitation*, -1<sup>st</sup> – *mage armor*, *shield*, *magic weapon*; 2<sup>nd</sup> – *false life*. CL 4

**Possessions:** +2 *cloak of charisma*, +2 *periapt of wisdom*, +2 *gloves of dexterity*, +1 *vest of resistance*, +1 *ring of protection*, cold iron javelins (metal shafts) (2), cold iron kukri (2), daggers (3), javelins (6) (metal shafts).

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

**Sand Pulse (Su):** Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 22 Reflex save or take 3d6

points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage. The save DC is Constitution based.

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

\* See Appendix Two: New Rules Items

## Encounter Six

**Hammer and Tong:** Large Advanced Outsider (Baatezu, Evil, Extraplanar, Lawful); Mnk1/Ftr2; CR 11; HD 11d8+88+2d10+16+13; 178 hp; Init +7; Move 50 ft, fly 60 ft (perfect); AC 29, touch 16, flat-footed 26 (-1 size, +3 dexterity, +4 wisdom, +4 *mage armor*, +9 natural); Base Atk +12; Grp +28; Atk +20 melee (2d8+13+infernal wound, glaive) or +19 melee (1d8+8, claw); Full Atk +20/+15/+10 melee (2d8+13+infernal wound, glaive) or two +19 melee (1d8+8, claw); Space/Reach 10 ft./ 10 ft. (20 ft. with glaive); SA Infernal wound, beard, battle frenzy, *summon baatezu*; SQ damage reduction 5/silver or good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft., flurry of blows, improved unarmed strike; AL LE; Fort +19, Ref +11, Will +12; Str 26, Dex 16, Con 26, Int 6, Wis 18, Cha 8.

**Skills and Feats:** Climb +23, Diplomacy +2, Hide +12, Listen +15, Move Silently +14, Sense Motive +15, Spot +15, Tumble +5; Dodge, Elusive Target\*, Mobility, Improved Grapple, Improved Initiative, Improved Toughness\*, Power Attack, Weapon Focus (glaive).

**Possessions:** glaive.

**Frenzy Stats:** 196 hp; AC 27, touch 16, flat-footed 23 (-2 frenzy, -1 size, +3 dexterity, +4 *mage armor*, +4 wisdom, +9 natural); Grp +32; Atk +22 melee (2d8+15+infernal wound, glaive) or +21 melee (1d8+10, claw); Full Atk +22/+17/+15 melee (2d8+15+infernal wound, glaive) or two +21 melee (1d8+10, claw); Fort +21, Will +14; Str 30, Dex 16, Con 30, Int 6, Wis 14, Cha 8.

**Skills and Feats:** Climb +24.

**Spell-Like Abilities (Sp):** At will – *greater teleport* (self plus 50 pounds of objects only). CL 12<sup>th</sup>.

**Infernal Wound (Su):** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 22 Heal check, a *cure* spell, or a *heal* spell. However, a PC attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 22 caster level check, or the spell has no effect on the injured PC. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Beard (Ex):** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically or the creature dies. The save DC is Constitution-based.

**Battle Frenzy (Ex):** Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Summon Baatezu (Sp):** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3<sup>rd</sup>-level spell.

\* See Appendix Two: New Rules Items

**Spells in Effect** (bold is not taken into account, does not get cast if Rary is surprised): *fly* (CL 26), *mage armor* (CL 26), *owl's wisdom* (CL 26), *shield* (CL 26), *maximized false life* (CL 26, 20 hp, not included above)

**Monster Additional Spells** (added if there are any elves, asherati or centaur in the party): *cat's grace* (CL 26), *bull's strength* (CL 26), *acid fireshield* (substituted for acid damage instead of fire, base is fire so reflex save for half or no damage against cold attacks, CL 26), *haste* (CL 26)

## Encounter Eight

**Insane Will o' Wisp:** Advanced Will o' Wisp; Small Aberration (Air); Ftr3; CR 11; HD 17d8+34+3d10+6+20; 155 hp; Init +13; Move 50 ft fly perfect); AC 33, touch 33, flat-footed 20 (+1 size, +13 dexterity, +9 deflection); Base Atk +15; Grp +7; Atk +29 melee touch (3d8, shock); Full Atk +29 melee touch (3d8, shock); Space/Reach 5 ft./ 5 ft.; SQ darkvision 60', immunity to magic, natural invisibility; AL CE; Fort +10, Ref +21, Will +16; Str 3, Dex 36, Con 14, Int 17, Wis 16, Cha 10.

**Skills and Feats:** Bluff +20, Diplomacy +2, Disguise +0 (+2 when acting), Intimidate +18, Listen +25, Search +23, Spot +25, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Elusive Target\*, Improved Natural Attack (shock), Improved Toughness\*, Iron Will, Mobility, Spring Attack, Weapon Finesse<sup>b</sup>, Weapon Focus (shock).

Languages: Auran, Common.

**Immunity to Magic (Ex):** A will-o' wisp is immune to most spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex):** A startled or frightened will-o' wisp can extinguish its glow, effectively becoming *invisible* as the spell.

\* See Appendix Two: New Rules Items



## Encounter Two

**Harssaf Master Mercenary:** Mnk2/Ftr4/Sor6/  
FavoredSou1 (Xan Yae); CR 15; Medium Monstrous  
Humanoid (fire); HD 4d10+16+9d8+36+8d4+32; hp  
159; Init +6; Spd 30 ft, 10 ft burrow; AC 30 (+6  
dexterity, +3 natural, +1 *ring of protection*, +5 wisdom,  
+4 *mage armor*, +1 monk) touch 23, flat-footed 24; Base  
Atk +14; Grp +21; Atk +20 melee (1d6+3+1d6 fire,  
unarmed) or +20 ranged (1d6+3, javelin); Full Atk  
+20/+15/+10 or +18/+18/+13/+8 (1d6+3+1d6 fire,  
unarmed) or +20/+15/+10 ranged (1d6+2, javelin); SA  
Flaming aura, sand pulse, flurry of blows; SQ  
blindsense 30 ft., damage reduction 5/bludgeoning,  
fast healing 3, immunity to blindness and fire, sand  
from, spell resistance 25, vulnerability to cold,  
improved unarmed strike, evasion; AL LE; SV Fort +17,  
Ref +22, Will +22; Str 16, Dex 22, Con 18, Int 13, Wis  
20, Cha 14.

*Skills and Feats:* Climb +10, Concentration +13, Hide  
+10, Jump +7, Knowledge (nature) +2, Listen +8, Move  
Silently +10, Spot +17, Spellcraft +13, Tumble +15;  
Alertness<sup>b</sup>, Arcane Strike\*, Aesthetic Mage\*, Combat  
Reflexes, Deflect Arrows, Dodge, Elusive Target\*,  
Improved Grapple, Lightning Reflexes<sup>b</sup>, Mobility,  
Quickdraw, Weapon Finesse, Weapon Focus  
(unarmed), Weapon Specialization (unarmed).

*Spells Known* (6/6/6/4; DC is 12 + Spell level). 0 –  
daze, detect magic, mage hand, prestidigitation, -1<sup>st</sup> –  
*grease, mage armor, shield, magic weapon*; 2<sup>nd</sup> – *false  
life, levitate*; -3<sup>rd</sup> *haste*. CL 6

*Spells Prepared* (5/4; DC = 15+ Spell level) 0 –  
*create water cure minor wounds, light, mending*; 1<sup>st</sup> –  
*cure light wounds, obscuring mist, resurgence\**, *shield  
of faith*. CL 1.

*Possessions:* +2 *cloak of charisma*, +4 *periapt of  
wisdom*, +2 *gloves of dexterity*, +2 *vest of resistance*, +1  
*ring of protection*, cold iron javelins (metal shafts) (2),  
cold iron kukri (2), daggers (3), javelins (6) (metal  
shafts).

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

wield wooden weapons when they use this ability,  
since doing so typically renders the weapons useless  
after a few rounds.

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

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

\* See Appendix Two: New Rules Items

## Encounter Six

**Hammer and Tong:** Large Advanced Outsider  
(Baatezu, Evil, Extraplanar, Lawful); Mnk2/Ftr2; CR 13;  
HD 14d8+112+2d10+16+16; 219 hp; Init +7; Move 50 ft,  
fly 60 ft (perfect); AC 33, touch 16, flat-footed 30 (+4  
*shield*, -1 size, +3 dexterity, +4 wisdom, +4 *mage armor*,  
+9 natural); Base Atk +15; Grp +31; Atk +23 melee  
(2d8+13+infernal wound, glaive) or +22 melee (1d8+8,  
claw); Full Atk +23/+18/+13 melee (2d8+13+infernal  
wound, glaive) or two +22 melee (1d8+8, claw);  
Space/Reach 10 ft./ 10 ft. (20 ft. with glaive); SA  
Infernal wound, beard, battle frenzy, *summon baatezu*;  
SQ damage reduction 5/silver or good, darkvision 60',  
immunity to fire and poison, resistance to acid 10 and  
cold 10, see in darkness, spell resistance 22, telepathy  
100 ft., flurry of blows, improved unarmed strike; AL  
LE; Fort +21, Ref +13, Will +14; Str 26, Dex 16, Con 26,  
Int 6, Wis 19, Cha 8.

*Skills and Feats:* Climb +25, Diplomacy +2, Hide  
+14, Listen +17, Move Silently +16, Sense Motive +17,  
Spot +17, Tumble +7; Combat Reflexes, Dodge, Elusive  
Target\*, Hold the Line\*, Mobility, Improved Grapple,  
Improved Initiative, Improved Toughness\*, Power  
Attack, Weapon Focus (glaive).

*Possessions:* glaive.

Frenzy Stats 251 hp; AC 31, touch 16, flat-footed 27 (+4  
*shield*, -2 frenzy, -1 size, +3 dexterity, +4 *mage armor*,

+4 wisdom, +9 natural); Grp +33; Atk +25 melee (2d8+15+infernal wound, glaive) or +24 melee (1d8+10, claw); Full Atk +25/+20/+15 melee (2d8+15+infernal wound, glaive) or two +24 melee (1d8+10, claw); Fort +18, Will +14; Str 30, Dex 16, Con 30, Int 6, Wis 14, Cha 8.

*Skills and Feats:* Climb +27.

**Spell-Like Abilities (Sp):** At will – *greater teleport* (self plus 50 pounds of objects only). CL 12<sup>th</sup>.

**Infernal Wound (Su):** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a PC attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 24 caster level check, or the spell has no effect on the injured PC. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Beard (Ex):** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically or the creature dies. The save DC is Constitution-based.

**Battle Frenzy (Ex):** Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Constitution, +2 Morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Summon Baatezu (Sp):** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3<sup>rd</sup>-level spell.

**Spells in Effect** (bold is not taken into account, does not get cast if Rary is surprised): *fly* (CL 26), *mage armor* (CL 26), *owl's wisdom* (CL 26), *shield* (CL 26), *displacement* (CL 26), *maximized false life* (CL 26, 20 hp, not included above)

**Monster Additional Spells** (added if there are any elves, asherati or centaur in the party): *cat's grace* (CL 26), *bull's strength* (CL 26), *acid fireshield* (substituted for acid damage instead of fire, base is fire so reflex save for half or no damage against cold attacks, CL 26), *death armor*\* (CL 26), *haste* (CL 26).

\* See Appendix Two: New Rules Items

## Encounter Eight

**Insane Will o' Wisp:** Advanced Will o' Wisp; Small Aberration (Air); Ftr4/Rgr1; CR 13; HD 18d8+36+4d10+6+22; 169 hp; Init +13; Move 50 ft fly perfect); AC 33, touch 33, flat-footed 20 (+1 size, +13 dexterity, +9 deflection); Base Atk +17; Grp +9; Atk +31 melee touch (3d8, shock); Full Atk +31 melee touch (3d8, shock); Space/Reach 5 ft./ 5 ft.; SQ darkvision 60', immunity to magic, natural invisibility, wild empathy (cannot employ), favored enemy (humans +2); AL CE; Fort +13, Ref +23, Will +16; Str 3, Dex 36, Con 14, Int 17, Wis 16, Cha 10.

*Skills and Feats:* Bluff +20, Diplomacy +2, Disguise +0 (+2 when acting), Intimidate +18, Listen +25, Search +23, Spot +28, Survival +18 (+20 following tracks); Alertness, Blind-Fight, Dodge, Elusive Target\*, Improved Natural Attack (shock), Improved Toughness\*, Iron Will, Mobility, Spring Attack, Tracking<sup>b</sup>, Weapon Finesse<sup>b</sup>, Weapon Focus (shock), Weapon Specialization (shock).

*Languages:* Auran, Common.

**Immunity to Magic (Ex):** A will-o' wisp is immune to most spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex):** A startled or frightened will-o' wisp can extinguish its glow, effectively becoming *invisible* as the spell.

\* See Appendix Two: New Rules Items

## Appendix Two – New Rules Items

### Harssaf

*Monster Manual III*

Medium Monstrous Humanoid (Fire)

**Hit Dice:** 6d8+18 (45 hp)

**Initiative:** +3

**Speed:** 30 ft., burrow 10 ft.

**Armor Class:** 20 (+3 dex, +3 natural, +4 chain shirt) touch 13, flat-footed 17

**Base Attack/Grapple:** +6/+8

**Attack:** Kukri +10 melee (1d4+2 plus 1d6 fire)

**Full Attack:** Kukri +8/+3 melee (1d4+2 plus 1d6 fire) and +8 melee (1d4+1 plus 1d6 fire)

**Space/Reach:** 5ft./5ft.

**Special Attacks:** flaming aura, sand pulse

**Special Qualities:** blindsense 30 ft, damage reduction 5/bludgeoning, fast healing 3, immunity to blindness and fire, sand form, spell resistance 17, vulnerability to cold

**Saves:** Fort +5, Ref +10, Will +5

**Abilities:** Str 14, Dex 16, Con 16, Int 11, Wis 11, Cha 13

**Skills:** Climb +1, Hide +5, Jump +4, Knowledge (nature) +1, Listen +4, Move Silently +5, Spot +5

**Feats:** Alertness<sup>b</sup>, Lightning Reflexes<sup>b</sup>, Two-Weapon Fighting, Weapon Finesse, Weapon focus (kukri)

**Environment:** Warm Deserts

**Organization:** Solitary, squad (2-5 plus 1 3<sup>rd</sup>-level sergeant) or band (30-60 plus 50% noncombatants plus 1 3<sup>rd</sup>-level sergeant per 10 adults, 3 5<sup>th</sup>-level lieutenants, 3 7<sup>th</sup>-level captains, and 1 9<sup>th</sup>-level chieftain)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually lawful evil

**Advancement:** By PC class

**Level Adjustment:** +4

*Armed with a pair of curved kukris, this armored humanoid's long-fingered hands and its vaguely reptilian face are the only parts of its body not covered in sand-colored desert clothes. Its reddish-brown skin*

*is rough and grainy like sand, and its slitted eyes glow a fiery red.*

As harsh and unyielding as their desert homes (also the Plains of the Paynim and Dry Steppes), harssafs don't typically deal congenially with others. Harssafs live in and wander the great deserts and barren places of the world. Seemingly composed of the fire and sand of their home terrain, they live in nomadic bands and frequently raid settlements within or near their desert homes.

Harssafs live mostly insular lives, traveling and raiding throughout a massive section of desert. Harssafs have no compunction about killing when necessary, but they take no particular pride in it. Killing to harssafs is a necessary skill to survive the coming sandstorms that will carry the great desert to the far reaches of the world.

Both male and female harssafs stand about 6 feet tall and weigh about 190 pounds.

Harssafs speak Ignan and Common.

### Arcane Strike

*Complete Warrior*

You can channel arcane energy into your melee attacks.

**Prerequisites:** Ability to cast 3rd level spells, base attack bonus +4.

**Benefit:** When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells of the day (of 1<sup>st</sup> level or higher) to do this, but you gain a bonus on all your attack rolls for one round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

### Ascetic Mage

*Complete Adventurer*

You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

**Prerequisites:** Improved Unarmed Strike, ability to spontaneously cast 2<sup>nd</sup>-level arcane spells.

**Benefit:** As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. The bonus is equal to the level of the spell sacrificed. The spell is lost as if you had cast it.

If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. For example, a human 4<sup>th</sup> level sorcerer/1<sup>st</sup>-level monk would have a +1 bonus to AC as if she were a 5<sup>th</sup> level monk. If you would normally be allowed to add your Wisdom bonus to AC (such as for an unarmored, unencumbered monk), you can instead add your Charisma (if any) to your AC.

In addition you can multiclass freely between the monk and sorcerer classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

### **Elusive Target**

#### *Complete Warrior*

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

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

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

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

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

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

### **Hold the Line**

#### *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 PC that exits a square you threaten.

### **Improved Toughness**

#### *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.

### **True Believer**

#### *Complete Divine*

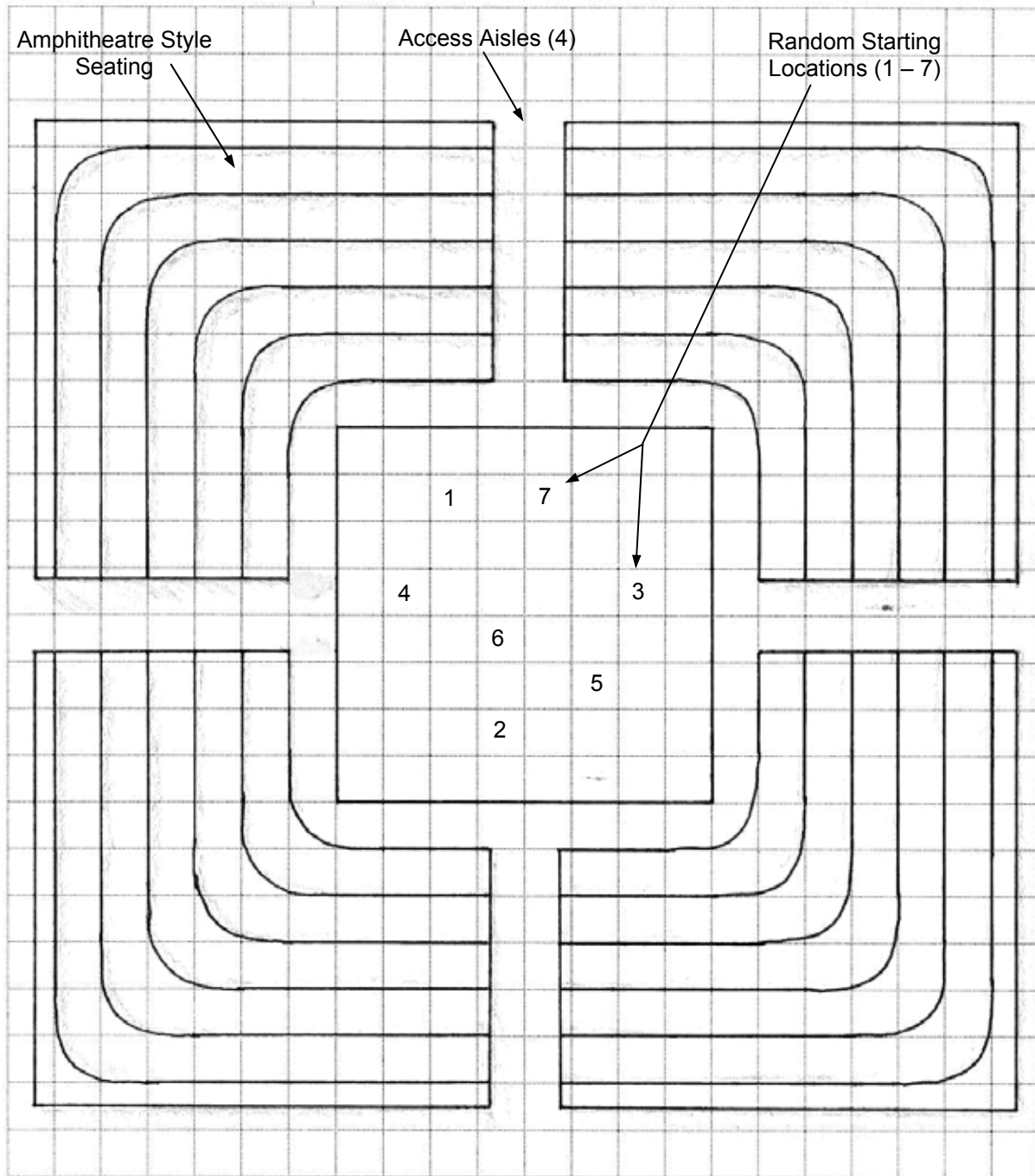
Your deity rewards your unquestioning faith and dedication.

**Prerequisites:** Must choose a single deity to worship. Must be within one step of that god's alignment.

**Benefit:** Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity that you worship.

# Map # 1

## The Arena



Scale: 1 square = 5 feet.

## Map # 2

# Fort Minochehr

