

# Priorities

## A One-Round Dungeons & Dragons® Living Greyhawk™ Ket Regional Adventure set in Lopolla

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The ruined capital of Ket, Lopolla, may yet hold the key to victory in Ekbir. What awaits in the razed city and are the secrets contained worth the price you must pay? An adventure for levels 1-15 (APL 2-14). The conclusion of the *Road to Righteousness* series. Because the plotline of this series is linear, the adventures should be played in chronological order for the best playing experience. PCs claiming the home region of Ekbir or openly worshipping the Exalted Faith of Al'Akbar will not be able to participate significantly in this adventure. Otherwise, any PC may play this adventure, although those who have not played any of the adventures in the *Beygraf in Molvar* series may be rewarded for their loyalty.

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

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on non-player characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six adventurers, 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules are taken from *Living Greyhawk Campaign Standards* 7.1.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Ket.

***As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this module; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is Ket, or 24 gp for out-of-region characters. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.***

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

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

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of *Living Greyhawk Campaign Standards* 7.5

## ADVENTURE BACKGROUND

### THE SALTED EARTH

One of the more curious areas of Lopolla is the Salted Earth, the nickname given to a piece of barren ground where a noble house once stood until one dark night during the Greyhawk Wars. It was the night after the announcement that Beygraf Zoltan had been slain by a mysterious assassin that a pitched battle was fought

between unidentified soldiers and the residents of this house. Powerful magic was thrown and loud explosions rocked the night, but neither the Threshers nor anyone else interrupted the battle. When dawn came, nothing was left of the house, its occupants, or its assailants. Since that day, nothing has grown in the desolate patch of dirt, not even weeds.

What the mullahs never discovered was that some sort of negative force was infused into the ground here. There is no overt sign of this, no palpable black aura or the like, but those that die on this ground cannot be restored to life – and, of importance to those with powerful magics, the dying expire immediately, with no spells being able to slow their passing (in other words, *delay death* and the like do not work). The souls of the dead are tied to the ground of the Salted Earth, unless another soul emerges to take their spot...

### THE DIVIDED FAITH OF AL'AKBAR

The Cup and Talisman of Al'Akbar, artifacts given to Al'Akbar by the Baklunish Pantheon, were stolen from Ekbir some 300 years ago, leading to the present-day split in the church: the larger Exalted Faith, led by the Caliph of Ekbir, and found in most parts of the Baklunish West; and the smaller hardline True Faith, worshipped in Ket and northern parts of Tusmit and led by the Grand Mufti from his temple in the Yatil Mountains.

Followers of each faith pray to the same deity, but both believe the other is heretical. As with many religious arguments, feelings run deep.

### HOW EVENTS LED UP TO THIS POINT

Unexpectedly, the Cup and Talisman of Al'Akbar turned up back in Ekbir in the care of the Caliph of Ekbir, nominally the spiritual leader of the Exalted Faith.

This outraged followers of the True Faith, and the Mullahs of Ket, led by Beyess Sylvana bint Zoltan, called upon the entire Ket army to march on Ekbir. Beygraf Nadaid, while sympathetic, objected to this, for it would leave Ket defenseless. However, Nadaid's own brother, the Black Arrow, general of Ket's army, betrayed Nadaid and sided with Sylvana and the Mullahs. Nadaid was charged with treason, but before he could be tried, he escaped and was spirited out of Lopolla to Molvar, where Graf Alvaro Aldeen welcomed him.

Beyess Sylvana and the Black Arrow worked together to march the army—and a sizeable portion of the adult population out of Ket, and across Tusmit into Ekbir.

The final battles with the forces of Ekbir are now mere days or weeks away and the army girds for conflict!

## SENSITIVE PAPERS

In CY 595, the Ekbirian ambassador's personal secretary, although highly regarded by the ambassador, had the habit of supplementing her income by selling information to various governments. While placing some items in the embassy vault for the ambassador, Varaq, she discovered six documents placed in the vault by the ambassador. She discovered that these contained information of a sensitive nature about six noble houses of Ekbir, likely to be used by the ambassador as blackmail if he had to "twist" arms with any of the nobles. She put the documents back in the vault and approached a Ketite official with whom she had had previous dealings to negotiate a price. The fee having been agreed upon, she made plans to deliver them when she returned from accompanying the ambassador on a hunting expedition into the Yatils. However, she was killed by clockwork horrors while on a hunting expedition in the Yatil Mountains, and the Ketite official merely made a note that these documents were ensconced in the embassy vault for future reference.

In CY 597, Varaq, the ambassador, was as shocked as anyone by the reappearance of the Cup and Talisman, but he hoped the clear ascendance of the Caliph as the holder of these precious items might cause a reconciliation of sorts between the True and Exalted Faiths. His optimism was shattered by the declaration of the Grand Mufti to retrieve these items and the formation of the Army of the Righteous.

Shortly after the Army of the Righteous marched out of Ket, Varaq's Janni friend Efrain contacted him to say he had learned of the involvement of Iuz in the conflict in the Baklunish West, and that agents of Iuz had been sent out to gather up as much sensitive information about all the governments and nobles of the Baklunish West as possible. He suggested that Varaq remove all information of a sensitive nature and give it to him for safekeeping.

Varaq agreed, and arranged to meet Varain that night to give him half the documents (the ones number 4 to 6.) By unfortunate coincidence, an agent of Iuz had been tracking Varaq in order to assassinate him (to stir up anti-Ketite feeling in Ekbir). As Varaq passed by the Salted Earth that night, the assassin struck, then pulled the dying ambassador onto the barren earth to search his body. At that moment, he was disturbed by the approach of a Thresher patrol, and did not get a chance to find the papers on Varaq's body.

The Thresher patrol agreed to give the ambassador's personal possessions to Efrain—Efrain had disguised himself as an embassy employee, and Varaq's body was removed from the Salted Earth and cremated by the embassy staff. Due to the nature of the Salted Earth, this

has trapped Varaq's soul there, something that Efrain has become aware of.

## LOPOLLA

Once the Ket army left for Ekbir, it only took a matter of days for an ambitious Bisselite general named Valiscerat to send his army across the unmanned border into Ket. Faced with no opposition, the Bisselites rapidly made their way to Lopolla. Forcing everyone inside the city to flee with whatever they could carry, the Bisselites sacked the city, and then burned it to the ground. The embassy of Ekbir was razed during the destruction. Although the staff escaped the sacking of the city, they did not have time to empty the vault under the embassy of sensitive documents and other valuables, meaning that documents 1, 2 and 3 were left in the vault.

Nevertheless, the ruins of the embassy still have the old defenses in place, and the underground portion of the location is intact.

A continuous magical trap (an anti-magic field) covers all portions of the embassy underground complex. This was designed to prevent easy entrance or exit by spies and to safeguard the vault – it cannot be detected while the field is activated, since it is suppressed during that time. [CR 4, magical trap, automatic reset (one round), complex trap (1d4+1 rounds), *true seeing*, in the absence of *anti-magic field*, cast again, heightened to 8<sup>th</sup> level, CL 18, Search DC 35, Disable DC 35). The trap is located upon the shield of Ekbir found on the entrance to the Vault. There is no visible effect but any person entering the area of the anti-magic field with ranks in Spellcraft or Knowledge (arcane) automatically identifies the effect.

After taking Lopolla, the Bisselite forces spread across Ket, and after only a few weeks controlled the entire country with the exception of the city of Molvar. There Nadaid had organized a stout defense, and managed to hold off the Bisselites. But the Bisselites control the border with Tusmit, and have cut off all supplies to the Ket army in Ekbir.

## THE NEW "KING OF KET"

In the early spring, news came that Valiscerat, the ambitious Bisselite general, had actually invaded Ket and burned down Lopolla without the permission or knowledge of the Margrave of Bissel. The Margrave ordered the general and his army to abandon Ket, but Valiscerat refused. He declared independence from Bissel, and crowned himself the "King of Ket". However, about half of his army retreated to Bissel, and Valiscerat was forced to give up part of Ket to Nadaid's forces. However, he still controls most of Ket, including the ruins of Lopolla.

Although army patrols do not enter the ruins of the city, patrols sweep the perimeters on a semi-regular basis, and any unusual lights or sounds will soon bring Bisselites to investigate.

## WHO'S IN CHARGE?

Sylvana and the Black Arrow have both decided to ignore the Bisselite invasion of Ket for now, hoping that with the Cup & Talisman in their grasp, they will return to Ket and sweep the Bisselites back out.

However, they have both begun to openly struggle for control of the army, knowing that whoever is given the most credit for winning the Cup and Talisman will likely become the next Beygraf.

Of the two, Sylvana is the more strident and openly dogmatic follower of the True Faith, making it clear that she surrounds herself with Mullahs and that her faith is unquestioned. Her methods at this point are to represent the "virtues" of the True Faith in an extremist fashion. Plain talk is to be extolled and there is to be little or no diplomacy; instead, the righteous shall prevail as they are destined – two comparisons that the True Faith regularly makes between itself and the Exalted.

The Black Arrow, having married Morsooth, a Qadi of the Exalted Faith (during the siege and occupation of Vilayad) is more open-minded and objective, relying upon his significant reputation as a successful general to offset questions about his faith. In that regard, he agreed to readily advance into Ekbir even with some doubts about his own supply line, since he needs military victories.

## THE BENEFIT OF LOYALTY

Any PC can play this adventure, regardless of stated loyalties to either the quest for the Cup & Talisman or the ex-Beygraf now in Molvar.

However, any adventurer who has declared for Sylvana and the quest for the Cup & Talisman in **KETIN7-04 At the Beygraf's Pleasure** and/or has NOT played any of the adventures in the *Beygraf in Molvar* series receives one of the following benefits one time in this adventure, as a swift action that does not provoke an attack of opportunity:

- A *cure critical wounds* spell (CL 7) cast on the loyal PC; or

- A *displacement* spell (CL 7) cast on the loyal PC.

Any PC who declared for the Beygraf in **KETIN7-04 At the Beygraf's Pleasure** or who has played any adventures from the *Beygraf in Molvar* series has questionable loyalties, and does not receive this benefit.

## SUMMARY OF ADVENTURE

**Introduction:** The PCs receive a summons to meet with the heads of the Army of the Righteous. They may make any purchases they desire prior to attending.

**1: Directive** Roleplaying Encounter. The PCs meet with the Black Arrow and Sylvana and are told of the existence of papers in the Ekbirian embassy in Lopolla that could be used to blackmail various nobles in Ekbir. The PCs are to recover the papers and return with this information immediately.

**2: Secondary Objective** Roleplaying Encounter. The PCs are approached separately by the Black Arrow and Sylvana, who provide them with new instructions that run counter (to a degree, at least) to the instructions provided in *1: Directive*. PCs can ignore or consider these requests as they desire, noting that it tends to have them favor one leader over another if they choose to alter the plans.

**3: Lopolla** Combat encounter: Members of the Brotherhood of Sorcery transport the PCs back to the outskirts of Lopolla. From here, the PCs make their way to the razed embassy grounds. This is a chance for outdoors PCs to get a feel for the city and what has transpired. Arriving at the Embassy grounds, the PCs must defeat creatures who consider the place to be their territory.

**4: Vault:** Combat encounter. Entrance to the underground portion of the embassy is relatively easy to find. Here, the PCs may travel to the Vault, the only intact area below ground. The vault is trapped and contains only part of the information the PCs seek. Combat (Trap) Encounter

**5: Janni:** Combat encounter. The Janni Efrain seeks to communicate with the PCs at the Salted Earth. He has three of the sensitive scrolls, and wishes to have the other three as well. In addition, he would like the soul of his good friend Varaq freed from the Salted Earth. He challenges the PCs to a contest of skills. If they reject his challenge, he engages them to retrieve what they have. Combat Encounter

**6: Soul Existence:** Roleplaying Encounter. The PCs take up the task of the Janni to free the soul of his friend the ambassador from the Salted Earth.

**Conclusion:** The PCs decide how they want to deal with the information they have, and who should get what (from the documents they were gathering, or attempting to gather).

## PREPARATION FOR PLAY

As with any LG adventure, the DM should ascertain all of the following before the adventure:

Is anyone crafting magic items? A MIC must be completed before the adventure begins.

- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL
- Does any PC have game effects such as curses, lycanthropy or play bonuses?
- Ask to see all spell lists.
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones?
- Check PCs' lifestyle and upkeep (note the later instruction below).
- Does anyone have outstanding **Lawbreaker** status (formerly **Warrant of Ket**)? Recognize that this can only be enforced on the grounds of the estate of the Ambassador of Ket and nowhere else.

In addition, this adventure will also require the following information:

- Determine if any PCs qualify for the Benefit of Loyalty (see *Adventure Background*).
- Do not have the PCs choose lifestyle until the Introduction is complete – it can have a big impact on their decision and should be allowed to them.
- Do any of the PCs worship the Exalted Faith of Al'Akbar openly? If so, they will not offered any jobs by the Black Arrow or Sylvana and the Brotherhood of Sorcery will not transport them to Lopolla. They are not compensated by the Army of the Righteous. PCs should be advised of this fact prior to finalizing their choice of character and may change at this time.
- Do any of the PCs claim Ekbir as their home region? If so, they may not participate in this adventure, as the Black Arrow and Sylvana bint Zoltan do everything in their power to arrest and detain these individuals, suspecting involvement in the upcoming battle. PCs should be advised of this fact prior to finalizing their choice of character and may change at this time. If a PC insists upon participating regardless, they may attempt a DC 30+APL Disguise or Bluff check to avoid notice – failure to achieve this check results in arrest and the PC automatically fails this adventure with og and exp.

## INTRODUCTION

*Although you know you are in the country of Ekbir, having crossed the Blashikmund River from Tusmit, the young military ensign standing in front of you is unmistakably Ketite. He displays little hospitality, bowing briefly and beginning without a preamble.*

*"The Black Arrow and Sylvana bint Zoltan summon you to the headquarters of the Army of the Righteous in two hour's time. No weapons or armor are permitted and all safeguards will be in place. Your names have been provided."*

*His statement complete, the young man whirls with military precision and leaves the area.*

The PCs are at the edge of the main camp of the Army of the Righteous. It is currently in the southern end of Ekbir, having just crossed over the Blashikmund River into the country. [Give the players **Players Handout: The Baklunish West**.] Given the size of the army (large) a sizable number of merchants are present. As a result, purchases may be made during this two-hour window as if this were a city in Ket of 25,000 or larger in size.

Everyone is allowed a generic Gather Information check at this point to establish what information they have picked up by virtue of being in the area. This is a default check and may not be assisted or otherwise modified as it represents an extended period of time.

**DC 5** – The Army of the Righteous crossed into Ekbir in late spring with very little resistance. A token effort was made by local forces but it was brushed aside without losses to the Army.

**DC 8** – Consistent reports indicate that demonic forces from the Empire of Iuz are working in conjunction with the Ekbirrians to oppose the Ket advance. Scouts report demonic influence in many parts of Ekbir.

**DC 10** – The Khund have chosen to break their self-imposed isolation to supply the Army of the Righteous. The cost of obtaining this assistance is a matter of rampant speculation...

**DC 15** – The Black Arrow and Sylvana bint Zoltan have been arguing very publicly about the approach the army should take. The Black Arrow argues for a standard military advance supported by supply bases and typical scouting and the like. Sylvana is arguing for a smashing drive toward the capital of Ekbir, relying on surprise and overwhelming passion and might to destroy the corrupt Exalted Faith.

**DC 20** – The decision about which method of invasion to employ may be soon removed from consideration. An army of Ekbir is reported to be close and a major confrontation is expected shortly. Certainly the Army of the Righteous is in more intense military preparations now than they have been for some time.

**DC 25** – Winged riders from the Ebkirrian military have been engaged by flying units supported by the Brotherhood of Sorcery from Ket. The initial confrontations were decidedly one-sided in favor of Ket but the Ebkirrians rapidly adapted to the new tactics and have much larger units with their own arcane support now. Some military advisers believe that under pressure from Sylvana, the Black Arrow revealed his advantage too early, and tactical advantage during the coming battle has been lost.

**DC 30** – There is word from Ket that the ex-Beygraf has considered employing the most ancient of traditions with respect to the Bisselite invaders – offer the general of the Bisselite army a province and titles from Ket in return for peace. Sylvana looked appalled when this news was shared but the Black Arrow is reported to have looked thoughtful.

## KNOWLEDGE CHECKS ABOUT THE ARMY OF THE RIGHTEOUS

All of the following are automatic knowledge to residents of Ket, or any PC who has played any adventures in either the *Road to Righteousness* series or the *Beygraf in Molvar* series.

A successful DC 12 Knowledge (nobility) check indicates that Sylvana bint Zoltan is the daughter of the former Beygraf of Ket (the one removed during the Greyhawk Wars), as well as the fact that the Black Arrow is brother to the current (deposed as well) Beygraf. A further DC 15 Knowledge (nobility) check notes that the two were responsible for deposing the current Beygraf (Nadaid) and arranging for an army to march upon Ekbir with the stated purpose of recovering the Cup and Talisman, artifacts of the god Al'Akbar recently given to that country. A further DC 10 Knowledge (local – VTF) notes that there are confirmed details about the razing of the capital of Ket (Lopolla) by Bissel and that the ex-Beygraf has successfully withstood an attack on Molvar.

## 1: DIRECTIVE

*The military camp is bristling with activity as you enter. You are immediately escorted to a large pavilion, where guards eye you suspiciously.*

*Before you are allowed to enter, they wave you to the side, where more approach for a thorough check of your equipment.*

The PCs may not take any weapons or armor into the pavilion with them. The Spot or Search check for finding anything hidden is +35. If anyone insists on retaining weapons or armor, or they are discovered to have hidden some, they are barred from entry. There is no means of Diplomacizing or otherwise altering this. Once the guards are satisfied that the PCs have no weapons and armor, they are allowed entry.

Animal companions of any type are strictly forbidden, as are familiars. Regular animals are likewise forbidden. When in doubt, forbid an item as the guards err on the side of caution.

Any PC claiming Ekbir as a home region, or the Exalted Faith as their religion, is barred from entering at this point, though they may wait for the conclusion of the meeting.

*As you step into the pavilion, the dim light takes your eyesight a few seconds to adjust. Bright lanterns light the area as you notice that a dozen guards stand ready in the room, eyeing you warily.*

The PCs have entered into an anti-magic field at this point. The field covers all parts of the room, save the two squares occupied by the Black Arrow and Sylvana bint Zoltan (they have escape tokens and are deemed ready to use them at all times). Anyone with magical items upon them is automatically aware of this fact. Anyone else may attempt a DC 22 Spellcraft check to recognize the fact.

*In the centre of the room, two people sit a man and a woman. They are staring at a map on a table in front of them but look up as you enter. The man scowls but the woman smiles.*

*“Welcome,” she says as she gestures to a series of seats around the table. “I am Beyess Sylvana bint Zoltan and this is the Black Arrow. We have ordered your presence here today as we require your assistance.”*

*The Black Arrow continues to scowl but he speaks now.*

*“We face an approaching army of Ekbir. Like it or not, the Exalted Faith has fielded a large and powerful army. We are seeking an edge on the field of battle and one has come to my attention.*

*“Our government was approached two years ago with delicate information about six nobles in Ekbir. This is not unusual; many unscrupulous types sell such details frequently. The information that was*

*promised was rather extensive; however, we were unable to come to terms with the seller.*

*"Now we have need of this information. The oncoming army is being led by one of those whose details are contained in what was promised to Ket. The transaction was to take place in Lopolla since the seller was part of the Ekbirrian Embassy there.*

*"This woman said there were six separate scrolls, all set down on some very expensive and exclusive parchment used by the embassy. She gave us a sample that we could divine the location to confirm details. She indicated they were in the vault at the embassy, which we could not access at any time.*

*"Unfortunately, she died in a hunting accident shortly after that, before we could conclude the deal. We are certain that the information was not removed before the fall of Lopolla, more so because the ambassador of Ekbir was murdered shortly before the Bisselites attacked, and word has it that the embassy staff were just as surprised by the rapidity of the Bisselite siege, and hurried from the city taking little other than the clothes on their backs. We believe this information sits in the embassy vault, with Ekbir unaware of the contents.*

*"It is of utmost importance to the coming battle that we have these documents, and can... communicate... to the six nobles in question the fact that we have this information about them. Therefore, we need you to travel to the ruin of Lopolla and retrieve these documents."*

*Sylvana interjects at this point. "The embassy was destroyed along with the rest of the capital, when the scum from Bissel made their surprise attack. The vault is beneath the embassy building proper, however, and we believe that it is intact. The Brotherhood of Sorcery have agreed to transport all of you to the environs of the capital tomorrow morning. When darkness falls tomorrow, they depart back for the army. You must have the documents by that point or our mission fails.*

*"Will you do this?"*

At this stage, the PCs may ask questions or specifics of the Black Arrow and Sylvana.

*"What are we being paid?"*

Each of you will be paid [100 gp x APL] for your efforts if you are successful. There is no payment if you do not bring back the documents.

*"Do you have a layout of the embassy?"*

Only of the now-destroyed above ground floors, so this would be of little use to you. We can provide you with

directions to reach the embassy from the outskirts of the city, however.

*"How is the vault protected? Is it protected?"*

We anticipate some sort of trap upon the vault but have no specifics. The entire area of the embassy was subject to a dimensional anchor, and instant transport magic never worked. We suspect this to still be the case.

*"Are there any other guards on the Embassy?"*

No, as far as we know they all fled the city before it was razed. I would still employ caution in the city, though. It was taken by force and abandoned...I am sure dangers abound. Also, Bisselites regular patrol the perimeter of the city, although they rarely come into the ruins except to investigate lights or other signs of human activity.

*"Who are the nobles on the documents?"*

They are all nobles from Ekbir. Their names are unimportant to you. Do not break the seal on the documents or there will be dire consequences. Each document is separate, and marked with the numbers 1 to 6.

NOTE: If the PCs do not ask this question, it is imperative that the instruction not to open the documents is conveyed at some point.

*"How did your informant die? What was her name?"*

She was killed by clockwork horrors while on a hunting expedition in the Yatil Mountains. Ekbir nearly had a diplomatic fit but realized that we had nothing to do with those monstrosities. Her name was Vashifa and she was from Ekbir City.

## DEVELOPMENT

If the PCs accept the order, proceed to 2: *Secondary Objective*. Should the PCs insist upon leaving immediately (using their own abilities) proceed to 3: *Lopolla*

## 2: SECONDARY OBJECTIVE

In the evening after the meeting, the PCs are approached first by the Black Arrow and secondly by Sylvana. The choice of sequencing is at the discretion of the DM but is presented with the Black Arrow first, and Sylvana second.

### THE BLACK ARROW

*As the evening meal in the large mess hall for the army winds down, the Black Arrow casually stops for*



*a few words. He looks around to make sure he cannot be overheard.*

*"A further moment of your time?"*

If the PCs agree, he talks to them at their table or elsewhere if they are insistent upon keeping things private.

*"There is something else I would like you to do for me, as a personal favor. It involves not fulfilling the entirety of your mission – you will fail publicly in that regard.*

*"Presuming you obtain the documents, I would like you to destroy the 4<sup>th</sup> document without reviewing it – no information from it must be available to any sort. As a result, when you return to us here, you will not have retrieved all documents for our use."*

The Black Arrow has enough time to answer a few questions.

*"Why destroy this document?"*

It represents information on a noble family I long ago agreed to treat with all honor and nobility. I cannot use the information myself and fear that the army would not see my restrictions as valid in a time of war.

*"Will we be compensated for this failure?"*

Yes. I will release to you the payment I have already offered, as well as title in my household. You will receive compensation from my estates on a yearly basis. I furthermore vow to accept responsibility for your failure in the primary task.

[In game terms, "title" is a position within the household of the Black Arrow. The PC may claim membership for the purposes of identification and the like, as well as obtaining living quarters wherever the Black Arrow has a household.]

*"What would others in the army think of this action?"*

They would not approve. The information is to be used to blackmail or embarrass a number of Ekbirian noble families just prior to any battle, in order to weaken their standing and draw their actions into question. Sylvana, in fact, might view it as treason.

[Treason is, of course, a subjective term in this case. Treason against who or what springs to mind as a question. Nevertheless, it is clear that many of the hardline elements of the Army of the Righteous would react negatively to this news.]

The Black Arrow does not want to be seen in deep conversation with the PCs, will only spend a few minutes with them. He will not get into a debate with them about what he has asked them to do, but will leave after he has been asked a few questions.

## SYLVANA BINT ZOLTAN

*As the sun finally sets, Sylvana bint Zoltan happens upon you. Looking around casually to see if anyone has noticed your meeting, she says, "I would speak with you in private."*

If the PCs agree to a private meeting, she ushers them to a smaller tent where they can talk in secret. If the location is unacceptable to the PC's, she is willing to follow them to a place of their choosing. When ready, she continues:

*"I would have you release all six documents to the general public—that is, the people of Ekbir, Tusmit or Ket—as soon as you obtain them. How you do that is up to you, but I can assist. | I believe that it is...improper to not speak freely in this matter and this action will serve to put forward the interests of the True Faith. Given that you will not have returned the documents to the Army of the Righteous for their use, you will have failed in your task."*

Sylvana is eager to be away, not wanting to be seen talking to the PCs, but will stay to answer a couple of questions.

*"Why reveal these documents immediately?"*

The documents could be used for blackmail, but that is a corrupt and undignified option. By releasing them to all, the true values of the Restorer of Righteousness are served.

*"Will we be compensated for this failure?"*

Yes. I will release to you the payment already offered for the primary task, as well as the use of my influence in the church of the True Faith on your behalf. You will receive compensation from me on a yearly basis. I furthermore will accept full responsibility for your actions.

[In game terms, "influence in the church of the True Faith" is another means of saying that the church will be grateful and grant the PCs favors (accommodation and the like).]

*"What would others in the army think of this action?"*

I do not know but I doubt they would approve. The army is in the hands of the Black Arrow and he would

denounce this move, causing them to side with him. It might even be seen as treason.

[Treason is, of course, a subjective term in this case. Treason against who or what springs to mind as a question. Nevertheless, it is clear that many of the loyalist elements of the Army of the Righteous would react negatively to this news, if the Black Arrow were to speak against it.]

## DEVELOPMENT

Once the PCs have made a decision to proceed and what secondary objective to consider (if at all), they have time to rest until the next morning. At 10 am, they are advised that a *teleportation* has been arranged via the Brotherhood of Sorcery, or they may transport themselves. Regardless of choice, they are to return to the military camp here by sundown of the next day – the Brotherhood of Sorcery will remain at the drop-off spot until that time, then return (with or without the PCs). Purchases may be made at the military camp as if this were a city of 15,000 or fewer, with the region of Ket.

Once the decisions about how to move forward are complete, proceed to 3: *Lopolla*.

## INTERLUDE – BISSEL

No stat blocks have been developed for a battle with Bisselite forces. Although there are patrols that regularly sweep the perimeter of the ruins, the patrols rarely enter the city without reason. As long as the PCs stay inside the ruins, they do not interact with Bisselite forces.

If they do decide to exit the ruins for any reason, there are only two outcomes:

APL 2-8, the party is captured by Bisselites. The PCs lose 4 TU, the time it takes them to escape. They furthermore automatically fail the mission and should proceed to *Conclusion*.

APL 10-14, if the party has instant transport magic that they wish to employ, they simply escape without harm. Any party without such magic escapes regardless, but suffers 20% hp damage (which can be healed in all regular manners).

## 3: LOPOLLA

### OWN MEANS OF TRANSPORT

If the PCs travel to Lopolla by their own means, they must reach it in one day and return by the end of the

second. They are warned that anything slower is unacceptable. Should they still proceed, they may encounter the various opponents in this adventure, but they are considered to have “Failed” at the conclusion. The information for the army to act must be received by the end of the second day (so one day to travel there, one day to travel back).

PC's who travel on their own still have the option of returning via the Brotherhood of Sorcery teleportation. They have the location of the contact provided, as noted below.

Otherwise, please paraphrase the introduction accordingly.

## BROTHERHOOD OF SORCERY TRANSPORT

*The Brotherhood of Sorcery provides two spellcasters in the morning, to transport you to Lopolla. The trip is uneventful and over in the blink of an eye.*

*Immediately upon arrival, the smell of burnt wood and other, less pleasant odors overwhelms the senses. You find yourselves in a burnt out building, the walls still looking strong and sturdy, but with no windows or roof remaining and entirely gutted inside.*

The location is the Golden Horseshoe, formerly an upscale inn in the Souk Quarter of Lopolla. It is a DC 15 Knowledge (local – vtf) check to recognize the interior of the inn, from this devastation, or a DC 18 Spot check to see the sign for the inn lying among the ruins.

A recent dry spell caused the previous damage to the city to flare up again, with a few fires raging uncontrolled. As a result, though most damage is months old, the new fires are raging. The use of Scent or abilities of this nature (from spells) is restricted to five feet and cannot be used for tracking purposes, while within the confines of the city. Otherwise, though the smells are overwhelming, they have no further impact.

The sorcerers are deemed to have enough spells available to transport the PC's and any relevant class features animals or companions. They refuse all other creatures except horses (and they do transport one per PC). If necessary, they do have the required spells to return the PCs on the same day.

*“We will await you here, until sundown tomorrow evening. At that point, we must return to prepare with the army. Our spell complement is restricted in use for military reasons and we cannot aid you any further. We can, however, cast for you any arcane spells to which we would have access, if*

*you have them on scrolls and want us to employ them for you.*

*"Inside the city proper, we are safe from the Bisselite patrols. Be warned, though, that leaving the city can cause them to fall upon you – though they may be treacherous, cowardly dogs, even the smallest of animals can be dangerous in sufficient quantity. Be careful when lighting fires or making your presence known, the Bisselites may enter the city to investigate.*

*"Your mission takes you to the embassy district, we understand. We do not know your actual objective, but it is only a few minutes walk from here. Please use this map to help find your goal.*

*"This place is a refuge. It was an inn more noted for brawling and avoiding confrontations with the Threshers and it is somewhat ironic that we use it now to avoid discovery by Bisselite patrols. We have food and shelter (in the form of tents) here. If you want to return for safety, you are free to come here. Best of luck."*

## TRAVEL TO THE EMBASSY

The travel through the streets is full of smoke and sounds, but no actual confrontations. Devastation is apparent everywhere and many buildings are collapsed, but there is no real impediment to movement on the streets. Four-legged creatures have no difficulties nor are flying creatures attacked (as they might be in the Bramblewood, for instance). Scavengers the size of a small coyote and smaller are evident in the buildings and the streets, but none of the creatures approach the PCs.

PCs who can befriend or talk to the animals (treat them as Hostile) can find out about the Dire Wolf(ves) or Wyvern on the embassy grounds. The scavengers only know of vague threat these represent (large carnivores!) and avoid the area. They cannot be specific, in other words, about the creature type, but can differentiate between wings and ground creatures.

Anyone with the Tracking feat may attempt a DC 20 Survival check to determine that multiple creatures are in the area, all of them either scavengers (such as can be seen), packs of dogs and wolves, or dire wolves.

During the course of travel to the Embassy, all PC's should be allowed on Spot or Listen check (their choice). If the check exceeds the 20+APL, they have acclimatized to the surroundings to a great extent and receive an unnamed +2 circumstance bonus on all Initiative checks, Spot checks and Listen checks for the duration of this adventure. Only those making the check receive this benefit.

## THE EKBIRRIAN EMBASSY

The embassy is easy to locate. The emblems of Ekbir are still upon the walls of the embassy, albeit smoke damaged and in poor shape. The main entrance to the embassy grounds, a wide (double 10 foot doors) doorway, lies open, the doors smashed off the hinges. A DC 11 Knowledge (the planes) check can detect the signs of an earth elemental in the removal of the doorway.

## EMBASSY ENVIRONMENT CONDITIONS

See **DM Map 1**. The embassy is a larger version of a typical Ket design. The ground beneath the embassy (all of the grounds) was filled with shards of wood embedded in lead. This has no impact on most things but it prevents the *earthglide* feature or similar abilities from functioning anywhere near the embassy, down to a distance of 30 feet. All areas that are "destroyed" require quadruple movement to get through and are considered difficult terrain for all other purposes.

## EAST WING

The east wing was for offices and wait staff and is totally ruined. Though the walls still stand, the roof has collapsed and all inside has been destroyed. PCs can explore this as they like but there is nothing to be gained from it.

## CENTRAL WING

The central wing housed the ambassador's residence. It was multi-story (3) but the top two floors have now collapsed and all has been destroyed. Any PCs attempting to Search the area should be advised that it appears the building was either emptied beforehand or thoroughly looted (it was the former).

One entrance to the vault is within the destroyed area. It would require a large amount of work to clear away the collapsed area to access this entrance – if the DM rules this can be accomplished, it is certainly acceptable! Any significant movement of the rubble and the like triggers the animals/wyvern from the West wing.

## WEST WING

The west wing is the stables. The roof of the stables was protected by a clay tile that did not catch fire and this building is intact. The only viable entrance to the underground vault is in the west wing. At the same time, using it as a lair are coyotes, dire wolves or wyverns, which have descended into the area given the devastation. The wyverns were not able to be spotted during earlier tracking attempts as they have not been landing save inside other buildings for food or the like.

The creatures, while use to the area and the smells, suffer the same limitations as the PCs and cannot automatically scent them. They are, however, highly territorial and attack at the first sign of any intrusion.

The west wing was built large enough to accommodate 10 horses and other equipment, as well as a smaller office area which also housed an entrance to the vault (the second, the first being in the Central Wing). The entrance is easy to access, as it is only covered with a shattered door – a DC 5 Search check reveals it. The way down and shattered door are located in the “E” square on the map. There is nothing valuable left in the offices or stables and a DC 5 Int check notes that it was cleared out prior to any looting or damages (inferred from the state of the place and what was left behind and the like).

## TACTICS:

### Coyotes

The coyotes are pack creatures – they attack in pairs or groupings of three. Given their style of hunting, they always attempt to go for flanks. In the face of feats such as Elusive Target, they have no ability to learn quickly and continue their tactics until the combat is over.

### Dire Wolves

The Dire Wolves are highly territorial and attack anyone approaching. As animals, they view the largest targets as the highest threat, and react to damage – they attack whoever it is that did the most damage in a given round. The only proviso is that they will not move to give up an Attack of Opportunity – if they would have to do this, they choose another target. Aside from moving to flank enemies, which would be normal for wolves, do not employ these creatures with any tactical concepts in mind. All dire wolves attempt to flee at 10 hp or less – if they are successful in escaping, however, the PCs are considered to have defeated them and they do not return.

### Wyvern

The wyvern is very territorial. It immediately attacks on sight. Somewhat intelligent, the wyvern reacts to flashy magic as dangerous – it then attempts to kill obvious spellcasters. If there are no spellcaster targets, it focuses on lightly armored opponents first, then heavily armed. At 10% or fewer hp it attempts to flee the area (and not return – such a departure is considered a victory for the PCs).

#### APL 2 (EL 3)

**Coyote (3)**, hp 19, *Appendix 1*.

#### APL 4 (EL 5)

**Dire Wolves (2)**, hp 54 each, *Appendix 1*.

#### APL 6 (EL 7)

**Dire Wolves (4)**, hp 54 each, *Appendix 1*.

#### APL 8 (EL 9)

**Elite Wyvern**, hp 135, *Appendix 1*.

#### APL 10 (EL 11)

**Elite Advanced Wyvern**, hp 191, *Appendix 1*.

#### APL 12 (EL 13)

**Elite Very Advanced Wyvern**, hp 282, *Appendix 1*.

#### APL 14 (EL 15)

**Elite Very Advanced Wyvern**, hp 362, *Appendix 1*.

## DEVELOPMENT

Once the PCs have either bypassed or defeated the creatures here in the West Wing, they can find and take the stairs down into the Vault area. Alternatively, they can clear out the Central Wing entrance and head down that way. Either is perfectly viable and leads to the same room, being the Vault. Proceed to 4: Vault.

## 4: VAULT

Entry into the Vault is down a five-foot wide ramp that is 30 feet long (both entrances, see **DM Map 2**) and eventually turns into a five-foot wide corridor made of worked stone. As with the exterior, the stone behind this area has had wood inserted to prevent earthglide capabilities. An *anti-magic field* covers the entire area of the tunnel (not the ramps) and the vault itself. This was designed to make magical scrying difficult or impossible and to limit the possibility of easy transport in and out of the vault by enemies of Ekbir.

There is no lighting at this time but there are wall sconces set every 10 feet (currently empty). The Embassy used torches when needed as the *anti-magic field* precluded magical effects.

*The ramp down is smooth stone, carved into the bedrock of Lopolla itself. There is no light but the ramp heads down at a fairly steep angle. Unlike the city itself, there is no smoke or other smells emanating from below.*

A DC 25 Survival check with the track feat puts the last movement in this area to be months ago (before the fall of Lopolla). A DC 15 Knowledge (architecture and engineering) check reveals that the worked stone is well-

built and likely solid stone (in other words, not a stone wall over a packed earth background).

## THE VAULT DOOR

*A large steel door, with the flag of Ekbir etched onto the middle, is the obvious choice. A large sign above the door reads "Vault" in common. Dozens of metal panels cover the walls, floor and ceiling in this area, all of varying sizes and dimensions. Despite this mix, the overall impact is soothing, as if the designer meant for the artistry of the metal shapes to compliment one another, rather than act as a jarring example.*

The Ekbirrian Embassy installed a trap on their vault door to protect it from regular thieves. They reasoned that a full complement of break-in specialists could likely access the vault, but they were unwilling to spend additional resources on it. As a result, the automatic reset is limited in number to the APL at which the adventure is being played.

**Lock:** DC 30 Open lock.

**Door:** Reinforced steel, one foot thick, hardness 11, hp 360

**Walls, ceiling, floor:** Solid stone, five feet thick, hardness 8, 900 hp.

Note that unless a particularly cunning plan is devised, at least two efforts must be made successfully to get through in any given area (one is enough to look in).

## TRAP

The metal panels shift around for the darts to fire, then change location amongst the many options while the trap resets (one round). At APLs where there is only a dart trap, an innovative party might have a means to block all the dart holes. In such cases, allow them to defeat this encounter if it is logical!

### APL 2 (EL 4)

**Poison Dart Trap:** CR 4; mechanical; location trigger (Vault lock); automatic reset (1 round), Atk +15 ranged (1d4+5 plus poison, dart); multiple targets (1 dart per target in 5 by 20 area from Vault door down the hallway); poison (greenblood oil; DC 13 Fortitude save resists, 1 con/1d2 con); Search DC 15, Disable Device 25.

### APL 4 (EL 6)

**Poison Dart Trap:** CR 6; mechanical; location trigger (Vault lock); automatic reset (1 round), Atk +17 ranged (1d4+5 plus poison, dart); multiple targets (1 dart per target in 5 by 20 area from Vault door down the hallway); poison (medium spider venom); DC 14 Fortitude save resists, 1d4 Str/1d4 Str; Search DC 22, Disable Device 28.

### APL 6 (EL 8)

**Poison Dart Trap:** CR 8; mechanical; location trigger (Vault lock); automatic reset (1 round), Atk +19 ranged (2d4+9 plus poison, dart); multiple targets (1 dart per target in 5 by 20 area from Vault door down the hallway); poison (medium spider venom); DC 14 Fortitude save resists, 1d4 Str/1d4 Str; Search DC 22, Disable Device 31.

### APL 8 (EL 10)

**Poison Dart Trap:** CR 10; mechanical; location trigger (Vault lock); automatic reset (1 round), Atk +22 ranged (2d4+9 plus poison, dart); multiple targets (1 dart per target in 5 by 30 area from Vault door down the hallway); poison (shadow essence); DC 17 Fortitude save resists, 1 Str (permanent drain)/2d6 Str; Search DC 24, Disable Device 34.

### APL 10 (EL 12)

**Poison Dart Trap:** CR 12; mechanical; location trigger (Vault lock); automatic reset (1 round), Atk +24 ranged (2d4+9 plus poison, dart); multiple targets (1d4 darts per target in 5 by 30 area from Vault door down the hallway); poison (shadow essence); DC 17 Fortitude save resists, 1 Str (permanent drain)/2d6 Str; Search DC 24, Disable Device 37.

### APL 12 (EL 14)

**Poison Dart Trap:** CR 12; mechanical; location trigger (Vault lock); automatic reset (1 round), Atk +24 ranged (2d4+9 plus poison, dart); multiple targets (1d4 darts per target in 5 by 30 area from Vault door down the hallway); poison (shadow essence); DC 17 Fortitude save resists, 1 Str (permanent drain)/2d6 Str; Search DC 24, Disable Device 37.

**Crushing Wall Trap:** CR 12; mechanical; location trigger (Vault lock); automatic reset (1 round), no attack roll required; 18d6 damage; multiple targets (5 by 30 area from Vault door down the hallway); Search DC 20, Disable Device 37.

### APL 14 (EL 16)

**Poison Dart Trap:** CR 12; mechanical; location trigger (Vault lock); automatic reset (1 round), Atk +24 ranged (2d4+9 plus poison, dart); multiple targets (1d4 darts

per target in 5 by 30 area from Vault door down the hallway); poison (shadow essence); DC 17 Fortitude save resists, 1 Str (permanent drain)/2d6 Str; Search DC 24, Disable Device 37.

**Crushing Wall Trap:** CR 12; mechanical; location trigger (Vault lock); automatic reset (1 round), no attack roll required; 18d6 damage; multiple targets (5 by 30 area from Vault door down the hallway); Search DC 24, Disable Device 37.

**Crushing Ceiling Trap:** CR 14; mechanical; location trigger (Vault lock); automatic reset (1 round), no attack roll required; 22d6 damage; multiple targets (5 by 30 area from Vault door down the hallway); Search DC 24, Disable Device 37.

## INSIDE THE VAULT

The interior of the vault is lit by a dim white light on the walls. There is a single small safe embedded into the far wall.

The white light on the walls comes from an alchemical mixture and provides enough light for shadowy lighting. It is a DC 15 Craft (Alchemy) check to identify this fact and thereby notice that the *anti-magic field* extends into the vault.

## SAFE

The documents that the PCs want are located here. (There are some other items as well, but of little immediate value).

**Safe:** Hardness 10 (steel), hp 180, Open Lock DC 25.

Nothing inside the safe can be harmed by the use of brute force, but it might take a bit longer.

Inside the safe are the following:

- A number of papers outlining purchase and sales in Ket on behalf of the embassy (entirely mundane);
- Two bags of gold coins (totaling 240 g);
- A ledger detailing the removal and entry of items from the safe. It is written in neat, cursive script in Common and clearly indicates that the safe was not used frequently. The last entry notes that three documents (documents 4, 5 and 6, the items the PCs are seeking) were removed two days before the city fell to the Bisselites;
- Three sealed scrolls numbered 1, 2 and 3.

There is no indication where the missing sealed scrolls are located.

Search checks reveal nothing further. If the safe is removed from the room, to a location where divinations can be undertaken, the appropriate question can reveal that the ambassador took out three of the sealed tubes of information himself, two days before the fall of Lopolla. He did not return. Further details on him can be found in the *Adventure Background*.

## Treasure:

**All APLs:** Loot: 0 gp; Coin: 40 gp; Magic: 0 gp.

## INTERLUDE: INFORMATION

The PCs are watched the moment they arrive at the Embassy. Small animals friendly to the Janni Efrain report back the presence of armed individuals and he dispatches one of his young friends to the location almost immediately. That young boy awaits the emergence of the PCs from the stables, presuming they have headed underground.

The young boy is named Farid. He is an orphan, with both parents killed in defense of Lopolla quite recently. He is 8 years old and both he and his twin Gashtaq were taken in by Efrain the Janni and live here under his protection. He is polite but young and easily scared. His heritage is Baklunish and he understands Common and a smattering of Celestial.

If the young boy cannot see the PCs (their precautions would defeat normal senses) it is possible the PCs spot him hiding. He is a DC 18 Spot check to notice, or automatic with various special senses (life sense, blindsight, blindsense, etc.). Otherwise, it is possible that neither side will notice the other and no contact is made.

If contact is actually made, the boy speaks as follows:

***"Hello. Can I please speak to you?"***

It is quite conceivable that this contact comes before the PCs have actually gotten the three scrolls from the vault, as the young boy has no way of judging their success or progress. Nevertheless, he presumes they have succeeded and later conversations also presume that – it is up to the PCs to correct the Janni if they so desire.

If the PCs are willing to talk, Farid continues.

***"My friend Efrain wants to talk to you. He says you are important, at least to him. He'd like you to come...uh...oh right. Come to the ground that was razed before the fall of Lopolla. That is what he said."***

It is a DC 15 Knowledge (local – vtf) check to identify this as the Salted Earth, a venue within the city of Lopolla

that suffered damage during the Greyhawk wars and was never rebuilt. Any resident or citizen of Ket knows this information automatically.

Should a PC identify the location, Farid smiles shyly and congratulates them. If they instead ask or coerce him, he provides the information (but the Janni is going to insist on a Knowledge-based check in future as a result).

## FAILING TO VISIT EFRAIN

PCs can choose not to visit Efrain but they have no other means of getting the missing three documents (presuming they have the three from the vault). Divinations point to Efrain, if those are attempted. Nevertheless, there is no forced reason provided to visit him. PCs can proceed to the *Conclusion* if they desire.

## DEVELOPMENT

If the PCs wish to approach Efrain at any time, proceed to 5: *Janni*.

## 5: JANNI

The Salted Earth is located some 2,000 feet away from the embassy and can be reached without incident. The Janni has no pressing timeline and does not approach the PCs. Efrain the Janni has no means of determining what is happening with Farid now, being only able to communicate at 100 feet or less via telepathy.

*As you approach, the large lot known as the Salted Earth is immediately apparent. Unlike the rest of the city, which is covered in rubble and soot-blackened timber, there is nothing on this barren earth—no weeds or grass grows in the sterile ground that is blackened and dried out. No building stands here and it seems as if none ever did.*

*Standing at the edge of the ground, just inside a low fence [only one foot high, clearly intended to simply mark the area, not provide a barrier] is a young boy, the spitting image of Farid. He smiles shyly and beckons to you.*

### Conversation with Gashtaq

At this stage, the Janni speaks through either Gashtaq or Farid as is convenient. The Janni is current underground, some fifty feet into the Salted Earth (at the square noted on **DM Map 3**), taking advantage of his ethereal jaunt ability for the day. At the time the PCs approach, he has used it for 10 minutes – he is underground regardless of how and when they approach, for the sake of simplicity!

The Janni wishes to converse first and speaks through the boy, via telepathy. It should be made very obvious, through an adult and very formal style, that the conversation is not with the boy in question. Those still unaware can make a DC 5 Sense Motive to realize the child is being prompted to speak in some fashion.

Initial conversation with the Janni via the child should be polite and simply a series of introductions. Local news can be exchanged and the tone should be positive, as Efrain does want to negotiate.

Efrain, the Janni, wants two things:

1. Efrain was to meet his friend near here the night of the murder, and take into his safekeeping all six of the sensitive documents. Efrain has three, but he wants all six of them. He knew where they were but he lacked the ability to get into the Vault himself. He has kept an eye on the area of the Vault through the use of animal friends, however, in the hopes that someone would be sent to retrieve them and he could negotiate with them. These are to be delivered to Varaq's family in Ekbir. Efrain has no further personal interest in what happens to the scrolls after that.
2. Efrain wants the soul of his friend released from the Salted Earth. Efrain does speak of this requirement until the PCs have competed with him in the Challenges (regardless of the result);

Efrain is a sportsman, however, and cannot resist a good challenge. At some point after the conversation has begun, he offers to challenge the PCs if they admit to having the documents from the Vault. If the PCs do not have the documents yet, he encourages them to obtain them from the Vault so that he can talk to them further. He does not assist the PCs in obtaining anything from the Vault, however, as he sees that as a challenge they must overcome for themselves.

If the PCs have the documents, admit to having them and want to talk further, Efrain proposes a series of challenges. Each side will choose three skills and have the other party (singular in his case) attempt to meet or exceed the efforts of the other. The entire group of PCs can combine for their efforts. No trained skills can be used unless the Janni and the PCs mutually possess the skill.

No Charisma-based skills are considered, as Efrain considers these to all be entirely subjective and not meant for a competition of this nature.

If the PCs want to consider this, he also establishes the following rules (which can be negotiated):

1. No spells or magical assistance unless both sides get the same benefit. This does not apply to permanent magical items, but the PCs cannot trade them around to get maximum benefits (in other words, they are stuck with what they have right now). [The PCs can argue for the continuation of existing magical buff spells and Efrain agrees if they achieve a DC 25 Diplomacy or Bluff check];
2. One person attempts a challenge and one responds. No team efforts for the challenges, although discussion is permitted. Animal companions and familiars may not attempt the challenges but they may provide input, if they have any. [The PCs can argue they are a team and should be allowed to assist each other with a successful DC 30 Diplomacy or Bluff check. If they succeed, Efrain has Farid and Gashtaq assist him as well, which they do on a roll of 10 or more in all cases. Should either boy be missing or not present for any reason, the DC increases by 20 but Efrain does not benefit from their assistance if the PCs still succeed];
3. For each victory, one document must be transferred to the other party. [If the PCs insist, only a cumulative total is considered and the winner gets all the documents. There is no roll for this change to the agreement, merely a requirement the PCs put it forward]

After the above are discussed, the competition begins. Efrain does not require the competition to take place under any timetable, but does require that it all take place within the span of ten minutes, to establish some guidelines in that regard.

Once the terms of the challenge are worked out, Efrain appears from his position of hiding. At this stage (and during the challenges) it is quite possible to conflict with him. Should this be the case, proceed to Conflict.

## CHALLENGES

The Janni insists on going first, to test the PCs mettle. He chooses from any of the following descriptions for his skill check. The PCs and Janni then alternate skill checks. PCs get a +2 circumstance modifier to the DC they establish if they describe their challenge, and they get a further cumulative +2 circumstance modifier if the DM finds their description compelling and appropriate. No skill check can be attempted more than once, regardless of who puts it forward.

Whoever is challenged must simply match or exceed a DC established by an initial skill check. Only one attempt is allowed for each challenge.

Five examples are given for Efrain, as he will only need three by going first and a maximum of five. The

choice of which one to use is entirely at the discretion of the DM.

### Spot

*Efrain gazes out into the city and then back at the Salted Earth. He sighs loudly and picks up a small pebble. "Such as these can only be found here, on this ground, the remnant of a terrible fight. I can see the twin over there and you should point it out to me, sad though the history might be."*

Efrain makes a Spot check for his APL and is provided with a +2 circumstance modifier.

### Listen

*Swallows used to nest near the Copper Palace and I found them soothing. I can still hear one and it breaks my heart to think that they lost their only homes in this devastation. Can you make it out as well?*

Efrain makes a Listen check for his APL and is provided with a +2 circumstance modifier.

### Move Silently

*Walking on this deadly ground sends a shiver down my spine that comes from nowhere pleasant. I tread lightly where I can, and do not attempt to disturb the spirits of those that have passed on...and those that may yet linger. I hope you can do the same.*

Efrain makes a Move Silently check for his APL and applies a +2 circumstance modifier.

### Appraise

*I find those doing the looting took only that which was obviously valuable. This small statue [he pulls one from a pocket in his clothing] could easily be overlooked but it has tremendous value. The wood is one even I do not recognize, and that simply speaks to the worth of this item. How well can you accomplish this?*

Efrain makes an Appraise check for his APL and applies a +2 circumstance modifier.

### Tumble

*This place needs to liven up a bit. Such doom and gloom for a transient, fleeting glory! Instead of finding a straight path through the rubble of the streets, I prefer to dodge and weave around the living history that this place represents. How about you?*



Efrain makes a Tumble check for his APL and applies a +2 circumstance modifier.

## SUCCEEDING OR FAILING AT THE CHALLENGES (OR NOT DOING THE CHALLENGES)

As it is entirely variable as to what the PCs want to do with the documents, success or failure here is dependent on their goals, not an absolute tally. Regardless, any PC who participates in the challenges is deemed by Efrain to be honorable and worthy of respect – and, conversely, any who do not participate are not to be considered as polite company.

If at least one PC in the party has undertaken the Challenges, regardless of the outcome, proceed to “Release”. For all others, proceed to “Conflict”.

### RELEASE

*“Your efforts were worthy. I appointed myself to this task and I now ask an additional favour of you and your companions. Defeat me, this time in non-lethal combat, and take up my task to free the soul of my good friend. Please, do this for honor, family, respect or piety, but do it for the soul of a good man.”*

The Janni then offers to fight the PCs. Under Tactics below, refer to Streets.

If Efrain defeats the PCs, he thanks them for their efforts but regrets that they cannot take up his self-imposed task. Despite this, he is impressed by their efforts and provides them compensation – this is the listed treasure and access for this Encounter. The PCs may proceed to *Conclusion*.

If the PCs defeat Efrain, he looks very relieved and the PCs may proceed to *6: Soul Existence*. He provides them with the value of his items and their access.

### CONFLICT

If the PCs have exhausted discussion and sought to solve the problem with combat or attacked the Janni at some point during the challenges, they are in conflict. As a Janni, Efrain finds this entirely acceptable. He sees no disrespect in conflict and gladly enter into it if he is attacked or an obvious spell of preparation is cast (at the discretion of the DM). Under Tactics, refer to Salted Earth.

As he did not initiate the conflict, however, he sees no reason to share his goal of having others complete the task of freeing the soul of the ambassador, whether or not he defeats the PCs. Regardless of the outcome of this conflict, proceed to *Conclusion* once it is over.

If the PCs defeat the Janni, they may take his equipment as compensation (as listed in this Encounter). If the Janni defeats the PCs, he provides them with nothing but does not remove anything from them.

## TACTICS

### Lopolla

The Janni fights the PCs on the streets of Lopolla (as noted on the Map 3) and warns against fighting on the Salted Earth. He fights opponents fairly, not striking those prone or obviously not participating in the combat. At no point does he use anything other than non-lethal combat as an option. If reduced to 10 hp or fewer remaining, he offers to surrender (quite legitimately). The area of the destroyed noble houses on the map is difficult terrain.

### Salted Earth

Fighting on the Salted Earth is treacherous. The Janni accepts combat as it occurs and fights with lethal intent. Note the environmental conditions below. He makes every effort to fight on the terrain itself and uses his ability to fly to remain safe from cave-ins. He is still honorable in the conflict, making no effort to attack prone opponents or those not participating. If he is reduced to 15 hp or less, he attempts to flee the area at the next opportunity using a *planeshift*.

## SALTED EARTH ENVIRONMENTAL CONDITIONS

As explained in *6: Soul Existence*, the area of the Salted Earth is inimical to life force. This is not an overt effect and so the mullahs have never identified it nor done anything about it. Anyone who drops past -10 hit points dies – spells or abilities such as *delay death* or *close wounds* do not function. The soul of the individual is removed by the environment (which prevents the immediate spell from functioning). Because the soul is trapped here, however, restoration to life is much easier than normal – any subsequent spell to restore the PC to life can be employed without material cost, so long as it is cast at the Salted Earth.

The ground of the Salted Earth is also unstable past the point noted on the map. Efrain has been using his *ethereal jaunt* capabilities for months to explore the ground below and hollowed out vast sections. The normally very solid and stable ground is therefore actually a huge environmental trap. The Janni is immune to the trap aspect and does not have to make checks because of his perfect flight, but anyone else entering the terrain must make a DC 10+APL Balance

check for each square of movement. Failure indicates that the ground in that square has collapsed, rendering it difficult terrain and stopping the movement of the PC for that round. There is no other effect (eg. The PC can move again normally at the start of their next round, albeit this square is now difficult terrain). The twins know the safe areas and automatically avoid danger, thanks to familiarity with the grounds.

The first fifteen feet of the Salted Earth is unaffected by the above and is also not subject to the collapse aspects of the ground. This is noted on Map 3. The wall around the Salted Earth was made just to denote the grounds – there is no impediment to movement.

#### APL 2 (EL 5)

**Efrain, Janni:** Mnk2; hp 72, *Appendix I*.

#### APL 4 (EL 7)

**Efrain, Janni:** Mnk4/Ftr2; hp 111, *Appendix I*.

#### APL 6 (EL 9)

**Efrain, Janni:** Mnk4/Ftr4; hp 132, *Appendix I*.

#### APL 8 (EL 11)

**Efrain, Janni:** Mnk4/Ftr4/Swashbuckler2; hp 169, *Appendix I*.

#### APL 10 (EL 13)

**Efrain, Janni:** Mnk5/Ftr4/Swashbuckler3; hp 188, *Appendix I*.

#### APL 12 (EL 15)

**Efrain, Janni:** Mnk5/Ftr4/Swashbuckler3 /PiousTemplar2; hp 209, *Appendix I*.

#### APL 14 (EL 17)

**Efrain, Janni:** Mnk5/Ftr4/Swashbuckler3 /PiousTemplar4; hp 230, *Appendix I*.

### TREASURE

(These items are all confiscated, but the value is provided, regardless of having defeated or killed the janni.)

**APL 2:** Loot: 76 gp; Coin: 50 gp; Magic: 0 gp.

**APL 4:** Loot: 76 gp; Coin: 50 gp; Magic: +1 ring of protection (167 gp each).

**APL 6:** Loot: 76 gp; Coin: 50 gp; Magic: +1 ring of protection (167 gp each), +1 cloak of protection (87 gp each), +2 gloves of dexterity (333 gp each), +1 amulet of natural armor (83 gp each).

**APL 8:** Loot: 76 gp; Coin: 50 gp; Magic: +2 ring of protection (666 gp each), +1 cloak of protection (87 gp

each), +2 gloves of dexterity (333 gp each), +2 periapt of wisdom (333 gp each),

**APL 10:** Loot: 76 gp; Coin: 50 gp; Magic: +2 ring of protection (666 gp each), +1 cloak of protection (87 gp each), +2 gloves of dexterity (333 gp each), +2 periapt of wisdom (333 gp each), monk's belt (1087 gp each),

**APL 12:** Loot: 76 gp; Coin: 50 gp; Magic: +2 ring of protection (666 gp each), boots of speed (1000 gp each), +2 bracers of armor (333 gp each), +2 cloak of protection (333 gp each), +2 gloves of dexterity (333 gp each), +2 periapt of wisdom (333 gp each), monk's belt (1087 gp each),

**APL 14:** Loot: 76 gp; Coin: 50 gp; Magic: +3 ring of protection (1500 gp each), boots of speed (1000 gp each), +4 bracers of armor (1333 gp each), +3 cloak of protection (750 gp each), +2 gloves of dexterity (333 gp each), +2 periapt of wisdom (333 gp each), monk's belt (1087 gp each)

## 6: SOUL EXISTENCE

*You have defeated me fairly," begins the Janni, "and I am grateful. This means that I can pass on my burden and hope to you in good conscience.*

*"My friend Varaq lay here when I came and I sought to put his soul to rest by saying grace to his deity, the High Cleric Al'Akbar. My prayers were rejected, however, as his soul had not made such a journey.*

*"This...Salted Earth is evil. I cannot explain it any better. The land itself grasps at any soul perishing here and will not let it free. Why, I cannot say. I employed a number of favors to find a solution to my friend's plight, but little was revealed to me about the cause during that search.*

*"A ritual is involved, one that seems almost poetic for this country. One's own blood, drawn by a weapon forged of law, must be exposed to the flames of dawn. All poetic, as I have said, but the reality is this – an axiomatic weapon, or one that is aligned to law, must be used to draw blood and drip it onto a fire. The word "el'kra'trok" is then pronounced – this is a slang version of an Abyssal phrase, which loosely translates to "exchange".*

*"I obtained this information from an ancient source. My favors were limited and I could not tell if there was another option. This one, however, was almost impossible for me and I have not been able to enact it.*

*"Firstly, my blood cannot burn. I am resistant to normal fires and I cannot burn any wood here with enough intensity to qualify. Secondly, I simply do not have an axiomatic weapon. The word I can speak and would gladly do so, but it alone has no force.*

*"Before you agree or disagree, though, a warning. This ceremony will free my friend's soul, as I understand it, but it will trap the soul in return of whoever performs the ceremony. You can exist without your soul, however, and we can continue to work on ways to free yours, but my friend's soul will be free!"*

PCs can confirm the above facts with the means at their disposal (*divination, favors, legend lore, and the like*). Sense Motive checks on Efrain confirm he is telling the truth, at least as he knows it. All of the details above are correct, even if they perhaps do not represent the whole truth. Further information may be gathered as follows:

- 1) The ceremony to create this type of ground requires four demons sacrificed by an axiomatic weapon. The ground must not be hallowed nor may any creatures of good enter the area for 2 hours after it is created;
- 2) The ground remains in this state for up to 25 years. There is no known means to reverse this hold, although some speak of a similar sacrifice of four celestial beings to an anarchic weapon as possibly being one solution;
- 3) The ground is very loosely connected to Carceri, the prison plane and the very essence of Tharizdun is said to power the entrapment of the souls;
- 4) The exchange of souls is indeed valid. For each soul removed, one soul must be bound to the soil;
- 5) Unbeknownst to Efrain, 32 souls are tied to these grounds (he likely anticipates there are some, but not this number). If the PCs discover this fact, they may indeed perform multiple ceremonies if they so desire, and free multiple souls;
- 6) The souls trapped include the noble who was involved in the battle during the Greyhawk Wars (Benthari ibn Vanta, the original contact between Beygraf Zoltan and Iuz, although that fact was not publicized) and 20 of his retainers. The remaining 11 are citizens killed during the course of the past years by servants of Iuz, who both knew and despised the creation of this place, but could not stop themselves from using it;
- 7) The ground traps souls. Anyone dropping to -10 or below immediately loses their soul, regardless of intervention at that point. Such spells as delay death or close wounds (the latter if cast as the victim is dropping below -9) simply fail to work. The soul is trapped and no means

short of deific intervention can free it without restrictions.

## SPECIFIC DETAILS THAT CAN BE CONFIRMED:

If a PC can speak or understand Abyssal – the word “el’kra’trok” does indeed translate as exchange.

DC 25 Knowledge (the planes) – the sacrifice of four demons in a particular fashion is a reputed means of starting some ceremonies on Carceri, the Prison Plane.

DC 20 Knowledge (history or local - vtf, this check is automatic for residents or citizens of Ket) – the Salted Earth was created during a magical battle during the Greyhawk wars. It seems likely that a number of additional people died here at that time and more souls than that of the ambassador are trapped.

DC 25 Knowledge (local – vtf or nobility) – the Salted Earth was once the estate of the Vantiri family, whose last head was named Benthari ibn Vanta.

DC 30 Knowledge (local - iuz border states or vtf) – Benthari ibn Vanta signed the original treaty between Iuz and Ket during the Greyhawk Wars on behalf of Beygraf Zoltan.

## DECISION TIME

It is now time for the PCs to make a decision. They may choose howsoever they desire with respect to freeing one or more souls. Whatever they do, they need a lawful-aligned weapon, a small fire and speaking the word noted – if they do this, they free a soul and trap their own. There is no means of avoiding the soul being trapped and if the PC has already somehow lost his/her soul, they cannot complete the ceremony.

There are no moral repercussions to the decision, it is entirely at the discretion of the PCs. Each one should make a decision and advise accordingly. Do not proceed with the rewards until such time as all have chosen. The first soul freed is that of the ambassador (as the last one killed) and more citizens can be freed by the PCs. The young boys do not make any sacrifice and Efrain cannot complete the ritual (his blood will just not burn).

Any PC completing the ritual is provided with the AR Award “**Death’s Respite**”. They are also provided with the Treasure noted below. If the PC does not complete the Ritual, the treasure is not awarded to them (this is not something that is split – it is sent by the family of the person whose soul was freed to the person who was responsible...

As a result, PCs can end up with differing treasure levels at the end of this adventure.

### **Treasure \**

(This is not group treasure, it is allocated once – and only once – to each PC who participates in the ceremony to free the souls of the dead):

- APL 2:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.
- APL 4:** Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.
- APL 6:** Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.
- APL 8:** Loot: 0 gp; Coin: 800 gp; Magic: 0 gp.
- APL 10:** Loot: 0 gp; Coin: 1000 gp; Magic: 0 gp.
- APL 12:** Loot: 0 gp; Coin: 1200 gp; Magic: 0 gp.
- APL 14:** Loot: 0 gp; Coin: 1400 gp; Magic: 0 gp.

## **CONCLUSION**

There are varying outcomes depending on the choice of the PCs with the documents. There is also a perfectly viable choice (not presented to the PCs normally but which they could employ) to ensure none of the documents are released at all. The decisions about the documents have to be deliberate, however, for a DM to award any favors – PCs who end up completing an option by sheer default or lack of decision-making are not awarded these options, even if they do comply with the breakdown.

It is entirely reasonable to change the objective of the PCs or the party during the course of the event. Only one award is possible here, regardless of conflicting desires of the PCs. Making copies of the information, for instance, is of no help as the overall impact is that which is desired – releasing all the documents and then making a copy of number four for the Black Arrow does not comply with both requests...

### **IF THE PCS DID NOT RETURN TO THE ARMY BY SUNDOWN OF THE SECOND DAY**

If this happens, regardless of other successes or information obtained, the mission is a failure. The PCs do not get any awards for documents.

### **RETURN ALL INFORMATION TO THE ARMY OF THE RIGHTEOUS**

If the PCs returned all six documents to the Army of the Righteous, they are compensated as below. Likewise, all PCs gain the AR Award “Respect”

### **RETURN DOCUMENT FOUR TO THE BLACK ARROW**

The Black Arrow approves. The PCs are compensated as noted below and the Black Arrow takes responsibility for their actions. The PCs are granted the AR Award “Honor”.

### **RELEASE ALL DOCUMENTS TO THE GENERAL PUBLIC**

Sylvana bint Zoltan approves. The PCs are provided with the compensation noted below and she takes responsibility for their actions. PCs are likewise granted the AR Award “Piety”.

### **GIVE ALL DOCUMENTS TO EFRAIN OR ENSURE NONE OF THEM GET RELEASED**

In actual fact, any group not completing the mission at all is provided with this success. If their inaction caused the success, they are granted no access. If they deliberately made a choice or choices that allowed this, they are provided with the AR Award “Family”

### **DO NOT OBTAIN ENOUGH DOCUMENTS FOR ANY OPTION ABOVE**

If the PCs failed to obtain enough documents for any task, or ensure none of them got released, they have failed in the possible options. They gain no AR Award and are not provided with any compensation.

### **JANNI CHALLENGE**

Regardless of other successes or failures, any PCs choosing to engage the Janni in his challenge are granted the AR Award “Janni Challenge”, providing Efrain is alive at the end of the adventure.

### **DEATH ON THE SALTED EARTH**

Those PCs who died on the Salted Earth or who completed the ceremony in 6: Soul Existence are provided with the AR Award “Death’s Respite”. It is presumed that any PC dying on the Salted Earth eventually has friends or relatives figure out the ceremony and someone volunteers their soul – thus they have theirs freed but have to complete the ceremony when returned to life to return the debt...

### **Treasure:**

- APL 2:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.
- APL 4:** Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.
- APL 6:** Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.
- APL 8:** Loot: 0 gp; Coin: 800 gp; Magic: 0 gp.
- APL 10:** Loot: 0 gp; Coin: 1000 gp; Magic: 0 gp.

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

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

## EPILOGUE

*The banners of the True Faith fly proudly as the army musters itself and spreads out across the fields. Light cavalry units sweep wide to the right and left of the main force of infantry as mullahs exhort more fervor from the troops. Over a slight rise, the sounds of an approaching force can be heard and the massed flags and banners of Ekbir soon top the rise.*

**Delivered Documents to the Army of the Righteous, or completed the secondary objectives laid out by the Black Arrow or Sylvana bint Zoltan**

*Your efforts may play a crucial role this day, safeguarding the lives of many fervent worshippers of the True Faith. Only time, and the battle ahead, will tell as the first flights of arrows begin to cross the distance between the armies.*

**Deliberately Refused to deliver the Documents**

*Your efforts are certain to make this conflict more honorable. Whether this is good or bad for the True Faith will remain a test of the battleground but none are shying from this challenge. Even now, the first flights of arrows have started to cross the distance between the armies.*

**Failed in the missions**

*Your efforts were a failure but the conflict between the armies does not simply come to an end. Instead, the fervent belief of those on both sides may yet spell an end to this confrontation, bloody though it will be today.*

This conflict is concluded in VTFIA8-01 *Unity and Discord*.

## The End

## EXPERIENCE POINT SUMMARY

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

### Encounter 3

Defeating the dire wolf(ves) or Wyvern

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

### Encounter 4

Survive the trap or bypass/disable the trap and enter the Vault

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP

### Encounter 8

Defeat Efrain the Janni in combat, honorable or otherwise

APL 2	210 XP
APL 4	270 XP
APL 6	330 XP
APL 8	390 XP
APL 10	450 XP
APL 12	510 XP
APL 14	570 XP

### Story Award

Participate in the Janni Challenge, regardless of success

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP
APL 14	170 XP

### Story Award

Enacting the ceremony in 6: *Soul Existence*. Only awarded if the PC completes the ceremony (and this is considered automatic for anyone who dies on The Salted Earth at any time)

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP

APL 12	160 XP
APL 14	185 XP

#### Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP

## TREASURE SUMMARY

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

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

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

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

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

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

#### Encounter 4:

APL 2:	Loot: 0 gp; Coin: 40 gp; Magic: 0 gp.
APL 4:	Loot: 0 gp; Coin: 40 gp; Magic: 0 gp.
APL 6:	Loot: 0 gp; Coin: 40 gp; Magic: 0 gp.
APL 8:	Loot: 0 gp; Coin: 40 gp; Magic: 0 gp.
APL 10:	Loot: 0 gp; Coin: 40 gp; Magic: 0 gp.
APL 12:	Loot: 0 gp; Coin: 40 gp; Magic: 0 gp.
APL 14:	Loot: 0 gp; Coin: 40 gp; Magic: 0 gp.

#### Encounter 5:

APL 2:	Loot: 76 gp; Coin: 50 gp; Magic: 0 gp.
APL 4:	Loot: 76 gp; Coin: 50 gp; Magic: 167 g total - +1 <i>ring of protection</i> (167 gp each).
APL 6:	Loot: 76 gp; Coin: 50 gp; Magic: 670 g total - +1 <i>ring of protection</i> (167 each), +1 <i>cloak of protection</i> (87 gp each), +2 <i>gloves of dexterity</i> (333 gp each), +1 <i>amulet of natural armor</i> (83 gp each).
APL 8:	Loot: 76 gp; Coin: 50 gp; Magic: 1419 g total - +2 <i>ring of protection</i> (666 gp each), +1 <i>cloak of protection</i> (87 gp each), +2 <i>gloves of dexterity</i> (333 gp each), +2 <i>periapt of wisdom</i> (333 gp each),
APL 10:	Loot: 76 gp; Coin: 50 gp; Magic: 2506 g total - +2 <i>ring of protection</i> (666 gp each), +1 <i>cloak of protection</i> (87 gp each), +2 <i>gloves of dexterity</i> (333 gp each), +2 <i>periapt of wisdom</i> (333 gp each), <i>monk's belt</i> (1087 gp each),
APL 12:	Loot: 76 gp; Coin: 50 gp; Magic: 3752 g total - +2 <i>ring of protection</i> (666 gp each), <i>boots of speed</i> (1000 gp each), +2 <i>bracers of armor</i> (333 gp each), +2 <i>cloak of protection</i> (333 gp each), +2 <i>gloves of dexterity</i> (333 gp each), +2 <i>periapt of wisdom</i> (333 gp each), <i>monk's belt</i> (1087 gp each),
APL 14:	Loot: 76 gp; Coin: 50 gp; Magic: 6336 g total - +3 <i>ring of protection</i> (1500 gp each), <i>boots of speed</i> (1000 gp each), +4 <i>bracers of armor</i> (1333 gp each), +3 <i>cloak of protection</i> (750 gp each), +2 <i>gloves of dexterity</i> (333 gp each), +2 <i>periapt of wisdom</i> (333 gp each), <i>monk's belt</i> (1087 gp each),

#### Encounter 6:

APL 2:	Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.
APL 4:	Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.
APL 6:	Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.
APL 8:	Loot: 0 gp; Coin: 800 gp; Magic: 0 gp.
APL 10:	Loot: 0 gp; Coin: 1000 gp; Magic: 0 gp.
APL 12:	Loot: 0 gp; Coin: 1200 gp; Magic: 0 gp.
APL 14:	Loot: 0 gp; Coin: 1400 gp; Magic: 0 gp.

#### Conclusion:

APL 2:	Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.
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**APL 4:** Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.  
**APL 6:** Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.  
**APL 8:** Loot: 0 gp; Coin: 800 gp; Magic: 0 gp  
**APL 10:** Loot: 0 gp; Coin: 1000 gp; Magic: 0 gp  
**APL 12:** Loot: 0 gp; Coin: 1200 gp; Magic: 0 gp  
**APL 14:** Loot: 0 gp; Coin: 1400 gp; Magic: 0 gp

### Total Possible Treasure

**APL 2:** Loot: 76 gp; Coin: 490 gp; Magic: 0 gp - (Max 450 gp)  
**APL 4:** Loot: 76 gp; Coin: 90 gp; Magic: 167 gp - (Max 675 gp)  
**APL 6:** Loot: 76 gp; Coin: 1290 gp; Magic: 670 gp - (Max 900 gp)  
**APL 8:** Loot: 76 gp; Coin: 1690 gp; Magic: 1419 gp - (Max 1300 gp)  
**APL 10:** Loot: 76 gp; Coin: 2090 gp; Magic: 2506 gp - (Max 2300 gp)  
**APL 12:** Loot: 76 gp; Coin: 2490 gp; Magic: 3752 gp - (Max 3300 gp)  
**APL 14:** Loot: 76 gp; Coin: 2890 gp; Magic: 6336 gp - (Max 6600 gp)

### AR Special Items

**Respect:** The PC is provided with treasures. They may exchange this to purchase any one item on a Ket or VTF adventure to which they previously had Access (even if it has expired) with a 25% discount (to a maximum discount of 4,000 gp). This favor may only be used once. In addition, you gain access to all items marked with a <sup>ak</sup> below.

**Honor:** You gain the title “*Honored of the Black Arrow*” which provides you with a +4 circumstance modifier for any Diplomacy, Bluff, Intimidate or Gather Information checks made within Ket in a social setting. Lifestyle costs up to rich are covered by the Black Arrow for any adventure set in a part of Ket over which he has influence. In addition, you gain access to all items marked with a <sup>ak</sup> below.

**Piety:** The church of Al'Akbar in Ket owes you a debt. You may employ this favor to automatically succeed at a check to lessen any sentence or obtain up to a 7<sup>th</sup> level spell cast at no charge (material components are half cost, if any). Lifestyle costs up to standard are covered by Sylvana bint Zoltan for any adventure set in Ket. In addition, you gain access to all items marked with a <sup>ak</sup> below.

**Family (Su):** You chose to respect the people of Ekbir, in accordance with the Four Feet of the Dragon. Once only, you may call upon this favor for yourself or an ally within

sight and 60 feet to benefit from a Maximized *cure critical wounds* (35 hp) spell as a swift action that does not provoke an attack of opportunity. In addition, you gain access to all items marked with a <sup>ak</sup> below.

**Janni Challenge! (Su)** Efrain is impressed that you accepted his challenge and participated fully. He provides you with a token. Once only, you may employ this token as an immediate action that does not provoke an attack of opportunity - the PC or ally (one only, their choice) is then provided with fire, electricity, cold or acid resistance 20 (they must choose one) for 70 minutes. Mark this favor as used when employed.

**Death's Respite:** Your soul is tied to the Salted Earth. You may always be restored to life without material cost, provided you can be transported to Ket for the casting (duration at the discretion of the DM). No spell that operates to maintain your life force beyond -10 hp and below functions on you (such as *close wounds* or *delay death* below -9).

### AR ITEM ACCESS:

APL 2 and 4

<sup>k</sup>Purchase an adamantite weapon or suit of armor shield (Reg, DMG)

<sup>k</sup>*Empowered spellshard (magic missile, lesser vigor (SC) or burning hands)* (Adv, MIC)

<sup>k</sup>*Ring of counterspells* (Adv, DMG)

<sup>k</sup>*Monk's belt* (Adv, DMG)

<sup>k</sup>*Pearl of power, 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>* (Adv, DMG)

APL 6 and 8 (Including APL 2 and 4)

<sup>k</sup>Purchase of any *ioun stone* in the DMG, maximum value 15,000 gp (Adv, DMG)

<sup>k</sup>Purchase a mithral weapon or suit of armor/shield ((Reg, DMG)

<sup>k</sup>*Least/Lesser crystal of acid assault* (Adv, MIC)

<sup>k</sup>*Belt of healing* (Reg, MIC)

<sup>k</sup>*Pearl of power, 4<sup>th</sup>, 5<sup>th</sup> or 6<sup>th</sup>* (Adv, DMG)

APL 10, 12 and 14 (Including APL 2, 4, 6 and 8)

<sup>k</sup>Upgrade armor/shield to *light, moderate or heavy fortification* (Reg, DMG)

<sup>k</sup>*Greater crystal of acid assault* (Adv, MIC)

<sup>k</sup>*Boots of speed* (Reg, DMG)

<sup>k</sup>*Pearl of power, 7<sup>th</sup> or 8<sup>th</sup>* (Adv, DMG)

<sup>k</sup>*Third eye aware* (Adv, MIC)

## APPENDIX ONE – APL 2

### 3: LOPOLLA

#### COYOTE

CR 1

N Medium Animal

**Init** +2; **Senses** low light vision, scent; Listen +5, Spot +5

**AC** 14, touch 12, flat-footed 12  
(+2 Dex, +2 natural)

**hp** 19 (3d8+6 HD)

**Fort** +5 **Ref** +5, **Will** +4

**Speed** 50 ft. (10 squares);

**Melee** bite +4 (1d4+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +4

**Special Actions** Superior Flanking

**Abilities** Str 14, Dex 15, Con 15, Int 3, Wis 13, Cha 6

**Feats** Alertness, Iron Will,

**Special Qualities:** trip

**Skills:** Listen +5, Spot +5

**Possessions:** None

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

### 5: JANNI

#### EFRAIN

CR 5

#### JANNI MNK2

LN Medium Outsider (Native)

**Init** +8; **Senses** dark vision 60 ft.; Listen +13, Spot +13

**Languages** Common, Baklunish, Celestial, Abyssal, Infernal; telepathy 100 ft.

**AC** 19, touch 18, flat-footed 15  
(+4 wisdom, +4 dexterity, +1 natural)

**hp** 72 (8 HD);

**Resistance** fire 10

**Fort** +11, **Ref** +12, **Will** +12

**Speed** 30 ft. in nothing (6 squares); fly 20 ft (perfect)

**Melee** Unarmed +12/+7 or +10/+10/+5 (1d6+5)

**Ranged** Masterwork composite (+5 Str) longbow  
+12/+7 (1d8+5)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +16

**Special Actions** *change shape*, spell-like abilities, *planeshift*, evasion, dodge, mobility, elusive target, flurry of blows

**Spell-like abilities (CL 12)**

**3/day** – *invisibility* (self only), *speak with animals*

**1/day** – *create food and water* (CL 7), *ethereal jaunt* (1 hour duration). Save DC's are Charisma-based.

**Deity** Zuoken

**Abilities** Str 20, Dex 19, Con 16, Int 16, Wis 18, Cha 10

**SQ:** *change size*, elemental endurance, *plane shift*, unarmed strike, flurry of blows, evasion

**Feats** Combat Reflexes, Deflect Arrows<sup>b</sup>, Dodge, Elusive Target\*, Improved Grapple<sup>b</sup>, Improved Initiative<sup>b</sup>, Mobility

**Skills:** Appraise +12, Balance +9, Concentration +12, Craft (glassblowing) +12, Escape Artist +13, Jump +11, Listen +13, Move Silently +13, Ride +13, Sense Motive +13, Spot +13, Tumble +19.

**Possessions** Masterwork composite (+5 Str) longbow, 40 arrows, backpack (with the Ambassador's effects and the three documents). (Encumbrance – Light.

**Change Size (Sp):** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 12 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.

**Elemental Endurance (Ex):** Janni can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

**Plane Shift (Sp):** A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (CL 13).

**\*See Appendix 2 – New Rules**



**3: LOPOLLA****DIRE WOLVES (2)****CR 3**

N Large Animal

**Init** +3; **Senses** low light vision, scent; Listen +7, Spot +7**AC** 15, touch 12, flat-footed 12  
(-1 size, +3 Dex, +3 natural)**hp** 54 (6 HD)**Fort** +8 **Ref** +8, **Will** +6**Speed** 50 ft. in nothing (10 squares);**Melee** bite +11 (1d8+10)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +15**Special Actions** trip**Abilities** Str 25, Dex 16, Con 17, Int 2, Wis 12, Cha 10**Feats** Alertness, Run, Track<sup>b</sup>, Weapon Focus (bite)**SQ** trip**Skills** Hide +1, Listen +7, Move Silently +5, Spot +7, Survival +2 (+6 using scent)**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.**5: JANNI****EFRAIN****CR 7****JANNI MNK4/FTR2**

LN Medium Outsider (Native)

**Init** +9; **Senses** dark vision 60 ft.; Listen +19, Spot +19**Languages** Common, Baklunish, Celestial, Abyssal, Infernal; telepathy 100 ft.**AC** 21, touch 20, flat-footed 16

(+4 wisdom, +5 dexterity, +1 deflection, +1 natural)

**hp** 111 (12 HD);**Resistance** fire 10**Fort** +15, **Ref** +14, **Will** +13**Speed** 40 ft. in nothing (6 squares); fly 20 ft. (perfect)**Melee** Unarmed +16/+11/+6 or +14/+14/+9/+4  
(1d8+5)**Ranged** Masterwork composite (+5 Str) longbow  
+16/+11/+6 (1d8+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +11; **Grp** +20**Special Actions** *change shape*, spell-like abilities, *planeshift*, evasion, dodge, mobility, elusive target, flurry of blows**Spell-like abilities (CL 12)****3/day** – *invisibility* (self only), *speak with animals***1/day** – *create food and water* (CL 7), *ethereal jaunt*  
(1 hour duration). Save DC's are Charisma-based.**Deity** Zuoken**Abilities** Str 20, Dex 20, Con 16, Int 16, Wis 18, Cha 10**SQ** *change size*, elemental endurance, *plane shift*, unarmed strike, flurry of blows, evasion, still mind, slow fall 20 ft, *ki strike* (magic)**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows<sup>b</sup>, Dodge, Elusive Target\*, Improved Grapple<sup>b</sup>, Improved Initiative<sup>b</sup>, Mobility, Spring Attack, Whirlwind Attack**Skills** Appraise +12, Balance +10, Climb +15, Concentration +12, Craft (glassblowing) +12, Escape Artist +14, Jump +15, Listen +19, Move Silently +13, Ride +14, Sense Motive +13, Spot +19, Tumble +22.**Possessions** +1 *ring of protection*, Masterwork composite (+5 Str) longbow, 40 arrows, backpack (with the Ambassador's effects and the three documents). (Encumbrance – Light).**Change Size (Sp):** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 12 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.**Elemental Endurance (Ex):** Janni can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.**Plane Shift (Sp):** A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (CL 13).

\*See Appendix 2 – New Rules

**3: LOPOLLA****DIRE WOLVES (4)****CR 3**

N Large Animal

**Init** +3; **Senses** low light vision, scent; Listen +7, Spot +7**AC** 15, touch 12, flat-footed 12

(-1 size, +3 Dex, +3 natural)

**hp** 54 (6 HD)**Fort** +8 **Ref** +8, **Will** +6**Speed** 50 ft. in nothing (10 squares);**Melee** bite +11 (1d8+10)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +15**Special Actions** trip**Abilities** Str 25, Dex 16, Con 17, Int 2, Wis 12, Cha 10**Feats** Alertness, Run, Track<sup>b</sup>, Weapon Focus (bite)**SQ** trip**Skills** Hide +1, Listen +7, Move Silently +5, Spot +7, Survival +2 (+6 using scent)**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.**5: JANNI****EFRAIN****CR 9****JANNI MNK4/FTR4**

LN Medium Outsider (Native)

**Init** +10; **Senses** dark vision 60 ft.; Listen +19, Spot +19**Languages** Common, Baklunish, Celestial, Abyssal, Infernal; telepathy 100 ft.**AC** 23, touch 21, flat-footed 17

(+4 wisdom, +6 dexterity, +1 deflection, +2 natural)

**hp** 132 (14 HD);**Resistance** fire 10**Fort** +16, **Ref** +16, **Will** +14**Speed** 40 ft. in nothing (6 squares); fly 20 ft (perfect)**Melee** Unarmed +19/+14/+9 or +17/+17/+12/+7 (1d8+5)**Ranged** Masterwork composite (+5 Str) longbow +19/+14/+9 (1d8+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +13; **Grp** +22**Special Actions** *change shape*, spell-like abilities, *planeshift*, evasion, dodge, mobility, elusive target, flurry of blows**Spell-like abilities (CL 12)****3/day** – *invisibility* (self only), *speak with animals***1/day** – *create food and water* (CL 7), *ethereal jaunt* (1 hour duration). Save DC's are Charisma-based.**Deity** Zuoken**Abilities** Str 20, Dex 22, Con 16, Int 16, Wis 18, Cha 10**SQ:** *change size*, elemental endurance, *plane shift*, unarmed strike, flurry of blows, evasion, still mind, slow fall 20 ft, *ki strike* (magic)**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows<sup>b</sup>, Dodge, Elusive Target\*, Improved Grapple<sup>b</sup>, Improved Initiative<sup>b</sup>, Mobility, Spring Attack, Weapon Focus (unarmed attack), Whirlwind Attack**Skills** Appraise +12, Balance +11, Climb +15, Concentration +12, Craft (glassblowing) +12, Escape Artist +15, Jump +17, Listen +19, Move Silently +13, Ride +23, Sense Motive +13, Spot +19, Tumble +23.**Possessions** +1 *ring of protection*, +1 *amulet of natural armor*, +2 *gloves of dexterity*, Masterwork composite (+5 Str) longbow, 40 arrows, backpack (with the Ambassador's effects and the three documents). (Encumbrance – Light.**Change Size (Sp):** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 12 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.**Elemental Endurance (Ex):** Janni can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.**Plane Shift (Sp):** A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (CL 13).

\*See Appendix 2 – New Rules

### 3: LOPOLLA

#### ELITE WYVERN

CR 9

N Huge Dragon

**Init** +0; **Senses** darkvision 60 ft, low-light vision, scent; Listen +16, Spot +19

**AC** 19, touch 8, flat-footed 19  
(-2 size, +11 natural)

**hp** 135 (9 HD)

**Immune** sleep and paralysis

**Fort** +12 **Ref** +6, **Will** +8

**Speed** 20 ft. in nothing (4 squares); fly 60 ft (poor)

**Melee** sting +17 (1d8+10+poison) and bite +17 (3d8+10) and 2 wings +15 (2d6+5) and 2 talons +15 (3d6+10) – wings are not used if the creature is hovering

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +9; **Grp** +23

**Special Actions** improved grab

**Abilities** Str 31, Dex 10, Con 23, Int 8, Wis 14, Cha 7

**Feats** Ability Focus (poison), Alertness, Flyby Attack, Hover, Multiattack<sup>b</sup>

**SQ** poison (DC 23 Fort 2d6 Con/2d6 Con), improved grab

**Skills** Hide +4, Listen +16, Move Silently +12, Spot +19, Survival +4

**Improved Grab (Ex):** To use this ability, a wyvern must with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

**Poison (Ex):** Injury, Fortitude DC 23, Initial and secondary 2d6 Con. The save DC is constitution-based.

**Ranged** Masterwork composite (+5 Str) longbow +22/+17/+12 (1d8+5)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +15; **Grp** +24

**Special Actions** *change shape*, spell-like abilities, *planeshift*, evasion, dodge, mobility, elusive target, flurry of blows

**Spell-like abilities (CL 12)**

**3/day** – *invisibility* (self only), *speak with animals*

**1/day** – *create food and water* (CL 7), *ethereal jaunt* (1 hour duration). Save DC's are Charisma-based.

**Deity** Zuoken

**Abilities** Str 20, Dex 22, Con 18, Int 16, Wis 20, Cha 10

**SQ:** *change size*, elemental endurance, *plane shift*, unarmed strike, flurry of blows, evasion, still mind, slow fall 20 ft, *ki strike* (magic), grace

**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows<sup>b</sup>, Dodge, Elusive Target\*, Improved Grapple<sup>b</sup>, Improved Initiative<sup>b</sup>, Mobility, Spring Attack, True Believer\*, Weapon Finesse<sup>b</sup>, Weapon Focus (unarmed attack), Whirlwind Attack

**Skills** Appraise +12, Balance +11, Climb +15, Concentration +13, Craft (glassblowing) +12, Escape Artist +15, Jump +17, Listen +20, Move Silently +13, Ride +23, Sense Motive +22, Spot +20, Tumble +29.

**Possessions** +2 *ring of protection*, +1 *cloak of protection*, +2 *periapt of wisdom*, +2 *gloves of dexterity*, Masterwork composite (+5 Str) longbow, 40 arrows, backpack (with the Ambassador's effects and the three documents). (Encumbrance – Light.

**Change Size (Sp):** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 12 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.

**Elemental Endurance (Ex):** Janni can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

**Plane Shift (Sp):** A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (CL 13).

**Grace (Ex):** A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd

### 5: JANNI

#### EFRAIN

CR 11

#### JANNI

#### MNK4/FTR4/SWASHBUCKLER2

LN Medium Outsider (Native)

**Init** +10; **Senses** dark vision 60 ft.; Listen +20, Spot +20

**Languages** Common, Baklunish, Celestial, Abyssal, Infernal; telepathy 100 ft.

**AC** 24, touch 23, flat-footed 18  
(+5 wisdom, +6 dexterity, +2 deflection, +1 natural)

**hp** 169 (16 HD);

**Resistance** fire 10

**Fort** +21, **Ref** +18, **Will** +16

**Speed** 40 ft. in nothing (6 squares); fly 20 ft (perfect)

**Melee** Unarmed +22/+17/+12 or +20/+20/+15/+10 (1d8+5)

level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

\*See Appendix 2 – New Rules

**3: LOPOLLA****ELITE ADVANCED WYVERN CR 11**

N Gargantuan Dragon

**Init** +0; **Senses** darkvision 60 ft, low-light vision, scent; **Listen** +18, **Spot** +21**AC** 21, touch 6, flat-footed 21  
(-4 size, +15 natural)**hp** 191 (11 HD)**Immune** *sleep* and paralysis**Fort** +15 **Ref** +7, **Will** +9**Speed** 20 ft. in nothing (4 squares); fly 60 ft (poor)**Melee** sting +20 (2d6+15+poison) and bite +20 (4d8+15) and 2 wings +18 (3d6+7) and 2 talons +18 (4d6+15) – wings are not used if the creature is hovering**Space** 20 ft.; **Reach** 10 ft.**Base Atk** +11; **Grp** +31**Special Actions** improved grab**Abilities** Str 40, Dex 10, Con 31, Int 8, Wis 14, Cha 7**Feats** Ability Focus (poison), Alertness, Flyby Attack, Hover, Multiattack<sup>b</sup>**SQ** poison (DC 26 Fort 2d6 Con/2d6 Con), improved grab**Skills** Hide +2, Listen +18, Move Silently +14, Spot +21, Survival +6**Improved Grab (Ex):** To use this ability, a wyvern must with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.**Poison (Ex):** Injury, Fortitude DC 26, Initial and secondary 2d6 Con. The save DC is constitution-based.**Melee** Unarmed +24/+19/+14/+9 or +23/+23/+18/+13/+8 (2d8+8)**Ranged** Masterwork composite (+5 Str) longbow +24/+19/+14/+9 (1d8+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +16; **Grp** +25**Special Actions** *change shape*, spell-like abilities, *planeshift*, evasion, dodge, mobility, elusive target, flurry of blows**Spell-like abilities (CL 12)****3/day** – *invisibility* (self only), *speak with animals***1/day** – *create food and water* (CL 7), *ethereal jaunt* (1 hour duration). Save DC's are Charisma-based.**Deity** Zuoken**Abilities** Str 20, Dex 24, Con 18, Int 16, Wis 20, Cha 10**SQ** *change size*, elemental endurance, *plane shift*, unarmed strike, flurry of blows, evasion, still mind, slow fall 20 ft, *ki strike* (magic), grace, purity of body, insightful strike**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows<sup>b</sup>, Dodge, Elusive Target\*, Improved Grapple<sup>b</sup>, Improved Initiative<sup>b</sup>, Improved Natural Attack (unarmed), Mobility, Spring Attack, True Believer\*, Weapon Finesse<sup>b</sup>, Weapon Focus (unarmed attack), Whirlwind Attack**Skills** Appraise +12, Balance +14, Climb +15, Concentration +13, Craft (glassblowing) +12, Escape Artist +15, Jump +20, Knowledge (religion) +8, Listen +20, Move Silently +13, Ride +23, Sense Motive +24, Spot +20, Tumble +31.**Possessions** +2 *ring of protection*, +1 *cloak of protection*, +2 *periapt of wisdom*, *monk's belt*, +2 *gloves of dexterity*, Masterwork composite (+5 Str) longbow, 40 arrows, backpack (with the Ambassador's effects and the three documents). (Encumbrance – Light).**Change Size (Sp):** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 12 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.**Elemental Endurance (Ex):** Janni can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.**Plane Shift (Sp):** A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they**5: JANNI****EFRAIN****CR 13****JANNI****MNK5/FTR4/SWASHBUCKLER3**

LN Medium Outsider (Native)

**Init** +11; **Senses** dark vision 60 ft.; **Listen** +20, **Spot** +20**Languages** Common, Baklunish, Celestial, Abyssal, Infernal; telepathy 100 ft.**AC** 27, touch 26, flat-footed 20  
(+5 wisdom, +7 dexterity, +2 deflection, +2 monk, +1 natural)**hp** 188 (18 HD);**Resistance** fire 10**Fort** +21, **Ref** +20, **Will** +17**Speed** 40 ft. in nothing (6 squares); fly 20 ft (perfect)

all link hands with the genie. It is otherwise similar to the spell of the same name (CL 13).

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**Grace (Ex):** A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Insightful Strike (Ex):** At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

\*See Appendix 2 – New Rules

**3: LOPOLLA****ELITE VERY ADVANCED WYVERN****CR 13**

N Gargantuan Dragon

**Init** +0; **Senses** darkvision 60 ft, low-light vision, scent; **Listen** +22, **Spot** +25**AC** 21, touch 6, flat-footed 21

(-4 size, +15 natural)

**hp** 282 (15 HD)**Immune** sleep and paralysis**Fort** +18, **Ref** +9, **Will** +11**Speed** 20 ft. in nothing (4 squares); fly 60 ft (poor)**Melee** sting +24 (2d6+15+poison) and bite +24 (6d8+15) and 2 wings +22 (3d6+7) and 2 talons +22 (4d6+15) – wings are not used if the creature is hovering**Space** 20 ft.; **Reach** 10 ft.**Base Atk** +15; **Grp** +35**Special Actions** improved grab**Abilities** Str 40, Dex 10, Con 32, Int 8, Wis 14, Cha 7**Feats** Ability Focus (poison), Alertness, Blindfighting, Flyby Attack, Hover, Improved Natural Attack (bite), Multiattack<sup>b</sup>**SQ** poison (DC 29 Fort 2d6 Con/2d6 Con), improved grab**Skills** Hide +6, Listen +22, Move Silently +18, Spot +25, Survival +10**Improved Grab (Ex):** To use this ability, a wyvern must with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.**Poison (Ex):** Injury, Fortitude DC 29, Initial and secondary 2d6 Con. The save DC is constitution-based.**5: JANNI****EFRAIN****CR 15****JANNI****MNK5/FTR4/SWASHBUCKLER3/PIOU STEMPLAR2**

LN Medium Outsider (Native)

**Init** +11; **Senses** dark vision 60 ft.; **Listen** +20, **Spot** +20**Languages** Common, Baklunish, Celestial, Abyssal, Infernal; telepathy 100 ft.**AC** 29, touch 26, flat-footed 22

(+5 wisdom, +7 dexterity, +2 armor, +2 deflection, +2 monk, +1 natural)

**hp** 209 (20 HD);**Resistance** fire 10**Fort** +25, **Ref** +21, **Will** +21**Speed** 40 ft. in nothing (6 squares); fly 20 ft (perfect)**Melee** Unarmed +26/+21/+16/+11 or +25/+25/+20/+15/+10 (2d8+8)**Ranged** Masterwork composite (+5 Str) longbow +26/+21/+16/+11 (1d8+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +18; **Grp** +27**Special Actions** *change shape*, spell-like abilities, *planeshift*, evasion, dodge, mobility, elusive target, flurry of blows**Spell-like abilities (CL 12)****3/day** – *invisibility* (self only), *speak with animals***1/day** – *create food and water* (CL 7), *ethereal jaunt* (1 hour duration). Save DC's are Charisma-based.**Spells (CL 2)****1<sup>st</sup>** – *divine favor***Deity** Zuoken**Abilities** Str 20, Dex 24, Con 18, Int 16, Wis 20, Cha 10**SQ:** *change size*, elemental endurance, *plane shift*, unarmed strike, flurry of blows, evasion, still mind, slow fall 20 ft, *ki strike* (magic), grace, purity of body, insightful strike, mettle, smite 1/day (+4 to hit, +2 damage)**Feats** Combat Expertise, Combat Reflexes, Deflect Arrows<sup>b</sup>, Dodge, Elusive Target\*, Improved Grapple<sup>b</sup>, Improved Initiative<sup>b</sup>, Improved Natural Attack (unarmed), Mobility, Spring Attack, True Believer\*, Weapon Finesse<sup>b</sup>, Weapon Focus (unarmed attack), Whirlwind Attack**Skills** Appraise +12, Balance +14, Climb +15, Concentration +13, Craft (glassblowing) +12, Escape Artist +15, Jump +20, Knowledge (religion) +18, Listen +20, Move Silently +13, Ride +23, Sense Motive +24, Spot +20, Tumble +31.**Possessions** +2 *ring of protection*, *boots of speed*, +2 *bracers of armor*, +2 *cloak of protection*, +2 *periap of wisdom*, *monk's belt*, +2 *gloves of dexterity*, masterwork composite (+5 Str) longbow, 40 arrows, backpack (with the Ambassador's effects and the three documents). (Encumbrance – Light).**Change Size (Sp):** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 12 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.**Elemental Endurance (Ex):** Janni can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per

additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

**Plane Shift (Sp):** A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (CL 13).

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

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**Grace (Ex):** A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Insightful Strike (Ex):** At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

\*See Appendix 2 – New Rules



**3: LOPOLLA****ELITE VERY ADVANCED WYVERN****CR 15**

N Gargantuan Dragon

**Init** +1; **Senses** darkvision 60 ft, low-light vision, scent; **Listen** +26, **Spot** +29**AC** 22, touch 7, flat-footed 21  
(-4 size, +1 Dex, +15 natural)**hp** 362 (19 HD)**Immune** sleep and paralysis**Fort** +20, **Ref** +12, **Will** +13**Speed** 20 ft. in nothing (4 squares); fly 60 ft (poor)**Melee** sting +28 (2d6+15+poison) and bite +28 (6d8+15) and 2 wings +26 (3d6+7) and 2 talons +26 (6d6+15) – wings are not used if the creature is hovering**Space** 20 ft.; **Reach** 10 ft.**Base Atk** +19; **Grp** +39**Special Actions** improved grab**Abilities** Str 40, Dex 12, Con 32, Int 8, Wis 14, Cha 7**Feats** Ability Focus (poison), Alertness, Blindfighting, Flyby Attack, Hover, Improved Natural Attack (bite), Improved natural attack (talons), Multiattack<sup>b</sup>**Special Qualities:** poison (DC 31 Fort 2d6 Con/2d6 Con), improved grab**Skills** Hide +10, Listen +26, Move Silently +22, Spot +29, Survival +14**Improved Grab (Ex):** To use this ability, a wyvern must with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.**Poison (Ex):** Injury, Fortitude DC 31, Initial and secondary 2d6 Con. The save DC is constitution-based.**5: JANNI****EFRAIN****CR 17****JANNI****MNK5/FTR4/SWASHBUCKLER3/PIOU  
STEMPLAR4**

LN Medium Outsider (Native)

**Init** +12; **Senses** dark vision 60 ft.; **Listen** +20, **Spot** +20**Languages** Common, Baklunish, Celestial, Abyssal, Infernal; telepathy 100 ft.**AC** 34, touch 29, flat-footed 26  
(+6 wisdom, +8 dexterity, +4 armor, +3 deflection, +2 monk, +1 natural)**hp** 230 (22 HD); **DR** 1/-**Resistance** fire 10**Fort** +27, **Ref** +23, **Will** +23**Speed** 40 ft. in nothing (6 squares); fly 20 ft (perfect)**Melee** Unarmed +31/+26/+21/+16 or  
+30/+30/+25/+20/+15 (2d8+10)**Ranged** Masterwork composite (+5 Str) longbow  
+31/+26/+21/+16 (1d8+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +22; **Grp** +31**Special Actions** *change shape*, spell-like abilities, *planeshift*, evasion, dodge, mobility, elusive target, flurry of blows, smite 1/day (+4 to hit, +2 damage)**Spell-like abilities (CL 12)****3/day** – *invisibility* (self only), *speak with animals***1/day** – *create food and water* (CL 7), *ethereal jaunt* (1 hour duration). Save DC's are Charisma-based.**Spells (CL 4)****2<sup>nd</sup>** – *bull's strength* (2)**1<sup>st</sup>** – *divine favor* (2)**Deity** Zuoken**Abilities** Str 20, Dex 26, Con 18, Int 16, Wis 20, Cha 10**SQ:** *change size*, elemental endurance, *plane shift*, unarmed strike, flurry of blows, evasion, still mind, slow fall 20 ft, *ki strike* (magic), grace, purity of body, insightful strike, mettle, smite 1/day (+4 to hit, +4 damage)**Feats** Bounding Assault\*, Combat Expertise, Combat Reflexes, Deflect Arrows<sup>b</sup>, Dodge, Elusive Target\*, Improved Grapple<sup>b</sup>, Improved Initiative<sup>b</sup>, Improved Combat Expertise\*, Improved Natural Attack (unarmed), Mobility, Spring Attack, True Believer\*, Weapon Finesse<sup>b</sup>, Weapon Focus (unarmed attack), Weapon Specialization (unarmed attack)<sup>b</sup>, Whirlwind Attack**Skills** Appraise +12, Balance +14, Climb +15, Concentration +13, Craft (glassblowing) +12, Escape Artist +15, Jump +20, Knowledge (religion) +28, Listen +20, Move Silently +13, Ride +23, Sense Motive +24, Spot +20, Tumble +31.**Possessions** +3 *ring of protection*, *boots of speed*, +4 *bracers of armor*, +3 *cloak of protection*, +4 *periapt of wisdom*, *monk's belt*, +4 *gloves of dexterity*, masterwork composite (+5 Str) longbow, 40 arrows, backpack (with the Ambassador's effects and the three documents). (Encumbrance – Light.**Change Size (Sp):** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 12 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.

**Elemental Endurance (Ex):** Janni can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

**Plane Shift (Sp):** A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (CL 13).

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

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**Grace (Ex):** A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Insightful Strike (Ex):** At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

\*See Appendix 2 – New Rules

## APPENDIX 2: NEW RULES

### **Bounding Assault [General] as presented in *Player's Handbook II***

You can move and attack with superior speed and power.

**Prerequisites:** Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12.

**Benefit:** When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from either of these foes. While using the attack action with the Spring attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents target with this feat, or split your attack between them.

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

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

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

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

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

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

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

### **Improved Combat Expertise [General] as presented in *Complete Warrior***

You have mastered the art of defense in combat.

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

**Benefit:** When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

**Normal:** With Combat Expertise, the number can be no greater than +5.

**Special:** A fighter may select Improved Combat Expertise as one of his fighter bonus feats.

### **True Believer [General] as presented in *Complete Divine***

Your deity rewards your unquestioning faith and dedication.

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

**Benefit:** Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

## APPENDIX 3: “UNSAVORY CONTACTS”

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The new Living Greyhawk Campaign Card "Unsavorly Contacts" can create forged documents (DC 25 Forgery) that allow the player to carry one illegal weapon within a city. This is obviously in contravention of Ket's laws against carrying weapons other than dagger, sap or staff into a walled town or city.

With the Circle's approval, the following policy will apply to this use of "Unsavorly Contacts" within Ket:

*If the person with the document is a Ket Citizen, and is trying to bring in a light weapon or scimitar or falchion, then the guards at the gate examine the document with a total bonus of +6 (+2 unusual documents, +2 familiarity, +2 skill ranks). If the above conditions don't apply—i.e. the person is a non-Citizen, or is trying to bring in a heavy, missile or exotic weapon—then the guards fetch a Jurat to look more closely. The Jurat will have an adjusted bonus of +11 (+2 Int, +2 familiarity, +2 suspicious documents, +5 ranks). Other modifiers can be added at the DM's discretion, depending on circumstances. In any case, the documentation is likely to be examined again by every Thresher encountered within the city (with a bonus of +6 again). In no case will this allow anyone to bear weapons within the Copper Palace without specific campaign documentation.*

*As per already-established Ket laws, the punishment for being caught with forged documents and illegal weapons will be 10 TUs in the stocks, with the usual option for fleeing with a Warrant of Ket. Those that choose to take the 10 TUs are escorted to the city gates at the end of their sentence, given their weapon back and told to leave the city.*

The above information will be well-known to all Ket residents, so if a Ket resident wants to use "Unsavorly Contacts" for this purpose, the DM will inform the player about the above information before the card is used. If a party is entirely composed of out-of-region players, the DM will give anyone wanting to use "Unsavorly Contacts" a DC 10 Gather Information check to know about the above info. (If there is at least one Ket resident in the party, the DM can assume that the Ketite has informed the out-of-region PCs about this, so the DM can give any PCs wanting to use "Unsavorly Contacts" the above info.)

## APPENDIX 4: KET LAWS

For minor crimes (sentences of 10 TUs stock time or less), Threshers are able to immediately investigate the crime, interview witnesses, pass judgment and carry out the sentence. For major crimes, the accused is turned over to a formal court hearing before a Jurat and two mullahs.

**Crime & Punishment:** The punishment for many crimes, especially of assault, aggravated assault and murder, will largely depend on the status of the victim.

**Mitigating Circumstances:** In recent times, moderate voices have convinced the Beygraf that the "all-or-nothing" aspect of the justice system had become a burden to the common people. The solution was to introduce "mitigating circumstances" to sentencing—given certain predetermined circumstances during the commission of the crime, the convicted person will receive a reduced sentence.

**Legal wrangling:** Upon conviction, legal wrangling can be attempted in order to reduce the sentence when there are no mitigating circumstances, or in place of mitigating circumstances. However, if a adventurer attempts legal wrangling, then he or she cannot call upon mitigating circumstances as well. By making a Diplomacy or Profession (Lawyer) check at DC 20 + APL, execution will be reduced to life in the mines, life in the mines will be reduced to 2 years in the mines, and all other sentences reduced to half their length or half the fine, whichever is applicable

### CRIMES OF DEBT

**Falling into Debt (Citizen):** Sentenced to become ushdar (indentured servant) in household of creditor until Jurat has determined that worth of labour performed has matched debt.

**Mitigating Circumstances:** None

**Unpaid debt obtained with Fraudulent Collateral (Non-Citizen):** Upon determination that collateral did not match worth of loan, sentenced to become qashar (mine slave) until Jurat has determined that worth of labour performed has matched debt.

**Mitigating Circumstances:** None

### MINOR CRIMES

**Vandalism:** Fine equal to double the value of the property damage, plus repair costs to owner of property; or if unable to pay fine, 1 TU of court-appointed indentured servitude per 10 greatshields of property damage.\*

**Mitigating Circumstances:** None

**Tax evasion:** Fine equal to double the value of the tax owed, or if unable to pay fine, court-appointed indentured servitude to a Citizen of Jurat's choice, 1 TU per 10 greatshields of tax owed.\*

**Mitigating Circumstances:** None

**Break & Enter:** 2 TUs in stocks for unauthorized entry, in addition to any punishment for theft.

**Mitigating Circumstances:** It was an emergency; Effect: No fine or conviction

**Theft:** Fine equal to double the value of the item stolen owed, plus restitution to owner of property; or if unable to pay fine, court-appointed indentured servitude to owner of property, 1 TU of per 10 greatshields of property value\*

**Mitigating Circumstances:** None

**Heresy:** The worship of Olidamarra is illegal in Ket, punishable with 1 TU in the stocks and confiscation of any materials dedicated to Olidamarra (including holy symbols)

**Mitigating Circumstances:** None

### CRIMES AGAINST "MONSTERS"

**Killing of "monster":** Fine (typically 100 greatshields); or if unable to pay fine, court-appointed indentured servitude to Citizen of Jurat's choice, 1 TU per 10 greatshields of fine owed.\*

**Mitigating Circumstances:** Any reasonable excuse; Effect: No fine or conviction

### CRIMES AGAINST NON-RESIDENTS

**Aggravated Assault (lethal damage):** 2 TU in stocks.

**Mitigating Circumstances:** Any reasonable excuse as long as accused did not initiate the combat. Effect: No fine or conviction

**Lethal Assault (resulting in death):** 10 TUs in stocks [Paying for a successful raise dead reduces conviction to Aggravated Assault]

**Mitigating Circumstances:** Self defence. Effect: No fine or conviction

**Kidnapping or Torture:** 10 TUs in stocks

**Mitigating Circumstances:** None

### CRIMES AGAINST RESIDENTS

**Simple Assault (non-lethal):** 2 TU in stocks

**Mitigating Circumstances:** Any reasonable excuse as long as accused did not initiate the combat. Effect: No fine or conviction

**Aggravated Assault (lethal damage):** 5 TUs in stocks

**Mitigating Circumstances:** Committed in self-defence and cured all lethal damage at end of combat Effect: 2 TUs in stocks, conviction for simple assault

**Deadly Assault (lethal damage and loss of consciousness):** 5 TUs in stocks

**Mitigating Circumstances:** Committed in self-defence and cured all lethal damage at end of combat. Effect: 2 TUs in stocks, conviction for simple assault

**Kidnapping or Torture:** 1 year in mines\*\*

**Mitigating Circumstances:** None

**Manslaughter:** 1 year in mines\*\*

**Mitigating Circumstances:** Self defence. Effect: 10 TUs in stocks

## CRIMES AGAINST HORSES

**Simple Assault(non-lethal damage):** 2 TU in stocks

Mitigating Circumstances: Self-defence, as long as accused did not initiate the combat with owner of horse; Effect: No fine or conviction

**Aggravated Assault (lethal damage):** 5 TUs in stocks

Mitigating Circumstances: Self-defence, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat. Effect: 2 TUs in stocks, convicted of simple assault

**Deadly Assault (lethal damage and loss of consciousness):** 10 TUs in stocks

Mitigating Circumstances: Self-defence, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat. Effect: 5 TUs in stocks, convicted of aggravated assault

**Horse Theft:** 52 TU in stocks and fine equal to double the value of the horse plus restitution to owner of horse. If unable to pay fine, 52 TUs in stocks or 1 year in mines\*\* plus 1 TU of court-appointed indentured servitude per 10 greatshields of value of the horse\*

Mitigating Circumstances: To save the life of the Beygraf. Effect: No penalty

**Kidnapping or Torture:** 2 years in mines\*\*

Mitigating Circumstances: None

**Horseslaughter:** 2 years in mines\*\*

Mitigating Circumstances: Self-defence, as long as accused did not initiate the combat with owner of horse. Effect: 10 TUs in stocks, convicted of deadly assault

## CRIMES AGAINST CITIZENS

**Simple Assault (non-lethal):** 2 TU in stocks

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. Effect: No fine or conviction

**Aggravated Assault (lethal damage):** 5 TUs in stocks

Mitigating Circumstances: Committed in self-defence and cured all lethal damage at end of combat. Effect: 2 TUs in stocks, conviction for simple assault

**Deadly Assault (lethal damage and loss of consciousness):** 10 TUs in stocks

Mitigating Circumstances: Committed in self-defence and cured all lethal damage at end of combat. Effect: 5 TUs in stocks, convicted of aggravated assault

**Kidnapping or Torture:** Life in mines\*\*

Mitigating Circumstances: None

**Murder, unpremeditated:** Life in mines\*\* [Paying for a successful raise dead reduces conviction to Deadly Assault]

Mitigating Circumstances: Self defence. Effect: 26 TUs in mines\*\*

**Murder, premeditated:** Execution. [Paying for a successful raise dead reduces conviction to Murder, unpremeditated]

Mitigating Circumstances: None

## CRIMES AGAINST THE STATE

**Bearing of armour or weapons inside walled city or town:** 10 TUs in stocks

Mitigating Circumstances: None

**Impersonation for criminal purposes\*\*\*:** Execution

Mitigating Circumstances:

Impersonation of Resident: 1 TU in stocks

Impersonation of Citizen: 4 TUs in stocks

Impersonation of member of military unit except Threshers: 10 TUs in stocks

Impersonation of Thresher or Jurat: 1 year in mines\*\*

Impersonation of Bey or Graf: Life in mines\*\*

Impersonation of the Beygraf: Execution

**Attack on military officer, government official or Jurat:**

Look up same type of assault against Citizen and double the penalty.

Mitigating Circumstances: None

**Theft of Beygraf's property:** Execution

Mitigating Circumstances: As determined by Jurat . Effect: Life in the mines

**Crimes against the Beygraf:** Execution

Mitigating Circumstances: As determined by Jurat. Effect: Life in the mines

**Treason:** Execution

Mitigating Circumstances: None

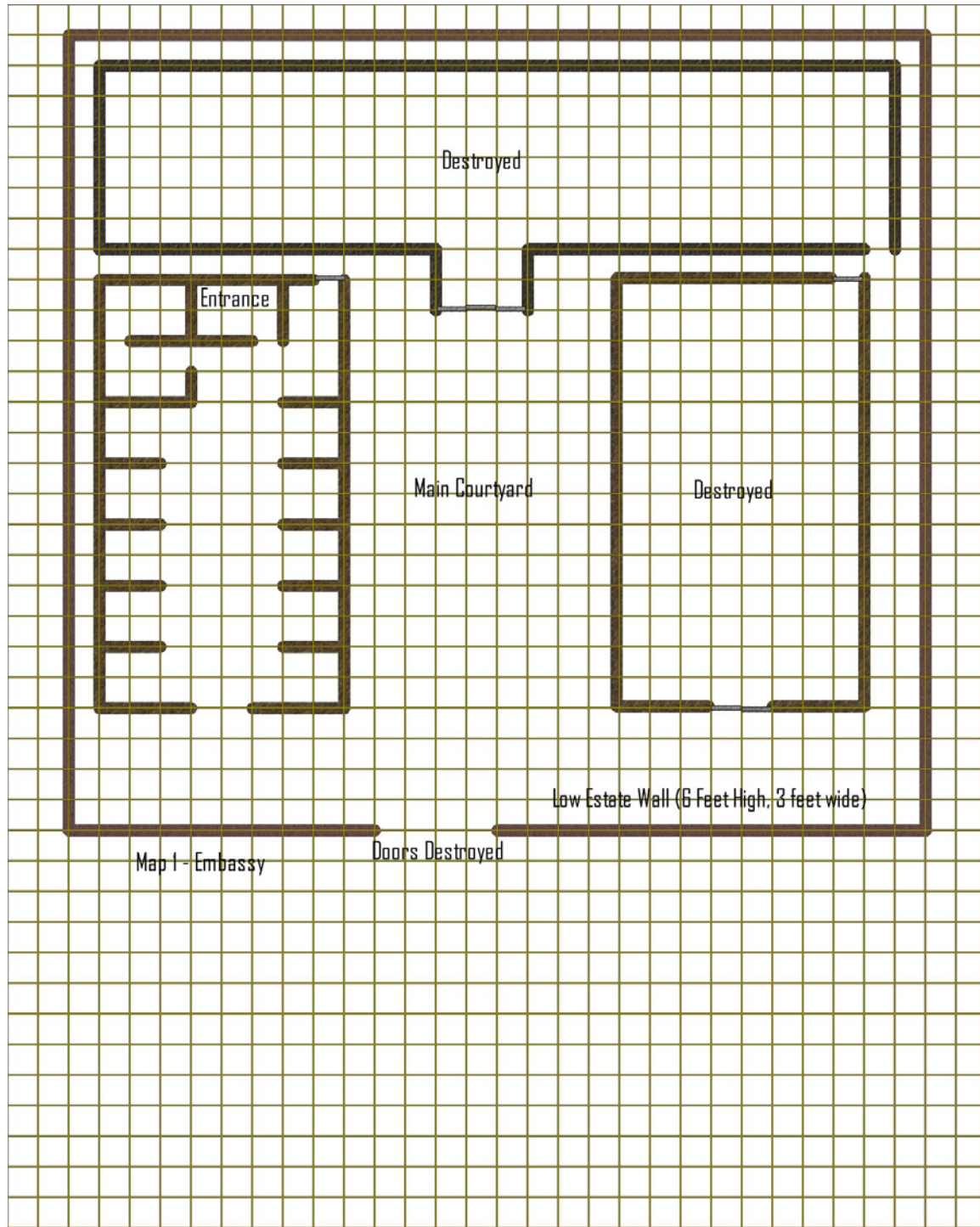
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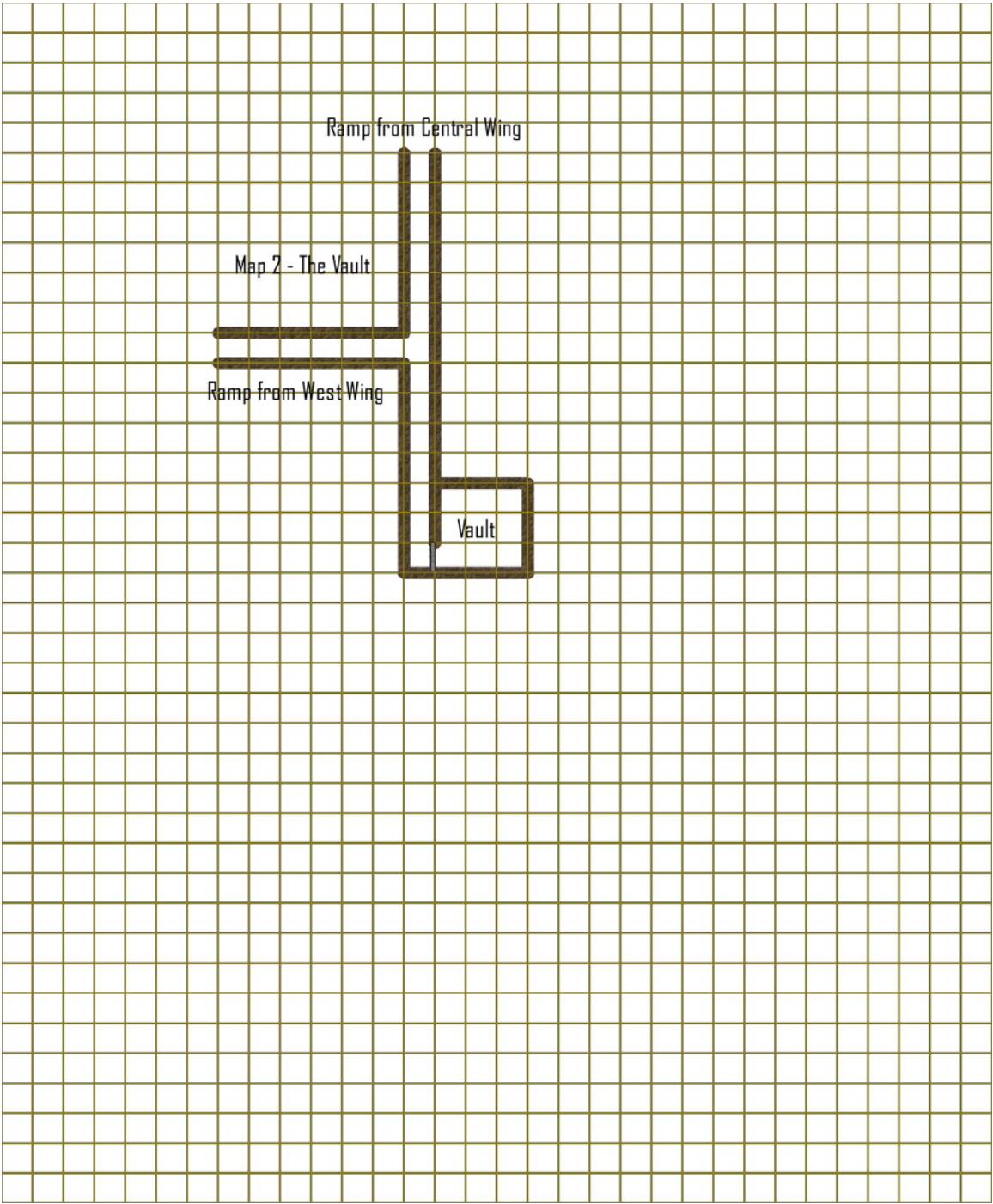
\*Only a Citizen may become an ushdar (indentured servant). Residents and non-residents unable to pay fine are sentenced to labour in the mines, value of their work (minus cost of food) used to pay off fine. This typically works out to about 30 greatshields per year.

\*\*Any sentence of time in the mines includes branding on right cheek and lifetime loss of Citizenship

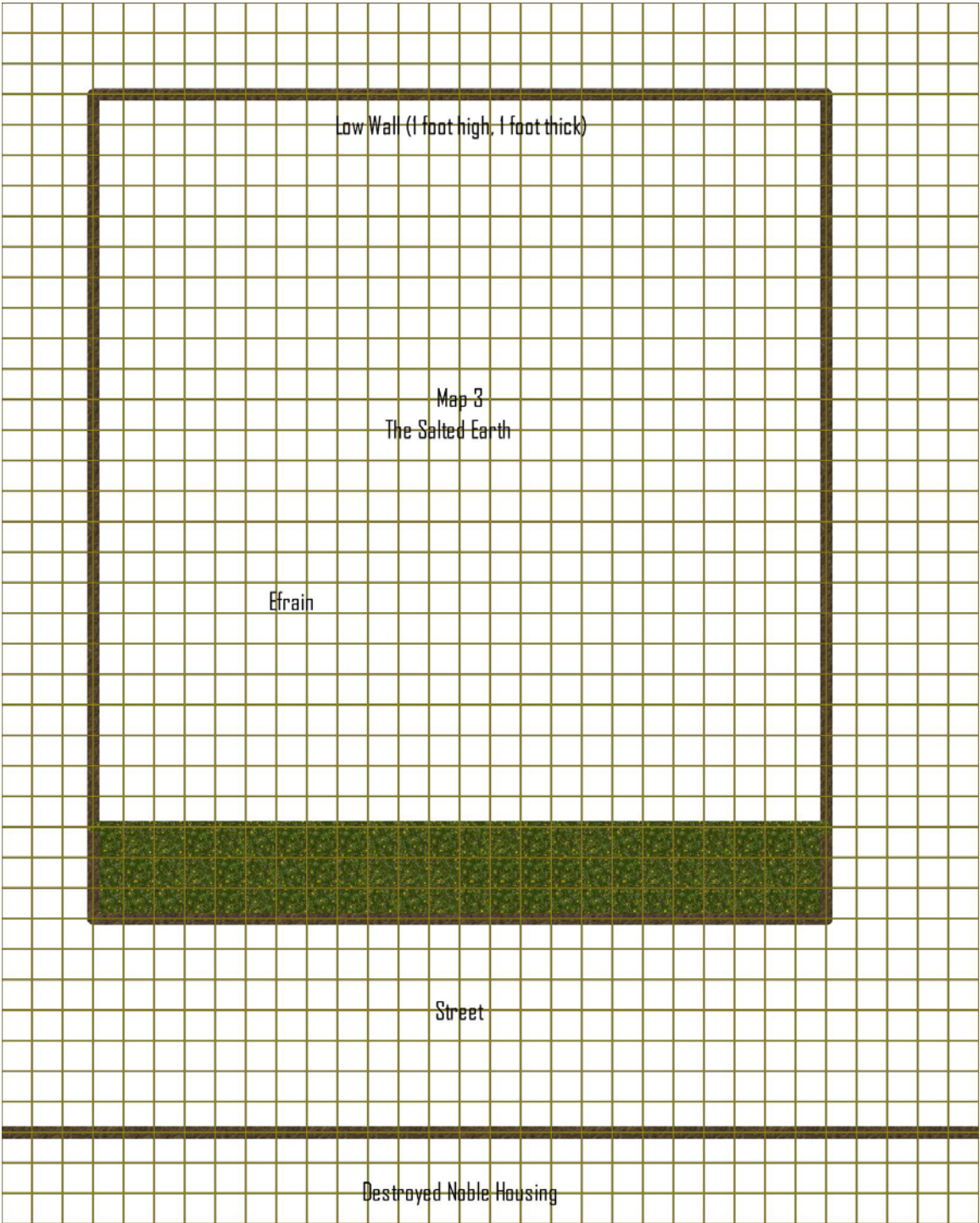
\*\*\*Impersonation for purposes of entertainment or satire, either public or private, is not judged to be a crime.

## DM MAP 1









## PLAYER HANDOUT 1: THE BAKLUNISH WEST

