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GEMS

DOG
SOUL

ਲਵ ਰੀ ਫਿਰ
ਪੁਕੇਸ਼ੀਨੀ ਪਵਾਟ



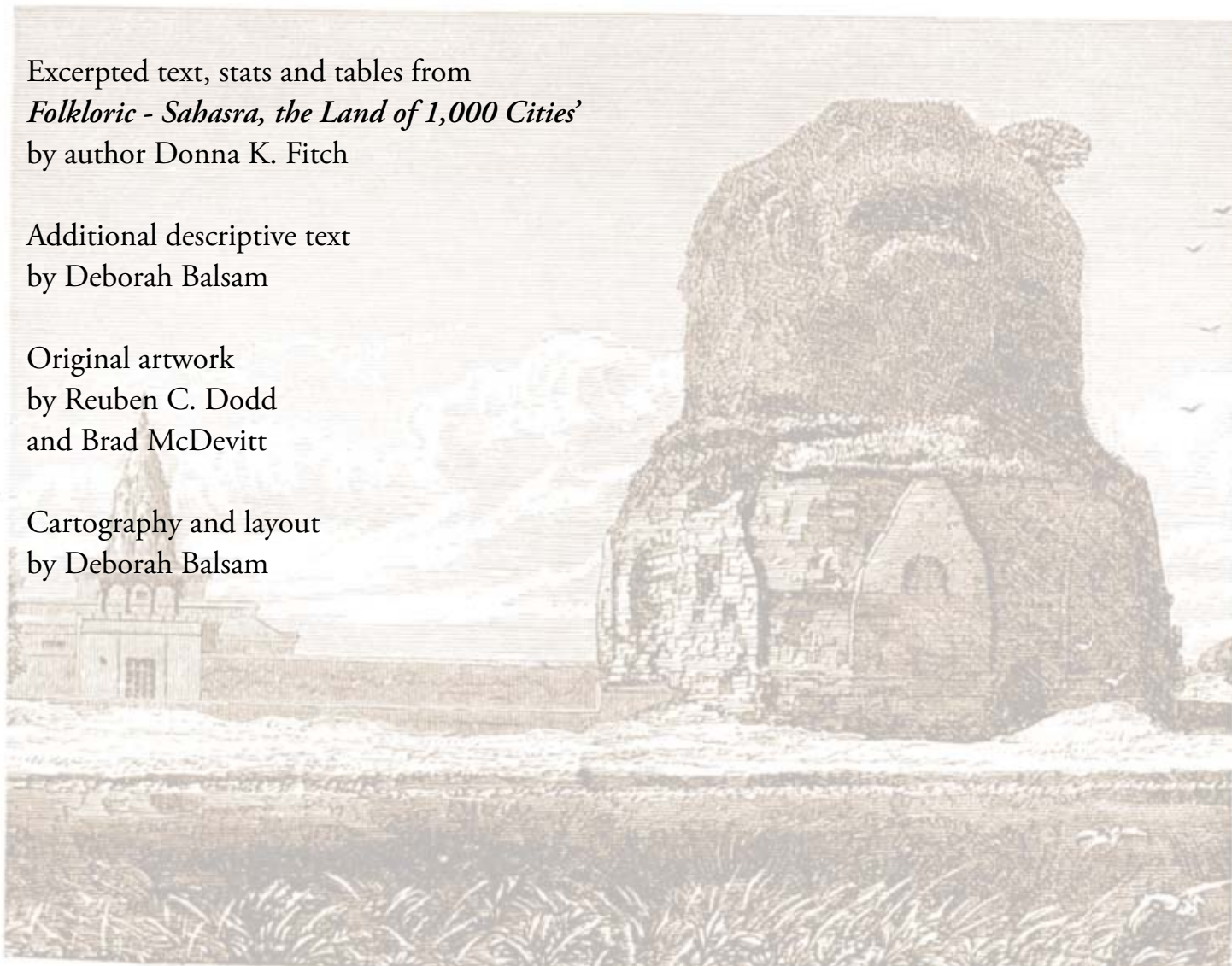
the map of the yakshini palace

Excerpted text, stats and tables from
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introduction: the ruined city of इशुपाल

Vines shroud the buildings of the ruined city, wrapping them so tightly that their outlines have blurred into verdant green heaps. The angle of the rays of the setting sun further enhances the impression that these are merely hills, that the tumbled stone walls are natural boulders, and that the thick emerald algae of the bathing pool conceals a pond shaped by the elements rather than the hand of man.

Suddenly, out of the corner of your eye, you detect movement. A shadow seems to detach itself from the side of the ruined temple and flit across the alleyway, but as you turn to look directly at it, all is still, motionless. Perhaps it was only an animal. Unless those travelers' tales about the yakshini are true. A chuckle rising in your throat is smothered into a gasp. Your hand flies to the hilt of your sword as you whirl, ready for battle.

Before you stands a wizened little man dressed in the simple attire of an ascetic. His wild hair and unkempt beard give him away as a hermit. He nods in the direction you saw the shadow move.

"Beware of them," he says with a mysterious smile. "They'll give you your heart's desire."

A KING'S LOVE LOST

Legend has it that centuries ago, Sisupal fell to ruin because its king failed to attend to his duties. He pined away for a woman who had no interest in him and his broken heart led to his ultimate despair.

In the absence of a conscientious ruler, Sisupal was overrun by ogres, wild *bhutas*, and wicked spirits. The city was finally abandoned, and the jungle grew around it like a green shroud.

Then new creatures came to make a home among the ruins of Sisupal: the *yakshini*, protectors of treasure and beloved of the gods. These fey creatures adore nature and abhor destruction, and are the enemies of the *bhutas*.

The *bhutas* still remain in Sisupal, but the *yakshini* yearn to permanently remove them from the ruined city.

YAKSHINI: CR 7; medium fey; HD 6d6+6; hp 27; Init +7; Spd 30 ft.; AC 17, touch 17, flat-footed 14; BAB +3; Grp +3; Atk +6 melee (1d4, dagger); Full Atk: +6 melee (1d4, dagger); Space/Reach 5 ft./5 ft.; SA Stunning glance, blinding beauty, spell-like abilities; SQ Low-light vision, damage reduction 10/cold iron, site dependent, unearthly grace; AL CG; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats: Bluff +13, Diplomacy +13, Escape Artist +12, Heal +12, Hide +12, Listen +12, Move Silently +12, Sense Motive +12, Spot +12; Dodge, Improved Initiative, Weapon Finesse.

Spell-Like Abilities: At Will--invisibility (self); 3/day—charm person (DC 13), deep slumber (DC 15); 1/day—suggestion (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Site Dependent (Su): Each yakshini is mystically bound to a single site feature, such as a fountain or garden where treasure is concealed, and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A yakshini's site does not radiate magic.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a yakshini. Those who look directly at a yakshini must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A yakshini can suppress or resume this ability as a free action. The save DC is Charisma-based.

Stunning Glance (Su): As a standard action, a wrathful yakshini can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): A yakshini adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Possessions: none.

BHUTA (WILD VETALA): CR 5; medium outsider (evil, chaotic, incorporeal, native); HD 2d8+2; hp 11; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 10; BAB +2; Grp --; Atk +2 melee (1d6, bite); Full Atk: +2 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA manifestation; SQ Darkvision 60 ft., mindless,

see in darkness, incorporeal traits, bhuta fever; AL CE; SV Fort +4, Ref +7, Will +3; Str --, Dex 18, Con 13, Int --, Wis 11, Cha 16.

Skills and Feats: none.

Bhuta Fever (Ex): bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Manifestation (Su): When a bhuta manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested bhuta can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested bhuta can pass through solid objects at will, and its own attacks pass through armor. A manifested bhuta always move silently. A manifested bhuta can bite.

Mindless (Ex): A bhuta is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

See in Darkness (Su): A bhuta can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Possessions: none.



the palace

At the far end of the city, opposite the entrance the PCs use, two towers arise from the vine-choked building below. Unearthly music wafts from one of the towers. The entrance is surrounded by flowering vines. The ornately carved double doors, now warped and cracked, hang precariously on their hinges.

Inside, the floor is paved with cracked or chipped lapis lazuli or emerald glazed tiles. A large shallow pool thirty feet square takes up most of the entrance hall, a tiered fountain in its center. Strangely, the water springs up in the middle of the fountain and trickles down, cool, clean and sparkling. White lotus blossoms float in the pool.

THE YAKSHINI OF THE LOTUS POOL

The pool and entrance hall are the province of a yakshini. She will appear if the water is touched or disturbed in any way, materializing in the pool itself, where she will remain. If anyone attempts to compel her to leave the fountain, she will simply disappear. She allows thirsty travelers to drink or fill canteens. If she, the pool or the fountain is attacked, she will defend herself. The yakshini of the lotus pool is guarding a treasure found within the fountain. It is a clear crystal, about four inches in diameter, the Gem of Revealing. Finding the gem within the water requires a successful Search of the pool and fountain at DC 30.

THE YAKSHINI OF THE ROSE GARDEN

Down a short corridor is a spacious room open to the sky. The covered second story balcony surrounds it on all sides with an ornate railing. This room contains another, smaller pool of water, twenty feet square, but the most prominent feature are the masses of rose bushes growing from large ceramic pots. All the roses are blooming profusely in a variety of colors. In fact, each bush has several colors of flowers on it.

At the end of the rose garden is a larger than life-sized stone statue of a voluptuous woman clothed only in the climbing roses that have twined themselves around it. The roses on the statue are golden yellow. Behind the statue is another yakshini who will appear if the statue is approached. She guards another treasure—a six inch long golden key, the head of which is fashioned in the semblance of a very lifelike rose. It is thrust into a cavity within the statue's clenched hand, requiring a successful Search check at DC 30 of the statue to find it.

THE YAKSHINI OF THE THRONE ROOM

Up a crumbling marble staircase and down a wide corridor hung with the tattered remains of ancient tapestries are the immense double doors of the throne room. The room is empty except for the large chair fashioned of fine-grained dark red wood flecked with gold and carved in gently curving lines.

Another yakshini guards the Breastplate of Fulfillment, concealed in an invisible chest placed on the throne. The chest is visible only with the Gem of Revealing and unlocked only with the rose key.

MAGIC ITEMS

Breastplate of Fulfillment: The breastplate is one of the Eight Siddhis*, giving the owner the ability “to have all one’s desires fulfilled.” It is a mesh rectangle woven of fine strands of gold and silver, with silken ribbons that tie at the back of the neck and waist. In the center of the chest is a small gold medallion engraved with a mystic symbol. The breastplate weighs a mere pound. It provides +2 enhancement bonus to armor class, but its primary ability is to enable greater scrying once per day for five hours, divided or taken together. The vision is projected from the medallion on the breastplate to either the air in front of the wearer or against the nearest flat surface, such as a wall.

Strong divination; CL 13th; Craft Magic Arms and Armor, greater scrying

The Gem of Revealing, when held up to either eye, reveals all invisible creatures and objects within twenty-five feet of it, as the spell invisibility purge.

Faint evocation; CL 5th; Craft Wondrous Item, invisibility purge.

The Invisible Chest is a chest four feet wide, three feet tall and three feet deep. It can only be seen using the *Gem of Revealing* and can only be unlocked with the rose key. Inside is the *Breastplate of Fulfillment*.

Moderate illusion; CL 10th; Craft Wondrous Item, invisibility, permanency.

**the Eight Siddhis are from the full-length book, ‘Sahasra, The Land of 1,000 Cities’.*

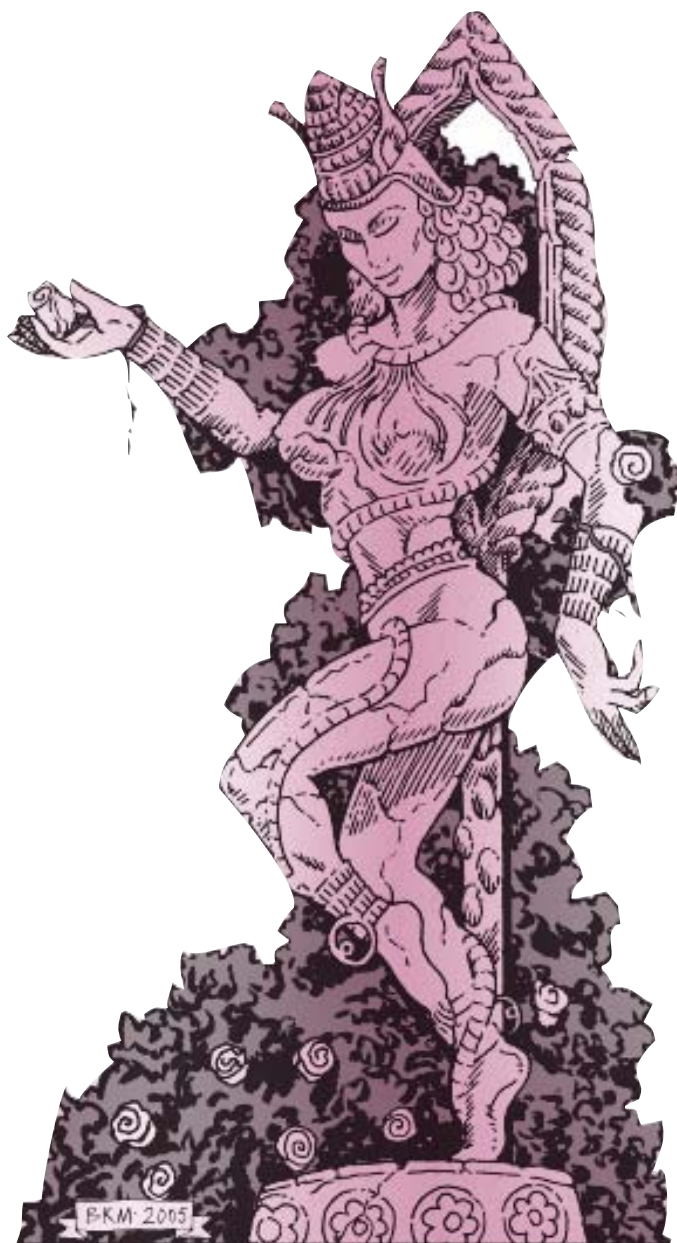




TABLE 1 - ENTRANCE

Roll	Description
01-20	No door. Vines are draped at the opening but do not impede entrance.
21-60	Decayed door. The door splinters when an attempt is made to open it.
61-80	Warped door. The wood is swollen and warped, and must be hacked through or otherwise smashed to gain entrance. Door hardness: 5. Door hit points (d6): 1-3, 10 hp; 4-5, 15 hp; 6, 20 hp
81-90	Locked door. Door hardness: 5. Door hit points and lock break DC (d6): 1-3, 10 hp, break DC 15; 4-5, 15 hp, break DC 18; 6, 20 hp, break DC 25
91-00	Locked and trapped door. Door hardness: 5. Door hit points and lock break DC (d6): 1-3, 10 hp, break DC 15; 4-5, 15 hp, break DC 18; 6, 20 hp, break DC 25

Trap (d6):

- 1-3, Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.
- 4-5, Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.
- 6, Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

note: Table 1, as used in the original book 'Sahasra, the Land of 1,000 Cities', refers to the entrance to the city itself. It is included here to be used with the map of Yakshini Palace at the GM's discretion.

TABLE 2 - ENCOUNTERS

Roll	Monster	No.	Size	CR	Align.
01-10	Large monstrous spider (vermin)	1	L	2	-
11-20	Assassin vine	1	L	3	N
21-30	Ghast (ghoul)	1	M	3	CE
31-40	Vampire spawn	1	M	4	E
41-50	Huge monstrous spider (vermin)	1	H	5	-
51-60	Wraith	1	M	5	LE
61-70	Spectre	1	M	7	LE
71-80	Treant	1	H	8	NG
81-90	Spirit naga	1	L	10	CE
91-00	Yakshini				



TABLE 3 - MISCELLANEOUS EVENTS.

Roll	Event
01-50	No event.
51-60	Floorboard breaks through under random PC, inflicting 1d6 damage unless a successful Reflex save of DC 20 is made. Beneath the floorboard is a stone crawlway stretching off into the darkness.
61-70	Secret door found to treasure vault. Roll 3 times on Table 3. Treasure.
71-80	Hidden ladder found leading to a room above the main room. Roll on Table 2. Encounters.
81-90	Random PC has a vision of being in the middle of a battle between ogres and yakshinis. The affected PC must make a Will save at DC 25 or believe he or she is fighting an ogre. The effect lasts 5 rounds. All damage inflicted on the PC by the ogre is real, but fades when the effect ends.
91-00	The PCs find themselves randomly transported to another building. Start over at Table 6:3. Entrance.

TABLE 4 - TREASURE.

Note: The treasure is in addition to whatever the monster possessed.

Roll	Treasure
01-10	600 gp, 5 gems (10, 11, 50, 80, 400 gp)
11-20	400 gp
21-30	100 gp
31-40	100 gp, <i>hat of disguise</i> , scroll (divine, 2nd level <i>enthrall</i>), <i>potion of eagle's splendor</i>
41-50	1400 gp, 5 gems (10, 12, 13, 20, 110), +1 heavy wooden shield, scroll (arcane, 1st level <i>true strike</i>), <i>wand of fox's cunning</i> , +1 <i>ghost touch</i> short sword
51-60	1600 gp, <i>potion of cure moderate wounds</i> , <i>potion of shield of faith</i> +2, scroll (arcane, 2nd level <i>darkvision</i>), scroll (divine, 3rd level <i>meld into stone</i>)
61-70	8000 sp, 4 gems (8, 8, 9, 10 gp)
71-80	2000 gp, 3 gems (7, 11, 13 gp)
81-90	1200 gp, 7 gems (9, 40, 70, 100, 110, 600, 700 gp)
91-00	8000 gp, <i>mask of the skull</i> , +2 full plate armor, scroll (arcane, 3rd level <i>secret page</i> , <i>wind wall</i> , 4th level <i>remove curse</i>)



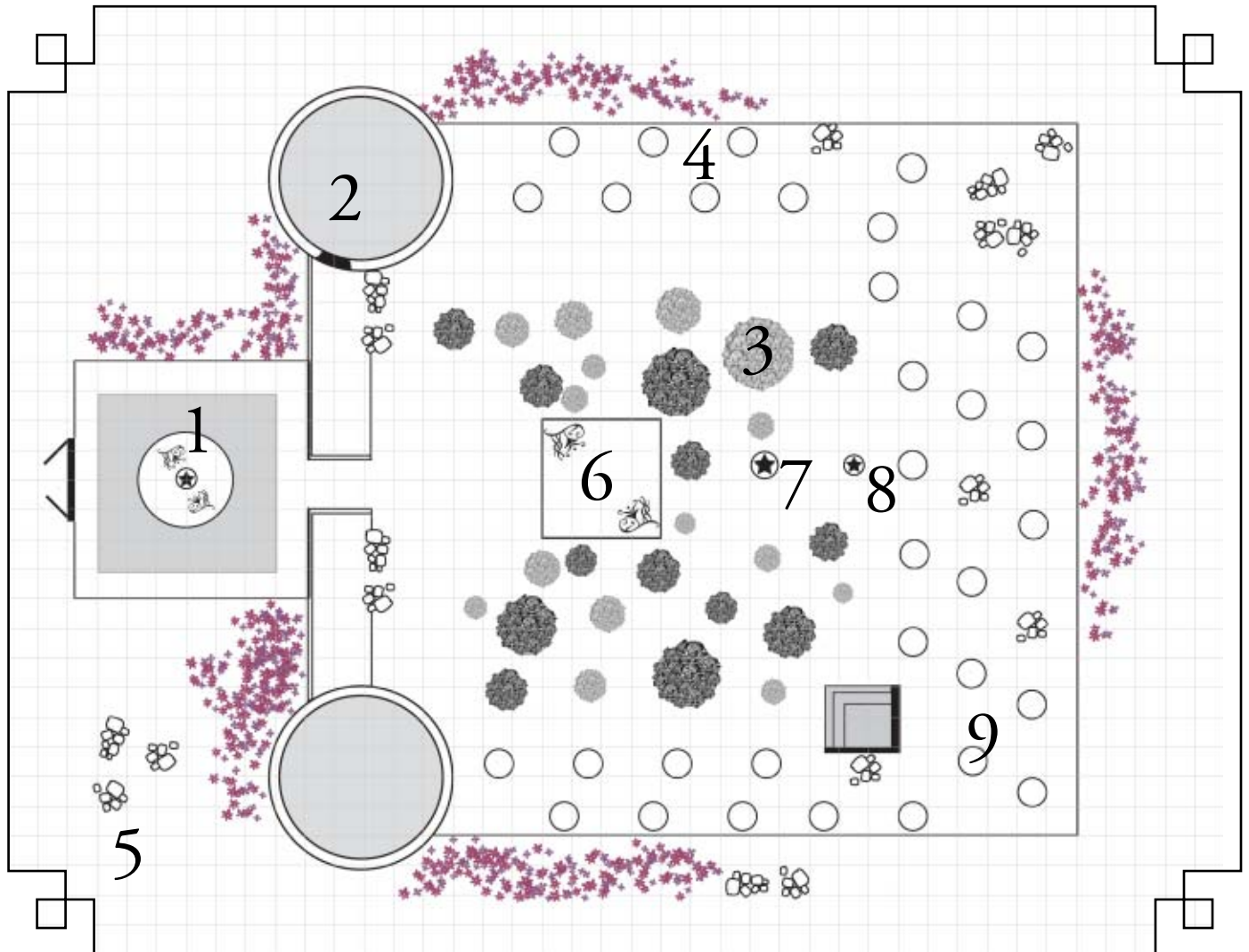


the lap of the ruined palace

GROUND FLOOR

1. Yakshini of the Lotus Fountain.
2. Hole in wall of north tower.
3. Potted roses throughout ground floor courtyard.
4. Columns supporting upper floor.

5. Ruins of statuary ranging in height from 5 to 11 ft.
6. Pool
7. Yakshini of the Rose Garden
8. Second Yakshini
9. Stairs to 2nd floor.





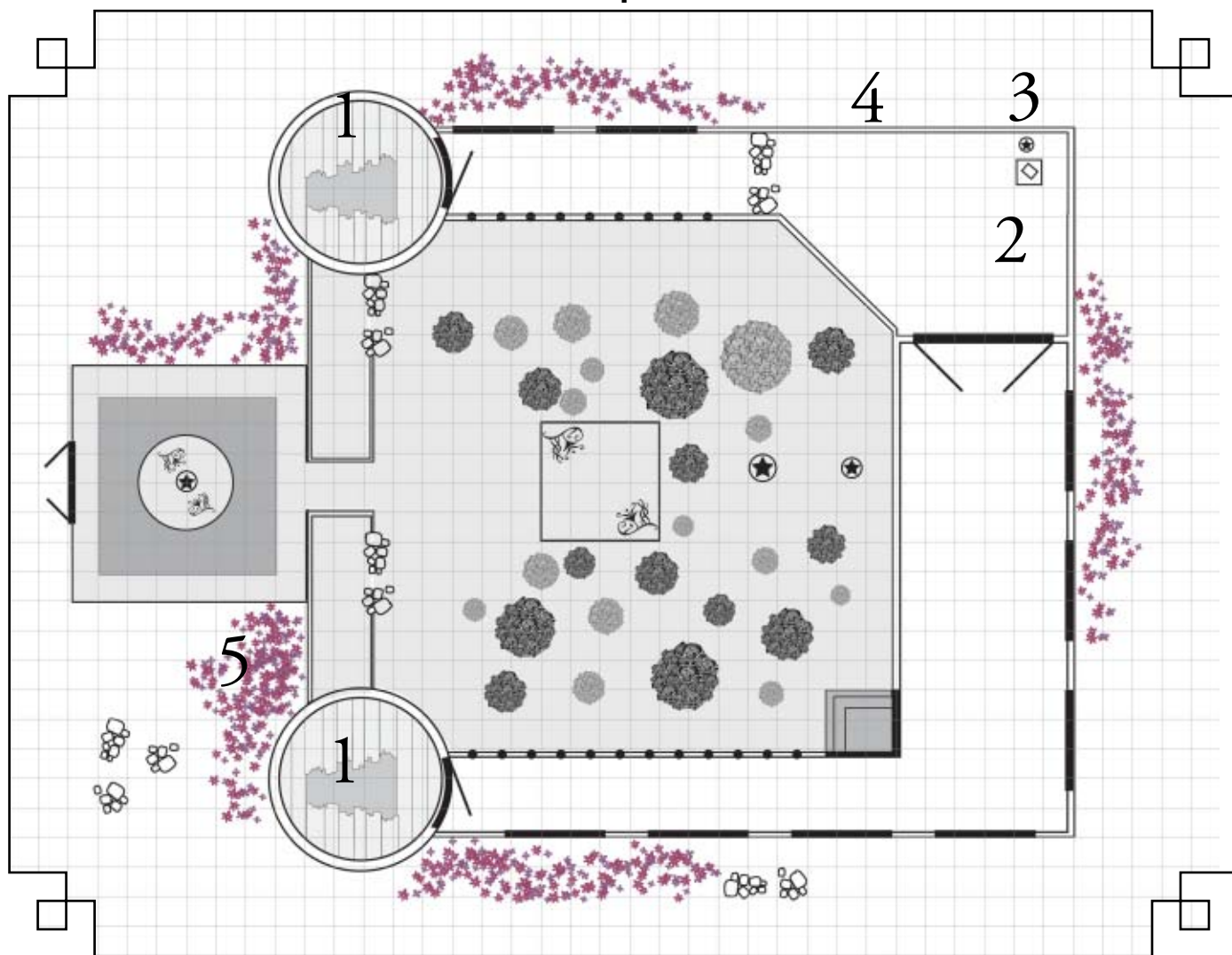
SECOND FLOOR

1. These towers have wooden floors that have rotted and broken in the center. Below the floors are dark chambers; only the north tower has a means to exit the tower from the ground level. The second floor of the towers have high, peaked ceilings decorated with rich, elaborate carvings of gods, spirits, dancers, yakshini, and courtesans. Small windows allow for beams of light to enter the dusty space.

2. Throne.

3. Yakshini of the Throne Room.

4. Ruined wall.





read-aloud descriptions

OUTSIDE THE PALACE

The jungle glows around you. Green covers nearly every surface, but for a red dirt path that snakes to the doors of the palace ahead. The dust of the path rises with your footsteps and covers your clothing with a russet dinginess.

Nestled against the backdrop of green, bright flowers grow from vines. The colors of the blooms are unnaturally bright, lurid pink and orange petals perfectly formed as if by magic. [No magic is present, however.]

Suddenly a flock of birds startle from the rooftop of the palace, breaking the silence into a thousand, muted shards. You hear a lilting melody echoing from within the walls of the palace. It is mingled with the sound of the birds' beating wings, and the effect is fleeting, elusive, and undeniably beautiful.

The palace's walls are covered with ornate carvings: [gods, animals, mythic creatures, courtesans and dancers] all in artful poses. Vines have crept up the sides of the palace, and flowering shrubs obscure much of the lower portion of the walls. The music you heard just a moment ago stops. Now silence cloaks the landscape as naturally as the [sunlight, moonlight, darkness].

IN THE GROUND FLOOR COURTYARD

The light seems different in this open space. [The sunlight pours like liquid gold, moonlight casts a ghostly pallor] upon the myriad carved stone surfaces of the balconies overlooking the courtyard, and lends [a golden, an otherworldly] hue to the roses growing in profusion from huge pots throughout the courtyard. The roses are nearly as compelling as the ornate architecture: vibrant splashes of red, yellow, peach and pale cream riot against dark green, almost black leaves. Two inch long jet black thorns are barely hidden from view among the plants. Fat bees drone lazily as they travel from bloom to bloom, collecting the sweetness that rises in the air like heady perfume.

The carved stone of the surrounding walls and balconies is ancient and blackened in places, but still retains its rich red patina. Beyond the overhanging balconies and under the shadow of the second level, diamond-shaped, blue ceramic and mirrored mosaic tiles decorate columns, and you can see divets

in the stone where thieves may have carved out richer decorations. Crumbled piles of stone indicate where some of the larger support columns used to be.

The sound of the fountain in the center of the courtyard has a drowsy, hypnotic quality, lending to the beauty and tranquility of the place. Now and then you can hear the flutter and call of pigeons roosting in the stonework.

IN THE NORTH TOWER

The wooden door leading to this tower is not locked, and the fine brass handle turns easily as if it were recently oiled. The circular room beyond is in great disrepair, however. The wooden floorboards have given way towards the center, and shafts of light from the small windows above shine down into the darkness of the hole, illuminating layers of webs and leaves.

Above you the high ceiling of the tower is carved with nearly a hundred characters in various stages of celebration. Courtesans pose seductively, girls dance with precision, and a king sits wistfully on a large, teak throne - a throne strikingly similar to the one in the throne room.

IN THE SOUTH TOWER

The wooden door leading to this tower is not locked, and it wouldn't be - the doorknobs have been wrenched from the wood, and the great doors sag slightly on their iron hinges. Inside, the floor has caved in the center and a rope leads down into the dusty darkness.

Further investigation shows a small humanoid skeleton curled up amid the dried leaves and dirt at the bottom of the shaft. Clutched in its bony hand are dried, black-red rose petals.

IN THE THRONE ROOM

Elaborate patterns of gold, silver and mahogany cover this room from floor to vaulted ceiling. Dusty rugs still cover the stone floors, and golden candelabras - each weighing sixty pounds, stand on either side of the entrance. In the far north-east corner stands a magnificent throne, carved of teak. The blue-black wood gleams - not one speck of dust covers it. The cushion is of deep crimson fabric. Next to the throne you see a statue of a beautiful woman, frozen in a bemused pose.



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