

KET5-07

Lifting the Latch

A One-Round D&D® LIVING GREYHAWK™

Regional Adventure set in Ket

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A recent discovery by the Brotherhood of Sorcery has provided a clue to an old mystery. But in order for the solution to be found, missing pieces must be put into place. An adventure for character levels 1 to 14. (APLs 2 to 12) This is the first instalment of the Keys to the Past series.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at silverdka@yahoo.ca for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Ket. PCs native to Ket pay one Time Units per round, all others pay two Time Units.

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

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

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

Adventure Background

The Role of the Brotherhood of Sorcery

Many decades ago, the Brotherhood of Sorcery came into possession of a rather unprepossessing piece of stone. Not believing it to be of any great significance, they left it to gather dust in a storeroom in the Brotherhood's academy in Molvar, performing only cursory examinations on it from time to time. Such examinations have revealed none of the usual indications of worth; the stone doesn't detect as magical and the symbols upon it make no sense.

However, due to recent discoveries at a dig just outside Polvar (**KET3-intro01** *Secrets of the Past*) it has been suggested that the stone may have more significance than anyone originally realized.

These discoveries have also encouraged some members of the Brotherhood to believe that there are two other stones that, when combined with this one will reveal a great secret of some sort. Just what that secret is, though, no one is sure. Divinatory magic into what the secret might be have come back unclear or uncertain.

These few Brotherhood members are young, brash, and low in the Brotherhood hierarchy. Unable to get their superiors to listen to them, they have scraped up what meager funds they could and are trying to hire a group of adventurers to recover what they believe is the second stone.

With rumors of long-lost treasures to be found, hiring a team of adventurers to head into the Yatils will raise no eyebrows. More importantly, given the recent tensions between the Brotherhood and the Archons, this cover story of treasure hunting will ensure that the Brotherhood's involvement is not suspected. They do not know if the Vaste (see below) even realise what they have, but they don't want to take any chances.

The Vaste

(Adapted in part from **KET4-07** *The Darkeye Hour*)

One of the most significant and lasting accomplishments of Iuz during his alliance with Ket was the infiltration and corruption of the Archons' Vay Raste (aka the Air Archons). Beygraf Zoltan himself sanctioned the creation of the Vaste, a secret substate of the Air Archons. He was seduced by his desire to uncover weapons of power, and he instructed the Vaste to conduct various pieces of research to this end. The complex in the Yatils

was researching one such weapon – a gate capable of summoning elementals and warping them to make them harder to dispel magically.

The Archons who joined the Vaste had their own reasons for doing so. Some particularly vain and power-hungry ones were seduced by fiends sent by one of the Old One's agents, succubi who offered them a most precious gift – the elevation of their intellect. Others joined out of the desire to discover and touch forbidden magics.

Location of the Second Stone

Research has led this group to believe that the stone can be found in an old Vaste stronghold in the Yatil Mountains. In particular, one of the strongholds to which the Vaste retreated just before the assassination of Beygraf Zoltan (as per the “*Darkeye of Ket*” series). This Stronghold was then abandoned years ago when a summoning experiment went awry. The surviving Vaste members fled, leaving most of their possessions behind. The second stone was also left behind as the Vaste didn't think it had any significance.

Sheraz

Sheraz is a bard that some of the PCs may have met before in **KET3-introor1** *Secrets of the Past*. She is also a member of the Brotherhood of Sorcery. While working at an archaeological dig outside of Polvar, Sheraz found references to a mysterious trio of stones that were supposed to conceal or protect a great secret of some sort. She recognized the description of the stones as one of the ones that the Brotherhood had in their possession.

She reported her discoveries to the Brotherhood but they seemed uninterested in her discovery. Unwilling to let it be she continued her research, this time involving some of her former classmates. The group's research turned up rumors, but nothing concrete. One interesting lead, however, was the probable location of the second piece.

Adventure Summary

Introduction: PCs are invited to the College of the Brotherhood of Sorcery to see a man named Siroq if they are interested in a mission. Archons are not welcome.

Encounter 1: PCs encounter the Bard Sheraz and are hired to go “treasure hunting” to recover a stone wedge deemed important by Sheraz and Siroq. Or, if they are members of the Archons, they encounter an Archon

named Abdi who sends them to recover the stone wedge and report back. This is a role-playing encounter where background information on the mission and surrounding events may be garnered.

Encounter 2: The PCs reach the Archon stronghold and must disable a series of traps before being able to enter.

Encounter 3: The PCs can explore the guardroom and the barracks, and discover that the inhabitants of the complex left in a hurry.

Encounter 4: The PCs explore the common area, kitchen and pantry. In this encounter, they discover that a battle of some sort took place.

Encounter 5: The PCs search the dormitory-style living quarters. Here they discover a journal from which they can learn more about what research was being performed in the complex, as well as personal items of the complex's inhabitants.

Encounter 6: These were the quarters of Zufir al Ashrab, the Head Vaste. Here they find a letter linking the experiments of the complex to Beygraf Zoltan, as well as his personal items.

Encounter 7: The PCs discover a Shrine to Iuz. Sharp-eyed PCs find a clue as to what Zufir was trying to do in a mosaic depicting the glories of Iuz.

Encounter 8: This is the Library. Here the PCs find more signs that a battle has taken place, as well as clues to what is in the Summoning Room.

Encounter 9: The PCs find the complex Laboratory. Here they discover the remains of past experiments as well as note on other experiments that were being carried out.

Encounter 10: This is the Storage Room. Here the PCs find the stone wedge they have been seeking.

Encounter 11: The Summoning Room. This room contains a rather pissed off (and totally insane) air elemental that the Vaste had summoned and were unable to control. This is a combat encounter. Once the PCs have dealt with the Elemental, they discover the remains of the Vaste wizard that closed the gate. If they have a way of communicating with him, or bring his remains with them so someone else can communicate with him, they can discover what actually happened at the complex.

Encounter 12: Choosing Sides. This is either a role-playing or combat encounter (most likely combat) depending on what the PCs choose to do. Here they meet a party sent by the Vaste to recover the stone wedge. If they are willing to make a deal with the Vaste, they are allowed to leave unmolested. If they refuse to

give up the stone wedge, the Vaste tries to take it from them by force.

Conclusions: Depending on whom the PCs decide to give the stone wedge to, if they recover it, and what they tell the Brotherhood, there are four conclusions.

Preparation for Play

It is important to note which, if any, of the PCs have played **KETIntro3-01** *Secrets of the Past*, **KET3-03** *Into Thin Air*, **KET4-09/TUS4-08** *All's Fair* or **Ket4-07** *The Darkeye Hour*, as events, people and factions in those four adventures are referenced in this one.

As the adventure begins in Molvar, the PCs should be reminded that while in the city they are not allowed to wear any armor and are only allowed to carry the following weapons:

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

Ket laws should be familiar to PCs from the region, and should be explained to PCs from outside the region. See **Appendix 5 – Laws** for possible relevant laws that the PCs may have to consider during this adventure

Introduction

Introduction for PCs that are not members of the Archon metaorg

It is late summer in Ket, and you have been relaxing in Molvar for a few days when you receive a note from one Siroq ibn Hassan. He invites you to come to the College of the Brotherhood of Sorcery two hours after dawn tomorrow morning to “discuss a matter that may be of great significance to Ket”.

If any PC refuses to hear Siroq out, the adventure is basically over for them unless they can get someone else in the party to fill them in afterwards.

- [DC 15] Successful Gather Information checks reveals that Siroq is a low-level member of the

Brotherhood of Sorcery, mostly concerned with researching historical documents.

- [DC 20] Successful Knowledge: (local – VTF) or Bardic Knowledge checks reveals that Siroq is a low-level member of the Brotherhood of Sorcery, mostly concerned with researching historical documents. PCs that belong to the Brotherhood of Sorcery metaorg get a +5 circumstance bonus on this check.

Introduction for members of the Archon metaorg only

It is late summer in Ket, and you have been in Molvar for a few days when you are approached one night by a young man who identifies himself as Abdi, a member of the local College of Archons. “We have an informant in the Brotherhood of Sorcery who has told us that something is going on,” he tells you. “Apparently some members of the Brotherhood are trying to recruit a band of adventurers to go into the Yatils under the guise of treasure-hunters and search an old stronghold there to retrieve some item. Our informant couldn’t find out what the item is, but he did find out that it is supposedly in a long-abandoned Vaste stronghold. The Archons have never heard of this stronghold, at least not that they will admit, which means that it must have been a secret research facility. Our superiors want you to join this group and report back with whatever information you can find out and with the item, if possible. Our informant reports that they will be leaving sometime tomorrow, after being briefed by the Brotherhood.”

Abdi doesn’t have much more information, but he does know a few things, which he will reveal to the PC(s) if asked:

- The Vaste are an evil faction of the Air Archons, a perversion of the Vay Raste - traitors to the real Archons and to Ket, Abdi tells the PC(s). They recently launched a cowardly but devastating attack on the people of Ket. The details of the attack are available in an adventure that might still be available for play; **KET4-07** *Darkeye Hour*. While Abdi would be more than happy to discuss commonly known details about those events that information contains spoilers and is not crucial to the events of this adventure.
- The complex is guarded by a powerful *forbiddance* spell, but his informant was able to find out the password, an Auran phrase that translates roughly to “supremacy over all elements”. If he notices that the PC has a familiar other than a raven (which can be taught to speak the password), or if the PC mentions

a familiar or animal companion, he will ask if the PC has a means of dispelling the *forbiddance*. If the PC does not, he will arrange for a *Scroll of Dispelling* to be delivered to the PC the next morning.

Encounter One: Discoveries are Revealed

For PCs who are not members of the Archon metaorg only

You are shown into what would be a fair-sized study, were it not filled to overflowing with books, scrolls and other scholarly paraphernalia. A heavyset man who looks as if he would be more at home wrestling with people rather than papers looks up at your entrance. Smiling he gestures to you to have a seat. Unfortunately all the seats are currently covered with papers and books.

If the PCs choose to stand politely, mention to Siroq that there are no seats, or carefully move the papers and books aside, Siroq will treat them with respect. Conversely, if the PCs shove the papers and books aside, sit on them, or otherwise treat them with disrespect, Siroq will be obviously peeved with them.

“Good afternoon, good afternoon,” the man says to you, standing and offering you a tray with some grapeleaf-wrapped figs and fruits on it. “I am Siroq ibn Hassan. And no need for you to introduce yourselves – your names, qualifications and reputations are well known to me through my recent research.” He pats a set of files on one side of the desk, then makes a quick grab for them as they start to slide off the desk.

“The Brotherhood of Sorcery, or rather certain of its members, are in need of your expertise. And before you ask, no we can’t pay you anything. However, if you are successful, we may be able to use our expertise and influence to your benefit. In addition, I believe that what we are asking of you would be of great benefit to the people of Ket, and Istus knows we could use some good fortune for once.”

If they are belligerent or insulting towards Ket, Siroq will thank them for their time and tell them they are free to leave if they feel that way. If they try to bluster it out, i.e., “well, I’ll do it anyway”, “might be interesting anyway”, etc., Siroq will give them a bit of a hard time, i.e., “how do

I know you won’t sabotage the mission since you feel that way”, “maybe I was wrong about your reputation – I thought you were a fair person”, etc.

In the end, if they agree to listen, Siroq excuses himself for a moment to get his colleague. He returns with Sheraz, an attractive young woman. Any PC who has played **KET Intro3-01** *Secrets of the Past* recognizes her as the bard who was sketching at the dig site, and she will recognize and acknowledge them, thanking them once again for their help at the dig site and saying that it is good to see them again.

Siroq returns after a moment with an attractive young woman. He introduces her as Sheraz, a member of the Brotherhood of Sorcery, and a fine artist. “I’ll turn this over to Sheraz, as she knows much more about this than me.” Sheraz smiles at you and begins to speak. “Good afternoon. Thank you for agreeing to listen to us. As some of you may know, there has been an archaeological dig going on just outside of Polvar for over a year now. I’ve been working there for most of the time, cataloguing and sketching the finds. We’ve made some fascinating discoveries so far, and we’re learning more and more about Ket’s early history every day.”

“One of our most recent finds, however, has been quite extraordinary. Many years ago, the Brotherhood came into possession of this,” she says, taking an object wrapped in oilcloth from her pack. Unwrapping it, she reveals to you a triangular piece of whitish-grey stone with some worn and faded lines on it. Two of the sides, which are jagged as if a piece had been broken off, are approximately 6 inches long. The third, a curved side, is approximately 12 inches in total.

“We recently discovered a mosaic at the Polvar dig indicating that around the time of the Twin Cataclysms something of immense power was hidden away for safekeeping. When the Twin Cataclysms came, all records of what that was, as well as where it was, were lost. The mosaic shows three elves carrying away stone triangles – one whitish-grey, one jet black and one yellowish – each headed in a different direction. We think that, based on this stone, the three pieces fit together. We hope that, once all three pieces are put together, somehow they will reveal where or what this item is. The good news is that we have managed to locate the second piece – the yellowish-colored one. We’d like you to retrieve it for us.”

Sheraz invites the PCs to ask questions and/or examine the stone. Information they can gain by examining the

stone, or by asking Siroq or Sheraz what they have discovered about the stone:

- [DC 5] Successful Profession (mining) or Profession (stonecutting) checks reveal that the stone is marble. Dwarves automatically know this.
- [DC 10] Successful Knowledge (nature) checks reveal that the stone is marble.
- Examining the stone reveals the lines appear to be just that – lines. They don't appear to be words or pictures, just random lines carved into the stone.
- Examining the wedge reveals that the jagged edges are man-made, and it would appear that two more pieces would fit with it, much like puzzle pieces fitting together.
- *Detect magic*: The stone does not radiate as magic.
- Bardic Knowledge, Knowledge (local – VTF) and/or Knowledge (history) won't reveal anything about the stones or what they may lead to – any stories or knowledge was lost in the Twin Cataclysms.

Information that can be gained by questioning Siroq and Sheraz:

- *Where did you get this piece?* Siroq tells the PCs it has been in the possession of the Brotherhood for decades, sitting in a storeroom. It was found when they were building Fort Avernand.
- *Where's the piece you want us to get?* ***"Ah, now that's the tricky part," Siroq tells you.*** Divinations done by members of the Brotherhood indicate it is in a stronghold in the Yatil Mountains that was once controlled by the Vaste, where they fled to after the assassination of Beygraf Zoltan. From what they can tell, it is now abandoned, and has been for many years. Of course there's no telling what the Vaste have left behind. Siroq has checked with contacts he has within the College of Archons, and they know nothing (or at least claim to know nothing) about this stronghold.

Siroq will provide the PCs with a map of how to get to the stronghold. He also tells them that the valley the stronghold is in is warded by a powerful *forbiddance* spell, but that they have discovered the password, which is in Auran and translates roughly to "supremacy over all elements". Siroq will point out (if none of the PCs mention it) that this password will not help anything that cannot speak, i.e., familiars, animal companions, etc. He asks if the PCs have some means of dispelling the *forbiddance* in this case, and if they do not he provides them

with a *scroll of dispelling*, which is a single-use *dispel magic* item. For the purposes of this adventure it will automatically dispel the *forbiddance*.

- *So what is this thing, and what does it do?* We don't know, says Sheraz. The Brotherhood has been unable to divine what the stone wedges do or what they are for. Their best guess is that once all three are reunited, the wedges will somehow guide them to what the Brotherhood feels must be a great artifact or source of knowledge.
- *Who are these Vaste?* Siroq tells the PCs that the Vaste are an evil faction of the Air Archons that recently launched a devastating attack on the people of Ket, and who had allied themselves with the Worldburners (a cult of elementalists that attacked Ket and Tusmit recently). The details of the attack are available in adventures that might still be available for play; **KET4-07 *Darkeye Hour* and KET 4-09/TUS 4-08 *All's Fair***. Siroq and Sheraz cannot discuss the details, as they are part of an ongoing investigation by Ket officials. The information contains spoilers and is not crucial to the events of this adventure.
- *Why can't the Brotherhood get the piece on its own?* ***Siroq and Sheraz exchange a glance and Siroq nods slightly. "We have two reasons for asking you to do this," Sheraz tells you. "This mission isn't exactly sanctioned by the Brotherhood administration. We have been trying to convince the Elders of the importance of my discovery, but they haven't been overly receptive. Since the stone doesn't detect as magical, and our divinations haven't indicated much, the Brotherhood doesn't see why it should bother pursuing this when they have more important matters to deal with. If we can get the second piece, perhaps then the Elders would listen. Also, given that it is, or was, a Vaste stronghold, the Brotherhood needs deniability. With all the rumors of treasure and other interesting things to be found in the Yatil Mountains, no one will think anything of a group of adventurers heading out there to explore."***
- Sheraz stresses that they haven't been forbidden to pursue this; the Brotherhood just isn't giving them any help or support
- *Can we see this mosaic you found?* Sheraz tells the PCs that it's a bit far to take them to the dig itself, but she has drawings of it. If asked she shows the PCs her drawings. She is an excellent artist. The

drawings show a door or portal of some sort covered with runes and glyphs. Studying the runes and glyphs using Knowledge (arcana), Decipher Script or casting *read magic* or *comprehend languages* reveals they are just nonsense symbols. Sheraz tells the PCs she copied the symbols exactly. She thinks they are probably meant to indicate that the real portal is magically protected somehow. The drawings also show three elves carrying stone triangles like the one she has shown the PCs.

- *So what's in this for me?* While he can't guarantee any payment, Siroq is not without some contacts in the guild, despite his junior status. Depending on what they find and how useful it is, he can provide them with access to some of the Brotherhood's resources in order to enhance their armor, weapons and other items. As well, if they find anything in the ruins, he is willing to broker a deal with the Brotherhood or other people he knows to ensure they get a fair price.

Encounter Two: Into the Halls of the Vaste

Your journey has been a pleasant one, with good weather and lots of game and berries to eat along the way. You have been riding for the better part of two days now, heading deeper into the Yatil Mountains, when you come across a peaceful-looking valley nestled in the mountains. There are two things marring the pristine beauty of this valley. The first is a set of ruins a few hundred feet into the valley, the Yatils forming a ring at its back. The second is the hundreds of small animal skeletons and bodies that form a ring around the valley, denoting what must be the edge of the forbiddance spell you were warned about.

There have been plenty of berries if spellcasters want to cast *goodberry*.

The Area Around the Halls of the Vaste

The valley is guarded by a *forbiddance* spell cast by a 16th level Neutral Evil caster. The password to bypass the spell, which the Brotherhood has found out, is in Auran and translates roughly to "supremacy over all elements". PCs do not need to speak Auran to use this password, as they have had plenty of time to practice it and learn it by rote.

- [DC 10] Successful Track or Search checks reveal no tracks in the area other than those of some small animals whose corpses now adorn the scenery.
- [DC 20] Successful Heal checks reveal that the latest animal corpse is about two days old.
- [DC 30] Successful Heal checks determine that they died of some magical effect.

The Ruins

Once they get to the actual site of the stronghold, the PCs find little more than ruins left.

- [DC 15] Successful Knowledge (architecture and engineering) checks reveal that the ruins are stable.

There are three buildings that are relatively intact. See **DM's Map #1** in **Appendix 3 – Maps**.

Storage Building

Building A is a storage area of some sort, with about fifteen cracked and empty barrels. It is impossible to tell what, if anything, was contained in the barrels.

The Guardhouse

Building B is a guardhouse. All that is left here are some broken drinking horns and some decayed cloth that looks like it could have been cloaks or robes of some sort.

The Checkpoint (and Chokepoint)

Building C is a set of three rooms, one after another, which is the only way into the complex. The first room is a cloakroom, with several metal hooks for cloaks, and a small iron woodstove in one corner. There is nothing of value in this room. The second room is a guardpost. There is a fireplace, a desk and a table and two chairs in this room. Examining the room, the PCs find several playing cards strewn about.

- [DC 25] Successful Search checks at the fireplace reveal a small silver flask of fine brandy hidden behind a loose stone in the fireplace. This is a hiding place for one of the guards' winter warm-up nips.

Treasure

ALL APLs: L: 5 gp per character; C: 0 gp; M: 0 gp

The Traps

When/if a PC steps on the five-foot square in front of the door to the third room, they set off a poison dart/needle/arrow trap (depending on APL). Simply touching the door sets off the second trap, and passing through the archway without saying the password (no

way for PCs to know or guess) into the room sets off the third trap. At APLs 2 and 4 the door is unlocked. At APLs 6+ it is locked. The door opens outward, has a built in lock requiring a [DC 25] Open Locks check. The door and the area around it are made of magically reinforced rock. It has nested hinges, a break [DC 35], hardness of 10 and 400 hit points.

APL 2 (EL 3)

☞**Trap 1: Poison Dart Trap:** CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (small centipede poison, DC 11 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 20; Disable Device DC 18

☞**Trap 2: Basic Arrow Trap:** CR 1; mechanical; touch trigger (the door), manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20

☞**Trap 3: Razor-wire Across Hallway:** CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft squares); Search DC 22; Disable Device DC 15

APL 4 (EL 5)

☞**Trap 1: Poisoned Dart Trap:** CR 2; mechanical; location trigger; manual reset; Atk +12 range (1d4 plus poison, dart); poison (black adder venom Fort DC 11 1d6 Con / 1d6 Con); Search DC 22; Disable Device DC 17

☞**Trap 2: Burning Hands Trap:** CR 2; magic device; touch trigger (*alarm* covering the doors); automatic reset; spell effect (*burning hands*, 1st-level wizard, Reflex save DC 11 half damage, 1d4 fire); Search DC 26; Disable Device DC 26

☞**Trap 3: Inflict Light Wounds Trap:** CR 2; magic device; proximity trigger (alarm); automatic reset, spell effect (*inflict light wounds*, 1st level cleric, Will save DC 11 half damage, 1d8+1); Search DC 26; Disable Device DC 26

APL 6 (EL 7)

☞**Trap 1: Poisoned Dart Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10' by 10' area); poison (large scorpion poison Fort DC 18 1d6 Str / 1d6 Str); Search DC 21; Disable Device DC 22

☞**Trap 2: Lightning Bolt Trap:** CR 4; magic device; touch trigger (*alarm* covering the doors); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, Reflex save (DC 14 half damage, 5d6 electrical); Search DC 28; Disable Device DC 28

☞**Trap 3: Inflict Serious Wounds Trap:** CR 4; magic device; proximity trigger (alarm); automatic reset, spell effect (*inflict serious wounds*, 5th level cleric, Will save DC 14 half damage, 3d8+5); Search DC 28; Disable Device DC 28

APL 8 (EL 9)

☞**Trap 1: Poisoned Dart Trap:** CR 6; mechanical; location trigger; manual reset; Atk +17 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10' by 10' area); poison (Deathblade Fort DC 20 1d6 Con / 2d6 Con); Search DC 21; Disable Device DC 22

☞**Trap 2: Lightning Bolt Trap:** CR 6; magic device; touch trigger (*alarm* covering the doors); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, Reflex save (DC 14 half damage, 10d6 electrical); Search DC 28; Disable Device DC 28

☞**Trap 3: Inflict Light Wounds, Mass Trap:** CR 6; magic device; proximity trigger (alarm); automatic reset, spell effect (*inflict light wounds, mass* 9th level cleric, Will save DC 17 half damage, 1d8+9 to 9 creatures no two of which can be more than 30ft apart); Search DC 28; Disable Device DC 28

APL 10 (EL 11)

☞**Trap 1: Fusillade of Greenblood Oil Darts:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, Fortitude save (DC 13 resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10' by 10' area); Search DC 25; Disable Device DC 25

☞**Trap 2: Chain Lightning Trap:** CR 7; magic device; touch trigger (*alarm* covering the doors); automatic reset; spell effect (*chain lightning*, 11th-level wizard, Reflex save (DC 19 half damage, 11d6 electrical to target nearest center of trigger area plus 5d6 electrical to each of up to eleven secondary targets); Search DC 31; Disable Device DC 31

☞**Trap 3: Inflict Moderate Wounds, Mass Trap:** CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (*inflict moderate wounds, mass*, 11th level cleric, will save DC 19 half damage, 2d8+11 to 11 creatures no two of which can be more than 30' apart); Search DC 31; Disable Device DC 31

APL 12 (EL 13)

☞**Trap 1: Fusillade of Giant Wasp Poison Darts:** CR 9; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (Giant Wasp Poison, Fortitude save (DC 18 resists, 1d6 Dex/1d6 Dex);

multiple targets (1d8 darts per target in a 10' by 10' area); Search DC 25; Disable Device DC 25

⚡**Trap 2: Chain Lightning Trap:** CR 9; magic device; touch trigger (*alarm* covering the doors); automatic reset; spell effect (*chain lightning*, 15th-level wizard, Reflex save (DC 22 half damage, 15d6 electrical to target nearest center of trigger area plus 7d6 electrical to each of up to fifteen secondary targets); Search DC 33; Disable Device DC 33

⚡**Trap 3: Inflict critical Wounds, Mass Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*inflict critical wounds, mass*, 15th level cleric, will save DC 22 half damage, 4d8+15 to 15 creatures no two of which can be more than 30' apart); Search DC 33; Disable Device DC 33

Development

Once the PCs have bypassed (or set off) the three traps, they find a set of stairs that descend approximately 80 feet in to the ground. This places the floor of the complex approximately 60 feet under the surface. The stairs are not trapped. A layer of dust on the stairs reveals that nothing has come through here in years. Continual flame demiglobes placed every 20 feet light the entire complex, with the exception of the summoning room where the air elemental has smashed them all in its insane rage. Trying to pry any of these demiglobes from the wall will irreparably damage it. The demiglobes in the guardrooms, dormitory and Zufir al Ashrab's sleeping quarters all have shuttering mechanisms so the light can be "turned off" for sleeping. Despite its age, the ruin up above, and the obvious battle damage, the underground complex is in excellent shape.

- [DC 10] Successful Track, Search or Spot checks reveal a layer of undisturbed dust on the stairs and confirms that nothing has come through here in many years.

The Complex

Once beyond the door, all transdimensional spells no longer work. This is because of the magics imbued into the very rock of the complex. This means spells such as *teleport*, *greater teleport*, *plane shift*, *dimension door*, *blink*, etc. no longer work. This also includes all summoning spells. Attempts to use any such magics in the complex automatically fail, but are not used up in the process. Charges are not expended, spell slots are not used up, etc. The only exception to this is that summoning spells work within the confines of the Summoning Room (see **Encounter Eleven: The Summoning Room** for details).

Anyone or anything under the effects of a transdimensional or summoning spell, spell-like ability or supernatural ability has the effect suppressed as soon as they enter the complex, as if they were entering an area of anti-magic. Anyone attempting to teleport into the area (and teleports on target) is automatically shunted outside into the *forbiddance* area 30 feet outside of Building B: The Guardhouse.

PCs casting *detect magic* and making a successful Spellcraft [DC 23] check detect strong abjuration magic throughout the walls of the entire complex, with the exception of the Summoning Room.

All regular doors within the complex are typical stone doors (4 inches, hardness 8, 60 hit points, break [DC 28]; see DMG). None are locked.

All secret doors within the complex are well hidden ([DC 30] Search check to find). They have the same stats as the regular doors. None are locked.

All of the walls in the complex are of magically treated superior masonry (1 foot thick, hardness 16, Break [DC 55], 180 hit points per 10-foot-by-10-foot section see *Dungeon Master's Guide*).

Encounter Three: The Guardroom and Barracks

As you descend the stairs, the musty smell of long-dead air hits you. A fine layer of dust seems to cover everything. The stairs are lit by demiglobes with what appears to be continual flame spells cast upon them every twenty feet. At the bottom of the stairs a ten-foot wide corridor lit with the same demiglobes leads into a large, lit room. To your left, a small alcove right beside you contains a statue of a distinguished looking man, while to the right a short corridor leads into another lit room.

This area is not trapped. The statue is of Zufir al Ashrab, which the PCs discover if they examine the statue. A dust-covered plaque on the base of the statue reveals the name.

- [DC 20] Successful Knowledge (history), Knowledge (nobility) or Bardic Knowledge checks reveal that Zufir al Ashrab was a powerful member of the Air Archons who disappeared just before the assassination of Beygraf Zoltan.

From this point on the PCs have a chance to hear the elemental trapped in the Summoning Room (see **Encounter Eleven: The Summoning Room** for details).

However, the elemental has a chance to hear the PCs as well. Before the elemental is aware of the party, it will be talking to itself in its Auran tongue. When it hears the party, it goes silent, whispering quietly to itself in Auran, lying in wait. At this point, the Listen DCs are as follows:

[DC 25] The PCs hear a noise in the depths of the complex

[DC 35] The PCs can make out strange words, if the PCs speak Auran, they can make out the insane mutterings of the elemental

The Guardroom

This room contains a table and two benches. There are two mugs on the table, and a chess set is set up with a game in progress. There are two chests on the north wall, and there is a door in between them. An archway in the west wall leads to another room and one in the east wall leads to the main entrance hall.

The mugs are empty, whatever was in there long-since dried out. The table is scarred with many knife-carvings from the various guards that have sat there while on watch. There is everything from initials to rough, carved drawings to a dirty limerick someone has carved into one of the benches. The chests are empty.

The door in the north wall leads to the latrine. The hole leads down to a swiftly-flowing underground river that carries all waste away.

The Barracks

This room is obviously a barracks of some sort. Cots line the north wall, and there is a chest at the foot of each cot. On the south wall, opposite each cot, is an armor stand. Several of the stands have suits of chain mail still hanging on them. On the east wall, a bow rack holds several powerful-looking bows. The lit globes in this room have a shutter mechanism of some sort that allows them to be covered so the light is doused. The only exit to this room is in the east wall.

There are four usable suits of masterwork chainmail and two masterwork mighty composite (+2) longbows. The chests contain rotted clothing and various personal effects. PCs examining the chests find two shaving kits, a small (5" x 6") painting of a somewhat attractive woman and two children, several decks of cards, a pair of ivory dice and a small maple chess set. Other than the chainmail and the bows, there is nothing of value here.

PCs may infer from what they find here that the inhabitants of the complex left in a hurry.

There is a secret door located behind the second armor stand from the end that leads to a small five- by five-foot room. There is a second secret door on the other side of the five-foot room that leads to the head Archon's bedroom.

- [DC 30] Successful Search checks reveal the secret doors.

Treasure

ALL APLs: L: 200 gp per character; C: 0 gp; M: 0 gp

Encounter Four: The Common Area, Kitchen and Pantry

The Common Area

This spacious 30-foot by 40-foot room is lit with the same demiglobes you have seen in the corridor and stairs. It appears that a fight of some sort has taken place in this room. Several long tables and benches are strewn about the room, some in pieces, along with the remnants of plates and cutlery. Rotting tapestries line the walls of this room. There is a door in the east wall, while an opening in the west wall leads to a five-foot wide corridor lined with several doors. Another opening in the south wall leads to a long, 10-foot wide corridor and one in the north wall leads to the main entrance hall.

This is where the inhabitants of the complex made their last stand. There are no bodies, as the denizens from the plane of Air that came through the gate dragged them back with them when they left. If the PCs are aware that summoning does not work within the complex (i.e., they have tried to summon something and it didn't work, etc.), a [DC 20] Knowledge (arcana) check tells them that something strange is definitely going on here, as it is obvious that a battle took place here, yet there are no bodies.

If the PCs proceed down the hallway to the south, they find a set of double doors fifteen feet down on the east side of the hall. The doors, which lead into the "airlock" for the Summoning Room, are iron, double-barred and covered with arcane and Auran writings. For PCs who can read Auran or who have some method of deciphering the magical writing (*read magic*, etc.), the writings are

basically a warning to all who read them not to go past this point, as what is contained behind these doors is both dangerous and top-secret. Other than the warning and the bars, there is nothing to stop the PCs from entering the Summoning Room.

The Listen checks to hear the elemental in the Summoning Room are as follows:

If the elemental is unaware of the party:

- [DC 15] To hear the sound of wind coming from towards the summoning room area
- [DC 25] The PCs can make out strange words, if the PCs speak Auran, they can make out the insane mutterings of the elemental

If the elemental is aware of the party, increase the DCs by 15.

The Kitchen

This room is a large kitchen. There are two huge fireplaces in the east wall, both with iron hooks that hold large pots. There are several holes in the stone surrounding the fireplaces. There is a long food prep table on the north wall, and three barrels on the south wall. A short corridor in the east wall leads to a door.

One of the barrels is half-filled with salt, the other two are empty, though one smells faintly of vinegar. The pots are empty, with a thin crust of dried grime and food – whatever was in them when the complex was abandoned is impossible to tell. PCs examining the holes in the fireplaces discover that when the fire is lit there are vents at the back of the holes that allow the heat from the fire to enter the holes and bake whatever is placed in there.

All of the cooking implements (knives, pots, pans, etc) have been left behind, and PCs examining the kitchen find it very well-equipped. It is obvious from the quality of the equipment that the inhabitants of the stronghold ate well.

The Pantry

Empty shelves line the west and south walls of this room. Four barrels are against the east wall, and there are some crates in the north-east corner. There is a door on the north wall.

One of the barrels contains a small quantity of salted cod, another, salted pork. The third barrel contains some dried beans and peas and the last one is half full of flour.

The crates have been emptied except for one large sack of rice.

The door in the north wall leads to a cold-storage room. The walls of this room are rough-hewn (hewn stone wall, *Dungeon Master's Guide*, and carved directly into the surrounding stone. This room is much cooler than the pantry. There is nothing in this room except for some dried-out vegetables and a few potatoes.

There is nothing of value in these rooms. The foodstuffs (salted cod, salted pork, beans, etc.) and that are left are useable, albeit not very tasty, but are only worth a few coppers due to their quantity and age.

Encounter Five: The Dormitories

The five-foot square rooms at the entrance to each of the dormitories are latrines. The holes lead 15 feet down to a swiftly-flowing underground river that carries all waste away. Anybody entering the underground river (*polymorph* into tiny critter, *gaseous form*, etc) finds they have a two-mile journey underground that eventually comes out at a 50 foot high falls in a small valley somewhere south-east of the complex.

All of the dormitory rooms are set up and furnished exactly the same way. Some personal touches have been added to each one, i.e., in one there is a painting of the occupant's family, in another, an heirloom quilt has been left on the bed. For ease of reference, the personal touches in each room are described below the boxed text.

The Dormitory

This small room is barely large enough to fit a bed, washstand, chest and night table. There is one of the lit demiglobes you have seen throughout the complex in here, but it has a shutter mechanism on it that allows it to be dimmed for sleeping.

The description is the same for all of the rooms, however, most contain personal touches that the inhabitants have added, which the PCs will find if they examine the rooms.

All of the rooms contain a bed with white sheets and a blue wool blanket on it. The chests all have a set of blue robes in them. The washstands all have small bars of soap. The personal touches in the rooms are:

- Room A: a painting of a very distinguished middle-aged Baklunish man on one wall.
- Room B: a hand-made blue and white quilt on the bed (Drunkard's Path pattern if anyone asks) worth 15 gp
- Room C: no personal touches. It does not appear that anyone was using this room.
- Room D: a three-foot high statuette of a warrior with a spear carved out of ebon-wood worth 20 gp
- Room E: a small jade figurine of a horse and rider worth 40 gp
- Room F: a pair of ivory hair combs on the washstand worth 25 gp.
[DC 20] Successful Search checks reveal a journal under the mattress of the bed. See **Players Handout #1** in **Appendix 4 – Player Handouts**.
- Room G: a set of red silk sheets on the bed worth 10 gp.
[DC 30] Successful Search checks reveal a secret door in the north wall that leads to the Head Archon's study.
- Room H: a bearskin rug (no head) on the floor worth 5 gp.
- Room I: a set of fine clothing in the chest. The clothing looks like it would fit a man of about 5'11" worth 15 gp.
- Rooms J, K, L, N, M: empty, no personal effects
- Room M: empty, no personal effects. [DC 30] Successful Search checks reveal a secret door in the south wall that leads to the library.

Treasure

If the PCs want to take all of the personal items from the rooms, they can sell them when they get back to a city or town for a bit of coin.

ALL APLs: L: 25 gp per character; C: 0 gp; M: 0 gp

Encounter Six: The Head Archon's Quarters

The Study

This room seems to be a study of some sort. There is a bookcase against the east wall and a desk and chair in the south end of the room. A couch and two chairs sit in front of the fireplace in the north end of the room. Hanging on the west wall beside the desk is a large mirror. There is a door in the east wall and a door and the west wall.

PCs examining the room find several well-used books on basic alchemy, the ecology of elementals and basic summoning in the bookcase, and a crystal decanter set on the desk.

- [DC 10] Successful Search checks reveal a set of masterwork alchemist's tools in the desk drawer.
- [DC 15] Successful Search checks reveal a vial marked "Alchemist's Fire" hidden (badly) in a secret compartment in the desk. It is, indeed, a vial of Alchemist's Fire.
- [DC 15] Successful Spellcraft or Knowledge (arcana) checks reveal that the mirror is suitable for use as a scrying mirror.
- [DC 25] Successful Search checks reveal a letter hidden in a secret compartment in the desk. See **Players Handout #2** in **Appendix 4 – Player Handouts**.
- [DC 30] Successful Search checks reveal a secret door behind the desk in the south wall that leads to dormitory room G.

The Bedroom

This bedroom is very well appointed. The bed has black silk sheets upon it, and there is a very intricate hand-woven Ketite rug on the floor. A small clawfoot bathtub is partially visible behind a screen on the west side of the room. There is a chest and an intricately carved set of drawers against the south wall. The demiglobe in this room has a shutter mechanism so that the light can be dimmed for sleeping. There is a door in the east wall and a door in the west wall.

Examining the room, the PCs find the sheets and rug as well as several sets of fine clothes that would fit a 5' 7" man.

- [DC 30] Successful Search checks reveal a secret door in the north wall that leads into the barracks.

Treasure

ALL APLs: L: 100 gp per character

Encounter Seven: The Shrine to Iuz

This room's purpose is immediately obvious when you walk in the door. Mosaics depicting scenes of horror and evils done in praise of Old Wicked cover the walls. At the north end of the room a large altar made out of bones and covered in what you assume is dried blood stands in silent testament to the rituals that went on here. Sitting atop the altar is a human-sized skull carved from a piece of obsidian. The only exit from this room is the door you came in.

This room is the Head Archon's shrine to Iuz. PCs examining this room find nothing of value aside from the obsidian skull.

[DC 15] Successful Spot or Search checks reveal, very small in the background of one of the mosaics, a dark portal with nine men standing around it. From out of the portal are streaming what appear to be many air elementals. This portion of the mosaic is too small to make out any other details.

Treasure

ALL APLs: L: 50 gp per character; C: 0 gp; M: 0 gp

Encounter Eight: The Library

This large room is obviously a library, and it is equally obvious that a battle of some sort took place here. It appears there were bookcases against the north and south walls, and many desks throughout the room, all of which have been smashed. There are comfortable-looking chairs that are relatively intact on the east and west side of the room, along with some glass

cases that have also been smashed. Torn and shredded books are strewn about the room, although a few do appear to have remained intact. The only exit from this room is the door you came in.

Examining the room, the PCs find that the only books still intact are histories of various cities across the Flanaess, biology books, introductory alchemy books, etc. If the PCs have some way of transporting all these books (there are about 25), they will be able to sell them to a sage in any major city.

Also strewn about the room are inkwells, quill pens and inexpensive blank parchment. The ink has long since dried up. There are a few scribbled notes on pieces of paper in the remains of some of the desks – obviously research on various topics.

- [DC 25] Successful Search checks reveal some papers with drawings of a giant stone circle. Writing in Auran on the drawings translates into notes on using the circle to alter the alignment of creatures summoned through the circle.
- [DC 30] Successful Search checks reveal a secret door in the north wall that leads to dormitory room M.

The listen checks to hear the elemental in the Summoning Room from here are as follows

If the elemental is unaware of the party:

- [DC 15] to hear the sound of wind coming from towards the Summoning Room area
- [DC 25] the PCs can make out strange words, if the PCs speak Auran, they can make out the insane mutterings of the elemental

If the elemental is aware of the party, increase the DCs by 15.

Treasure

All APLs: L: 25 gp per character; C: 0 gp; M: 0 gp

Encounter Nine: The Laboratory

This room appears to be a laboratory, and one in which a fight of some sort has taken place. The tables and chairs have been overturned, and in some cases broken. There are all sorts of small braziers, flasks,

glass tubes and containers and other equipment strewn about this room, as well as smashed glass and pottery all over the floor. Several of the intact containers, flasks and tubes contain what appear to be different liquids.

There are three exits from this room – a wooden door in the east wall, a wooden door in the west wall and a set of double doors in the north wall. The doors in the north wall are made of iron, have two sets of bars across them and have some sort of writing all over them.

The doors, which lead into the “airlock” for the Summoning Room, are iron, double-barred and covered with arcane and Auran writings. For PCs who can read Auran or who have some method of deciphering the magical writing (*read magic*, etc.), the writings are basically a warning to all who read them not to go past this point, as what is contained behind these doors is both dangerous and top-secret. Other than the warning and the bars, there is nothing to stop the PCs from entering the Summoning Room.

- [DC 15] Successful Search checks uncover some papers and a book in one of the more intact desks. The papers are diagrams for some sort of triangular containers. There are notes written on them in Auran that basically translate into “no, not right”, “need to figure out the binding equation”, and “try a different material – electrum, perhaps?” Any PC that has played **Ket 4-07 The Darkeye Hour** recognizes these instantly as plans for something that is similar to the weapon that was unleashed upon Lopolla in that adventure, although players should be reminded not to reveal too much if there are others at the table that have not played that adventure. These are, in fact, earlier unsuccessful plans for that weapon. The book is a book on planar binding spells.
- [DC 25] Successful Craft (alchemy) or Knowledge (arcana) checks by PCs who search this room can tell there were several experiments in progress at the time of whatever happened here, although what those experiments were is impossible to tell. The “liquids” are actually oily, viscous substances that smell foul.

Encounter Ten: The Storage Area

This room appears to be nothing more than the repository for any manner of junk, most of which

seems to lie smashed on the floor. There are numerous shelves and tables in this room, most of which are broken and strewn about the room. There is a single door on the west wall at the south end of the room and a set of double doors in the west wall at the north end of the room. The double doors are made of iron, have two sets of bars across them and have some sort of writing all over them.

The doors, which lead into the “airlock” for the Summoning Room, are iron, double-barred and covered with arcane and Auran writings. For PCs who can read Auran or who have some method of deciphering the magical writing (*read magic*, etc.), the writings are basically a warning to all who read them not to go past this point, as what is contained behind these doors is both dangerous and top-secret. Other than the warning and the bars, there is nothing to stop the PCs from entering the Summoning Room.

PCs examining this room find a lot of broken stone and other detritus.

[DC 20] Successful Search checks locate the sandstone wedge. Two of the sides, which are jagged as if a piece had been broken off, are approximately 6 inches long. The third, a curved side, is approximately 12 inches in total.

The Listen checks to hear the elemental in the Summoning Room from here are as follows

If the elemental is unaware of the party:

- [DC 12] To hear the sound of wind coming from towards the Summoning Room area.
- [DC 22] The PCs can make out strange words; if the PCs speak Auran, they can make out the insane mutterings of the elemental.

If the elemental is aware of the party, increase the DCs by 15.

Encounter Eleven: The Summoning Room

The Summoning Room is the only place in the complex that is not lit. All of the demiglobes have been smashed by the air elemental in its insane rage. When the PCs open any of the doors to this room, they break the magic circle that has bound the Elemental to this room. This means that the Elemental can now get out of this room

and into other parts of the complex, but does not break the inability of summoning spells to work throughout the complex, as the magic suppressing those spells' ability to work is tied to the stone of the complex itself rather than to the binding circle.

This room is pitch black except for the dim light coming through the door you just opened. You can just make out some sort of giant stone ring standing about 15 feet tall in the center of this room.

This is where the experiment this facility was dedicated to took place. The idea was that a giant, stable gate could be created to summon elementals to this plane whereupon, due to the magic of the binding spells employed, they would be “warped” and become native to this plane thus ensuring they could not be dismissed easily. Due to a young Vaste wizard’s sabotage, however, the elementals and creatures summoned did become native to the Prime Material plane, but were also driven mad by the process and became evil. In their madness, they attempted to drag back through the gate all the people who had a hand in the process – hence the reason there are no bodies in the complex except for the one in this room.

The Listen checks just outside the western doors of this room to hear the elemental inside are as follows:

If the elemental is unaware of the party:

- [DC 11] To hear the sound of wind coming from towards the Summoning Room area.
- [DC 21] The PCs can make out strange words; if the PCs speak Auran, they can make out the insane mutterings of the elemental.

If the elemental is aware of the party, increase the DCs by 15.

Combat

As soon as the door is opened, the elemental will attack anything that he can see, however he will attack anyone who appears to be wearing the raiment of the Air Archons to the exclusion of all others until that PC is dead. He will fight to the death, but will not attack unconscious or otherwise incapacitated combatants. If the entire party is knocked unconscious, the elemental will flee the complex to wreak havoc throughout the land.

Because the elemental has had his alignment and type changed by the gate, certain spells and abilities, such as *dismissal*, *detect evil*, *holy word*, etc., work differently than on a regular elemental.

PCs who attempt to *detect thoughts* on the elemental get only incoherent and insane ramblings such as “kill kill kill them all” and “hate them - HATE THEM!!!”

PCs who speak Auran understand the elemental’s insane shouts, which are the same as his insane thoughts.

Also, due to the nature of the magic at work in this room, creatures conjured with any summoning spell in this room gain a +4 enhancement bonus to Strength and Constitution, as if the caster had the Augment Summoning feat, and the creature summoned has maximum hit points. The enhancement bonus does not stack if the caster already has the Augment Summoning feat, though the creature still receives maximum hit points.

APL 2 (EL 4)

✚ **Advanced Medium Air Elemental:** hp 34; see Appendix 1.

APL 4 (EL 6)

✚ **Advanced Large Air Elemental:** hp 85; see Appendix 1

APL 6 (EL 8)

✚ **Advanced Huge Air Elemental:** hp 168; see Appendix 1

APL 8 (EL 10)

✚ **Advanced Greater Air Elemental:** hp 220; see Appendix 1

APL 10 (EL 12)

✚ **Advanced Elder Air Elemental:** hp 252; see Appendix 1

APL 12 (EL 14)

✚ **Advanced Elder Air Elemental:** hp 346; see Appendix 1

The Aftermath

Now that the Air Elemental has been defeated, the room lies silent and dark, save for the ambient light filtering in from the doorway. In the gloom you can

make out a large stone ring standing in the centre of the room, strange carvings decorating its scarred and smashed face. It is obvious that this is the nexus of whatever happened in this complex, as the destruction is greatest in this room; there is nothing intact. Rubble is strewn about the floor, and in one corner a lone skeleton draped in tattered blue robes lies broken and battered, a silent witness to the horrors that must have transpired here. Dried blood sprayed across the walls seems to indicate that more than one person died in this room.

PCs examining this room discover the following information.

- [DC 10] Successful Search checks reveal a set of spectacles under the bones. *Detect magic* and a successful Spellcraft check reveal faint Divination magic. These are *spellsight spectacles* (Complete Adventurer pg. 135).
- [DC 20] Successful Knowledge (arcana) checks reveal that the ring was used for some sort of Summoning ritual.
- [DC 25] Successful Knowledge (arcana) checks reveal that the graven symbols are a variation of those used in a *gate* spell.

Development

In the event the PCs have some way of speaking with the corpse of Meshif of the Vaste, they can discover the following information:

☞ Meshif: Will save +8

- Meshif was part of a group of nine Vaste wizards who were working to open a permanent portal to the Elemental Plane of Air.
- Something went wrong during the formation of the gate, and creatures from the elemental plane of air came through en masse, attacking everyone in their path, dragging their bodies back through the gate.
- Meshif doesn't know what caused the gate to not work as planned. (He had no way of knowing that it was sabotaged.)
- Meshif and two other wizards managed to seal the room with powerful warding magics, preventing any more denizens from the plane of air from escaping out of the summoning room.
- After sealing and warding the room, the other two wizards were overwhelmed by elementals and were taken through the gate.

- Meshif's last living memory is of destroying the gate with the last of his magic, trapping the last elemental in with him. The magical backlash from the gate's destruction caused his death.
- Meshif has no desire to be brought back from the dead. He has no family, and nobody misses him or wonders what happened to him.

Treasure

ALL APLs: L: ogp, C: ogp, M: *spellsight spectacles* (208 gp per character)

Encounter Twelve: Choosing Sides

As you exit the stronghold, you notice a group of four people off to one side in the rubble, seemingly waiting for you. All four are Baklunish. One of them, a tall man in light blue robes, speaks. "Greetings, strangers. I believe you have some things that lawfully belong to us. I would suggest we discuss this rationally so as to avoid any unnecessary violence."

The Vaste informant in the Brotherhood of Sorcery has passed along the information he has discovered to his Vaste masters, and they have sent a "hit squad" to retrieve the stone wedge from the PCs by any means necessary. They will start out negotiating in hopes of avoiding a fight, but are willing to kill the PCs in order to get the stone wedge.

If the PCs wish to negotiate, the Vaste will use the following points in their negotiation.

- They are the lawful owners of this stronghold and, as such, anything found in there belongs to them. They are willing to overlook the PCs "trespassing" on their property if they return the stone and any papers they took.
- A [DC 15] Successful Knowledge (local – VTF) checks reveal that, since this is a secret (and illegal) installation, their legal rights are forfeit under Ket laws. PCs who are Justicars and whose home region is Ket know this automatically.
- If the PCs give them the stone, they will compensate them with access to powerful magic items from their stores. They will also pay them 100gp x APL each.

- If the PCs look weak (i.e., badly injured or just outmatched), the Vaste will try to bully them by pointing out that the PCs probably don't want to fight them because they are in no shape to do so.
- If the PCs say "well, we'll just go back to Molvar (or Lopolla or any other city) and sort this out with the Threshers" the Vaste dig their heels in – they don't want anyone knowing what's going on here.

If the PCs don't make a deal, or if they start casting spells, the Vaste party will attack. There is no surprise on either side. The Vaste wizard has used a *scroll of greater dispelling* to dispel the *forbiddance*, as he wants to be able to summon things, so summoning spells will now work outside the complex.

APL 2 (EL 5)

♣**Hassan the Fighter:** Male human Ftr1; hp 12; see Appendix 1

♣**Habim the Rogue:** Male human Rog1; hp 8; see Appendix 1

♣**Iago the Cleric of Iuz:** Male human Clr1; 10 hp; see Appendix 1

♣**Jafar the Vaste Wizard:** Male human Wiz3; 16 hp; see Appendix 1

APL 4 (EL 7)

♣**Hassan the Fighter:** Male human Ftr2; hp 20; see Appendix 1

♣**Habim the Rogue:** Male human Rog2; hp 14; see Appendix 1

♣**Iago the Cleric of Iuz:** Male human Clr2; 17 hp; see Appendix 1

♣**Jafar the Vaste Wizard:** Male human Wiz5; 26 hp; see Appendix 1

APL 6 (EL 9)

♣**Hassan the Fighter:** Male human Ftr3; hp 28; see Appendix 1

♣**Habim the Rogue:** Male human Rog3; hp 20; see Appendix 1

♣**Iago the Cleric of Iuz:** Male human Clr3; 24 hp; see Appendix 1

♣**Jafar the Vaste Wizard:** Male human Wiz8; 41 hp; see Appendix 1

♣**Jafar's familiar:** small air elemental; 20 hp; see Appendix 1

APL 8 (EL 11)

♣**Hassan the Fighter:** Male human Ftr5; hp 44; see Appendix 1

♣**Habim the Rogue:** Male human Rog5; hp 32; see Appendix 1

♣**Iago the Cleric of Iuz:** Male human Clr5; 38 hp; see Appendix 1

♣**Jafar the Vaste Wizard:** Male human Wiz10; 51 hp; see Appendix 1

♣**Jafar's familiar:** small air elemental; 25 hp; see Appendix 1

APL 10 (EL 13)

♣**Hassan the Fighter:** Male human Ftr7; hp 60; see Appendix 1

♣**Habim the Rogue:** Male human Rog7; hp 44; see Appendix 1

♣**Iago the Cleric of Iuz:** Male human Clr7; 52 hp; see Appendix 1

♣**Jafar the Vaste Wizard:** Male human Wiz12; 61 hp; see Appendix 1

♣**Jafar's familiar:** small air elemental; 30 hp; see Appendix 1

APL 12 (EL 15)

Hassan the Fighter: Male human Ftr9; hp 76; see Appendix 1

♣**Habim the Rogue:** Male human Rog9; hp 56; see Appendix 1

♣**Iago the Cleric of Iuz:** Male human Clr9; 66 hp; see Appendix 1

♣**Jafar the Vaste Wizard:** Male human Wiz14; 71 hp; see Appendix 1

♣**Jafar's familiar:** small air elemental; 35 hp; see Appendix 1

Treasure:

APL 2: L: 100 gp per character; C: 25 gp per character; M: *bracers of armor +1 (83 gp per character)*, *pearl of power*

(1st-level spell) (83 gp per character), *cloak of elemental protection* (83 gp per character).

APL 4: L: 194 gp per character; C: 58 gp per character; M: +1 *chainmail* (108 gp per character), *bracers of quickstrike* (100 gp per character), *bracers of armor* +2 (333 gp per character), *ring of protection* +1 (167 gp per character), *vest of resistance* +1 (83 gp per character), *pearl of power* (1st-level spell) (83 gp per character), *wand of enlarge person* (10 charges) (12 gp per character), *cloak of elemental protection* (83 gp per character).

APL 6: L: 78 gp per character; C: 83 gp per character; M: +1 *chainmail* * 2 (108 gp per character * 2), *bracers of quickstrike* (100 gp per character), +1 *falchion* (193 gp per character), *ring of protection* +1 * 2 (167 gp per character * 2), *studded leather armor* +1 (98 gp per character), *shortsword* +1 (192 gp per character), *gloves of dexterity* +2 (333 gp per character), +1 *heavy mace* (192 gp per character), *helm of glorious recovery* (467 gp per character), *headband of intellect* +2 (333 gp per character), *bracers of armor* +2 (333 gp per character), *vest of resistance* +1 (83 gp per character), *pearl of power* (1st-level spell) (83 gp per character), *wand of enlarge person* (10 charges) (12 gp per character), *cloak of elemental protection* (83 gp per character), *gloves of arrow snaring* (333 gp per character).

APL 8: L: 78 gp per character; C: 108 gp per character; M: +1 *chainmail* * 2 (108 gp per character * 2), *bracers of quickstrike* (100 gp per character), +1 *falchion* (193 gp per character), *ring of protection* +1 * 4 (167 gp per character * 4), *cloak of resistance* +1 * 3 (83 gp per character * 3), *amulet of natural armor* +1 * 2 (167 gp per character * 2), *gauntlets of ogre power* (333 gp per character), *studded leather armor* +1 (98 gp per character), *shortsword* +1 (192 gp per character), *gloves of dexterity* +2 (333 gp per character), *half plate* +1 (150 gp per character), *heavy mace* +1 (192 gp per character), *periapt of wisdom* +2 (333 gp per character), *helm of glorious recovery* (467 gp per character), *dust of appearance* (150 gp per character), *headband of intellect* +4 (1333 gp per character), *bracers of armor* +2 (333 gp per character), *vest of resistance* +1 (83 gp per character), *pearl of power* (2nd-level spell) (333 gp per character), *wand of enlarge person* (10 charges) (12 gp per character), *cloak of elemental protection* (83 gp per character), *gloves of arrow snaring* (333 gp per character), *Kheoghtom's ointment* (333 Gp per character).

APL 10: L: 78 gp per character; C: 133 gp per character; M: +1 *full plate* * 2 (221 gp per character * 2), *bracers of quickstrike* (100 gp per character), +1 *keen falchion* (693 gp per character), *ring of protection* +1 * 4 (167 gp per character * 4), *cloak of resistance* +1 * 2 (83 gp per character * 2), *amulet of natural armor* +1 * 2 (167 gp per

character * 2), *gauntlets of ogre power* (333 gp per character), *boots of striding and springing* (458 gp per character), +1 *studded leather armor* (98 gp per character), +1 *shortsword* (192 gp per character), *gloves of dexterity* +2 (333 gp per character), +1 *spell storing heavy mace* (692 gp per character), *periapt of wisdom* +2 (333 gp per character), *helm of glorious recovery* (467 gp per character), *cloak of resistance* +2 (333 gp per character), *dust of appearance* (150 gp per character), *Boccob's blessed book* (1042 gp per character), *headband of intellect* +4 (1333 gp per character), *bracers of armor* +2 (333 gp per character), *vest of resistance* +2 (1333 gp per character), *pearl of power* (2nd-level spell) (333 gp per character), *wand of enlarge person* (10 charges) (12 gp per character), *cloak of elemental protection* (83 gp per character), *gloves of arrow snaring* (333 gp per character), *Kheoghtom's ointment* (333 gp per character).

APL 12: L: 78 gp per character; C: 158 gp per character; M: +1 *full plate* * 2 (221 gp per character * 2), *belt of giant strength* +4 (1333 gp per character), *bracers of quickstrike* (83 gp per character), +1 *keen shocking falchion* (1527 gp per character), *ring of protection* +1 * 4 (167 gp per character * 4), *cloak of resistance* +1 * 2 (83 gp per character * 2), *amulet of natural armor* +1 * 2 (167 gp per character * 2), *gauntlets of ogre power* (333 gp per character), *boots of striding and springing* (458 gp per character), +1 *studded leather armor* (98 gp per character), +1 *shortsword of subtlety* (1859 gp per character), *gloves of dexterity* +2 (333 gp per character), +1 *spell storing heavy mace* (692 gp per character), *periapt of wisdom* +4 (1333 gp per character), *helm of glorious recovery* (467 gp per character), *cloak of resistance* +2 (333 gp per character), *dust of appearance* (150 gp per character), *Boccob's blessed book* (1042 gp per character), *headband of intellect* +4 (1333 gp per character), *bracers of armor* +2 (333 gp per character), *vest of resistance* +2 (1333 gp per character), *pearl of power* (2nd-level spell) (333 gp per character), *wand of enlarge person* (10 charges) (12 gp per character), *cloak of elemental protection* (83 gp per character), *gloves of arrow snaring* (333 gp per character), *Kheoghtom's ointment* (333 gp per character).

Development

If the PCs defeat the Vaste party and question them, the Vaste don't really know much. All they know is that a sympathiser in the Brotherhood of Sorcery told their leader that the Brotherhood "had a bug up their butts" about the stone wedge, and he sent them to retrieve it. They don't know who the sympathiser is – they've never dealt with him or her directly.

Conclusions

If the PCs turn the stone over to the Brotherhood, go to **Conclusion A**.

If the PCs turn the stone over to the Vaste and tell the Brotherhood they've done that (or says that they've turned it over to "the Archons"), go to **Conclusion B**.

If the PCs hand the stone over to the Vaste and tell the Brotherhood that they couldn't/didn't retrieve it, go to **Conclusion C**.

If the PCs fail to retrieve the stone at all, go to **Conclusion D**.

If the PCs try to negotiate a better deal from the Brotherhood, they will a) tell the PCs that they cannot pay any more and b) point out that the PCs agreed to the deal when they took the job in the first place. If they agree to turn it over at this point, go to **Conclusion A**, but modify the boxed text to reflect the fact that Siroq is dismayed at their attempted extortion. If the PCs still refuse to give the Brotherhood the stone then the Brotherhood will be extremely disappointed and the PCs receive only the **Disfavor of the Brotherhood** reward on the AR.

Conclusion A: The Brotherhood Gets the Second Stone

Use this conclusion if the PCs hand the stone over to the Brotherhood of Sorcery. If they have tried to broker a better deal with Siroq and Sheraz, modify the boxed text to reflect Siroq's displeasure with their attempts.

Siroq and Sheraz are waiting for you when you return to Molvar. "Were you successful?" Siroq asks hopefully.

When the PCs hand over the stone, Siroq and Sheraz are very grateful, thanking them profusely.

"Ah, thank you my friends! I must get this back to the College so that we can begin studying it. I suspect this will bring more questions than answers, but we shall see. We are continuing to try and find the third and final stone, and will no doubt call upon you for help once we have located it. Once again you have my thanks and the thanks of the Brotherhood."

The PCs receive the **Favor of the Brotherhood** reward on their AR.

Conclusion B: The Brotherhood Knows "Someone Else" Got the Stone

Use this conclusion if the PCs give the stone to the Vaste and tell the Brotherhood that they gave it someone else (whether that be "the Vaste", "the Archons" or just "someone else").

Siroq and Sheraz are waiting for you when you return to Molvar. "Were you successful?" Siroq asks hopefully. When you tell them that you had the stone but gave it to another party, a flash of anger passes across Siroq's face. "Well," he says finally, after he seems to get his anger under control, "I am sure you had your reasons for going back on the deal we made, and you will have to look to your own conscience to decide if you have done the right thing. As for us, we will have to look at other means of recovering the stone. If you will excuse us we have much work to do."

The Brotherhood is severely annoyed with the PCs for breaking their deal and giving the stone to someone else. The PCs receive the **Favors of the Vaste** reward on their AR. However, due to the sharing of information the Brotherhood is upset and awards the PCs the **Disfavor of the Brotherhood** reward on their AR.

If the PCs actually tell the Brotherhood that they have given the stone to "the Vaste" (as opposed to just "the Archons" or "someone else", Siroq will tell the Threshers and the Jurats that they have been "collaborating with traitors to Ket". Each PC loses 6 TUs in the stocks (Diplomacy check [DC 20] to cut this in half) and receives the "Vaste Collaborator" entry on his or her AR under the section of **Crime and Punishment**.

Conclusion C: The Brotherhood Doesn't Know the Vaste Got the Stone

Use this conclusion if the PCs give the stone to the Vaste but tell the Brotherhood they couldn't find it.

Siroq and Sheraz are waiting for you when you return to Molvar. "Were you successful?" Siroq asks hopefully. When you tell them that you were not, their faces fall and they struggle for a moment to contain their disappointment. "Well," says Siroq finally, "we will have to look at other means of recovering the stone. I am sure that whatever information you can give us will be of some use, however. And perhaps we will have need of you again if we find the location of the third stone."

The Brotherhood is disappointed, but the Vaste are pleased. The PCs receive the **Favors of the Vaste** reward on their AR.

Conclusion D: Failure

Use this conclusion if the PCs fail to get the stone wedge.

Siroq and Sheraz are waiting for you when you return to Molvar. "Were you successful?" Siroq asks hopefully. When you tell them that you were not, their faces fall and they struggle for a moment to contain their disappointment. "Well," says Siroq finally, "we will have to look at other means of recovering the stone. I am sure that whatever information you can give us will be of some use, however. And perhaps we will have need of you again if we find the location of the third stone."

The Brotherhood is disappointed. The PCs don't get either of the set of favors.

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 Two

Getting past the traps

APL 2:	90 xp
APL 4:	150 xp
APL 6:	210 xp
APL 8:	270 xp
APL 10:	330 xp
APL 12:	390 xp

Encounter Eleven

Defeat the trapped Air Elemental

APL 2:	120 xp
APL 4:	180 xp
APL 6:	240 xp
APL 8:	300 xp
APL 10:	360 xp
APL 12:	420 xp

Encounter Twelve

Defeating the Vaste hit squad

APL 2:	150 xp
APL 4:	210 xp
APL 6:	270 xp
APL 8:	330 xp
APL 10:	390 xp
APL 12:	450 xp

OR

Turning the stone over to the Vaste

APL 2:	60 xp
APL 4:	90 xp
APL 6:	120 xp
APL 8:	150 xp
APL 10:	180 xp
APL 12:	210 xp

Story Award

Turning the stone over to the Brotherhood:

APL 2:	60 xp
APL 4:	90 xp

APL 6:	120 xp
APL 8:	150 xp
APL 10:	180 xp
APL 12:	210 xp

Discretionary roleplaying award

APL 2:	30 xp
APL 4:	45 xp
APL 6:	60 xp
APL 8:	75 xp
APL 10:	90 xp
APL 12:	105 xp

Total possible experience:

APL 2:	450 xp
APL 4:	600 xp
APL 6:	900 xp
APL 8:	1,125 xp
APL 10:	1,350 xp
APL 12:	1,575 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two: Into the Halls of the Vaste

All APLs: L: 5 gp per character; C: 0 gp; M: 0 gp

Encounter Three: The Guardroom and Barracks

All All APLs: L: 200 gp per character; C: 0 gp; M: 0 gp

Encounter Five: The Dormitories

All APLs: L: 25 gp per character; C: 0 gp; M: 0 gp

Encounter Six: The Head Archon’s Quarters

All APLs: L: 100 gp per character; C: 0 gp; M: 0 gp

Encounter Seven: The Shrine to Iuz

All APLs: L: 50 gp per character; C: 0 gp; M: 0 gp

Encounter Eight: The Library

All APLs: L: 25 gp per character; C: 0 gp; M: 0 gp

Encounter Eleven: Summoning Room

All APLs: L: 0 gp; C: 0 gp; M: 208 gp per character

Encounter Twelve: The Vaste Goon Squad

APL 2: L: 100 gp per character; C: 25 gp per character; M: *bracers of armor +1* (83 gp per character), *pearl of power* (1st-level spell) (83 gp per character), *cloak of elemental protection* (83 gp per character).

APL 4: L: 194 gp per character; C: 58 gp per character; M: +1 chainmail (108 gp per character), bracers of quickstrike (100 gp per character), bracers of armor +2 (333 gp per character), ring of protection +1 (167 gp per character), vest of resistance +1 (83 gp per character), pearl of power (1st-level spell) (83 gp per character), wand of enlarge person (10 charges) (12 gp per character), cloak of elemental protection (83 gp per character).

APL 6: L: 78 gp per character; C: 83 gp per character; M: +1 chainmail * 2 (108 gp per character * 2), bracers of quickstrike (100 gp per character), +1 falchion (193 gp per character), ring of protection +1 * 2 (167 gp per character * 2), studded leather armor +1 (98 gp per character), shortsword +1 (192 gp per character), gloves of dexterity +2 (333 gp per character), +1 heavy mace (192 gp per character), helm of glorious recovery (467 gp per character), headband of intellect +2 (333 gp per character), bracers of armor +2 (333 gp per character), vest of resistance +1 (83 gp per character), pearl of power (1st-level spell) (83 gp per character), wand of enlarge person (10 charges) (12 gp per character), cloak of elemental protection (83 gp per character), gloves of arrow snaring (333 gp per character).

APL 8: L: 78 gp per character; C: 108 gp per character; M: +1 chainmail * 2 (108 gp per character * 2), bracers of quickstrike (100 gp per character), +1 falchion (193 gp per character), ring of protection +1 * 4 (167 gp per character * 4), cloak of resistance +1 * 3 (83 gp per character * 3), amulet of natural armor +1 * 2 (167 gp per character * 2), gauntlets of ogre power (333 gp per character), studded leather armor +1 (98 gp per character), shortsword +1 (192 gp per character), gloves of dexterity +2 (333 gp per character), half plate +1 (150 gp per character), heavy mace +1 (192 gp per character), periapt of wisdom +2 (333 gp per character), helm of glorious recovery (467 gp per character), dust of appearance (150 gp per character), headband of intellect +4 (1333 gp per character), bracers of armor +2 (333 gp per character), vest of resistance +1 (83 gp per character), pearl of power (2nd-level spell) (333 gp per character), wand of enlarge person (10 charges) (12 gp per character), cloak of elemental protection (83 gp per character), gloves of arrow snaring (333 gp per character), Kheoghtom's ointment (333 gp per character).

APL 10: L: 78 gp per character; C: 133 gp per character; M: +1 full plate * 2 (221 gp per character * 2), bracers of quickstrike (100 gp per character), +1 keen falchion (693 gp per character), ring of protection +1 * 4 (167 gp per character * 4), cloak of resistance +1 * 2 (83 gp per character * 2), amulet of natural armor +1 * 2 (167 gp per character * 2), gauntlets of ogre power (333 gp per character), boots of striding and springing (458 gp per

character), +1 studded leather armor (98 gp per character), +1 shortsword (192 gp per character), gloves of dexterity +2 (333 gp per character), +1 spell storing heavy mace (692 gp per character), periapt of wisdom +2 (333 gp per character), helm of glorious recovery (467 gp per character), cloak of resistance +2 (333 gp per character), dust of appearance (150 gp per character), Boccob's blessed book (1042 gp per character), headband of intellect +4 (1333 gp per character), bracers of armor +2 (333 gp per character), vest of resistance +2 (1333 gp per character), pearl of power (2nd-level spell) (333 gp per character), wand of enlarge person (10 charges) (12 gp per character), cloak of elemental protection (83 gp per character), gloves of arrow snaring (333 gp per character), Kheoghtom's ointment (333 gp per character).

APL 12: L: 78 gp per character; C: 158 gp per character; M: +1 full plate * 2 (221 gp per character * 2), belt of giant strength +4 (1333 gp per character), bracers of quickstrike (83 gp per character), +1 keen shocking falchion (1527 gp per character), ring of protection +1 * 4 (167 gp per character * 4), cloak of resistance +1 * 2 (83 gp per character * 2), amulet of natural armor +1 * 2 (167 gp per character * 2), gauntlets of ogre power (333 gp per character), boots of striding and springing (458 gp per character), +1 studded leather armor (98 gp per character), +1 shortsword of subtlety (1859 gp per character), gloves of dexterity +2 (333 gp per character), +1 spell storing heavy mace (692 gp per character), periapt of wisdom +4 (1333 gp per character), helm of glorious recovery (467 gp per character), cloak of resistance +2 (333 gp per character), dust of appearance (150 gp per character), Boccob's blessed book (1042 gp per character), headband of intellect +4 (1333 gp per character), bracers of armor +2 (333 gp per character), vest of resistance +2 (1333 gp per character), pearl of power (2nd-level spell) (333 gp per character), wand of enlarge person (10 charges) (12 gp per character), cloak of elemental protection (83 gp per character), gloves of arrow snaring (333 gp per character), Kheoghtom's ointment (333 gp per character).

Total Possible Treasure

APL 2	450 gp
APL 4	675 gp
APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

Appendix 1 – NPC Stats

APL 2

Encounter Eleven

Advanced medium air elemental: Medium Elemental (Air); CR 4; HD 4d8+16; hp 34; Init +11; Spd Fly 100 ft. (perfect); AC 20 (+7 Dex, +3 natural), touch 17, flat-footed 13; Base Atk +3; Grp +5; Atk +10 melee (1d6+2, slam); Full Atk +10 melee (1d6+2, slam); SA Air mastery, whirlwind (DC 14, 1d6); SQ Darkvision 60 ft., elemental traits; AL NE; SV Fort +5, Ref +11, Will +2; Str 14, Dex 25, Con 18, Int 4, Wis 13, Cha 8.

Skills and Feats: Listen +4, Spot +5; Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Encounter Twelve

Hassan the fighter: Male Human Ftr1; CR 1; Medium human (baklunish); HD 1d10+2; hp 12; Init +1; Spd 20 ft; AC 16 (+1 Dex, +5 chainmail), touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (2d4+3, falchion) or +2 ranged (1d6+2, composite (+2 str) shortbow); Full Atk +4 melee (2d4+3, falchion) or +2 ranged (1d6+2, composite (+2 str) shortbow); AL NE; SV Fort +4, Ref +1, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Ride +5, Swim -2; Iron Will, Power Attack, Weapon Focus (Falchion).

Languages: Common.

Possessions: masterwork chainmail, falchion, dagger, composite (+2 str) shortbow, 20 arrows, 50 gp.

Habim the Rogue: Male Human Rog1; CR 1; Medium Human (baklunish); HD 1d6+2; hp 8; Init +2; Spd 30 ft; AC 15 (+2 Dex, +3 studded leather) touch 12, flat-footed 13; Base Atk: +0, Grp +1; Atk +2 melee (1d6+1, shortsword) or +2 ranged (1d6, shortbow); Full Atk +2 melee (1d6+1, shortsword) or +2 ranged (1d6, shortbow); SV Fort +2, Ref +4, Will +0; AL NE; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Bluff +3, Decipher Script +5, Disable Device +5, Escape Artist +6, Knowledge (local) +5, Open Lock +6, Search +5, Spot +4, Tumble +6, Use Magic Device +3; Dodge, Weapon Finesse.

Languages: Ancient Baklunish, Common.

Possessions: masterwork studded leather armor, shortsword, dagger, shortbow, 20 arrows, 50 gp.

Iago the Cleric of Iuz: Male Human Clr1; CR 1; Medium Human; HD 1d8+2; hp 10; Init +0; Spd 20 ft; AC 15 (+5 chainmail), touch 10, flat-footed 15; Base Atk +0, Grp +1; Atk +1 melee (1d8+1, heavy mace); Full Atk +1 melee (1d8+1, heavy mace); SV Fort +4, Ref +0, Will +4; AL NE; Str 12, Dex 10, Con 14, Int 8, Wis 15, Cha 13.

Skills & Feats: Concentration +6, Spellcraft +3; Combat Casting, Spell Focus (Necromancy).

Spells Prepared (3/2; base DC = 12 + spell level; DC = 13 + spell level for necromancy spells): 0 - *cure minor wounds, guidance, resistance*; 1st - *cause fear, deathwatch, protection from good*.*

*Domain spell. *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills), Evil (spells with the evil descriptor are cast at +1 level).

Languages: Common.

Possessions: masterwork chainmail, heavy mace, dagger, wooden holy symbol (2), spell component pouch, 50 gp.

Jafar the Vaste Wizard: Male Human Wiz3; CR 3; Medium Human (baklunish); HD 3d4+6; hp 16; Init +1; Spd 30 ft; AC 12 (+1 Dex, +1 bracers of armor); Base Atk +1, Grp +0; Atk +0 melee (1d6-1, quarterstaff); Full Atk +0 melee (1d6-1, quarterstaff); SV Fort +3, Ref +2, Will +4; AL NE; Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10.

Skills & Feats: Concentration +8, Decipher Script +8, Knowledge (arcana) +8, Knowledge (history) +8, Spellcraft +10; Augment Summoning, Combat Casting, Scribe Scroll, Spell Focus (Conjuration).

Spells Prepared (4/3/2; base DC = 12 + spell level; DC 13 + spell level for conjuration spells): 0 - *acid splash* (x2), *ray of frost* (x2); 1st - *charm person, shield, summon monster I*; 2nd - *Melf's acid arrow, summon monster II*.

Languages: Ancient Baklunish, Common.

Possessions: traveling spell book, dagger, *bracers of armor +1*, *pearl of power* (1st-level spell), *cloak of elemental protection***, quarterstaff.

** see Appendix 2: New Rules Items

APL 4

Encounter Eleven

Advanced large air elemental: Large Elemental (Air); CR 6; HD 9d8+45; hp 85; Init +13; Spd Fly 100 ft. (perfect); AC 22 (-1 size, +9 Dex, +4 natural), touch 18, flat-footed 14; Base Atk +6; Grp +13; Atk +14 melee (2d6+3, slam); Full Atk +14 melee (2d6+3, 2 slams); Space/Reach 10 ft./10 ft.; SA Air mastery, whirlwind (DC 17, 2d6 dmg); SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +7, Ref +15, Will +3; Str 16, Dex 29, Con 20, Int 6, Wis 13, Cha 8.

Skills and Feats: Listen +7, Spot +7; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse.

Encounter Twelve

Hassan the fighter: Male Human Ftr2; CR 2; Medium Human (baklunish); HD 2d10+4; hp 20; Init +1; Spd 20 ft; AC 17 (+1 Dex, +6 for +1 chainmail), touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +6 melee (2d4+3, masterwork falchion) or +4 ranged (1d6+2, masterwork composite (+2 str) shortbow); Full Atk +6 melee (2d4+3, masterwork falchion) or +4 ranged (1d6+2, masterwork composite (+2 str) shortbow); SV Fort +5, Ref +1, Will +3; AL NE; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Ride +6, Swim -1; Iron Will, Power Attack, Cleave, Weapon Focus (Falchion).

Possessions: +1 chainmail, bracers of quickstrike**, masterwork falchion, masterwork composite (+2 str) shortbow, dagger, 20 arrows, 150 gp.

** see Appendix 2: New Rules Items

Habim the Rogue: Male Human Rog2; CR 2; Medium Human (baklunish); HD 2d6+4; hp 14; Init +2; Spd 30 ft; AC 15 (+2 Dex, +3 studded leather) touch 12, flat-footed 13; Base Atk +1, Grp +2; Atk +4 melee (1d6+1, masterwork shortsword) or +4 ranged (1d6, masterwork shortbow); Full Atk +4 melee (1d6+1, masterwork shortsword) or +4 ranged (1d6, masterwork shortbow); SV Fort +2, Ref +5, Will +0; AL NE; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Bluff +4, Decipher Script +6, Disable Device +6, Escape Artist +7, Knowledge (local) +6, Open Lock +7, Search +6, Spot +5, Tumble +7, Use Magic Device +4; Dodge, Weapon Finesse.

Languages: Ancient Baklunish, Common.

Possessions: masterwork studded leather armor, masterwork shortsword, dagger, masterwork shortbow, 20 arrows, 100 gp.

Iago the Cleric of Iuz: Male Human Clr2; CR 2; Medium Human (baklunish); HD 2d8+4; hp 17; Init +0; Spd 20 ft; AC 15 (+5 chainmail); Base Atk +1, Grp +2; Atk +3 melee (1d8+1, masterwork heavy mace); Full Atk +3 melee (1d8+1, masterwork heavy mace); SV Fort +5, Ref +0, Will +5; AL NE; Str 12, Dex 10, Con 14, Int 8, Wis 15, Cha 13.

Skills & Feats: Concentration +7, Spellcraft +4; Combat Casting, Spell Focus (Necromancy).

Spells prepared: (4/3; base DC = 12 + spell level; DC = 13 + spell level for necromancy spells): 0 – *cure minor wounds, guidance resistance (x2)*; 1st – *cause fear, command, deathwatch, protection from good*.*

*Domain spell. *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills), Evil (spells with the evil descriptor are cast at +1 level).

Languages: Common.

Possessions: masterwork chainmail, masterwork heavy mace, dagger, wooden holy symbol (2), spell component pouch, 100 gp.

Jafar the Vaste Wizard: Male Human Wiz5; CR 5; Medium Human (baklunish); HD 5d4+10; hp 26; Init +1; Spd 30 ft; AC 14 (+1 Dex, +2 bracers of armor, +1 ring of protection); Base Atk +2, Grp +1; Atk +1 melee (1d6-1, quarterstaff); Full Atk +1 melee (1d6-1, quarterstaff); SV Fort +4, Ref +3, Will +6; AL NE; Str 8, Dex 13, Con 14, Int 16, Wis 12, Cha 10.

Skills & Feats: Concentration +8, Decipher Script +11, Knowledge (arcana) +11, Knowledge (dungeoneering) +5, Knowledge (history) +11, Spellcraft +13; Augment Summoning, Combat Casting, Empower Spell, Scribe Scroll, Spell Focus (Conjuration).

Spells Prepared (4/4/4/2; base DC = 13 + spell level; DC = 14 + spell level for conjuration spells): 0 – *acid splash(x2), ray of frost(x2)*; 1st – *charm person, grease, shield, summon monster I*; 2nd – *glitterdust, Melf's acid arrow(x2), summon monster II*; 3rd – *dispel magic, summon monster III*.

Possessions: traveling spell book, dagger, bracers of armor +2, ring of protection +1, vest of resistance +1**, pearl of power (1st-level spell), wand of enlarge

*person (10 charges), cloak of elemental protection***;
quarterstaff.

** see Appendix 2: New Rules Items

APL 6

Encounter Eleven

Advanced huge air elemental: Huge Elemental (Air); CR 8; HD 16d8+96; hp 168; Init +15; Spd Fly 100 ft. (perfect); AC 23 (-2 size, +11 Dex, +4 natural), touch 19, flat-footed 12; Base Atk +12; Grp +25; Atk +21 melee (2d8+5, slam); Full Atk +21 melee (2d8+5, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind (DC 23, 2d8 dmg); SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +11, Ref +21, Will +6; Str 20, Dex 33, Con 22, Int 6, Wis 13, Cha 8.

Skills and Feats: Listen +12, Spot +13; Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Encounter Twelve

Hassan the fighter: Male Human Ftr3; CR 3; Medium Human (baklunish); HD 3d10+6; hp 28; Init +1; Spd 20 ft; AC 18 (+1 Dex, +6 for +1 chainmail, +1 ring of protection) touch 12, flat-footed 17; Base Atk +3, Grp +6; Atk +8 melee (2d4+5, +1 falchion) or +5 ranged (1d6+2, masterwork composite (+2) shortbow); Full Atk +8 melee (2d4+5, +1 falchion) or +5 ranged (1d6+2, masterwork composite (+2) shortbow); SV Fort +5, Ref +2, Will +4; AL NE; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +5, Ride +7, Swim +1. Blind-Fight, Iron Will, Power Attack, Cleave, Weapon Focus (Falchion).

Languages: Common.

Possessions: +1 chainmail, bracers of quickstrike**, +1 falchion, ring of protection +1, dagger, masterwork composite (+2) shortbow, 20 arrows, gauntlets of ogre power, 200 gp.

** see Appendix 2: New Rules Items

Habim the Rogue: Male Human Rog3; CR 3; Medium Human (baklunish); HD 3d6+6; hp 20; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 for +1 studded leather) touch 13, flat-footed 14; Base Atk +2; Grp +3; Atk +6 melee (1d6+2, +1 shortsword) or +6 ranged (1d6, masterwork shortbow); Full Atk +6 melee (1d6+2, +1 shortsword) or +6 ranged (1d6, masterwork shortbow); SV Fort +3, Ref +5, Will +1; AL NE; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Bluff +5, Decipher Script +7, Disable Device +7, Escape Artist +9, Knowledge (local)

+7, Open Lock +9, Search +7, Spot +6, Tumble +9, Use Magic Device +5; Dodge, Mobility, Weapon Finesse.

Languages: Ancient Baklunish, Common

Possessions: studded leather armor +1, shortsword +1, gloves of dexterity +2, dagger, masterwork shortbow, 20 arrows, 150 gp.

Iago the Cleric of Iuz: Male Human Clr3; CR 3; Medium Human (baklunish); HD 3d8+6; hp 24; Init +0; Spd 20 ft; AC 16 (+6 for +1 chainmail); Base Atk +2, Grp +3; Atk +4 melee (1d8+2, +1 heavy mace); Full Atk +4 melee (1d8+2, +1 heavy mace); SV Fort +5, Ref +1, Will +5; AL NE; Str 12, Dex 10, Con 14, Int 8, Wis 15, Cha 13.

Skills & Feats: Concentration +8, Spellcraft +5; Combat Casting, Spell Focus (Necromancy), Divine Spell Power**.

Spells Prepared (4/3/2; base DC = 12 + spell level; DC 13 + spell level for necromancy spells) 0 – cure minor wounds, guidance, resistance (x2); 1st – cause fear, command, deathwatch, protection from good*, 2nd – bear's endurance, invisibility*, sound burst.

*Domain spell. *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills), Evil (spells with the evil descriptor are cast at +1 level).

Languages: Common.

Possessions: +1 chainmail, +1 heavy mace, helm of glorious recovery**, dagger, wooden holy symbols (2), spell component pouch, 150 gp.

** see Appendix 2: New Rules Items

Jafar the Vaste Wizard: Male Human Wiz8; CR 8; Medium Human (baklunish); HD 8d4+16; hp 41; Init +1; Spd 30 ft; AC 14 (+1 Dex, +2 bracers of armor, +1 ring of protection); Base Atk +4; Grp +3; Atk +3 melee (1d6-1, quarterstaff); Full Atk +3 melee (1d6-1, quarterstaff); SV Fort +5, Ref +4, Will +8; AL NE; Str 8, Dex 13, Con 14, Int 19, Wis 12, Cha 10.

Skills & Feats: Concentration +13, Decipher Script +15, Knowledge (arcana) +15, Knowledge (dungeoneering) +9, Knowledge (the planes) +15, Spellcraft +17; Augment Summoning, Combat Casting, Empower Spell, Improved Familiar, Scribe Scroll, Spell Focus (Conjuration).

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level; DC = 15 + spell level for conjuration spells): 0 – acid splash(x2), ray of frost(x2); 1st – charm person, color

spray, grease, shield, summon monster I; 2nd - glitterdust, Melf's acid arrow, summon monster II, touch of idiocy; 3rd - dispel magic, fly summon monster III(x2); 4th - greater invisibility, lesser globe of invulnerability, summon monster IV.

Languages: Ancient Baklunish, Common.

Possessions: traveling spell book, dagger, headband of intellect +2, bracers of armor +2, ring of protection +1, vest of resistance +1**, pearl of power (1st-level spell), wand of enlarge person (10 charges), cloak of elemental protection**, gloves of arrow snaring, quarterstaff.

** see Appendix 2: New Rules Items

Improved Familiar (Ex): Jaffar's familiar is Ar-Rih, an air elemental.

Ar-Rih: air elemental familiar, small elemental (Air, Extraplanar); HD ½ master, hp 20; Init +7; Spd Fly 100 ft. (perfect); AC 21 (+1 size, +3 Dex, +7 natural), touch 14, flat-footed 18; Base Atk +4, Grp +0; Atk +8 melee (1d4, slam); Full Atk +8 melee (1d4, slam); SA Air mastery, whirlwind; SQ Darkvision 60 ft., elemental traits, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL N; SV Fort +2, Ref +6, Will +6; Str 10, Dex 17, Con 10, Int 9, Wis 11, Cha 11.

Skills and Feats: Concentration +11, Decipher Script +10, Knowledge (Arcana) +9, Knowledge (dungeoneering) +4, Knowledge (the planes) +9, Listen +2, Spellcraft +12, Spot +3; Flyby Attack, Improved Initiative, Weapon Finesse.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Familiar Benefits: Jafar and Ar-Rih enjoy several special abilities.

Alertness (Ex): Jafar enjoys the Alertness feat while Ar-Rih is within arms reach.

Empathic Link (Su): Jafar has an empathic link with Ar-Rih up to a range of 1 mile.

Share Spells (Ex): Jafar can have any spell he casts on herself also affect his familiar if the latter is within 5 ft. He can also cast a spell with a target of "You" on his familiar.

Deliver Touch Spells (Su): If Jafar and Ar-Rih are in contact when Jafar casts a touch spell, he can designate Ar-Rih as the toucher. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak With Master (Ex): Jafar and Ar-Rih can communicate verbally. Others cannot understand what is being said without magical assistance.

APL 8

Encounter Eleven

Advanced greater air elemental: Huge Elemental (Air); CR 10; HD 21d8+126; hp 220; Init +16; Spd Fly 100 ft. (perfect); AC 28 (-2 size, +12 Dex, +8 natural), touch 20, flat-footed 16; Base Atk +15; Grp +29; Atk +25 melee (2d8+6, slam); Full Atk +25 melee (2d8+6, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind (DC 26, 2d8 dmg); SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +13, Ref +24, Will +10; Str 22, Dex 35, Con 22, Int 8, Wis 13, Cha 8.

Skills and Feats: Listen +14, Spot +14; Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Encounter Twelve

Hassan the fighter: Male Human Ftr5; Medium Human (baklunish); CR 5; HD 5d10+10; hp 44; Init +1; Spd 20 ft; AC 19 (+1 Dex, +6 for +1 chainmail, +1 ring of protection, +1 amulet of natural armor) touch 12, flat-footed 18; Base Atk +5, Grp +9; Atk +11 melee (2d4+9, +1 falchion) or +7 ranged (1d6+2, masterwork composite (+2) shortbow); Full Atk +11 melee (2d4+9, +1 falchion) or +7 ranged (1d6+2, masterwork composite (+2) shortbow); SV Fort +7, Ref +3, Will +5; AL NE; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Intimidate +7, Ride +9, Swim +4; Blind-Fight, Cleave, Iron Will, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Languages: Common.

Possessions: +1 chainmail, bracers of quickstrike**, +1 falchion, ring of protection +1, cloak of resistance +1, amulet of natural armor +1, dagger, masterwork composite (+2) shortbow, 20 arrows, gauntlets of ogre power, 250 gp.

** see Appendix 2: New Rules Items

Habim the Rogue: Male Human Rog5; CR 5; Medium Human (baklunish); HD 5d6+10; hp 32; Init +4; Spd 30 ft; AC 20 (+4 Dex, +4 for +1 studded leather, +1 ring of protection, +1 amulet of natural armor) touch 15, flat-footed 20; Base Atk +3, Grp +4; Atk +8 melee (1d6+2, +1 shortsword) or +8 ranged (1d6, masterwork shortbow); Full Atk +8 melee (1d6+2, +1 shortsword) or +8 ranged (1d6, masterwork shortbow); SV Fort +4, Ref +9, Will +2; AL NE; Str 12, Dex 18, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Bluff +7, Decipher Script +9, Disable Device +9, Escape Artist +12, Knowledge (local) +9, Open Lock +12, Search +9, Spot +8, Tumble +12, Use Magic Device +7; Dodge, Mobility, Weapon Finesse.

Languages: Ancient Baklunish, Common.

Possessions: studded leather armor +1, shortsword +1, cloak of resistance +1, ring of protection +1, gloves of dexterity +2, amulet of natural armor +1, masterwork shortbow, dagger, 20 arrows, 200 gp.

Iago the Cleric of Iuz: Male Human Clr5; CR 5; Medium Human (baklunish); HD 5d8+10; hp 38; Init +0; Spd 20 ft; AC 19 (+8 for +1 half-plate, +1 ring of protection), touch 11, flat-footed 19; Base Atk +3, Grp +4; Atk +5 melee (1d8+2, +1 heavy mace); Full Atk +5 melee (1d8+2, +1 heavy mace); SV Fort +7, Ref +2, Will +9; AL NE; Str 12, Dex 10, Con 14, Int 8, Wis 18, Cha 13.

Skills & Feats: Concentration +10, Spellcraft +7; Combat Casting, Spell Focus (Necromancy), Divine Spell Power**.

Spells Prepared (5/4/2; base DC = 14 + spell level; DC = 15 + spell level for necromancy spells): 0 – cure minor wounds (x2), guidance (x3); 1st – bane, cause fear, command, deathwatch, protection from good*, 2nd – bear's endurance, calm emotions, invisibility*, sound burst; 3rd – blindness, dispel magic, magic circle against good*.

*Domain spell. *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills), Evil (spells with the evil descriptor are cast at +1 level).

Languages: Common.

Possessions: half plate +1, heavy mace +1, periapt of wisdom +2, helm of glorious recovery**, cloak of resistance +1, ring of protection +1, dust of appearance, spell component pouch, dagger, 200 gp.

** see Appendix 2: New Rules Items

Jafar the Vaste Wizard: Male Human Wiz10; CR 10; Medium Human (baklunish); HD 10d4+20; hp 51; Init +1; Spd 30 ft; AC 14 (+1 Dex, +2 Bracers of Armor, +1 deflection); Base Atk +5, Grp +4; Atk +4 melee (1d6-1, quarterstaff); Full Atk +4 melee (1d6-1, quarterstaff); SV Fort +6, Ref +5, Will +9; AL NE; Str 8, Dex 13, Con 14, Int 21, Wis 12, Cha 10.

Skills & Feats: Concentration +15, Decipher Script +18, Knowledge (arcana) +18, Knowledge

(dungeoneering) +12, Knowledge (the planes) +18, Spellcraft +20; Augment Summoning, Combat Casting, Empower Spell, Extra Slot (4th level spell)**, Improved Familiar, Scribe Scroll, Spell Focus (Conjuration), Sudden Maximize**.

Spells Prepared (4/6/5/4/5/3; base DC = 14 + spell level; DC = 15 + spell level for conjuration spells): 0 - *acid splash*(x2), *ray of frost*(x2); 1st - *color spray*, *grease*(x2), *mage armor*, *shield*, *summon monster I*; 2nd - *glitterdust*, *Melf's acid arrow*, *scorching ray*, *summon monster II*, *touch of idiocy*; 3rd - *dispel magic*, *fly*, *haste*, *summon monster III*; 4th - *dimension door*, *empowered Melf's acid arrow*, *greater invisibility*, *lesser globe of invulnerability*, *summon monster IV*; 5th - *dominate person*, *feeblemind*, *summon monster V*.

Languages: Ancient Baklunish, Common.

Possessions: traveling spellbook, headband of intellect +4, bracers of armor +2, ring of protection +1, vest of resistance +1**, pearl of Power (2nd-level spell), wand of enlarge person (10 charges), cloak of elemental protection**, gloves of arrow snaring, Kheoghtom's ointment, quarterstaff.

** see Appendix 2: New Rules Items

Improved Familiar (Ex): Jaffar's familiar is Ar-Rih, an air elemental.

Ar-Rih: air elemental familiar, small elemental (Air, Extraplanar); HD ½ master, hp 25; Init +7; Spd Fly 100 ft. (perfect); AC 22 (+1 size, +3 Dex, +8 natural), touch 14, flat-footed 19; Base Atk +5; Grp +1; Atk +9 melee (1d4, slam); Full Atk +9 melee (1d4, slam); SA Air mastery, whirlwind; SQ: Darkvision 60 ft., elemental traits, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL N; SV Fort +3, Ref +7, Will +7; Str 10, Dex 17, Con 10, Int 10, Wis 11, Cha 11.

Skills and Feats: Concentration +13, Decipher Script +13, Knowledge (Arcana) +10, Knowledge (dungeoneering) +7, Knowledge (the planes) +13, Listen +2, Spellcraft +15, Spot +3; Flyby Attack, Improved Initiative, Weapon Finesse.

Familiar Benefits: Jafar and Ar-Rih enjoy several special abilities.

Alertness (Ex): Jafar enjoys the Alertness feat while Ar-Rih is within arms reach.

Empathic Link (Su): Jafar has an empathic link with Ar-Rih up to a range of 1 mile.

Share Spells (Ex): Jafar can have any spell he casts on herself also affect his familiar if the latter is

within 5 ft. He can also cast a spell with a target of "You" on his familiar.

Deliver Touch Spells (Su): If Jafar and Ar-Rih are in contact when Jafar casts a touch spell, he can designate Ar-Rih as the toucher. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak With Master (Ex): Jafar and Ar-Rih can communicate verbally. Others cannot understand what is being said without magical assistance.

APL 10

Encounter Eleven

Advanced elder air elemental: Huge Elemental (Air); CR 12; HD 24d8+144; hp 252; Init +17; Spd Fly 100 ft. (perfect); AC 29 (-2 size, +13 Dex, +8 natural), touch 21, flat-footed 16; Base Atk +18; Grp +33; Atk +29 melee (2d8+7, slam); Full Atk +29 melee (2d8+7, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind (DC 29, 2d8 dmg); SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +14, Ref +27, Will +11; Str 24, Dex 37, Con 22, Int 10, Wis 13, Cha 8.

Skills and Feats: Listen +30, Spot +30; Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Encounter Twelve

Hassan the fighter: Male Human Ftr7; CR 7; Medium Human (baklunish); HD 7d10+14; hp 60; Init +1; Spd 20 ft; AC 22 (+1 Dex, +9 for +1 full-plate, +1 ring of protection, +1 amulet of natural armor) touch 12, flat-footed 21; Base Atk +7, Grp +11; Atk +13 melee (2d4+9, +1 keen falchion/15-20) or +9 ranged (1d6+2, masterwork composite (+2) shortbow); Full attack +13/+8 melee (2d4+9, +1 keen falchion/15-20) or +9/+4 ranged (1d6+2, masterwork composite (+2) shortbow); SV Fort +8, Ref +6, Will +6; AL NE; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Intimidate +9, Ride +11, Swim +4; Blind-Fight, Iron Will, Lightning Reflexes, Power Attack, Cleave, Great Cleave, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Languages: Common.

Possessions: +1 full plate, bracers of quickstrike**, +1 keen falchion, ring of protection +1, cloak of resistance +1, amulet of natural armor +1, masterwork composite (+2) shortbow, dagger, 20 arrows, gauntlets of ogre power, 300 gp

** see Appendix 2: New Rules Items

Habim the Rogue: Male Human Rog7; CR 7; Medium Human (baklunish); HD 7d6+14; hp 44; Init +4; Spd 40 ft; AC 20 (+4 Dex, +4 for +1 studded leather, +1 ring of protection, +1 amulet of natural armor) touch 15, flat-footed 20; Base Atk +5, Grp +6; Atk +10 melee (1d6+2, +1 shortsword) or +10 ranged (1d6, masterwork shortbow); Full Atk +10 melee (1d6+2, +1 shortsword) or +10 ranged (1d6, masterwork shortbow); SV Fort +5,

Ref +10, Will +3; AL NE; Str 12, Dex 18, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Bluff +9, Decipher Script +11, Disable Device +11, Escape Artist +14, Knowledge (local) +11, Open Lock +14, Search +11, Spot +10, Tumble +14, Use Magic Device +9; Dodge, Mobility, Spring Attack, Weapon Finesse.

Languages: Ancient Baklunish, Common.

Possessions: boots of striding and springing, +1 studded leather armor, +1 shortsword, cloak of resistance +1, ring of protection +1, gloves of dexterity +2, amulet of natural armor +1, masterwork shortbow, dagger, 20 arrows, 250 gp

Iago the Cleric of Iuz: Male Human Clr7; CR 7; Medium Human (baklunish); HD 7d8+14; hp 52; Init +0; Spd 20 ft; AC 20 (+9 for +1 full plate, +1 ring of protection), touch 11, flat-footed 20; Base Atk +5, Grp +6; Atk +7 melee (1d8+2, +1 spell-storing heavy mace); Full Atk +7 melee (1d8+2, +1 spell-storing heavy mace); SV Fort +9, Ref +4, Will +11; AL NE; Str 12, Dex 10, Con 14, Int 8, Wis 18, Cha 13.

Skills & Feats: Concentration +12, Spellcraft +9; Combat Casting, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Divine Spell Power**.

Spells Prepared (6/4/3/2; base DC = 14 + spell level; DC = 16 + spell level for necromancy spells): 0 - cure minor wounds(x3), guidance(x3); 1st - bane, cause fear (x2), command, deathwatch, protection from good*, 2nd - bear's endurance, calm emotions, death knell, invisibility*, sound burst; 3rd - blindness(x2), dispel magic, magic circle against good*, 4th - poison, spell immunity, unholy blight*.

*Domain spell. *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills), Evil (spells with the evil descriptor are cast at +1 level).

Languages: Common.

Possessions: +1 full plate, +1 spell storing heavy mace, periapt of wisdom +2, helm of glorious recovery**, cloak of resistance +2, ring of protection +1, dust of appearance, spell component pouch, wooden holy symbols (2), dagger, 250 gp.

** see Appendix 2: New Rules Items

Jafar the Vaste Wizard: Male Human Wiz12; CR 12; Medium Human (baklunish); HD 12d4+24; hp 61; Init +1; Spd 30 ft; AC 14 (+1 dexterity, +2 bracers of armor, +1 ring of protection), touch 12, flat-footed 13; Base

Atk +6, Grp +5; Atk +5 melee (1d6-1, quarterstaff); Full Atk +5/+0 melee (1d6-1, quarterstaff); SV Fort +8, Ref +7, Will +11; AL NE; Str 8, Dex 13, Con 14, Int 22, Wis 12, Cha 10.

Skills & Feats: Concentration +17, Decipher Script +21, Knowledge (arcana) +21, Knowledge (dungeoneering) +16, Knowledge (the planes) +21, Spellcraft +23; Augment Summoning, Combat Casting, Empower Spell, Extra Slot (4th level spell)**; Improved Familiar, Scribe Scrolls, Spell Focus (Conjuration), Sudden Maximize**, Quicken Spell.

Spells Prepared (4/6/6/5/5/5/3; base DC = 16 + spell level; DC = 17 + spell level for conjuration spells): 0 - *acid splash*(x2), *ray of frost*(x2); 1st - *color spray*, *grease*(x2), *mage armor*, *shield*, *summon monster I*; 2nd - *glitterdust*, *Melf's acid arrow*[^], *scorching ray*[^], *scorching ray*, *summon monster II*, *touch of idiocy*[^]; 3rd - *dispel magic*, *fly*, *haste*[^], *summon monster III*, *wind walk*; 4th - *dimension door*, *empowered Melf's acid arrow*, *greater invisibility*, *lesser globe of invulnerability*, *summon monster IV*; 5th - *dominate person*, *feeblemind*, *quicken magic missile*, *summon monster V*; 6th - *chain lightning*, ~~*imbue familiar with spell ability*~~^{**}, *summon monster VI*.

[^] Spells familiar has been imbued with for the day.

Note: Spells that have been pre-cast are "stricken through".

Languages: Ancient Baklunish, Common.

Possessions: *Boccob's blessed book*, *headband of intellect* +4, *bracers of armor* +2, *ring of protection* +1, *vest of resistance* +2, *pearl of power* (2nd-level spell), *wand of enlarge person* (10 charges), *cloak of elemental protection*^{**}, *gloves of arrow snaring*, *Kheotom's ointment*, quarterstaff

** see Appendix 2: New Rules Items

Improved Familiar (Ex): Jaffar's familiar is Ar-Rih, an air elemental.

Ar-Rih: air elemental familiar, small elemental (Air, Extraplanar); HD ½ master, hp 30; Init +7; Spd Fly 100 ft. (perfect); AC 23 (+1 size, +3 Dex, +9 natural), touch 14, flat-footed 20; Base Atk +6, Grp +2; Atk +10 melee (1d4, slam); Full Atk +10 melee (1d4, slam); SA Air mastery, whirlwind; SQ: Darkvision 60 ft., elemental traits, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, spell resistance 17; AL N; SV Fort +3, Ref +7, Will +7; Str 10, Dex 17, Con 10, Int 11, Wis 11, Cha 11.

Skills and Feats: Concentration +15, Decipher Script +15, Knowledge (Arcana) +15, Knowledge

(dungeoneering) +11, Knowledge (the planes) +15, Listen +2, Spellcraft +17, Spot +3; Flyby Attack, Improved Initiative, Weapon Finesse.

Familiar Benefits: Jafar and Ar-Rih enjoy several special abilities.

Alertness (Ex): Jafar enjoys the Alertness feat while Ar-Rih is within arms reach.

Empathic Link (Su): Jafar has an empathic link with Ar-Rih up to a range of 1 mile.

Share Spells (Ex): Jafar can have any spell he casts on herself also affect his familiar if the latter is within 5 ft. He can also cast a spell with a target of "You" on his familiar.

Deliver Touch Spells (Su): If Jafar and Ar-Rih are in contact when Jafar casts a touch spell, he can designate Ar-Rih as the toucher. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak With Master (Ex): Jafar and Ar-Rih can communicate verbally. Others cannot understand what is being said without magical assistance.

APL 12

Encounter Eleven

Advanced elder air elemental: Huge Elemental (Air); CR 14; HD 33d8+198; hp 346; Init +18; Spd Fly 100 ft. (perfect); AC 30 (-2 size, +14 Dex, +8 natural), touch 21, flat-footed 16; Base Atk +24; Grp +39; Atk +38 melee (3d8+7, slam); Full Atk +38 melee (3d8+7, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind (DC 29, 2d8 dmg); SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +14, Ref +27, Will +11; Str 25, Dex 38, Con 22, Int 10, Wis 13, Cha 8.

Skills and Feats: Listen +39, Spot +39; Alertness, Awesome Blow, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Bull Rush, Improved Initiative, Improved Natural Attack, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Encounter Twelve

Hassan the fighter: Male Human Ftr9; CR 9; medium Human (baklunish); HD 9d10+18; hp 76; Init +1; Spd 20 ft; AC 22 (+1 Dex, +9 for +1 full-plate, +1 ring of protection, +1 amulet of natural armor) touch 12, flat-footed 21; Base Atk +9, Grp 14; Atk +17 melee (2d4+10 + 1d6 electricity, 15-20, +1 keen shocking falchion/15-20) or +11 ranged (1d6+2, masterwork composite (+2) shortbow); Full Atk +17/+12 melee (2d4+10 + 1d6 electricity, 15-20, +1 keen shocking falchion/15-20) or +11/+6 ranged (1d6+2, masterwork composite (+2) shortbow); SV Fort +9, Ref +7, Will +7; AL NE; Str 21, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Intimidate +11, Ride +13, Swim +7; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion), Greater Weapon Focus (Falchion).

Languages: Common.

Possessions: +1 full plate, bracers of quickstrike**, +1 keen shocking falchion, ring of protection +1, cloak of resistance +1, amulet of natural armor +1, masterwork composite (+2) shortbow, dagger, 20 arrows, belt of giant strength (+4), 350 gp.

** see Appendix 2: New Rules Items

Habim the Rogue: Male Human Rog9; CR 9; Medium Human (baklunish); HD 9d6+18; hp 56; Init +4; Spd 40 ft; AC 20 (+4 Dex, +4 for +1 studded leather, +1 ring of protection, +1 amulet of natural armor) touch 15, flat-

footed 20; Base Atk +6, Grp +7; Atk +11 melee (1d6+2, short sword of subtlety) or +11 ranged (1d6 masterwork shortbow); Full Atk +11/+6 melee (1d6+2, short sword of subtlety) or +11/+6 ranged (1d6, masterwork shortbow); SV Fort +6, Ref +11, Will +4; AL NE; Str 12, Dex 19, Con 14, Int 13, Wis 10, Cha 8.

Skills & Feats: Bluff +11, Decipher Script +13, Disable Device +13, Escape Artist +16, Knowledge (local) +13, Open Lock +16, Search +13, Spot +12, Tumble +16, Use Magic Device +11; Dodge, Mobility, Spring Attack, Weapon Finesse, Hamstring**.

Languages: Ancient Baklunish, Common.

Possessions: boots of striding and springing, +1 studded leather armor, short sword of subtlety, cloak of resistance +1, ring of protection +1, gloves of dexterity +2, amulet of natural armor, masterwork shortbow, dagger, 20 arrows, 300 gp.

** see Appendix 2: New Rules Items

Iago the Cleric of Iuz: Male Human Clr9; CR 9; Medium Human (baklunish); HD 9d8+18; hp 66; Init +0; Spd 20 ft; AC 20 (+9 for +1 full plate, +1 ring of protection), touch 11, flat-footed 20; Base Atk +6, Grp +7; Atk +8 melee (1d8+2, +1 spell-storing heavy mace); Full Atk +8/+3 melee (1d8+2, +1 spell-storing heavy mace); SV Fort +10, Ref +7, Will +13; AL NE; Str 12, Dex 10, Con 14, Int 8, Wis 21, Cha 13.

Skills & Feats: Concentration +14, Spellcraft +11; Combat Casting, Lightning Reflexes, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Divine Spell Power**.

Spells Prepared (6/5/5/4/3/2; base DC = 17 + spell level; DC = 19 + spell level for necromancy spells): 0 - cure minor wounds(x3), guidance(x3); 1st - bane, cause fear (x2), command(x2), deathwatch, protection from good*; 2nd - bear's endurance, calm emotions(x2), death knell, invisibility*, sound burst; 3rd - blindness(x2), dispel magic(x2), magic circle against good*; 4th - poison, spell immunity, summon monster IV, unholy blight*; 5th - dispel good*, greater command, slay living.

*Domain spell. *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills), Evil (spells with the evil descriptor are cast at +1 level).

Languages: Common.

Possessions: full plate +1, spell storing heavy mace +1 (currently stored: inflict serious wounds 3d8+5), periapt of wisdom +4, helm of glorious recovery**.

cloak of resistance +2, ring of protection +1, dust of appearance, wooden holy symbols (2), dagger, spell component pouch, 300 gp.

** see Appendix 2: New Rules Items

Jafar the Vaste Wizard: Male Human Wiz14; CR 14; Medium Human (baklunish); HD 14d4+28; hp 71; Init +1; Spd 30 ft; AC 15 (+1 Dex, +2 *bracers of armor*, +2 *ring of protection*); Base Atk +7, Grp +6; Atk +6 melee (1d6-1, quarterstaff), Full Atk +6/+1 (1d6-1, quarterstaff); SV Fort +8, Ref +7, Will +12; AL NE; Str 8, Dex 13, Con 14, Int 22, Wis 12, Cha 10.

Skills & Feats: Concentration +19, Decipher Script +23, Knowledge (arcana) +23, Knowledge (dungeoneering) +20, Knowledge (the planes) +23, Spellcraft +25; Augment Summoning, Combat Casting, Empower Spell, Extra Slot (4th level spell)**; Improved Familiar, Scribe Scroll, Spell Focus (Conjuration), Sudden Maximize**, Quicken Spell.

Spells Prepared (4/6/6/5/6/4/4/2; base DC = 16 + spell level; DC = 17 + spell level for conjuration spells): 0 - *acid splash*(x2), *ray of frost*(x2); 1st - *color spray*, *grease*(x2), *mage armor*, *shield*, *summon monster I*; 2nd - *glitterdust*^, *Melf's acid arrow*^, *scorching ray*(x2), *summon monster II*, *touch of idiocy*^, 3rd - *dispel magic*, *fly*, *haste*^, *summon monster III*, *wind wall*; 4th - *dimension door*, *empowered Melf's acid arrow*, *empowered touch of idiocy*, *greater invisibility*, *lesser globe of invulnerability*, *summon monster IV*; 5th - *dominate person*, *feeblemind*, *summon monster V*, *quickened magic missile*; 6th - *chain lightning*, ~~*imbue familiar with spell ability*~~, *quickened scorching ray*, *summon monster VI*; 7th - *power word blind*, *summon monster VII*.

^ Spells familiar has been imbued with for this Encounter.

Note: Spells that have been pre-cast have been "striked through".

Languages: Ancient Baklunish, Common.

Possessions: *Boccob's Blessed Book*, *headband of intellect +4*, *bracers of armor +2*, *ring of protection +2*, *vest of resistance +2*, *pearl of Power* (2nd-level spell), *wand of enlarge person* (10 charges), *cloak of elemental protection***, *gloves of arrow snaring*, *Kheotom's ointment*, dagger, quarterstaff.

** see Appendix 2: New Rules Items

Improved Familiar (Ex): Jaffar's familiar is Ar-Rih, an air elemental.

Ar-Rih: air elemental familiar, small elemental (Air, Extraplanar); HD ½ master, hp 35; Init +7; Spd Fly 100 ft. (perfect); AC 24 (+1 size, +3 Dex, +10 natural), touch 14, flat-footed 21; Base Atk +7, Grp +3; Atk +11 melee (1d4, slam); Full Atk +11 melee (1d4, slam); SA Air mastery, whirlwind; SQ: Darkvision 60 ft., elemental traits, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, spell resistance 19; AL N; SV Fort +4, Ref +8, Will +8; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 11.

Skills and Feats: Concentration +17, Decipher Script +18, Knowledge (Arcana) +18, Knowledge (dungeoneering) +15, Knowledge (the planes) +18, Listen +2, Spellcraft +20, Spot +3; Flyby Attack, Improved Initiative, Weapon Finesse.

Scry on Familiar (Sp): Jafar may scry on Ar-Rih once per day.

Familiar Benefits: Jafar and Ar-Rih enjoy several special abilities.

Alertness (Ex): Jafar enjoys the Alertness feat while Ar-Rih is within arms reach.

Empathic Link (Su): Jafar has an empathic link with Ar-Rih up to a range of 1 mile.

Share Spells (Ex): Jafar can have any spell he casts on herself also affect his familiar if the latter is within 5 ft. He can also cast a spell with a target of "You" on his familiar.

Deliver Touch Spells (Su): If Jafar and Ar-Rih are in contact when Jafar casts a touch spell, he can designate Ar-Rih as the toucher. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak With Master (Ex): Jafar and Ar-Rih can communicate verbally. Others cannot understand what is being said without magical assistance.

Appendix 2 – New Rules Items

Divine Spell Power [Divine] as presented in Complete Divine

You can channel positive or negative energy to enhance your divine spellcasting ability

Prerequisites: Ability to turn or rebuke undead, able to cast 1st level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Hamstring [General] as presented in Complete Warrior

You can wound your opponent's legs, hampering their movement.

Prerequisites: Sneak attack ability, base attack bonus +4

Benefit: If you hit with a melee sneak attack, you may choose to forgo 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful [DC 15] Heal check or the application of any *cure* spell or other magical healing is made. Creatures immune to sneak attack damage and creatures with no legs or more than four legs can't be slowed down with a hamstring attack. It takes two successful hamstring attacks to affect quadrupeds. Other speeds (fly, burrow, and so on) aren't affected. You may use this ability once per round.

Sudden Maximize [Metamagic] as presented in Complete Arcane

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Imbue Familiar with Spell Ability as presented in Complete Arcane

Universal

Level: Sorcerer/Wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells and the ability to cast them into your familiar. Spontaneous spellcasters, such as sorcerers, can imbue a familiar with any spells they know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they have currently prepared. In either case, you can imbue one spell per three caster levels, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level.) Multiple casting of *imbue familiar with spell ability* have no effect on these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *imbue familiar with spell ability* expires.

This spell can be dispelled; if this spell fails, the spells transferred are lost as if the familiar had cast them. In an *antimagic field*, the familiar loses the ability to cast the imbued spells, but regains it again if

it leaves the field (so long as the spell's duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

Bracers of Quick Strike as presented in *The Miniatures Handbook*

These bracers provide the benefit of incredible speed. Once per day, when taking a full attack action, as a swift action the wearer may make one additional attack with any weapon he is holding. The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon or by the *haste* spell, nor does it actually grant an extra action.) The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 1,200 gp

Cloak of Elemental Protection as presented in *The Miniatures Handbook*

This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire, or sonic). The wearer can activate the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type. The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp

Helm of Glorious Recovery as presented in *The Miniatures Handbook*

Once per day, the wearer of this helm can activate it by uttering the command word. The helm instantaneously cures the wearer of 4d8+7 points of

damage. The helm can only be activated after being worn continuously from 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Moderate conjuration; CL 7th; Craft Wondrous Item, *cure critical wounds*; Price 5,600 gp

Spellsight Spectacles as presented in *Complete Adventurer*

These spectacles grant the wearer a +5 competence bonus on Spellcraft checks made to decipher scrolls, and a +5 competence bonus on Use Magic Device checks made to use scrolls. Spectacles occupy the same space on the body as a pair of eye lenses or goggles.

Faint divination; CL 3rd; Craft Wondrous Item, *read magic*; Price 2,500 gp

Vest of Resistance as presented in *Complete Arcane*

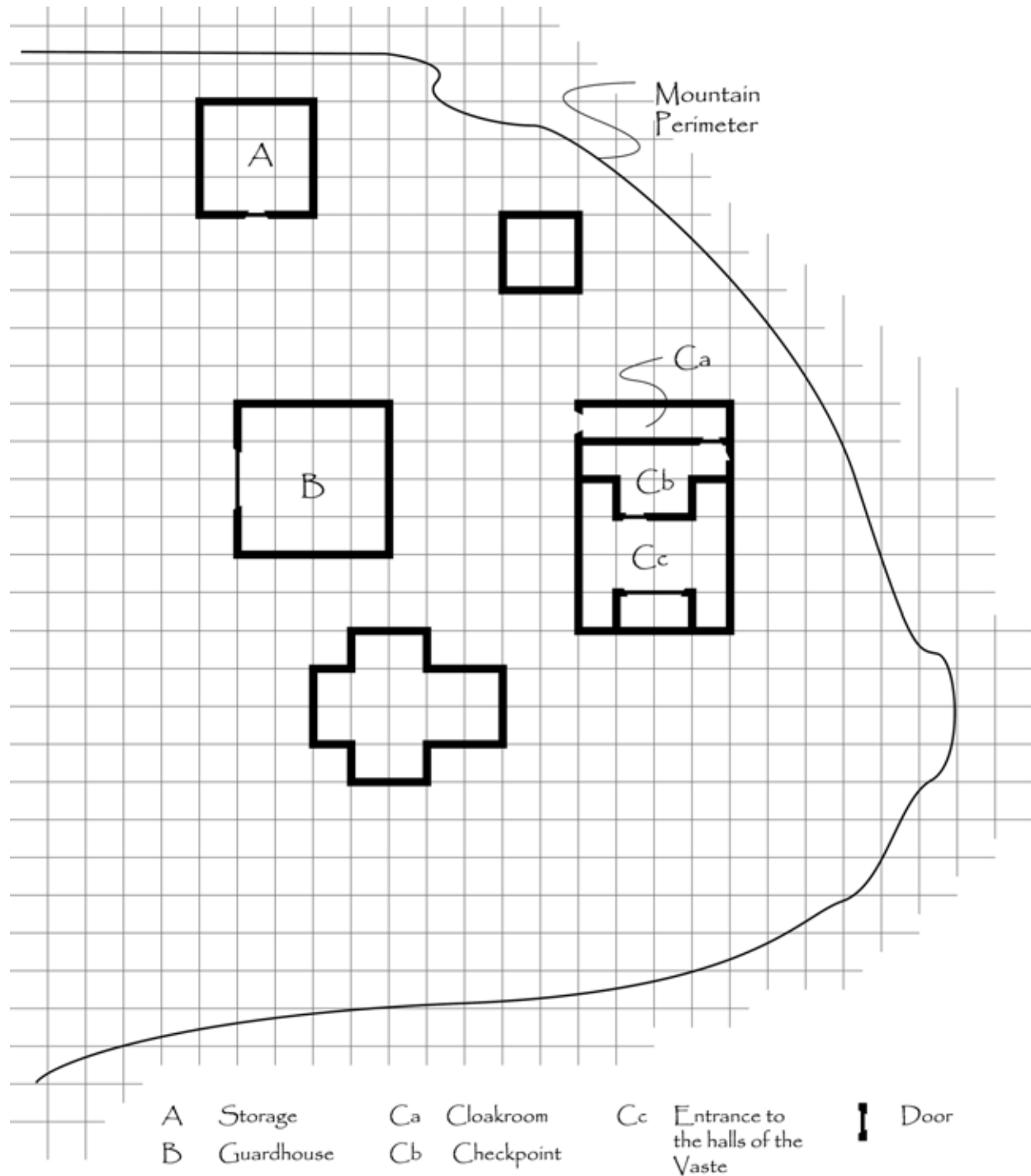
These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item; *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Appendix 3 – Maps

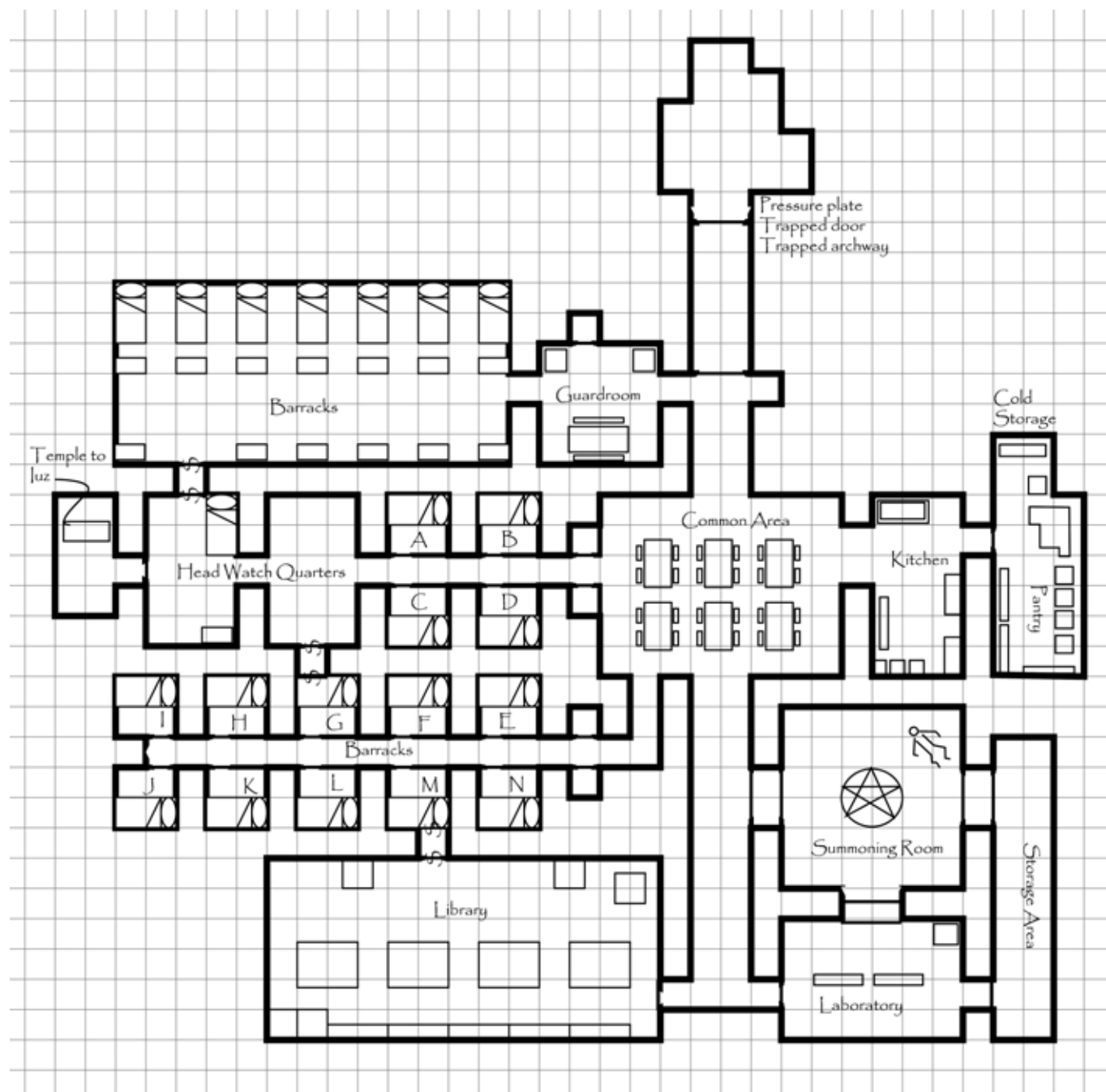
DM's Map #1: The Ruins

1 square = 5 feet



DM's Map #2: The Halls of the Vaste

1 square = 5 feet



Appendix 4 – Player Handouts

Player Handout #1

Excerpts in journal found under a mattress in one of the dormitory rooms.

8 Goodmonth, CY584

Finally we have arrived at our new home in the Yatils. Before he sent us off, Master al Ashrab said that we will remain here for several months, during which time we will work on a number of experiments. I am looking forward to the challenge – I can't believe I was chosen, being such a junior member of the Vaste. Well, I will definitely have to work hard to prove my worth, but that doesn't scare me. Never has, never will.

15 Harvester, CY584

I have never been so busy in my life! But what we're doing, at least what little I understand of it, is fascinating. Master al Ashrab has us working on several different sections of some grand experiment. Apparently it has to do with providing a better way of summoning beings from other planes. I don't really understand everything involved, but it's still great, except for the fact I'm working with that fat cow Darah. We're researching and extrapolating the use of binding spells in...well, I probably shouldn't really get into it too much here. Needless to say, I am doing the lion's share of the work.

27 Harvester, CY584

He noticed me! Master al Ashrab actually noticed me! He stopped by my desk in the library while I was writing out my latest findings, and asked me what I had discovered so far. Of course Darah tried to stick her fat nose in, but I was able to explain to the Master what I had discovered, and add a few theories of my own. He actually said that maybe I'm being wasted just doing research. I think this is a portent of good things to come!

7 Patchwall, CY584

I've been transferred to the laboratory – no more Darah in my face! There are all sorts of experiments going on here – it is rumored that the Beygraf himself is receiving reports of our progress. I am working with Master Ibrahim al Faisal, a rather dour old man who watches me like a hawk. We're working on some sort of tincture to use in binding circles, which should enhance our ability to summon creatures. So far he seems happy with my work (at least I think he's happy – that awful grin could just be indigestion).

21 Readyreat, CY584

As I understand more and more of what we're working on, I like it less and less. I think that Master al Ashrab is trying to use our work to develop some sort of weapon. I don't know whom to trust. Master F. rarely takes his eyes off me while we're working, always pushing me to work faster. The few times he has left me to myself I've seen him studying some papers, which he puts away in one of the desks. I think they may be the key to what's really going on. Alia is scheduled to work in the lab tomorrow night on her own while the others are in the Summoning Room. I'll come and snoop around under the pretense of keeping her company – she hates working on her own, so I know she'll cover for me. Just have to make sure Master F. doesn't suspect.

25 Readyreat, CY584 - last entry in the journal>

By the gods, I can't believe they would pervert our work like that. While Alia was busy last night, I managed to sneak a look at those papers. Why would they want to create such a devastating weapon? And whom do they intend to use it on? They must be stopped. Fortunately I don't think Master F. suspects that I've found out. We're preparing the final tincture today – by changing one of the ingredients, I should be able to render the summoning circle useless. Then I just have to figure out how to get out of here and get to the right people. How could I have been so blind?!?

Player Handout #2

A letter found in the Head Vaste's bedroom.

17 Patchwall, CY584

Most Honourable Beygraf Zoltan,

I hope this letter finds you well and productive. I have good news to report - our initial research is going very well, and has yielded positive results so far. We are stepping up the research and hope to have a prototype ready soon! The gate is almost in place, and I have several promising young wizards working on the binding spells.

On another note, I have not heard from our friend in the Hall of Jurats recently, and was wondering if there was a problem there?

Your obedient servant,

Zufir al Talib
Yatil Mountains Facility #3

Appendix 5 – Laws

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

Play req's	Title	DC	Definition	Penalty	Mitigating Circumstance
The DM must ensure that the players know their actions will incur these penalties	Murder Kidnapping Torture	35	Death, kidnapping, torture of a citizen of Ket.*	Life in the mines	
				26 TU in the mines	Successfully argued **
	Manslaughter*** Kidnapping Torture	30	Death, kidnapping, torture of a resident of Ket, or a horse.*	52 TU in the stocks	
				10 TU in the stocks	Successfully argued **
	Aggravated Assault causing: Death Kidnapping Torture	25	Death, kidnapping, torture of a person (not a citizen or resident).*	10 TU in the stocks	
				5 TU in the stocks	Successfully argued **
	Aggravated Assault	25	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
				5 TU in the stocks	If the damage inflicted on the victim did not reduce them to negative hit points.
				2 TU in the stocks	Repairing lethal damage reduces the sentence to that of minor assault
	Assault	20	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks	
				1 TU in the stocks	Any reasonable excuse is provided where the hero did not initiate the combat.
	Vandalism Property damage Tax Evasion Theft Killing an Elf	15	Damage to property, earnings not reported, items stolen, killing of an elf.	GP fine equal to double amount stolen / damaged / not reported.	If hero has enough money to cover the fines.
				1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labor.	This is an alternative punishment for those who cannot pay the fines.

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

** Defense has been expertly argued using the finer points of the law in favor of the accused. A Diplomacy check using charisma, wisdom, or intelligence (whichever is higher), or Profession (lawyer) means that the argument was accepted and the penalty is reduced.

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

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