

KET7-08

Blot Out the Sun

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

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It has begun. The Cup and Talisman, blessed artifacts of Al'Akbar, have been given to the corrupt Caliph of Ekbir of the Exalted Faith. Incensed at this outrage, the Grand Mufti of the True Faith has called upon Ket to rise up and reclaim these sacred artifacts, and the army, the Mullahs and many Citizens of Ket have responded to his call. Tusmit is but the first step on the road... An adventure for levels 1-15 (APL 2-12). Part 1 of the *Road to Righteousness* series. Because the plotline of this series is linear, the adventures should be played in chronological order for the best playing experience. Those of the Exalted Faith or claiming the Home Region of Ekbir should be aware that this adventure will be significantly more dangerous for them. Any PC may play this adventure, even if they declared for the Beygraf in KETINT7-03 *At the Beygraf's Pleasure*. However, PCs who declared for Sylvana bint Zoltan and the Grand Mufti and/or have not played any of the adventures in the *Beygraf in Molvar* series may be rewarded for their loyalty. Players should be aware that due to advances in the regional storyline, playing previously published Ket adventures after they have played this one will result in storyline discontinuity.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six adventurers, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules are taken from *Living Greyhawk Campaign Standards* 7.5.

TIME UNITS AND UPKEEP

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

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

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

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

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

ADVENTURE BACKGROUND

THE FAITH OF AL'AKBAR

Al'Akbar was a holy man who led such an exemplary life in leading the Baklunish people back to the gods of their forefathers, that he ascended to deityhood himself, and took his place as a minor demi-god in the Baklunish pantheon. A Cup and Talisman that had been given to

him by Istus were passed on to his spiritual heirs as holy relics.

These relics were stolen from Ekbir some 300 years ago, leading to the present-day split in the church—the larger Exalted Faith, led by the Caliph of Ekbir, and found in most parts of the Baklunish West; and the smaller hard-line True Faith, worshipped in Ket and northern parts of Tusmit and led by the Grand Mufti from his temple in the Yatil Mountains.

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

HOW EVENTS LED UP TO THIS POINT

Unexpectedly, after having been lost to history for 300 years, the Cup and Talisman of Al'Akbar have turned up back in Ekbir, and reports have it that they have been given into the care of the Caliph of Ekbir, a notoriously corrupt man, although nominally the spiritual leader of the Exalted Faith.

This has outraged the leader of the True Faith, the Grand Mufti, and he has called for followers of the True Faith to rise up, march into Ekbir and seize the Cup and Talisman by force.

The Mullahs of Ket, led by Sylvana bint Zoltan, the daughter of Zoltan a Beygraf assassinated during the Greyhawk Wars, has called upon the entire Ket army to march on Ekbir. Beygraf Nadaid, while sympathetic, objected to the entire army leaving, for it would leave Ket defenseless. However, Nadaid's own brother, the Black Arrow, general of Ket's army, betrayed Nadaid and sided with Sylvana and the Mullahs. Nadaid was charged with treason, but before he could be tried, he escaped and was spirited out of Lopolla to Molvar, where Alvaro Aldeen, the Graf of Molvar, welcomed him and turned the city over to him. The Archons remained loyal as well, and withdrew from all parts of Ket to Molvar. Most of the army units stationed in Molvar remained loyal too, as did the Stouthearts, the Veterans of Ket and the Beygraf's Pride.

Ignoring the ex-Beygraf as he strengthens the already stout defenses of Molvar, the Black Arrow and Sylvana are busy getting their army ready to march. The Black Arrow is a good general, and is carefully planning the route, and the objectives to be taken along the road to Ekbir. Since Ket & Tusmit—or at least the northern half of Tusmit—are allied against Ekbir, the Black Arrow would like to bloodlessly seize the Sanctuary of the Just, a temple of the Exalted Faith near the Ket/Tusmit border as a symbolic gesture that will hearten his army without necessarily angering Tusmit.

THE BENEFIT OF LOYALTY

To play this adventure and work on behalf of the Army of the Righteous is in effect to declare loyalty to the Grand Mufti. However, any PC can play this adventure, regardless of previously stated loyalties to either the quest for the Cup & Talisman or the ex-Beygraf now in Molvar. But a PC who has previously declared loyalty to the Beygraf by playing one of the *Beygraf in Molvar* adventures who then works for the Grand Mufti in this adventure clearly has divided loyalties.

Therefore, there is a benefit to the PC who can demonstrate clear loyalty. Any PC who declared for Sylvana bint Zoltan and the Grand Mufti in KETIN7-03 *At the Beygraf's Pleasure* and/or has NOT played any of the adventures in the *Beygraf in Molvar* series receives the following benefit one time in this adventure as an immediate action that does not provoke an attack of opportunity: a *cure critical wounds* cast on the loyal PC (minimum CL).

CAMP OF THE TALISMAN

The Camp of the Talisman, just outside Lopolla, is the temporary headquarters of the new Army of the Righteous and the Black Arrow.

It is protected by *anticipate teleport*. Anyone unexpectedly arriving is subdued with massive amounts of non-lethal damage applied by both magical and mundane means before the person can act. Such an individual wakes 1d6 hours later under the care of a mullah.

If any PC attempts to *teleport* into the Camp to make a report to the Black Arrow at the end of the adventure, this will be the result.

SHOPPING

Shopping at an unspecified location in Ket is allowed before the start of this adventure.

THE SANCTUARY OF THE JUST

The Sanctuary of the Just, located in the village of Di'hen in the Shiekhdom of Farhini, in the nation of Tusmit, is a relatively new temple of the Exalted Faith. It was constructed at the end of the Greyhawk Wars by Jen'ai Dalin, a Paladin of the Exalted Faith. Jen'ai lost her leg at the conclusion of the defense of Chendyl, the capital of Furyondy. Once she returned to Tusmit, she built the Sanctuary, and retired to a life of contemplation. The Sanctuary was her focus for five years and has become a pilgrimage spot for many of the Exalted Faith, an example of the good works of the faith during the trying times of the Greyhawk Wars themselves and beyond.

SEASON AND TIME OF YEAR

It is late Ready'reat (November) and the weather has been unseasonably cold, with snow already blanketing some regions of Ket, although not yet staying on the ground around Lopolla. The adventure is set in the second week of the month, with one moon visible in the sky.

SUMMARY OF ADVENTURE

Introduction: The characters are summoned before the Black Arrow.

1: The Black Arrow. The PCs are brought through the military camp housing the army that is about to embark into Tusmit and Ekbir. They are brought to the Black Arrow, who has a task for the PCs to scout, take and hold Di'hen, the location of an Exalted Faith temple in Tusmit.

2: Travels: The PCs travel to Tusmit and may be spied upon by minions of the Old One.

3: Divine Inspiration: If the PCs are going by land or are near to the ground, they encounter a Kolyarut sent by Istus to provide some insight into the events to come.

4: Minion: The PCs are attacked during their scouting by demonic forces working for Iuz, whose purpose is to not only slay the PCs but, failing that, attempt to sow discord with false details (on a note on their bodies).

5: Location, Location, Location: The PCs may approach the Sanctuary of the Just and discuss matters with the head of the Temple, a paladin. If they are successful at Diplomacy or a test of arms, she will not oppose their presence.

6: Last Stand. The PCs are advised, via different and varying means depending on their actions, or lack thereof, of the approach of Exalted Faith scouts. They must send back a message to the Black Arrow and attempt to hold the area, or else depart and take it back again later. A variable EL encounter depending on their results in the adventure thus far.

Conclusion: Depending on the results, the Black Arrow and the army either can take Di'hen and use it as a base, or have to bypass it.

PREPARATION FOR PLAY

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

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

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

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

- Have any PCs played *KETIN7-04 At the Beygraf's Pleasure*? If so, those declaring for the Grand Mufti may gain additional benefits in this adventure
- Are any of the PCs from Ekbir or a follower of the Exalted Faith? If so, they should be warned that this adventure will be more dangerous for them in particular. If they still continue, note the instructions and additional creatures in most encounters.
- Have any PCs played *VTFIN7-01 Storm Warning*? If so, they may have a Diplomatic bonus with members of the True or Exalted Faiths. This may prove useful at the Temple of the Dragon.
- Have the PCs pre-roll three saves of each type, and one Int, Wis and Cha check each. Some of these will be employed in the adventure.

INTRODUCTION

All PCs may participate in this adventure. PCs that are from the home region of Ekbir or of the Exalted Faith (Lawful Good version of the faith of Al'Akbar) should be warned the circumstances do not appear favorable. They should also be told they will likely be viewed as traitors to the nation of Ekbir or the Exalted Faith.

Loyalty Benefit

Players should also be informed that if their PCs declared for Sylvana bint Zoltan in *KETIN7-04 At the Beygraf's Pleasure* and/or have not played any adventures in the *Beygraf in Molvar* series of Ket adventures, then they are considered loyal to the Grand Mufti, and receive the following in-game benefit: as an immediate action at a

time of the PC's choosing, a casting on the loyal PC of a *cure critical wounds*. This benefit is not available to any PCs who either declared for the Beygraf in **At the Beygraf's Pleasure**, or who have played any adventures in the Beygraf in Molvar series.

The summons was as terse as it was direct.

"Bring yourself and any you trust to the Camp of the Talisman immediately. Present this letter to the guards at the camp for entrance and escort before me."

The summons was not signed but the messenger indicated it came from the Black Arrow, newly appointed General of the Army of the Righteous, and brother to Nadaid, the now-deposed former Beygraf of Ket.

A successful DC 12 Knowledge (geography) check indicates that the Camp of the Talisman is a military parade ground five miles to the west of Lopolla. It is generally used by Kaman and Somb cavalry units to practice maneuvers but heavy Dwarven Tabar units use it for a week each year as well.

A successful DC 15 Knowledge (local-VTF) check indicates that the camp has been taken over by the forces loyal to the Grand Mufti and army units and Citizens are flocking there to join the march on Ekbir.

The PCs are five miles north Lopolla, at a roadside inn, the Spotted Mare.

Each PC may make one Gather Information check or assist with someone else's, to simulate casual gossip that they have heard over the past few days. Bards may add their Bardic Knowledge bonus as an unnamed bonus to this roll under the circumstances:

DC 5 – The Grand Mufti has called for a holy war to retrieve the Cup and Talisman from Ekbir. The circumstances surrounding the return of the artifacts are murky but it is clear that the corrupt Exalted Faith has further besmirched their honor in obtaining them.

DC 10 – The Beygraf of Ket opposed this particular crusade, and was deposed and charged with treason by a coalition of the army and mullahs. Before he could be tried, his supporters found a way to rescue him and he fled to Molvar, where he in turn has declared the actions of the military and all who support them to be treason. The Archons have supported him fully and have withdrawn to Molvar.

DC 15 – The Camp of the Talisman has been turned into a fortified camp. The military is stockpiling a lot of supplies right now, having nearly cleaned out the surrounding countryside in their initial sweep. This is all at the request of the Grand Mufti, in order to support the army that is being formed to reclaim the Cup and Talisman.

DC 20 – The Veterans of Ket have stated publicly that the call to arms is a mistake and will leave the country greatly weakened. They have indicated that, although they support the goals of the army, the leaders should not strip Ket of an active defense. At this stage, only a portion of this militia has responded to the calls of the Mullahs.

DC 25 – With the exception of Ket army units stationed in Molvar, as well as the paramilitary units known as the Beygraf's Pride and the Stouthearts, the Ket army has singularly chosen to side with the Grand Mufti, and are already moving from all parts of the country to Lopolla. There has been some sense that the dwarven and Halfling populations of Ket have declared their loyalty for the Beygraf of Ket.

DC 30 – It is rumored that the Black Arrow is very displeased to not have the services of the Archons in this campaign. He has made generous offers to the Brotherhood of Sorcery in an attempt to compensate but there are indications that they are not everything he hoped for in combat mages. The army is obviously preparing to move rapidly, and there are rumors that an army raised by the Grand Mufti in the Yatils awaits their arrival on the Ket/Tusmit border near those same mountains.

DEVELOPMENT

Proceed to 1: *The Black Arrow*.

1: THE BLACK ARROW

Camp of the Talisman Row upon row of canvas tents appear set up in strict military precision. At the centre of the sea of tents sits the actual camp, surrounded by a stout wooden palisade. At the gate that marks the entrance to the Camp itself, the guards glance at the letter briefly.

Guards at the gates of the camp make it clear that only PCs who are already members of the Army of the Righteous and are of unquestioned loyalty (i.e. they declared for Sylvana bint Zoltan in the interactive or have played other adventures in the *Road to Righteousness* series AND they have NOT played any adventures in the *Beygraf in Molvar* series) are allowed to wear arms and armor in camp. All others must leave their arms (save a dagger, staff or sap) and all armor with the guards at the gate. (Although Mullahs of questioned loyalty may retain one scimitar, as befits their status.) Should a PC refuse this demand, they are not permitted entry into the camp. Those that comply have their equipment safely stowed for their retrieval later.

A pair of guards escorts you into the camp. A large parade ground comes into view almost immediately, filled to capacity with men and women sporting new uniforms of the new Army of but carrying well-used weaponry.

A man stands on a small raised stage, dressed in black robes and addresses the assembled troops, his voice booming across the grounds.

"I am the Black Arrow and the arrival of so many of you with such speed is a tribute to your fervor and training. You have answered the call of the Grand Mufti and I thank you. We shall march in two day's time and will make all sped for that den of iniquity known as Ekbir to retrieve the blessed Cup and Talisman, and restore them to their proper place in the hands of the Grand Mufti. Let our passing through the lands raise up a cloud of dust that will blot out the sun!"

With that last statement, a shout of encouragement starts amongst the troops and the man smiles and nods his head, before exiting the stage to the rear.

Any PC may attempt a DC 13 Knowledge (local-VTF) or Profession (soldier) check to recognize Paighan (militia) troops in the parade grounds. Their uniforms are newly created for this army but their equipment is the original provided to them when they joined up. Approximately 1500 stand in the parade ground at this stage.

The two escorts take the PCs across the parade ground through the dispersing troops. They lead the PCs to a small stone building, where a troop of cavalry stands around, some guarding, others lounging and taking their ease. The cavalry would normally be classified as Kaman (light cavalry archers) but their equipment is significantly improved from most – this can be determined while in their midst without skill checks. There is no explanation provided – if asked, they indicate the Black Arrow re-equipped them recently from stores taken from the Copper Palace.

At the stone building, the PCs are warned that only truth may be spoken in the walls and that the tried and true *zone of truth* spell has been cast inside. Any who have an issue with this are advised not to enter (but the adventure is over for them and they should be warned of that fact).

For anyone entering, a substantially strengthened triple *zone of truth* requires three DC 20 Will saves. If a PC can somehow dispel it without notice, or attempts to do so, the CL is 15. Success dismisses one spell (three have to be removed for complete success) but there is nobody immediately present that can detect that it has been done, so there are no repercussions. The guards on duty are well aware of spells and have low levels of

Spellcraft, however, and they recognize any obvious attempts to cast spells. Any such attempts result in warnings from them to cease such activity. If the PC continues, they are arrested.

Arrested PCs, for whatever reason, are thrown in the stocks for 10 TUs and then thrown out of the camp. (The PCs are immediately removed from this adventure

Once PCs have entered the stone building (and they must do so to meet with the Black Arrow), they are brought before him and two bodyguards.

The PCs are invited to have a seat at a table, while refreshments are brought out. The Black Arrow sits at the head of the table and personally conducts this interview, since the outcome is of interest to him.

WHAT THE BLACK ARROW WANTS

Short Version

The Black Arrow wants three things undertaken:

- 1) Head to Di'hen in Tusmit, home to a temple complex known as the Sanctuary of the Just, and scout the area thoroughly;
- 2) While at Di'hen, use Diplomacy or other means (including simply blunting stating the obvious) to warn the locals of the imminent approach of the army of Ket (but not exactly when);
- 3) Secure the location as best as possible after dispatching a messenger to the Army of the Restorer once objectives 1) and 2) are accomplished. Given that the PCs must secure the location as part of this, send no more than two messengers back. Specifically, the PCs must prevent all those actively opposed to the Army of the Righteous from approaching the Sanctuary or Di'hen once you have taken over – this does not mean the residents of the village, who may be less than happy with the upcoming change of faith at the Sanctuary or the disruption of pilgrims, must be removed, but rather that ALL military forces that might seek to prevent our goals be prevented from reaching the village and the temple.

Long Version

There is a temple complex known as the Sanctuary of the Just near the Ket/Tusmit border. It is relatively new, built at the end of the Greyhawk Wars by a returning Paladin of the Exalted Faith. It is a pilgrimage site now for the Exalted Faith, since it represents their good efforts and attitudes during the Greyhawk wars.

The Black Arrow wants to seize the grounds of the Sanctuary both as a symbolic act, and to convert it into a base in Southern Tusmit for troops. However, he is aware that Tusmit is Ket's ally (at least the northern half of the country) and does not want to have to stage a full all-out siege. In addition, his primary concern is sending his main force north to link up with the Grand Mufti and his forces. Therefore he only wishes to send a few units to "capture" the Sanctuary. In order to find out if this will be possible, he wants a small, capable group to head into Tusmit and scout the area around the Sanctuary of the Just in Di'hen. To find out if the Sanctuary is strongly defended, and if the area around the sanctuary is defensible.

After the area has been scouted out, The Black Arrow also specifically wants the PCs to either

- use Diplomacy or similar means to lay the groundwork for a Ket army to take over the area by beginning to assuage the doubts of the locals about Ket and repair any misinformation they may have received about Ketites in the past
- Or simply make an announcement that the Ket army is arriving (if the party has no Diplomatic skill).

Normally the army would undertake this scouting task itself but the absence of the Archons (who support the Beygraf against the Grand Mufti) has seriously inhibited any magical abilities the Black Arrow would normally have at his disposal. The Brotherhood of Sorcery has offered what they can but the Black Arrow finds them...inadequate. Although he will not explain this position, a DC 15 Sense Motive notes that he is not terribly comfortable with his options in the Brotherhood.

The Puppeteers of Ket, the spy organization for the nation, have therefore put their talents to use and determined that no matter their class or racial mix, the PCs are considered the best that is available right now. Note that even elves, asherati and other races considered "monsters" are acceptable, particularly since this is supposed to be a covert mission and having such races working for Ket would allow more deniability at a diplomatic level if later required.

Because the Black Arrow mistrusts magical communication (which can be easily modified or intercepted) he wants one of the PCs he is now hiring to brief him directly on the results of this mission as soon as it has been determined that the Sanctuary can be taken and held with a minimum of force and with minimal commitment of troops. He is adamant about needing this information as soon as possible. In the case that the PCs are in danger of being detained by enemy forces, he expects at least one person - but no more than two - from

the party to return to him no matter what circumstances he leaves his companions in. He warns the PCs to expect a delay in finding him once they return to the camp, possibly for up to 6 hours, since he is on the go all day getting the invasion army ready and cannot be easily located. He has no objections to the PCs using magic to instantly return with a report, although he warns the PCs that the Camp itself is protected from *teleport* by magical wards. (Overlapping *anticipate teleport* spells are in position).

Those that stay behind must hold Di'hen for the approach of the Army of the Righteous. They must prevent ALL those actively opposed to the True Faith from approaching the Sanctuary or Di'hen once they have taken over – this does not mean the residents of the village must be removed, but rather military forces that might seek to prevent the goals of Ket must be prevented from reaching the village or the temple. In particular, scouts similar to the PCs must not be allowed to review the area (and note how small a force the PCs really represent) and other forces must not be allowed to draw near. Although the PCs may consider Diplomacy for this, the Black Arrow suggests that force of arms is likely the only reliable solution (in his experience).

WHAT WILL THE BLACK ARROW OFFER FOR THIS TASK?

There are three essential offers:

Citizens or residents of Ket: He offers them the soul-satisfying reward of assisting in restoring the Cup and Talisman to their rightful place. Although that should be enough reward for any true Ketite, he will also give them a substantial reward. (If pressed, he offers to pay them up to 150 gp per APL per person if they succeed at the task of scouting the Sanctuary.) There may be some that find the first part of the offer objectionable, in which case he still makes it but does not couch it in heroic or glowing terms.

If the PCs are from a region other than Ket: He offers to pay them 100 gp per APL. If they succeed beyond his expectations, they will also have his thanks. (He does not elaborate upon whether this will involve any further rewards).

For any PC: If the PCs, of either type, are more interested in item access, the Black Arrow can offer to open up the army stockpile to them, instead of cash.

In no case does the Black Arrow offer any money beforehand—he will pay when he sees results.

DEVELOPMENT

If the PCs accept the Black Arrow's offer, proceed to 2: *Travels*. If they wish to end their participation in the adventure, proceed to *Conclusion*.

2: TRAVELS

Before they start, determine how the PCs will be getting there. PCs may choose whatever magical or mundane means of travel to the Sanctuary that they have at their disposal.

The journey to the Tusman Hills and the Ket-Tusmit border is without incident and soon you are traveling through the hills themselves toward your destination, the Sanctuary of the Just.

ON FOOT OR BY RIDING ANIMAL

Give the PCs **Player Handout 1: Map of Journey**, and ask if the PCs intend to stay in the wild on their journey, or keep to roads and stay in various small inns en route. In either case, have them indicate a standard watch cycle. If they are taking the less-traveled route through the wild, they should also indicate how they are getting meals and such (Survival checks may prove necessary).

It is approximately a 3-day journey on horseback from Lopolla, through the Tusman Hills and then to Di'hen. Those wishing to avoid going right through the Hills may skirt them to the south and cross the edge of them in Tusmit before reaching the Sanctuary of the Just. Avoiding the Hills in this manner adds one day of time to the journey.

Instant Transport or very fast magical travel Should the PCs attempt to travel rapidly (*wind walk*, for instance), someone in the party must succeed at a DC 15 Knowledge (geography) check. If this fails, they do not have the specifications on how to reach the Sanctuary of the Just. Their journey takes twice as long as normally would be expected using this means of travel.

PCs that use very rapid or instantaneous means to travel to the Sanctuary

AGENTS OF IUZ

If PCs stay at inns or take their meals at such establishments, agents of Iuz later question the various people who met with the PCs and plan for an attack. This will give the attackers in 4: *Minion* enhanced buffs before the combat. Staying even one night in an inn in Ket after talking with the Black Arrow, for instance, still counts as staying in an inn and is subject to surveillance.

Those PCs traveling in the wild or traveling by rapid or instantaneous do not come to the attention of agents of Iuz, and the creatures fought in 4: *Minion* will be not enhanced by buffs. However, if a party who uses this magic starts or ends their journey by staying in an inn overnight, this benefit is lost.

DEVELOPMENT

Proceed to 3: *Divine Inspiration*.

3: DIVINE INSPIRATION

This Encounter is to take place upon the road leading into the village of Di'hen. A small road leads to the village from the main road, and the last two miles cuts through a deep gorge, beside impassable hills. It is an excellent place to await and intercept those approaching Di'hen, since the gorge cannot simply be bypassed save by those flying. As a result, the Inevitable noted awaits the PCs here, on the day they arrive at Di'hen.

His task is specific – he is to meet the PCs in the gorge, provide them with the three phrases he has heard, and depart. If the PCs choose to avoid him in the gorge, he makes no effort to engage or follow them. They must be willing to talk to him to receive his information.

This encounter has two separate objectives. In the first, it is to provide the PCs with some additional information, that they may be made aware of certain dangers and options. This is provided by Istus, the greater goddess of Fate, since she despises the interference of Iuz in the overall events taking place. Secondly, the location of gorge is to be highlighted to the PCs, that they may see the defensive implications of the area prior to other parts of the adventure.

Reaching Di'hen has taken three days of travel [modify as needed for speed of movement and route taken] and has been uneventful. It would appear that a small, heavily-armed group of people like yours is of no interest to any bandits or creatures that might live in these parts. Riding through the Tusman Hills toward Di'hen, you note the gorge that you enter is narrow, and steep cliffs rise up over 100 feet on either side. Five hundred feet in front of you, making no move to hide, is a being dressed in ornate golden armor and a flowing golden robe, with a gleaming long sword casually held at one side. Seeing you, it raises the other hand in a deliberate greeting.

The creature is a Kolyarut, an Inevitable (*Monster Manual* 158). Any PC who has played Ket5-01 *Choices of the Dragon* automatically knows the first item below (having met another Inevitable during the course of that adventure). A Knowledge (arcane) check can advise the following:

DC 23 – This is a Kolyarut, a creature of law tasked with enforcing contracts and punishing those that break them. It is resistant to all but chaotic weaponry.

DC 28 – A Kolyarut has an array of spell-like abilities that assist with the location, identification and apprehension of oathbreakers. It likewise has a vampiric touch that it uses to weaken those it faces.

DC 33 – Kolyarut are naturally highly resistant to spells and have some form of fast healing. They tend to have studied their foes and know their weaknesses and strengths and generally act highly intelligently in combat.

The Kolyarut is not here for combat. Should the PCs attack or otherwise engage it, the creature simply seeks to depart. Use *Monster Manual* 159 for reference, noting that this creature can *planeshift* 3/day. Should the PCs destroy it or drive it away, there are no repercussions for the adventure, but they gain no information, xp or gp for this.

If approached in any sort of diplomatic or not hostile manner, the Kolyarut offers to speak to the PCs and discharge its duty. If they accept, it continues as follows:

"I come to you tasked to impart two phrases, that these may aid you in your endeavor.

The first is "The eyes of the Abyss are upon this area – tread your paths with that in mind".

The second is "Diplomacy has many guises – employ that which suits you best."

At the conclusion of this, the Kolyarut looks at the surrounding area with interest – it is a DC 10 Sense Motive check to realize he finds this area interesting. In essence, he is trying to convey that this would be a logical place to establish a chokepoint against approaching forces (but he will not voice that aloud) – as he already assumes a conflict is about to take place.

The Kolyarut will not clarify these details nor delve into them any further, other than to repeat them. He does not repeat his interest in the surroundings on a second or subsequent time.

If asked for the source, he notes:

"The Lady of our Fates wishes for Fate to come to mortals as it may. She would not want another power to interfere with this and conveys this information to you to restore equality."

Once the conversation is complete, he nods politely and *planeshifts* away, his task complete.

If PCs avoid this meeting, there is no consequence and no implications.

DEVELOPMENT

Proceed to 4: *Minion*.

4: MINION

If the PCs decide to scout the area before going to the village and temple, go to *Results of Scouting* below.

If the PCs decide to go directly to the village and temple, go to *Triggering Combat* below.

RESULTS OF SCOUTING

If the PCs wish to scout at any point, they can establish the important elements of the surrounding area. Scouting to get a comprehensive idea takes 8 hours. If the PCs employ extra resources well above the normal (such as giving everyone *overland flight*, or using a series of familiars as scouts, to name but two examples) they can cut this time down to 2 hours. Likewise, a DC 25 Survival check or higher means that they halve whatever time they need.

- The area around Di'hen is heavily wooded, with large and thick old-growth vegetation in many areas. There appears to be a reforestation effort of some sort spread throughout the area, resulting in denser forests than the proximity to a village of this size would normally indicate. If the PCs enter any old growth forest, it counts as heavy underbrush (four times movement costs).
- There is but one main road into Di'hen itself. Said road splits one mile from the village and goes off into two distinct areas of Tusmit, but only a single road heads up into the village. That road goes through two lengthy canyons in the process, narrowing down to 20 feet at some points (the second is where *3: Divine Inspiration* takes place). The canyons on both side and the Tusman Hills in general, are difficult to climb and traverse (DC 25 Climb checks, taking into account winds and crumbling cliffs).
- The Sanctuary of the Just is located just to the north of the village of Di'hen. It is quite evidently the largest structure in the area, a white-washed temple of new construction. A small stream actually runs directly underneath the entire location (the locals can fish directly from the Sanctuary...in the kitchen...). The Sanctuary is a well-built Temple and clearly could double as a military outpost if needed (it has good sightlines and defensible construction).
- It is a DC 10 Int+BAB check to recognize that the location would make an excellent tactical outpost and command point for strategic

purposes, providing the surrounding hills could also be secured. The area could easily hold off a much larger force if deployed properly and some basic palisades and the like built;

- Although there are obvious signs that this village supports pilgrims (there are three inns here, for example and the population would likely have a hard time supporting one) there are few signs of such travelers at this time. The season is too late and perhaps the recent civil war in Tusmit has limited such movement.

TRIGGERING COMBAT

Iuz has sent forces to spread disinformation in an attempt to disrupt relations between the Exalted and True Faith even more than is already the case. This is part of his overall plan to create vast chaos and war within the Baklunish lands. In this particular case, the party will be attacked by some demons that are actually expected to lose, so the PCs can find “manufactured” evidence of collusion between Iuz and the Exalted Faith.

If the PCs are scouting, the trigger point for combat is halfway through scouting, unless the PCs have a means of avoiding the attack. In such a case, the demonic forces attack at the first available opportunity, including attacking in the village and before the Sanctuary of the Just as is appropriate.

If the PCs headed directly for the village and temple before scouting, the minions head on roofs or in alleys and attack them there.

Tracking the Combat

The results of this combat must be tracked. If the PCs gain surprise on the demons, do not count the surprise round. If the PCs are themselves surprised, count the surprise round. Otherwise, simply note the period of time it takes for the PCs to deal with this threat (if they do not deal with it and retreat instead, presume that the fight lasts 6 rounds for later calculations). This is used to help determine the opposition in *6: Last Stand*.

PHYSICAL LAYOUT

If the Abyssal forces attack out in the trees, it is a open map layout. Random trees dot the map as placed by the DM, although they are well-dispersed (as the Abyssal types want good charge lanes and choose a more dispersed area of woods to generally attack in – if the PCs are very careful and state it to the DM, however, they can stay to more heavily wooded areas and the DM must modify this map accordingly). Movement is not restricted by the undergrowth, nor is vision. The trees provide cover.

Well-Prepared or Hidden PCs

If the PCs are flying or very well hidden, this encounter takes place when they make camp or when they are returning to Di'hen instead of during the day. Should they find a secure extra-dimensional space and guard it very effectively, to the extent that these creatures and the *screying sensor* could not track it down, the PCs are considered to have defeated this Encounter and it can be avoided.

Update from 2: *Travels*

If the PCs kept to the road and stayed at inns, etc. during 2: *Travels*, the creatures that oppose them benefit from the following buff potions (all potions are at minimum Caster Level):

APL 2-4: *potion of invisibility*

APL 6-8: *potions of fly, invisibility, shield of faith (+2)*

APL 10-12: *potions of bear's endurance, bull's strength, fly, invisibility, shield of faith (+3)*

APL 2-8

The woods and surroundings of the Sanctuary of the Just are quiet. Of a certainty, no hidden numbers of large troops could be encamped here.

At this juncture, have the PCs with an Int of 12 or higher all make Int checks, or use those generated at the beginning of the adventure. A successful DC 22 check reveals that an invisible sensor is placed in the area above them, some 40 feet up, and is a *screying sensor*. (The DC is higher than normal to account for distance. It may be dispelled in the usual manner (CL 15). Anyone with automatic detection of *screying* is also provided this information.

Minions of Iuz

The *screying sensor* is cast by a cleric of Iuz, high up in the Yatil Mountains. She does not interact with anyone in this adventure. Her task is simple – harass the PCs in this Encounter and try to drop hints that Iuz is assisting the Exalted Faith. The task is made more complicated by the fact that her servants in this matter are not very intelligent. They are also barbarians (literally) and not inclined to do much beyond attack. This means that she is left with the limited choice of placing equipment upon them that hints at such assistance. To that end, she is expecting her minions to fail and be killed – she has deliberately *gated* them in with assistance, so that they do not disappear with all that information when killed ...

The *sensor* is fixed in place and does not move. The cleric uses this only to ascertain the location of the PCs

and then moves her minion(s) into position. Neither she nor her minions are interested in attempting Diplomacy.

Tactics

APL 2-4: The Dretch hides at point D1 on the map. Where there is a second, it is at D2. The Hide checks are 22 (including a bonus for a prepared position). Have PCs attempt a Spot check versus this Hide when the PCs first get within 30 feet of the Dretch. However, the Dretch is located downwind and Scent only works within 15 feet as a result.

The Dretch is hoping to act in a surprise round when the PCs approach within 5 feet. If anyone Spots it, it attacks immediately. If it gets to act in the surprise round, it casts *stinking cloud* and then rages at the first opportunity. Once it rages, it attacks with abandon. It uses 1 or 2 points of Power Attack each round, chosen randomly. At no point does it surrender or consider retreat.

APL 6-8: The Babau demon hides at position D1 and follows the same tactics as the Dretch, with the exception that its Hide is 32 and the spell it casts first is *darkness*. Unlike the Dretch, the Babau (barbarian aside) has a sense of self-preservation. It does not surrender but it will certainly flee if it is reduced to 10 hp or less, using *greater teleport*. If it is somehow prevented from doing so, it fights to the death.

Terrain: The area here is covered by light woods, and grass, which provides no impediment to normal movement, except that the trees located on the map blocking charge and run lanes. (They also provide +2 cover to anyone standing adjacent)

Creatures (+1 EL for surprise)

APL 2 (EL 4)

Dretch: Small Outsider Bbn1; hp 33; See Appendix One.

APL 4 (EL 6)

Dretch (2): Small Outsider Bbn1; hp 33 each; See Appendix One.

APL 6 (EL 8)

Babau: Medium Outsider Bbn1; hp 107; See Appendix One.

APL 8 (EL 10)

Babau (2): Medium Outsider Bbn1; hp 107 each; See Appendix One.

APL 10-12

The woods and surroundings of the Sanctuary of the Just are quiet, without anything of particular interest appearing. Of a certainty, no hidden numbers of large troops could be encamped here. A chilling shriek rips through the air suddenly, that of a human or elf, not far ahead.

Have any PCs with the Track feat make a Survival check. Anyone matching a DC of 20 has put together various clues that there is at least one Huge creature in the area, possibly more. Should anyone make this Survival check, a DC 22 Knowledge (the planes) check by anyone in the party can put together details that it is a bebilith and they can garner additional details:

DC 22 – Bebeliths are huge arachnid-like demons that revel in hunting and rending armor from their foes.

DC 27 – Bebeliths are resistant to all save good-aligned weaponry but are not tanar’ri and do not have any of the typical energy immunities or resistances of those demons.

DC 32 – Bebeliths have no spell-like abilities but can *planeshift* at will, as well as firing *web*. Unlike tanar’ri of similar power, they have no spell resistance.

Minions of Iuz

A cleric of Iuz, high up in the Yatil Mountains has sent the bebilith. She does not interact with anyone in this adventure. Her task is simple – harass the PCs in this Encounter and try to drop hints that Iuz is assisting the Exalted Faith. The task is made more complicated by the fact that her servants in this matter are not very compliant. They are also barbarians (literally) and not inclined to do much beyond attack. This means that she is left with the limited choice of placing equipment upon them that hints at such assistance. To that end, she is expecting her minions to fail and be killed – she has deliberately *gated* them in with assistance, so that they do not disappear with all that information when killed ...

Tactics

The bebeliths approach as closely as possible under cover of the trees or *invisibility* (depending on the approach of the PCs). If they are using cover, they start at 105-120 feet away (roll 1d4 and add that to the starting distance of 100 feet, with each point as five feet).

The bebeliths rage once they are fully engaged in battle - as soon as they can make a full attack sequence.

Bebeliths always attack the most heavily armored opponents first. They revel in their ability to destroy armor and use this ability to the utmost. If faced with a dangerous ranged opponent, they attempt to use their

web to immobilize that person. They attack to kill and see no reason to retreat or surrender.

If dropped to less than 40 hp, this bebilith attempts to *planeshift* away (much to the chagrin of the Iuz priest...) – recall that it must voluntarily end rage to accomplish this, so is actually 30 hp down from the current figure when it does so.

Terrain

The area here is covered by light woods, and grass, which provide no impediment to normal movement by the PCs, except that the trees located on the map blocking charge and run lanes. However, the bebilith may have difficulties due to its size.

Creatures

APL 10 (EL 12)

Advanced Bebelith: Huge Outsider Bbn 1; hp 243; see Appendix One

APL 12 (EL 14)

Advanced Bebelith (2): Huge Outsider Bbn 1; hp 243 each; see Appendix One

AFTER COMBAT

Searching the bodies of the demons finds directions written in Abyssal. Each one specifies the name of a local member of the Exalted Faith and a sum of 50 gold to be provided to that person. The seven people are Araz, Shintari, Fazal, Farid, Murota, Mushta and Livar. The word “alliance” is written separately and underscored on the note. Although it would be better to have this written in Common, the Priestess realizes it would make no sense, since the creatures that are carrying the notes only speak Abyssal...

If these people are later questioned in the village, they have no idea about this situation at all and are all very honest, law-abiding Exalted Faith citizens of Tusmit. They are respected farmers and local merchants, with no role in the grand scheme of things. They do not detect as evil, and either Sense Motive or detect lies will prove that they are trustworthy and telling the truth.

Once the PCs have encountered the demons or avoided them, proceed to 5: *Location, Location, Location.*

Treasure:

APL 2: Loot: 22 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 44 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 218 gp - +1 *blushine chain shirt* (218 gp each).

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 218 gp - *+1 bluishine chain shirt * 2* (218 gp each * 2).

APL 10: Loot: 75 gp; Coin: 0 gp; Magic: 0 gp.

APL 12: Loot: 150 gp; Coin: 0 gp; Magic: 0 gp.

5: LOCATION, LOCATION, LOCATION

The village of Di'hen is situated in a small valley fed by streams from the surrounding Tusman Hills. It was originally a small open area where the people of Tusmit met with the Tusman Hill tribes and traded goods in the middle and end of summer. Gradually, the people of Tusmit ended up settling the area permanently, building up a large bazaar that is used for two months of the year for big trading times with the Hill tribes. For many years, it remained tiny hamlet, unknown to all but the locals.

After the Greyhawk Wars, a paladin named Jen'ai Dalin, originally from Di'hen, came back and retired there. She had been severely injured during the defense of Chendyl, the capital city of Furyondy, including the loss of a leg due to an acid attack from a demon. For reasons known only to herself, she has resisted all offers to have her leg restored.

She has built the Sanctuary of the Just, a large open-air temple, on a hill just outside the village. As a result of her actions during the Wars and a lot of support for her actions by the local clergy and traveling paladins of the Exalted Faith, this location has become a pilgrimage spot for the Exalted Faith of Al'Akbar.

As a result of the pilgrims Di'hen has changed from a tiny hamlet to a moderately prosperous village. Villagers are therefore quite used to visitors of all types from all areas. All of the villagers are declared worshipers of the Exalted Faith (their last dissenters apparently moved out some years back, although one has remained behind).

Di'hen now houses approximately 450 people, predominantly human but with a scattering of Dwarves (NOT Khund). Large stands of trees cover the adjoining slopes, with reforestation projects ongoing at all times (part of the treaty originally allowing the people of Tusmit to take this land from the Hill tribes). There is very limited agriculture near the village itself, enough to provide fresh vegetables and the like, but most of the food staples are imported from other areas of Tusmit.

Gather Information in the village. The following Gather Information results are allowed for the attempt inside the village. Only one attempt is allowed given the small size of the population.

DC 8 – The civil war is over now and the Pasha... is back in charge. Regardless of affiliation, most people are just glad the conflict is over.

DC 13 – As part of the aftermath of the civil war (actually as part of it), all temples to the Banisher of Darkness (Azor'Alq) have been officially closed and the assembled forces of the clergy have retreated from the cities, those that were not arrested. It is rumored that the monks of the Temple of the Dragon were highly displeased by this edict and have strong sympathies for the clergy of Azor'Alq.

DC 18 – The Grand Mufti gave the clergy of Azor'Alq sanctuary in his citadel in the Yatil Mountains. Although the sanctuary lies on the Ket/Tusmit border, neither nation has made any comment about it, at least publicly. There is word that a new sect worshipping a recent saint in the pantheon of Al'Akbar may have been a preoccupation.

DC 23 – A strong force of Exalted Faith troops have been training in cavalry maneuvers near Vilayad recently, apparently to reinforce the power of the Faith.

DC 28 – There are rumors that the Cup and Talisman have been sighted in Ekbir City but the Caliph has made no official pronouncement...at least nothing that the average person has heard about. Then again, at least one reputable source can point to an emissary of the Caliph in Tusmit being called to the palace of the Pasha about this topic...and leaving looking most smug.

VILLAGERS

All villagers begin with an attitude of Indifferent (socially expected interaction) unless the PCs either openly declare themselves to be from Ket or of the True Faith, in which case villagers are Unfriendly (Mislead, gossip, avoid, watch suspiciously, insult), or the PCs declare themselves to be from Tusmit, in which case villagers are friendly (Chat, advise, offer limited help, advocate). It is a DC 15 Diplomacy check to modify this attitude from Unfriendly to Indifferent or Indifferent to Friendly, and a DC 25 to modify Unfriendly to Friendly. The best result possible is Friendly. Anyone achieving this result is pointed toward the Sanctuary of the Just, to present themselves to Jen'ai (she is the seneschal or representative of the local lord now). Villagers know little of anything unusual in the area, aside from it being a wet and cold autumn.

SANCTUARY OF THE JUST

The Sanctuary is an imposing 100' x 100' structure, constructed on an open-air design. Three of the four main sides are open to the outside, with sets of large double doors capable of closing in the event of inclement weather. Each corner of the Sanctuary is a large column depicting one of the Four Feet of the Dragon (South – Piety, East – Family, West – Generosity, North – Honor). Repeating motifs of the web of fate, representing Istus,

head of the Baklunish Pantheon run along the top façade around the temple, while the interior is decorated in red and black and depicts the Cup and Talisman symbol of Al'Akbar.

Inside, 20 feet off the floor, all of the other Baklunish deities are represented by large and recognizable symbols. The entirety of the Sanctuary is roofed and the back wall of the Sanctuary is solid, leading to living quarters and offices for those that run and maintain the building. The walls are 30 feet high. The bottom fifteen feet is made of granite, and the top fifteen feet of wood and plaster. Despite the height of the walls and ceiling, there is only one floor.

A single stream winds out of the Tusman Hills and passes directly underneath the Sanctuary of the Just, creating a large pond/small lake between the Sanctuary and the village itself, before continuing as a stream.

There are no official guards at the Sanctuary, but one individual on each side keeps watch and politely welcomes any visitors to the Sanctuary of the Just. Only sentient beings are allowed over the threshold. No horses or other animals are permitted onto the granite stone floor of the temple, although familiars are allowed as long as they do not leave their masters. Since there are no guards, an insistent PC could walk past the "guide" and bring a creature onto the floor of the Sanctuary, but it means an automatic failure for the Diplomacy section of this Encounter.

MEETING JEN'AI

Jen'ai sits on a comfortable chair in the centre of the Sanctuary, facing one of the four corners (she chooses one by her own schedule each day – make it random in this case). A single attendant, a human Baklunish male named Rishon, stands at her side and sees to her needs as required.

Jen'ai is a beautiful Baklunish woman with black hair and tanned skin, in her late 30's, wearing resplendent black and red robes with the symbols of the faith of Al'Akbar (the Cup and Talisman) prominently displayed. Her only flaw is that she does not have a right leg. Some twenty feet from her, four individuals kneel facing the corners, which happen to be the four cardinal points of the compass. These are her disciples and they only address the PCs if granted permission by Jen'ai. They are cloaked and hidden and little can be made out about them save that they have falchions sheathed on their backs – if some extraordinary means is used to look at them, refer to the appropriate Encounter Appendix for details.

Jen'ai greets them in a Friendly but neutral manner, since she assumes they are pilgrims, unless someone is openly a Mullah of the True Faith or has livery of Ket

(possibly one of the military metorgs), in which case she is Unfriendly, although coldly but correctly hospitable.

JEN'AI AND THE CUP AND TALISMAN

Jen'ai is unaware that the Cup and Talisman have been returned to Oerth. If made aware of this fact, she is momentarily struck silent but then eminently thankful they are back. If someone tells her that the Caliph of Ekbir has it she is thankful that they have been returned to their rightful home.

Diplomacy. As a former warrior, Jena'i's first reaction to Ket army units coming to seize the Sanctuary will be to fight, no matter how hopeless the fight might be. She knows the canyon outside town is a chokepoint, and a determined force might hold back an army for a long time.

The PCs must try to convince Jen'ai to hand over the Sanctuary to units of the army of Ket arriving in a few days without bloodshed. The following bonuses and penalties are given to the party before they make their Diplomacy check.

- Those that emphasize avoiding conflict in this sacred place are given a +5 bonus to their Diplomacy check.
- Anyone openly wearing the colors of the True Faith or openly displaying a banner of Ket suffers a -10 penalty to this check.
- PCs may expend any Influence points with authority figures in Ket or Tusmit to generate a +2 circumstance bonus (which can stack) on this check.
- Any effective role-playing at the table by the PC doing the check can add up to a further +4 bonus at the discretion of the DM (this can only be awarded once).

It is a DC 33+APL Diplomacy to convince Jen'ai of the good intentions of the PCs – she is far more concerned about those of higher level. Furthermore, this check may only be attempted once. If it fails, move to *Force of Arms* instead.

If the Diplomacy succeeds, move to *Results of Diplomacy or Combat* below.

Force of Arms

If the Diplomacy fails, Jen'ai challenges the PCs to make their case by Force of Arms. Although not a typical Baklunish method of solving problems, it is appropriate for a martial order such as the Paladins of the Exalted Faith.

The PCs may nominate one champion and that person fights. The PC chosen may be the recipient of as many buff spells and the like as desired except *invisibility*

or other similar spells that result in the PC's opponent not being able to see the PC.

The combat to be fought is within a 25 by 25 foot sand arena and the participants may not leave this area during the combat. No person may travel more than 5 feet above the ground and all combat is non-lethal only. Only the PC may be present in the arena at the beginning – if the PC wishes to summon additional allies via spells or abilities, the PC must do so after the fight begins. Likewise, the PC must be visible at all times, although such spells as *displacement* or *mirror image* are perfectly acceptable. Once the fight commences, no outside aid may be granted to either participant. The last one standing is the victor. Any breach of these rules immediately causes the participant to effectively concede the fight.

The champion chosen by Jen'ai is Garad, the disciple facing the pillar marking Honor. He stands and moves over to her, revealing himself to be a half-orc.

If the chosen champion of the PCs is a Mullah, Qadi or Paladin of the Faith of Al'Akbar, Garad immediately concedes. This is considered a victory and, though annoyed, Jen'ai upholds her promise to hand over the Sanctuary to Ketite forces without bloodshed.

Force of Arms

EL 2 (EL 2)

Garad: Medium Humanoid (half-orc) Ftr1/Mnk1; hp 18; See Appendix 1.

APL 4 (EL 4)

Garad: Medium Humanoid (half-orc) Ftr2/Mnk2; hp 36; See Appendix 1.

APL 6 (EL 6)

Garad: Medium Humanoid (half-orc) Ftr4/Mnk2; hp 55; See Appendix 1.

APL 8 (EL 8)

Garad: Medium Humanoid (half-orc) Ftr4/Mnk4; hp 73; See Appendix 1.

APL 10 (EL 10)

Garad: Medium Humanoid (half-orc) Ftr6/Mnk4; hp 92; See Appendix 1.

APL 12 (EL 12)

Garad: Medium Humanoid (half-orc) Ftr8/Mnk4; hp 123; See Appendix 1.

Result of Combat or Diplomacy

If the PCs succeed in either Diplomacy or in Force of Arms, Jen'ai agrees to surrender the Sanctuary to the Ket army without bloodshed.

To further avoid bloodshed, she tells them her messengers have told her about an approaching force of the Exalted Faith, as well as all information from the next Interlude Gather Information check up to DC 20.

She tells them that if they are truly concerned about avoiding bloodshed here, they must stop the Exalted force before it can seize the Sanctuary, or there will be a battle here when the Ket army arrives.

If they fail at both Diplomacy and Force of Arms, she tells them to leave the Sanctuary and vows to hold off the whole Ket army. She also doesn't tell them about the Exalted force, reasoning that once they are across the canyon, they will be impossible to dislodge.

INTERLUDE – APPROACH OF THE EXALTED

The approach of the Exalted Faith force is something the PCs must be made aware of in the time before 6: *Last Stand*. There are a number of ways that this can be accomplished. If the method involves the actual actions of the PCs, they gain a benefit in 6: *Last Stand*. If they must be informed by others through no instigation on their part, they do not receive this benefit.

Timing can vary. If the PCs are using mundane means to return a report to the Black Arrow (one that will take at least 2-3 days, then 6: *Last Stand* will take place the next day.

However, if the PCs use magic or instantaneous means to make their report (and take 6 hrs to find the Black Arrow once they reach camp), the Exalted force arrives right away.

The important principle here is that 1-2 PCs must be reporting to the Black Arrow during the final combat.

Any of the following are appropriate means of getting information, although award innovative means as well:

Divinations

If Divinations are cast, they reveal the following (and may be more limited depending on the spell chosen).

"The Exalted Faith approaches under the leadership of one who values caution over success. Only a single path ushers them to Di'hen."

Scouting

If the PCs are actively scouting the outlying areas of Di'hen, a DC 30 Spot check points out the rising dust cloud from the passage of approximately 50-100 cavalry to

the south and west. Further Spot checks note the banners of the Exalted Faith (this does not require a Knowledge check as it is a clear banner on a clear day in a country full of them). Although the PCs do not know that the approaching force is governed by a cautious commander, they are considered to have obtained the necessary information through their own means, although it is appropriate to then use the informant to provide more details.

Gather Information

Any PC attempting to Gather Information can obtain the following:

DC 10 – The Sanctuary of the Just receives a visit from an Ekbirrian Faris (Baklunish Knight) once a year – and he is expected sometime in the next two weeks (not true, he is months away).

DC 15 – A merchant from Vilayad mentioned that the local Sheik planned to send a force of armored cavalry to Di'hen this month as a token of support. (True).

DC 20 – An uncle living just outside of Vilayad recently sent a letter to one of the villagers advising that the force of cavalry was to arrive at Di'hen within a day or two, and that the commander has turned away from battle several times if even the least circumstance is not favorable – it is rumored that he keeps his position as a general only because of many friends in high places. (True)

DC 25 – A local farmer boy bringing in a pair of new horses for shoeing saw a force only miles from town approaching that displayed a collection of banners. He saw armored troops approaching the road to Di'hen but they stopped for a rest at a stream while he continued on his way, and arrived well ahead of them. He thought there were over 50 of them, but with perhaps only a few of those were scouting in advance of the main force.

DC 30 – The PC is given the information known to the informant (Gashta) below.

Informant

Gashta Farouk is the sole remaining True Faith worshipper in Di'hen, although he purports to be a member of the Exalted. Gashta is in his early 30's and is employed as a carpenter in the Sanctuary. He is aware that a force near Vilayad is expected shortly, representing the Exalted Faith. He also knows that the force is lead by Mufar ibn Nalshoq, a man better referred to as Mufar the Mouse – Mufar is reputedly very cautious and timid, although very well connected. He conveys this information to the PCs and urges them to resist the approach of the Exalted Faith (although he may come across as a bit of a fanatic at this point).

WHAT TO DO

The PCs should realize that they must hold off this force for the practical reason that Ket wants it and it will be nigh impossible to take if the Exalted force digs in on the Sanctuary side of the canyon (Int + BAB DC 12 to realize this).

DEVELOPMENT

Once the PCs are advised of the approach of the Exalted Faith, they should be reminded that their mission briefing from the Black Arrow not only requested information but it clearly was intended to hold the Sanctuary and prevent all enemy forces from reaching the village or the temple.

But, the Black Arrow has also required one of them to not be trapped by any attacking forces, so at this point at least one PC (or max 2 PCs) must leave. Proceed to *6: Last Stand*.

6: LAST STAND

If the PCs see the large force of the Exalted Faith approaching from the south and west, or are informed about it, this Encounter commences.

The PCs must now make a decision as to what they will do and how they will react. Anyone who made the DC 10 Sense Motive check with the Kolyarut in *3: Divine Inspiration* should be reminded about the choke point at this stage.

The approaching troops have scouts out in front and anyone wishing to leave Di'hen at this point can easily escape. Instant transport magic functions normally.

If any PCs choose to remain behind, they need to stop the force of Exalted Faith from reaching Di'hen if they want the forces of Ket to be able to seize the area rapidly. Although the PCs can let the Exalted Faith forces past, the army of Ket then faces a difficult task and is unlikely to want to proceed – a DC 5 Int check from any PC can advise of this fact.

If the PCs choose to all leave, proceed to *Facing the Army*. If the PCs choose to stay and hold, some or all of them, proceed to *Choke Point*.

If the PCs do not realize that both sending a message and holding the position are required to comply with the requests of the Black Arrow, allow them a DC 10 Int check followed by a DC 10 Wis check. Success at either provides the same details but no benefit as noted below.

GOADING

Once the enemy scouts have reached the canyon, the PCs should be advised that if they want to boast and yell, they may do so at this point. This will provoke a greater

response from the Exalted forces but it likely to be quite satisfying. However, as noted below, all members of the party who stayed behind in the choke point must agree to this tactic.

LOCATION

It is surmised that most PCs will choose the chokepoint as the location for their defense. This is a 20 ft wide canyon between two sets of 100 ft tall cliffs. The ground and walls are all stone, and the canyon is some 1200 feet long. There is very little vegetation of any type here (entangle and the like will not work) and burrow speeds of any kind must specifically include the ability to dig through stone to function.

CHOKE POINT

The PCs have chosen to make a valiant effort to hold off the Exalted Faith forces. Unbeknownst to them, the leader of the troops facing them is “tentative and unsure” (a coward), which could become a blessing if the PCs stand firm. The forces of Iuz have fed these Exalted information, which varies depending on the competence shown earlier in this adventure.

The PCs should be made aware that if they all insult and goad their opponents, they will face a tougher challenge. The players should be aware that they do not have to do this. All PCs at the table must agree on this approach – if even one of them disagrees, the party will meet the standard challenge.

The exact composition of the forces facing the PCs depends on their numbers, their prior actions and other factors. The base encounter starts at EL+4. The following modifiers are employed:

- For each PC leaving to deliver a message to the Black Arrow, -1 (maximum -2)
- If the combat from 4: *Minion* lasted 2 rounds or less, +1
- If the combat from 4: *Minion* lasted 6 or more rounds, -1
- If any of the PCs have Ekbir or Tusmit as a home region, +2 (and those PCs are the targets of choice)
- If the PCs successfully diplomacized in 5: *Location, Location, Location*, -1.
- If the players request a “tougher” challenge by choosing to goad their opponents, +1
- If there are any PC elves, kobolds, asherati or centaurs +1.
- If the PCs either remembered the choke point or they made the necessary Sense Motive check noted in the first part of this Encounter to identify the choke point, -1.

- If anyone has any banners or heraldry proclaiming them to be anything other than Tusmit residents, +1.
- If the PCs made every effort to scout the area and their actions resulted in them finding out about the approach of the Exalted Faith scouts, -1.

The result cannot go below EL + 0 or above EL + 3.

NPCs – There are only one or two Exalted “scout” combatants in play at any given EL. If any PCs have chosen to leave in order to deliver a message to the Black Arrow, consider asking them to run the NPCs. Be aware that this will generally increase the effectiveness of the combatants substantially but it should increase the enjoyment of the players in question. As DM, it is your responsibility to determine if this is appropriate for your table.

Once you have determined the EL of the encounter, consult the following table, and go to the appropriate stat block in *Appendix 1: All APLs*

EL	Creatures (See Appendix One)
2	One
3	Two
4	Three
5	Four
6	Two, Four
7	Alpha
8	Four, Alpha
9	Beta
10	Five, Beta
11	Charlie
12	Charlie, Six
13	Delta
14	Charlie, Delta
15	Epsilon
16	Epsilon, Seven

The creatures with a numeric designation Grey Elf combatants with the Dark Creature template (*Tome of Magic*). The remaining creatures identified by an alphabetic designation are Weretigers, also with the same template.

TACTICS

The Exalted Force scouts attempt to defeat those facing them and then force their way up the canyon to scout the area in and around Di’hen. If they are forced to less than 25% of their starting hp, they try to disengage from combat forward toward the village if possible. Should they be deemed to have reached the village area, they

have succeeded in their objective, reducing the PCs accomplishment to *Partial Success*, but the PCs still receive full experience for this encounter for forcing their opponent off the battlefield. If the PCs prevent this (by subduing or killing the scouts, or reducing them to 25% of hp and then only allowing them a line of escape back in the direction of the Exalted Army, then they earn *Complete Success*, since the cowardly general will withdraw from the area.

Otherwise, they fight intelligently. They hide when possible to gain advantage or to avoid giving an advantage to their opponents. They prefer to keep moving to avoid isolating their positions.

TREASURE

The Black Arrow confiscates all items recovered but offers to compensate the PCs for their efforts to this point. As a result, they gain full gp for the adventure if they defeat the Exalted force in this Encounter. If not (and they are defeated), they gain no cash and should see the Conclusion (Failure).

FACING THE ARMY

If the PCs all left to report to the Black Arrow, he instructs them to return and try to force their way into the village of Di'hen. If they succeed at this, the commander of the Exalted Force, displaying his usual lack of courage, will retreat immediately. Should the PCs fail, he will be emboldened and remain in position, attempting to resist the Army of the Righteous.

If the PCs accept this, they face the same combat as above, except that the Scouts are holding the choke point, not approaching.

Using the same list of modifiers in Choke Point above, an EL can be calculated in the same manner, however, the maximum EL for this encounter can be +4 and the following additional modifier is also used:

- The PC's did not hold the area originally and are returning to take it: +1.

TACTICS

The Exalted Force scouts attempt to hold their ground and defeat those facing them. If they are forced to less than 25% of their starting hp, they make their way off the map, back toward the village if possible, resulting in *Complete Success* for the PCs, since the cowardly general will pull his forces out of the area.

The scouts fight intelligently. They hide when possible to gain advantage or to avoid giving an advantage to their opponents. They prefer to keep moving to avoid isolating their positions.

DEVELOPMENT

If the PCs hold the village of Di'hen and totally prevent enemy forces from approaching the village and temple, or if they all reported back to the Black Arrow and then force their way back in successfully, proceed to *Conclusion (Complete Success)*. If the PCs succeeded in this but allowed the scouting Exalted Force to pass by them and into the area around Di'hen, they are reduced one success category to Partial Success.

If the PCs do not succeed in defeating the creatures above, proceed to *Conclusion (Partial Success)*.

If the PCs voluntarily turn the village over the Exalted Faith or do nothing at all, proceed to *Conclusion (Failure)*.

If the PCs did not choose to send back information to the Black Arrow as instructed, they are reduced one success category.

CONCLUSION

CONCLUSION (COMPLETE SUCCESS)

The Army of the Restorer rides into Di'hen scant days later, proclaiming the Sanctuary of the Just to be a temple to the faiths of Al'Akbar, with a new contingent of mullahs on hand to ensure proper reverence is given to the Restorer of Righteousness.

The Black Arrow holds a parade for the army, with your names mentioned prominently in his speech. All the senior officers of the army and you are invited into the Sanctuary of the Just, to a ceremony presided over by the new mullahs.

There, the energies of the True Faith are directed into the stream that flows beneath the Sanctuary. Everyone is invited to dip their weapons into the water and be blessed against those of Chaos and Anarchy.

The AR Award **Water of the Sanctuary** and **Promises Kept** is provided to all PCs. Any PCs who went back to deliver the message to the Black Arrow is provided with the **Messenger** AR Award.

All PCs receive the cash promised to them in **1: The Black Arrow**. If they did not ask for any and requested access, they are provided with both Army **Stores** and full gp, as the Black Arrow is pleased with their efforts.

CONCLUSION (PARTIAL SUCCESS)

The Army of the Restorer rides into Di'hen two weeks later, having forced their way past the Exalted Faith defenders. They now proclaim the Sanctuary of the Just to be a temple to the faiths of Al'Akbar, with a

new contingent of mullahs on hand to ensure proper reverence is given to the Restorer of Righteousness.

The battle was hard, though, and the Black Arrow displeased at the troops he was forced to employ. He opens the army stores to you, politely but coldly thanking everyone for their efforts.

The PCs are provided with whatever gold was promised in 1: *The Black Arrow*. Any PC who chose access instead is provided with the AR Award **Army Stores**.

It is possible to have defeated the enemy force in 6: *Last Stand* but still have only a Partial Success. In such a case, if the PCs already have full gp for their actions, they can choose to take the AR Award Army Stores instead of getting the payment promised in 1: *The Black Arrow* (and avoiding overcap if they do not need or want it).

Any PCs who went back to deliver the message to the Black Arrow is provided with the **Messenger** AR Award.

CONCLUSION (FAILURE)

The Army of the Restorer bypass Di'hen two weeks later, having conceded that it is not possible to remove the Exalted Faith defenders without an expenditure of troops and resources the Black Arrow does not want to commit. The commander of the army refuses to see you, but he does uphold his promise of payment.

No AR awards are provided to the PCs however anyone promised gold by the Black Arrow for their efforts is provided with this sum.

TREASURE (MAXIMUM)

APL 2: Coin: 450 gp.

APL 4: Coin: 650 gp.

APL 6: Coin: 900 gp.

APL 8: Coin: 1300 gp.

APL 10: Coin: 2300 gp.

APL 12: Coin: 3300 gp.

EXPLANATION OF AR REWARDS

Water of the Sanctuary (Su): The PC has dipped their favorite weapon in the waters of the Sanctuary of the Just after holding the ground for Ket. (Monks may choose their natural weapon.) The cost is a 500 gp donation to the Mullahs. The weapon is now considered Lawful-aligned for the purposes of overcoming DR. Ranged weapons so affected confer this ability to their

ammunition. Describe the weapon here:

* Provided to everyone who receives the Success (Complete) award.

Army Stores: The army of Ket has promised you items for your purchase. You gain access to all items at your APL or less marked with a * below.

* This is provided to anyone who got a Complete or Partial success in their mission.

Promise Kept (Su): The PC benefits from special augmentation whenever a conjuration (healing) spell is cast that restores hit points. They may choose to benefit from the Augment Healing (*Complete Divine*) feat or the Sacred Healing (*PHB II*) feat. If they choose Sacred Healing, the casting cleric must expend the turning attempt or there is no additional effect. These may only be employed if the individual casting the spell is either Lawful or Good in alignment and do not stack with the actual feats. Even if applied to a mass spell, only the PC receives this benefit.

* This applies to anyone who was a table with a Complete Success.

Messenger: By taking the message to the army, you chose duty over glory. The Black Arrow is impressed at your adherence to the Four Feet of the Dragon. He will pay for 50% of the cost of your next upgrade to a magical item, up to a maximum of a 5000 gp contribution. This cannot be used for CMI.

* This applies to anyone who took the message back to the Black Arrow and whose table achieved a Complete or Partial success.

Kishtar: Access to any +1 equivalent weapon enhancement from Magic Item Compendium

* Provided to members of the Kishtar metaorganization if *Complete Success* was achieved in the final combat.

True Faith: One time only, can pray for 1 hr at any time of day or night to receive divine spells of Al'Akbar in order to refresh all spells even if they were cast in last 8 hrs. Void this favor when used.

* Provided to Members of the True Faith metaorganization if they convince Jen'ai, either through Diplomacy or Force of Arms, to hand over the forces of Ket.

Re'lahd I'Shad: Add any handslot magic item enhancement to *gloves of dexterity* for standard cost. No other magical enhancement can be added to gloves after this except to increase dexterity bonus of the gloves to max +6.

*Provided to members of the Re'lahd I'Shad metaorganization as long as the area was scouted out and a report got back to Black Arrow. Failure to scout out the area as per 4: Minion means this reward is not available, even if a report reached the Black Arrow.

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 4

Defeating or driving off the demons

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 5

Successfully using Diplomacy to avoid this combat, or defeating Garad honorably.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter 6

Defeating or driving off the scouting force for the Exalted faith

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

Story Award

Holding the village of Di'hen for the Black Arrow, sending the message to the Black Arrow about the scouting, and preventing the Exalted Faith from scouting the area

APL 2	45 XP
APL 4	75 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	155 XP

Discretionary roleplaying award

APL 2	60 XP
APL 4	60 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	160 XP

Total possible experience:

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

TREASURE SUMMARY

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

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

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

the coin total is subtracted from the encounter totals given below.

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

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

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

1: The Black Arrow

APL 2: Coin: 300 gp.

APL 4: Coin: 600 gp.

APL 6: Coin: 900 gp.

APL 8: Coin: 1200 gp.

APL 10: Coin: 1500 gp.

APL 12: Coin: 1800 gp.

4: Minion

APL 2: Loot: 22 gp; Coin: 0 gp; Magic: 0 gp.

APL 4: Loot: 44 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 218 gp - *+1 bluishine chain shirt* (218 gp each).

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 218 gp - *+1 bluishine chain shirt * 2* (218 gp each * 2).

APL 10: Loot: 75 gp; Coin: 0 gp; Magic: 0 gp.

APL 12: Loot: 150 gp; Coin: 0 gp; Magic: 0 gp.

Conclusion:

APL 2: Coin: 450 gp.

APL 4: Coin: 650 gp.

APL 6: Coin: 900 gp.

APL 8: Coin: 1300 gp.

APL 10: Coin: 2300 gp.

APL 12: Coin: 3300 gp.

Total Possible Treasure

APL 2: Loot: 22 gp; Coin: 450 gp; Magic: 0 gp - (Max 450 gp)

APL 4: Loot: 44 gp; Coin: 650 gp; Magic: 0 gp - (Max 650 gp)

APL 6: Loot: 0 gp; Coin: 900 gp; Magic: 218 gp - (Max 900 gp)

APL 8: Loot: 0 gp; Coin: 1300 gp; Magic: 436 gp - (Max 1300 gp)

APL 10: Loot: 75 gp; Coin: 2300 gp; Magic: 1489 gp - (Max 2300 gp)

APL 12: Loot: 150 gp; Coin: 3300 gp; Magic: 0 gp - (Max 3300 gp)

APPENDIX ONE

ALL APLS

6: LAST STAND

ONE

GREY ELF DARK SWASHBUCKLER1 CR 2

N Medium humanoid (elf, extraplanar)

Init +4; **Senses** darkvision 60', superior low-light vision; Listen +1, Spot +3

Languages: Common, Draconic, Elven, Orc

AC 18, touch 14, flat-footed 14

(+4 dexterity, +4 armor)

hp 9 (1 HD);

Resistances cold 10

Fort +3, **Ref** +4, **Will** -1

Speed 40 ft. in mithral chain shirt (8 squares)

Melee masterwork cold iron elven courtblade +6 (1d10+1)

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

Base Atk +1; **Grp** +2

Special Actions hide in plain sight

Abilities Str 12, Dex 18, Con 12, Int 16, Wis 8, Cha 8

SQ: hide in plain sight

Feats Exotic Weapon Proficiency (elven courtblade), Weapon Finesse^b

Skills: Balance +8, Climb +5, Hide^b +12, Jump +9, Listen +1, Move Silently^b +10, Sense Motive +3, Spot +3, Tumble +8, Use Rope +8

Possessions combat gear plus masterwork cold iron elven courtblade, kukri (2), rapier, mithral chain shirt, backpack, 1 day trail rations. (Encumbrance – Light).

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

TWO

GREY ELF DARK SWASHBUCKLER 2 CR 3

N Medium humanoid (elf, extraplanar)

Init +4; **Senses** darkvision 60', superior low-light vision; Listen +1, Spot +3

Languages: Common, Draconic, Elven, Orc

AC 19, touch 14, flat-footed 15

(+4 dexterity, +5 armor)

hp 17 (2 HD);

Resistances cold 10

Fort +4, **Ref** +5, **Will** -1

Speed 40 ft. in mithral chain shirt (8 squares)

Melee masterwork cold iron elven courtblade +7 (1d10+1)

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

Base Atk +2; **Grp** +3

Special Actions hide in plain sight

Abilities Str 12, Dex 18, Con 12, Int 16, Wis 8, Cha 8

SQ: hide in plain sight, grace

Feats Exotic Weapon Proficiency (elven courtblade), Weapon Finesse^b

Skills: Balance +9, Climb +6, Hide^b +12, Jump +10, Listen +1, Move Silently^b +10, Sense Motive +4, Spot +3.5, Tumble +13, Use Rope +9

Possessions combat gear plus masterwork cold iron elven courtblade, kukri (2), rapier, +1 *mithral chain shirt*, backpack, 1 day trail rations. (Encumbrance – Light).

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

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

THREE

GREY ELF DARK SWASHBUCKLER 3 CR 4

N Medium humanoid (elf, extraplanar)

Init +4; **Senses** darkvision 60', superior low-light vision; Listen +1, Spot +4

Languages: Common, Draconic, Elven, Orc

AC 20, touch 15, flat-footed 16

(+4 dexterity, +5 armor, +1 deflection)

hp 26 (3 HD);

Resistances cold 10

Fort +4, **Ref** +6, **Will** +0

Speed 40 ft. in mithral chain shirt (8 squares)

Melee masterwork cold iron elven courtblade +8 (1d10+4)

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

Base Atk +3; **Grp** +4

Special Actions hide in plain sight, insightful strike

Abilities Str 12, Dex 18, Con 12, Int 16, Wis 8, Cha 8

SQ hide in plain sight, grace, insightful strike

Feats Darkstalker*, Exotic Weapon Proficiency (elven courtblade), Weapon Finesse^b

Skills: Balance +10, Climb +7, Hide^b +12, Jump +11, Listen +1, Move Silently^b +10, Sense Motive +5, Spot +4, Tumble +14, Use Rope +10.

Possessions combat gear plus masterwork cold iron elven courtblade, kukri (2), rapier, +1 *ring of protection*, +1 *mithral chain shirt*, backpack, 1 day trail rations. (Encumbrance – Light).

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

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

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where

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

* see Appendix 2: New Rules Items

FOUR

GREY ELF DARK SWASHBUCKLER3/ROG1 CR 5

N Medium humanoid (elf, extraplanar)

Init +5; **Senses** darkvision 60', superior low-light vision; Listen +1, Spot +8

Languages: Common, Draconic, Elven, Orc

AC 21, touch 16, flat-footed 16
(+5 dexterity, +5 armor, +1 deflection)

hp 32 (4 HD);

Resistances cold 10

Fort +4, **Ref** +9, **Will** +0

Speed 40 ft. in mithral chain shirt (8 squares)

Melee masterwork cold iron elven courtblade +9
(1d10+4)

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

Base Atk +3; **Grp** +4

Special Actions hide in plain sight, insightful strike, sneak attack +1d6

Abilities Str 12, Dex 20, Con 12, Int 16, Wis 8, Cha 8

SQ: hide in plain sight, grace, insightful strike, trap sense

Feats Darkstalker*, Exotic Weapon Proficiency (elven courtblade), Weapon Finesse^b

Skills: Balance +12, Climb +8, Hide^b +13, Jump +12, Listen +1, Move Silently^b +12, Sense Motive +5, Search +4, Spot +8, Tumble +15, Use Rope +11.

Possessions combat gear plus masterwork cold iron elven courtblade, kukri (2), rapier, *ring of counterspells (glitterdust)*, +1 *ring of protection*, +1 *mithral chain shirt*, backpack, 1 day trail rations. (Encumbrance – Light).

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

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

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other

weapon that can be use with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

* see Appendix 2: New Rules Items

ALPHA

CR 7

Male Dark Creature Weretiger (Baklunish Human)

Mnk1 – Hybrid form

LN Large humanoid (human, shapechanger)

Init +5; **Senses** scent, low-light vision; Listen +4, Spot +4

Languages Common

AC 22, touch 17, flat-footed 17

(-1 size, +5 dexterity, +3 wisdom, +5 natural)

hp 68 (7 HD); DR 10/silver

Resistances cold 10

Fort +11, **Ref** +12, **Will** +9

Speed 40 ft. in nothing (6 squares);

Melee 2 claws +12 (1d8+8) and bite +7 (2d6+4)

Ranged none

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

Base Atk +5; **Grp** +21

Special Actions: dodge, mobility, hide in plain sight

Deity: Xan Yae

Abilities Str 26, Dex 20, Con 18, Int 8, Wis 16, Cha 8

Feats Alertness, Improved Natural Attack (bite, claw), Dodge, Improved Grapple^b, Improved Unarmed Strike^b, Iron Will^b, Mobility,

Special Qualities: curse of lycanthropy, alternate form, tiger empathy, flurry of blows, hide in plain sight

Skills: Balance +14, Hide +9, Listen +4, Move Silently +9, Spot +4, Tumble +11

Possessions combat gear plus nothing
(Encumbrance – Light).

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

Skills: In any form, weretigers have a +4 racial bonus on Balance, Hide and Move Silently checks. A weretiger in tiger form has a further +4 bonus on Hide checks in areas of tall grass or heavy undergrowth.

Tiger Form

All other stats remain unchanged save that the creature gains the following abilities.

Reach 5 ft

Improved Grab (Ex): To use this ability, the weretiger must hit with a bite or claw attack. It can then

attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9, damage 1d8+4.

FIVE

GREY ELF DARK SWASHBUCKLER 3/ROG 3 CR 7

N Medium humanoid (elf, extraplanar)

Init +5; **Senses** darkvision 60', superior low-light vision; Listen +1, Spot +10

Languages: Common, Draconic, Elven, Orc

AC 23, touch 17, flat-footed 18

(+5 dexterity, +5 armor, +1 natural armor, +2 deflection)

hp 43 (6 HD);

Resistances cold 10

Fort +6, **Ref** +10, **Will** +2

Speed 40 ft. in mithral chain shirt (8 squares)

Melee +1 *elven courtblade* +11 (1d10+5)

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

Base Atk +5; **Grp** +6

Special Actions hide in plain sight, insightful strike, sneak attack +3d6

Pre-Cast *potion of shield of faith* (+2)

Abilities Str 12, Dex 20, Con 12, Int 16, Wis 8, Cha 8

SQ: hide in plain sight, grace, insightful strike, trap sense, evasion

Feats Daring Outlaw*, Darkstalker*, Exotic Weapon Proficiency (elven courtblade), Weapon Finesse^b

Skills: Balance +14, Climb +10, Hide^b +14, Jump +14, Listen +1, Move Silently^b +14, Sense Motive +5, Search +11, Spot +10, Tumble +17, Use Rope +13.

Possessions combat gear plus +1 *elven courtblade*, kukri (2), rapier, *ring of counterspells* (*glitterdust*), +1 *vest of resistance*, +1 *amulet of natural armor*, +1 *mithral chain shirt*, backpack, 1 day trail rations. (Encumbrance – Light).

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

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

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be use with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune

to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

* see Appendix 2: New Rules Items

BETA

CR 9

Male Dark Creature Weretiger (Baklunish Human)

Mnk2/Rngr1 – Hybrid form

LN Large humanoid (human, shapechanger)

Init +5; **Senses** scent, low-light vision; Listen +4, Spot +4

Languages Common

AC 24, touch 19, flat-footed 19

(-1 size, +5 dexterity, +3 wisdom, +5 natural, +2 deflection)

hp 84 (9 HD); DR 10/silver

Resistances cold 10

Fort +14, **Ref** +15, **Will** +10

Speed 40 ft. in nothing (6 squares);

Melee 2 claws +14 (1d8+8) and bite +9 (2d6+4)

Ranged none

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

Base Atk +7; **Grp** +23

Special Actions: dodge, mobility, evasion, hide in plain sight, combat reflexes

Deity: Xan Yae

Pre-Cast – *potion of shield of faith* (+2)

Abilities Str 26, Dex 21, Con 18, Int 8, Wis 16, Cha 8

Feats Alertness, Ascetic Hunter*, Combat Reflexes^b, Improved Natural Attack (bite, claw), Dodge, Improved Grapple^b, Improved Unarmed Strike^b, Iron Will^b, Mobility, Track^b

Special Qualities: curse of lycanthropy, alternate form, tiger empathy, flurry of blows, evasion, favoured enemy (human), wild empathy, hide in plain sight.

Skills: Balance +14, Hide +12, Jump +13, Listen +4, Move Silently +9, Spot +4, Tumble +16

Possessions combat gear plus nothing (Encumbrance – Light).

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Skills: In any form, weretigers have a +4 racial bonus on Balance, Hide and Move Silently checks. A weretiger in tiger form has a further +4 bonus on Hide checks in areas of tall grass or heavy undergrowth.

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

* see Appendix 2: New Rules Items

Tiger Form

All other stats remain unchanged save that the creature gains the following abilities.

Reach 5 ft

Improved Grab (Ex): To use this ability, the weretiger must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +11, damage 1d8+4

SIX

GREY ELF DARK SWASHBUCKLER 3 /ROG 3/FTR 2 CR 9

N Medium humanoid (elf, extraplanar)

Init +5; **Senses** darkvision 60', superior low-light vision; Listen +1, Spot +11

Languages: Common, Draconic, Elven, Orc

AC 23, touch 17, flat-footed 18

(+5 dexterity, +5 armor, +1 natural armor, +2 deflection)

hp 60 (8 HD);

Resistances cold 10

Fort +9, **Ref** +10, **Will** +2

Speed 40 ft. in mithral chain shirt (8 squares)

Melee +1 *elven courtblade* +13/+8 (1d10+8)

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

Base Atk +7; **Grp** +8

Special Actions hide in plain sight, insightful strike, sneak attack +3d6

Pre-Cast *potion of shield of faith* (+2), *potion's of bull's strength*

Abilities Str 16, Dex 21, Con 12, Int 16, Wis 8, Cha 8

SQ: hide in plain sight, grace, insightful strike, trap sense, evasion

Feats Daring Outlaw*, Darkstalker*, Dodge, Exotic Weapon Proficiency (elven courtblade), Mobility, Weapon Finesse^b

Skills: Balance +14, Climb +14, Hide^b +19, Jump +18, Listen +1, Move Silently^b +19, Sense Motive +5, Search +12, Spot +10, Tumble +19, Use Rope +13.

Possessions combat gear plus +1 *elven courtblade*, kukri (2), rapier, *cloak of elvenkind*, *boots of elvenkind*, *ring of counterspells (glitterdust)*, +1 *vest of resistance*, +1 *amulet of natural armor*, +1 *mithral chain shirt*, backpack, 1 day trail rations. (Encumbrance – Light).

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

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

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her

Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be use with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

* see Appendix 2: New Rules Items

CHARLIE

CR 11

Male Dark Creature Weretiger (Baklunish Human)

Mnk3/Rngr2 – Hybrid form

LN Large humanoid (human, shapechanger)

Init +7; **Senses** scent, low-light vision; Listen +4, Spot +5

Languages Common

AC 28, touch 23, flat-footed 21

(-1 size, +7 dexterity, +3 wisdom, +1 monk, +5 natural, +3 deflection)

hp 84 (11 HD); DR 10/silver

Resistances cold 10

Fort +15, **Ref** +18, **Will** +10

Speed 50 ft. in nothing (6 squares);

Melee unarmed +16/+11 or +14/+14/+9 (2d6+8) and bite +11 (2d6+4)

Ranged none

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

Base Atk +9; **Grp** +21

Special Actions: dodge, mobility, evasion, hide in plain sight

Deity: Xan Yae

Pre-Cast – *potion of shield of faith* (+3) (CL 10), *potion of cat's grace* (CL 10)

Abilities Str 26, Dex 25, Con 18, Int 8, Wis 16, Cha 8

Feats Alertness, Ascetic Hunter*, Combat Reflexes^b, Improved Natural Attack (bite, claw), Dodge, Stunning Fist^b, Improved Unarmed Strike^b, Iron Will^b, Mobility, Rapid Shot^b, Track^b

Special Qualities: curse of lycanthropy, alternate form, tiger empathy, flurry of blows, evasion, favoured enemy (human), wild empathy, still mind, hide in plain sight.

Skills: Balance +16, Hide +16, Jump +13, Listen +4, Move Silently +16, Spot +5, Tumble +20

Possessions combat gear plus nothing (Encumbrance – Light).

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Skills: In any form, weretigers have a +4 racial bonus on Balance, Hide and Move Silently checks. A weretiger in tiger form has a further +4 bonus on Hide checks in areas of tall grass or heavy undergrowth.

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

* see Appendix 2: New Rules Items

Tiger Form

All other stats remain unchanged save that the creature gains the following abilities.

Reach 5 ft

Improved Grab (Ex): To use this ability, the weretiger must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13, damage 1d8+4

DELTA

CR 13

Male Dark Creature Weretiger (Baklunish Human)

Mnk4/Rngr3 – Hybrid form

LN Large humanoid (human, shapechanger)

Init +8; **Senses** scent, low-light vision; **Listen** +6, **Spot** +9

Languages Common

AC 31, touch 26, flat-footed 23

(-1 size, +8 dexterity, +5 wisdom, +1 monk, +5 natural, +3 deflection)

hp 100 (13 HD); **DR** 10/silver

Resistances cold 10

Fort +16, **Ref** +20, **Will** +14

Speed 50 ft. in nothing (6 squares);

Melee unarmed +18/+13/+8 or +16/+16/+11/+6 (2d6+8) and bite +13 (2d6+4)

Ranged none

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

Base Atk +11; **Grp** +23

Special Actions: dodge, mobility, evasion, hide in plain sight, elusive target, combat reflexes

Deity: Xan Yae

Pre-Cast – *potion of shield of faith* (+4) (CL 12), *potion of cat's grace* (CL 12), *potion of owl's wisdom* (CL 12)

Abilities Str 26, Dex 26, Con 18, Int 8, Wis 20, Cha 8

Feats Alertness, Ascetic Hunter*, Combat Reflexes^b, Elusive Target*, Endurance^b, Improved Natural Attack (bite, claw), Dodge, Stunning Fist^b, Improved Unarmed Strike^b, Iron Will^b, Mobility, Rapid Shot^b, Track^b

Special Qualities: curse of lycanthropy, alternate form, tiger empathy, flurry of blows, evasion, favoured enemy (human), wild empathy, still mind, *ki* strike (magic), slow fall 20', hide in plain sight

Skills: Balance +17, Hide +20, Jump +13, Listen +6, Move Silently +20, Spot +9, Tumble +23

Possessions combat gear plus nothing (Encumbrance – Light).

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Skills: In any form, weretigers have a +4 racial bonus on Balance, Hide and Move Silently checks. A weretiger in tiger form has a further +4 bonus on Hide checks in areas of tall grass or heavy undergrowth.

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

* see Appendix 2: New Rules Items

Tiger Form

All other stats remain unchanged save that the creature gains the following abilities.

Reach 5 ft

Improved Grab (Ex): To use this ability, the weretiger must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15, damage 1d8+4

SEVEN

GREY ELF DARK SWASHBUCKLER 3 / ROG 3 / FTR 2 / DREAD COMMANDO 4 CR 13

N Medium humanoid (elf, extraplanar)

Init +12; **Senses** darkvision 60', superior low-light vision; **Listen** +13, **Spot** +19

Languages: Common, Draconic, Elven, Orc

AC 30, touch 23, flat-footed 22

(+8 dexterity, +6 armor, +1 natural armor, +5 deflection)

hp 118 (12 HD);

Resistances cold 10

Fort +10, **Ref** +12, **Will** +3

Speed 70 ft. in mithral chain shirt (8 squares)

Melee +1 *elven courtblade* +21/+21/+16/+11 (1d10+8)

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

Base Atk +11; **Grp** +14

Special Actions hide in plain sight, insightful strike, sneak attack +3d6, sudden strike +2d6

Pre-Cast *potion of shield of faith* (+5), *potion's of bull's strength* (CL 15), *potion of bear's endurance* (CL 15), *potion of haste* (CL 15, 11 rounds remaining)

Abilities Str 16, Dex 26, Con 16, Int 18, Wis 8, Cha 8

SQ hide in plain sight, grace, insightful strike, trap sense, evasion, team initiative bonus (+4), armor ease 4

Feats Daring Outlaw*, Darkstalker*, Dodge, Elusive Target*, Exotic Weapon Proficiency (elven)

courtblade), Mobility, Spring Attack, Weapon Finesse^b

Skills: Balance +14, Climb +14, Hide^b +27, Jump +18, Listen +13, Move Silently^b +27, Sense Motive +5, Search +12, Spot +19, Tumble +19, Use Rope +13.

Possessions combat gear plus +1 *elven courtblade*, kukri (2), rapier, *cloak of elvenkind*, *boots of elvenkind*, *ring of counterspells (glitterdust)*, +2 *vest of resistance*, +1 *amulet of natural armor*, +2 *mithral chain shirt*, *eyes of the eagle*, +2 *headband of intellect*, +4 *gloves of dexterity*, backpack, 1 day trail rations. (Encumbrance – Light).

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

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

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

* see Appendix 2: New Rules Items

EPSILON

CR 15

Male Dark Creature Weretiger (Baklunish Human)

Mnk6/Rngr3 – Hybrid form

LN Large humanoid (human, shapechanger)

Init +9; **Senses** scent, low-light vision; Listen +6, Spot +9

Languages Common

AC 32, touch 27, flat-footed 23

(-1 size, +9 dexterity, +5 wisdom, +1 monk, +5 natural, +3 deflection)

hp 146 (15 HD); DR 10/silver

Resistances cold 10

Fort +19, **Ref** +21, **Will** +15

Speed 50 ft. in nothing (6 squares);

Melee unarmed +20/+15/+10 or +18/+13/+8 (2d8+9) and bite +15 (2d6+4)

Ranged none

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

Base Atk +13; **Grp** +25

Special Actions: combat reflexes, dodge, elusive target, mobility, evasion, hide in plain sight

Deity: Xan Yae

Pre-Cast – *potion of shield of faith* (+4) (CL 14), *potion of cat's grace* (CL 14), *potion of owl's wisdom* (CL 14), *potion of bear's endurance* (CL 14), *potion of fly* (CL 14)

Abilities Str 26, Dex 28, Con 22, Int 8, Wis 20, Cha 8

Feats Alertness, Ascetic Hunter*, Combat Reflexes^b, Darkstalker*, Elusive Target*, Endurance^b, Improved Natural Attack (bite, claw), Dodge, Stunning Fist^b, Improved Trip^b, Improved Unarmed Strike^b, Iron Will^b, Mobility, Rapid Shot^b, Track^b

Special Qualities: curse of lycanthropy, alternate form, tiger empathy, flurry of blows, evasion, favoured enemy (human), wild empathy, still mind, *ki* strike (magic), slow fall 20', purity of body, hide in plain sight

Skills: Balance +17, Hide +22, Jump +15, Listen +6, Move Silently +22, Spot +9, Tumble +25

Possessions combat gear plus nothing (Encumbrance – Light).

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Skills: In any form, weretigers have a +4 racial bonus on Balance, Hide and Move Silently checks. A weretiger in tiger form has a further +4 bonus on Hide checks in areas of tall grass or heavy undergrowth.

Hide In Plain Sight (Ex): The creature may attempt to hide even while observed. This does not work in the area of a daylight spell or the like.

* see Appendix 2: New Rules Items

Tiger Form

All other stats remain unchanged save that the creature gains the following abilities.

Reach 5 ft

Improved Grab (Ex): To use this ability, the weretiger must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15, damage 1d8+4

4: MINION**DRETCH****CR 3**

Barbarian 1

CE Small Outsider (chaotic, evil, extraplanar, tanar'ri)

Init +1; **Senses** darkvision 60 ft; Listen +6, Spot +6**Languages** Telepathy within 100 feet, Abyssal**AC** 21, touch 12, flat-footed 20

(+1 size, +4 armor, +1 dexterity, +5 natural)

hp 33 (3 HD); DR 5/cold iron or good, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10**Fort** +9, **Ref** +4, **Will** +4**Speed** 30 ft. in chain shirt (6 squares);**Melee** great axe +7 (1d10+4+poison) and bite +5 (1d4+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +2**Special Actions** spell-like abilities, *summon tanar'ri* (cannot in this adventure), rage 1/day Power Attack**Spell-like abilities (CL 2)**1/day – *Scare* (DC 11), *stinking cloud* (DC 12)**Abilities** Str 16, Dex 12, Con 18, Int 5, Wis 13, Cha 9**Feats** Multiattack, Power Attack**Special Qualities:** spell-like abilities, *summon tanar'ri* (cannot in this adventure), rage 1/day, fast movement.**Skills:** Hide +8, Jump +4, Listen +6, Move Silently +4, Spot +6, Search +2, Survival +1 (+3 following tracks)**Possessions** combat gear plus chain shirt, great axe, cold iron great axe, heavy flail, kukri (3). (Encumbrance – Light).**Summon Tanar'ri (Sp):** May not do so in this adventure**Poison (Ex):** The Dretch has been ordered to apply wound poison to it's weapon attacks. This is applied prior to combat. Small centipede venom, Injury DC 11 Fort, 1d2 Dex/1d2 Dex.**Weapon Alignment:** All wielded weapons and natural weapons are considered chaotic and evil aligned for the purposes of overcoming DR.**Raging (9 Rounds)****AC** 19, touch 10, flat-footed 18

(+1 size, +4 armor, +1 dexterity, +5 natural, -2 raging)

hp 39 (3 HD); DR 5/cold iron or good, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10**Fort** +11, **Ref** +4, **Will** +6**Melee** great axe +9 (1d10+7+poison) and bite +7 (1d4+2)**Base Atk** +3; **Grp** +4**Abilities** Str 20, Dex 12, Con 22, Int 5, Wis 13, Cha 9**5: LOCATION, LOCATION, LOCATION****GARAD****CR 2**

Half-Orc Ftr1/Mnk1

LG Medium humanoid (half-orc)

Init +2; **Senses** dark vision 60 ft; Listen -1, Spot +3**Languages** Common, Orc, Dwarven, Baklunish, Celestial**AC** 16, touch 12, flat-footed 14

(+2 dexterity, +4 armor)

hp 18 (2 HD);**Fort** +6, **Ref** +4, **Will** +1**Speed** 30 ft. in chain shirt (6 squares);**Melee** Masterwork falchion +6 (2d4+6)**Ranged** light crossbow +3 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +9**Deity:** Al'Akbar (Exalted Faith)**Abilities** Str 18, Dex 14, Con 14, Int 12, Wis 8, Cha 6**Feats** Dodge, Improved Grapple, Improved Unarmed Strike, Power Attack**Special Qualities:** orc blood, flurry of strikes (not applicable)**Skills:** Balance +4, Jump +7, Spot +3, Tumble +7**Possessions** combat gear plus chain shirt, masterwork falchion, falchion, cold iron falchion, light crossbow, 20 bolts, backpack, 2 daggers. (Encumbrance – Light).

4: MINION**DRETCH (2)****CR 3**

Barbarian 1

CE Small Outsider (chaotic, evil, extraplanar, tanar'ri)

Init +1; **Senses** darkvision 60 ft; Listen +6, Spot +6**Languages** Telepathy within 100 feet, Abyssal**AC** 21, touch 12, flat-footed 20

(+1 size, +4 armor, +1 dexterity, +5 natural)

hp 33 (3 HD); DR 5/cold iron or good, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10**Fort** +9, **Ref** +4, **Will** +4**Speed** 30 ft. in chain shirt (6 squares);**Melee** great axe +7 (1d10+4+poison) and bite +5 (1d4+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +2**Special Actions** spell-like abilities, *summon tanar'ri* (cannot in this adventure), rage 1/day Power Attack**Spell-like abilities (CL 2)**1/day – *Scare* (DC 11), *stinking cloud* (DC 12)**Abilities** Str 16, Dex 12, Con 18, Int 5, Wis 13, Cha 9**Feats** Multiattack, Power Attack**Special Qualities:** spell-like abilities, *summon tanar'ri* (cannot in this adventure), rage 1/day, fast movement.**Skills:** Hide +8, Jump +4, Listen +6, Move Silently +4, Spot +6, Search +2, Survival +1 (+3 following tracks)**Possessions** combat gear plus chain shirt, great axe, cold iron great axe, heavy flail, kukri (3). (Encumbrance – Light).**Summon Tanar'ri (Sp):** May not do so in this adventure**Poison (Ex):** The Dretch has been ordered to apply wound poison to it's weapon attacks. This is applied prior to combat. Small centipede venom, Injury DC 11 Fort, 1d2 Dex/1d2 Dex.**Weapon Alignment:** All wielded weapons and natural weapons are considered chaotic and evil aligned for the purposes of overcoming DR.**Raging (9 Rounds)****AC** 19, touch 10, flat-footed 18

(+1 size, +4 armor, +1 dexterity, +5 natural, -2 raging)

hp 39 (3 HD); DR 5/cold iron or good, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10**Fort** +11, **Ref** +4, **Will** +6**Melee** great axe +9 (1d10+7+poison) and bite +7 (1d4+2)**Base Atk** +3; **Grp** +4**Abilities** Str 20, Dex 12, Con 22, Int 5, Wis 13, Cha 9**5: LOCATION, LOCATION, LOCATION****GARAD****CR 4**

Half-Orc Ftr2/Mnk2

LG Medium humanoid (half-orc)

Init +2; **Senses** dark vision 60 ft; Listen -1, Spot +3**Languages** Common, Orc, Dwarven, Baklunish, Celestial**AC** 16, touch 12, flat-footed 14

(+2 dexterity, +4 armor)

hp 36 (4 HD);**Fort** +8, **Ref** +5, **Will** +2**Speed** 30 ft. in chain shirt (6 squares);**Melee** Masterwork falchion +9 (2d4+6)**Ranged** light crossbow +5 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +11**Deity:** Al'Akbar (Exalted Faith)**Special Actions** evasion**Abilities** Str 18, Dex 14, Con 14, Int 13, Wis 8, Cha 6**Feats** Combat Expertise, Deflect Arrows (note that he can use this while wielding the falchion but if he does so, he cannot use the sword for AoO's as he had to let go of it with one hand), Dodge, Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (Falchion)**Special Qualities:** orc blood, evasion, flurry of strikes (not applicable)**Skills:** Balance +6, Jump +9, Spot +5, Tumble +12**Possessions** combat gear plus masterwork chain shirt, masterwork falchion, falchion, cold iron falchion, light crossbow, 20 bolts, backpack, 2 daggers. (Encumbrance – Light).

4: MINION**BABAU****CR 7**

Barbarian 1

CE Medium Outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft; Listen +20, Spot +2**Languages** Telepathy within 100 feet, Abyssal, Celestial, Draconic**AC** 24, touch 12, flat-footed 20

(+4 armor, +2 dexterity, +8 natural)

hp 107 (8 HD); DR 10/cold iron or good, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10, protective slime; SR 14**Fort** +14, **Ref** +7, **Will** +7**Speed** 40 ft. in +1 *blueshine chain shirt* (8 squares);**Melee** 2 claws +16 (1d6+8+poison) and bite +14 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +15**Special Actions** spell-like abilities, *summon tanar'ri* (*cannot in this adventure*), rage 1/day Power Attack, Cleave, sneak attack +2d6**Spell-like abilities (CL 7)**At will – *darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus fifty pounds of objects only)**Abilities** Str 26, Dex 14, Con 24, Int 12, Wis 15, Cha 16**Feats** Cleave, Multiattack, Power Attack**Special Qualities:** spell-like abilities, *summon tanar'ri* (*cannot in this adventure*), rage 1/day, fast movement., sneak attack +2d6**Skills:** Climb +16, Disable Device +11, Escape Artist +12, Hide +18, Listen +20, Move Silently +18, Open Lock +10, Search +19, Sleight of Hand +12, Survival +2 (+4 following tracks), Use Rope +2 (+4 with bindings)**Possessions** combat gear plus +1 *blueshine chain shirt*. (Encumbrance – Light).**Summon Tanar'ri (Sp):** May not do so in this adventure**Protective Slime (Su):** A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 20 Reflex save. The save DC's are Constitution-based.**Poison (Ex):** The Babau has been ordered to apply wound poison to its weapon attacks. This is applied prior to combat. Blue whinnies, Injury DC 14 Fort, 1 Con/Unconscious.**Weapon Alignment:** All wielded weapons and natural weapons are considered chaotic and evil aligned for the purposes of overcoming DR.**RAGING****AC** 22, touch 10, flat-footed 18

(+4 armor, +2 dexterity, +8 natural, raging)

hp 123 (8 HD); DR 10/cold iron or good, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10, protective slime**Fort** +16, **Ref** +7, **Will** +9**Melee** 2 claws +18 (1d6+10+poison) and bite +16 (1d6+5)**Base Atk** +8; **Grp** +17**5: LOCATION, LOCATION, LOCATION****GARAD****CR 6**

Half-Orc Ftr4/Mnk2

LG Medium humanoid (half-orc)

Init +2; **Senses** dark vision 60 ft; Listen -1, Spot +3**Languages** Common, Orc, Dwarven, Baklunish, Celestial**AC** 16, touch 12, flat-footed 14

(+2 dexterity, +4 armor)

hp 55 (6 HD);**Fort** +9, **Ref** +6, **Will** +3**Speed** 30 ft. in chain shirt (6 squares);**Melee** Masterwork falchion +11 (2d4+8)**Ranged** light crossbow +7 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +13**Deity:** Al'Akbar (Exalted Faith)**Special Actions** evasion**Abilities** Str 18, Dex 14, Con 14, Int 13, Wis 8, Cha 6**Feats** Combat Expertise, Deflect Arrows (note that he can use this while wielding the falchion but if he does so, he cannot use the sword for AoO's as he had to let go of it with one hand), Dodge, Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Weapon Focus (Falchion), Weapon Specialization (falchion),**Special Qualities:** orc blood, evasion, flurry of strikes (not applicable)**Skills:** Balance +6, Jump +11, Spot +5, Tumble +14**Possessions** combat gear plus masterwork chain shirt, masterwork falchion, falchion, cold iron falchion, light crossbow, 20 bolts, backpack, 2 daggers. (Encumbrance – Light).

4: MINION**BABAU (2)****CR 7**

Barbarian 1

CE Medium Outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft; Listen +20, Spot +2**Languages** Telepathy within 100 feet, Abyssal, Celestial, Draconic**AC** 24, touch 12, flat-footed 20

(+4 armor, +2 dexterity, +8 natural)

hp 107 (8 HD); DR 10/cold iron or good, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10, protective slime; SR 14**Fort** +14, **Ref** +7, **Will** +7**Speed** 40 ft. in +1 *blueshine chain shirt* (8 squares);**Melee** 2 claws +16 (1d6+8+poison) and bite +14 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +15**Special Actions** spell-like abilities, *summon tanar'ri* (*cannot in this adventure*), rage 1/day Power Attack, Cleave, sneak attack +2d6**Spell-like abilities (CL 7)**At will – *darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus fifty pounds of objects only)**Abilities** Str 26, Dex 14, Con 24, Int 12, Wis 15, Cha 16**Feats** Cleave, Multiattack, Power Attack**Special Qualities:** spell-like abilities, *summon tanar'ri* (*cannot in this adventure*), rage 1/day, fast movement., sneak attack +2d6**Skills:** Climb +16, Disable Device +11, Escape Artist +12, Hide +18, Listen +20, Move Silently +18, Open Lock +10, Search +19, Sleight of Hand +12, Survival +2 (+4 following tracks), Use Rope +2 (+4 with bindings)**Possessions** combat gear plus +1 *blueshine chain shirt*. (Encumbrance – Light).**Summon Tanar'ri (Sp):** May not do so in this adventure**Protective Slime (Su):** A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 20 Reflex save to avoid taking this damage. A creatures who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 20 Reflex save. The save DC's are Constitution-based.**Poison (Ex):** The Babau has been ordered to apply wound poison to it's weapon attacks. This is applied prior to combat. Blue whinnies, Injury DC 14 Fort, 1 Con/Unconscious.**Weapon Alignment:** All wielded weapons and natural weapons are considered chaotic and evil aligned for the purposes of overcoming DR.**RAGING****AC** 22, touch 10, flat-footed 18

(+4 armor, +2 dexterity, +8 natural, raging)

hp 123 (8 HD); DR 10/cold iron or good, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10, protective slime**Fort** +16, **Ref** +7, **Will** +9**Melee** 2 claws +18 (1d6+10+poison) and bite +16 (1d6+5)**Base Atk** +8; **Grp** +17**5: LOCATION, LOCATION, LOCATION****GARAD****CR 8**

Half-Orc Ftr4/Mnk4

LG Medium humanoid (half-orc)

Init +2; **Senses** dark vision 60 ft; Listen -1, Spot +3**Languages** Common, Orc, Dwarven, Baklunish, Celestial**AC** 16, touch 12, flat-footed 14

(+2 dexterity, +4 armor)

hp 73 (8 HD);**Fort** +10, **Ref** +7, **Will** +4**Speed** 30 ft. in chain shirt (6 squares);**Melee** Masterwork falchion +13/+8 (2d4+8)**Ranged** light crossbow +9 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +15**Deity:** Al'Akbar (Exalted Faith)**Special Actions** evasion**Abilities** Str 19, Dex 14, Con 14, Int 13, Wis 8, Cha 6**Feats** Combat Expertise, Deflect Arrows (note that he can use this while wielding the falchion but if he does so, he cannot use the sword for AoO's as he had to let go of it with one hand), Dodge, Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Weapon Focus (Falchion), Weapon Specialization (falchion),**Special Qualities:** orc blood, evasion, still mind, slow fall, fast movement (not applicable), flurry of strikes (not applicable)**Skills:** Balance +6, Jump +11, Perform (Dance) +6, Spot +5, Tumble +16**Possessions** combat gear plus masterwork chain shirt, masterwork falchion, falchion, cold iron falchion, light crossbow, 20 bolts, backpack, 2 daggers. (Encumbrance – Light).

4: MINION

ADVANCED BEBELITH CR 12

Barbarian 1

CE Huge Outsider (chaotic, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft, scent; Listen +19, Spot +19

Languages Telepathy within 100 feet, understand Abyssal but do not communicate save with their own kind

AC 27, touch 10, flat-footed 25

(-2 size, +4 armor, +2 dexterity, +13 natural)

hp 243 (15 HD); DR 10/good

Fort +19, **Ref** +11, **Will** +11

Speed 50 ft. in chain shirt (10 squares);

Melee bite +24 (2d6+11+poison) and 2 claws +22 (2d6+5)

Ranged web +15

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

Base Atk +15; **Grp** +38

Special Actions rage 1/day Power Attack, Cleave, rend armor, web, plane shift

Abilities Str 32, Dex 14, Con 30, Int 11, Wis 15, Cha 11

Feats Cleave, Improved Grapple, Improved Natural Attack (claws), Multiattack, Power Attack, Track

Special Qualities: plane shift, rend armor, web

Skills: Climb +26, Diplomacy +2, Hide +17, Jump +38, Listen +19, Move Silently +17, Search +17, Sense Motive +19, Spot +19, Survival +2 (+4 following tracks)

Possessions combat gear plus chain shirt barding. (Encumbrance – Light).

Poison (Ex): Injury, Fortitude, DC 27, 1d6 Con/2d6 Con. The save DC is Constitution-based.

Rend Armor (Ex): If a bebelith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deal 4d6+22 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damage armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebelith can throw a web up to four times per day. This is similar to an attack with a net, but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allow no movement.

An entangled creatures can escape with a DC 27 Escape artist check or burst the web with a DC 27 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbings will not burn if any sort of fire is applied to it (check each round).

Planeshift (Su): This ability affects only the bebelith. It is otherwise similar to the spell (caster level 14th).

Weapon Alignment: All wielded weapons and natural weapons are considered chaotic and evil aligned for the purposes of overcoming DR.

RAGING (15 ROUNDS)

AC 25, touch 8, flat-footed 23

(-2 size, +4 armor, +2 dexterity, +13 natural, -2 raging)

hp 273 (15 HD); DR 10/good

Fort +21, **Ref** +11, **Will** +13

Speed 50 ft. in chain shirt (10 squares);

Melee bite +26 (2d6+13+poison) and 2 claws +24 (2d6+6)

Base Atk +15; **Grp** +40

Abilities Str 36, Dex 14, Con 34, Int 11, Wis 15, Cha 11

5: LOCATION, LOCATION, LOCATION

GARAD

CR 10

Half-Orc Ftr6/Mnk4

LG Medium humanoid (half-orc)

Init +2; **Senses** dark vision 60 ft; Listen -1, Spot +3

Languages Common, Orc, Dwarven, Baklunish, Celestial

AC 17, touch 12, flat-footed 15

(+2 dexterity, +5 armor)

hp 92 (10 HD);

Fort +11, **Ref** +8, **Will** +5

Speed 30 ft. in chain shirt (6 squares);

Melee +1 *falchion* +15/+10 (2d4+9, 15-20)

Ranged light crossbow +11 (1d8)

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

Base Atk +9; **Grp** +17

Deity: Al'Akbar (Exalted Faith)

Special Actions evasion

Abilities Str 19, Dex 14, Con 14, Int 13, Wis 8, Cha 6

Feats Combat Expertise, Deflect Arrows (note that he can use this while wielding the falchion but if he does so, he cannot use the sword for AoO's as he had to let go of it with one hand), Dodge, Elusive Target*, Improved Critical (Falchion), Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Weapon Focus (Falchion), Weapon Specialization (falchion),

Special Qualities: orc blood, evasion, still mind, slow fall, fast movement (not applicable), flurry of strikes (not applicable)

Skills: Balance +6, Jump +13, Perform (Dance)
+6, Spot +5, Tumble +18
Possessions combat gear plus +1 *chain shirt*, +1
falchion, falchion, cold iron falchion, light
crossbow, 20 bolts, backpack, 2 daggers.
(Encumbrance – Light).
* see Appendix 2: New Rules Items

4: MINION

ADVANCED BEBELITH (2) CR 12

Barbarian 1

CE Huge Outsider (chaotic, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft, scent; Listen +19, Spot +19

Languages Telepathy within 100 feet, understand Abyssal but do not communicate save with their own kind

AC 27, touch 10, flat-footed 25

(-2 size, +4 armor, +2 dexterity, +13 natural)

hp 243 (15 HD); DR 10/good

Fort +19, **Ref** +11, **Will** +11

Speed 50 ft. in chain shirt (10 squares);

Melee bite +24 (2d6+11+poison) and 2 claws +22 (2d6+5)

Ranged web +15

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

Base Atk +15; **Grp** +38

Special Actions rage 1/day Power Attack, Cleave, rend armor, web, plane shift

Abilities Str 32, Dex 14, Con 30, Int 11, Wis 15, Cha 11

Feats Cleave, Improved Grapple, Improved Natural Attack (claws), Multiattack, Power Attack, Track

Special Qualities: plane shift, rend armor, web

Skills: Climb +26, Diplomacy +2, Hide +17, Jump +38, Listen +19, Move Silently +17, Search +17, Sense Motive +19, Spot +19, Survival +2 (+4 following tracks)

Possessions combat gear plus chain shirt barding. (Encumbrance – Light).

Poison (Ex): Injury, Fortitude, DC 27, 1d6 Con/2d6 Con. The save DC is Constitution-based.

Rend Armor (Ex): If a bebelith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deal 4d6+22 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damage armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebelith can throw a web up to four times per day. This is similar to an attack with a net, but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allow no movement.

An entangled creatures can escape with a DC 27 Escape artist check or burst the web with a DC 27 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbings will not burn if any sort of fire is applied to it (check each round).

Planeshift (Su): This ability affects only the bebelith. It is otherwise similar to the spell (caster level 14th).

Weapon Alignment: All wielded weapons and natural weapons are considered chaotic and evil aligned for the purposes of overcoming DR.

RAGING (15 ROUNDS)

AC 25, touch 8, flat-footed 23

(-2 size, +4 armor, +2 dexterity, +13 natural, -2 raging)

hp 273 (15 HD); DR 10/good

Fort +21, **Ref** +11, **Will** +13

Speed 50 ft. in chain shirt (10 squares);

Melee bite +26 (2d6+13+poison) and 2 claws +24 (2d6+6)

Base Atk +15; **Grp** +40

Abilities Str 36, Dex 14, Con 34, Int 11, Wis 15, Cha 11

5: LOCATION, LOCATION, LOCATION

GARAD

CR 12

Half-Orc Ftr8/Mnk4

LG Medium humanoid (half-orc)

Init +2; **Senses** dark vision 60 ft; Listen -1, Spot +3

Languages Common, Orc, Dwarven, Baklunish, Celestial

AC 17, touch 12, flat-footed 15

(+2 dexterity, +5 armor)

hp 123 (12 HD);

Fort +12, **Ref** +8, **Will** +5

Speed 30 ft. in chain shirt (6 squares);

Melee +1 *falchion* +20/+15/+10 (2d4+11, 15-20)

Ranged light crossbow +13 (1d8)

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

Base Atk +11; **Grp** +20

Deity: Al'Akbar (Exalted Faith)

Special Actions evasion

Abilities Str 20, Dex 14, Con 14, Int 13, Wis 8, Cha 6

Feats Combat Expertise, Deflect Arrows (note that he can use this while wielding the falchion but if he does so, he cannot use the sword for AoO's as he had to let go of it with one hand), Dodge, Elusive Target*, Improved Critical (Falchion), Improved Grapple, Improved Toughness*, Improved Unarmed Strike, Melee Weapon Mastery (slashing)*, Mobility, Power Attack, Weapon Focus (Falchion), Weapon Specialization (falchion),

Special Qualities: orc blood, evasion, still mind, slow fall, fast movement (not applicable), flurry of strikes (not applicable)

Skills: Balance +6, Jump +16, Perform (Dance)
+6, Spot +5, Tumble +20
Possessions combat gear plus +1 *chain shirt*, +1
falchion, falchion, cold iron falchion, light
crossbow, 20 bolts, backpack, 2 daggers.
(Encumbrance – Light).
* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES

ASCETIC HUNTER [GENERAL] AS PRESENTED IN *COMPLETE ADVENTURER*

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

Prerequisites: Improved Unarmed Strike, favored enemy

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

If you have levels in range and monk, those levels stack for the purpose of determining your unarmed strike damage. In addition, you can freely multiclass between the monk and ranger classes. You must still remain lawful in order to retain your monk abilities and take monk levels. You still face the normal XP penalties for having multiple classes more than one level apart.

DARING OUTLAW [GENERAL] AS PRESENTED IN *COMPLETE SCOUNDREL*

You combine grace and stealth to deadly effect.

Prerequisite: Grace +1, sneak attack +2d6

Benefit: Your rogue and swashbuckler levels stack for the purpose of determining your competence bonus on Reflexes saves from the grace class feature and the swashbuckler's dodge bonus to AC. Your rogue and swashbuckler levels also stack for the purpose of determining your sneak attack bonus damage.

DARKSTALKER [GENERAL] AS PRESENTED IN *LORDS OF MADNESS*

You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.

Benefit: When you hide, creatures with blindsense, blindsight, scent or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can

flank creatures that have the all-around vision special quality.

Normal: Creatures with these senses do not need to make Spot or Listen checks to notice other creatures within range. Creatures with all-around vision can't be flanked.

ELUSIVE TARGET [TACTICAL] AS PRESENTED IN *COMPLETE WARRIOR*

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

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

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

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

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

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

IMPROVED TOUGHNESS [GENERAL] AS PRESENTED IN *COMPLETE WARRIOR*

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

APPENDIX 3: KET LAWS

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

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

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

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

CRIMES OF DEBT

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

MINOR CRIMES

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

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

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

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

CRIMES AGAINST "MONSTERS"

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

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

CRIMES AGAINST NON-RESIDENTS

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

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

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

Mitigating Circumstances: Self defense. Effect: No fine or conviction

Kidnapping or Torture: 10 TUs in stocks

Mitigating Circumstances: None

CRIMES AGAINST RESIDENTS

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

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

Aggravated Assault (lethal damage): 5 TUs in stocks

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

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

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

Kidnapping or Torture: 1 year in mines**

Mitigating Circumstances: None

Manslaughter: 1 year in mines**

Mitigating Circumstances: Self defense. Effect: 10 TUs in stocks

CRIMES AGAINST HORSES

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

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

Aggravated Assault (lethal damage): 5 TUs in stocks

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

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

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

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

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

Kidnapping or Torture: 2 years in mines**

Mitigating Circumstances: None

Horseslaughter: 2 years in mines**

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

CRIMES AGAINST CITIZENS

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

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

Aggravated Assault (lethal damage): 5 TUs in stocks

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

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

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

Kidnapping or Torture: Life in mines**

Mitigating Circumstances: None

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

Mitigating Circumstances: Self defense. Effect: 26 TUs in mines**

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

Mitigating Circumstances: None

CRIMES AGAINST THE STATE

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

Mitigating Circumstances: None

Impersonation for criminal purposes*:** Execution

Mitigating Circumstances:

Impersonation of Resident: 1 TU in stocks

Impersonation of Citizen: 4 TUs in stocks

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

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

Impersonation of Bey or Graf: Life in mines**

Impersonation of the Beygraf: Execution

Attack on military officer, government official or Jurat:

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

Mitigating Circumstances: None

Theft of Beygraf's property: Execution

Mitigating Circumstances: As determined by Jurat .

Effect: Life in the mines

Crimes against the Beygraf: Execution

Mitigating Circumstances: As determined by Jurat.

Effect: Life in the mines

Treason: Execution

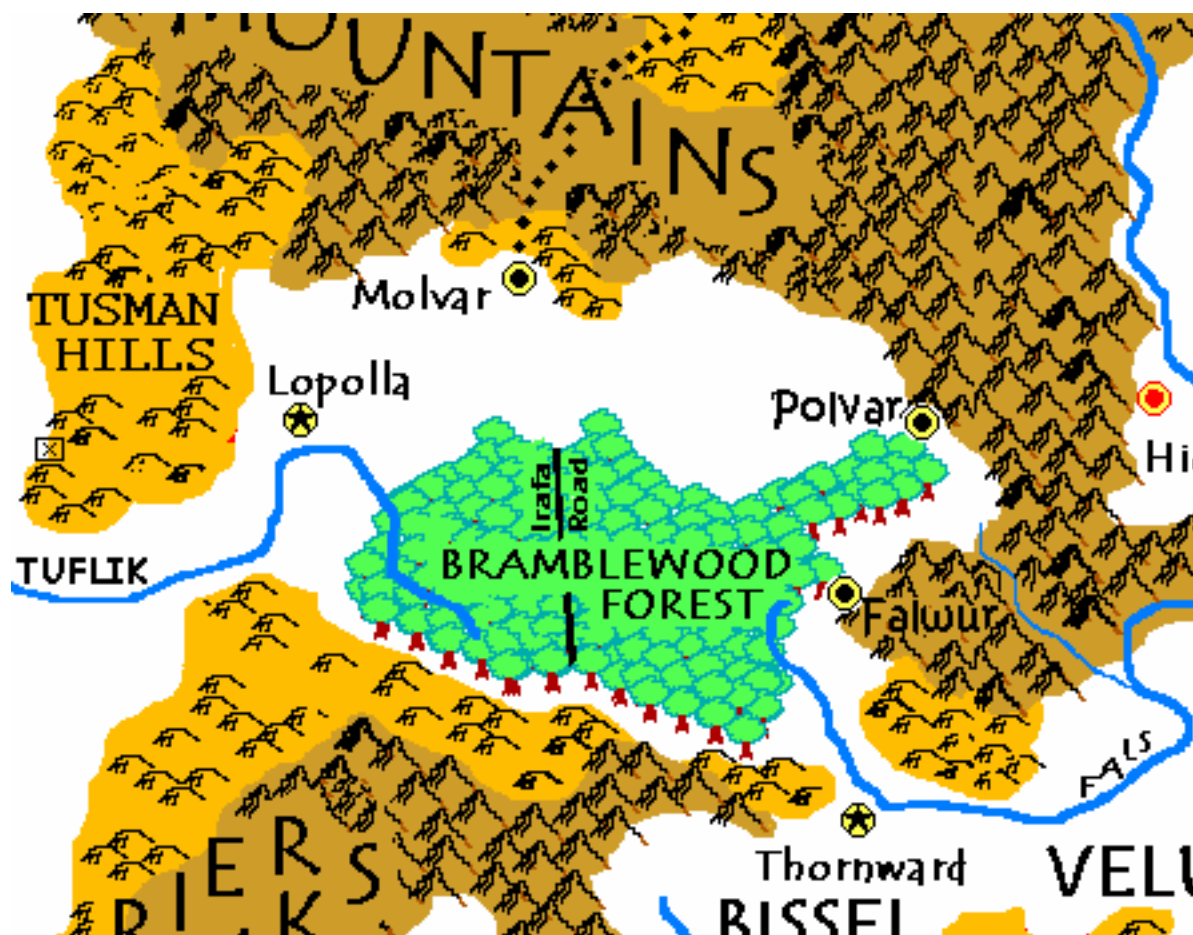
Mitigating Circumstances: None

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

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

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

PLAYER HANDOUT 1: MAP OF KET



KET7-08 Blot Out the Sun

Map of Ket

☒ Location of Sanctuary of the Just