

KET3-03

INTO THIN AIR

A TWO-ROUND D&D LIVING GREYHAWK®
KET REGIONAL ADVENTURE

BY JIM REA

Triad Edit: Chris Chesher

Circle Edit: David Christ

A newborn baby is a time for joy and celebration. Great Heroes like Arad Darkeye come out to kiss them and shake hands. But for each new birth, terror and silent conspiracy have brought death. Praise the goals of the future, for the tasks of the past are unspeakable. A Two Round adventure for APL 4-8. Part One of the Things Best Forgotten Series.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

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

WHAT HAS GONE BEFORE

In CY 583, shortly before the Greyhawk wars and the invasion Bissel, Beygraf Zoltan made a pact with Iuz the Old to embark on top secret arcane research.

Led by corrupt Archons of the Vay Raste (Air Elementalists), they used the seductive power of lost lore to create the Vaste, a cult of mages in league with Iuz to research elemental weapons of destruction. In theory, these weapons could eliminate an entire army. But there were flaws that needed to be worked out. Zoltan, his

expansionistic eye looking ever forward, realized such a weapon would pave the way for Ketite occupation of Bissel and beyond. Not even the Mullahs (whose power in Ket was severely compromised from 584 – 87 and has remained as such) were aware of the plans. Only the Beygraf, the Vaste, agents of Iuz in Ket, and the Beygraf's closest advisors/secret supporters knew.

To perform the experiments, human subjects and a remote location were required. The Beygraf gave the Vaste funds to purchase a mine in the eastern Yatils, a couple days ride from Falwur. The slaves working this mine were moved to other facilities. The mine then served as a front for the operation as it was converted to suit the needs of the Vaste.

In CY584, Bissel was invaded, and Ket was overrun with prisoners-of-war. Zoltan gave orders for one group of POW's to be transferred to the mine. These prisoners were personally escorted to the mine by Arad Darkeye, a senior officer with the Ketite military. Ordinarily such a duty would fall to more junior officers, yet Arad believed that his honour required him to go, for one of those captured was a Bisselite noble, Marchal Salorade. Even in defeat, he believed a noble required the escort of a senior official. Arad believed he was delivering his prisoners to an actual POW camp (many mines in Ket were used for this purpose during the war) and that they would be treated with honour and Ketite courtesies.

The Vaste now had over 150 subjects to test, the experiments could begin in earnest. For three years they proceeded, experimenting with increasingly vile elemental lore. Great progress was being made when suddenly their patron, Beygraf Zoltan, was assassinated in CY587

This began a period of chaos for the Vaste. They had recruited new members who were working with Zoltan's Iuz allies on other plans in Lopolla, but now the balance of power was swaying back towards the True Faith. The Vaste and the former Beygraf's advisors quickly destroyed all evidence & documents relating to the research project, the mine, and the transfer of POWs. As far as Ket was concerned, the prisoners and even the mine never existed.

At the site itself, drastic measures were taken. All surviving prisoners were summoned into the test chamber. There, the prototype for air elemental devastation was set loose, and the results observed. The corpses of the prisoners were disposed of, and the Vaste moved their headquarters to a more remote base high up in the Yatils. The mine itself was disguised through

powerful illusions, and a skeleton crew remained to guard what the mine had become: a mass grave. As well, it was too important to get rid of. It may once again become needed.

Many of the worshipers of Iuz fled the country; yet some also joined the Vaste in their new lair. Along with the advisors of the former Beygraf, they began to work a deliberate plan to erase any knowledge of their activities. Those amongst their ranks considered untrustworthy were effectively silenced. And all who knew of the former camp (including the former mine owner, and the slaves who once worked there) were eliminated. The Vaste realized that one other group knew of the mine: the squad that delivered the POWs, led by Arad Darkeye.

In CY 588, Bezag, a member of the Vaste masquerading as a member of the Ketite military joined Arad's squad. His job: to eliminate over time the veterans of Arad's command who had been part of the prisoner escort, and to do so in a way that no one would suspect. Unknown to the Vaste, Bezag, also had a personal score to settle with Arad. Insinuating himself into Arad's inner circle, Bezag kept his disguise as one by one, his targets fell.

By CY 590, only five of those who had escorted the prisoners still survived. With the conclusion of the Greyhawk wars and the civil wars within Ket, Arad decided it was time for those who had stood with him could at last claim a treasure which had been hidden in the Bramblewood back in CY 584. Bezag joined Arad, the other four survivors, and a few other men picked by their leader on a mission to retrieve the treasure. For Bezag, it was an opportunity to eliminate his quarry once and for all.

As they penetrated into the Bramblewoods, Arad's men fell, until only Bezag and Arad were left. Bezag knew that it was only a matter of time until the forest, swarming with ogres and dire creatures and kech, would engulf them. Bezag knew he had a way out. At last he could tell Arad how he had outsmarted him and release the hatred and anger he contained for so long, against Arad. Bezag told Arad how he had been used for years by the Beygraf as a pawn of Iuz. How thanks to Arad, several scores of men were now dead in an unmarked grave. And how, one at a time, Bezag had eliminated those Arad had trusted for so long.

Then Bezag summoned an air elemental, which lifted him up and out of the Bramblewood, leaving Arad alone to face the wrath of the creatures now surrounding him. Bezag did not count however on Arad's resurrection. But Arad, ashamed and defeated by the role he played in

bringing about the death of all who mattered to him, resigned his commission.

After helping adventurers and the family of one of his lost men to retrieve the lost treasure, Arad has now completely withdrawn from public life, seeking the solitude of a meditative clerical order in the Yatil Mountains. Bezag and the Air Elementalists still wish Arad dead - yet Arad's new friends at the Order of the Talisman keep him well protected and out of reach of the Vaste.

Yet not all evidence has been eliminated. Guardians of the Vaste remain at the mine, led by the demon Tai'Qari, a quasit. The families of Bisselite prisoners wish to know what has become of their loved ones. Can adventurers rise to the occasion and bring the truth of Ket's dark yet recent past to light?

ADVENTURE OVERVIEW ENCOUNTER

Encounter One: The PCs find themselves at a street festival in Falwur. It is being held to celebrate the Baklunish anointing ceremony of Arad al'Tomaz, the son of Tomaz al'Bangual and his wife Jaz. PCs are free to enjoy the many entertainments before the actual ceremony. They may hear news that national hero Arad Darkeye has disappeared, that Tomaz and Jaz have named their son after Arad, and that there has been a stir in Lopolla caused by visiting Bisselite noble looking for his missing brother who was taken prisoner by Ket in the invasion of Bissel.

Encounter Two: the PCs witness the ancient custom of the Anointing Ceremony.

Encounter Three: a contest to determine the 'Protector' (guardian) of Arad al'Tomaz - the winner will demonstrate his skill at arms, and win rights to a magical great scimitar donated by Arad Darkeye in honour of the event.

Encounter Four: Tomaz and Jaz ask the PCs to stay after the ceremony to talk business. They wish the PCs to escort the petrified body of their fallen comrade Veer to Thornward. The couple have arranged for the Archons to cast a spell that will return him to his normal state.

Encounter Five: On the road to Thornward, the party encounters Katron Salorade, the Bisselite noble trying to

uncover what has become of his brother. Katron and his men are under attack by an air elemental that is lifting them 100 feet into the air, then dropping them. A rescued Salorade will tell the PCs that he believes Arad Darkeye knows what become of his brother, but that the great 'hero' is nowhere to be found.

Encounter Six: The Archons revive Veer, and the PCs meet one of Ket's most powerful wizards. Or is he?

Encounter Seven: The party returns with Veer to celebrate his return to the living. Tomaz and Jaz refuse to reveal any information they have on where Arad Darkeye is until a rogue attempts to take their baby hostage. After the PCs help to rescue the baby, Tomaz and Jaz realize that Arad must be brought aware that there are those who wish to seek him at any cost. They tell the PCs that Arad has become a mullah, and now lives a secluded life at a monastery dedicated to the Order of the Talisman in the Yatils.

Encounter Eight: The PCs must make great efforts to compel Arad to tell all that he knows, but once they are successful, Arad provides them information about Marchal Salorade, the mine, and his untimely demise at the hands of Bezag.

Encounter Nine: PCs must search to find the mine, which is now hidden.

Encounter Ten: Elementals guard the mine entrance, and head off to get reinforcements.

Encounter Eleven: The Mine's upper level contains its current inhabitants, who represent a token occupation on behalf of the Vaste until they can embolden themselves to return in force. A search of the area reveals many secrets of the prisoner of war camp.

Encounter Twelve: The mine's elevator shaft contains a special challenge that must be overcome before the PCs can descend to where the real secrets are kept.

Encounter Thirteen: Here, the PCs can find evidence that this is where Marchal Salorade met his end, and that this mine is a mass grave that hides unknown war crimes of the invasion of Bissel. As well, the PCs can discover evidence of the vile experiments being done by the Vaste, and clues that might lead to their current headquarters.

Encounter Fourteen: If the PCs have taken more than 3 hours in the mine, reinforcements from the Vaste attack, most likely overpowering the PCs and taking them prisoner - to find out what they know, and to conduct

experiments upon them. Stress to the PC's the importance of time during this scenario.

Conclusion: If the PCs are successful, they will have accomplished many things. Peace will be brought to the Salorade family; Arad will know that he was not betrayed by his Beygraf; and Ket will finally know of the Vaste and the atrocities it has committed.

A NOTE ABOUT THE CITY OF FALWUR:

The city has several Districts, both new and old. The oeridian and suel have districts of their own in the older parts of the city. These are usually lower class areas. The north side of the city is bordered by a branch of the Fals River. Barge traffic into Veluna is very heavy. Shipments enter Falwur by land and are transferred to barge in the Docks District. The city population is roughly 13,000.

The city has been owned by several different cultures and nations in its 600 or so year history (before that, it was a town at best). Its only in recent times the population city have started to expand. The city spent most of its life with little more than 3000 people in it. But as different nations took control of the city, each had a building spree. Rumor has it that the city was built on a ruined existing one. Parts of the sewer system is said to be left over from it. As well, many old tunnels and chambers have sparked the interest of many treasure hunters.

Though Threshers have jurisdiction over all of the land, the day-to-day policing of most of the city Districts are left up to the Falwur Lower Watch. Each District has a Captain. These men enforce the laws and handle the more minor issues, before there is a need for higher involvement. When there is a need for judgement, the Lower Watch take prisoners to (or call forth Thresher to them) to Thresher Square and hand them over for judgement there. From there, they are taken into the courthouse and a Jurat (appointed Judge who is a Mullah) sits in judgement of the accused. For higher crimes, this involves three Jurats (or two sub-jurats aiding the Jurat) all casting *Zone of Truth*, or in more rare cases, *Discern Lies*.

Magical or otherworldly crimes always demand the involvement of the Threshers.

ENCOUNTER ONE – THE HEIR APPARENT

It is high summer in Ket. The morning is warm, but overcast, and you hope the weather holds, for today happens to be the Anointing Ceremony of Arad al'Tomaz, the newborn son of Tomaz al'Bangual and his wife Jaz. Welcome to the City of Falwur.

If any of the PCs have played Treasure Hunt:

Tomaz and Jaz have invited you to this event as special guests. They are now able to settle down to raise a family thanks to the aid and friendship you provided on your trip into the Bramblewoods. They have invited you to come and witness the sacred ritual of the Anointing Ceremony, and to participate in the festival that precedes and follows the ceremony.

If none of the PCs have played Treasure Hunt, but are from Ket, add the following.

Tomaz and Jaz have approached you to perform a special task on their behalf. They have also invited you to come and witness the sacred ritual of the Anointing Ceremony, and to participate in the festival that precedes and follows the anointing.

If the PC's are not from Ket, read the following;

The architecture of the City of Falwur betrays its mixed ancestry. This is a city that has been owned by cultures both east and west. If there is a city to explore for western mysteries, while still keeping some feel of home, this is the city to be in. Your foreignness seems less of an oddity here, so close to the Veluna border. Still, you have attracted some attention as a man named Tomaz has invited you and others to witness a sacred ritual of the dominant culture. An Anointing Ceremony.

Ketite citizens, on an Intelligence check [DC 8] (or for non-Ketites, a Bardic Knowledge check [DC 15], or Knowledge: Religion check [DC 15]), know that the Anointing Ceremony is one of the most important rituals in the life of a devout follower of Al Akbar. The Ritual is a day-long celebration in which a family dedicates the life of a newborn child to the worship of Al Akbar and the doctrine of the True Faith (or Exalted Faith. But of course, not in Ket).

This occasion is celebrated with a gathering. Rich or influential families sponsor a festival held by the community. The festival is a celebration of Ketite life and customs and is a means for the community to rededicate themselves to the Four Feet of the Dragon. Even those who are not complete and devout followers of Al Akbar participate, as this event has taken on a more social than religious role in Ket society.

Tomaz and his wife live in Falwur, a modest but attractive city, located east of the Bramblewood Forest, near the border of Ket and Veluna. Half of this cities construction is from Keo'ish invasion over 200 years before.

Toman and his wife have done well since the recovery of a large treasure in the Bramblewoods. They have purchased a home in one of the finer Baklunish neighborhoods of Falwur. The neighborhood is of typical Ketite construction, with a large courtyard in the centre. Their street is alive with activity, as with various stalls, tents and activities set up. It seems that half of Falwur must be here enjoying the music and entertainments.

If any of the PCs have played Treasure Hunt:

Tomaz and Jaz are showing off their one-month old son Arad when suddenly they see you. 'Friends – it is such an honour that you could be part of this sacred day. There are many entertainments, and foods, and even contests. And after the Anointing Ceremony, there will be a special tournament in the honour of my son. Please enjoy yourselves – and after the festival is over, if it is not too much trouble, I have a small piece of business I would like to discuss with you!'

If none of the PCs have played Treasure Hunt, or are just non-Ket:

Tomaz and Jaz are showing off their one-month old son Arad as you arrive at the street festival. Jaz greets you. 'You must be the adventurers! Thank you for coming. For now, please enjoy yourselves. There are many entertainments, and foods, and even contests. After the Anointing Ceremony, there will be a special tournament in the honor of my son. Once the festival is over, please join my husband and I for a drink and we will share with you the task we wish you to undertake.

The PCs now have the opportunity to mingle and enjoy the festival. They have many options. They can explore

the booths, entertainments and contests. They can talk to some of the more notable NPCs attending the festival. Or they can gather information. Give the PCs up to 90 min to enjoy the festival and its options before the main event beings. The price for the booths are in Lances, so though PC's are expected to 'pay' just assume the price comes out their Lifestyle cost. If a PC has no lifestyle cost. Charge him 5sp per booth visited, rounding up. Wildmen tend to over indulge.

BOOTHS

Nagel's Curry – curried goat and chicken delicacies

Kabobery – Shishkabobs with freshly roasted bread

The Pigeon House – a Ketite delicacy for the wealthy, roast Pigeon

Nazir the Astrologer – Astrology is a long established tradition of divination in Ket, and combines the Ketite fascination in astronomy with the worship of the Istus. Nazir began his life as a devout of Al'Akbar, but by the fate of Istus, has since pursued the ancient craft of astrology.

Naazir happily provides visiting PCs with the wisdom of the stars. He needs to know the birth dates of the characters to be able to provide insight into their future. Provide the PCs with the following forecast based on their birth month (if the PCs have not determined their birth month, have them independently establish that date): Record the selected birth month in the proper place on the Adventure Record.

Fireseek: If the path is not clear, have patience for the route will be shown.

Readying: What is foreign is not always evil.

Coldeven: Your greatest struggles ahead will be against the elements.

Planting: A great secret of the past will have impact on your future.

Flocktime: Someone innocent will soon be in grave peril.

Wealsun: Do not harden your heart against those already hardened.

Reaping: There are traps set ahead for you, but to avoid them is to avoid what you seek.

Goodmonth: A fallen hero knows much that has been hidden.

Harvester: The shadow of the Old One crosses your path.

Patchwall: The treasure hunt is behind you, the search for truth ahead.

Ready'reat: A holy man can show you the way to the righteous.

Suns'ebb: When you enter the house unwelcomed, move with haste lest the masters return swiftly.

Growfest, Richfest, Brewfest or Needfest: A good mount may serve your fortune well someday. Beware the Green Man who shall watch it all from the ridge above. He is not at all what he seems.

ENTERTAINMENTS

Musical entertainment – there are two acts that provide continuous music for the festival in half-hour sets. One is Shahpur, a bard who plays the sitar. The other is a band known as 'The Califs', a Baklunish percussion and wind-instrument band that provides festive dance music. As the PCs arrive, the Bard is just concluding his set, with The Califs about to take the stage.

Talking to Shahpur: After his set, Shahpur is happy to share the lineage of Arad 'al Tomaz's name. The child is named after Arad Darkeye, military hero from the invasion of Bissel, and the civil war that followed. Tomaz's father Bangual served under Arad, and Tomaz came to look up to Arad as an uncle. After the death of Bangual, Arad and Tomaz formed a deep bond.

Shahpur also tells the PC's that there is a rumor that Arad Darkeye himself will be appearing at the festival, perhaps even in disguise to avoid attention. A day like this is something a great hero rarely misses.

Watching The Califs: while The Califs play, Haviva, a talented belly dancer takes the stage. She flirts with the most attractive male PC (provided his Charisma is 14 or higher), drawing him up on stage for a dance and flirting with him.

After The Califs set is over, the dancer seeks out that PC to speak with. She wants to ask the PC about what he does, what brave adventures he's been part of. She may also share some of her sad past – both her parents were killed last year when a demon broke forth from the ground beneath Falwur into the town bazaar, sending forth a black cloud that killed all in its path (An Evil Morning). '*The work of Old Wicked*', she has been told, and she fears that Iuz may be on the rise again in Ket.

The Puppet Show: Tarik, a Bard who specializes in puppetry, is putting on a puppet show with members of his troupe in honor of young Arad al'Tomaz. It is the story of Arad Darkeye. In various acts, it tells of how he and his men ambushed a Bisselite caravan, capturing precious stores on their way to the Bissel army. The next act shows, how he and his men ambushed a corps of the Bisselite mercenaries. Several of Arad's men sacrificed themselves that day, but many of the brigades of mercenaries captured turned to aid Ket. The final act shows of Arad's defeat of a Bisselite host of superior numbers, and how Arad personally escorted the prisoners to be held in Ket.

Tarik has a small stage that he crouches behind. He wears a full head and face mask, done up to look like one of his puppets. He has a great fear of showing his face while performing. He feels it's very bad luck. When performing (and he always stays in character, no matter how hard the PC's beat on him in the interrogation) he always stays in character. He performs the part of the dim-witted Tusmit Farise (a Baklunish Knight) named Zoka, who is added into the story as a comic relief and used as narrator.

Should the PC's have heard Shahpur's gossip about Arad Darkeye, and decided that Tarik is him in disguise, feel free to play a long a little. But remember, Tarik will only answer questions in the persona of Zoka the dim-witted Tusmit Farise. If the PC's ask to speak to Arad, have Tarik answer with the puppet version of Arad.

Have a group of Falwur Lower Watch standing near by, should any of the PC's forget themselves and do something illegal.

CONTESTS

There are two contests that PCs can enter into:

Jaz' Curry Challenge:

Jaz is not only a practitioner of the Arcane arts, she is also a master of the culinary arts. Here she has provided an

array of her curry pastes to challenge the palette of even the heartiest Ketite.

PCs who enter must face 3 other challengers (to a total of nine participants). They are given curried foods that are increasingly spicy. Clean, fresh water is also placed in front of them. Drinking of any water, or leaving their seats disqualifies the contestant.

Challengers must first make Fortitude saves after each round or otherwise take 2 point of temporary Constitution damage as the spice challenges their intestinal fortitude.

Con can not be lowered to lower than 1 by this special effect. Should anyone be reduced to 1 point of Con, they start to lose control of their stomach. An outhouse is nearby. This person is out of the contest. If a PC does not leave his seat to do this, warn him of the two Threshers watching in the crowd, and that such an act would breach decency laws. It worth a good two TU's in the stocks and out of the adventure, unless some strings can be pulled with Influence Certs.

But the true test is whether or not the contestants can withstand the spicy fire in their mouths and not drink of the fresh clean water provided in front of them. Each round (after the Fort Save) the contestant must also make a Will save, to avoid reaching out and drinking from the tempting water.

The Endurance Feat applies here (+4). As well, if the contestant has actual skill ranks in Concentration, he may apply up to half (rounding up) of these to his Will saves. Note: Endure Elements does not help here.

The last person in wins. Should they reach the final course, it's a eat off, using the hottest stuff available till only one is left.

It is possible for no one to win, should all contestants fail on the same round.

A local man is the Acting Judge for the contest. He keeps a careful eye out for anyone who may be cheating, such as not eating or using magic, etc. If a PC is trying to get away with something, there is a good chance the Rogue will spot it and simply disqualify the PC (to the boo's of the crowd) but nothing further will happen to that PC.

☛ **Judge:** male human Rog6; hp 22; Spot +11, Sense Motive +11, Spellcraft +3

The challengers are:

☛ **Aziz:** male human; (Con:14, Will+3, Fort+3),

☛ **Piya:** female gnome; (Con 16, Will+6, Fort+5)

☛ **Rajiv:** male dwarf; (Con 18, Will+10, Fort+6).

Note: the Will saves for the NPC's include a mixture of Endurance Feat and Concentration skill bonuses

The various courses feature chicken marinated in Jaz' special spices, and villagers watch the facial expressions of all participants with great delight as the contest unfolds.

First course: Jaz' mild curry – Fort Save DC 10, Will Save DC 8

Second course: Jaz' medium curry – Fort Save DC 12; Will Save DC10

Third course: Jaz' hot curry – Fort Save DC 14; Will Save DC 12

Fourth course: Jaz' Burning Mouth – Fort Save DC 16; Will Save DC 14

Fifth course: Jaz' Flaming Sphere of Flavour – Fort Save DC 17; Will Save DC 15

Sixth course: Jaz' Fireball – Fort Save DC 18; Will Save DC 16

Seventh course: Jaz' Wall of Fire – Fort Save DC 20; Will Save DC 17

Eighth course: Jaz' Dijin in your Mouth – Fort Save DC 25; Will Save 18

The winners receive a packet of Jaz's spice. This spice contains enough to enhance four future meals, and can be used to provide a +2 circumstance bonus on diplomacy if used over dinner with some one of Baklunish culture, or to provide a +2 saving throw bonus versus disease as the spice helps to sweat out the toxins in the body.

Musical Warhorses:

Gymkhana, or "games with horses", are apart of the Ket festival tradition. In the middle of the street is a section set up for a game of musical horses. PCs who volunteer to participate are up against three other competitors - Soussan, and Gul, both former members of the Ketite cavalry, and Ruzbeh, a young rider with some acrobatic

skills. PCs can use their own horse, or have a horse provided for the game.

The game is played in rounds. While the music plays contestants must ride their horses without hands. As soon as the music stops, the contestants must turn their horses into the centre of the street and halt their horses, dismount, move on foot around to the other side of their horse, and remount. The last contestant to remount is out, and the race continues with those who remain.

NOTE: The use of magic to increase one's speed or performance is against the rules. There are present people who will recognize such effects and point them out.

HOW THE GAME WORKS

The game works this way. As soon as the music stops, each contestant must make an initiative roll.

First, the riders must make a successful Ride check (DC 5) to turn and halt their horse. The rider make up to 3 attempts in the round. Each failure at this check has a -4 penalty to the final initiative score.

Second, they must dismount (DC 20 to fast dismount) and move to the other side of the horse Characters can choose to tumble under the horses legs (DC 20), but a failure means the horse has been spooked and has run off.

Contestants who successfully use the Tumble skill have +2 bonus to the final initiative score. Characters who use a move equivalent action to dismount (they must if they fail the fast dismount check) have a -6 penalty to the final initiative score.

Third, the rider must remount from the opposite side that they dismounted from. Riders can remount using a move equivalent action (if they failed to Fast Dismount already), a fast mount (DC 20) (for purposes of this contest, a fast mount attempt is allowed if the PC has not already failed a fast dismount), or a jump check. For the Jump check, they must perform a standing high jump of 5 feet or higher, unless their movement allows them to get 10 feet away from the horse on the opposite side and attempt a running high jump).

Using a move equivalent action adds a -6 penalty to the final initiative score.

Passing the Jump Check adds a +2 bonus to the final initiative score.

Failing the Jump check adds a -3 penalty to the final initiative score.

If a PC's horse has the Perform Trick, add a +2 bonus to the final initiative score. All of the NPC horses have the Perform Trick, but none of the loaned horses do.

Who Wins?

Add up all the bonuses and penalties. Combine them with the contestants initiative score and the contestant with the lowest score loses for that round.

Once everyone has remounted, and the slowest to mount has been eliminated, the music begins again. Each new round requires a new initiative role. The three competitors (other than the PCs) are:

☞ **Soussan:** male human; Ride 8, Jump 2, Init +1

☞ **Gul:** female human; Ride 6, Jump 4, Init +2

☞ **Ruzbeh:** male human; Ride 4, Jump 7, Tumble +8, Init +6

The winner of the competition wins a special prize, The chance to purchase a special horse from Rashid, the host of the competition, and one of Ket's finest horse trainers. There is one horse available at a sale price of 450gp.

Rashid is happy to talk to the PCs should they win. He is in his early 40s now, but he was part of the Ketite cavalry at the start of the Greyhawk Wars. He taught both Arad and Tomaz's father how to ride.

In addition, his son served under Arad, but was killed during the civil war. He holds no grudges against Arad, and he knows that whatever caused Arad to resign from the military after his salvation from the Bramblewoods, those reasons must be good. Rashid's only other son is a disgrace to him, as he became a sorcerer instead of a warrior, and has recently immigrated to Veluna.

OLD FRIENDS

The PCs have the opportunity to mingle with the guests and Gather Information. Their fellow celebrants really do come from all over Ket - Lopolla, Molvar and Thornward. At one point, the PCs notice a small altercation between two guests. PCs who have played Treasure Hunt recognize them as former members of Tomaz's adventuring party: Umid (a rogue), and Ava (a ranger).

If the PCs talk to Umid after the incident, he responds, *"Ava. We used to adventure together. Now she won't give me the time until prayer call. So be it. True friends stay with you."* He does not reveal any more information about their disagreement, but asks the PCs if

they'd like to take a bet on any of the entertainments (the curry contest, or the riding competition). He is willing to bet up to 10 gp, and is willing to go double or nothing on the second competition.

Ava also wishes to be discrete about the incident. She knows Umid has developed a gambling problem since the finding of the treasure. Once again he has hit her up for money, and her patience is being stretched. However, out of respect for her former adventuring companion she attempts to change the subject if approached by PCs about the matter.

She mentions that she is happy for her former adventuring companions. As well, she tells the party she has recently come from Lopolla, where the city is in a bit of a stir. A noble from Bissel was turned away from an audience with the Beygraf after demanding to see records pertaining to prisoners taken by Ket in the Greyhawk Wars.

Perceptive PCs may notice that two members of Tomaz's adventuring party from Treasure Hunt are absent: Veer, the half-orc, as well as Kia al'Mullah. If they ask, they discover that a misfortune befell Veer during his adventure in the Bramblewood, and Kia will arrive shortly: she is the mullah who will be conducting the Anointing Ceremony.

GATHERING INFORMATION

As well, PCs who perform Gather Information Checks may uncover:

DC 10:

The boy is named after Arad Darkeye. You know, Arad was brought back from the dead by the grace of the Beygraf, but Arad resigned his commission immediately after his resurrection. How's that for gratitude?!?

DC 15:

I doubt Arad Darkeye will be here today. No one knows what has become of him!

DC 20:

Have you heard the latest from Lopolla? The Beygraf turned away a Bisselite noble who blames Ket for the loss of his brother!

DC 25:

Arad Darkeye has not only resigned his commission. He has also turned from the way of the sword. He

lives in total seclusion now following the way of Al'Akbar.

DC 35:

There are rumours that, immediately after Beygraf Zoltan was assassinated, those loyal to him purged records to protect themselves.

ENCOUNTER TWO – THE ANNOINTING CEREMONY

Shortly after mid-day prayer call, a mullah of the True Faith arrives, face beaming. She approaches the couple, kissing the baby on the forehead. "A famous name for such a little one - may he show the same courage and grace," you hear her say.

Jaz calls for the attention of all. "The Anointing Ceremony is about to begin – please, show your reverence for Kia al'Mullah, our officiant for today's service, as well as our dear friend."

Give the PCs the opportunity to show their respect – they can follow the lead of the crowd - they get on their knees and bow towards the mullah. When this is done, Kia begins...

"By the cup, and the talisman, the Restorer of Righteousness shows the way. And by the four feet of the dragon, we follow. May the dragon that has lived within your ancestors, guide you, Arad al'Tomaz." With this, Kia al'Mullah opens a large urn. She places her hand inside, and withdraws some of what is contained within.

"Arad, through the ashes of your ancestors, I anoint you in the way of the Restorer of Righteousness." One at a time, Kia anoints each of baby Arad's limbs with the ash. "By your right hand, may you know honour, that all may recognize your word is truth. By your left foot, may you value your family as the foundation of life that lifts you up. By your left hand, may you demonstrate generosity to those in your life and your community. And by your right foot may you step towards piety, so that your path to the afterlife is secured."

The mullah holds her ceremonial cup and talisman to the sky. "By the power vested in me by the Restorer of Righteousness, I do declare you to be anointed in the ways of the True Faith. May your path be long and blessed."

With that, the official ceremonies are concluded. Tomaz though takes his son and holds him up to the applause of all gathered. He then speaks briefly to his gathered guests.

"Thank you all for coming today. It means much to Jaz, Prowl and myself. I am greatly saddened that the man after whom we have named our son, Arad Darkeye, cannot be here. But he too is following a path as the noble dragon directs him, and we wish him well.

If the party contains heroes who have played Fallen Hero, Tomaz thanks his 'special guests' for playing a role in having his father's ashes returned so that they may rest with his ancestors.

As well, he thanks the guests for doing so much to aid in providing a good future for their new family.

Tomaz continues

Even though Arad Darkeye cannot be here today, he has let us know that he is moved by the naming of our first son after him. Arad Darkeye has invoked that the ancient ritual of the Anointing Challenge be carried out so that our young Arad may be fully honoured by Baklunish custom. As such, he has given to us the great scimitar of his father. We now seek those brave enough to engage in a test of skill. He who wins the challenge wins the great scimitar, and by the Restorer of Righteousness's Will, becomes anointed as the Protector of Arad al'Tomaz.

Any Baklunish native of Ket realizes that the term 'Protector' used in this context is similar to the concept of being a godparent. With the victory come some obligations, but none that are particularly onerous.

ENCOUNTER THREE – THE PROTECTOR'S CHALLENGE

The challenge itself is interesting in a native Ketite way. As is the custom, they must be human, and either be of Baklunish blood, or worship the Baklunish gods Al Akbar or Alar'arq or use Ancient Baklunish to beat a Diplomacy check [DC12].

Any PCs who meet one of these criteria are welcome to participate - and if they have adventured with Tomaz in the past, Tomaz encourages them to enter if he believes them to be upstanding individuals.

The prize itself is quite remarkable. Arad's father Darq'hai was a master of the great scimitar. This weapon was in fact given to Darq'hai by the old Beygraf in honour of his many years of service to the Ketite military, and is perhaps the finest of its kind ever crafted: a *+1 great scimitar*.

A batch of ten such swords were made at the time by a Master Blacksmith and a High Transmuter. Some of the other swords, though the crafting inferior to the Darkeye sword, had stronger magical enhancements of many sorts. They were given out as rewards, but most have been lost. When giving gifts of honour, it is not the magic, but the love that went into the blades making. Arad got the best sword.

Three attendees rise to the challenge. One is Soussan, a veteran of the Greyhawk wars who once served with Arad's father. Another is Ava, a ranger who once adventured with Tomaz and Jaz. The final is Umid, another spry adventure once part of Tomaz's adventuring company. These are the PCs competition, should they choose to compete.

The centre of the street is cleared of stalls, and guests line up to either side to make space for the contest that is about to occur. Each rider is invited to bring their mount to the challengers area (if they do not own a mount, Tomaz sees that a light warhorse is loaned to the PC). Tomaz makes a mark in the compressed earth of the street indicating the starting line to the participants.

Participants are allowed to request one spell be cast on their person before the challenge begins provided that spell is cast by a mullah of the True Faith, or by a member of the Archons or Brotherhood of Sorcery. Participants are disqualified if other enchantments have been cast in secret since the announcement of a contest. The mullahs use *detect magic* and *zone of truth* to ensure the contest is fair.

One Hundred feet beyond the starting line, a humanoid dummy (the kind used in military training) is positioned in the centre of the road. It is dressed in a Bisselite army uniform.

Each challenger, on their turn, must place their horse at the starting line, facing away from the dummy. They then are given the great scimitar. Each participant has

three opportunities to spin their horse around and charge the dummy. Whoever does the most cumulative damage to the dummy after the three charges is declared the Protector. Participants must use both of their hands to handle the great scimitar, and unless they have taken the Quick Draw feat, participants must also start each of their charges with their hands on the swords rather than the reins.

On each of their three runs, PCs without Quick Draw first make a successful Ride check (DC5) to turn their horse around, then charge at the target. Anyone who fails the ride check loses one of their three opportunities.

The PC then gets to take a swing at the dummy. They receive a +2 to hit due to charge. Any PC whose ride check exceeds 20 also gets a +2 circumstance bonus to their to-hit roll as they are able to get their mount to canter true towards the target. Any PC who does not have proficiency (exotic) in great scimitar must take a -4 to their attack rolls.

Since this represents points by what part of the body is hit, rogues may add sneak attack damage of one d6 less than they would normally roll. If they have only 1d6 of sneak attack, then it reduced to zero.

The amount of damage done is modified, depending on how well the PC lands the blow:

AC 12 - limbs = half damage rolled

AC 16 - torso = full damage rolled

AC 20 - head = 1.5 X damage rolled

AC 25 - heart = double damage rolled

A confirmed critical also increases damage done.

All three of the competitors go first. Then the PCs get their chance. Competitors take all three of their charges in a row. Tomaz has arranged for additional body parts for the dummy to be on hand should a leg, arm or head be lopped off. The 'heart' of the dummy is also designed in such away that, if hit, fake blood appears on the torso. After a particularly dramatic run, Tomaz and his helpers 'refresh' the dummy.

Here are the important stats for the competitors. None are proficient with great scimitar. The -4 non-proficiency penalty, the +1 enchantment bonus, and the +2 bonus for charge are already taken into account in their statistics.

Remember to add +2 to their attack should they achieve a 20 on their ride check.

☞ **Soussan**: female human: Atk +7, Damage 2d6+4, Ride +8

☞ **Umid**: male dwarf: Atk +2, Damage 2d6+2d6, Ride +3

☞ **Zuhak**: male human: Atk +4, Damage 2d6+3, Ride +4

If the PCs do not compete, the contest is closely contested, with the true test being between Soussan and Zuhak. Soussan's years of experience win out in the end as she is able to guide her horse with more skill towards the target. Still, it comes down to Ava's last run of, who in barely missing the dummy's head allows Soussan to take the prize.

When the Protector has been determined, Tomaz asks the winner to join him on the small stage with his wife, young Arad, and the mullah. The mullah anoints the forehead of the winner with ashes from the family urn.

"By the spirit of Arad's ancestors, and through the will of the Restorer of Righteousness, I name you Protector of Arad al'Tomaz. As his honour grows, so shall yours. You are family, not of blood, but spirit. Let it be as the Restorer of Righteousness declared, "You are blessed when your family is blessed. May you protect them till the end of your days."

The mullah then awards to the champion the great scimitar of Darq'hai.

This item is located on the adventure record. Only one PC may gain access to the item and purchase it. A PC may use the sword in this Scenario, but they still must purchase the sword to keep it after the Scenario. It is Regional Access.

If any PC should ask why Arad Darkeye would sacrifice such an important family artifact for this event, Tomaz or Jaz responds that *"Arad feels that it is no longer required on the path he is traveling."*

ENCOUNTER FOUR – A MISSION OF MERCY

The celebration continues into the early evening. Jaz holds a now-sleeping Arad as Tomaz bids the final guests farewell and directs the crew who will be responsible for striking the stage and booths of the street festival. He then turns to you. "A very satisfying day. Thank you for being part of it. Why don't you

come into our home and we can discuss that piece of business..."

Tomaz and Jaz have impeccable taste. The house is spectacularly decorated, with walls painted bright colours, all looking out on a central courtyard that seems alive in the early evening light.

Tomaz takes you to his study. At the centre of the room is a large crate. He opens it - inside is an intricate statue of a half-orc warrior caught in the rage of battle.

If one or more of the PCs have played Treasure Hunt:

"You remember Veer from our trip into the Bramblewoods - he had a rather petrifying experience there. I have paid in full for the Archons to restore our friend to his former state— yet due to our new family situation, neither Jaz nor I have been able to take him to Thorward and have the service performed. All we ask of you is that you take Veer to the tower of Nabizeer, the headquarters of the Archons in Thornward."

If none of the PCs have played Treasure Hunt:

"This is a former adventuring associate of mine, Veer. He was petrified on our last adventure. I have paid in full for the Archons to restore our friend to his former state— yet due to our new family situation, neither Jaz nor I have been able to take him to Thorward and have the service performed. All we ask of you is that you take Veer to the tower of Nabizeer, the headquarters of the Archons in Thornward."

It's important that the PCs do not simply remove Veer's condition here. If the PCs offer, have Jaz insist, for the safety of Veer, for them not to attempt it.

Jaz provides to party their receipt of payment to the Archons, as well as a writ authorizing the PCs to act as the couple's representatives when the arcane service is provided.

Neither Tomaz or Jaz wish to discuss the nature of Veer's misfortune - both were there, and the incident is far too raw in their memories. They pay 25gp per PC for their efforts, and for bringing Veer back to Falwur so they can celebrate his return.

The PCs may also wish to discuss what has become of Arad Darkeye. Neither Tomaz or Jaz say much. *"He has chosen a new path, and we respect his privacy."*

If one of the PCs has won the honor of Arad's Protector, Jaz insists the PCs stay the evening as their guests. While Jaz nurses Arad and gets ready to put him to bed, Tomaz cooks a spicy Ketite meal for the group. The couple then finds accommodations for the party - they have 2 guest rooms that sleep 2 each, as well as a living area which can comfortably sleep two.

If the party stays the night, they are woken at daybreak by the cries of the baby. A breakfast of freshly made flatbreads and herbed butter leaves the party well prepared for their escort duty.

Tomaz provides the party with a wagon onto which the box containing Veer is loaded. The wagon is pulled by two fine Polvarns (a breed of palomino Ketite draft horses).

ENCOUNTER FIVE – INTO THICK AIR

You are on the second day of your journey from Falwur. The heat of Ket's Baklunish ancestors is to be felt today. Sweat drips from your pores, the hot, humid weather portending a storm ahead. As you make your way south through the Bramblewood Gap you hear the thunder of hooves behind you. Even from here you can see the sweat reflecting off the black coats of horses pushed to their limit. Slung over the backs of two of the horses appear to be heavy loads.

Suddenly, from out of the clouds you see what at first you think is a small tornado – but then separates from the clouds and moves at great speed towards the riders. Looking over their shoulders the riders push their mounts on even faster...

Separate from the small tornado, a cloud floats in between your party and the riders as if under its own power.

Tactics: The riders are about to be attacked by a large/huge/greater air elemental. The PCs are now 300 feet away from the riders, who are galloping 240 feet per round. The cloud is the weaker air elemental listed. It is running interference should any try and stop the primary from carrying out its mission. It will attack any who try to save the riders or attacks it.

The following round, the air elemental engulfs one of the riders (the rider fails his reflex save), using its whirlwind ability. The round after that, the elemental move 100 feet above the ground, then drop the unfortunate rider to the ground. The air elemental, still in whirlwind form, targets another one of the riders (but not the party) the following round, continuing this pattern until all the riders are dead, its Whirlwind ability has expired, or it has been reduced to less than 15 HPs. If the elemental(s) retreats due to its whirlwind ability expiring, it returns to attack the riders each hour until it is driven off or all riders are dead.

APL 4 (EL6)

✦Air Elemental, Large; hp 60; see *Monster Manual*

✦Air Elemental, Medium; hp 30; see *Monster Manual*

APL 6 (EL8)

✦Air Elemental, Huge; hp 136; see *Monster Manual*

✦Air Elemental, Large; hp 60; see *Monster Manual*

APL 8 (EL10)

✦Air Elemental, Greater; hp 178; see *Monster Manual*

✦Air Elemental, Huge; hp 136; see *Monster Manual*

All APLs

✦Katron Salorade: Nob5, hp 28; see Appendix One

✦Salorade's men-at-arms (5): War1, hp 10; see Appendix One

If the PCs manage to save the riders:

The riders are obviously Oeridian, and the leather of their saddles bears the coat of arms of Bissel. Their leader turns to you. "At last, some hospitality in this thankless nation. I apologize to any natives here – we are returning from a mission of mercy to the capital that has been both fruitless and upsetting. For the last several hours, we have been pursued by this demon of the air. We have twice been attacked, and have already had two of our members hoisted from their mounts, and thrown to the ground. If not for you, surely we would have all faced our worst nightmare: to end our lives in Ket."

The bearded red-headed man in his late 30's introduces himself as Katron Salorade, a Bisselite noble. Those with him are advisors, retainers, and members of his household.

"Once again, thank you, and I apologize if my words have been harsh. You have saved me and my men, and

for that I am forever thankful. I have no idea why that air demon pursued us, but perhaps it is because we seek a secret your government would prefer to remain hidden."

If the PCs ask about what this secret is, Katron is happy to oblige.

"During the Greyhawk Wars, my brother Marchal was taken captive by Ketite forces. Here is what I know. He and approximately 150 men were escorted to a prisoner of war camp within Ket. Most unusual, they were escorted by one of Ket's most decorated military officers, Arad Darkeye. Why would such a major hero remove himself from the front on an escort mission?"

"The war is long over now, but Marchal never returned. Nor did any of those from his retinue. For years we have tried to discover what has become of them. It is as if they have disappeared into thin air. We have made numerous requests through official channels. We have laboured to acquire details from the government in Lopolla about their whereabouts and fate. Time and time again we have been unsuccessful. We have been told that, while there are detailed records about Bisselites taken prisoner during the Wars, there are no records that my brother or his comrades were ever taken captive."

"We have just returned from an unsuccessful audience with the Beygraf. He has declined our request to examine the records. He has also declined to share with us the whereabouts of the one man who knows where those prisoners were taken: Arad Darkeye."

Should the PCs ask about Marchal, Katron tells them that, like himself, his brother had fierce red hair, "but who knows what 9 years of captivity might have done to it." Marchal would have been 42 this year, and lost part of his left arm during the insurrection of the necromancers in CY580, but this did not stop him from being a warrior of substantial skill.

One more time Katron thanks the group for their aid, and gives to the party a pouch containing 300 greatshields.

"We will not be needing this currency when we reach our borders. I also give to you this token. It bears the heraldic crest of my family. Should you ever find evidence of the fate of my brother, please have me contacted in Thornward. My family would pay greatly to have Marchal returned to us - or to know what

became of him so at last his wife could move forward."

Katron is eager to return to his home in the Bisselite occupied portion of Thornward. He happily accepts an offer from the PCs to escort him and his men to Thorward, where he crosses the border. If the PCs provide this service, they arrive at the gates of Thornward just before mid-day prayer call. After passing through the gate, Katron gives the PCs his remaining Ket currency.

"I will not need these Great Shields in Bissel. Take them as a token of my gratitude, and remember that should you find it in your heart to seek the truth of my brother, I shall show even greater appreciation."

Treasure:

APL 4: L: 0 gp; C: 50 gp; M: 0 gp

APL 6: L: 0 gp; C: 50 gp; M: 0 gp

APL 8: L: 0 gp; C: 50 gp; M: 0 gp

ENCOUNTER SIX – THE ARCHONS

The tower of Nabizeer is one of the more distinct landmarks of Ketite-occupied Thornward. It looks over the city gates, to the east of Lopolla St., the main thoroughfare that leads to the border gates of Bissel.

Nabizeer is well known for his support of the invasion of Thorward in CY 584. When the Bisselite sorcerer Lasaine was at last thrown from the tower by Nabizeer during the siege of Thorward, the back of the Bisselite resistance was broken. Arad Darkeye petitioned the Beygraf to award the tower to Nabizeer in honour of exemplary service to his nation.

Today, the tower serves not just as Nabizeer's home, but the headquarters of the Archons in Thornward. Made from large gray stones carved from the Yatils, it rises 150 feet. A fortified two story stone building rings the tower, serving as the Archons' offices, item creation laboratories and living quarters for this part of Ket.

The Archons are run like almost all organizations in Ket: bureaucratically, and autocratically. They have strong links with the Molloquad Consortium, who assist the Archons with administrative expertise. Threshers are also assigned as guards for this very important office.

When the PCs arrive, they are asked their business. Upon providing the receipt of payment for Veer's revivication, the administrators quickly direct the PCs to drive the horses and cart into the building's receiving area. From here, the crated body of Veer is unloaded and taken into the building. The PCs are then approached by the head administrator to tell them that there is an Archon of sufficient skill available to cast the spell late in the afternoon. The PCs are asked to return in three hours to bear witness to the arcane process.

When they return, they are taken to a laboratory within the headquarters building. Nabizeer himself arrives to perform the ritual. He inspects the statue, laid carefully on a carpet in the centre of the room, to ensure it has not been damaged in a way that would lead to spell failure.

Nabizeer gesticulates, calling on the Arcane powers of his training. He then touches the statue of Veer. A ripple of life cascades across the half-orc's body, stone being replaced by flesh.

"Where am I? Forest! I was in a forest! I am not in a forest!" Veer exclaims.

Allow the PCs to explain to Veer his circumstances.

Veer is touched when he hears of Tomaz and Jas's dedication in seeing him restored.

"How many others would sacrifice so much to save one of my race - to most we are no more than luggage, to be discarded. I owe them much."

He is happy to return with the PCs and wishes to thank the couple. He is surprised and delighted to here they have a child. If told of the child's name he muses.

"Arad. A great warrior, he. A name to inspire courage."

Nabizeer is friendly but aloof, and deals mostly with the PCs through his staff. However, should the PCs ask him about Arad Darkeye and where he might be found he says,

"Arad is a great hero of our land. But such heroism can come at great personal cost. He is now following a new path, and must find peace for himself. It is my intention to give him such peace and my hope that other citizens do the same."

Veer also knows nothing about Arad's whereabouts, other than he was like an uncle to Tomaz.

♣ **Veer:** male half-orc Bbn3; hp 32

Note: Nabizeer is not available to cast any other spells for the PCs. He is an important man, and people with influence book his service months in advance.

ENCOUNTER SEVEN – THE REUNION

The PCs have little trouble on their return to Falwur. Aside from late summer storms, the only encounters the characters have are with a travelling band of bards and the regular thresher and military patrols.

On arriving back in Falwur, Tomaz and Jaz are delighted to see Veer. They introduce him to young Arad so that Veer will not eat him, and invite the PCs to join them and Veer at dinner that evening.

Tomaz cooks a wonderful meal - a spicy vegetarian dish with lentils and cous cous. During the meal, they present Veer with a chest. Inside is Veer's share of the treasure from his trek into the Bramblewoods - over 1000 great shields. Veer asks his friends and the PCs to help him with ideas on how to spend the money. Jaz suggests he too settle down, woo a nice woman. Tomaz suggests that Veer can finally get that 'monster chain armor' (Ketite for elven chain) he's been considering. The PCs are free to add their suggestions.

If the PCs managed to save and speak with Katron, they no doubt wish to speak to Tomaz or Jaz about Arad Darkeye. However, the couple are very closed, as they have given their word that they shall not disclose what has become of Arad.

Tomaz also has no love for the people of Bissel (he blames the Bisselites for the death of his father) – however, if the PCs mention to him the elemental attack and the story of Katron, Tomaz listen with interest, saying nothing but seeming to consider much.

Tomaz and Jaz insist the PCs and Veer stay the night. Veer is happiest sleeping in the courtyard, under the stars. Two PCs can sleep in one guest room, two in another, and two on couches in their living area.

However, at about 2 in the morning, something disturbing happens. If, for some reason, the PCs have set a watch they hear Arad start to cry, followed immediately by Jaz screaming, and the sound of muffled conversation

from the couple's bedroom (which also serves as Arad's nursery). Otherwise, have the PCs make a Will save (DC 12 if sleeping in a guest room, DC 10 if sleeping in the living area. If no one wakes up, 2 rounds later give them a second chance as the baby wails.

If the PCs reach the door to the couple's bedroom within five rounds ...

The door to your hosts' room is ajar. Through the door you can see a man holding the baby, and grasping a knife in a threatening way. While you cannot see Tomaz or Jaz, you hear her speak, and the man's eyes are fixed in the direction of her voice. "Umid - I plead with you. For all we done together, but the knife down and give back my baby."

Umid replies: "I cannot do that unless you will tell me where Arad Darkeye now is. Such a small secret. It is a fair trade, no? An Arad for an Arad?"

Umid stands in front of the window which he opened to enter the bedroom. He has a readied action to stab Arad should Tomaz or Jaz approach. The three of them are already in initiative. If the PCs have not made a lot of noise getting to the bedroom, Umid is surprised by the PCs, and flatfooted for their actions once they first bring attention to themselves. The PC's enter at the top of the next initiative.

All APL's

♣ **Umid:** male human Rog3; hp 17; See Appendix I

♣ **Tomaz:** male human Ftr3; hp 28; See Appendix I

♣ **Jaz:** female human Sor3; hp 19; See Appendix I

♣ **Arad al'Tomaz:** male human (baby); AC 6, HP 1

Not that Tomaz and Jaz are unarmed; as well, Jaz does not have spell components with her, so she cannot cast most spells.

Tactics: Umid backs against the window, readying an action to stab Arad should any of the PCs make further threatening moves. Umid adds sneak attack damage (2d6) to any strike he makes with his dagger. The next round, he flees through the window with the baby, using a potion of invisibility and placing the baby under his cloak in an attempt to escape.

If the PCs do not wake up or reach the bedroom within 5 rounds: Umid flees with the baby, telling the couple that when they are ready to disclose Arad Darkeye's whereabouts, the baby is returned. Jaz wakes up the party

and informs them what has happened and asks their help. PCs can track Umid (track DC 16) to a loft apartment, or can talk to the on-duty Lower Watch patrol. The patrol heard the mysterious sound of a crying baby moving through the streets. By following their directions, they find the street where Umid has anonymously rented the loft... from the sound of crying they can then identify the loft.

If Umid escapes

The PCs will be able to follow the sound of crying, ultimately confronting Umid on the streets.

If the PCs kill Umid (or Arad by accident)

Either Tomaz and Jaz, or the Lower Watch arrive in time to witness the crime. The PC who gave the killing blow will be taken to Thresher Square immediately, with a trial to be held the next day by three Jurats. Citizens of Ket are sentenced to 26 TU service in the mines. Foreigners, non-citizens, or elves will be sentenced to death (no appeal). The dead character can be raised, for an eye for an eye has been dealt.

Any other PC who contributed a blow or spell causing real damage in the case of Umid or Arad's death will be sentenced to four weeks in the stocks (4 TUs). Any PC convicted is out of action for the remainder of this Scenario.

If Umid is captured

Umid's motivation comes out. Unlike the other members of Tomaz's group after their adventure in the Bramblewoods, Umid used his wealth to get involved in high-stakes gambling on Ketite race horses. He has not only lost all his wealth, but has created a debt that far exceeds his original treasure share. As he fell from grace, Umid asked (and received) loans from several of his old adventuring companions - Jaz, Kia and Ava. However, none of these loans have been repaid, and requests for further aid were refused. Umid has come to look at his old companions with some contempt and jealousy. Umid was offered a one shot deal to settle his debts - find out where Arad Darkeye has disappeared to, and all his debt is forgiven.

The PCs may be tempted to pursue the gambling organization that Umid is indebted to. However, the Threshers insist that the investigation is now in the hands of the proper authorities. Besides, Tomaz and Jaz have a far more important request to make of the PCs.

Jaz approaches you. "This secret is reaching out to touch all of us. Tomaz - we can't protect our friend any longer. He must face his past."

Tomaz agrees, and opens up to the party about Arad Darkeye.

After the death of Bangual (Tomaz's father), Arad became like an uncle to Tomaz, and the two developed a close bond. Tomaz senses that Arad feels great shame regarding his duty with the military, but does not know why. All he knows is that Arad resigned from the military after the Beygraf had him resurrected after his death in the Bramblewoods.

If Arad al'Tomaz is killed by Umid, Tomaz and Jaz will be dramatically more distraught but their wish will be the same. Arad must face – or allow others to face - the secret which haunts him.

If the PCs have mentioned the episode with the air elemental and the Bisselites, Tomaz also shares that Arad had mentioned that he too was attacked by an elemental. Tomaz does not know any details beyond that.

Tomaz closes his eyes and painfully admits a truth. "Something has happened that has stained Arad's soul. He now seeks forgiveness for some sin, and swears that no more blood will be shed in his name. He has forsaken his scimitar, and has gone into seclusion, seeking the absolution of the Restorer of Righteousness through prayer and meditation. But now it is clear that there will be blood if no action is taken. Arad's soul may be at stake. There is some secret within him, and its sharing may be his only rescue."

Tomaz tells the party that Arad has become a mullah of Al'Akbar, in an order that keeps itself separate from the rest of the world. He can be found at the Monastery of the Talidman, in the Yatil foothills south of Falwur.

Tomaz prepares two letters. Giving the first to you, he says, "Those of the Order will not discuss the identities of any whom inhabit their halls. Give their Mullah of Passage this first note. They will then take this second letter to Arad. I trust what I have written will be enough to bring our fallen hero out of seclusion. May the Restorer of Righteousness protect us should he choose to remain hidden."

Treasure

APL 4: L: 0 gp; C: 25 gp; M: 0 gp

APL 6: L: 0 gp; C: 25 gp; M: 0 gp

ENCOUNTER EIGHT - THE ORDER OF THE TALISMAN

The white spires of the Holy Monastery of the Talisman reach for the sky, dwarfed only by the white-capped magnificence of the Yatils.

There is a simple elegance to the structure - modest, as is appropriate for a religious order dedicated to contemplation and prayer. Yet there is a drama and beauty to its striking onion-domed architecture, designed to give honor to the Restorer of Righteousness and inspire the discipline of those within.

When the PCs arrive at the Monastery, they are asked their business;

"The monks within are not to be interrupted by worldly issues." Says a Mullah who seems to be the Monastery's door warden.

The Mullah of Passage (the one who acts as gatekeeper for those within) will not discuss the identities of any member of the order.

However, when given the letters from Tomaz, the Mullah of Passage soon provides instructions to an initiate.

After some time, the initiate returns, handing the gatekeeper a note. "Arad al'Baradar has agreed to speak with you. Follow Sareesh al' Baradar."

The initiate escorts you under the impressive domed ceiling of the Monastery's grand hall, and requests your silence as you walk through this most holy of chambers. Two immense arches divide the hall into quadrants. Stained glass windows wash this sacred place in divine light that one might expect elves to burn in. Multi-colored tile mosaics with gold and copper highlights illuminate, each quadrant representing one of the four feet of the dragon.

Sareesh al' Baradar escorts you through a side passageway into a plain white cell, no more than twelve feet square. The walls are bare. There is also a modest bed, a desk, and seven chairs, which have been hastily arrayed in the room. Sitting by the desk

is a man in his early 40s, an ancient scar on his right cheek. The toll of grim decisions is clearly marked upon his face.

This is Arad Darkeye. How Arad interacts with the party largely depends on his past history with them.

☛ **Arad Darkeye:** human male Ftr8/Mnk1; 75hp

If the PCs participated in 'KET1-03 Fallen Hero' and aided Arad, he greets them as friends. If the PCs have played 'KET2-04 Treasure Hunt', and they successfully aided Tomaz and Jaz, he will also greet the group warmly. He will also treat the party warmly if anyone carries the great scimitar of his father. Otherwise he will be neutral towards the group.

"The Restorer of Righteousness has promised me a sign. Perhaps you are it. I am not an easy man to find. Yet I trust Tomaz' judgment if he shared my secret with you. Speak to me of what has happened."

Arad listens patiently. He responds with great concern when he hears of the threat to young Arad's life. He shakes his head, wrought with guilt. He then asks the PCs why they believe Tomaz has sent them.

If the PCs share the story of Katron's failed mission to Lopolla, Arad listens grimly, then responds.

"For half my career I fought against the Bisselites. What do I think of them? Not much. They are weak on the field, and weak of spirit. Yet what this man has said is true, and it stains my soul."

"At the start of the war with Bissel, in CY584, the division I commanded captured eight score Bisselite light cavalry. One prisoner was a noble - Marshal Salorade. As was the policy of the time, captured Bisselites were transported to the Ket interior for holding. Ordinarily the service of transporting prisoners would fall to a lieutenant. However, honor and generosity required that a noble be personally escorted by an officer of rank."

"I thought nothing of it at the time. The prisoners were taken to a mine that had been converted into a Prisoner-of-War camp in the eastern Yatils. Soon we were back pressing into Bissel, and the incident forgotten."

At this point, he stops. Have the PCs make a Sense Motive check (DC 10). Successful PCs realize that Arad is in great internal distress, as if to go any farther will cause

great pain. It will take some convincing from the PCs (a Diplomacy check [DC 10+APL] and good roleplaying, that curry could come in handy here. Be sure to give a +2 bonus to the check for good roleplaying) to convince him to continue with his story...

"A few years later, after the assassination of Beygraf Zoltan, a new officer joined my command. Bezag was the brother of Krish, a young infantryman who died in the invasion of Bissel. I was pleased to have Bezag amongst my command, and by the time we had settled the civic unrest caused by Beygraf Naidad's rise to power, Bezag had become one of my most trusted advisors.

"At this point, many of my men were due to retire. I promised them one last adventure – to retrieve a Bisselite treasure hidden in the Bramblewoods in the early days of the war. There had been an agreement – those who survived would share it when our duty to Ket had been served. In the name of his brother, I invited Bezag to join us on this last quest.

"Not all went as planned in the Bramblewood Forest. One at a time, my men fell as we faced its dangers. Ogres, dire creatures and spider eaters came at us like they knew we were coming. We made it to the site of the treasure, but were beaten back before we could retrieve it. Worse, night was falling, and the forest was out for blood. Finally, there was only myself and Bezag remaining.

Once again Arad stops. He has reached the most painful part of the story. Through the PCs support, he reveals the secret that not even the Baradar of his order, or the Beygraf himself knows...

"It was past midnight – Dire wolves howling, closing in, my band of brothers dead, the two of us waiting for the end. Then Bezag looked at me, laughed, and said something that shook the foundations of my life.

"Now the score is even', he said. 'Just as you led my brother to his death, now I lead you to yours.' He went on to mention that he had used food and arcane means to attract the creatures of the Bramblewood to us. But I was not his only target...

"He told me how he infiltrated my ranks and kept his true identity secret. Then, he revealed how one by one he aided in the death of each of the men who had delivered the Bisselite prisoners with me. I drew my scimitar, ready to cut him down right there, but a spell bound my muscles. I couldn't move or speak and

he pushed me to the ground. . 'Now only you know the secret', he said, 'but not for long.'

"I am not a warrior,' he said 'but a member of the Archons. For three years, you have had a mage planted within your ranks and you have had no clue! Under the approval of the Beygraf, I have played you as a pawn.' Then he spit on me and my honor, telling me that my actions led to the painful deaths of over one-hundred prisoners of war: the Bisselites I delivered had been tortured and murdered.

"Bezag summoned an air elemental, using it to lift him out of the Bramblewood. He laughed as he escaped. Then the wolves were on me. First there was pain, then all went dark."

"In the second life, I found a world without sunrise. I looked on the tormented faces of those I had lead to slaughter. Their eyes told me that Bezag's story was true. After an eternity there was light again. I was in the Grand Mosque in Lopolla. On the Beygraf's command I was returned to the living. But I would be a pawn no longer. I quit my commission. After taking care of some unfinished business, I arrived here to dedicate myself to Restorer or Righteousness.

While my life has been a lie, I do not wish others to suffer further for my mistakes. If this is not dealt with, others will truly be at risk.

Arad resigned his commission out of a crisis of honor: he could no longer serve a Beygraf that would use him as a pawn and support the calculated elimination of his men. What Arad doesn't know though is that the Beygraf Bezag was referring to is Zoltan, not the current Beygraf.

However, his honor has also called upon him to keep the secret of the mine to himself, as he believes that to be the Beygraf's will and he has intended to honor that pledge. His decision to join the Order of the Talisman has both been driven by a spiritual need to find a new path, as well as the knowledge that here he can best keep the past hidden while moving forward with his life.

However, now Arad believes he can no longer hide in the eye of the storm – the time has come to expose what has happened at the mine. He believes that he is the only one still alive that knows of its existence – since his resurrection, he has discovered that even the mining slaves who once worked at the mine before it's conversion to a P.O.W. camp are all dead. The same is true for the former owners.

Arad does not involve himself in the quest, but he offers to the PCs the information they need to pursue the mystery of what happened at the mine. Arad requests that they return with evidence to him, so that he may deliver it to certain high ranking mullahs he still has influence with. Only the True Faith have the power to act on information that may imply crimes supported by the Beygraf.

Arad has never forgotten the location of the mine – it is located in the eastern Yatils, within the smallest of sheltered valleys which penetrates a long wall of sheer cliff over two miles long. Arad quickly scribes for the party a map.

Arad adds that he suspects Bezag is part of a rogue group of Archons, and that the mine might have been used as their headquarters. Arad believes that there is some cover-up that has taken place at the highest levels to keep the location hidden.

In particular, he warns the PCs that they should not tarry at the mine. The Archons are likely to send reinforcements once word gets to them they have visitors. He believes the party has three to four hours before the Archons respond with devastative force.

“Get in and get out fast “ warns Arad.

Under no circumstance will Arad consider coming out of retirement, or seeking vengeance on those whom have done this to him. He is steadfast in stating that his place is here.

Darkeye says a prayer for the PCs, and wishes them well. As Sares al' Baradar escorts the party out of the mosque, he says that he will pray for them.

“Perhaps what you are about to do will free the soul of a great man” says Sares.

ENCOUNTER NINE - YATILS, YATILS, YATILS

You have followed Arad's directions to the best of your ability, yet the break in the mountains that he had described does not exist. The Yatils abruptly thrust themselves uninterrupted from the plateau. You face a mile of cliff in either direction before the mountains rise in more gradual, but no less majestic form.

The opening to the small valley that holds the camp has been secured by 25 *permanent image* spells, each 20 feet high and stacked upon top of the other to fill in the gap with the image of an impenetrable rock face.

The illusions are meant to hide the existence of the mine rather than stave off anyone who knows where the mine is. The PCs can discover the gap in a number of ways...

1) PCs with an active detect magic spell can identify the presence of magic if in range of image.

2) PCs that walk along the rock face touching it can detect the gap if they make a successful Will save [DC 19] (otherwise they touch the gap thinking they are still touching rock) Those with Stone Cunning gain +2 to their Will save for this.

3) A successful Track Check [DC 21] reveals humanoid footprints that seem to disappear into the mountain (created by hobgoblins whom live in these mines. They go on hunting excursions). Keep in mind that the PCs have over a mile of rock face to consider, so unless the PCs have an idea where the opening may be, it takes hours of tracking to find the right area to search.

4) Flying characters or familiars can see over the illusionary rock face if they go above 500 feet.

Once the PCs pass beyond the illusion they see the Mining Camp.

ENCOUNTER TEN - THE MINING CAMP

Passing through the wall, you now see the small valley protected within the gap.

Where there were once several wooden buildings, presumably offices, barracks, and slaves quarters, there are now but charred remains. Towards the east and north, you can see the entrance to the mine. From its mouth come metal tracks, presumably for the movement of iron carts.

One building remains, a solid brick structure near the opening you have just passed through.

Two air elementals stand sentry, one greater elemental near the opening to the valley, the other near the mine

entrance. The greater elemental is to +23 Spot checks and +23 to Listen checks. Under no circumstances do the elementals attack. As soon as they see the PCs enter the valley the elemental near the valley opening heads straight into the sky at full speed. It heads toward the Vaste hideout high in the Yatils. The elemental nearest the mine enters the mine, warn Tai'Qari, then wait in area 11B to ambush PCs should they enter.

Once the elementals have left, the PCs have three hours until members of the Vaste are warned and send a group to capture the intruders.

The brick building was once the gatehouse. A wire fence still extends from one side of the gap into the valley to the other, but it has mostly collapsed. There are also the fallen remains of guard towers. Inside the gatehouse is a molding book. It appears to be a visitors log to "Hasik's Mine". In addition to tracking the arrival of new prisoners, and the delivery of supplies, it also lists visitors to the camp. There is no mention of Arad Darkeye or Marchal Salorade in the book. The last date is 16 Patchwall, CY 583. After that date is written, "Mine sold to Archons, all slaves to be transferred."

The other structures were the slave barracks, and the offices/living quarters for the mine managers. As well, the tracks leading from the mine lead to the burnt out remains of a large building. This is where the harvested copper was prepared for shipping.

When the Vaste took over, they also used the offices and living quarters for their work, but used the slave quarters to house the hobgoblin mercenaries while this served as their headquarters. When the decision came to abandon these headquarters for the new site shortly after the assassination of Beygraf Zoltan in CY587, all of these buildings were put to the torch.

Development: should the PCs manage to enter the mine without alerting the elementals, the party is able to surprise the occupants. There will be no ambush at area 11E, and there is one fewer elemental at 11B.

Three hours after the greater elemental leaves, the Archons return with a substantial force to neutralize the intruders (see Encounter Fourteen).

These Elementals will not stick around to fight under any condition, and flee to their assigned tasks the moment the PC's are spotted.

APL 4

🔥 **Air Elemental, Greater**; hp 178; see *Monster Manual*

🔥 **Air Elemental, Large**; hp 60; see *Monster Manual*

APL 6

🔥 **Air Elemental, Greater**; hp 178; see *Monster Manual*

🔥 **Air Elemental, Large**; hp 60; see *Monster Manual*

APL 8

🔥 **Air Elemental, Greater**; hp 178; see *Monster Manual*

🔥 **Air Elemental, Huge**; hp 136; see *Monster Manual*

ENCOUNTER ELEVEN - THE MINE (UPPER LEVEL)

Originally a copper mine, the many shafts have been modified, initially to suit the experiments of the Vaste, and more recently to fit the needs of the inhabitants left to guard the site and its secrets. The mine shafts are generally 5 to 10 feet wide, and 8 feet in height.

11A – MINE ENTRANCE

The entrance to the mine is a dark hole carved into the sheer face of the Yatils. A rusting iron gate bars your passage. Iron tracks exit the mine, heading towards one of the large burned buildings. These tracks also go deep into the mine.

The gate was installed by the Vaste to help prevent their test subjects from escaping. In those days hobgoblins manned the guard spaces to either side, but now all that can be found is graffiti that reads in Goblinoid, "Hate all who hate the old one", and paintings of skulls possibly done with blood.

11B – THE CYLINDER

The shaft into the mountain descends into the sturdy rock. The cut is arrow straight. You have now gone several hundred feet, but the square of light from the entry gate still makes the exit seem close at hand.

The monotony of the shaft is suddenly broken. Ahead of you is a large cylindrical room. A 10 foot wide path crosses the room, while on either side of the path there is a 10 foot drop to another floor, covered with spikes.

This chamber was carved after the Vaste took possession of the camp.

The room is 60 feet wide, and 60 feet high from the path through the centre (70 feet high from the spiked floor). A passageway at the far side of the path continues deeper into the mine. Lurking at the top of the cylinder are one or more air elementals - the mine's first line of defense. There is no natural light source covering the top of the cylinder. Characters that look up into the ceiling must have vision of 60 feet or fail to see the elementals. Otherwise, characters must succeed at a Spot Check [DC 26] (APL 4 & 6), or [DC 22] (APL 8).

Note: This encounter takes into account the CR for the Spikes and slight increase in difficulty of the encounters design.

APL 4 (EL6)

✚ **Air Elemental, Large;** hp 60; see *Monster Manual*

✚ **Spikes:** +5 melee (1d4 spikes for 1d4 points of damage per successful hit);

APL 6 (EL8)

✚ **Air Elemental, Large (2);** hp 60, hp 60; see *Monster Manual*

✚ **Spikes:** +15 melee (1d4+3 spikes for 1d4+5 points of damage per successful hit);

APL 8 (EL10)

✚ **Air Elemental, Huge (2);** hp 136, 136; see *Monster Manual*

✚ **Spikes:** +15 melee (1d6+4 spikes for 1d4+5, plus giant wasp poison; DC18, Initial 1d6 Dex, Secondary 1d6 Dex per successful hit);

Tactics: If the PCs do not spot the elementals, on their surprise round they charge and attack the PCs. The next round they use their whirlwind ability, lifting any captured PCs to the top of the cylinder and dropping them onto the spiky floor below. The fall does 7d6 massive damage. In addition, they take the listed spike damage.

11C – SHRINE TO IUZ

The mineshaft ends abruptly – you see what must be some macabre place of worship. A chair serves as a shrine or altar. Attached to its legs are what appear to be human femurs. Ribs adorn the chairs backrest. And several human skulls are placed around the legs of the chair. An unlit black candle rests on the chair,

with dried wax having spilled off the seat, down the bones and onto the skulls.

The quasit, Tai'Qari, and the hobgoblins come here to pay tribute to the Old One.. A Knowledge (Religion) [DC10] identifies the holy symbol painted in blood as that of Iuz. The skulls and bones belong to former prisoners. *Speak with dead* will not work here for the bodies need to be intact, these are just bones.

Should the PCs manage to enter here without alerting the inhabitants, they find Tai'Qari contemplating the torments of Iuz, while the howler(s) curl up in the corner to rest. See Encounter 11E for their stats.

11D – PIT TRAPS

These traps are inactive until Tai'Qari activates them (see encounter 11E). A Search Check (DC25) detects them, and a Disable Device check (DC 20) neutralizes them.

Spiked Pit Trap (20 Ft. Deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit, plus paralysis Fort DC 13); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

11E – THE NEXUS

You arrive at the meeting point of four mine shafts. The center is a large, 30 foot chamber, roughly circular in shape. At the centre of this vault is a large hole in the floor. Rigging above seems to indicate that this is some sort of lift, however if any platform remains it is below the surface.

Assuming the air elementals have alerted Tai'Qari, this is where the inhabitants of the mine upper-level takes their stand. Otherwise, the chamber holds two hobgoblins standing by the gate.

Tactics: Tai'Qari, riding a howler, hides in the entrance to the northern-most corridor (DC 28 to Spot). Any additional Howlers wait behind Tai'Qari out of sight. As soon as the PCs arrive in the central chamber (either by viewing their light sources, or using Darkvision) he flips a switch activating the traps (see map for trap locations). He then uses his *cause fear* ability in the hopes that PCs run in panic into the traps. The hobgoblins wait just out of range of Tai'Qari's *cause fear* ability, with three hobgoblins in each the east and west corridor.

Note: Characters that are running or double moving, or otherwise distracted and not watching their step do not receive a Reflex save and fall into the pit.

Once this ability has been used, they rush in to attack. If possible, they attempt to bull rush exposed PCs into the pit. Any PC who falls lands 30 feet down on the wooden platform and takes 3d6 damage. This may trigger another attack (see Encounter Twelve – The Lift).

The hobgoblins bear the mark of a half-skull on their skin, the brand of their tribe. A Bardic Knowledge check [DC20] identifies them as the Red-skull Tribe, which comes from the lands of Iuz.

Any captured hobgoblins only speak with the party on a successful Intimidate check [DC15], or a Diplomacy check [DC20], or through the use of enchantments. Otherwise they keep their mouths shut in the hope of support arriving soon. They know that this site used to be the headquarters of the 'Air Magicians', and the Air Magicians are now centered in Khadieyha (hobgoblin for 'needle of pain'). They also know that tests (experiments) of great pain were once conducted here. None of them know of Marchal. They are all worshippers of Iuz. A number of their tribe came to Ket before the start of the Greyhawk Wars. Since Ket uses Hobgoblin mercenaries, members of the Red-skull tribe have gone unnoticed. The Hobgoblins wear a necklace of a grinning skull (Knowledge: Religion, History or Geography [DC10] to identify as the holy symbol of Iuz)

If captured, Tai'Qari refuses to reveal any information. However, he carries on his small little body a note written in blood on human flesh:

'By his word you are bound. Seek Bezag of Mount Khadieyha. For three years you are to do his bidding. Secure our interests in Ket, and through the old one you shall have your reward.'

APL 4 (EL6)

• **Hobgoblins** (6); hp 5, 5, 5, 5, 5, 5; see *Monster Manual*
• **Tai'Qari the Quasit**; hp 13; see *Monster Manual*
• **Howler** (1); hp 39; see *Monster Manual*
• **Pit traps** (3) with paralysis spikes (see above)

APL 6 (EL8)

• **Hobgoblins** (6); hp 5, 5, 5, 5, 5, 5; see *Monster Manual*
• **Tai'Qari the Quasit**; hp 13; see *Monster Manual*
• **Howlers** (3); hp 39, 39, 39; see *Monster Manual*
• **Pit traps** (3) with paralysis spikes (see above)

APL 8 (EL10)

• **Hobgoblins** (6); hp 5, 5, 5, 5, 5, 5; see *Monster Manual*
• **Tai'Qari the Quasit**; hp 13; see *Monster Manual*
• **Howlers** (3); hp 39, 39, 39; see *Monster Manual*
• **Belkers** (2); hp 38, 38; see *Monster Manual*
• **Pit traps** (3) with paralysis spikes (see above)

If the PCs manage to surprise the camp, only 2 hobgoblins are found in this chamber, standing guard. If alerted, they ring a large triangle mounted to the rigging for the lift.

Tactics

The Hobgoblins have the two Javelins of Lightning, but at APL4, they will not use them till at least the 4th round of combat. At all other APL's, the items are used as soon as possible. The Quasit carries all other magic items.

Treasure:

APL 4: L: 129 gp; C: 20 gp; M: *Potion of Cure Light Wounds* (4 gp per character); *Javelin of Lightning* (63 gp per character/per Javelin)

APL 6: L: 377 gp; C: 20 gp; M: *Potion of Cure Light Wounds* (4 gp per character); *Javelin of Lightning* (63 gp per character/per Javelin); *Ring of Sustenance* (208 gp per character)

APL 8: L: 350 gp; C: 20 gp; M: *Potion of Cure Light Wounds* (4 gp per character); *Javelin of Lightning* (63 gp per character/per Javelin); *Ring of Sustenance* (208 gp per character); *Necklace of Fireballs* (Type III) (363 gp per character)

II F THE PRISONER'S WARREN

The mine shaft opens into a large, roughly hewn space that is roughly 20 feet wide by 60 feet long. There is a scent that clings to the room – a scent of filth, sweat and fear. Iron tracks exit the chamber into the shaft, and the entrance to the space is barred by a locked iron gate. There are obvious guard posts on either side of the mineshaft outside the room.

The lock is simple, and is opened with an Open Locks check [DC20] or by breaking the lock (Hardness 10, 60hp).

Several thick veins of copper were found in this area of the mine. When the Vaste took control, they converted this space to hold the prisoners. They were given no blankets or pillows, and were ordered to lie on the stone floor, side to side, end to end. No one was allowed to

move or get up. Armed guards were positioned both inside and outside the room.

On the wall can be found various scratchings: 'Varien' (the name of one of the prisoners), the holy symbols of Heironeous and Rao, and the marks left by one prisoner recording the passage of time - over 700 marks, although whether this refers to days, meals or shifts it is impossible to tell.

The PCs on a search check [DC20] of the north east corner of the room discover fabric shoved into a crack of the wall. Removing it reveals the sweat and dirt stained fabric of a shirt from a Bisselite military uniform. On it is written in dark chalk a letter to the wearer's wife.

"Kalee - even in the darkness I have not forgotten you. You have remained my hope and have sustained me. Should this ever find you, know you have been in my thoughts constantly."

"I now know how right we were to struggle against Ket. This is an evil place, bent on genocide. We are guarded night and day by hobgoblin fiends, while vile wizards prod and do experiments on us. Of the 100 of us who were taken, only 30 remain. We are forced to lie here on a rock floor, not permitted to stand up or move even to relieve ourselves. Our food is gruel at best, and is poured onto the floor for us to eat. Heironeous, help us all. This is not a prisoner camp, but a place of extermination. We have lost all sense of time - have we been here one year, or ten? These Ketites worship a dark god."

I understand from what I have overheard from the guards that soon those of us who remain will be taken down to the chamber for the final experiment. Those who go there do not return. So Kalee, I want you to know you have never been forgotten, and that even now I dream of the future we could have had. With love, Perigan."

11G - THE KITCHEN

The scent of smoke reaches you long before you reach this chamber. While there is no fire in this room, it is easy to tell that this space serves as the Kitchen for those who now live in the cave. A fire pit, a spit, and several pots adorn the room. A chamber beyond seems to hold food stores.

Another thick vein of copper once filled this space. When the Vaste arrived, they realized this space was well

ventilated, and used it for the kitchen that would feed the prisoners (the guards and wizards were fed in the more luxurious kitchens in the camp outside the mines). Now this space serves as the kitchen for those who live in the mine. There is also a 1' by 1' shaft in the floor that descends 30 feet to the mine's garbage disposal system: a gelatinous cube.

The stores in the chamber beyond hold the hanging carcasses of game captured by the hobgoblins in hunting expeditions, fuel for the fire pit, as well as grain and waters stores provided by the Vaste on a regular basis to the camp.

If the PCs manage to surprise those in the mine, there are two hobgoblins here preparing kindling for the fire pit.

11H - THE HOBGOBLIN QUARTERS

This space obviously serves as the barracks for the hobgoblins living in the camp. The chamber is covered with the tanned furs of deer and bears, and the room has a ripe smell to it. A painting of a red skull appears on the far wall.

The six hobgoblins of the camp rest and sleep here. A search of the chamber finds (see treasure summary), several sets of dice made out of bone, and a necklace of a grinning skull (Knowledge Religion, History or Geography DC 12 to identify has the holy symbol of Iuz).

Near the hobgoblin's quarters is a latrine. This 1' by 1' shaft descends 30 feet to the second gelatinous cube used for waste disposal.

Treasure:

APL 4: L: 0 gp; C: 70 gp; M: 0 gp

APL 6: L: 0 gp; C: 70 gp; M: 0 gp

APL 8: L: 0 gp; C: 70 gp; M: 0 gp

11I- THE QUARTERS OF TAI'QARI

As you approach this chamber, you see faint, flickering light. The source of the light is a single candle illuminating a painting of a grinning skull. The room is Spartan, with a bed and a desk sized for a creature much smaller than a human. As well, there are several furs lined against the far wall.

This is the room of Tai'Qari. On his desk are an array of books, what appear to be surgical instruments, and a

weasel that has been nailed by its limbs to a board. The weasel is still alive, and it seems as if the muscles on its legs have been removed, as the bare bones are exposed under the skin, with the blood vessels sutured up. The blood from this and other operations has been cleaned up, but enduring stains can be found on the wood of the desk.

Also on the desk are several books, written in abyssal. Their titles include: "The way of Iuz", "Pain and Worship", and "Visisection and Torture".

Note: After the scenario is completed, and the PC's bring their proof to Arad, mullahs will 'debrief' the PCs via *zone of truth*. The one of the things the mullah will be asking about is what was taken from this place. These books will be confiscated.

The furs on the floor provide a resting space for Tai'Qari's howlers.

If the PCs arrive here without having alerted the camp, at APL8 there are the two Belkers from Area 11E standing guard.

ENCOUNTER TWELVE - THE LIFT

If the party can see down the pit:

The pit drops for 30 feet. Ropes from the rigging above lead to a platform that is suspended at that point. The rigging also leads around to a lever in front of the pit, and beside the iron tracks that lead up to its gaping maw.

If the lever is pulled up, the platform raises until it is level with the rock surrounding the pit. The platform is of solidly constructed wood, and is in good repair, as are the ropes on the rigging. There are iron tracks on the platform itself, and a mining cart sits on the rails.

If the lever is pulled down, the platform drops an additional ten feet to reveal a mine shaft 40 feet down - the entrance to the mine's lower level.

A successful Spot check [APL4: DC24 or APL6-8: DC31] identifies that there is something wrong about the mimic's disguise.

If anyone falls onto the platform from above, the mimic immediately attacks.

Tactics:

APL 4 – the mining cart is a mimic that attacks the first person to step on the platform.

APL 6 – the mimic is advanced - it is both the platform and the mining cart. The mimic waits until two or three people are on the platform before becoming adhesive covered, automatically grappling all on the platform, and allowing the mimic one automatic slam attack each round. The mimic might also use pseudopod to pull the lift lever down, making the lift descend.

APL 8 – the mimic is advanced - it is both the platform and the mining cart. The mimic waits until two or three people are on the platform before becoming adhesive covered, automatically grappling all on the platform, and allowing the mimic one automatic slam attack each round. The mimic might also use its pseudopod to pull the lift lever down, making the lift descend. Below the mimic waits a breathdrinker and a large air elemental. Once the mimic transforms, it moves up to attack PCs attempting to save those stuck on the platform. There is room enough for the breathdrinker and air elemental to travel past the mimic, due to its gaseous nature.

APL 4 (EL 6)

☛ **Half-fiend mimic:** hp 66; See appendix 1

APL 6 (EL 8)

☛ **Advanced Half-fiend mimic:** hp 161; See appendix 1

APL 8 (EL 10)

☛ **Advanced Half-fiend mimic:** hp 161; See appendix 1

☛ **Breathdrinker:** hp 60; See Appendix 2

☛ **Air Elemental, Large:** hp 60; see *Monster Manual*

At the bottom of the shaft, below the lower level of the mine, is a pile of rocks. Ten feet below the pile is a mass grave that contains the skeletal remains of over 80 Bisselite prisoners.

ENCOUNTER THIRTEEN – THE LOWER MINE

As the PCs enter the lower level of the mine:

The dark shaft cuts even deeper into the mountain. The shaft descends at varying degrees.

The shaft follows a long vein of copper mined many years ago. Anyone moving down the shaft (particularly familiars or flying PCs may be in for a surprise 100 feet down the shaft...)

13A - THE TRASH COMPACTOR

The mineshaft leading from the elevator shaft has a slight descent to it. After approximately 100 feet, you come upon an ornate door.

The door is a fabulous example of Kettite brass art, featuring a fantastical panorama of tornadoes and djinni swirling in the sky.

The door is the only way forward, and masks a remarkably hard to discover trap that utilizes the mine's waste disposal system.

A Search check [DC 30] by a rogue indicates that the door is trapped, but the only way to disable the trap seems to be on the far side of the door.

Turning the doorknob without speaking the word 'Vaste' in Draconic fails to open the door, but does trigger a trap. A search by a rogue discover the door opens two 10 by 10 trap doors, one immediately over the door itself, the other 60 feet back. The person attempting to open the door must make a Reflex save (DC 14 + APL) to avoid the trap door from slamming and pinning them against the brass door (4d6 damage). Anyone standing under the other trap door must also make a Reflex save (DC 14 + APL) or be batted back by the door 10 feet and take 2d6 damage. In either case, anyone who makes their save must then make another Reflex save (DC 13) or be engulfed in the falling gelatinous cube. Both doors swing open in opposite directions.

These trap doors have been hidden by *permanent image* spells, and hidden by *Nystul's undetectable aura*. The only way the trap can actually be discovered is if the ceiling is physically searched, or *true seeing* is used. Under these conditions, a Search check [DC25] reveals the trap doors, but the PCs must devise some way to disable them as the trap can only be disarmed from the other side of the door. Tampering with the trap doors also triggers the trap.

As soon as the trap doors swing open, the mine's waste disposal system falls into the corridor - two gelatinous cubes (one from each trap door). One of them most likely falls onto the character attempting to open the door. The

cubes then relentlessly attempt to engulf those trapped between them.

Anyone behind one of the two fallen trap doors finds they are protected while they stay behind the barrier, but must make a Strength check (DC 12) in order to push or lift the door up to pass beyond as a standard action. This is impossible if a cube itself is immediately on the other side of the door, but the cube may be attacked through the cracks on the right, left and bottom sides of the trap door, giving the cube 90% cover.

Any attempt to force the door open, attack it, disable the trap on the door or to *stoneshape* through the door to its right or left triggers the trap.

Note: This encounter has a +1 EL to account for the difficult situation of the cube placement.

APL 4 (EL 6)

☛ **Gelatinous Cubes** (2); hp 58, 58; see *Monster Manual*

APL 6 (EL 8)

☛ **Gelatinous Cubes, advanced** (2); hp 96, 96; See Appendix I

APL 8 (EL 10)

☛ **Gelatinous Cube – advanced** (2); hp 134, 134; See Appendix I

Once the cube is defeated, a variety of treasures and items of interest can be found within - however, before the PCs have the chance to investigate...

Treasure:

APL 4: L – 0 gp; C – 18 gp; M – 0 gp

APL 6: L – 0 gp; C – 18 gp; M – 0 gp

APL 8: L – 0 gp; C – 18 gp; M – 0 gp

13B - THE DEFENDER OF SECRETS

As soon as the cube is destroyed, the guardian(s) attack the party.

APL 4 (EL6)

☛ **Belker**; hp 38; see *Monster Manual*

APL 6 (EL8)

☛ **Belker**; hp 38; see *Monster Manual*

☛ **Breathdrinker**; hp 60; See Appendix 2

APL 8 (EL10)

🐾 **Retriever, demon**; hp 55; see *Monster Manual*

The guardian(s) wait in the shaft above the cube closest to the brass door. The elemental based guardians wait in the air above; the retriever waits on a ledge out of reach of the cube.

Should the PCs manage to get past the brass door without triggering the cube trap, the guardians still attack – a side shaft connected to the shaft the cube was contained in leads to the corridor beyond the wall. The guardian respond by attacking if any noise is made in the corridor.

Once the guardian or guardians are defeated, the PCs are free to examine the treasures once suspended within the gelatinous cubes:

Treasure: (All APLs)

- ◆ Metal prosthetic left hand and forearm. This belonged to the missing Bissel noble. o gp
- ◆ Metal scroll tube (see below) o gp

The metal scroll tube belonged to Aviza al'Tabar, an Archon, and member of the Vay (the official air elemental raste of the Archons). In CY 586, she and several other members of her order became convinced that a splinter faction of the Vay had begun operating, with motives inconsistent with the Baklunish way of life. She managed to infiltrate the Vaste, and ended up serving the mages responsible for the experiments being conducted here for some time. Shortly after the death of Beygraf Zoltan, but before the Vaste's headquarters moved, her presence was discovered. She was thrown into the cube to be disposed of. However, what the Vaste didn't realize was that she had kept a diary of her experience, written on scrolls and contained in a metal tube and hidden in her boots. Provide the PCs Handout 1.

13C - THE LABORATORY

This large room shows a greater level of finish than the other chambers in the mine - the walls and floors are flat and polished. A number of tables, chairs and benches fill the room. There are many shards of broken glass on the floor.

In this room, the Vaste once developed and tested vile theories, and creative, evil applications for air elemental

magic. A Knowledge Arcane check [DC15] identifies the shards of glass in the room as being parts of an arcane laboratory.

A Search check [DC15] finds two loose pages forgotten in the evacuation of the mine. One shows arcane writings, that cannot be fully deciphered, although a Knowledge Arcana check [DC 20] while using read magic determines that the writings have something to do with the corruption of an air elemental spirit. The second page shows a diagram - the first image shows an air elemental over a summoning circle; the second image shows many smaller elementals, with arrows seeming to indicate they are moving out from the centre. The third image shows several humans and small air elementals, with arrows pointing from the air elementals to the mouths and noses of the humans.

13D - THE TESTING AREA

The iron door opens to reveal a chamber with a higher ceiling height than any encountered so far, reaching over 20 feet high. The room is dominated by a large circle inscribed with arcane runes. A smaller circle appears near to the door. Attached to three of the four walls are sets of manacles.

This was the room in which the Vaste conducted their most vile experiments. A Knowledge Arcana (DC 19) identifies the large circle in the centre of the room as a summoning circle. Anyone who achieves [DC 24] is able to further identify that air elementals were summoned within the circle. As for the smaller circle, a Knowledge Arcana (DC 18) determines that this circle provided a protective ward for those who stood within versus summoned creatures.

A Search check [DC 12] discovers blood on the walls and floor in the area of the manacles.

As well, there was a viewing area in which other members of the Vaste could watch in safety the torment of their victims.

ENCOUNTER FOURTEEN - OUT OF THIN AIR

If the PCs take more than three hours to complete the investigation of the mine, they face a nasty surprise.

Four Vaste Wizards are waiting for the party, flying and, invisible, as they exit the mines. The wizards keep their distance from the party and each other, casting haste, summoning spells and subdual substitution fireballs. Their objective is not to kill the PCs, but capture them and take them to their current headquarters. They relentlessly take down the PCs, and if they are threatened, one of the wizards teleports back to their headquarters to return with four more wizards.

All APLs

🧙 **Human Wiz12** (4); hp 49, 49, 49, 49; see Appendix I

CONCLUSION

Once the PCs have finished their investigation of the mine complex, there are several outcomes, all depending on who the PCs share the information they have discovered with.

If the PCs return to talk to Arad Darkeye, he encourages the PCs to be 'debriefed' by the mullahs in the Order, and to then return to Thornward to tell Marchal's family the tragic truth. During this time, Arad takes the evidence and testimony from the 'debriefing' and seeks out a powerful member of the True Faith he has influence with, but he will do no more than that.

While this news of itself does not move Arad to turn from the path of meditation, it is clear that it has stirred something within him - perhaps in time even the desire to seek justice on those who perpetrated this crime. He is also profoundly relieved if he discovers evidence that the current Beygraf has not been involved in the plot.

If the PCs return to Thornward and meet with Katron Salorade, he is saddened by the news - and angry with Ket for what became of his brother, but he is also greatly appreciative of the PCs for their efforts and courage on the behalf of his family. He rewards the PCs with many gems and promises to return to Lopolla to seek restitution on behalf of his and the families of others who lost loved ones in the mines.

If the PCs take their information to the Mullahs or Threshers, the PCs are asked to willingly submit to another 'debriefing' and *zone of truth*. Only then, once the validity of their story, and the honor of their intentions established, do the Threshers or Mullahs be ready to listen to the PCs in earnest. However, they take

the PCs claims quite seriously and immediately open an investigation of their own. They hope to discover who may have been behind the destruction of records in Lopolla, the location of the Vaste's new headquarters, and the identities of those responsible for the death of innocent Bisselites and Kettites.

I've been Captured again!

PCs captured by the Air Elementalists have two options: eventually be rescued, lose 6 TU, and all their gold and equipment (Charity of Friends Clause usable)

or

Partake in a Special Mission as the next Scenario played to escape from the Vaste for 2 TUs and the chance to retrieve all equipment. If this is the case, please note the Players contact info and RPGA numbers and mark on the Adventure Record that they cannot play this PC again until he partakes in the special mission. The Con Coordinator will collect the names and RPGA numbers of those captured and forward them to the Ket Scenario Coordinator at naughtkris@hotmail.com for further instructions.

Treasure:

APL 4: L: 0 gp; C: 300 gp; M: 0 gp

APL 6: L: 0 gp; C: 600 gp; M: 0 gp

APL 8: L: 0 gp; C: 900 gp; M: 0 gp

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the bonus experience award. Award the total value (objectives plus roleplaying) to each character. Different characters can receive different bonus awards within the range allowed by the maximum.

Encounter One: The Heir Apparent

Participating in the curry contest (Objective)

APL 4: 25 xp

APL 6: 25 xp

APL 8: 25 xp

Participating in the equestrian games (Objective)

APL 4: 25 xp

APL 6: 25 xp

APL 8: 25 xp

Encounter Three: The Protector's Challenge

Participating in the Protector's Challenge (Objective)

APL 4: 50 xp

APL 6: 50 xp

APL 8: 50 xp

Winning the Protector's Challenge (in addition to participating) (Objective)

APL 4: 20 xp

APL 6: 60 xp

APL 8: 100 xp

Encounter Five: Into Thick Air

Defeating the air elementals

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

For each Bisselite surviving (Objective)

APL 4: 10 xp

APL 6: 20 xp

APL 8: 30 xp

Encounter Seven: The Reunion

Defeating Umid (Objective)

APL 4: 30 xp

APL 6: 60 xp

APL 8: 90 xp

Saving Arad al'Tomaz (Objective)

APL 4: 50 xp

APL 6: 50 xp

APL 8: 50 xp

Encounter Eight: The Order of the Talisman

Convincing Arad Darkeye to tell his story (Objective)

APL 4: 50 xp

APL 6: 50xp

APL 8: 50 xp

Encounter Eleven B: The Cylinder

Getting past the 'Cylinder'

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

Encounter Eleven E: The Nexus

Defeating the Quasit and his horde

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

Encounter Twelve: The Lift

Successfully getting to the lower level of the mine

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

Encounter Thirteen A: Trash Compactor

Defeating the gelatinous cubes

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

Encounter Thirteen B: The Defender of Secrets

Defeating the Belker (and friends)

APL 4: 180 xp

APL 6: 240 xp

APL 8: 300 xp

Total Possible Bonus Experience Points

APL 4: 270 XP

APL 6: 360 XP

APL 8: 450 XP

Total Possible Combat Experience

EL totals for adventure:

APL 4: 1,080 XP

APL 6: 1,440 XP

APL 8: 1,800 XP

Max Scenario Experience totals

APL 4: 1,350 XP

APL 6: 1,800 XP

APL 8: 2,250 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 character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 75% of book price).

Treasure Summary

Encounter Five: Into Thick Air

From Salorade for rescue and escort

APL 4: L: 0 gp; C: 50 gp; M: 0 gp

APL 6: L: 0 gp; C: 50 gp; M: 0 gp

APL 8: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Seven: The Reunion

From Tomaz for completing mission

APL 4: L: 0 gp; C: 25 gp; M: 0 gp

APL 6: L: 0 gp; C: 25 gp; M: 0 gp

APL 8: L: 0 gp; C: 25 gp; M: 0 gp

Encounter Eleven E: The Nexus

Defeat the Hobgoblins and Loot them

APL 4: L: 129 gp; C: 20 gp; M: *Potion of Cure Light Wounds* (4 gp per character); *Javelin of Lightning* (63 gp per character/per Javelin)

APL 6: L: 377 gp; C: 20 gp; M: *Potion of Cure Light Wounds* (4 gp per character); *Javelin of Lightning* (63 gp per character/per Javelin); *Ring of Sustenance* (208 gp per character)

APL 8: L: 350 gp; C: 20 gp; M: *Potion of Cure Light Wounds* (4 gp per character); *Javelin of Lightning* (63 gp per character/per Javelin); *Ring of Sustenance* (208 gp per character); *Necklace of Fireballs* (Type III) (363 gp per character)

Encounter Eleven H: The Hobgoblin Quarters

Loot room

APL 4: L: 0 gp; C: 70 gp; M: 0 gp

APL 6: L: 0 gp; C: 70 gp; M: 0 gp

APL 8: L: 0 gp; C: 70 gp; M: 0 gp

Encounter Thirteen A: The Trash Compactor

Politely reasoning with the Cubes

APL 4: L: 0 gp; C: 18 gp; M: 0 gp

APL 6: L: 0 gp; C: 18 gp; M: 0 gp

APL 8: L: 0 gp; C: 18 gp; M: 0 gp

Conclusion:

Reward for returning the tooth to Marchal Salarade

APL 4: L: 0 gp; C: 300 gp; M: 0 gp

APL 6: L: 0 gp; C: 600 gp; M: 0 gp

APL 8: L: 0 gp; C: 900 gp; M: 0 gp

Max Possible Treasure

APL 4: 742 gp

APL 6: 1,498 gp

APL 8: 2,134 gp

APPENDIX I - NPCS

Encounter Five: Into Thick Air

☛ **Katron Salarade:** Male Human Nob5; Medium-size humanoid (human); HD 5d8+5; hp 38; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d8+2, longsword [19-20]); or +6 ranged (1d8, light crossbow [19-20]); SV Fort +2, Ref +4, Will +7; AL NG; Str 15, Dex 16, Con 12, Int 11, Wis 17, Cha 19.

Skills and Feats: Appraise +9, Hide +3, Listen +11, Move silently +3, Read lips +7, Ride +7, Speak language +7, Spot +3, Wilderness lore +10; Improved initiative, Skill focus (Appraise), Toughness.

☛ **Katron's men-at-arms:** male human War1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Attack +3 melee (1d8+2, longsword [19-20]); or +1 ranged (1d8, light crossbow [19-20]); SV Fort +4, Ref +0, Will +1; AL LN; Str 15, Dex 10, Con 14, Int 14, Wis 12, Cha 11.

Skills and Feats: Handle animal +4, Heal +3, Hide +0, Knowledge (nature) +3, Listen +1, Move silently +1, Ride +4, Spot +1, Tumble +2, Improved initiative, Weapon focus (light crossbow).

Encounter Seven: The Reunion

☛ **Umid:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d4, dagger [19-20]); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Balance +9, Climb +6, Disable Device +8, Escape Artist +9, Hide +9, Listen +6, Move Silently +9, Open Locks +9, Search +8, Tumble +9, Spot +6, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: leather armor, dagger, explorer's outfit

☛ **Tomaz:** Male Human Ftr3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +6 melee (1d6+2, scimitar [18-20]); or +5 ranged (1d8, longbow [x3]); AL LG; SV Fort +5, Ref +3, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Escape Artist +4, Handle Animal +, Jump +1, Listen +3, Ride +3, Spot +6, Swim +12; Alertness, Dodge, Improved Initiative, mobility, Weapon Focus (scimitar).

☛ **Jaz:** Female human Sor3; CR 3; Medium-size humanoid (human); HD 3d4+9; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d4, dagger [19-20]); or +3 ranged (1d8, light crossbow [19-20]); SA Spells; AL LG; SV Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 16, Int 10, Wis 12, Cha 16.

Skills and Feats: Alchemy +1, Concentration +9, Heal +3, Knowledge (arcana) +1, Spellcraft +6; Point Blank Shot, Precise Shot, Spell Focus (Illusion).

Spells Known (6/6; base DC = 13 + spell level; 15 + spell level for Illusion spells): 0 – *dancing lights*, *daze*, *detect magic*, *ray of frost*, *read magic*; 1st – *color spray*, *mage armor*, *magic missile*.

Encounter 12: The Lift

APL 4 (EL 6)

☛ **Mimic, half-fiend;** CR6; Large outsider; HD 7d8+35; hp 66; Init +2; Spd 10ft; AC 15 (touch 12, flat-footed 13); Atk +12 melee (1d8+6, slam), and +7 melee (1d8+3, bite), and +7 melee (1d6+3 claw); SA Adhesive, spell-like abilities; SQ Mimic-shape, acid & poison immunity, darkvision 60ft, cold, electricity, and fire resistance 20; AL CE; SV Fort +10 Ref +7 Will +8; Str 23, Dex 14, Con 21, Int 12, Wis 17, Cha 14.

Skills and Feats: Climb +15, Disguise +14, Listen +12, Spot +12, Concentration +10, Tumble +7; Skill Focus (Disguise)

Spell-like Abilities: *darkness* 3/day, *desecrate* 1/day, *unholy blight* 1/day, *poison* 1/day

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items touching it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A mimic makes one automatic slam attack each round against any creature stuck to it. A weapon that strikes an adhesive-coated mimic is also stuck fast unless the wielder succeeds at a Reflex save (DC 16). A successful Strength check (DC 16) is needed to pry it off. Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the mimic still has a +4 bonus to grapple checks. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough

texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check.

APL 6 & 8 (EL 8 & 10)

☛ **Mimic, advanced half-fiend**; CR8; Huge outsider; HD 14d8+98; hp 161; Init +5; Spd 10ft; AC 16 (touch 11, flat-footed 15); Atk +22 melee (2d6+10 slam), and +20 melee (1d8+5 bite), and +20 melee (1d6+5 claw); SA Adhesive, spell-like abilities; SQ Mimic-shape, acid & poison immunity, darkvision 60ft, cold, electricity, and fire resistance 20; AL CE; SV Fort +16 Ref +10 Will +12; Str 31, Dex 12, Con 25, Int 12, Wis 17, Cha 14.

Skills and Feats: Climb +26, Disguise +21, Listen +19, Spot +19, Concentration +15, Tumble +9; Improved Initiative, Multiattack, Skill Focus (Disguise)

Spell-like Abilities: *darkness* 3/day, *desecrate* 1/day, *unholy blight* 1/day, *poison* 1/day, *contagion* 1/day, *blasphemy* 1/day, *unholy aura* 3/day.

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items touching it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A mimic makes one automatic slam attack each round against any creature stuck to it. A weapon that strikes an adhesive-coated mimic is also stuck fast unless the wielder succeeds at a Reflex save (DC 16). A successful Strength check (DC 16) is needed to pry it off. Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the mimic still has a +4 bonus to grapple checks. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly the same space. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check.

Encounter 13A: The Trash Compactor

APL 6 (EL 8)

☛ **Gelatinous cube, advanced**; CR5; Huge ooze; HD 8d10+52; hp 96; Init -5; Spd 15 ft; AC 3 (touch 3, flat-footed 3); Atk +4 melee (1d6+4 and 1d6 acid); SA Engulf, paralysis, acid; SQ: Blindsight, transparent, electricity immunity, ooze; SV Fort +6, Ref -2, Will -2; Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis (Ex): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Ooze: immune to poison, sleep, paralysis, stunning, polymorphing, critical hits, flanking and all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Oozes are blind but have the blindsight special quality.

APL 8 (EL 10)

☛ **Gelatinous cube, advanced**; CR7; Huge ooze; HD 12d10+68; hp 134; Init -5; Spd 15 ft; AC 3 (touch 3, flat-footed 3); Atk +7 melee (1d6+4 and 1d6 acid); SA Engulf, paralysis, acid; SQ Blindsight, transparent, electricity immunity, ooze; SV Fort +8, Ref +0, Will +0; Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis (Ex): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Ooze: immune to poison, sleep, paralysis, stunning, polymorphing, critical hits, flanking and all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Oozes are blind but have the blindsight special quality.

Encounter 14: Out of Thin Air

All APL's (EL 16)

☛ **Vaste Wizards (4):** medium-sized humanoid, human Wiz12; HD 12d4+15; hp 48; AC 13 (touch 12, flat-footed 11); Init +6; Spd 30 ft.; Face/reach 5/5; Atk melee +6/+1 (1d6/X2, quarterstaff) ranged +10/+5 (1d8/19-20, light crossbow); SA spells; AL CE; SV Fort +5, Ref +7, Will +10; Str 10, Dex 14, Con 13, Int, 20, Wis 12, Cha 8.

Skills and Feats: Concentration 16, Spellcraft +20, Knowledge (arcana) +20, Scry +15; Scribe Scroll, Toughness, Empower Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Heighten Spell, Subdual Substitution.

Spells Memorized (4/5/5/5/4/3/2; base DC 15 + spell level): 0 – *detect magic* X2, *mage hand*, *read magic*; 1st – *mage armor*, *magic missile* X3, *shield*; 2nd – *cat's grace*, *invisibility* X2, *Melf's acid arrow*, *mirror image*; 3rd – *dispel magic* X2, *fly*, *haste*, *subdual fireball*; 4th – *heightened hold person*, *ice storm*, *improved invisibility*, *summon monster IV*; 5th – *empowered subdual fireball*, *teleport* X2; 6th – *mass suggestion*, *summon monster VI*.

Equipment: *Cloak of Resistance +1*, *Amulet of Natural Armor +1*, *Wand of Lightning Bolt* (9th level caster), *Scroll of Flesh to Stone*, Tanglefoot bag

APPENDIX 2: NEW MONSTER

Breathdrinker (as presented in Monster Manual II)

Medium-Size Elemental (Air, Evil)

Hit Dice: 8d8+24 (60 hp)

Initiative +6

Speed: Fly 80 ft. (perfect)

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Attacks: Wind scythe +6 melee

Damage: Wind scythe 2d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Fear gaze, steal breathe

Special Qualities: Air mastery, DR 10/+1, elemental traits, invisibility

Saves: Fort +5, Ref +8, Will +3

Abilities: Str 11, Dex 15, Con 16, Int 14, Wis 13, Cha 14

Skills: Hide +12, Move Silently +8, Search +12, Spot +7, Wilderness Lore +9

Climate/Terrain: Temperate land or underground

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always chaotic evil

Advancement: 9-16 HD (Large); 17-24 (Huge)

The breathdrinker is a dreadful elemental that feeds on air extracted from the lungs of living creatures. How it actually derives sustenance from such a source is unknown, but the cruel monster seems to take great delight in stealing the breath of its helpless victims. The breathdrinker is normally invisible, except when attacking. When it does become visible, it roughly mimics the form of its chosen victim, appearing as a misty, translucent duplicate. Its eyes resemble tiny, red spheres of light. Most breathdrinkers reside on the Elemental Plane of Air. Occasionally, a breathdrinker summoned to the Material Plane by a spellcaster for a specific task (most often the slaying of a specific target) decides to stay on after completing the assignment. A creature that chooses this course nearly always does so because it enjoyed its task and wishes to continue bringing death and destruction.

Breathdrinkers speak Common and Auran.

Combat: breathdrinker lurks invisibly most of the time, waiting for prey to wander near. It normally selects a single creature as a victim, then spends some time stalking and watching its quarry before deciding on the best method of approach. Often, it simply waits for its chosen prey to fall asleep before attempting to steal its breath. Alternatively, it may first attempt to render the creature helpless with its gaze attack, then follow up with its steal breath attack. The breathdrinker is single-minded to a fault - once it selects as victim, it does not rest until it has fully fed from that creature's lungs. Unless the breathdrinker is killed, it persists with its breath-stealing attacks until its chosen victim dies, then flees to digest its meal (a process that usually takes several days) before setting out to hunt again.

If attacked by creatures other than the one it has selected, the breathdrinker usually defends itself with a wind scythe - a plane of pressurized air that it forms from its own body. The creature does not use this attack against its chosen victim, preferring to kill that creature entirely through breath-stealing.

Fear Gaze (Su): Anyone within 30 feet of a breathdrinker who meets the creature's glowing red eyes must succeed at a Will saving throw (DC 16) or be paralyzed with fear for 1d4 rounds.

Steal Breath (Su): As a full-round action, a breathdrinker can attempt to suck the air from the lungs of any helpless creature within reach. The target must make a successful Fortitude saving throw (DC 17) or take 1d6 points of Constitution damage. The target dies when his or her Constitution score reaches 0. The breathdrinker heals 5 points of

damage for each point of Constitution the target loses, gaining any excess as temporary hit points. So long as the target remains helpless, the breathdrinker continues to use this attack against that creature every round until it dies.

Air Mastery (Ex): Any airborne creature takes a -1 penalty on attack and damage rolls made against a breath-drinker.

Elemental Traits (Ex): The breathdrinker is immune to poison, (sleep) paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected. The creature also has darkvision (60-foot range).

Invisibility (Su): A breathdrinker can make itself invisible at will as a free action. This ability functions like an (invisibility) spell (caster level 8th), except that it lasts until the breathdrinker ends the effect, either by choice or by attacking.

HANDOUT #1

Excerpts from the journal scrolls of Aziva al'Tabar

8 Sunsebb, CY 586

Al Akbar, protect me. I have succeeded in infiltrating the Vaste. The Archons have long suspected this cult operating within our ranks of the Vay. Now that I have passed the disturbing and vile initiation rituals, it is my hope to discover what is happening here.

I have made the pledge of air and blood, and now have been taken to the Vaste's headquarters, formerly Hasik's Copper Mine in the Yatils. Security here is high. Even with the use of magic I will not be able to leave undetected. Getting messages out will be next to impossible. However, I have been bestowed with powerful magics of non-detection that I am confident will allow me to keep my identity intact. I shall also keep this journal in the hopes that at some point I shall be able to pass this news on to my Order.

26 Sunsebb

It is the promise of forgotten and powerful lore - lore that is forbidden to be known in Ket - that lures the young and the corrupted to the Vaste. I see it in their eyes, and I must feign that same lust lest I be found out. What is this lore? Magic that taints and twists and infuses air elementals with evil. Magic that fuses elementals and demons together. Magic designed to torment and create extreme pain for victims over time.

19 Fireseek, CY 587

Until now I have only been permitted to stay in the staff quarters, attend classes, and participate in patrols to keep the curious away from the headquarters. However, today I was permitted within and saw for myself the test-subjects for the experiments.

They are all Bisselites, prisoners of the invasion in 84. They have been held here for over 2 and a half years. They are kept in the most squalid conditions imaginable. I am told that at one time there were almost 150, but now less than a third survive. We are told that Bashira is on the verge of perfecting a weapon of mass destruction, one capable of killing thousands in one stroke - those who remain will be the first to test its potency. It is said already that a mass grave exists below the bottom of the elevator shaft. Al Akbar, protect their souls.

8 Readyng

Let me describe the camp here. There are 14 mages, all of varying ability. As well, over 40 hobgoblins act as guard - they are from the Red Skull tribe, and have traveled here from Iuz to provide muscle for the operation. Bashira, our archmage, works side by side with Grundig, a priest of Iuz. How is it that such a vile god should operate such in Ket with impunity? We all live in the quarters outside, while the prisoners and Grundig's demon assistants live within.

21 Readyng

I have discovered the answer to one of my questions. How can this camp operate in Ket unfettered? The Beygraf supports it. He finances our operations, and keeps its existence secret from mullahs. Is Zoltan in league with Iuz? What I do know is that he seeks the weapon that Bashira is creating, and has been said to describe what is happening to the Bisselite prisoners here as 'a good start'.

17 Coldeven

I must attempt to escape soon. I believe there are those in the camp beginning to suspect my true intentions.

3 Growfest

Extraordinary news. Beygraf Zoltan has been assassinated. The entire operation here is in an uproar - it is believed that the incoming administration will be much more moderate. Already I have heard their allies in Lopolla are eliminating all records of this mine and the prisoners held here. The archmage has decided this camp is to be abandoned, and that magics are to be used to hide its very existence. A few will stay behind to guard it. Some members of the Vaste have been given orders to return to life in Ket, seeking out those who know of the existence of this mine: the former owner, the slaves who worked here, the military escort that brought the prisoners, and quietly eliminate them so that no evidence remains.

2 Planting

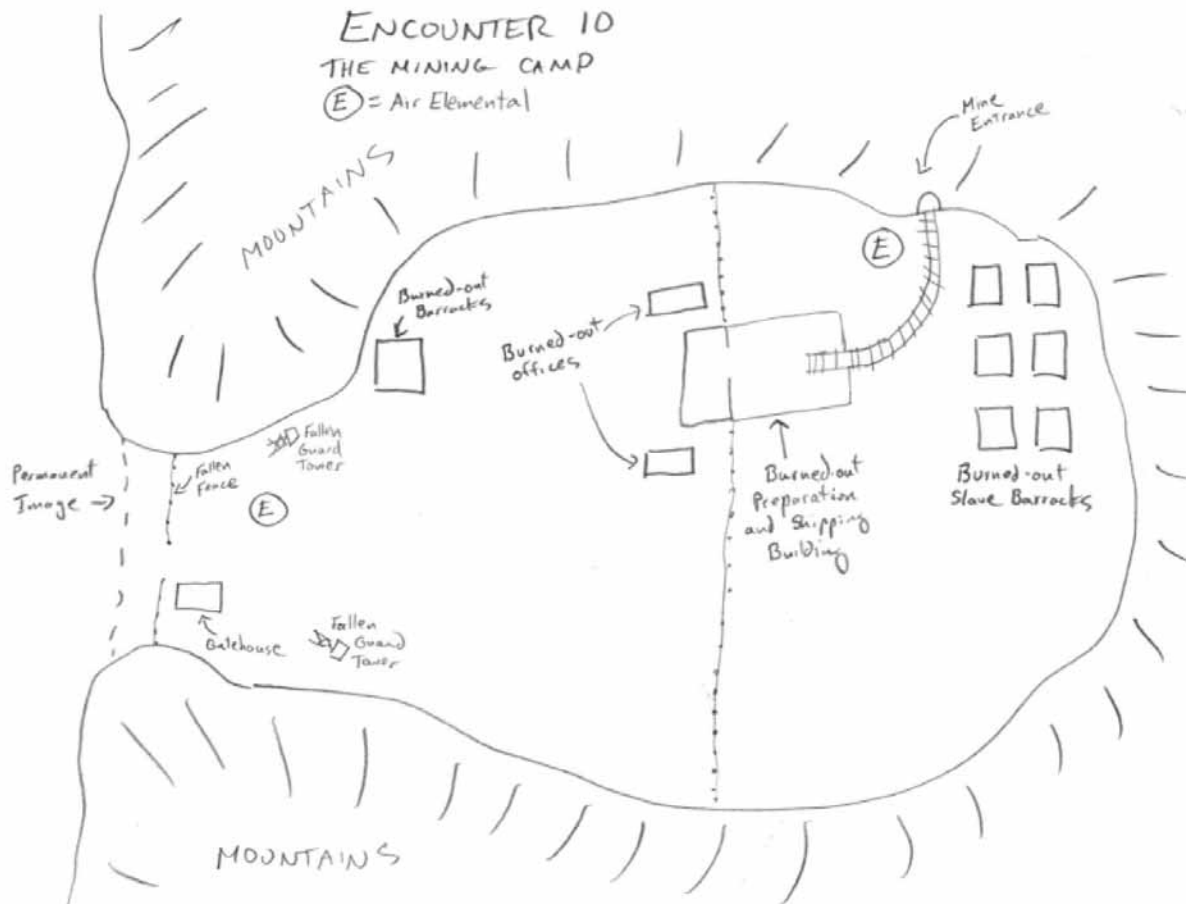
Tomorrow the operations here to new headquarters which have been in preparation for some time. All I know of the location is that it is high in the Yatils. As well, all the living prisoners will today be taken to the test chamber. The archmage wishes to test the efficacy of his work. I suspect though that they are on to me, and still there is no opportunity to escape. Perhaps tomorrow in the confusion...

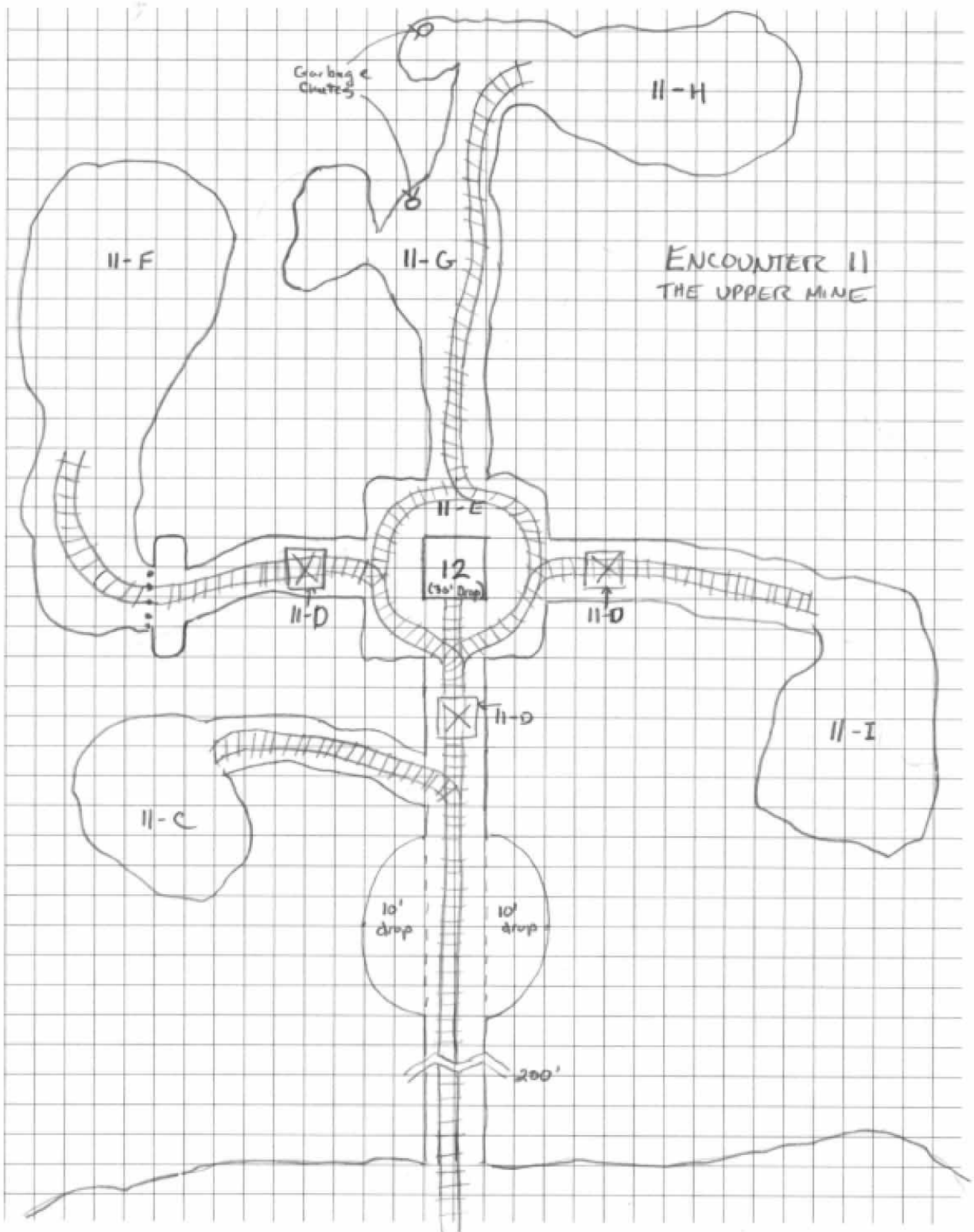
GUIDEBOOK FEATS

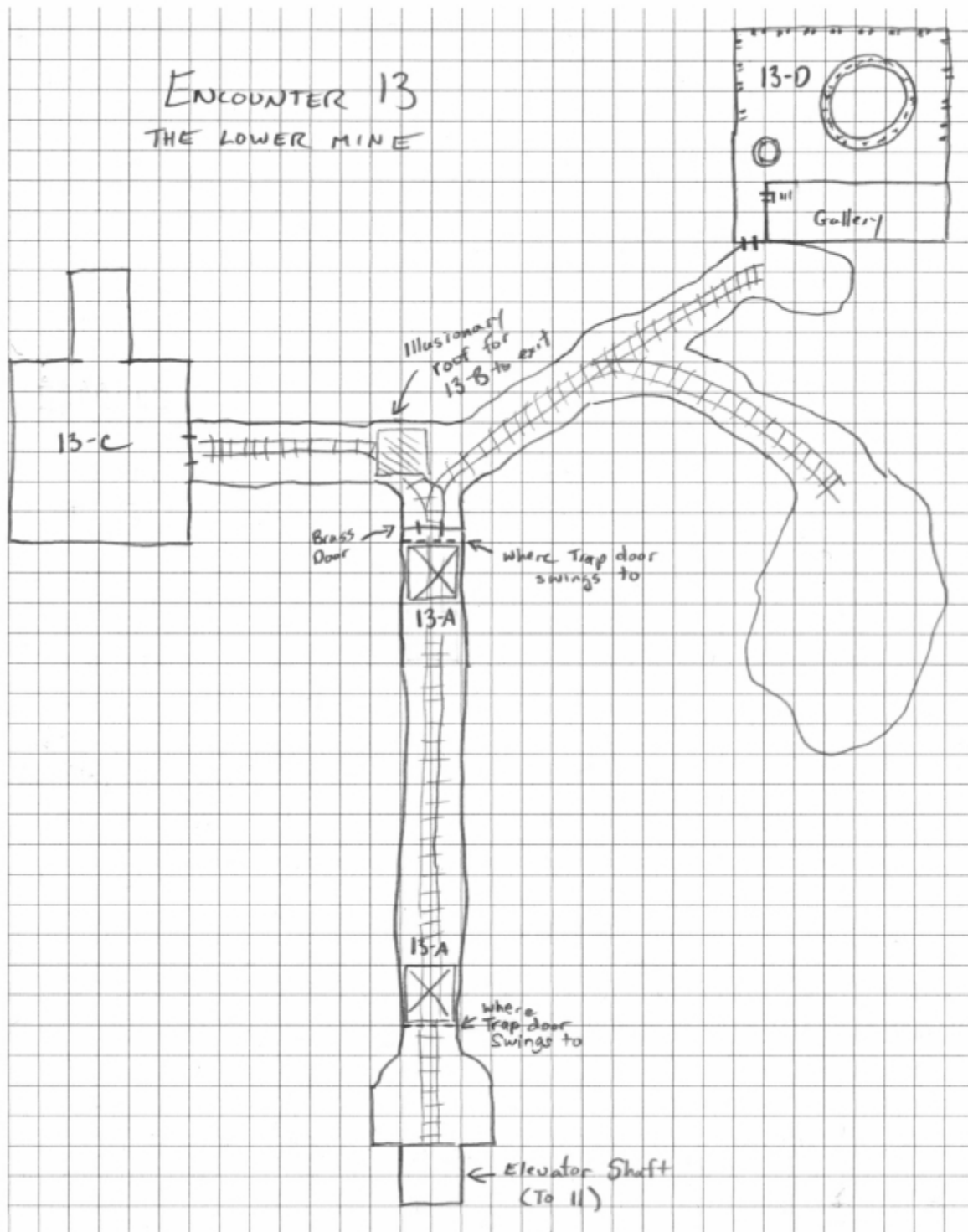
Subdual Substitution (Metamagic) You can modify a spell that uses energy to deal damage to deal subdual damage instead.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcana)

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt. For example, a (subdual fireball) spell works in the usual way, but the (subdual fireball) deals subdual damage instead of fire damage. A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.







AREAS 11 A + B CROSS-SECTION

