

to do (pre game)f

questions for players

I have four excellent questions about treasure.

- In Game 15, a mere 51 weeks ago, the party found a “Turn Extraplanar” necklace in a sarcophagus under Shear Pass. It’s power was the same as the Cleric power Turn Undead, except it functions against extraplanar and summoned creatures. To the best of my knowledge, that necklace was never explicitly claimed by any PC. Which PC might have taken that? From a brief look over the characters treasure, I’d guesstimate that Kasskar has scored more magic items than the others, so maybe Beowolf or Ord could be carrying it. If someone has it who’s not going to use it, I suggest they sell it as a Level 6 magic item.
- In Game 26, about 27 weeks ago, Kasskar defeated the Hobnail kingpin Horst, and took quite a haul of treasure from him and his lackeys, including 3600 gold that your Dungeonmaster intended to be split with the entire party. Keith correct me if I’m wrong but I believe Kasskar actually pocketed all that money, is that correct?
- In Game 27 at Morning Star Observatory, about 25 weeks ago, Aeris’ evil party defeated Ammiral’s marines, who had been armed with rockets. When the main party defeated Aeris’ party on Apogee in Game 31, would anyone from the main party have taken those rockets from the evil party?
- More generally, when the main party defeated Aeris’ evil party, were there any items the evil party was carrying that the main party would have taken? This would exclude Aeris’s items, which would have disappeared with him.

recap from previous games

Two games ago, the party rescued a prisoner at the Enfield Trading House. There, they also discovered that their old friend Mikal had psychic control of the Admiralty and Enfield House, but that mental trauma from Firestorm had broken his control and his victims’ minds. The lich Ishild revealed that he is the god of the Caliphate’s Al-Batin noble house - Ord’s lords. Ishild urged Ord to reclaim the Caliphate for the rightful noble houses.

Last game I think we discussed how Kasskar found blackmail information in the safe of the Enfield House patriarch. But in addition, Mikal had asked Kasskar to take the money from the safe, and give it to a certain person in the City of the Dead. So, in the safe, Kasskar found the blackmail information, but also one spectacularly valuable gem, which would be most of the

wealth in the safe, and one smaller gem worth 200 gold pieces. (Which presumably Kasskar would take for his cut.)

While Kasskar was opening the safe, the other players scrounged around the stateroom themselves. Beowolf, Jaris, and Ord found gems worth 3800 gold pieces each.

Then last game, the party bought the clipper Wayward from House Hanan, a Caliphate import-export house in Hollin. Recruiting Burns as captain, they sailed to al-Watan to search for the rightful caliphs' heirs. They infiltrated the island refuge of Cold Comfort, Krohn's corp of assassins. Searching for records, they were attacked by a hunter-seeker, then attacked by assassins escaping.

Raihim

When the characters re-enter the dome room, they see a figure sitting cross-legged on one of the caskets. His outfit is off-white with delicate embroidery. The pants fit his legs closely, with a kind of skirt that goes around his waist, and a fitted jacket that he wears open. He is shoeless. His hair is trimmed very close to his head.

Remaining sitting, he tells the players they have invaded Cold Comfort's refuge. He repeats this saying, "our *refuge*, man -- the fuck!" Regaining a little of his composure, he says: " My name is Raihim, or in your language, the Showerer of Blessings."

If the players try to move toward him, they'll get one move in, then Raihim will leap off the casket where he's sitting, and will reverse the gravity in the room, so that the bowl-like dome becomes the floor. Raihim and presumably the flying Ord can then duel on top of the floating caskets.

Interdimensional Air Strike

This should be a staff or something that the players can take.

Raihim treasure

Ord's sword Isra goes to +3, and gains dailies Bullet Time and Interdimensional Air Strike.

Al-Raqib, church of The Watchful

As the party is hurrying away from Cold Comfort's island, Ord's fellow rune priest Rana suggests they seek shelter at a former church of The Watchful, on the avenue from the docks to the Citadel, near the coliseum. He says he has friends there who can help hide them while they

decipher Cold Comfort's records, which could take time.

Determine which players will help, presumably those with intelligence and concentration.

The Grotesquery

While Ord and the others dig through Cold Comfort's books, Jaeris is wandering the streets near al-Watan's docks and finds a curious shop whose name translates as "The Grotesquery." The Grotesquery sells many curiosities that sailors have pawned: shriveled heads and withered monkey paws, erotic chalk sketches featuring little people or amputees, masks with long bird beaks for a nose and hair from what creature there's no telling. But among the many quaint and off putting items there, Jaeris also discovers that The Grotesquery is selling several very valuable items for a few coppers, apparently unaware of their value.

Offline, Jaris should select a level 12 magic item from the Grotesquery, which will cost him a few copper pieces. Have the other players roll. The runners up find an 11th level, 10th level, and 9th level item respectively.

In addition, this one time only, the players can find whatever other magic items they want there, and buy them for their book price using their accumulated gold or gems. If they want to sell any items there they can also do that according to the book.

Kasskar on the Street

On the street, Kasskar discovers that the crowd's favorite gladiator at the coliseum right now is a recently imported slave named Gafur. His rise has been surprising and meteoric, although some say lucky, and until this morning everyone was placing bets for Gafur to win in his fight today. But this morning, the ticket and Gafur's opponents were changed, and folks on the street were not sure what to think. So, it's caused a lot of confusion.

Kabir and Basit

As Ord and the others work on deciphering the records, they notice one of the priests there, Kabir, watching Ord and Beowolf curiously. If given the chance, he'll approach Ord and say that Ord has a spirit with him, and he asks if Ord can talk to the spirit.

Ord cannot, and Kabir will offer to teach Ord and Beowolf, a meditation ritual in which, once he's mastered the ritual, he'll be able to summon and possibly communicate the spirit. It will be a high DC roll that both will likely fail, but over their future travels in the desert, the isolation and monotony will increase their skill at this until they can summon the spirit.

If Ord will share some of his quest with the church priests, a scholar priest there, Basit, can give Ord some information on the the “long-forgotten allies” of the rightful heirs that Ishild mentioned. Basit says that when the Ninety-Nine came into the world, they entered it at the Well of Life. From their, they soon discovered that a kingdom of djinn ruled the desert, which mostly means ruling the wells, and held their courts and the oases. The Ninety-Nine conquered the djinn and made them swear fealty to the Ninety-Nine’s families. But with the rightful heirs missing, the djinn no longer recognize their fealty. A rightful heir could travel to the main djinn court, and claim their fealty.

The djinn are beings of fire, and their high court is in the worst part of the desert, God’s Anvil.

If Ord asks about the Anurr, Basit will say he doesn’t know but he can research it.

Rightful heir of The Maker

After a few days of working through the records, the party determines that most of the rightful lines have been completely destroyed. One exception is an heir of the nobles of the house of The Maker, named Gafur. Gafur’s family had been living in a foreign land for many generations, and were recently conquered and taken as slaves by the Hasib “family” of slavers. From very recent additions to Cold Comfort’s records, it is clear that this person has been brought to al-Watan as a slave. Further, Cold Comfort has decided that this person is already in imminent danger, and so instead of assassinating him, they will watch and wait.

The coliseum

Presumably the characters deduce that Gafur is going to be assassinated at the coliseum today and rush down there to find the fighters are already in the arena and the fight is about to begin.

So, it’s Gafur’s guys, the assassins, animals in cages, and plates on the arena that when you step on them cause the animals to be released. Fantastic animals like manticores -- giant scorpion, lion, armored rhino.

Possibly they escape back through the opening the gladiators came out from -- they (probably Beowulf) have to force the gate back open. There they would encounter other gladiators preparing to fight or in their quarters there, and also the slaver who owns Gafur.

Legendary Scorpion**Level 12 Soldier**

Gargantuan natural magical beast

XP 700

HP 123; Bloodied 61

Initiative +11

AC 28; Fortitude 25; Reflex 23; Will 24

Perception +8

Speed 7

Saving Throws +2; Action Points 1

Traits**Eight Legs**

The scorpion gains a +4 bonus to AC against opportunity attacks.

Standard Actions† **Pincer • At-Will***Attack:* Reach 4; +19 vs. AC*Hit:* 2d8 + 5 damage, and the target is knocked prone† **Dual Pincers • At-Will***Effect:* The legendary scorpion makes two pincer attacks← **Stinging Rain** (poison) • **recharge** when first bloodied*Attack:* Close burst 3 (one, two, or three enemies); +17 vs. AC*Hit:* 3d6 damage, and the target is slowed and takes ongoing 10 poison damage (save ends both)**Minor Actions**† **Pincer Slap • At-Will**, 1/round*Attack:* Reach 4; +17 vs. Fortitude*Hit:* The legendary scorpion slides the target 4 squares and the target is knocked prone**Triggered Actions**† **Punishing Stinger • At-Will***Trigger:* when an enemy hits the scorpion with a melee attack*Attack (Immediate Reaction):* Reach 4; +19 vs. AC*Hit:* Target gains vulnerable poison 5 until the end of the encounter**Str** 23 (+12) **Dex** 17 (+9) **Wis** 14 (+8)**Con** 19 (+10) **Int** 4 (+3) **Cha** 7 (+4)**Alignment** unaligned**Languages** understands Supernal[Dungeon Magazine 178](#)[See Compendium](#)

post game summary

Ord defeats the assassin Raihim under the dome of Cold Comfort's refuge. Cold Comfort's books reveal that The Maker's rightful heir is the slave Gafur, the crowd's favorite gladiator at al-Watan's coliseum. Learning that Gafur's next opponents have been replaced with assassins, the party rushes to the coliseum and interrupts the fight, killing the assassins and leaving the coliseum in chaos.

treasure given out

to do (post game)

- player questions to answer
- requests to send players after the game