

7-21 The Sun Orchid Schee

Player Handouts

Ascalaphus

September 27, 2016

Doggy Treats (3)

You've obtained three of the desert dogs' favourite treats. You can throw one in a dog's square (AC 5) and the dog will spend its next round eating it. You can also use them as extra spell components to raise the save DC of enchantment spells cast on the dogs by 2.

Chocolate

You've obtained some of the guards' chocolate rations. This is high-quality chocolate from Bloodcove, shipped via Aspenthar.

Chocolate is not good for desert dogs. If mixed with doggy treats, any dog eating such a treat will be sickened for 30 minutes.

Dog Handler

You've learned all of the desert dogs' command words and develop a rapport with the beasts. These command words allow the PCs to direct the desert dogs' actions with a successful DC 10 Handle Animal check.

Signals

You've learned the *dancing lights* signals used by the convoy. You know which patterns will tell the convoy to halt and the escorts to disperse and search the surrounding area for hidden threats.

Secrets of the Guards

You've learned some of the guards' embarrassing secrets and can use those against them. As a free action you can reveal a secret and stagger the guard with embarrassment for 1d3 rounds. This works once per guard.

Take His Place

One of the PC working in the barracks can replace one of the convoy mages.

General Route

You know the general route the convoy will take, so you don't have to go looking for them. You can get to 60 ft. of the convoy before they notice you.

Perfect Ambush Spot

You found an ideal ambush spot along the convoy's route. The PCs receive an automatic surprise round starting 30 ft. away from the convoy.

One Of Us

One of the PCs has gained a reputation as a trustworthy scout. The convoy will not recognize you as an enemy until you start your attack. The players receive a surprise round and can start anywhere on the map.

Altar Attack

(low tier)

The altar containing the *sun orchid elixir* is an animated object. It's slam can trip you.

You've noticed Temeera ordering workers to take turns walking in circles through the transport.

Altar Attack

(high tier)

The altar containing the *sun orchid elixir* is an animated object. It's made of hard stone, fast and can squeeze the life out of thieves.

You've noticed Temeera ordering workers to take turns walking in circles through the transport.

Altar Attack

(high tier, 4 players)

The altar containing the *sun orchid elixir* is an animated object. It's made of hard stone and quite fast.

You've noticed Temeera ordering workers to take turns walking in circles through the transport.

Secret Compartment

There's a secret compartment in the elixir room's back left corner.

X marks the spot

You know the switch to open the secret compartment. You also know the altar will focus its attacks on anyone holding a glowing vial.

It's A Trap! (low tier)

Entering the transport will trigger a trap that increases the desert heat to boiling point. The trap activates 2 rounds after entering and runs for 5 rounds. You know where the two switches are located that need to be disabled (DC 20) to stop it from activating, but they're located at opposite ends of the transport.

It's A Trap! (high tier)

Entering the transport will trigger a trap that increases the desert heat to boiling point. The trap activates 2 rounds after entering and runs for 5 rounds. You know where the two switches are located that need to be disabled (DC 25) to stop it from activating, but they're located at opposite ends of the transport.

Trap Blueprints

Lyshna's notes grant you a +4 circumstance bonus on Disable Device checks to disable the desert heat trap.

Lyshna's got a lot of jewelry with the royal seal of Aspenthar on it.

Off Switch You've identified a fatal weakness in the trap design. You can try to disable the trap from anywhere in the transport as a Move action using Disable Device or Use Magic Device at DC 10. This can be done untrained.

Secret Door

You've found the location of the transport's secret door, the only way in.

The Real Locks You know which of the locks on the chains around the transport are real. You don't need to waste time on fake ones.

Judging by the amount of bent lockpicks lying around, someone else has been trying too.

Transport Keys You have keys for all the real locks. You can unchain the transport as a full-round action without a skill check.

adamantine morningstar

Simple one-handed weapon
P/B, 1d8 (medium) or 1d6 (small) damage, 20/x2
Ignores hardness less than 20.

eyes of the eagle

Aura faint divination; **CL** 3rd

Slot eyes; **Price** 2,500 gp; **Weight** —

These lenses are made of special crystal and fit over the eyes of the wearer. They grant a +5 competence bonus on Perception checks. Both lenses must be worn to gain the benefit. Wearing only one causes a character to become dizzy and stunned for 1 round.

horn of fog

Aura faint conjuration; **CL** 3rd

Slot none; **Price** 2,000 gp; **Weight** 1 lb.

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an obscuring mist spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; a fog cloud travels 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

vest of escape

Aura faint conjuration and transmutation; **CL** 4th

Slot chest; **Price** 5,200 gp; **Weight** —

This simple silk vest looks nondescript, but is actually studded with numerous secret pockets sewn into its lining. Hidden inside these are magic lockpicks that provide a +4 competence bonus on Disable Device checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

reminder: the Disable Device bonus doesn't stack with masterwork thieves' tools