

## **8-09 FLOWCHART**

### **INTRODUCTION**

#### **30 MINUTES MAX' TO GET ALL TO INTRO' ONE ANOTHER AND FOLLOWING**

Read speech of Venture-Captain Esmayl ibn Qaradi in the Qadiran capital of Katheer - **page 4**

Followed by questions from PCs and the printed answers - **page 4**

If Exchange Faction PCs present: give out Handouts #1 & #2, and make sure they understand Guaril Karela means extortion etc. - **page 5**

Make Knowledge rolls (Local and Planes) - have Venture Captain give Local info' to 25, but not 30 (30 only if PCs roll) & only give Planes info' if PCs roll

### **TRAVELING TO ZJARRA**

Narrate teleportation - **page 5**

Greeting by Yasmine Zamara and her speech and the fact they can discuss any unethical tasks (the PCs can go to for info' before all missions) - **page 6**

### **GOING TO SEE QALKAMI MISHALQ**

Describe city a bit... and Cinderstone Manor - **page 6**

Qualkami gives her speech - **page 7**

*DC 15 Sense Motive check to see she shows no secret is safe*

*DC 31 Sense Motive check to see she does not want local help*

Followed by questions from PCs

Give out Handout #3

Check if any PC did #6-17 (for Bounty Collection) - **page 8**

*DC 25 Linguistics or Barrister or 18 INT or WIS to find loophole in Sohelia contract*

#### **30 MINUTES MAX' TO GET TO HERE**

### **THE PCs HAVE 3 ADVENTURES TO DO IN WHATEVER ORDER**

Let them choose order

**choice 1 - SAFEHOUSE** SHOULD TAKE 50 MINUTES MAX' (IF FIGHT)

ABOUT EACH OF QALKAMI'S TASKS.

**Eliminating the Inevitable:** Yasmine is familiar with Carlin, whose trial over the death of Grunyar Cragfell was rather public. She states that the trial is widely regarded as a disgrace, as Carlin was found innocent on a technicality. She advises the PCs that Carlin can probably provide them with enough details to allow them to convince his pursuer to leave him alone, if they want to avoid killing the inevitable, but she adds that if the PCs can get Carlin to reveal incriminating information, she can involve local law enforcement and ensure he faces justice, reminding the PCs that they are only obligated to protect him from the inevitable that is after him, not other threats.

Intro' (describe shop & vendor **rapidly**) - **page 8**

Discover Carlin Nestor **very fast**, just get them in w. narration

Carlin Nestor's speech

See if any PCs want to go against Qualkami and get Carlin to confess

*(DC23 Bluff or Diplo') this also helps "good" The Exchange*

See if any PCs do The Exchange operations (and for which camp) - **page 9**

Go to the trap meeting at the Warehouse

See if the PCs try to talk the Inevitable out of it (and if they succeed) - **page 10**

*DC18 Diplo' to be able to try*

*Then need to succeed at 3 out of 4 tests (c.f) can give up to +5 if clever, or use similar DCs for other skill if PCs smart about it*

If not: **fight!**

Perception check for treasure or cross from Chronicle sheet (note it down) - **page 11**

*Note also if Gold reduced from sheet*

**DONE IN 50 MINUTES MAX' (IF FIGHT)**

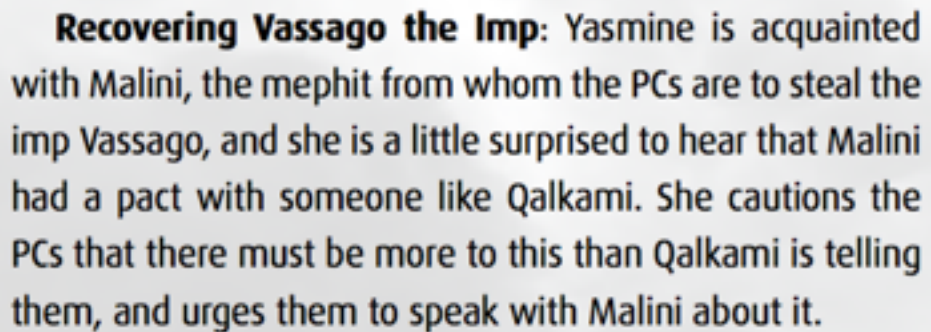
## **choice 2 - MAGIC SHOP**

**FOLLOWING SHOULD TAKE 45 MINUTES MAX'**

(ask directions or  
DC 15 Diplo  
Knowl Local)

Intro' (describe  
place) - **page 11**

See if the PCs  
infiltrate (with  
success) or go to  
speak to Malini?



**Recovering Vassago the Imp:** Yasmine is acquainted with Malini, the mephit from whom the PCs are to steal the imp Vassago, and she is a little surprised to hear that Malini had a pact with someone like Qalkami. She cautions the PCs that there must be more to this than Qalkami is telling them, and urges them to speak with Malini about it.

If speak with Malini, go to **B1** and describe (do the PCs try Bluff distract vs. Sense Motive +7 or Sneak vs. +10 Perception ; or ask directly - she says he is out ; or say honestly why here - she begs them to help her)

Can lead to fight (also with failed infiltration) w. Malini & Junk Golems - **page 11 and map page 12**

If speak and do not fight with Malini but strike deal - **page 14**

Go against Qalkami or not?

Must destroy contract (hp 20, hardness 10, Strength DC 24, is immune to fire, and recovers 2 hit points per round; damage from chaotic or good spells and weapons ignores the hardness) and Malini knows it is Warded (cf. - DC28 Perception or Detect Magic w. DC20 Arcana or Spellcraft... etc. etc. (must detect, suppress alarm, 3 successes w/o failing 2 to make forgery)

See if any PCs do The Exchange operations (and for which camp) for both Malini- **page 14** & the Imp - **page 15**

*Note also if Gold reduced from sheet*

- If go straight upstairs - **page 15**

**DONE IN 45 MINUTES MAX'**

### choice 3 - SOHELIA FOLLOWING SHOULD TAKE 40 MINUTES MAX'

Intro' - page 16

DC 15 Sense Motive to see that is vain

See if negotiation - page 17

Succeed in 4 tests before failing 3

Can give up to +3 bonus ; double bonus (or min' of +2) 1st time PCs

do each of the following: atter

Soheila and appeal to her vanity;

name various fees and expenses

that could explain the current percentage; hint that there may be other merchants

interested in the same contract, conveying a sense of urgency; or point out that Qalkami's plans to move to the City of Brass would bring Soheila's business to a new market.

PCs can try to use Magic (c.f.)

Or if leads to fight (can be moved to do so by Yohai)

See if PCs try to go against Qualkami by modifying clause

See if any PCs do The Exchange operations (and for which camp) - page 18

Note if Pearl of Power on Sheet

Note also if Gold reduced from sheet

DONE IN 40 MINUTES MAX'

**Negotiating with the Naga:** Yasmine asks to see the contract Qalkami gave them, and reads it over with them. Allow the group a new Linguistics or Profession (barrister) check to identify the opportunistic proviso, with a +5 bonus from Yasmine. Alternatively, Yasmine can attempt the check with a +14 bonus. If the check is a success, Yasmine points out the key clause the PCs could remove to quietly sabotage Qalkami's advantage.

### AFTER ALL 3 ARE DONE

#### FOLLOWING SHOULD TAKE 10 MINUTES MAX'

Meet with Qalkami - page 18

Get speech

Get info' & how to prepare (depends on what was done in the 3 tasks)

### BRIGHTCOAL ESTATE FOLLOWING SHOULD TAKE 30 MINUTES MAX'

Arriving, description (do they hide weapons or not) - page 18 & 19

If the PCs deal w. Basira to undermine Qalkami - page 19

List of how to conduct all the sabotage attempts (food, music, rumors, staff)

Some important PCs, give quick rundown of them - page 20

If fail a check by 5 or more OR when 3 sabotage succeed: FIGHT

DO IN 30 MINUTES MAX'

#### FOLLOWING SHOULD TAKE 30 MINUTES MAX'

When it goes to a fight (check sidebar to see how Basira scales) - page 21

Then the "police" arrive **CAN USE TO STOP EARLIER**

And see if PCs try to do the Exchange deals

DC 15 to spot Decanter (or cross of sheet) also check if gold reduced from sheet

DO IN 30 MINUTES

**Crashing Basira's Party:** Yasmine frowns. "Well, this sort of thing is normal in efreeti politics, and Basira is not an especially upstanding individual. On the other hand, he is a close trade partner with our embassy, and I would consider it a personal favor if you found a way to avoid fulfilling this task. Perhaps if you speak with Basira, you can work out some kind of arrangement?"

FOLLOWING SHOULD TAKE 10 MINUTES MAX'

**REPORT BACK TO QALKAMI**

If the PCs tried to go against Qalkami see if they get it away with it - **page 21**  
(see if the PCs get negative boon)

Do The Exchange faction notes if PCs did that - **page 22**

DO IN 10 MINUTES MAX'

WRAP UP IN 10 MINS

**PRIMARY SUCCESS**

**1 PP**

If 3 out of 4 tasks done  
(subverted or not)

**2nd PP -->**

**Secondary Success Conditions**

The PCs successfully complete their secondary mission if they succeed at the three initial tasks and successfully drive Basira to an enraged outburst in the final task, without Qalkami discovering that any tasks were subverted.

**Check which boon for The Exchange (have to have 2 ticks at minimum)**

SAFEHOUSE

pro Guaril Karela

pro Aaqir al'Hakam

MALINI

pro Guaril Karela

pro Aaqir al'Hakam

VASSAGO

pro Guaril Karela

pro Aaqir al'Hakam

NAGA

pro Guaril Karela

pro Aaqir al'Hakam

AT THE MANOR

pro Guaril Karela

pro Aaqir al'Hakam

NAGA

pro Guaril Karela

pro Aaqir al'Hakam

4 HOURS 15 MINS TOTAL IF ALL AT MAX'

LATER

**Reporting Notes**

If the PCs earned the Angering Qalkami boon, check box A on the reporting sheet. If the PCs convinced Soheila to sign the contract (rather than making a deal with Yohai), check box B. If members of the Exchange faction accomplished more tasks that favored Aaqir al'Hakam's agenda, check box C. If those faction members accomplished more tasks that favored Guaril Karela's agenda, instead check box D.