

## Foes of the Sekkadian Scouts

12th level

**Story Type:** Action/Mystery

**Goal:** Defeat the cerebrilith and its minions.

**Adventure Synopsis:** A cerebrilith is hunting psionic creatures, drawn by the high level of psionic activity in the area of Arkadia. He manipulates a variety of creatures into conflict with Copper and the Scouts. Following the clues brings the PC's directly into the realm of the fearsome demon, where they face and attempt to defeat him.

**Setup:** After returning to Arkadia, the Scouts are relaxing before starting to train other members of the Arkadian military in advanced science. A suspicious series of assassins plagues the group, mostly focused on Copper. Is it chance or a design? Each foe defeated has a strange gold disk engraved with the picture of a brain on one side and a strange symbol on the other.

**Plot:** Accumulation of Elements (clues)

**Heroes (Party Level 12):** Copper (Rog3/Mart2/Psi7), Rik (Rgr1/Drd11), Bram (Rgr4/Ftr2/Wiz5/Spellswd1), Kareena (Clr5/Wit6).

**Allies:**

- **Bix** (actually Dark Valpex in the guise of a friendly pseudodragon)
- **Meemas Almvek**, male gnome Rgr9/III3, scout with information on Graf Speergen
- **Commander Vaansa Ryswarden**, Heidann Rgr14, commander of the scouts regiment, prepared to accept Copper as a spy

**String of Villains:**

- **Kiwishta**, female prrex Rog5/Asn7, on contract from Graf Speergen
- **Jareth Blackston**, male Kraanicher Rog3/Psi8/Asn3, on contract from the Church of Pure Flame to kill Copper
- **Mindwalker Knights**, (4) Kraanicher PsW6/Mind4, backup for Jareth

- **Kwetko Taarvo**, male Jaani Mnk9/Shd3, recruiter for the Na Fanon
- **Zimbruck Groen**, male 1/2elf Psi12, recruiter for the Na Fanon
- **Jann Lazandaar**, PsW12, noticed Copper's lack of a tattoo and decided to do something about it
- **Rogue Brain Rats** (5), Psi8, chaotic neutral brain rats on a rampage against the two-legged oppressors

**Instigating Villain:** Cerebrilith (CR 14)

**Tricks/Traps:** Tracking down the coins leads to a specific merchant on a dark and sinister ship moored in the harbor. People all seem to walk by without noticing it, but it is very odd, black, and of disturbing design. Inside are traps and the cerebrilith.

**Finale:** Throne room battle.

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### Scene 1 – Back to Arkadia (EL –)

This scene involves the welcome home by the scouts, the officers, and the Baron.

### Scene 2 – Next Assignments (EL –)

This scene engages the PC's in discussions with Commander Ryswarden about their next assignments. She will talk with each character individually. This lays out the opportunity for Copper to work as a spy.

### Scene 3 – Bix takes a Break (EL –)

In this scene, Bix takes off for a while to straighten his hoard and see family.

### Scene 4 – Assassination (EL 12)

Kiwishta the assassin is good at her job. She finds the PC's by having dupes keep an eye out for the heroes. Then, she tails and observes them until she can identify a favorite spot or their residences. Once that is accomplished, she will strike. She prefers to take her targets alone and unprepared.

The tabaxi assassin strikes from surprise. Kiwishta will attempt to use a death attack on copper with her rapier. If this fails, she will

tumble back and fire her poisoned bolts, flee and return.

**Kiwishta:** female tabaxi Rog5/Asn7; CR 12; HD 5d6+7d6+24; 68 hp; Init +6 (Dex); Spd 30 ft.; AC 20 (+6 Dex, +7 half chain +3, +1 deflection); Atk +16/+11 melee (1d6, 15-20/x2, *rapier of subtlety*), +9/+4 melee or +15/+10 ranged (1d4, 19-20/x2, dagger), +16/+11 ranged (1d8, 19-20/x2, boltcaster), or 2 claws +10 melee (1d4); SQ low-light vision, sneak attack +7d6, evasion, uncanny dodge (+1 save vs. traps), death attack (Fort DC 19), poison use, +3 save vs. poison; AL CE; SV Fort +5, Ref +14, Will +2; Str 10, Dex 22, Con 14, Int 14, Wis 8, Cha 12.

**Skills & Feats:** Balance +12, Climb +8, Disable Device +19\*, Gather Information +10, Hide +33, Jump +10, Listen +1, Move Silently +33, Open Lock +23\*, Pick Pocket +14, Search +19, Spot +1, Tumble +20; Ambidexterity, Improved Critical (rapier), Two-Weapon Fighting, Weapon Finesse (claws), Weapon Finesse (rapier), Weapon Focus (rapier).

**Spells Prepared:** (3/2/1/0) – (1st) change self, (x2), obscuring mist; (2nd) alter self, undetectable alignment; (3rd) invisibility.

**Possessions:** *Rapier of subtlety*, dagger (mw), +3 *half chain armor*, hand boltcaster (mw), 50 bolts (mw), 10 poisoned bolts (mw) (large scorpion venom DC 18, 1d6 Str/1d6 Str), *gloves of dexterity* +2, masterwork thieves' tools\*, *cloak and boots of elvenkind*, *ring of protection* +1, assorted knick-knacks and sundries, potions: 2 *cure moderate wounds*, *expeditious retreat*, *gaseous form*, *flying*.

## Scene 5 – Jareth and the Mindwalkers (EL 15)

Jareth moves first, followed by the mindwalkers if it looks like he will have any trouble. If not, they keep the scene clear of onlookers.

### Jareth Blackston

**Jareth Blackston:** Male Kraanicher Rog3/Psion8/Asn3; HD 6d6+8d4+56; 105 hp; Init +3 (Dex); Spd 30 ft.; AC 21; Atk +8/+3 melee (1d6-1, 18-20/x2, rapier), +13/+8 ranged (1d8, 19-20/x2, boltcaster); SQ Psicrystal, Kraanicher tattoo, psionics, talents (level+3/day); SV Fort +11, Ref +14, Will +15; Str 8, Dex 17, Con 18, Int 15, Wis 14, Cha 12.

**Skills & Feats:** Autohypnosis +13, Concentration +14, Disable Device +19, Disguise +5, Hide +28, Knowledge (Kraanicher) +4, Knowledge (psionics) +11, Move Silently +28, Open Lock +20, Psicraft

+13, Search +19; Craft Dorje, Inertial Armor, Hide Power (aural), Greater Psionic Focus (psychokinesis), Psionic Focus (psychokinesis), Upgrade Power.

**Psionics:** Power Points: 43. Powers 6/4/3/2/1: (0th) burst, catfall, detect psionics, far hand, inking, missive. (1st-1) combat precognition, conceal thoughts, control object, disable. (2nd-3) concussion, ectoplasmic cocoon, invisibility. (3rd-5) cone of sound, metaphysical weapon. (4th-7) inertial barrier. A/D: mind thrust, ego whip, id insinuation, mind blast/empty mind, thought shield, mental barrier, intellect fortress.

**Possessions:** Psicrystal (resolve), rapier (mw), hand boltcaster (mw), 40 bolts (mw), *cloak and boots of elvenkind*, *amulet of natural armor* +2, *ring of protection* +2, *dorje of concussion*, *dorje of ectoplasmic cocoon*, *vest of resistance* +3, *gloves of dexterity* +4, masterwork thieves' tools, assorted knick-knacks and sundries, potions & tattoos: 2 *cure light wounds*, 2 *body adjustment*, *invisibility*, *combat precognition*, *combat prescience*.

### The Mindwalkers

**Mindwalker Backup:** Male Kraanicher PsyWar6/Mind4; HD 10d8+20; 74 hp; Init +4 (Dex); Spd 80 ft.; AC 24; Atk +13/+8 melee (1d10+7, 19-20/x2, mindblade), +13/+8 ranged (1d12, x2, autopistol); SQ Kraanicher tattoo, psionics, talents (level+2/day), enhanced reserve 4, mind-blade +2, evasion, free draw; SV Fort +9, Ref +10, Will +6; Str 14, Dex 18, Con 14, Int 14, Wis 14, Cha 12.

**Skills & Feats:** Autohypnosis +8, Balance +3, Climb +15, Concentration +15, Jump +27, Knowledge (Kraanicher) +4, Knowledge (psionics) +6, Knowledge (war) +10, Stabilize Self +3, Swim +2, Tumble +18; Deep Impact, Exotic Weapon (bastard sword), Mental Leap, Power Attack, Psionic Weapon, Pressing Attack, Speed of Thought, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Psionics:** Power Points: 33. Powers 3/3/3/2/1: (0th) burst, catfall, lesser natural armor. (1st) combat precognition, lesser metaphysical weapon, vigor. (2nd) animal affinity, combat prescience, vigilance. (3rd) displacement, metaphysical weapon. (4th) inertial barrier. A/D: mind thrust/empty mind, thought shield.

**Possessions:** Heavy autopistol w/ laser sight (mw), 4 clips of 20 bullets (200 ft. incr.), *half-chain armor* +4, *cloak of resistance* +1, *ring of protection* +2, *boots of striding and springing*, *gloves of dexterity* +2, assorted knick-knacks and sundries, potions & tattoos: 2 *cure light wounds*, 2 *body*

*adjustment, invisibility, combat precognition, combat prescience.*

### **Scene 6 – Recruiter #1 (EL 12)**

This scene makes the first interaction with the Na Fanon recruiter who mistakes the PC for an enemy agent.

**Kwetko Taarvo:** Male Jaani Mnk9; CR 12; HD 12d8+12; 69 hp; Init +2; Spd 70 ft.; AC 21; Atk +14/+11/+8 melee (1d12+2, x2, unarmed), +14/+9 ranged (1d8+2, 19-20/x2, boltcaster); SQ ; SV Fort +9, Ref +10, Will +11; Str 14, Dex 15, Con 12, Int 10, Wis 16, Cha 8.

*Skills & Feats:* Balance +19, Jump +19, Hide +17, Move Silently +17, Tumble +19; Dodge, Flying Kick, Mobility, Power Attack, Spring Attack, Weapon Focus (unarmed).

Possessions: Sash of Mighty Fists +2; +1 hand boltcaster, +1 bolts; ring of protection +1, amulet of natural armor +1, bracers of armor +2, potions: cure moderate wounds, heroism, 2 cat's grace, assorted knick-knacks and sundries.

### **Scene 7 – Recruiter #2 (EL 12)**

This scene brings in the second recruiter who is unhappy about the treatment his friend received (regardless of the actual outcome, since he is charmed).

**Zimbruck Groen,** male 1/2elf Psi12, recruiter for the Na Fanon

### **Scene 8 – Info on the Graf Speergen (EL – )**

This scene makes the encounter link with Meemas Almvek, the gnomish scout. Meemas offers the PC's the information he has about Graf Speergen's continued rise to domination of the Tablelands. He doesn't think that winter will stop the goblin's activities. In fact, he suspects that it will give the goblin warlord the time to focus on finding and looting more ruins.

### **Scene 9 – Jann Lazandaar (EL 12)**

This scene introduces another would-be Kraanicher defender of racial purity. He notices that Copper has no tattoo but appears Kraanicher and decides to do something about it.

**Jann Lazandaar:** Male Kraanicher Psychic Warrior6 / Mindwalker Knight 6; CR 12; HD 12d8+24; 88 hp; Init +4 (Dex); Spd 80 ft.; AC 25; Atk +16/+11 melee (1d10+9, 19-20/x2, mind-blade), +15/+10 ranged (1d12, x2, autopistol); SQ Kraanicher tattoo, psionics, talents (level+2/day), enhanced reserve 6, mind-blade +3, improved evasion, free draw; SV Fort +10, Ref +11, Will +7; Str 17, Dex 18, Con 14, Int 14, Wis 14, Cha 12.

*Skills & Feats:* Autohypnosis +14, Balance +3, Climb +18, Concentration +17, Jump +30 (144 ft x 36 ft. standing jumps), Knowledge (Kraanicher) +4, Knowledge (psionics) +6, Knowledge (war) +10, Stabilize Self +4, Swim +3, Tumble +20; Deep Impact, Exotic Weapon (bastard sword), Dodge, Mental Leap (x2), Power Attack, Psionic Weapon, Pressing Attack, Speed of Thought, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

*Psionics:* Power Points: 47. Powers 3/3/3/2: (0th) burst, catfall, lesser natural armor. (1st) combat precognition, lesser metaphysical weapon, vigor. (2nd) animal affinity, combat prescience, vigilance. (3rd) displacement, improved biofeedback, metaphysical weapon. (4th) dimension door, inertial barrier. A/D: mind thrust/empty mind, thought shield.

*Possessions:* Heavy autopistol w/ laser sight (mw), 4 clips of 20 bullets (200 ft. incr.), *half-chain armor* +5, *cloak of resistance* +1, *ring of protection* +2, *ring of mind shielding*, *hat of disguise*, *boots of striding and springing*, *gloves of dexterity* +2, *belt of strength* +2, assorted knick-knacks and sundries, potions & tattoos: 2 *cure serious wounds*, 2 *body adjustment, invisibility, combat precognition, combat prescience.*

### **Scene 10 – Brain Rats (EL 12)**

This scene presents the brain rats on a rampage.

### **Scene 11 – To the Ship (EL 14)**

This scene is the climax with the discovery of the strange ship in the harbor that everyone seems to be ignoring or simply not seeing. The cerebrilith is aboard, waiting for psions to come to him. Use the Psionics Handbook stats for the cerebrilith.