

KET7-01

Balance of Secrets

A One -Round Dungeons & Dragons® Living Greyhawk™ Adventure set in the Region of Ket

by Penn Davies & Alan Brown

Circle Reviewer: Tim Sech

Playtesters: Matthew Brown, Daniel Clague, Tim Clague, Steve Ellement, Jeffrey Everets, Scott Unger, Jay Barradell, Heather Davies, Oren Satov, Sandy Sine, Sara Swift, Sarah Clare, Craig Copeland, Jason Hrabí, Andrew Jaremkow and Dru Moore.

Gainful employment, simple task, reasonable compensation. It all sounds pretty standard for your average band of brave adventurers. But balance counts for everything this time. And do the pink chickens really know what's going on? A one-round regional adventure set in Ket for characters level 1-14 (APLs 2-12), particularly suitable for members of the Seekers of the Perfect Forms, the Shadows of Xan Yae, and the Stouthearts. Part 1 of the "Seeking Balance" series.

Resources for this adventure include *Complete Adventurer* [Jesse Decker], *Complete Warrior* [Andy Collins], *Dungeon Masters Guide II* [Jesse Decker], *Fiendish Codex I* [James Jacob], *Fiend Folio* [James Wyatt], *Miniatures Handbook* [Jonathan Tweet], *Monster Manual II* [Jeff Grubb], *Races of Stone* [Jesse Decker], *Races of the Wild* [Skip Williams] and *Spell Compendium* [Matthew Sernett].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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	5	6	7
	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 step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Ket adventure. All characters with a home region of Ket pay 1 Time Unit; all other characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

MORAD AND THE LANTERN

(To avoid giving away possible spoilers that might lessen the enjoyment of DMs wishing to play future parts of this story arc, certain details of the back story have been left out.)

During the Greyhawk Wars, an agent of Iuz in Ket named Morad heard about a powerful artifact called the Lantern of Dharmal that was currently in the possession of a monastery of Xan Yae monks in the city of Polvar. Deciding to infiltrate the Temple, Morad learned all he could about being a monk of Xan Yae. When he was satisfied that he could successfully pass for a monk, at least for a few days, Morad traveled to Polvar. Before introducing himself at the Temple—a very old enclave called the Temple of Cherry Leaves Upon A Pool Of Water—he spent some time in the neighborhood, learning what he could of the temple. To his alarm, Morad discovered that the master of the temple, Rameen, had left a few months before, taking a few chosen monks and the Lantern with him. Investigating further, he learned that Rameen had decided the Lantern was too dangerous for anyone to use, but also too dangerous to destroy, and had resolved to hide it in the Yatil Mountains.

By following a supply caravan from the temple, Morad managed to discover the location of a cave entrance. Spying on the small team of monks, he made note of their routine when they emerged for air and light, and quickly "arranged" for one of the monks to be killed in a small landslide one evening. He returned to Polvar and intercepted the note that Rameen sent asking for a replacement, then traveled back to the cavern and presented himself as a monk newly arrived in Polvar who had been sent to the cave as a replacement.

Rameen sensed something wrong, but Morad had arrived just as they were about to seal up the complex, and Rameen decided to finish this project before investigating this new monk. Not trusting Morad enough to let him past the Gate of the complex, Rameen gave him the role of cook in the temporary kitchen set up in the outer cave. Ironically, this had been the role of the monk that Morad had killed.

Morad was concerned that the Gate to the complex would be sealed very soon, and also disturbed that Rameen would not allow him past the Gate into the complex to see the Lantern. However, he bided his time.

His chance appeared to come a few days later, when Rameen prepared to seal the Gate to the complex. The Gate had been designed so that it would take a number of

people working together to open or close the Gate. To use fewer people than necessary would trigger a deadly trap.

Morad was summoned from his kitchen to the Gate Room. From beyond the open Gate, he could hear the roar of some enraged creature. There were some holes in the wall on either side of the Gate, spaced ten feet apart. Morad was told to stand in front of one of the holes, reach inside and grasp a metal handle. Upon a signal from Rameen, everyone would twist their handle to the left. Rameen reminded them that failure to work together at exactly the same time would result in everyone's death.

Morad saw his chance, and as Rameen called for everyone to turn their handles, Morad pulled his hand away from his handle. Instantly bolts of lightning burst forth from every handle, arcing back and forth between everyone in the room. Every monk touching a handle was killed instantly. Morad himself was thrown off his feet by the force of the blast, but his *ring of energy resistance* and the fact that he was not touching the handle saved his life.

Groggy, his ears ringing from the blast, he got to his feet and walked toward the open Gate. However, his triumph was short-lived—with a click, the handle that he himself had not touched turned to the left on its own, and the Gate slid shut. Once closed, the wall was a complete blank. Using his Search skills, Morad determined that trying to physically break through the wall would trigger the trap again.

Looking for clues about how to get in, and what to do when he got in, he searched Rameen's body, but found nothing helpful except the key to the front door of the complex. However, in Rameen's room he found blueprints of the entire complex tacked to the wall. He tore off the two sheets that showed the Gate Room and the room holding the Lantern, and returned to his room to read them. By the time he got there, he saw to his horror that the ink on the plans was already beginning to fade. He had only enough time to read something about an idol that must be kept in balance and a demon. Then the pages were blank.

Morad added it up: a Gate that needed several people to open, traps and demons waiting on the other side. This was one artifact that would have to wait for another day.

Packing up his things, he locked the front gate of the complex with Rameen's key, and then deliberately started a landslide to cover up the cave entrance. As he traveled out of the mountains, he carefully made a map of the cavern's location.

MORAD BECOMES MORTEZA

As this adventure starts, Morad has changed his name to Morteza, and has spent the past ten years establishing a deep cover for himself. Realizing that the secrecy of the Xan Yae religion could work in his favor, he

has established a fake temple of Xan Yae in Lopolla, To make his cover stronger, he has staffed the temple with actual monks of Xan Yae who go about their business believing that they are part of an actual Xan Yae monastery—Morteza is the only person in the “temple” who knows the truth and does not worship Xan Yae.

Now he feels it is time to collect the Lantern. Morteza has told his senior assistant, Najmeh, about the Lantern and how dangerous it would be to leave an artifact like this unguarded in the wilderness. Not willing to risk the monks that provide his cover, he has been looking for a group of adventurers known for their teamwork. Each time he hears of a group, he surreptitiously tests them by setting them a task—retrieving chickens, etc.

When he finally finds a group he feels is up to the task, he will not meet with them directly in case one of the adventurers can *detect evil*.

TIME OF YEAR AND WEATHER

This adventure takes places during the spring month of Flocktime. The weather is cool but clear and sunny for the length of the adventure.

TENSION ON THE SOUTHERN BORDER

There has been an increasing tension along the border with Bissel that may or may not escalate into war. All adventurers from the Sheldomar Valley (Bissel, Geoff, Principality of Ulek, Keoland, Gran March, or Yeomanry) are viewed with suspicion, especially by Threshers.

ADVENTURE SUMMARY

Summary: The adventurers, after demonstrating their ability to act as a team, are hired by a Temple of Xan Yae to recover a lost artifact. They must find a way through numerous traps and opponents in order to recover the artifact, and then must decide to whom they should give the Lantern.

Introduction: Roleplaying. An opportunity to shop in the Ourmistan outside Lopolla, and meet everyone in the party.

1: Retrieval Service Roleplaying. A Rhenee fortuneteller asks them to retrieve her escaped chickens before they end up in someone's cooking pot. If they are successful, she offers to tell their fortune.

2: The Temple Roleplaying. The PCs are invited to a Xan Yae temple in Lopolla, where they are given an assignment—to retrieve a lantern from an ancient cavern.

3: Papers Roleplaying. The PCs are stopped by a Thresher patrol outside Polvar and asked for travel papers. There is the possibility they will be arrested, but they will be released the next day.

4: Landslide Trap. Finding the entrance to the cavern may trigger a landslide.

5: The Entrance Roleplaying. Entrance Cavern has a locked door leading to the complex.

6: The Gate Room Trap. Gate Room has an opening mechanism that must be used by all PCs at the same time or else the trap is triggered. There are clues hidden here about how to safely open the Gate.

7: The Second Tunnel Roleplaying. Some storage rooms.

8: Ball & Chain Room Combat. Entering a room filled with spheres of acid hanging from chains, the PCs must fight a horde of Skeroloths.

9: The Idol Combat. The PCs find an outsider trapped in a pentagram and an idol. They may or may not have to fight the outsider, depending on how they remove the artifact from the idol.

Conclusion: Roleplaying. The PCs must decide what to do with the artifact—turn it over to authorities or give it to Temple of Xan Yae in Lopolla for their money.

PREPARATION FOR PLAY

As with any LG adventure, the DM should ascertain all of the following before the adventure:

- Is anyone crafting magic items? A MIC must be completed before the adventure begins.
- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL
- Does any PC have game effects such as curses, lycanthropy or play bonuses?
- Ask to see all spell lists.
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones?
- Check PCs' lifestyle and upkeep.
- Does anyone have outstanding **Lawbreaker** status (formerly **Warrant of Ket**)?

In addition, this adventure will also require the following information:

- Make note of any PCs (or their animal companions) who have Scent (will smell decay when they enter the cavern complex's first tunnel.)
- Ask for race/class, Ket metaorg memberships, deity worshipped and a brief backstory of each PC. Make note of the following:
 - Players with Profession (Farmer) or farming background in their backstory (will get bonuses to catching chickens in **Encounter 1**)
 - Worshippers of Xan Yae (will not have to make Knowledge (Religion) checks with regards to Xan Yae symbols and theology)
 - Members any Ket metaorgs, especially the Stouthearts, Seekers of the Perfect Forms, or Shadows of Xan Yae (AR rewards)

If the players have not played together before, the DM can easily make this information gathering part of the **Introduction** (see below).

INTRODUCTION

It is a sunny but cool spring afternoon in the Ourmistan—the tent city that lies just outside the Market Gate of Lopolla. Feeling the need to stretch your legs after a long dull winter, you have been walking through the Ourmistan for several hours, enjoying the colorful panoply of silk tents and merchant house banners. A dozen languages spice the air as foreign traders negotiate with belligerent caravaneers, their shouts and arguments drowned out by the cacophony of animals penned up or corralled around you. The smell of exotic food from far-distant lands adds zest to the already lively atmosphere, and you have already traded stories of your own adventures for some samples of food and a few sips of foreign ales and wines.

If the players have not gamed together before, tell them that they have met each other by chance while ordering a refreshing drink somewhere in the Ourmistan. This is an opportunity for them to introduce themselves and tell a little of their background.

The Ourmistan is full of traders and merchants—PCs may also shop as per the LGCS. (Count the Ourmistan as an extension of Lopolla, a city of 27,000, with a limit of 100,000 gp.)

Once the players have finished shopping, move to Encounter One.

1: RETRIEVAL SERVICE

Without warning, two rather large white chickens charge through your feet and disappear between some nearby tents. You blink and rub your eyes—did those chickens have a slight pink hue? You shrug and take another step, but a beautiful young Rhennee woman comes running up to you, tears streaming down her face. She sobs in accented Common, “Help me please. My twelve magical hens are my focus when I divine the future. I am supposed to tell the fortunes of the five Beys of Zinrah tomorrow at the Copper Palace, but someone opened my chicken coop and let all of my hens escape. Can you use all the means at your disposal to find them before they end up in someone’s cooking pot? I am not a rich woman, but I will give you all that I have if you can bring them back to me alive!” She holds out a few silver pieces to you, apparently all the money she possesses.

The party can see a red tent nearby, with two large draught horses picketed beside a green caravan wagon. There’s an empty chicken coop beside the caravan, its small gate swinging open. The last of the chicken flock is disappearing between tents.

The woman is Jentella, a Rhennee woman, and she owns a flock of 12 chickens that she claims help her with her fortune telling.

If the party agrees to help Jentella, their success depends on how soon they get started, for the chickens will very rapidly disappear into a dozen stewpots if the party delays to converse with Jentella, or decides to investigate the open gate of the chicken coop. Jentella knows her chickens are in mortal danger, and if the adventurers delay for more than a few seconds, she will start sobbing again, sure that her hens are doomed if the hunt for them doesn’t start right away.

If the adventurers refuse to help, move to **Encounter 2** with the result “**Failed.**”

If the adventurers agree to help Jentella immediately, ask the players how they will accomplish this task. Pay special attention to whether they are acting in a coordinated fashion, or whether they are all just running off into the Ourmistan on their own. *Do not try to suggest that they should act as a team—let them come to their own decision about this.*

Once the party has determined a plan, have one person in the party make a DC 25 Charisma check to determine success. Use the following modifiers, which can stack:

- The majority of the party quickly agrees to some sort of team plan: +10

- Party starts immediately and with sense of urgency: +5
- +2 for each person with at least 1 rank in Handle Animal, and +3 for each person with Skill Focus: Handle Animal
- +2 for every person with Wild Empathy
- -2 for each carnivore-type familiar or animal companion (that is, an animal that would eat normally hunt and eat a chicken) that accompanies its master while chickens are being rounded up
- +3 for each person with Profession (farmer) or with farming background
- +1 for each person with Improved Grapple
- +1 for each person who uses a net
- +1 for each use of any other relevant skills (allow some player creativity here—feel free to count creative spell usage—such as using spells with non-lethal substitution—or other creative plans by players. Likewise, subtract points for plans that are clearly counterproductive to the task)

For each point below the required DC, the adventurers fail to find 1 chicken. (Therefore at 12 points below the DC, the party fails to find any chickens.)

If the adventurers investigate the chicken coop (either before or after the chicken retrieval), they find there is nothing wrong with the latch. If they question neighboring merchants, a quick (5- to 10-minute) Gather Information reveals

[DC 15] An older man, thinning white hair, slim, erect, no visible weapons or armor, nondescript clothing, was seen “hanging around” the area for about 30 minutes before the chicken incident, but no one saw him near the coop.

[DC 20] The man intently watched the adventurers’ efforts to recover the chickens for a few minutes, but he left before they were finished.

IF THE PARTY RECOVERS ALL 12 HENS

“I am so grateful,” Jentella chortles as she shoos the last of the wily chickens back into the coop. “These chickens are my livelihood, for they reveal the true path to the knowledge of the future.” She looks at you—almost THROUGH you—and then nods as if satisfied. “You have done me and my family a great service. I will tell your fortune if you would know it.”

The party takes the result “**Excellent Success**” into **Encounter 2**. The party can either accept all of Jentella’s money (6 sp) or she can tell their fortunes. Each player adds a +5 circumstance bonus to the fortune-telling roll. (See **DM Aid 1 - Jentella’s Fortunes** for fortune-telling procedure.)

IF THE PARTY RECOVERS 7-11 HENS

"I am grateful," Jentalla says with a sigh as she shoos the last of the wily chickens back into the coop. "It is too bad you were not able to save all my hens, for they are my livelihood, the path to the knowledge of the future. Now I will have to wait until my flock has reached the number of 12 again" She looks at you—almost THROUGH you—and nods slowly. "You have done me and my family good service. I will tell your fortune if you would know it—be warned that without all of my chickens, my view of future events will be dim and shadowy."

The party takes the result "Success" into **Encounter 2**. The party can either accept all of Jentalla's money (6 sp) or she can tell their fortunes. (See **DM Aid 1 - Jentalla's Fortunes** for fortune-telling procedure.)

IF THE PARTY RECOVERS 4-6 HENS

Jentalla is grim-faced as she shoos the last of the wily chickens back into the coop. "My hens were my livelihood, the path to the knowledge of the future. Now how long until my flock has reached the number of 12 again?" She looks at you—almost THROUGH you—and nods slowly. "You have done your best. I will tell your fortune if you would know it—be warned that without my chickens, I may not be able to see your future path at all."

The party takes the result "Tried" into **Encounter 2**. She does not offer them her money (6 sp), but grudgingly offers to tell their fortunes. Each player adds a -5 circumstance penalty to their fortune-telling roll. (See **DM Aid 1 - Jentalla's Fortunes** for fortune-telling procedure.).

IF THE PARTY RECOVERS 0-3 HENS

Jentalla is grim-faced. "My hens were my livelihood, the path to the knowledge of the future." She looks at you—almost THROUGH you—and nods slowly. "Even without my chickens to aid me, I can see many things. Teamwork is the key. Do everything together. Learn that and they may yet write songs about you." She turns and slowly climbs up the steps of the caravan wagon and disappears inside.

The party takes the result "Failed" into **Encounter 2**.

Make careful note of the party's result—this will be used to calculate their gold for the adventure, and will have a bearing on AR awards.

If the PCs question Jentalla about her chickens and why they appear to have a tinge of pink to their feathers,

she assures them that the gods have provided them to her. It is a Sense Motive versus her Bluff (+12) to see she is bending the truth a little bit. If there is at least one surviving chicken, it is a DC 15 Knowledge (Nature) check or DC 15 Profession (farmer) check to know that this is a special breed of chicken, rarer and thus more expensive than the usual henhouse chicken, and this breed is especially noted for its brilliant white feathers.

If any PC made a successful Sense Motive regarding the pink chickens, a DC 20 Diplomacy check will get Jentalla to admit that the chickens are not born like this, but she refuses to reveal how they take on a pink hue.

Development: Regardless of success or failure, each member of the party will receive a note the next day at noon, offering them a job.

2: THE TEMPLE

This Encounter happens inside the city walls—remind the PCs that laws of Ket do not permit them to carry or wear any armor, shield or weapons other than dagger, quarterstaff or sap.

The note you received today at noon used the usual wording guaranteed to get your attention—gainful employment, simple task, reasonable compensation. So at the first hour after sunset, you are knocking on the door of a nondescript house in the Souk district of Lopolla. The door quickly opens before you finish knocking, and a slight hooded figure beckons you inside the dimly lit house, checking to see if anyone else is on the street before closing the door.

The figure leads you into a sparsely decorated room. Two small clay oil lamps provide a steady but dim light. The floors and walls are all covered with—or perhaps made out of—finely woven reed. On a low lacquered table against the far wall is a black marble carving of a lotus blossom. On the wall, an ink on parchment drawing of a crane is the only other art. There are no chairs, but several silk cushions lie on the woven reed floor, and your host gestures for you to sit. As you do, the figure draws back her hood, revealing a slim and attractive middle-aged Baklunish woman, her dark hair pulled back in a long braid.

She sits down on a cushion, looks at you and asks, "Can you keep a secret?"

A Knowledge (Religion) check will reveal the following:

[DC 10, can be tried untrained] A black lotus is the symbol of the Baklunish goddess Xan Yae.

[DC 12] Xan Yae is the Baklunish goddess of twilight, shadows and stealth, and her worshippers revere secrecy.

[DC 20] The followers of Xan Yae seek balance in all things, and wish to remove the excesses of unbalance—a complete devotion to Law, Good, Evil or Chaos, for instance—from society.

Any PC who is a worshipper of Xan Yae automatically knows all of the above. However, if the player asks, the PC will not have heard of this particular temple. The PC will realize that due to the systematic secrecy of the faith of Xan Yae, this would not be considered unusual.

All the PCs must agree that they can keep a secret before the woman will continue.

If they agree, she introduces herself as Sister Najmeh, a monk of the Temple of the Shadowy Darkness That Comes at the Second Hour After Midnight, one of the many hidden temples in Lopolla dedicated to the goddess Xan Yae. She indicates that the adventurers are sitting in the temple itself.

Should the adventurers ask why the exterior of the temple is not more temple-like, Najmeh replies that few temples to Xan Yae seek to draw attention to themselves.

Najmeh gives the following information:

- She apologizes that she and not the master of the Temple is meeting with them; Master Morteza was called away at the last moment, and asked Najmeh to meet with them. Najmeh is the master's personal assistant, and has complete authority and knowledge in this matter.
- She also once again emphasizes the necessity for complete secrecy—only two people know what she about to tell them—herself and Master Morteza. Even if the adventurers decide not to take on this task, they must promise not to even mention this meeting with anyone, and if they decide to accept this task, the temple will be relying on their absolute silence regarding this matter, both while performing this task and afterwards. (If anyone brings up the possibility of conflict between keeping this secret and the laws of Ket, Najmeh will agree that the laws of Ket take precedence—however she also insists that there is nothing in this mission that will abrogate any laws of Ket unless it is the adventurers' behavior during the execution of this task, for which the temple cannot be answerable.)

After she is assured that the adventurers will be discreet, she then lays out the basics of the mission.

Master Morteza has been on the look-out for a band of adventurers who can “think on their feet”. Word of the

PCs reached him, and he went to watch them this afternoon. He was very interested in their response to Jentella's chicken problem this afternoon (although she will not admit that Morteza let the chickens loose, since Morteza did not tell her this.)

If the PCs earned **Excellent Success** or **Success** from Encounter 1, Najmeh praises their skill and creativeness at solving the situation.

If they earned **Tried**, Morteza was impressed with their work ethic, if not the final results.

If they earned **Failure**, she tells them that Morteza was somewhat disappointed in their response after what he had heard about them, but he is still willing to give them a try, and they should be able to handle this adventure with a bit of luck.

The mission is this: The adventurers are to travel into the foothills of the Yatil Mountains near Polvar, to a location known only to herself and Master Morteza, where they will enter a cavern and recover an artifact. The cavern may or may not be trapped or guarded. The adventurers are then to return the artifact to this temple. Payment will be made when the artifact has been brought to the temple. Najmeh will make it clear that they are offering a larger than usual amount of gold because they suspect there will be danger involved, and they don't know if any other loot was hidden with the Lantern, so they want to make the trip worth it.

She will make it clear that the amount they are willing to pay was as a result of the party's success at passing the “hen test” this afternoon. They are willing to lay out quality pay for quality adventurers, but only standard rates for standard adventurers. The temple is offering payment as follows:

Excellent success from Encounter 1: 200 greatshields x APL per person (400 at APL 2, 800 at APL 4, etc.) plus a magical ring.

Success: 200 greatshields x APL per person (Diplomacy modifier +1)

Tried: 150 greatshields x APL per person (no Diplomacy modifier)

Failed: 115 greatshields x APL per person (Diplomacy modifier of –5)

Note that failing to get the **Excellent Success** result will mean that the group cannot get full gold on this adventure, since this is essentially the only source of monetary reward.

If the party got less than Excellent Success in Encounter 1, Najmeh will admit that the “hen test” may not have revealed everything about the party's skills, and she is willing to be impressed. She will allow the party to consult with each other about one overriding reason why she should give them more money.

- If they tell her that they are more dangerous, combat-worthy, etc., have one PC make a DC 20+APL Intimidate check (all other PCs can assist).
- If the party clearly makes up a story on the spot i.e. “We are the personal assistants of the Beygraf”, have one PC make a DC 20+APL Bluff check (all other PCs can assist).
- For any other reason, have one PC make a DC 20+APL Diplomacy check (all other PCs can assist).

If the check is successful, Najmeh will raise their pay one category. If anyone in the party is a worshipper of Xan Yae, she will raise the party’s payment one category without this check.

If the adventurers attempt to haggle, and are already in the top category of payment (for **Excellent Success**), she will refuse to haggle, saying that she is already offering everything that Temple can afford.

Najmeh will also make it clear that the Lantern must be intact for full payment to be made. Any repairs that have to be made to the Lantern will come out of the adventurer’s payment.

If the adventurers try to glean details of the adventure before they have agreed on the mission and a price, Najmeh will refuse to discuss it further until they do agree.

Once the adventures have agreed on a price, Najmeh will brief them in detail about the actual mission.

- Master Morteza, in researching the history of another temple of Xan Yae, has recently learned of an artifact that was hidden in a cave in the Yatil Mountains of Polvar Province many centuries ago. Master Morteza believes that this artifact could bring great balance to his temple, and just as importantly, having it in the temple would prevent its use by “extremists” to foment Evil, Good or one of the other extremes.
- The artifact is a brass lantern called The Lantern of Dharmal.

A DC 20 Bardic Knowledge will recall that a Lantern of Dharmal was mentioned in an ancient Baklunish text predating the Twin Cataclysms, possibly originating in Ekbir.

- Najmeh will not reveal how the Lantern operates, and if the adventurers persist, she will only say that the Lantern cannot be used for either attack or defense, and therefore its use should be of no interest to the party—it is their job to recover the Lantern, not use the Lantern. While doing his research, Master Morteza has discovered an ancient map to the entrance to the cavern where the Lantern is kept, but has not

been able to discover anything about what traps or other surprises the cavern might hold. (Najmeh is unwilling to show them the map at this time lest they show it to someone else before they start on the expedition, but she will give it to them just before they leave town.) She is willing to tell them that the cavern is in the mountains north and east of Polvar.

- Several cryptic clues uncovered by Master Morteza seem to indicate that teamwork is essential to unlocking the secrets of the cavern.
- The temple is only interested in this Lantern—the adventurers can keep whatever else they find in the cavern.

If any adventurer rolls for a Sense Motive, they sense that Najmeh is telling the absolute truth since she does indeed believe everything she is saying.

If the adventurers ask to see the rest of the temple, Najmeh is reluctant, citing the temple’s policy of privacy and secrecy. However, if the adventurers brought a result of “Excellent Success” from Encounter 1, she reluctantly agrees to show them the “public” (that is, less private) areas of the temple: a gymnasium/dojo where two monks are sparring hand-to-hand, a library where another monk is tidying up a scroll in a room that is already very tidy, and the shrine to Xan Yae, a shadowy room with no furniture except a low table at the front of the room on which sits a grey vase holding a single (real) black lotus blossom. The atmosphere in all areas of the temple is one of quiet and peace.

Anyone detecting evil in any area of the temple is unsuccessful.

If the adventurers have any other questions, Najmeh will attempt to answer them as best she can. (Remember that worshippers of Xan Yae prize privacy and secrecy, so there are some lines she will not cross.)

Can we meet Master Morteza?

That was the plan, but he was called away unexpectedly.

When will he be back?

Najmeh cannot say. If the adventurers insist on waiting until Morteza returns, Najmeh will point out that Morteza may be gone for many days or even weeks. If the adventurers are not interested in bringing back the Lantern in good time, she can search for another party to do the task.

What does Morteza look like?

Najmeh declines to answer this, saying that these monks of Xan Yae strive to be anonymous.

Who is the rightful owner of the Lamp of Dharmal?

It has been underground for centuries, and the people and the organization that placed it there are long since lost to the mists of time. In other words, it does not belong to anyone.

How many other temples of Xan Yae are there in Lopolla (or in Ket)?

There are many hidden temples in Lopolla (or in Ket). I do not know how many—worshippers of Xan Yae value their privacy, and temples do not often make contact with one another except in greatest need. There might be another temple on this very street and we would not necessarily know about it.

Sister Najmeh: female human (Baklunish) monk 4/cleric 4 (Bluff +12, Will +11).

Treasure (paid at Conclusion):

APL 2: Coin: 400 gp; Magic 208 gp; *ring of jumping* (208 gp). Total 608 gp.

APL 4: Coin: 800 gp; Magic 208 gp; *ring of climbing* (208 gp). Total 1008 gp.

APL 6: Coin: 1200 gp; Magic 183 gp; *ring of feather falling* (183 gp). Total 1383 gp.

APL 8: Coin: 1600 gp; Magic 833 gp; *ring of jumping, improved* (833 gp). Total 2433 gp.

APL 10: Coin: 2000 gp; Magic 833 gp; *ring of climbing, improved* (833 gp). Total 2833 gp.

APL 12: Coin: 2400 gp; Magic 1667 gp; *ring of invisibility* (1667 gp). Total 4067 gp.

3: PAPERS

The map that Najmeh gave you just before you left Lopolla indicates that your path will take you through the beautiful but stern city of Polvar. The walls are less than a mile away when you hear a distant neighing, then galloping hooves approaching from the direction of the city. A very large Thresher patrol—as many as twenty riders, two or three times the usual number—thunders into sight, armor gleaming in the spring sunlight. Amongst the armored Threshers, you also see a man dressed in roadworthy robes of the True Faith of Al'Akbar, and another man, stern, his clothes casual and conservative, his only insignia a symbol embroidered onto the upper arm of his jacket.

The patrol pulls up, and the leader nudges his horse forward,

“Travel papers,” he snaps, his hand outstretched.

The man is Lieutenant Chubin of the Threshers. Anyone making a DC 15 Spot check will see he is wearing a gold necklace with a symbol of a fist holding six arrows. It is a DC 11 Knowledge (Religion) check or automatic for a Ket Citizen to know this is the symbol of Hextor. It is a DC 15 Knowledge (Local—VTF) check or automatic for Ket residents to know that although Hextor is an evil god, worship of Hextor is legal in Ket. Chubin is a worshipper of Hextor, and if anyone asks him about this, he will respond that his choice of god does not interfere with his work; rather, it helps him remain steadfast to the Law in situations where he might otherwise be tempted to be merciful.

The man with the robes of the True Faith is a Mullah (knowledge automatic for a Resident or anyone who entered Ket legally, since a similarly dressed Mullah would have been stationed at the border checkpoint.)

The stern man is an Archon wizard, and the embroidered badge on his sleeve marks him as a member of the Ates (Fire-aspected) Raste. This knowledge is automatic for a resident of Ket, or a DC 18 Knowledge (Local-VTF) for anyone else.

Travel Papers are now a requirement for all Ketite Residents and Citizens traveling in Ket. If anyone has certified Travel Papers from another Ket adventure, he demands to see them. He examines them closely, but seems satisfied. If anyone does not have certified Travel Papers, he asks all sorts of intrusive questions like where the PC was born, what organizations the PC belongs to, how has the PC shown loyalty to the Beygraf recently, which city the PC calls home, how much money the PC is carrying, what the PC's business is in this part of Ket, and whether the PC has been visiting southern Ket or the Bramblewood recently. (If any PCs respond with a “yes” to the last question, he focuses on that PC, and insists on searching his or her entire belongings to make sure the PC isn't a Bisselite spy.) If a PC attempts to lie about any of these things, Chubin is a suspicious man, and gets a Sense Motive versus the PC's Bluff.

He questions even more closely any residents or Citizens of Ket who do not have Travel Papers, inquiring why they do not have such Papers yet.

If any PC refuses to cooperate during questioning, Chubin will point out that he is acting entirely within the law, and if they do not believe him, they are to come with him to nearby Polvar, where he will have a jurat instruct the party on a Thresher's duties before fining them for contempt of a military official. If the situation comes to this, the Jurat in Polvar will fine each member of the party 10 greatshields (gp) and scold them for unlawful behavior.

Once he is finished—and if no one has provided him with a reason to arrest them, and if no one in the party is from a region of the Sheldomar Valley (Bissel, Geoff, Principality of Ulek, Keoland, Gran March, or

Yeomanry)—he provides Travel Papers to everyone, at a cost of 10 lances (sp) each (which is covered by Adventurer's Standard upkeep or better).

However, if any PC is from a region of the Sheldomar Valley, Chubin immediately arrests the entire party and takes them to the nearest Thresher station in Polvar. At the Thresher station, the PCs are carefully questioned for a day before being released to go about their business. Everyone now receives Travel Papers. This does not cost any additional Time Units, nor substantially affect the course of the rest of the adventure, and is not abnormal for Ket.

Chubin will provide Travel Papers very unwillingly to non-Citizen/non-Residents, and will even be politely insulting to PCs from the Sheldomar Valley, pointing out that if he gives them Travel Papers, he will be denying other Thresher patrols the joy of interrogating the “outsiders” as well. In the end, he does give foreigners Travel Papers, albeit with thinly veiled disgust.

If the PCs attack the Threshers: If any PC attacks Chubin or the Thresher patrol for any reason, the adventure is over. Being so close to Polvar, the Threshers can bring in unlimited reinforcements such that the PCs will be either defeated or forced to flee (possibly via high-level magic), their choice. Immediately go to **Conclusion** with the result **Assaulted Threshers**. This result should only happen if the characters follow through with their actions after their players are told of the consequences under Ket law (see **Appendix 2: Ket Laws**) and the future consequences of being a Lawbreaker (see AR item **Lawbreaker**).

Chubin al'Tresher: male human (Baklunish) cleric 9 (Sense Motive +10, Will +10).

Development: Any PC receiving Travel Papers gets the AR reward **Travel Papers**. An attack on the Threshers is the end of the adventure.

4: LANDSLIDE

Najmeh's map has proven to be accurate, and two days after traveling through Polvar, and then up into the mountains, you stand before what appears to be an ordinary foothill of the Yatil Mountains. The landscape around you is stunningly beautiful — alpine meadows filled with bright spring flowers, snowcapped mountains, a small herd of deer looking at you curiously. But your entire attention is focused on the hillside, for where the map indicates there should be a cavern, no cave entrance can be seen. The

entire hillside seems to be one loose slide of scree and gravel.

At this point, players may be given **Player Handout 1: Map of Ket**, so they can see where they are. This is not a copy of the map the PC's were given—this is a standard Map of Ket included in all Year 7 Ket adventures to enable new players to orient themselves in the region.

As the PCs are studying the map given to them by Najmeh to determine where the cave entrance should be, a DC 30 Spot check, DC 20 Bardic Knowledge, or DC 20 Appraise check will note the fact that the map—which is drawn on very good quality parchment—is only about 10 or 20 years old, and is not the ancient map that Najmeh claimed it was.

Most of the cavern entrance has been covered by a small landslide. (See **DM Aid 2: Drawing of Hillside**) To find the entrance, PCs will have to climb up to the place where the entrance should be and make a DC 20 Search check to find a small hole behind a bush, apparently the only part of the cavern entrance still open. However, the entire hillside is in effect one big trap, triggered by anyone moving around on the rock face to search, but with a delay of several minutes, so that all who are searching will be in the area of effect.

Due to the nature of the trap, Knowledge (architecture and engineering) can be used to detect this trap even without the Traps special ability, and the Stonecunning ability will also apply, and there are a number of ways of bypassing it (primarily by triggering it from a safe location with a heavy weight, or by flying over it). The DMs discretion is left to ways of bypassing it that are suitable, and as such the effective CR is reduced by one at higher APLs.

APL 2 (EL 2)

Landslide Trap: CR 2; mechanical; location trigger; no reset; Area effect rockfall (2d6 bludgeoning damage, DC 16 Reflex save half); Search DC 19; Disable Device DC 18;

APL 4 (EL 3)

Landslide Trap: CR 3; mechanical; location trigger; no reset; Area effect rockfall (4d6 bludgeoning damage, DC 17 Reflex save half); Search DC 21; Disable Device DC 20;

APL 6 (EL 3)

Landslide Trap: CR 3; mechanical; location trigger; no reset; Area effect rockfall (4d6 bludgeoning damage, DC 18 Reflex save half); Search DC 23; Disable Device DC 22;

APL 8 (EL 4)

Landslide Trap: CR 4; mechanical; location trigger; no reset; Area effect rockfall (6d6 bludgeoning damage, DC 19 Reflex save half); Search DC 25; Disable Device DC 24;

APL 10 (EL 5)

Landslide Trap: CR 5; mechanical; location trigger; no reset; Area effect rockfall (6d6 bludgeoning damage, DC 20 Reflex save half); Search DC 27; Disable Device DC 26;

APL 12 (EL 5)

Landslide Trap: CR 5; mechanical; location trigger; no reset; Area effect rockfall (6d6 bludgeoning damage, DC 21 Reflex save half); Search DC 29; Disable Device DC 28;

Once a landslide has occurred, a small one-foot section of black metal chimney will stick up from the gravel higher on the hill. This is the top of the stove chimney from the kitchen in the entrance cavern. If anyone pulls on it, they will pull a section of thin-walled metal pipe about 18" long and 4" in diameter out of the ground. Anything dropped into the 4" diameter hole left in the ground will produce a set of metallic tings until it hits the bottom of the stove about 30' below. If anything living is dropped down the chimney (and survives), it will be trapped in the stove, since the door is closed and locked from the outside. If the adventurers dig down at this point, they will hit rock about six inches below the gravel. The chimney sticks up from a 4" diameter hole in the rock. The chimney is approximately 30 feet to the right and about 15 feet above the hidden cave entrance (as seen by someone standing in front of the hill).

If anyone climbs to the top of the hill—a walk uphill of about 400 yards—they will find a grave there. The stone marker bears the following words in Common:

Brother Wehzan

**Temple of Cherry Leaves Upon A Pool Of Water
Now Balanced between Earth and Sky**

If the adventurers dig up this grave, they will find a small urn of ashes buried there.

Once the proper entrance has been found, it is largely covered and filled in by loose gravel. Medium or smaller adventurers or animals can fit through the hole and drop lightly to the floor inside. If an adventurer or animal is Large, they will not fit though, but the hole can easily be enlarged by shoveling or somehow shifting gravel and dirt. However, a DC 11 Knowledge (Architecture & Engineering) check, DC 11 Knowledge (Dungeoneering) check or DC 11 dwarven stonemasonry (Int) check is needed prevent another landslide from catching the people still outside the cave entrance.

5: THE ENTRANCE

All areas inside the complex are unlit except for **Encounters 8 & 9**. The following text assumes the PCs enter during the day, otherwise adjust text to fit circumstances.

A sunbeam falls through the hole you have entered, partially lighting the large natural cavern. As your eyes adjust from bright spring sunlight to the gloom, you see a stove against one wall, its chimney piercing the roof of the cavern. A table with half a dozen stools and chairs is near the other wall. Several crates are stacked near you. At the far side of the cavern, a steel door has been set into the wall. The symbol of a lotus has been etched into its surface.

It is a DC 10 Knowledge Religion check to recognize the lotus as the holy symbol of Xan Yae or a DC 11 Int check to remember that the lotus was prominently displayed at the temple in Lopolla. (Checks not necessary if lotus was recognized as symbol of Xan Yae in **Encounter 2**.)

The crates by the entrance are neatly but efficiently stacked with kitchen utensils (pots, pans, plates, cutlery, etc.). The stove is empty and the ashes cleaned out.

There is a keyhole in the steel door.

Metal Door: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28, Open Locks [DC 20 + APL].

The door is hermetically sealed shut, and opens with a slight hiss. Once the door is open, a worked stone tunnel leads into the darkness.

The air inside the tunnel is slightly musty. Any PC or animal with the Scent feat can smell a very slight odor of decay in the tunnel.

The walls of the tunnel are smooth, carved from the native rock. Anyone with Stonecunning is impressed by the workmanship, which is excellent, even by dwarven standards, and a DC 11 Stonecunning check notes that the work is relatively young, less than 50 years old.

The tunnel is 50' long, and leads to another steel door, also marked with a lotus blossom. This door, however, is not locked, and opens into the Gate Room.

6: THE GATE ROOM

You enter a crescent-shaped chamber. Doorways pierce the curved wall to your left and right, apparently leading to other rooms. The wall

immediately in front of you is blank, but there are several small holes to the left and right about three feet off the ground.

On the floor in front of each small hole except one, a skeletal form lies on the ground as if it had been flung violently away from the wall. Most of the corpses lie in huddled heaps, but one of them lies on its back, empty eye sockets staring at the ceiling, one bony hand outstretched over its head, the index finger pointing away from the hole in the wall.

This room contains the Gate that enables entry to the rest of the complex, but the Gate has a very elaborate and dangerous trap.

HOW MANY BEDROOMS, HANDLES AND BODIES?

The primary purpose of this Gate is to challenge the PCs to all face a dangerous trap together, and by working together, defeat the trap and continue the adventure.

To this end, there is an artificial out-of-game mechanism to ensure that everyone in the party faces the risk: the number of handles in the Gate room, the number of dead monks, and the number of bedrooms belonging to the dead monks will vary according to the number of PCs. The handles and bedrooms will always equal the number of PCs that started the adventure, and there will always be one less skeleton than there are handles, to account for the fact that Morad escaped. (See **Adventure Background**).

6 PCs: 6 handles, 6 bedrooms, 5 bodies

5 PCs: 5 handles, 5 bedrooms, 4 bodies

4 PCs: 4 handles, 4 bedrooms, 3 bodies

This number is based on the number of PCs that started the adventure. If the number of PCs has been reduced (PC killed, arrested as a Lawbreaker from a previous adventure, etc.) the remaining PCs will have the difficult or impossible task of finding another way through the Gate. (Or they can go back to Polvar and hire an NPC to turn a handle for them.)

SKELETONS

The robes worn by the skeletons are identical to those worn by Najmeh in the Xan Yae temple in Lopolla.

Searching the bodies results in

[DC 10] the robes of every corpse bear the same symbol of the lotus that was on the steel door. One of the skeletons (not the one with the pointing finger) is a dwarf. The others are humans.

[DC 12] turns up some random personal items—scraps of paper, a couple of handkerchiefs, a piece of chalk. On one body, there is a pair of women's earrings and a simple ring.

[DC 18] The skeleton that bears the earrings and ring also has a very small book tucked into a robe pocket that turns out to be a set of daily devotions and prayers to Xan Yae. On the flyleaf, someone has written in Common: "To our dearest daughter Nikouref bint Niloufar, on the occasion of her blessed ordination at the Temple of Cherry Leaves Upon A Pool Of Water, Polvar, CY579. Dearest Niku, seek balance always. And visit often—we only live two streets away."

[DC 20] The body with the outstretched hand has already been searched sometime in the past.

A DC 15 Heal check will indicate that the bodies have been here for about 10 years, and that they died of electrocution.

The skeleton on the floor with the outstretched hand: If anyone asks if the skeleton is pointing at anything, it seems to be pointing in the direction of one of the doorways in the back wall (Room # 4 to be exact).

ROOMS

As noted in *How many bedrooms, handles and bodies*, there are always exactly the same number of doorways as there were PCs hired to go on the adventure. The doorways all lead to small 10'x10' rooms that apparently served as personal space. Each contains a bed, a desk, and a footlocker.

Room #1: There are two footlockers in here. One has been shoved into a corner, and is full of men's clothing for a very short fat man (human, not dwarf) and several aprons covered with old food stains. The footlocker at the end of the bed is empty, except for one pair of pants and a shirt for a tall thin man, also covered with food stains. (The footlocker full of clothes belonged to Wehzan, who was killed in a landslide set by Morad. The empty footlocker belonged to Morad, who took all of his clothes with him when he left except the clothes he wore when he was cooking.)

Two large pieces of parchment lie on the desk, completely blank. One piece of parchment has a corner torn off. (The corner is still on the wall in Room #3). If anyone uses a *detect magic*, both pieces of parchment give off a faint dweomer of Transmutation. (After the other monks were killed by the Gate trap, Morad took these off the wall of Rameen's room to examine, but the *contingency erase* spell on them then caused the drawings to rapidly fade away.)

Room #2: A faded quilt on the bed gives this room a feminine touch. Woman's clothing is in the footlocker, along with a few simple earrings and rings favored by middle-class Ketite women. A letter that has just been started is on the desk. Addressed to Niloufar bint Rana, it

begins with the sentence, “Dearest Mother, I don’t know why I am writing this letter to you, for we will be back in Polvar before the next supply wagon arrives. I just feel a need to write you one last letter before we finish our work here...” However, the letter is unfinished.

There are also some scroll tubes in here, but they are all empty.

Room #3: A much comfier bed and a bigger desk are in this room, as well as a complete chest of drawers for clothes instead of a footlocker. However, someone has completely ransacked this room—clothing lies scattered about, the bed mattress has been slashed and the stuffing pulled out, and the down pillows destroyed.

Two out of four blueprints are still attached to the walls. (See **DM Aid 3: Blueprints**) On the first sheet of parchment, PCs can easily identify the entrance cavern, and the first 50’ tunnel—there are notes on the dimensions of the steel door, the placement of the stove, etc. But where the piece of parchment with the plan for this room complex should be, there is a blank space on the wall although a single torn corner is still attached to the wall. (**Player’s Handout 2**). If the PCs remove either of the surviving blueprints or this scrap from the wall, the writing will start to fade. After 30 seconds whatever piece of paper they took off the wall will be completely blank. (If this happens to the scrap of paper, take the Player’s Handout away from the players unless a PC either made a copy of it before it was removed from the wall, or said he or she was quickly making a copy of it after it was taken from the wall.)

The next blueprint shows another 50-foot tunnel with some rooms coming off the tunnel on the left and right. The rooms are marked “Kiln”, “Storage”, and “Materials”. The tunnel shows a connection to another room at its far end, but the last blueprint that apparently would show what lies beyond the tunnel is also missing.

Room #4: A calligraphy brush, a dried out pot of ink, and several pieces of charcoal of the type useful for sketching are on the desk, along with several blank pieces of parchment. Several drawings of animals hang on the walls. A variety of small clay animals, possibly toys, or possibly just created for the craftsman’s pleasure, are also on the desk.

There is a small box under the desk. If the players look inside it, they find drafting tools (a T-square, scaling ruler, soft pencils, a straight-edge, etc.) The clothes in the footlocker are dwarf-sized, and many are stained with red clay or ink—or both.

There is a notebook in the footlocker that belongs to Tizraf Stonecudgel containing sketches for various architectural projects. None of them seem to be related to

this complex, at least for the rooms the PCs have seen so far.

There is also a letter written in Dwarven. If anyone can read this, it is from an organization called the Stouthearts indicating interest in hearing about Brother Tizraf’s latest project. Would he or a messenger of his choosing care to share the details with his fellow Stouthearts? Residents of Ket automatically know that the Stouthearts are a paramilitary organization, primarily but not exclusively dwarvish. For non-Residents, it is a DC 18 Knowledge (Local-VTF) check to know this about the Stouthearts.

It is a DC 20 Search check (or an adventurer specifically saying he or she is looking behind the drawings on the walls) to find a small cavity in the wall behind one of the drawings. In the cavity there is a leather-bound notebook (**Player’s Handout 1**).

Room #5: (only present if there are 5 or 6 PCs):

A lute is propped up in one corner, and some pages of music are on a music stand. It is a DC 11 Bardic Knowledge check to recognize some ballads that were popular about 10 or 15 years ago. The footlocker contains men’s clothing.

Room #6: (only present if there are 6 PCs):

Various tools lie in the corners of the room—hammers, picks, shovels. A heavy pair of work gloves lies on the desk. The footlocker is full of men’s clothing and a heavy pair of boots.

GATE MECHANISM

Examining the wall more closely, the PCs will not see any evidence of a gate or door in the blank wall. To either side of the blank wall, the PCs find a number of holes about three feet off the ground. The holes are spaced 10 feet apart. There are always exactly the same number of small holes in the front wall as there were PCs hired to go on the adventure. The holes are about 6 inches in diameter, easily large enough for any medium or small creature to fit a hand inside.

Looking inside the holes, it is easy to see a shiny steel L-shaped “handle” sticking out of the wall. The handle is currently pointed at a small black dot at 10 o’clock. There is another small black dot at two o’clock.

Search for traps:

[DC 10+APL] will ascertain that there is a magical trap involved, but that the mechanism is buried deep inside the wall—there is no way to disable it from this side of the Gate.

[DC 15+APL] will suggest that a door opening mechanism is linked to the trap, and that both are magical.

[DC 20+APL] will reveal that any physical damage to the Gate or the room will result in the trap being sprung.

[DC 25+ APL] will expose the secret of the Gate—turning all the handles at the same time will unlock the Gate.

A *detect magic* will reveal auras of evocation on the handles (faint at APLs 2-6, moderate at APLs 8-12), but other magic seems to be blocked by the stone wall.

If the PCs think to try *dispel magic*, the trap can be suppressed like a magic item for 1d4 rounds with a *dispel magic* versus a CL 16. However, this also disables the Gate opening mechanism, which means the PCs will have to use some sort of brute-force method to get through 10 feet of solid rock to the tunnel on the other side, in a very short period of time.

Doing any damage to the Gate or to the walls, ceiling or floor of this room, either through force or magic (such as *rock to mud*), triggers the trap (see **Opening the Gate: Failure** for effect.).

APL 2 (EL 2)

Puzzle Trap: CR 2; magical; various triggers; automatic reset; puzzle bypass; Area effect lightning (2d6 electrical damage, DC 15 Reflex save half or no save); Search DC 15; Disable Device -;

APL 4 (EL 3)

Puzzle Trap: CR 3; magical; various triggers; automatic reset; puzzle bypass; Area effect lightning (2d6 electrical damage, DC 17 Reflex save half or no save); Search DC 15; Disable Device -;

APL 6 (EL 5)

Puzzle Trap: CR 5; magical; various triggers; automatic reset; puzzle bypass; Area effect lightning (6d6 electrical damage, DC 19 Reflex save half or no save); Search DC 15; Disable Device -;

APL 8 (EL 6)

Puzzle Trap: CR 6; magical; various triggers; automatic reset; puzzle bypass; Area effect lightning (8d6 electrical damage, DC 21 Reflex save half or no save); Search DC 15; Disable Device -;

APL 10 (EL 7)

Puzzle Trap: CR 7; magical; various triggers; automatic reset; puzzle bypass; Area effect lightning (10d6 electrical damage, DC 23 Reflex save half or no save); Search DC 15; Disable Device -;

APL 12 (EL 9)

Puzzle Trap: CR 9; magical; various triggers; automatic reset; puzzle bypass; Area effect lightning (12d6

electrical damage, DC 25 Reflex save half or no save); Search DC 15; Disable Device -;

OPENING THE GATE: SUCCESS

To open the Gate without triggering the trap, all of the PCs must stand in front of a hole, insert one hand into the hole to grasp the L-shaped handle, then at the same time, turn the handle to the right (so it points to 2 o'clock). This takes about 10 pounds of pressure, and is a twisting motion, so using a rope will not be able to accomplish it. More inventive adventurers may find ways of turning the handles remotely, such as with summoned creatures (with arms and hands, and that they can communicate with), but it will not be easy.

If all the handles are turned to the right at the same time, read the following:

There is a moment of silence, broken by a single metallic click, then a grinding of machinery behind the walls. A ten-foot thick, ten-foot wide section of blank wall slowly slides down into the floor, revealing a passageway leading into the darkness.

The handles stay in their new positions (pointing to the right).

OPENING THE GATE: FAILURE

If fewer than the number of adventurers who were hired for the adventure attempt to turn the handles, read the following:

There is a moment of silence, broken by a single metallic click. With a deafening blast, blinding bolts of lightning blast out from every handle, arcing back and forth between every person in the room.

Anyone holding a handle does not get a Reflex save and takes full damage. Anyone not holding a handle gets a Reflex save for half damage. If anyone is still conscious:

Your ears ring with the aftershock. You hear a click, as any handles that were turned return to their original positions.

Six seconds after the trap is triggered, any handle that was turned to the right snaps back to its original position with an audible click.

CLOSING THE GATE

If every handle is turned to the left at the same time, the Gate slides up from the floor and seals the tunnel.

If less than all the handles are turned to the left, the trap is triggered (see **Opening Gate: Failure** above). Six seconds after the trap is sprung, any handles that were not turned to the left now do so on their own, and the Gate slides up out of the ground to seal the tunnel. In other

words, regardless of whether the trap is triggered or not, any attempt to close the Gate results in the Gate closing.

7: THE SECOND TUNNEL

There are three rooms along this 50-foot stretch of tunnel. All the rooms have wooden doors that are not locked.

Room #7: In the corner is a large table covered in dried clay. Beside the table are a bucket and a potter's wheel. In the corner is a stone oven with a large bellows pointed at the fireplace beneath it. Anybody with relevant Crafting skill can tell this is a kiln suitable for firing clay. There is a bag on the floor beside the kiln containing a hardened (dried out but not fired) lump of clay.

In another corner, there are large fired clay jars suitable for holding about 50 gallons of liquid such as water. The stoppers are missing, and if there had been any liquid in the jars, it has long since evaporated.

A DC 30 Search finds an invoice under one of the jars for 100 gallons of high-quality acid, to be delivered to the Temple of Cherry Leaves Upon A Pool Of Water, Polvar.

Room #8: Filled with tools for a big construction job—mixers, concrete troughs, hoes, hammers, saws, etc.

Room #9: Storage room for construction materials—wood, coils of brass chain, pieces of roughed out stone, bricks, bags of concrete, and once-neat piles of wood—now warped and tumbled.

A DC 25 Search finds a piece of wood with parchment glued to it that reads: "Anosh ibn Caspa & Sons, Polvar. Stone & Brass Items of All Types. Idols Our Specialty."

When the PCs get to the end of the hall:

The tunnel does not end in a door. Instead, an ominous black curtain of shadow lies in your path, raising the hair on the back of your neck.

The end of the tunnel and entrance to the next room is covered by a 10 x 10 *wall of gloom* (see Appendix 2: New Items). Although it looks scary, PCs can pass through it without harm into the next room.

8: BALL AND CHAIN ROOM

Once you step through the black veil, you see no sign of the entrance behind you—although the

ceiling ten feet above you and the floor are ordinary stone, all four walls of this square room made of featureless shadow.

Patches of continual light on the ceiling illuminate the twenty brass chains hanging down from the ceiling.

At the end of each chain hangs a red clay sphere about four feet in diameter; the bottom of each sphere is about three feet off the ground.

Across the room, a lantern sits on a small stone pedestal.

All of the walls are covered by *walls of gloom*, and an adventure reaching through the darkness (or attempting to walk through the darkness) will feel stone wall behind it. If, of course, the PC happens to reach through the *wall of gloom* where there is a doorway, the PC will feel nothing but empty space.

A *detect magic* reveals that this entire room radiates strong Conjunction and the walls radiate Illusion (Shadow).

TOUCHING A SPHERE OR CHAIN

Moving through a square partially occupied by a sphere at a speed greater than 5 feet will jostle the sphere without a successful DC 15 Balance check. Moving only 5 feet as a move action makes the check unnecessary.

If a chain or sphere is touched, the end of the chain inside the ceiling is released, allowing the clay sphere to smash on the floor.

A person next to a sphere when it is released can attempt to dive and catch it by dropping whatever the person has in both hands, if anything, making a DC 20 Reflex save and then an AC 15 touch attack. This provokes an Attack of Opportunity. If hit for any damage by an AoO, the person attempting the catch must make another Reflex save [DC = 10 + damage received]. If successful, the person will be prone in the same square he or she started in, holding the clay sphere in both hands. If unsuccessful, the PC is prone in the same square he or she started in, the sphere smashing on the floor right beside the PC. If the sphere is filled with acid (APLs 4-12, see below), the PC takes full damage, with no Reflex save for half damage.

Any Medium or larger creature in melee combat who attempts to hit someone standing on the other side of a chain has a 90% chance of jostling the chain.

Any Medium or larger creature firing a ranged weapon—including ray attacks that have a physical component—at someone standing behind a chain has a 10% chance of jostling the chain.

Chains provide no cover for anyone standing behind them.

A specific chain can be targeted by a ranged weapon if there are 2 or fewer other chains between the attacker and targeted chain. The chain has an AC of 18. A successful hit on a chain jostles the chain.

The clay spheres are relatively fragile and can be easily smashed by either melee or ranged weapon producing a smaller than normal 5-foot splash of the contents. The spheres are hardness 1, hp 3, AC 11.

Any person of Small size or smaller, or any person of Medium size who is prone can move or engage in melee or ranged combat freely without fear of hitting ropes or spheres. Any prone creature larger than Medium still has a regular chance of jostling a chain while moving or fighting.

The clay balls (which have been fired in the kiln in Room #7) and brass chains are impervious to normal or magical fire, such as from a *fireball*. A spell that physically moves the chains or spheres, such as *gust of wind*, will jostle the chains in the area of effect, releasing the chains from the ceiling and dropping the spheres to the ground.

APL 2: GREASE

At APL 2, the spheres are filled with non-flammable grease. If a sphere hits the floor, everyone and all squares within 10 feet are splashed with grease. Anyone in the splash zone must make a DC 10 Reflex save for each object they are holding, or the object falls to the ground. PCs do NOT have to make a save to stay upright immediately. However, greasy squares become difficult terrain. Anyone attempting to move through a greasy square requires a DC 10 Balance check to stay upright. Any creature with four or more legs on gets a +5 to its save. A failed save means the person cannot move any further with that action; failing by more than 5 means the person has fallen and is prone.

If a PC attempts to use magic to pass through the room without touching the floor, the usual Balance check will be needed to avoid touching the spheres. However, if the magic allows the PCs to assume a horizontal position (such as with *fly*) and use the 3-foot space between the top of the spheres and the 10-foot-high ceiling, they will be above the main splash zone and if they trigger a sphere, they will not be touched by the grease. Any magic levitation that leaves PCs mainly vertical (such as *air walk*) will leave them in the main splash zone and subject to dropping objects.

APL 4-12: ACID

At APL 4-12, the spheres are filled with acid, and splash everyone within 10 feet. The strength of the acid increases with APL:

APL 4: 2d4 damage

APL 6: 4d4 damage

APL 8: 6d4 damage

APL 10: 8d4 damage

APL 12: 10d4 damage

There is a DC 10+APL Reflex save to take half damage.

If a PC attempts to use magic to pass through the room, the usual Balance check will be needed to avoid touching the spheres. However, if the magic allows the PCs to assume a horizontal position (such as with *fly*) and use the 3-foot space between the top of the spheres and the 10-foot-high ceiling, they will be above the main splash zone and if they trigger a sphere, will only take half damage from the acid (DC 15+APL Reflex save for no damage). Any magic levitation that leaves PCs mainly vertical (such as *air walk*) will leave them in the main splash zone and subject regular damage.

Note that every opponent likely to be fought in this room is immune to acid damage.

The presence of the acid balls raises the EL of the encounter in this room by 1.

ATTACK OF THE LITTLE CRITTERS

When

- the first clay sphere hits the floor, or
- a person comes within five feet of the lantern on the pedestal or
- a second person crosses the threshold of the room

Then a summoning spell is triggered, calling in several skeroloths. They appear during a surprise round where the numbers are on **DM Map 5** i.e. the two skeroloths at APL 2 appear on numbers 1 & 2, the eight skeroloths at APL 12 appear on numbers 1 thru 8. Once they have finished appearing, the surprise round is over, and regular initiative can begin. *Feign Surprise* can allow action in this surprise round as normal.

There is a sudden hiss as a low-lying smoke fills the room with choking black clouds and just as quickly dissipates, leaving behind several misshapen creatures with six limbs that scuttle about rapidly. They have a pale red-grey skin that rapidly fades to white as soon as they have appeared, apparently by some sort of magic. They have somewhat insect-like faces, but their exoskeleton appears more fleshy than a true vermin.

APL 2 (EL 5)

Skeroloths (2); hp 22, 22; Appendix 1.

APL 4 (EL 7)

Skeroloths (3); hp 22, 22, 22; Appendix 1.

APL 6 (EL 9)

Skeroloths (6): hp 22, 22, 22, 22, 22, 22; Appendix 1.

APL 8 (EL 11)

Skeroloth Strikers (2): skeroloth rogue 5; hp 80, 80; Appendix 1.

APL 10 (EL 13)

Skeroloth Strikers (4): skeroloth rogue 5; hp 80, 80, 80, 80; Appendix 1.

APL 12 (EL 15)

Skeroloth Strikers (8): skeroloth rogue 5; hp 80, 80, 80, 80, 80, 80, 80, 80; Appendix 1.

Tactics

APL 2: One skeroloth will attempt to target the greatest number of PCs with a *burning hands*, while the other goes into melee with the first PC to enter the room. Thereafter, both skeroloths will attempt to flank PCs in order to bring their bonus damage into play. The skeroloths, being Small, can fight without fear of jostling a chain. They will stand behind a chain whenever possible so that the PC must either move or else chance jostling a chain to attack. Both skeroloths will always try to leave an escape lane to the idol in order to be able to move to Encounter 9 when the other skeroloth falls (see below).

APL 4-12: The skeroloths, being Small, can fight without fear of jostling a chain. They will stand behind a chain whenever possible so that the PC must either move or else chance jostling a chain to attack. They are immune to acid, and so are not concerned about acid damage, and if they observe anyone actually taking acid damage, may trigger the acid themselves on purpose as a standard action. The strikers at APL 8-12 will work hard to get the flank, having tumble, and being willing to ready to attack after a companion moves to the correct location.

All APLs: Any skeroloths that are killed will disappear forever. However, if some or all of them are dismissed or dispelled, those ones will be resummoned an hour later using the same trigger conditions as above.

The Last Survivor: When the PCs have killed or dispelled all but one, or the battle has reached a point where the PCs' victory is certain, the last skeroloth will use its *expeditious retreat* ability to withdraw from combat (if possible) and run through the *wall of gloom* to **Encounter 9** in order to trigger the idol. Note that it will wait until one PC comes into view in the idol room before triggering the idol as a readied action. So do not drop out of initiative, in order to prevent arguments about timing. This is an out-of-game device that will enable the PCs to see how the idol operates (as opposed to having them

attempt to guess at how it operated from the evidence of the broken clay sphere lying next to the pentagram.)

THE LANTERN ON THE PEDESTAL

A cursory examination of the lantern on the stone pedestal reveals an ordinary-looking oil lantern. The oil reservoir is empty and the new-looking wick shows no signs of burning. Anyone examining the Lantern closely, or a DC 5 Spot check, reveals a message stamped into the bottom: "Anosh ibn Caspa & Sons, Polvar. Stone & Brass Items of All Types. Idols Our Specialty." This is an ordinary lantern, not the Lantern of Dharmal, and as such, it does not radiate magic.

OPENING THE GATE FROM THIS SIDE

If somehow the Gate gets closed with the adventurers on this side of the Gate, there is a handle that can be turned to open the Gate. It is located on the wall to the right of the Gate, hidden behind the wall of gloom. As such, it is a DC 20 Search check to find it, unless the wall of gloom on this wall has been dispelled, in which case it is very obvious. Turning the handle to the right opens the Gate. There is no trap on this handle.

RUNNING INTO A WALL

If a PC runs at a wall of gloom, believing it to be an illusion, he or she will hit the stone wall behind the spell, doing 1d6 non-lethal damage.

9: THE IDOL

At the far end of the room, a large brass idol is seated in a cross-legged position, arms down, but bent at the elbow so that both its hands extend to each side, palms upwards. From one hand hangs a large brass lantern. On the other hand sits a large metallic sphere.

In one corner of the room, a pentagram is drawn on the floor with chalk. Standing in the pentagram is a large demon-like shape. Seeing you, the creature bellows with rage and hammers at invisible walls of force that seem to keep it trapped where it is.

APL 2 and 4:

The creature looks like a massive demonic hyena. It has baleful eyes and elongated jaws full of overlarge teeth. Patches of scaly hide show through its coarse, shaggy fur, and a row of curving spines juts through its backbone. Its long, warty tail is equipped with a vicious stinger.

APL 6:

The creature has the head and tail of a crocodile attached to a muscular, bipedal body. Thick scales cover its body, particularly heavy on its back and tail.

Its arms end in heavy claws, and its powerful mouth is filled with sharp teeth.

APL 8 and 10:

This large, flylike creature has buzzing wings and six limbs, two of which end in long, thin-fingered hands. Its head is vaguely humanoid, with a large, hooked horn where the nose should be. Tufts of wiry hair sprout between the black plates covering its insect flesh.

APL 12:

The creature is the grotesque blending of an ape and a corpulent boar. It stands on its hind legs, rising to more than three times the height of a human. It has a pair of feathered wings that seem ridiculously small compared to the rest of its body.

IF THE LAST SKEROLOTH ESCAPED

If the last skeroloth managed to escape and make it to the idol, read the following.

The ant-like creature chitters loudly and pulls the lantern from the idol's hand. Apparently the two arms of the statue are connected to each other and balanced, because the empty hand that held the lantern rises in the air, while the other hand holding the metallic sphere sinks down almost to the ground. Suddenly there is a loud click, and the arm holding the sphere snaps back up. The sphere is launched through the air in an arc over the idol's head, and flies toward the creature in the pentagram.

(See **DM Aid 4: How the Idol Operates.**) Stop reading for a moment and see if there is any intervention from the PCs. At lower APLs there is probably not much they can do from 80 feet away. If there is no reaction, skip down to "Sphere Hits the Ground" below.

IF THE LAST SKEROLOTH DIDN'T ESCAPE

If the last skeroloth didn't escape, or didn't make it to the idol, the PCs are free to approach the idol.

One hand of the idol holds a metallic-looking sphere filled with water. (DC 15 Spot check to realize it is actually a clay sphere that has been fired with a metallic glaze.) The Lantern of Dharmal hangs from the other hand. The idol and the sphere do not radiate magic, but the lantern does. (Faint auras of all schools.)

The arms of the idol are connected and at the moment, they are exactly in balance. Removing either the sphere or the lantern will cause the other arm to immediately sink down (unless someone holds it up, or it has been tied or harnessed to prevent it from moving.) When the arm hits the bottom of its range, a spring mechanism snaps the arm back up, arcing the object in

the idol's hand over the head of the idol to hit the ground on the opposite side. (See **DM Aid 4: How the Idol Operates.**)

If it is the sphere that is hurled through the air, a PC can make an attempt on their initiative turn to catch the flying sphere if

- The PC is within a single move action of the square beside the pentagram closest to the idol (see **DM Map 5** for exact square)
- drops any objects being held in either hand
- makes a DC 20 Reflex save (to get moving in time)
- moves to the square beside the pentagram that is closest to the idol
- makes an AC 15 touch attack to catch the sphere or the PC has an Immediate spell that prevents the sphere from hitting the ground

or the PC has a wand or other magical object in hand (as clearly stated previously to DM before object got hurled) that can prevent the sphere from hitting the ground.

If successful with the catch process, the PC will end up prone on the ground cradling the sphere in both hands. If the PC is unsuccessful, the PC ends up prone on the ground, while the sphere smashes against the ground beside the PC, sending water across the chalked line of the pentagram. If the PC's catch attempt is unsuccessful, or no attempt is made to catch the sphere, move to **Sphere Hits the Ground.**

If the Lantern is hurled through the air, a PC may attempt to catch it by using the same procedure as for catching the sphere, except the Lantern will hit the floor on the other side of the idol in the square indicated on **DM Map 5.**

Touching either arm of the idol will set the arms to rocking, and unless the PC immediately grabs an arm firmly, this will trigger both arms (see below.)

PCs can prevent the idol from hurling either object by tying or harnessing at least one arm so it can't move, by holding one or both arms so they can't move, or by removing both the ball and the lantern at the same time.

It is a DC 22 Search check to see that there is an access door in the back of the idol, but the idol is set against the wall and needs to be moved to get to the access door. Moving the idol (which weighs 1500 lbs) requires a DC 20 Knowledge (architecture and engineering) check to avoid triggering both arms (see below.)

If the PCs move the idol without triggering both arms, or somehow melt, cut or drill their way through the front of the idol, they can attempt to DC 15 + APL Disable Device. If a PC wants to attempt to Disable Device without getting at the clockwork inside, it is a DC 20 + APL Disable Device to figure out (without touching the

arms) that the arms must be held or immobilized. Failure by more than 10 on either of these Disable processes means both arms are triggered. As usual, the PC may not take 20 on this check.

Success means the clockwork spring device that snaps the arm back up is disabled. If one object is removed, the opposite arm will now simply sink down to the end of its range and stay there.

TRIGGERING BOTH ARMS

Either the lantern or the sphere (pick randomly) gets hurled through the air, triggering the other arm to move as well, hurling its contents in the opposite direction one round later.

THE LANTERN

The Lantern of Dharmal is a large brass lantern—or rather it is the top two-thirds of a large lantern. The lantern lacks a chamber for oil or other fuel customarily found attached to the bottom of a standard lantern. Indeed, looking inside the glass-walled chamber, it is completely empty with a flat bottom—there is no mechanism to hold any wick, and nothing to hold a candle either. If anyone uses *detect magic*, it does have an extremely faint aura of all schools of magic.

It has six windows or panes; one of these is hinged and latched, allowing the Lantern to be opened.

The adventurers cannot discover the true purpose of the Lantern—its powers are currently dormant, and there is no way for the PCs to reveal them.

LANTERN HITS THE GROUND

If the lantern hits the ground with force (a drop of more than three feet), the lantern door is broken off, and three of its glass windows are cracked. If the Lantern is dropped from less than 3 feet, there is a 10% chance that it will break.

SPHERE HITS THE GROUND

The metallic-looking sphere, about a foot in diameter, is actually glazed and fired clay, and is filled with water. If it hits the ground, it smashes next to the pentagram (in the square indicated on **DM Map 5**), and water immediately washes over the line of the pentagram.

If the PCs stop the sphere from hitting the ground, or somehow prevent the water from flowing across the pentagram, then they have avoided the fight with the creature and get full xp for the encounter (unless they then erase the pentagram on purpose, thinking they must fight the creature, or a paladin feels it's his duty, etc. In that case, they'll have to kill the creature to earn the xps.)

If they do not succeed in stopping the water, move to **Erasing the Pentagram**.

THE PENTAGRAM

The pentagram that was built to hold this creature protects those outside the pentagram from all magical and physical attacks of the trapped creature, but also similarly shields the creature from all magic or physical attacks from outside the pentagram.

The chalk line making up the pentagram is magically protected against erasure by anything but at least a quart of water. So the skeroloth cannot simply run over to the pentagram and rub out a part of the line to release the creature within—it must either trigger the idol to hurl the water-filled sphere at the pentagram, or actually seize the sphere from the idol (hurling the Lantern over the head of the idol in the other direction if it is still on the idol's other hand), carry the sphere over to the pentagram and drop the sphere on the floor.

Likewise an adventurer cannot erase any part of the chalked line except with water.

NEGOTIATING

At APL 2 & 4, the abyssal ravager is in a blind fury and is not interested in negotiating with the PCs. All it wants is to tear them into little ribbons, and will say as much if the PCs can understand.

At higher APLs, if the PCs speak its language, the creature has been trapped there for 10 years and is not in a good mood. It requires a Diplomacy check with a minus 20 circumstance bonus to reason with the creature. Otherwise, the creature refuses to negotiate with the PCs and only bellows defiance and hatred.

ERASING THE PENTAGRAM

If water is allowed to flow across the pentagram, read the following

Water splashes across the chalked pentagram, erasing part of it. The creature stops bellowing and looks surprised. Then it smiles, bares its fangs, and springs out of the ruined pentagram, free at last!

As soon as the pentagram is broken, a *dimensional anchor* is cast on the creature, preventing it from leaving this room. The creature attacks the party immediately. If it was released by a surviving skeroloth, the skeroloth will drop the Lantern as a free action (only 10% chance of the Lantern breaking as it hits the floor due to low height of skeroloth) and will look for an opportunity to flank a PC once the creature it has released leaves the pentagram and attacks the PCs.

APL 2 (EL 3)

Abyssal Ravager: hp 22; Appendix 1.

APL 4 (EL 6)

Advanced Abyssal Ravager: hp 73; Appendix 1.

APL 6 (EL 8)

Khumat: hp 93; Appendix 1.

APL 8 (EL 10)

Chasme: hp 76; Appendix 1.

APL 10 (EL 12)

Advanced Chasme: hp 110; Appendix 1.

APL 12 (EL 14)

Nalfeshnee: hp 175; *MM* 45.

Tactics:

The creature is called and not summoned, so it cannot be hedged out by a *protection from evil* spell. This also means its corpse will not vanish if it is slain.

APL 2 and 4: Abyssal Ravagers have no real tactics other than to kill whatever is in front of them. They just attack whatever's closest and moving.

APL 6: Khumats are dimwitted but crafty, they'll bite anything that looks tasty (including most humanoids), and tailslap anything that doesn't.

APL 8 and 10: Chasmes are cunning. It couldn't summon another chasme while trapped in the circle, but now it will certainly attempt to do so if it seems like a sensible tactic. It'll use its spell-like abilities early and often, rather than making a single attack, and will attempt to quicken ray of enfeeblement on brawny threats (although as a ranged attack this provokes an AoO if they are in melee). They'll also try to separate PCs away from each other with *fear*, and will use the Unholy Aura early.

APL 12: Nalfeshnees enjoy starting off with their smite ability, and use the breathing room this usually grants to follow up with unholy aura. They'll *feblemind* dangerous arcanists and *greater dispel magic* anyone who is particularly buffed (or enlarged).

Development: With the guardians of the complex defeated, and the Lantern in their hands—either broken or intact—the adventurers can leave the cavern complex. If they try to close the Gate, see **5: Gate Room—Closing the Gate**.

CONCLUSION

Depending on the players, concluding the adventure can take almost as long as a combat encounter. The PCs

have a number of possible options for dealing with the Lantern, some of which are listed below along with possible paths to various endings noted. There may be some hopping and skipping back and forth between various sections—be prepared to make allowances for this. In summary, there are seven possible threads:

1. They don't take the Lantern with them when they leave the cave. They don't get paid.
2. They take the wrong lantern with them when they leave the cave. They don't get paid.
3. They take the Lantern back to the temple in Lopolla that hired them. They get paid.
4. Suspecting foul play, they leave the Lantern with Ketite officials such as the Threshers. They get paid by the people they leave the Lantern with, but two weeks later, the Lantern is stolen from wherever they left it.
5. They sell the Lantern. They get a minimum of money for it but two weeks later, the Lantern is stolen from whoever bought it.
6. They keep the Lantern. It gets stolen from them two weeks later. They don't get paid.
7. They get arrested by the Threshers. The Threshers confiscate the Lantern. The adventurers don't get paid.

There are several other actions the adventurers can take on the way back home, as set out below, but the adventure will still end in one of these seven ways.

As they travel back through Polvar and on to Lopolla, remember that inside cities, the PCs will not have any weapons, armor or shield save a dagger, quarterstaff or sap.

LEAVE LANTERN IN CAVERN

If the PCs do not take the Lantern with them when they finally quit the cavern complex for good, they do not get paid by anyone, and they cannot qualify for any AR reward except **Lawbreaker**, **Travel Papers**, **Stoutheart**, **Seekers of the Perfect Forms**, or **Shadows of Xan Yae** (see below). If they go back to the cavern to get the Lantern, it is gone. Once the adventurers have done anything else listed below that they can do without the Lantern, their adventure ends.

TAKE THE WRONG LANTERN

If the PCs leave the cavern with the ordinary oil lantern from the ball & chain room (**Encounter 8**) rather than the genuine Lantern of Dharmal from the idol (**Encounter 9**), life will not be easy for them. They will not be taken seriously if they take the lantern to the authorities and claim it is an artifact. If they return it to the temple that hired them, Najmeh will refuse to pay them, telling them they have been duped. They cannot

qualify for any AR reward except **Lawbreaker**, **Travel Papers**, **Stoutheart**, **Seekers of the Perfect Forms**, or **Shadows of Xan Yae** (see below). If they go back to the cavern to get the Lantern, it is gone. Once the adventurers have done anything else listed below that they can do without the Lantern, their adventure ends.

SELL THE LANTERN

If the party decides to simply sell the Lantern to someone—say, to an antiques dealer—then they receive 100 greatshields x APL per person. This is halved if the Lantern is broken. They cannot receive the AR rewards **Paid in Full**, **Recognition** or **Good Job**.

If they subsequently go to the authorities with their story, they are ignored. If they attempt to visit the Temple in Lopolla that hired them, the house is bare—everything has been removed down to the bare walls and floors. There is no sign that there ever was a temple there, let alone who stayed here.

The adventure ends when the party has completed any other business listed below.

KEEP THE LANTERN

If the PCs indicate they will keep the Lantern for themselves after they have finished all other business, then two weeks later, they will wake up to find the Lantern has been stolen. They do not get paid by anyone, and cannot receive the AR rewards **Paid in Full**, **Recognition** or **Good Job**.

If they subsequently go to the authorities with their story, they are ignored. If they attempt to visit the Temple in Lopolla that hired them, the house is bare—everything has been removed down to the bare walls and floors. There is no sign that there ever was a temple there, let alone who stayed here.

The adventure ends here.

OOOPS

If the Lantern hit the ground at any time from a height greater than 3 feet, it is broken. (It has a 10% chance of breaking when dropped from a height lower than this.) If the Lantern is broken, then no matter what the PCs do, they will not get the **Respect for the Dead** AR award, and their pay will be reduced.

PASSING THROUGH POLVAR

If the PCs cremate the bodies of the monks of Xan Yae who were electrocuted by the Gate trap, or make arrangements for cremation, or take the bodies and return them to the Temple of Cherry Leaves on a Pool of Water in Polvar, AND the Lantern is intact, they receive the AR reward **Respect for the Dead**. If PCs intend to bury the

bodies, the DM should point out to players that cremation rather than burial is used in Ket.

If the PCs, as they travel through Polvar, look up the parents of the dead female monk, Nikouref (Niku), whose book of devotions they found, they are received graciously by Niku's mother and father, who are grateful for the return of the book as well as news of the fate of their daughter. If the Lantern is intact, the party receives the AR reward **Respect for the Dead**.

THE TEMPLE OF CHERRY LEAVES UPON A POOL OF WATER

The adventurers might choose to go to the Temple of Cherry Leaves on a Pool of Water in Polvar, perhaps to bring news of the monks' deaths, or to arrange for proper cremation of the monks in the cavern complex, or possibly to seek information concerning what they have learned in the cavern. If they do so, the current master of the Temple, Porgav, greets them graciously and shows them to a small courtyard, where there is, in fact, a cherry tree standing beside a small reflecting pool. Porgav's assistant, Asha, brings tea, and stays to listen.

Information: If the party is here to gain information, then Porgav will confirm that the former master of this temple, Rameen, left with several other monks ten years ago to bury an artifact in the nearby Yatil Mountains. For six months, Porgav, acting as Master Rameen's assistant, received regular updates of their progress via a supply wagon sent fortnightly. That ended abruptly when the supply wagon arrived one day to find that the cavern opening had been erased by a landslide. Porgav assumed at the time that Rameen and his party had died in a catastrophic cave-in.

Porgav will not say what the artifact was—he was sworn to secrecy—but if the adventurers reveal what they know about the Lantern, Porgav will confirm that Rameen was trying to put the Lantern out of reach. He will not admit what the Lantern's powers are, but will say that it is a powerful artifact.

If the adventurers mention Morad or ask about the note that Rameen sent to the temple asking for a replacement for the dead monk Wehzan, Porgav never got a note from Rameen about Wehzan's death, nor did a monk called Morad ever stay at this temple.

If the adventurers mention the Temple of the Shadowy Darkness That Comes in the Second Hour After Midnight in Lopolla, or Master Morteza or Najmeh, he has never heard of them. He will point out that this is not unusual among the secretive worshippers of Xan Yae.

If the adventurers ask if Najmeh's use of the Lantern to bring balance to her temple is valid, Porgav will confirm that it could bring great balance to the temple, but again will refuse to discuss the Lantern's powers.

Bringing News: If the adventurers arrive to tell of how Rameen and his party died, both Porgav and Asha are shocked and dismayed that Rameen and his colleagues died in such a manner. They press the party for more details, but if the adventurers feel that this will infringe on the promise of secrecy they made to Najmeh of the Lopolla temple, Porgav will understand and not push. He will encourage them to go to the Threshers or a Jurat if they suspect foul play. He will echo Najmeh's comments in **Encounter 2** that no secret is above the law of the land. If any PC is a member of Seekers of the Perfect Forms or Shadows of Xan Yae, the PC will receive either the AR reward **Seekers of the Perfect Forms** or **Shadows of Xan Yae** as applicable for bringing this news to the temple in Polvar.

Cremation: If the adventurers come to the temple to arrange for cremation of Rameen and his party, even if they do not reveal how they came upon the bodies nor any other details of their adventure, Porgav is grateful for at least this information. If the Lantern is unbroken, the party receives the AR reward **Respect for the Dead**. In addition, if any PC is a member of Seekers of the Perfect Forms or Shadows of Xan Yae, the PC will receive either the AR reward **Seekers of the Perfect Forms** or **Shadows of Xan Yae** as applicable for ensuring that the dead monks are buried properly.

Seeking the Parents of Nikouref (Niku): Alternatively, if the adventurers are seeking the parents of the dead monk Niku in order to return her book of devotions, Porgav will take them to the house, which is only a couple of streets away from the temple. The parents will be grateful to the party, and will reward them with the AR award **Respect for the Dead** if the Lantern is unbroken.

Leave the Lantern here: If the adventurers decide to leave the Lantern at this temple rather than the temple that hired them, Porgav accepts the Lantern gravely, and pays them the same amount they were going to earn from Najmeh (except for the bonus ring promised to any party that had **Excellent Success** in **Encounter 1**). If the Lantern is broken, the party's pay is subject to the same penalties as if they had returned the broken Lantern to the temple in Lopolla. The adventurers also receive the AR reward **Recognition**. If they leave the Lantern at this temple, proceed to *Gone without a Trace* once the party finishes any other business in Polvar.

RETURN TO THE TEMPLE IN LOPOLLA

If the Lantern is broken: As specified by Najmeh in **Encounter 2**, repairs to the Lantern will come out of the adventurers' pay. If the party's result from **Encounter 1** was **Excellent Success**, **Success**, or **Tried**, payment is

moved down one category. If the party's **Encounter 1** category was **Failed**, their payment is halved.

If they give the Lantern to the Temple: Najmeh gravely takes the Lantern and sets it on the low table beside the black lotus, bows to everyone in gratitude, then pays the party the amount agreed to in **Encounter 2**. In addition, if the Lantern is intact, any party that had **Excellent Success** in **Encounter 1** also gets the AR reward **Payment in Full**. If the party had **Excellent Success** in **Encounter 1** but the Lantern is broken, or if they had less than **Excellent Success** in **Encounter 1** (regardless of the state of the Lantern), they get the AR reward **Good Job**. The adventure ends here.

If the PCs have any questions: Najmeh will attempt to answer them.

Why is the map only 10 or 20 years old? It must be a copy of the older one. (A DC 16 Sense Motive shows that she is startled to learn this.)

Why are the bodies in the cavern only 10 or 20 years old? The Lantern was placed there many centuries ago. The monks must have been trying to break in to gain the Lantern.

Aren't the dead monks the people who built the complex? You must be mistaken or have misread the signs.

What about this diary we found? It must be a copy of an older document that tells of the site's construction.

When can we meet with Master Morteza? He is out of town at the moment. I do not know when he will return.

Note that she really does believe these things.

If the PCs refuse to hand over the Lantern: If the PCs insist that something funny is going on and refuse to hand the Lantern over, Najmeh says if they are at all suspicious of her motives, they should go to the Archons or a Jurat with their concerns. She will pay them when they return with the Lantern. She then shows them out of the temple. See *Take Lantern to Archons/ Mullahs/ Jurat/Threshers*

If PCs insist on searching the temple: Najmeh refuses, and points out that without a Thresher or Jurat present and a reasonable expectation of a crime, they will be breaking the law. If the PCs persist, Najmeh does not resist. One of the other monks slips out of the back door of the Temple to fetch the Threshers who arrive five minutes later and arrest all of the PCs, charging them with breaking and entering. (See **Appendix Two: Laws of Ket**). If the PCs leave the Lantern in the temple before they are taken away, the Temple will pay the PCs the gold agreed to in **Encounter Two**—subject to the same penalty as described above if the Lantern is broken—and the AR reward **Good Job**. However, even if the party had a result of **Excellent Success** in **Encounter 1**, they will NOT receive the AR reward **Payment in Full**.

If the PCs keep the Lantern as they are taken away, it will be confiscated by the Threshers, and the PCs will neither receive any payment whatsoever, nor any of the AR rewards **Good Job**, **Recognition** or **Paid in Full**. Move to *Gone without a Trace* below.

If the PCs insist Najmeh come with them for questioning: If the PCs insist she accompany them to Threshers/Archons/Mullahs etc., she will at first refuse, but if they are insistent, she will accompany them without resisting. Note that action taken against her at this point (lethal damage, or even non-lethal damage) is done without cause against a Citizen and will result in charges being brought against them. (See **Appendix 2: Laws of Ket**). Wherever they go, Najmeh is questioned by whomever they took her to, but is released for lack of evidence of wrongdoing, subject to a closer examination of the Lantern. Move to *Take Lantern to Archons/Mullahs/Jurat/Threshers/Other*

TAKE LANTERN TO ARCHONS/ MULLAHS/JURAT/THRESHERS/OTHER

Wherever they take the Lantern, the person they meet with looks very interested, and casts *detect magic* on the Lantern. The person looks disappointed that it has such a faint dweomer but offers to do more research if the adventurers are willing.

The PCs have a choice. If they choose to take the Lantern back to the Temple in Lopolla, see the previous section, *Return to the Temple in Lopolla*. If they choose to leave the Lantern here to be examined, the person gives them a receipt for the Lantern and tells them she will be in touch with them in a few days.

A few days later, the PCs are summoned to wherever they dropped the Lantern off and are told the Lantern is a powerful artifact that could have been dangerous if it had fallen into the wrong hands. The person is unwilling to share any more information about the powers of the Lantern. The party is paid a reward equal to that negotiated with the Temple in **Encounter 2** (minus the ring). In addition, the PCs are rewarded with the AR award **Recognition** if they entrusted the Lantern to: the Archons, the Brotherhood of Sorcerers, the Threshers, any Jurat, any military officer, any official of the Copper Palace, a priest of any Baklunish deity (including any priest of Xan Yae not associated with the temple that hired them), or any Ket metaorg to which a member of the party belongs.

If the Lantern is broken, the party's pay is subject to the same penalties as if they had returned the broken Lantern to the temple.

Proceed to *Gone Without a Trace*.

GONE WITHOUT A TRACE

If the PCs gave the Lantern to someone other than the Temple of the Shadowy Darkness That Comes in the Second Hour After Midnight in Lopolla, and then return to the Temple that hired them, the house is bare—everything has been removed down to the bare walls and floors. There is no sign that there ever was a temple there, let alone who stayed here.

Two weeks later, they hear that the Lantern has been stolen from whomever they left it with. The adventure ends here.

STOUTHEARTS

If there are members of the Stouthearts in the party, at some point during the conclusion, the DM should ask them if they are willing to give a lecture to their fellow Stouthearts about the cavern complex, and to credit the dead dwarven architect Tizraf Stonecudgel with its design. If so, the members of the Stouthearts are rewarded with the AR award **Stouthearts**.

ASSAULTED THRESHERS

The PCs are put up on trial and any party members who did lethal damage to a Thresher are sentenced to twice the regular punishment for similar type of assault on a Citizen, with no mitigating circumstances. (See **Appendix 2: Ket Laws**). Anyone convicted of a crime gains **Lawbreaker** on the AR. Any who choose to may escape from arrest after being convicted. (If a player indicates that the PC chooses to flee, the DM must make the player aware of future consequences in Ket adventures for the character before the character actually flees. See AR reward **Lawbreaker** for details.)

Any PC who did not participate in the attack is eventually released after **2 extra TUs**.

PCs receive no gold or AR awards for the adventure. The adventure ends here. *If the penalty was 10 TUs in the stocks, the DM should immediately notify the Ket Triad of who was convicted, for what crime and under what circumstances.*

AR AWARDS EXPLAINED:

Lawbreaker: Imposed on anyone who assaulted the Threshers or otherwise broke Ket laws.

Travel Papers: Awarded to anyone who was given Travel Papers during the adventure.

Respect for the Dead: Awarded if the book of devotions was returned to Niku's family or the party buried or cremated the bodies of the monks or arranged for this to be done. This cannot be awarded if the Lantern was broken.

Seekers of the Perfect Forms: Awarded to members of the Seekers of the Perfect Forms who visit Temple in Polvar at the end of the adventure.

Shadows of Xan Yae: Awarded to members of the Shadows of Xan Yae who visit Temple in Polvar at the end of the adventure.

Stouthearts: Awarded to members of the Stouthearts who agree to deliver a lecture to fellow members about the design and architecture of the cavern complex.

Payment in Full: Awarded for returning the unbroken Lantern to the Temple that hired them, after getting **Excellent Success** in Encounter 1.

Good Job: Awarded for returning the Lantern in any condition to the Temple that hired them when **Payment in Full** is not earned.

Recognition: Awarded for turning over the Lantern in any condition to proper Ketite official or organization. (See full list in *Take Lantern to Archons/mullahs/Jurat/Threshers/other*)

NOTE: *The party cannot be rewarded more than one of the following awards: Payment in Full, Good Job or Recognition.*

Not sure which one? If party meets these conditions:

A. **Excellent Success** from Encounter 1? *Yes*

State of Lantern? *Unbroken*

Lantern left at Temple? *Yes*

Arrested by Threshers? *No*

Then reward **Payment in Full**

B. **Excellent Success** from Encounter 1? *No*

State of Lantern? *Doesn't matter*

Lantern left at Temple? *Yes*

Arrested by Threshers? *Doesn't matter*

Then reward **Good Job**

C. **Excellent Success** from Encounter 1? *n/a*

State of Lantern? *Doesn't matter*

Lantern left at Temple? *No*

Arrested by Threshers? *Yes*

Then do not reward any of the three AR awards in question.

D. Lantern in any condition was left with proper Ketite official or organization listed in **Take Lantern to Archons /mullahs /Jurat / Threshers/ other?** *Yes*

Then reward **Recognition**

E. Lantern left in cavern complex, or was not given to anyone, or was not left at Temple that hired them if party was arrested for breaking & entering, or wrong lantern was taken from cavern? *Yes*

Then do not reward any of the three AR rewards in question.

THE END

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

4: Landslide

Disable, bypass or survive the landslide

APL 2	60 XP
APL 4	90 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	150 XP

6: The Gate Room

Disable, bypass or survive the trap/puzzle

APL 2	60 XP
APL 4	90 XP
APL 6	150 XP
APL 8	180 XP
APL 10	210 XP
APL 12	270 XP

8: Ball and Chain Room

Defeat the Skeroloths

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

4: Idol & Pentagram

Defeat or bypass the outsider in the pentagram

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Lantern returned with no laws broken

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items. Do not list a category if the PCs find no treasure belonging to it. For example if the PCs find no coins or gems do not list "Coin" in the treasure summary. To calculate the amount of gold each PC gets from selling an item divide its full market price by 12.

2: The Temple / Conclusion

APL 2: Coin: 400 gp; Magic 208 gp; *ring of jumping* (208 gp). Total 608 gp.

APL 4: Coin: 800 gp; Magic 208 gp; *ring of climbing* (208 gp). Total 1008 gp.

APL 6: Coin: 1200 gp; Magic 183 gp; *ring of feather falling* (183 gp). Total 1383 gp.

APL 8: Coin: 1600 gp; Magic 833 gp; *ring of jumping, improved* (833 gp). Total 2433 gp.

APL 10: Coin: 2000 gp; Magic 833 gp; *ring of climbing, improved* (833 gp). Total 2833 gp.

APL 12: Coin: 2400 gp; Magic 1667 gp; *ring of invisibility* (1667 gp). Total 4067 gp.

Treasure Cap

APL 2: 450

APL 4: 650

APL 6: 900

APL 8: 1300

APL 10: 2300

APL 12: 3300

Total Possible Treasure

APL 2: 608

APL 4: 1008

APL 6: 1383

APL 8: 2433

APL 10: 2833

APL 12: 4067

ADVENTURE RECORD ITEMS

Travel Papers: You have official Ketite Travel Papers.

Lawbreaker: You have broken Ket law and been sentenced. If you fled Ket rather than face punishment, at the start of each adventure set in Ket, or if you enter Ket during an adventure, you have a 25% chance of being immediately caught and sentenced to twice the original penalty. There is no escape once recaptured—your involvement in the adventure immediately ends and you must serve the sentence.

Crime & Sentence: _____

Fled? N / Y (If Y, double sentence served on AR: ____ DM initials and RPGA# _____)

Payment in Full: The Temple of the Shadowy Darkness That Comes at the Second Hour After Midnight is grateful for your service, and rewards you with access to all the items in the lower box on the AR.

Good Job: The Temple of the Shadowy Darkness That Comes at the Second Hour After Midnight rewards you with access to all the items without an asterisk in the lower box on the AR.

Recognition: For the service you have done for Ket, you are rewarded with access to all the items without an asterisk in the lower box on the AR. You may also make access to ONE of those items "regional". In addition, you are given regional access to ONE of the following: *merciful* upgrade to any weapon, *rope of entanglement* (DMG), *blunt arrows* (Races of the Wild), or the animal trick *Subdue* (Complete Adventurer).

Respect for the Dead: Xan Yae favors you. You may, one time only, take 20 on a Bluff, Hide or Move Silently check, regardless of other factors. Cross off when used.

Seekers of the Perfect Forms: You gain regional access to the following: Amulet of Mighty Fists (+1 to +5), *Ki Focus* weapon upgrade (DMG), Monk's Belt (DMG), Sandals of Harmonious Balance (Complete Adventurer).

Shadows of Xan Yae: You gain regional access to the following: *defending* weapon upgrade (DMG); and access to the following spells: *dispel ward*, *ebon eyes*, *faith healing*, *slashing darkness*, *veil of shadow*. (Spell Compendium)

Stouthearts: You gain access regional access to one suit of Adamantine armor or shield; the armor or shield can be from *PHB* or can be Battle Plate, Heavy Plate, Interlocking Plate, Mountain Plate or Extreme Steel Shield (Races of Stone). Cross off when used.

APPENDIX 1: APL 2

8: BALL AND CHAIN ROOM

SKEROLOTH

CR 3

Fiend Folio, page 197

NE Small outsider (evil, extraplanar, yugoloth)

Init +7; **Senses** Listen +6, Spot +6

Languages Abyssal, infernal

AC 20, touch 14, flat-footed 17

(+1 size, +3 Dex, +6 natural)

hp 22 (4 HD)

Immune poison, acid

Resist cold 10, electricity 10, fire 10;

Fort +5, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares), burrow 20 ft., climb 20 ft.;

Melee 4 claws +8 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Atk Options Sneak attack +1d6

Special Actions Cringe,

Spell-Like Abilities (CL 4th):

At will—*daze* (DC 10), *detect good*, *jump*

3/day—*burning hands* (DC 11), *expeditious retreat*

Abilities Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11

SQ Cringe, outsider traits, yugoloth traits

Feats Improved Initiative, Weapon Finesse

Skills Climb +15, Hide +18, Listen +6, Move Silently +14, Spot +6;

Sneak Attack (Ex): Any time a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Skills Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Init +4; **Senses** Darkvision 60 ft., scent; Listen +7, Spot +7

Languages Abyssal, common

AC 17, touch 13, flat-footed 13

(-1 size, +4 Dex, +4 natural)

hp 22 (3 HD)

Immune poison

Resist acid 10, cold 10;

Fort +6, **Ref** +7, **Will** +4

Speed 50 ft. (10 squares)

Melee sting +7 (1d4+4 plus poison)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +10

Abilities Str 17, Dex 19, Con 17, Int 6, Wis 12, Cha 8

SQ Outsider traits

Feats Track, Weapon Focus (sting)

Skills Jump +9, Listen +7, Move Silently +10, Sense Motive +7, Spot +7, Survival +7;

Poison (Ex): An abyssal ravager delivers its poison (Fortitude save DC 14) with each successful sting attack. The initial and secondary damage is the same (2d6 points of Strength damage).

9: THE IDOL

ABYSSAL RAVAGER

CR 3

Monster Manual II, page 57

CE Large outsider (chaotic, evil, extraplanar)

8: BALL AND CHAIN ROOM

SKEROLOTH

CR 3

Fiend Folio, page 197

NE Small outsider (evil, extraplanar, yugoloth)

Init +7; **Senses** Listen +6, Spot +6**Languages** Abyssal, infernal**AC** 20, touch 14, flat-footed 17

(+1 size, +3 Dex, +6 natural)

hp 22 (4 HD)**Immune** poison, acid**Resist** cold 10, electricity 10, fire 10;**Fort** +5, **Ref** +7, **Will** +3**Speed** 40 ft. (8 squares), burrow 20 ft., climb 20 ft.;**Melee** 4 claws +8 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +0**Atk Options** Sneak attack +1d6**Special Actions** Cringe,**Spell-Like Abilities** (CL 4th):At will—*daze* (DC 10), *detect good*, *jump*3/day—*burning hands* (DC 11), *expeditious retreat***Abilities** Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11**SQ** Cringe, outsider traits, yugoloth traits**Feats** Improved Initiative, Weapon Finesse**Skills** Climb +15, Hide +18, Listen +6, Move Silently

+14, Spot +6;

Sneak Attack (Ex): Any time a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Skills Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Init +3; **Senses** Darkvision 60 ft., scent; Listen +7, Spot +7

Languages Abyssal, common**AC** 18, touch 12, flat-footed 16

(-2 size, +3 Dex, +7 natural)

hp 73 (7 HD)**Immune** poison**Resist** acid 10, cold 10;**Fort** +11, **Ref** +8, **Will** +6**Speed** 50 ft. (10 squares)**Melee** sting +10 (1d8+10 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +18**Abilities** Str 25, Dex 17, Con 22, Int 6, Wis 12, Cha 8**SQ** Outsider traits

Feats Improved Natural Attack (sting), Track, Weapon Focus (sting)

Skills Jump +17, Listen +11, Move Silently +10,

Sense Motive +7, Spot +11, Survival +11;

Poison (Ex): An abyssal ravager delivers its poison (Fortitude save DC 19) with each successful sting attack. The initial and secondary damage is the same (2d6 points of Strength damage).

9: THE IDOL

ADVANCED ABYSSAL RAVAGER CR 6

Monster Manual II, page 57

CE Huge outsider (chaotic, evil, extraplanar)

8: BALL AND CHAIN ROOM

SKEROLOTH

CR 3

Fiend Folio, page 197

NE Small outsider (evil, extraplanar, yugoloth)

Init +7; **Senses** Listen +6, Spot +6

Languages Abyssal, infernal

AC 20, touch 14, flat-footed 17
(+1 size, +3 Dex, +6 natural)

hp 22 (4 HD)

Immune poison, acid

Resist cold 10, electricity 10, fire 10;

Fort +5, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares), burrow 20 ft., climb 20 ft.;

Melee 4 claws +8 (1d3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +0

Atk Options Sneak attack +1d6

Special Actions Cringe,

Spell-Like Abilities (CL 4th):

At will—*daze* (DC 10), *detect good*, *jump*

3/day—*burning hands* (DC 11), *expeditious retreat*

Abilities Str 11, Dex 16, Con 12, Int 5, Wis 8, Cha 11

SQ Cringe, outsider traits, yugoloth traits

Feats Improved Initiative, Weapon Finesse

Skills Climb +15, Hide +18, Listen +6, Move Silently +14, Spot +6;

Sneak Attack (Ex): Any time a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 1d6 points of damage on a successful melee attack.

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Skills Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

9: THE IDOL

KHUMAT

CR 8

Miniatures Handbook, page 69

NE Large outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages: Abyssal, Common, Infernal

AC 26, touch 10, flat-footed 25
(-1 size, +1 Dex, +16 natural)

hp 93 (11 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 15

Fort +11, **Ref** +8, **Will** +10

Speed 30 ft. (6 squares), swim 45 ft.

Melee bite +18 (2d8+12) or
tail slap +18 (1d12+12)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +23

Atk Options improved grab, Improved Sunder, Power Attack

Abilities Str 26, Dex 13, Con 19, Int 8, Wis 13, Cha 8
SQ outsider traits

Feats Improved Initiative, Improved Sunder, Iron Will, Power Attack

Skills Hide +11, Listen +15, Move Silently +15, Search +13, Spot +15, Survival +15 (+17 following tracks), Swim +30;

Improved Grab (Ex): To use this ability, a khumat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

8: BALL AND CHAIN ROOM

SKEROLOTH ROGUE

CR 8

Skeroloth Rogue 5

Fiend Folio, page 197

NE Small outsider (evil, extraplanar, yugoloth)

Init +9; **Senses** Listen +6, Spot +6

Languages Abyssal, infernal

AC 22, touch 16, flat-footed 17

(+1 size, +5 Dex, +6 natural)

hp 80 (9 HD)

Immune poison, acid

Resist cold 10, electricity 10, fire 10;

Fort +7, **Ref** +15, **Will** +7

Speed 40 ft. (8 squares), burrow 20 ft., climb 20 ft.;

Melee 4 claws +13 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +4

Atk Options Sneak attack +4d6

Special Actions Cringe

Spell-Like Abilities (CL 4th):

At will—*daze* (DC 9), *detect good*, *jump*

3/day—*burning hands* (DC 10), *expeditious retreat*

Abilities Str 13, Dex 20, Con 16, Int 5, Wis 10, Cha 10

SQ Cringe, outsider traits, yugoloth traits, trap sense

+1, trapfinding, uncanny dodge, evasion

Feats Improved Initiative, Iron Will, Lightning

Reflexes, Weapon Finesse

Skills Climb +17, Hide +21, Listen +12, Move Silently

+17, Spot +12, Tumble +17;

Sneak Attack (Ex): Any time a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 4d6 points of damage on a successful melee attack.

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes

no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Skills Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

9: THE IDOL

CHASME

CR 10

Fiendish Codex I, page 34

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +3; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Aura: fear (5-ft. radius, Will DC 16)

Languages Abyssal, Celestial, Common; telepathy 100 ft.

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +14 natural)

hp 76 (9 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 21

Fort +10, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect);

Melee 2 claws +17 (1d6+4 plus wounding) and bite +15 (1d8+2 plus wounding) and gore +15 (1d8+2 plus wounding)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +17

Atk Options Flyby Attack, Power Attack

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 9th):

At will—*contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+11 ranged

touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)
3/day—quickened *ray of enfeeblement* (+11 ranged touch)
1/day—*unholy aura* (DC 20)

Abilities Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

SQ outsider traits, tanar'ri traits

Feats Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

Skills Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +14, Search +14, Sense Motive +14, Spot +14;

Drone (Su): As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect. The save DC is Charisma-based.

Fear Aura (Su): As a swift action, a chasme can create an aura of fear in a 5-foot radius spread around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 16 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours. The save DC is Charisma-based.

Summon Tanar'ri (Sp): Once per day a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This is the equivalent of a 4th level spell (CL 9th).

Wounding (Ex): A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

8: BALL AND CHAIN ROOM

SKEROLOTH ROGUE

CR 8

Skeroloth Rogue 5

Fiend Folio, page 197

NE Small outsider (evil, extraplanar, yugoloth)

Init +9; **Senses** Listen +6, Spot +6**Languages** Abyssal, infernal**AC** 22, touch 16, flat-footed 17

(+1 size, +5 Dex, +6 natural)

hp 80 (9 HD)**Immune** poison, acid**Resist** cold 10, electricity 10, fire 10;**Fort** +7, **Ref** +15, **Will** +7**Speed** 40 ft. (8 squares), burrow 20 ft., climb 20 ft.;**Melee** 4 claws +13 (1d3+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +4**Atk Options** Sneak attack +4d6**Special Actions** Cringe**Spell-Like Abilities** (CL 4th):At will—*daze* (DC 9), *detect good*, *jump*3/day—*burning hands* (DC 10), *expeditious retreat***Abilities** Str 13, Dex 20, Con 16, Int 5, Wis 10, Cha 10**SQ** Cringe, outsider traits, yugoloth traits, trap sense

+1, trapfinding, uncanny dodge, evasion

Feats Improved Initiative, Iron Will, Lightning

Reflexes, Weapon Finesse

Skills Climb +17, Hide +21, Listen +12, Move Silently

+17, Spot +12, Tumble +17;

Sneak Attack (Ex): Any time a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 4d6 points of damage on a successful melee attack.**Cringe (Su):** As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.**Evasion (Ex):** At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue

is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.**Trapfinding:** Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.**Trap Sense (Ex):** At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.**Skills** Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

9: THE IDOL

ADVANCED CHASME

CR 12

Fiendish Codex I, page 34

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +3; **Senses** darkvision 60 ft.; Listen +18, Spot +18**Aura:** fear (5-ft. radius, Will DC 18)**Languages** Abyssal, Celestial, Common; telepathy 100 ft.**AC** 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +14 natural)

hp 110 (13 HD); **DR** 10/cold iron or good**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10; **SR** 21**Fort** +12, **Ref** +11, **Will** +10**Speed** 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect);**Melee** 2 claws +22 (1d8+5 plus wounding) and bite +20 (1d8+2 plus wounding) and gore +20 (1d8+2 plus wounding)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +13; **Grp** +22**Atk Options** Flyby Attack, Power Attack**Special Actions** drone, *summon tanar'ri***Spell-Like Abilities** (CL 13th):At will—*contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+15 ranged touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)3/day—*quickened ray of enfeeblement* (+11 ranged touch)1/day—*unholy aura* (DC 20)

Abilities Str 20, Dex 16, Con 18, Int 14, Wis 14, Cha 14

SQ outsider traits, tanar'ri traits

Feats Flyby Attack, Improved Natural Attack (claw), Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

Skills Bluff +18, Climb +29, Concentration +20, Diplomacy +6, Hide +15, Intimidate +20, Listen +19, Move Silently +18, Search +18, Sense Motive +18, Spot +18;

Drone (Su): As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot radius spread. Each creature in this area must succeed on a DC 18 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect. The save DC is Charisma-based.

Fear Aura (Su): As a swift action, a chasme can create an aura of fear in a 5-foot radius spread around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 18 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours. The save DC is Charisma-based.

Summon Tanar'ri (Sp): Once per day a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This is the equivalent of a 4th level spell (CL 9th).

Wounding (Ex): A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

8: BALL AND CHAIN ROOM

SKEROLOTH ROGUE

CR 8

Skeroloth Rogue 5

NE Small outsider (evil, extraplanar, yugoloth)

Init +9; **Senses** Listen +6, Spot +6

Languages Abyssal, infernal

AC 22, touch 16, flat-footed 17

(+1 size, +5 Dex, +6 natural)

hp 80 (9 HD)

Immune poison, acid

Resist cold 10, electricity 10, fire 10;

Fort +7, **Ref** +15, **Will** +7

Speed 40 ft. (8 squares), burrow 20 ft., climb 20 ft.;

Melee 4 claws +13 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +4

Atk Options Sneak attack +4d6

Special Actions Cringe

Spell-Like Abilities (CL 4th):

At will—*daze* (DC 9), *detect good*, *jump*

3/day—*burning hands* (DC 10), *expeditious retreat*

Abilities Str 13, Dex 20, Con 16, Int 5, Wis 10, Cha 10

SQ Cringe, outsider traits, yugoloth traits, trap sense

+1, trapfinding, uncanny dodge, evasion

Feats Improved Initiative, Iron Will, Lightning

Reflexes, Weapon Finesse

Skills Climb +17, Hide +21, Listen +12, Move Silently

+17, Spot +12, Tumble +17;

Sneak Attack (Ex): Any time a skeroloth's target is denied a Dexterity bonus, or when a target is flanked by a skeroloth, the skeroloth deals an additional 4d6 points of damage on a successful melee attack.

Cringe (Su): As a standard action, a skeroloth can cower in fear. This is a mind-affecting effect. Any opponent attempting to strike or otherwise directly attack a cringing skeroloth, even with a targeted spell, must attempt a Will save (DC 12). If the save succeeds, the opponent can attack normally and is immune to the effect of that skeroloth's cringing for one day. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack that skeroloth for as long as it continues to cringe. If the skeroloth stops cringing and then cringes again, the opponent may attempt a new Will save to attack it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue

is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Skills Skeroloths have a +4 racial bonus on Hide and Move Silently checks. Skeroloths also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

APPENDIX 2: NEW ITEMS

SPELLS

Wall of Gloom

Illusion (Shadow) [Darkness, Fear, Mind-Affecting]

Level: Sor/wiz 2

Components: VSM

Casting Time: 1 standard action

Range: Medium (11 ft + 10 ft./lvl)

Effect: A straight wall whose area is up to one 10-ft square/lvl

Duration: Concentration + 1 round/lvl

Saving Throw: None

Spell Resistance: No

You create a barrier of ominous shadow that obscures sight, including darkvision. The wall is insubstantial, so creatures can move through without penalty. *Wall of gloom* counters *light* or dispels any light spell of equal or lower level. *Material component:* A bit of fleece from a black sheep.

Source: *Spell Compendium* 233

APPENDIX 3: KET LAWS

For minor crimes (sentences of 10 TUs stock time or less), Threshers are able to immediately investigate the crime, interview witnesses, pass judgment and carry out the sentence. For major crimes, the accused is turned over to a formal court hearing before a Jurat and two mullahs.

Crime & Punishment: The punishment for many crimes, especially of assault, aggravated assault and murder, will largely depend on the status of the person against whom the crime was done

Mitigating Circumstances: In recent times, moderate voices have convinced the Beygraf that the "all-or-nothing" aspect of the justice system had become a burden to the common people. The solution was to introduce "mitigating circumstances" to sentencing--given certain predetermined circumstances during the commission of the crime, the convicted person will receive a reduced sentence.

Legal wrangling: Upon conviction, legal wrangling can be attempted in order to reduce the sentence when there are no mitigating circumstances, or in place of mitigating circumstances. However, if a PC attempts legal wrangling, then he or she cannot call upon mitigating circumstances as well. By making a Diplomacy or Profession (Lawyer) check at DC 20 + APL, execution will be reduced to life in the mines, life in the mines will be reduced to 2 years in the mines, and all other sentences reduced to half their length or half the fine, whichever is applicable.

CRIMES OF DEBT

Falling into Debt (Citizen): Sentenced to become *ushdar* (indentured servant) in household of creditor until Jurat has determined that worth of labor performed has matched debt.

MITIGATING CIRCUMSTANCES: None

Unpaid debt obtained with Fraudulent Collateral (Non-Citizen): Upon determination that collateral did not match worth of loan, sentenced to become *qashar* (mine slave) until Jurat has determined that worth of labor performed has matched debt.

MITIGATING CIRCUMSTANCES: None

MINOR CRIMES

Vandalism: Fine equal to double the value of the property damage, plus repair costs to owner of property; or if unable to pay fine, 1 TU of court-

appointed indentured servitude per 10 greatshields of property damage.*

MITIGATING CIRCUMSTANCES: None

Tax evasion: Fine equal to double the value of the tax owed, or if unable to pay fine, court-appointed indentured servitude to a Citizen of Jurat's choice, 1 TU per 10 greatshields of tax owed*

MITIGATING CIRCUMSTANCES: None

Break & Enter: 2 TUs in stocks for unauthorized entry, in addition to any punishment for theft.

MITIGATING CIRCUMSTANCES: It was an emergency

EFFECT: No fine or conviction

Theft: Fine equal to double the value of the item stolen owed, plus restitution to owner of property; or if unable to pay fine, court-appointed indentured servitude to owner of property, 1 TU of per 10 greatshields of property value*

MITIGATING CIRCUMSTANCES: None

CRIMES AGAINST "MONSTERS"

Killing of "monster": Fine (typically 100 greatshields); or if unable to pay fine, court-appointed indentured servitude to Citizen of Jurat's choice, 1 TU per 10 greatshields of fine owed.*

MITIGATING CIRCUMSTANCES: Any reasonable excuse

EFFECT: No fine or conviction

CRIMES AGAINST NON-RESIDENTS

Aggravated Assault (lethal damage): 2 TU in stocks.

MITIGATING CIRCUMSTANCES: Any reasonable excuse as long as accused did not initiate the combat.

EFFECT: No fine or conviction

Lethal Assault (resulting in death): 10 TUs in stocks [Paying for a successful *raise dead* reduces conviction to **Aggravated Assault**]

MITIGATING CIRCUMSTANCES: Self defense.

EFFECT: No fine or conviction

Kidnapping or Torture: 10 TUs in stocks

MITIGATING CIRCUMSTANCES: None

CRIMES AGAINST RESIDENTS

Simple Assault (non-lethal): 2 TU in stocks

MITIGATING CIRCUMSTANCES: Any reasonable excuse as long as accused did not initiate the combat.

EFFECT: No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

MITIGATING CIRCUMSTANCES: Committed in self-defense *and* cured all lethal damage at end of combat **EFFECT:** 2 TUs in stocks, conviction for simple assault

Deadly Assault (lethal damage and loss of consciousness): 5 TUs in stocks (cont...)

CRIMES AGAINST RESIDENTS (cont.)

MITIGATING CIRCUMSTANCES: Committed in self-defense *and* cured all lethal damage at end of combat

EFFECT: 2 TUs in stocks, conviction for simple assault

Kidnapping or Torture: 1 year in mines**

MITIGATING CIRCUMSTANCES: None

Manslaughter: 1 year in mines**

MITIGATING CIRCUMSTANCES: Self defense

EFFECT: 10 TUs in stocks

CRIMES AGAINST HORSES

Simple Assault (non-lethal damage): 2 TU in stocks

MITIGATING CIRCUMSTANCES: Self-defense, as long as accused did not initiate the combat with owner of horse.

EFFECT: No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

MITIGATING CIRCUMSTANCES: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat

EFFECT: 2 TUs in stocks, convicted of simple assault

Deadly Assault (lethal damage and loss of consciousness): 10 TUs in stocks

MITIGATING CIRCUMSTANCES: Self-defense, as long as accused did not initiate the

combat with owner of horse, *and* cured all lethal damage at end of combat

EFFECT: 5 TUs in stocks, convicted of aggravated assault

Horse Theft: 52 TU in stocks and fine equal to double the value of the horse plus restitution to owner of horse. If unable to pay fine, 52 TUs in stocks or 1 year in mines** plus 1 TU of court-appointed indentured servitude per 10 greatshields of value of the horse*

MITIGATING CIRCUMSTANCES: To save the life of the Beygraf

EFFECT: No penalty

Kidnapping or Torture: 2 years in mines**

MITIGATING CIRCUMSTANCES: None

Horse slaughter: 2 years in mines**

MITIGATING CIRCUMSTANCES: Self-defense, as long as accused did not initiate the combat with owner of horse

EFFECT: 10 TUs in stocks, convicted of deadly assault

CRIMES AGAINST CITIZENS

Simple Assault (non-lethal): 2 TU in stocks

MITIGATING CIRCUMSTANCES: Any reasonable excuse as long as accused did not initiate the combat.

EFFECT: No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

MITIGATING CIRCUMSTANCES: Committed in self-defense *and* cured all lethal damage at end of combat

EFFECT: 2 TUs in stocks, conviction for simple assault

Deadly Assault (lethal damage and loss of consciousness): 10 TUs in stocks

MITIGATING CIRCUMSTANCES: Committed in self-defense *and* cured all lethal damage at end of combat

EFFECT: 5 TUs in stocks, convicted of aggravated assault

Kidnapping or Torture: Life in mines**

MITIGATING CIRCUMSTANCES: None

Murder, unpremeditated: Life in mines** [Paying for a successful *raise dead* reduces conviction to Deadly Assault]

MITIGATING CIRCUMSTANCES: Self defense
EFFECT: 26 TUs in mines**

***Impersonation for purposes of entertainment or satire, either public or private, is not judged to be a crime.

Murder, premeditated: Execution. [Paying for a successful *raise dead* reduces conviction to **Murder, unpremeditated**]

MITIGATING CIRCUMSTANCES: None

CRIMES AGAINST THE STATE

Bearing of armor or weapons inside walled city or town: 10 TUs in stocks

MITIGATING CIRCUMSTANCES: None

Impersonation for criminal purposes*:**
Execution

MITIGATING CIRCUMSTANCES:

Impersonation of Resident: 1 TU in stocks

Impersonation of Citizen: 4 TUs in stocks

Impersonation of member of military unit
except Threshers: 10 TUs in stocks

Impersonation of Thresher or Jurat: 1 year in
mines**

Impersonation of Bey or Graf: Life in mines**

Impersonation of the Beygraf: Execution

Attack on military officer, government official or Jurat: Look up same type of assault against Citizen and double the penalty.

MITIGATING CIRCUMSTANCES: None

Theft of Beygraf's property: Execution

MITIGATING CIRCUMSTANCES: As determined by Jurat

EFFECT: Life in the mines

Crimes against the Beygraf: Execution

MITIGATING CIRCUMSTANCES: As determined by Jurat

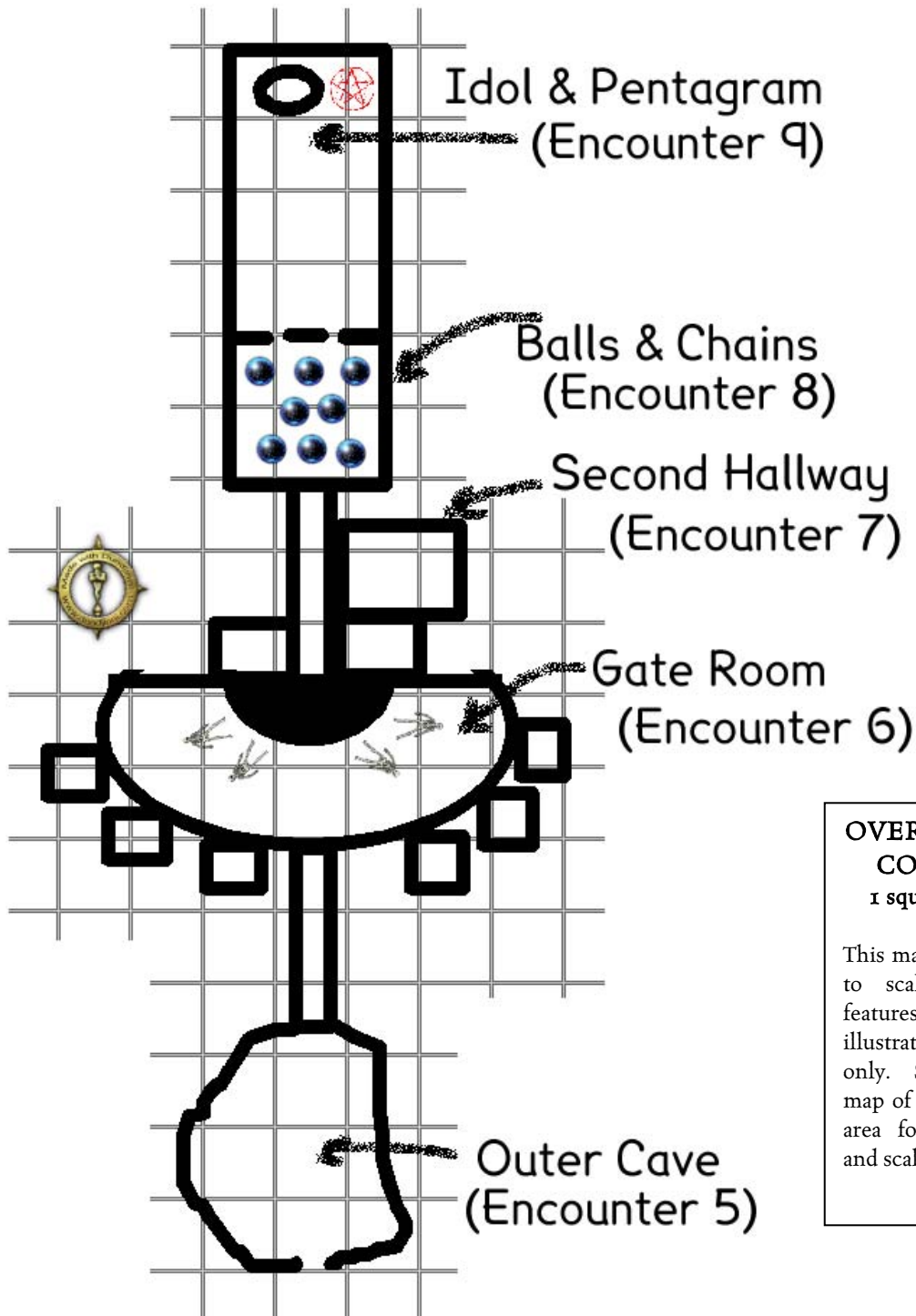
EFFECT: Life in the mines

Treason: Execution

MITIGATING CIRCUMSTANCES: None

*Only a Citizen may become an *ushdar* (indentured servant). Residents and non-residents unable to pay fine are sentenced to labor in the mines, value of their work (minus cost of food) used to pay off fine. This typically works out to about 30 greatshields per year.

**Any sentence of time in the mines includes branding on right cheek and lifetime loss of Citizenship



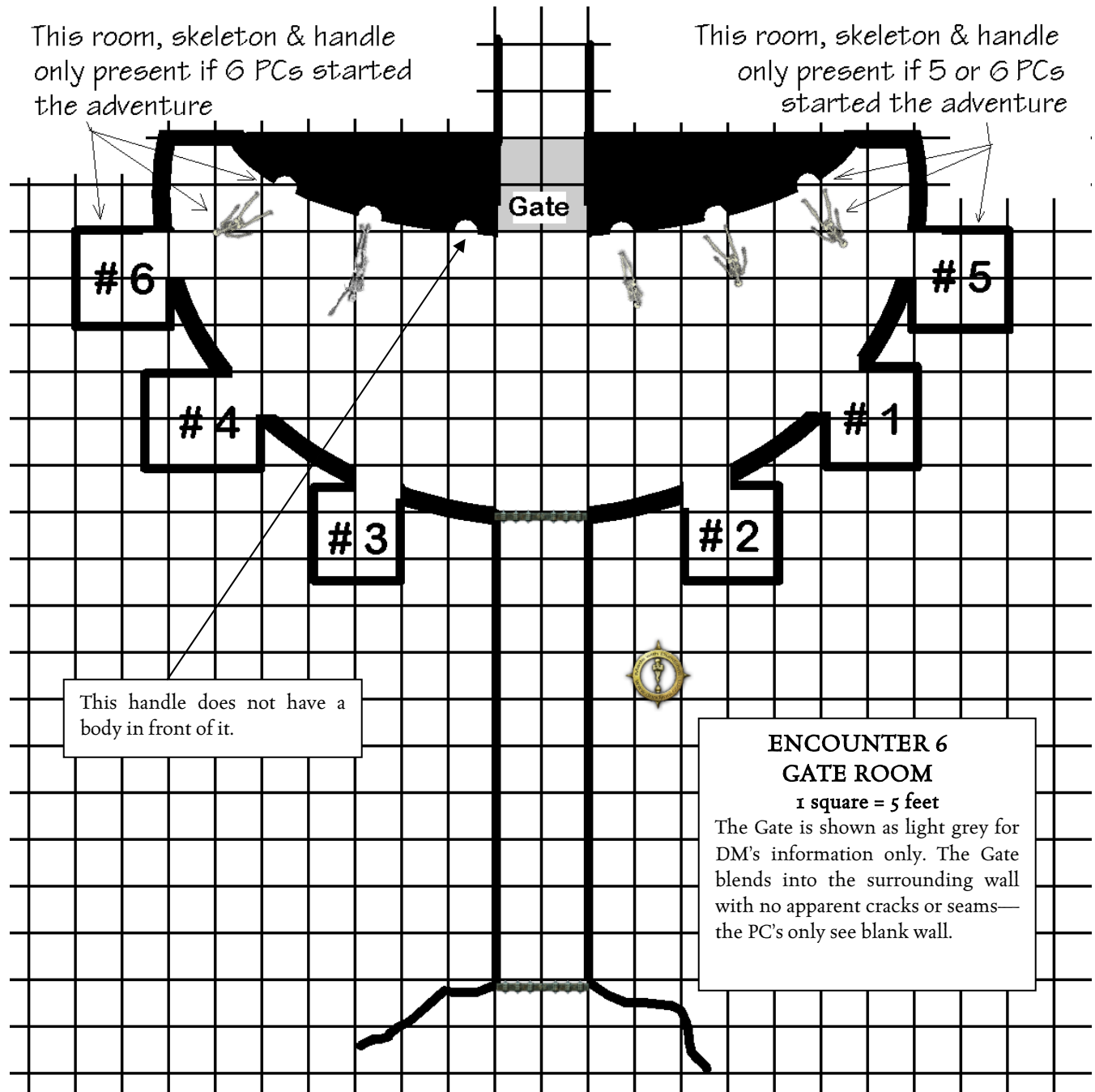
OVERVIEW OF COMPLEX

1 square = 20 feet

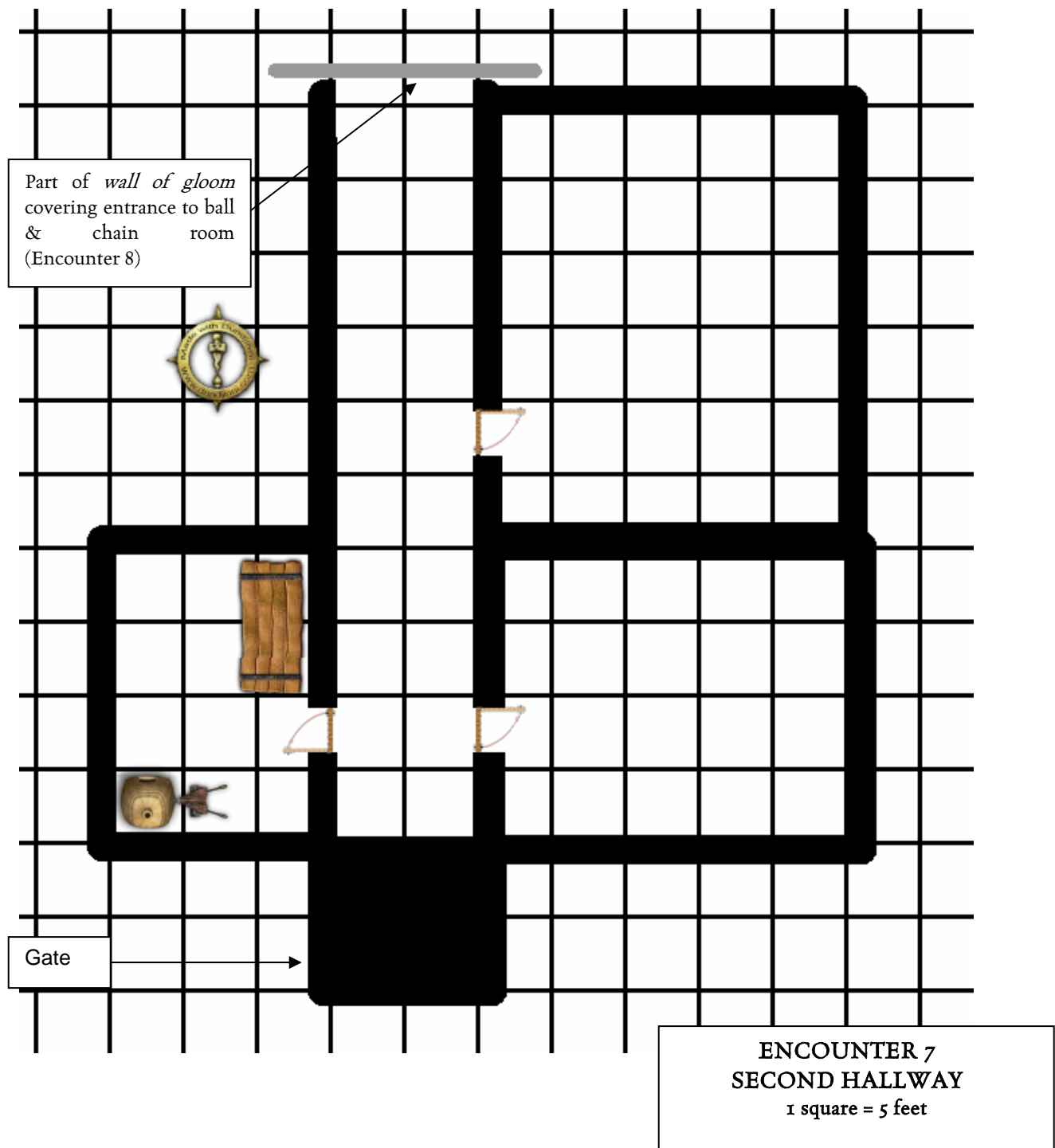
This map is not exactly to scale, and some features are added for illustrative purposes only. See large-scale map of each encounter area for exact details and scale.

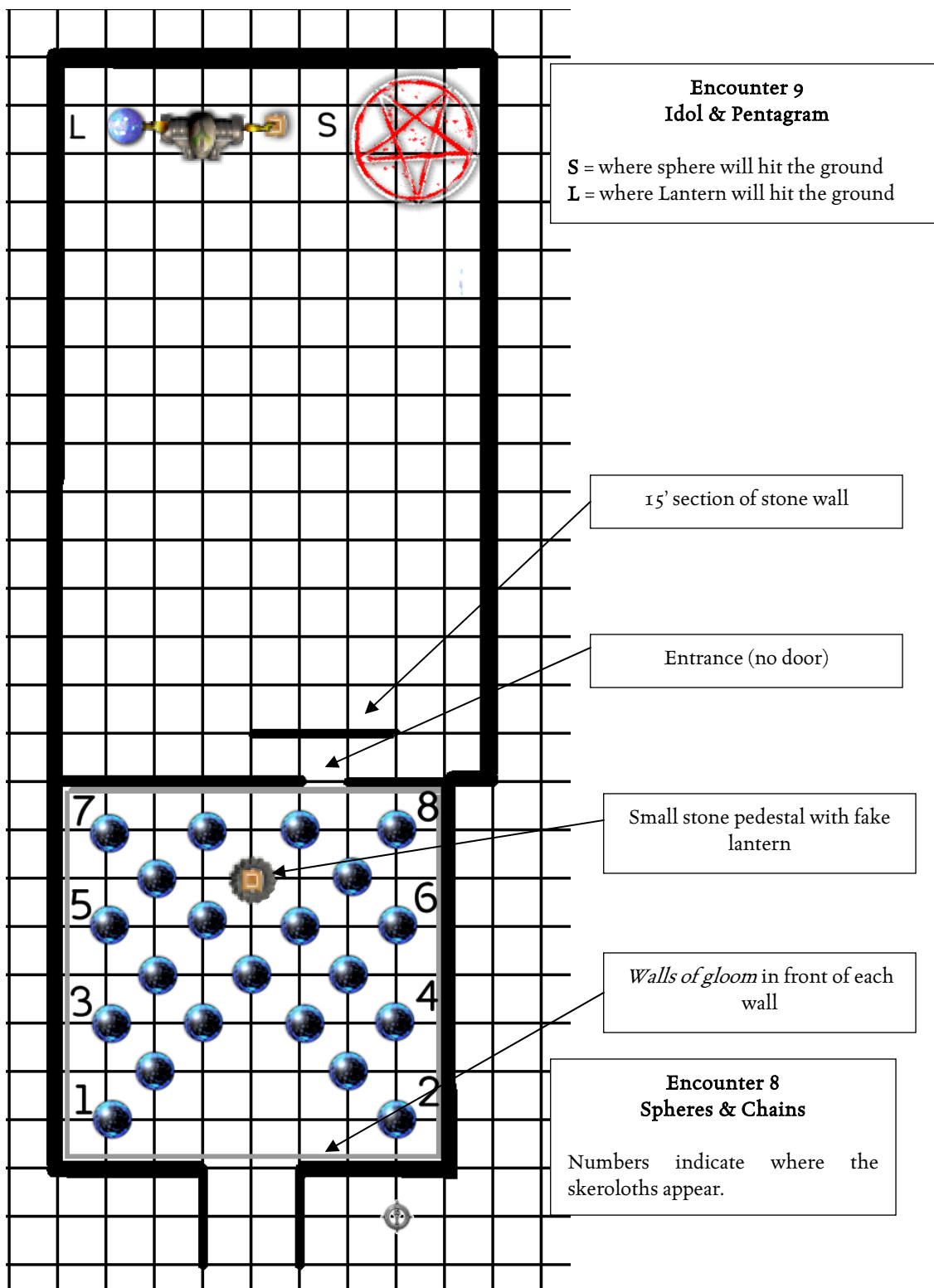
ENCOUNTER 5
OUTER CAVE
 1 square = 5 feet

DM MAP 3



DM MAP 4





DM AID 1: JENTELLA'S FORTUNES

For PCs who achieved "Excellent Success" or "Success", Jentella will have the PC enter the chicken coop, stand on one leg, and throw two handfuls of chicken feed over his right shoulder and one over his left while saying, "Chickee chickee chickee, where hast thou been? And what hast thou seen?" (At this point, the player rolls a d20 and adds any bonus from Encounter 1 to the result.) Jentella will go into a trance while carefully watching the patterns the chickens make. When she comes out of her trance, she will pronounce the PC's fortune.

In the case of a party that only achieved "Tried" in Encounter 1, Jentella will simply look at each PC's teeth, turn him or her around three times and have the PC do thirteen jumping jacks before pronouncing their fortune. At this point, the player rolls a d20 and subtracts the penalty from Encounter 1.

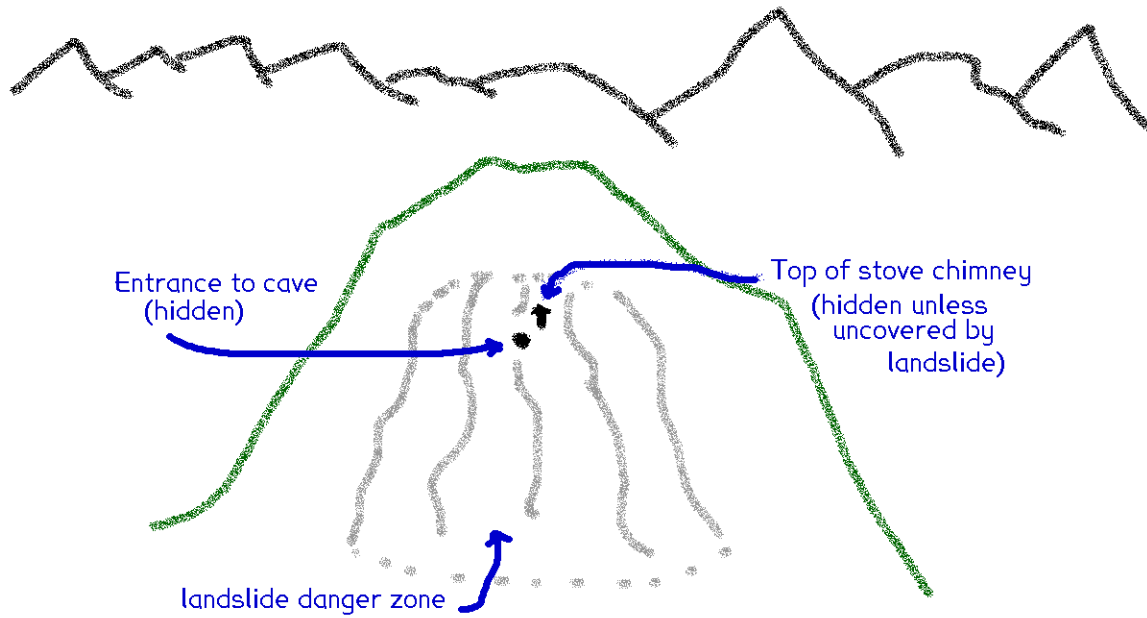
Important: No PC is allowed to have the same fortune as another player.

- For a PC that achieved "Excellent Success" or "Success" and duplicates another PC's result, move one fortune higher. (If the new fortune is already taken, keep moving up until reaching an untaken fortune. If there are no fortunes left above, then move down until an untaken fortune is reached.)
- For a PC that only achieved "Tried" in Encounter 1, move down until reaching an untaken fortune. If there are no untaken fortunes below, move up until an untaken fortune is reached.

RESULT

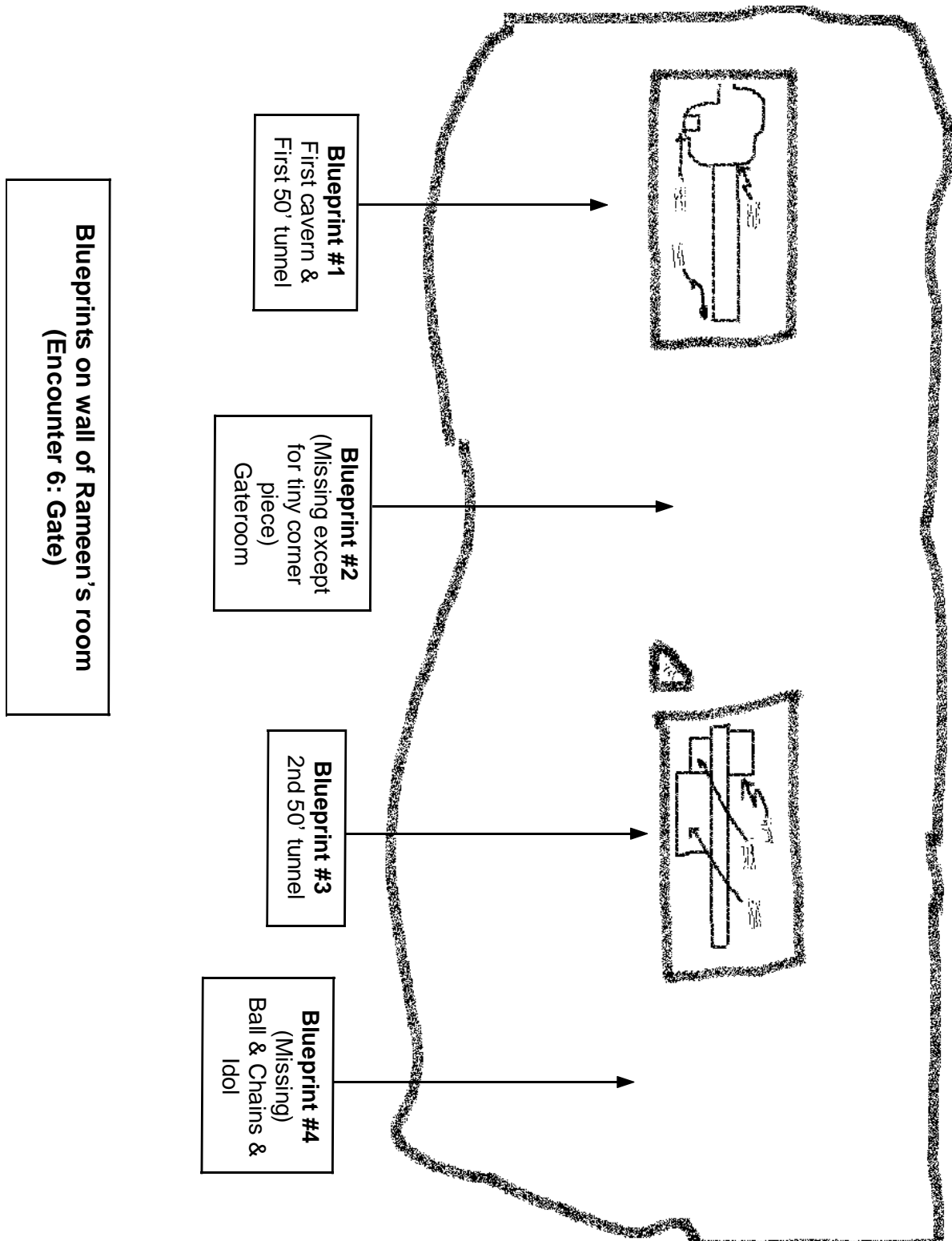
- 25 Beware the person who takes a new name—today a name, tomorrow a country.
- 24 Watch out for the person who hides in shadows—only evil hides from the light.
- 23 Water erases every mark, frees the slave, and might even wash away your bloodstains.
- 22 Be wary of appearances—that which looks indestructible may yet prove false.
- 21 In all things, maintain balance.
- 20 "Ooops" never sounds good coming from a hero.
- 19 The small may yet free the mighty. Cry out in terror if they succeed.
- 18 If you cannot hurt the prisoner, does he have any power over you?
- 17 Your enemy—our enemy—is the man who tests you.
- 16 For once, don't drop the ball.
- 15 Breaking chains is a blow for freedom—but sometimes it's better to leave them.
- 14 Your deadliest enemy may be the friend who doesn't help you.
- 13 Together you should stand. Divided you will die.
- 12 The man betwixt heaven and earth was murdered.
- 11 Pictures are pretty, but what do they hide?
- 10 The man who worked with his hands hid a secret, but not one of his own making
- 9 Remember those who have died before you, and honor them.
- 8 Your choice will be black or white—or both.
- 7 How long will the parents grieve the missing child?
- 6 To stand in the way of duty is to lose the path you seek.
- 5 Those who have a duty are only doing their duty.
- 4 The truth I believe may not be the truth.
- 3 Many hands are needed.
- 2 All is cloudy, except for tomorrow when it will be sunny with cool winds.
- 1 The future is bright. No rain is forecast for the next week.
- 0 All is dross, including this fortune.
- 1 You should have become a doctor
- 2 Beware thieves that steal your money. Then they spend it.
- 3 The sun rises and the sun sets—then it does it all over again
- 4 The fox cries while the bear is sleeping. The wild goose is seen at dawn

DM AID 2: DRAWING OF HILLSIDE

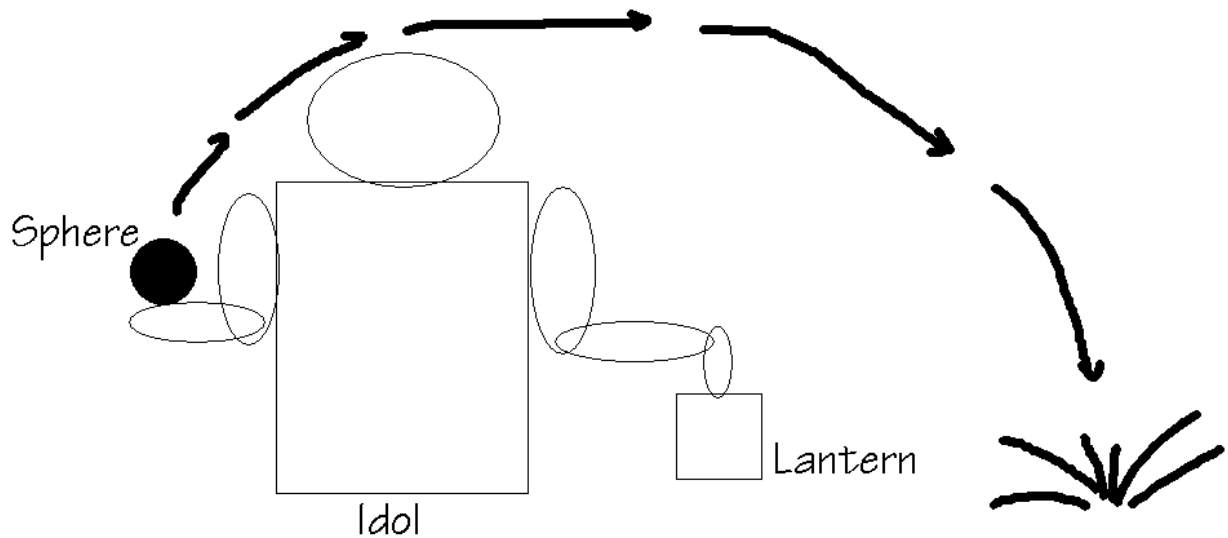


**EXTERIOR VIEW OF
HILLSIDE**
Map not to scale.

DM AID 3: THE BLUEPRINT DIAGRAMS



DM AID 4: HOW THE IDOL OPERATES

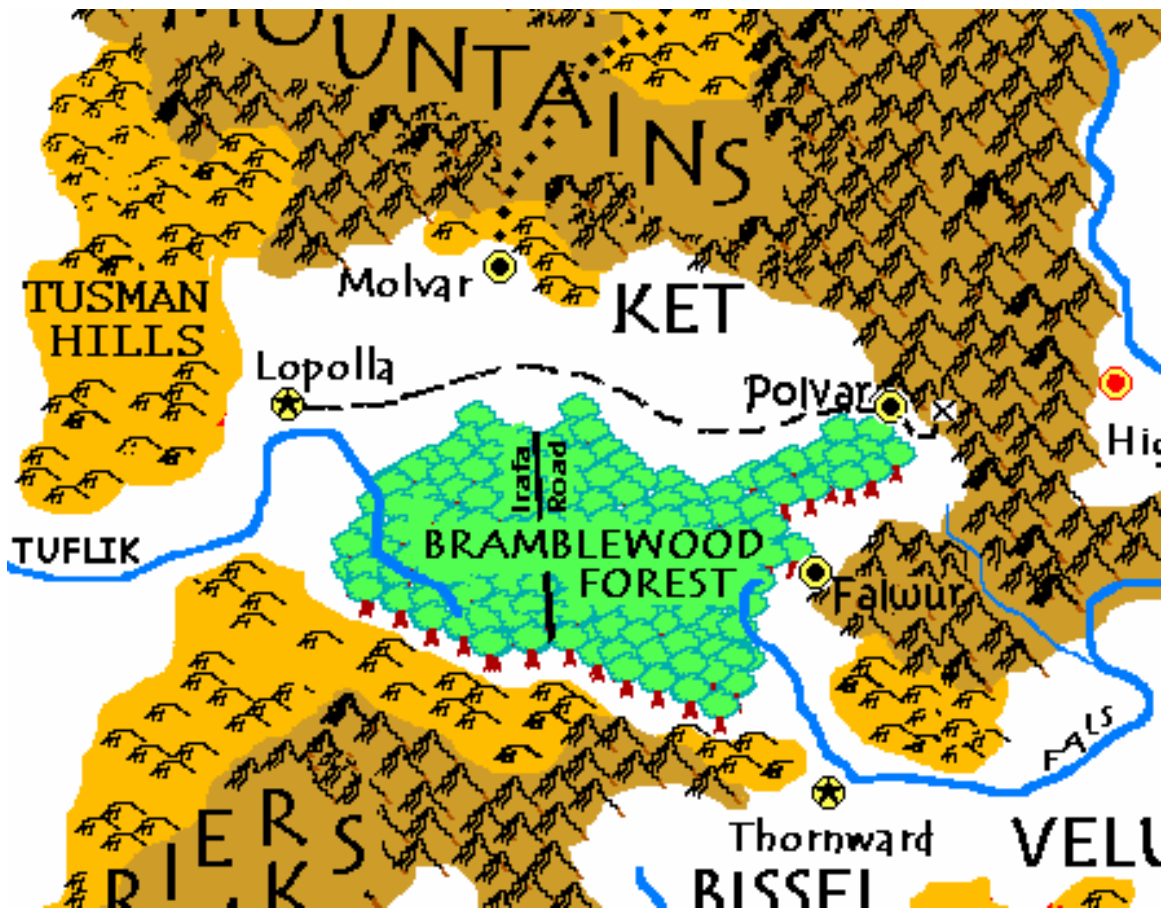


HOW THE IDOL OPERATES

Both arms are connected and balanced. Removing the Lantern from one arm will cause the clay sphere's arm to sink down, where it will engage a spring mechanism, snapping the arm back up. The sphere will be hurled over the idol's head and smash on the ground, splashing water across the chalked pentagram.

If the sphere is removed first, this will cause the Lantern to be hurled over the idol in the opposite direction. This will not affect the pentagram, but will damage the Lantern.

PLAYER HANDOUT 1: MAP OF KET



KET7-01 *BALANCE OF SECRETS*

MAP OF KET

— — — Route from Lopolla taken by adventurers

⊠ Location of cavern as described on map given to adventurers

PLAYER HANDOUT 1

Selected Entries from CY586 of the Journal of Rameen of Polvar, Master of the Temple of Cherry Leaves Upon a Pool of Water.

Coldeven 23

Tizraf has done a survey of the natural cavern and the surrounding area. He is somewhat concerned about the instability of the hillside outside the cavern mouth, but the rest of the area appears stable enough for his plans.

Reaping 7

Wehzan has dropped another sphere. Luckily it was empty, but Tizraf was so angry, he started throwing clay at the ceiling. Niku fled to her room, laughing. I have warned Wehzan to be more careful. He is a bit of a clumsy fellow, although the best cook in the Temple by far.

Harvester 11

Niku has run into some problems with the Gate. Our tests for opening and closing it have all worked. However, she tells me that before we close the Gate for the final time, she will have to set the trap first. Closing the Gate for the final time will then have an element of risk. She has calculated that the slightest error will kill everyone in the room. However, I assured her that we are old hands at opening and closing the Gate now, so there is very little that can go wrong as long as we all work together.

Harvester 20

Wehzan was killed by a landslide of gravel while he was walking outside the cave mouth. Tizraf warned me when we arrived about the instability of the slope, and I chose not to listen. We have buried him at the summit of this hill, where he is balanced between earth and sky. I will send a note back to Porgav at the Temple, asking him to send a replacement, since we cannot close the Gate without one more person. While we are waiting, I have asked Niku to set the trap so we can close the Gate as soon as Wehzan's replacement arrives.

Harvester 26

Wehzan's replacement, Morad, has come. Apparently he had just arrived from the Temple of the Owl Gliding Beneath a Dark Moon in Falwur when Porgav sent him here. I don't know why Porgav would send a newcomer under the circumstances. In any case, I have given Morad both Wehzan's old room and Wehzan's old job as cook. I also forbid him from going past the Gate, although I don't know why, just an instinct perhaps. I have also instructed the others not to talk about details of the complex in front of him. He seems too eager to see the complex. Or perhaps I am simply seeing the contrast between his eagerness and our exhaustion—we all wish to leave here as soon as possible. Between the many months we have spent underground and the death of Wehzan, the place is starting to feel like a tomb to us.

Harvester 27

I am determined to investigate Morad when we get back to Polvar. Engaging him in idle conversation as he works, I believe he has only a superficial understanding of the precepts of balance. I have decided to enforce Temple rules of secrecy for the first time in many months. For instance I had been keeping this journal in my room, strictly against rules, but now I have started to hide it in Tizraf's room. Tizraf pretends not to notice, good man. I have also had Niku cast the standard contingency erase spells on my blueprints.

Harvester 28

All has been prepared—the summoning, the last clay sphere in place, the final balance. If everyone acts together in closing the Gate, we should be back in Polvar before the end of Brewfest. Without explaining the details, I have emphasized to Morad the importance of acting with us, and the danger if he does not. But I feel a sense of foreboding. All our lives hang in the balance, and he is an unknown weight.

PLAYER HANDOUT 2

SCRAP OF PAPER FOUND TACKED TO WALL OF ROOM

