

KET7-06

Balance of Peace

A One-Round Dungeons & Dragons® Living Greyhawk™ Adventure

by Penn Davies & Alan Brown

Circle Reviewer: Tim Sech

Playtesters: Jeffrey Everet, Dave “DaK” Kristensen, Mike Pickett, Adrian Bolstridge, Craig Copeland, Marjorie Copeland, Bill Gould, Jason Hrabí, Sean Hunt, Andrew Jaremkow, Gregg Peevers, Mark Stevens.

Life wanes and death waxes. How soon until the tipping point is reached? A one-round regional adventure set in Ket for characters level 1-14 (APLs 2-12), particularly suitable for those who avoid the frontal assault method of investigation, as well as members of the Archons, Dwarven Clans, and Shadows of Xan Yae. Part Three of the “Seeking Balance” series. This adventure contains spoilers for previous adventures in this series, therefore players are strongly advised that for maximum enjoyment, KET7-01 *Balance of Secrets* and KET 7-03 *Balance of Harmony* should be played first.

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins], *Dungeon Masters Guide II* [Jesse Decker], *Dungeonscape* [Jason Bulmahn, Rich Burlew], *Fiend Folio* [James Wyatt], *Players Handbook II* [David Noonan], *Monster Manual IV* [Gwendolyn F.M. Kestrel], *Monster Manual V* [Wizards Team].

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 event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session 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 non-player 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 adventurers participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six adventurers, 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules are taken from *Living Greyhawk Campaign Standards* 7.5.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Ket.

As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is Ket, or 24 gp for out-of-region characters. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.

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 blunt 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 *Living Greyhawk Campaign Standards* 7.5

ADVENTURE BACKGROUND

(Note that for the enjoyment of DMs who wish to play Part 4 of this series, certain spoilers have been omitted.)

THE STORY THUS FAR

Back during the Greyhawk Wars, the man on the throne of Ket, Beygraf Zoltan, was actually a pawn of Iuz the Wicked. When Zoltan was assassinated, likely because his association with Iuz was discovered, he was replaced by the current Beygraf, Nadaid. Nadaid's first task was to tear up all of the treaties with Iuz, throwing awry all of Iuz's plans for the Greyhawk Wars. Since that time agents of Iuz within Ket have worked to depose Nadaid and replace him with another pawn of Iuz. However, Ket's prosperity since the Greyhawk Wars has brought stability and peace to the country, strengthening Nadaid's position on the throne.

Ten years ago, an agent of Iuz named Morad thought of a way to depose Nadaid by bringing about a wave of unrest. A country riven by strife would welcome a new ruler who could return the country to Lawful order with an iron fist. While doing some research, Morad had come across the description of an artifact called the *Lantern of Dharmal*. Apparently any magical item placed in the *Lantern* would affect those in the immediate vicinity. For example, a *potion of heroism* placed in the *Lantern* would make those nearby feel courageous. Morad reasoned that if he placed a powerful item of Chaos in the *Lantern*, it would cause those standing near it to become Chaotic. As more and more people were exposed, this would cause unrest and violence, setting the table for Nadaid's removal.

Morad discovered that the *Lantern* was being kept in a temple of Xan Yae in Polvar. However, when he arrived in Polvar to steal the *Lantern*, he found that it had been taken to the nearby Yatil Mountains by the monks of the temple to be hidden away. Following the monks, Morad managed to murder them, but not before the *Lantern* had been locked away in the deepest part of the complex, guarded by traps and demons.

Morad decided he could recover the *Lantern* later, and returned to Lopolla to continue with his long-term plan. He changed his name to Morteza and founded a fake temple of Xan Yae. To make his cover as real as possible, he sought out real monks of Xan Yae and convinced them to join his temple. So credible was he that each monk truly believed that he or she was a member of an authentic temple of Xan Yae. Indeed, the only person at the temple who did not worship Xan Yae was "Morteza".

He recruited one of the Grafs (high nobles) of Ket to his cause, holding out the throne of Ket as the prize. With a willing partner in place, he was finally ready to set his plan in motion. Rather than send his monks to face the dangers of the cavern, Morteza had his assistant Najmeh hire a band of adventurers to retrieve the

Lantern earlier this year. Those events are told in KET7-01 *Balance of Secrets*.

Shortly after obtaining the *Lantern*, Morteza traveled to Furyondy, where he stole a powerful Chaotic magic item called the *Fist of Emirikol*. Morteza knew that once the *Fist* was placed in the *Lantern*, it would broadcast strong waves of Chaos to anyone standing near the *Lantern*.

In KET7-03 *Balance of Harmony*, Morteza sent Najmeh and the other monks out into Ket in the guise of traveling buskers. Although the monks knew of the *Lantern's* power, they innocently believed that the *Fist* was an item of Neutrality called the Stone of Blessing. As they performed, they attracted crowds of people whose alignments then slowly turned Chaotic. The results were catastrophic for several small villages. As the monks traveled on, they were unaware of the trail of bloodshed and violence they were leaving behind them.

Fortunately a band of adventurers managed to stop the monks before the unrest became widespread, and brought the monks before a Jurat (judge). Although Najmeh and her fellow monks had been not been aware of the effect their actions had caused, they were found guilty of fomenting unrest and were sentenced to death. Najmeh, horrified by the suffering her actions had caused, gladly welcomed her upcoming execution.

TODAY: MORAD REGROUPS

The arrest of the monks was a serious blow to Morad. Not only did his plans require an outbreak of unrest in order to pave the way for a new Beygraf, the discovery of his plot has torn away the veil of secrecy that he had spent a decade weaving.

However, Morad was well-prepared for any eventuality, having previously set up a "safe house" in a ruined fort near the village of Amarat in case he needed to hide for a while.

To prevent any more information about his plot or himself from being discovered, Morad killed all the monks while they were being taken to Lopolla for final questioning—all except for Najmeh, whom he kidnapped. Taking Najmeh and retreating to his hideout, he tortured her to find out what she had revealed about him—nothing, as it turns out, since she never got a chance to talk to authorities at the Copper Palace. He mocked her patient prayers to Xan Yae throughout the ordeal, and now plans to kill her very shortly.

Secure in the belief that no one has an inkling of his plot yet, he is now drawing up new plans to get his pet Graf onto the throne.

MERCENARY GUARDS

Morad has hired mercenaries from Perrenland to guard the fort. Although they are Flan, it will not be obvious to the adventurers on sight whether the guards are Ket Citizens or not. (They are not.)

Any of the mercenaries will freely talk if either Intimidated or offered 100gp. However, they don't know much:

- A man named Morad hired their mercenary regiment about three years ago but for most of that time, only one guard has been required to stay at the fort in a caretaker role. Then a few weeks ago, orders came for the regiment to fully staff the fort without alerting the people of Amarat to their presence.
- They understand Ket laws. If they fight outside the fort, they deal non-lethal damage. However, inside the fort, they deal lethal damage, figuring to hide the bodies inside the fort.
- They are assigned to the fort for a month at a time. They enter and leave the fort through the not-so-secret passage and take a boat away from the area.
- At APLs 2-6, there are 16 guards in the fort. (This increases to 32 guards at APLs 8-12).
- Their task is to watch the approaches to the fort 24 hours a day, and to dispose of anyone wandering into the fort.
- Morad is an older man, in his late 50s or early 60s slim, tall, with graying hair, perhaps Suloise. He apparently somehow enters and leaves the fort through his room. He is at the fort most of the time. They have never been allowed in his room.
- An unconscious Baklunish woman was brought into the fortress by Morad several weeks ago. It was clear that he was furious with her. He kicked her unconscious body several times before dragging her into an empty room. The mercenaries' medic was called into the room and was ordered to treat her injuries. Starting a week later, he was called in to the room at least once a day to treat injuries caused by torture and beatings. This went on for several days. Three days ago, Morad seemed in a much better mood, and the medic was told his services were no longer required. The woman has not been seen since.
- Another man, always hooded and cloaked, has been in the fortress several times. He has his own room, but only stays for one or two days at a time. He also apparently enters and leaves the fort via Morad's room. When he is in the fort, he

is generally in long meetings with Morad in the conference room. Morad has been extremely deferential to the man, and has been overhead to say “Your Grace, or “My Lord” to the man.

- The guards are totally unaware of the two demons summoned by Morad and if asked about them, express disbelief.

NAJMEH

Sister Najmeh is a middle-aged Baklunish woman, neither plain nor beautiful but good looking in a healthy but unobtrusive way. She wears the loose silk jacket and trousers of a Xan Yae monk, and keeps her hair in the long braid favored by Ketite women.

She was trained as a monk of Xan Yae at a small temple in Falwur Province and is a devout believer. She was Morteza’s first recruit to his fake temple in Lopolla, and she eventually became his personal assistant, although she was unaware of his plot against Ket until her arrest in KET7-03 *Balance of Harmony*.

She played a central role in both KET7-01 *Balance of Secrets*, and KET7-03 *Balance of Harmony*, so any adventurer who played either of those adventures will instantly recognize her.

Currently Najmeh is in very poor physical condition, having been tortured and beaten, and then tied to a chair teetering above a deep pool of water in the basement of Morad’s hideaway. Morad has fitted her with *dimensional shackles* (*Dungeon Masters Guide* 255) so that she cannot be magically removed, and applies a *mind blank* to her each day to ensure her location cannot be *scryed* or otherwise magically discovered.

BEYGRAF NADAID

The Beygraf is a very intelligent and disciplined man who rose up through the ranks of the army and attained the throne of Ket in part due to his pragmatic ability to balance one faction against another.

However, he has also survived as one of the longest reigning monarchs in post-war Flanaess in part by keeping his own counsel. Recently, he has had a set of visions about a woman named Najmeh, whom he has never met. He made discreet inquiries about her and has now heard the story of Morteza and the *Lantern*.

Although his palace officials and security officers have dismissed the recent short outbreak of unrest in northern Ket as the work of a madman and unimportant compared to current events on the Bissel-Ket border, Nadaid believes that there is something darker and more dangerous at work here. He feels the key is to find the woman whom he has seen in his visions.

Normally he would bring in the army to investigate, but he is unwilling to involve them at this time since

they are already overstretched in the south. He doesn’t trust any other faction (the church of Al’Akbar, the Mouqollad Consortium, the nobles of his court, etc.) since they may be part of the plot. So he has decided to hire a band of brave adventurers, reasoning that if they are not loyal in spirit, their loyalty can be bought.

OLYA SILVERMUG

Olya Silvermug is the female halfling owner of Amarat’s only inn, the Rusty Scimitar. She was born in Amarat and inherited the tavern from her parents. On the surface, she is a genial and friendly host, and is well known and well-liked by the townspeople.

However, there is a hidden side to her—for the past three years, she has been paid by an unknown benefactor (Morad) to keep an eye open for any travelers passing through town who ask a lot of questions about the area, especially the ruined fort, and to immediately pass that information on.

In addition, if any nosy travelers look like they will explore the area, she is to point them in the direction of a secret tunnel near some temple ruins. She knows this secret passage is likely a deathtrap, but the lure of easy gold has hardened Olya’s heart, turning her Neutral alignment to Evil.

Olya does not even know the name of her generous employer but as long as she receives her payments for such easy work, she doesn’t really care.

She meets with one of Morad’s mercenary guards down by the river on a weekly basis to receive her payments. She uses her love of fishing as an excuse for these meetings, and is always careful to bring back two or three fish each time. (See **DM Map: Map of Amarat and Area** for exact location.)

If she has other information that can’t wait for her regular weekly meeting, Olya tosses some yellow powder onto the inn’s common room fireplace, which sends a puff of yellow smoke up the chimney. One hour later, she meets a guard from the fort down by the river.

NOTICE POINTS

This is an adventure that rewards the sneaky and silent. A party that manages to creep in undetected and free Najmeh may be able to avoid most combats.

To quantify how successful the party is at being sneaky, the party will accumulate ‘Notice Points’ for being noisy, for asking too many questions, for bringing attention to themselves, or for taking certain actions (such as engaging in combat).

See *Interlude: Being Noticed* for more information.

WEATHER

It is autumn. The adventure starts on the 20th day of Harvester (September). The weather remains seasonal and clear for the entire adventure. The twin moons are full on the first and second nights of the adventure.

ADJUDICATING CREATIVE PLAY

IMPORTANT NOTE FOR DM: Some parties will listen to the blurb very carefully, and by keeping to the shadows, quietly asking questions and avoiding drawing attention to themselves, may very well simply sneak into the fort, rescue Najmeh and leave. Likewise, some parties may be able to come up with creative solutions that will completely avoid the problems presented here. In addition, good use of magic by mid- to high-level parties, such as *arcane eye*, may also avoid some or all problems.

The DM should not try to discourage this by attempting to force the players to face “proper” challenges. This adventure has been designed to reward the sneaky and the creative types. Creative play should be adjudicated for the maximum enjoyment of the players, and if the party manages to circumvent all obstacles and easily rescue Najmeh, they will earn full xp and gp, and should be complimented.

ADVENTURE SUMMARY

The flow of this adventure is very dependent on the players’ decisions. There are paths that will result in too much combat and possibly Najmeh’s death, and others that involve no combat and a quick rescue.

Synopsis: A band of adventurers is hired to find and rescue Najmeh, who is being held in a ruined fort near the village of Amarat. In addition to following several red herrings, the adventurers can walk right into the hide-out, try a well-known “secret tunnel”, or have an opportunity to creep in through a very small water line. Whichever path they take, they can attempt to find Najmeh and bring her out safely.

Introduction: Roleplaying encounter. The adventurers introduce themselves to each other and shop in Lopolla.

1A: Vizier Tareem or **1B: A Familiar Face** Roleplaying encounter. The party is hired to find and rescue Najmeh from the town of Amarat.

Interlude: Being Noticed An explanation of Notice Points and what happens if the adventurers accumulate enough of them to be noticed by Morad.

2: The Village of Amarat Roleplaying encounter. If the adventurers go into the village, they should be pointed towards one or two possibilities—the ruined temple or the ruined fort. If they choose to explore the ruined temple, they go to Encounter 3. If they choose the

fort, there is a well-known not-so-secret passage into the fort (Encounter 6) or they can try simply walking up to the castle (Encounter 7).

3: Temple Combat encounter. This is a red herring. If the party explores the temple’s secret passage, they encounter a dead end trap designed by Morad to kill anyone sniffing around. If they go to the temple ruins directly, the adventurers find nothing of importance.

4: The Overflow Pipe Combat encounter. If the adventurers find and explore a ditch near the river, they have an opportunity to crawl up an ancient water overflow pipe to the fort’s cistern. On the way there, the party must fight an ooze.

5: Cistern Combat encounter. Najmeh is being held here on a teetering platform. The adventurers must first reach her, and then convince her to live, then rescue her before she falls.

6: The Not-So-Secret Passage Combat encounter. This “secret” passage is well known to everyone in town, and is an easy option for the adventurers looking to avoid a direct approach to the fort. However, it is now trapped and guarded. Once past the trap, they can move to the fort’s basement in Encounter 8.

7: Walk Right Up Combat encounter. If the adventurers walk right up to the ruined fort, they will be attacked by guards if they are seen.

8: The Fort’s Basement Combat encounter. The adventurers can explore the basement of the ruined fort. They will be attacked by guards if they are discovered.

9: Escape Roleplaying encounter with possible combat. The adventurers may have to fight their way out, depending on how they entered and how they choose to leave.

Conclusion The adventurers report back to the Copper Palace either with Najmeh or to report their failure.

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 adventurer have game effects such as curses, lycanthropy (note that the moons will be full during this adventure) 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 adventurers' lifestyle and upkeep.
- Does anyone have outstanding **Lawbreaker** status (formerly **Warrant of Ket**)?

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

- Has anyone played KET4-07 *The Darkeye Hour*? They will recognize the Beygraf.
- The proper etiquette when a commoner meets a high noble of Ket is to fall to one knee or bow/curtsey deeply. Ask players if that would be what they would do if they ran into a high noble. Make note of any players who played KET4-07 *The Darkeye Hour*—this will define their action when they unexpectedly meet the Beygraf in Encounter 1, and probably again in the Conclusion.
- Has anyone played KET7-01 *Balance of Secrets* or KET7-03 *Balance of Harmony* with this PC? They will recognize Najmeh. (If a player has NOT played the two previous adventures in this series, warn them that this adventure contains spoilers for the previous adventures.)
- Ket Metaorganizations: Does anyone belong to the Dwarven Clans, Archons, or Shadows of Xan Yae? These players will have opportunities to earn special AR rewards.

INTRODUCTION

It is a beautiful fall morning in the city of Lopolla, capital of Ket. All of you have been sent an invitation to meet a man named Tareem at one o'clock at the Griffon's Nest Tavern, so you have few hours to shop and introduce yourselves to each other.

Once introductions and shopping are finished, it is time to proceed to the tavern. If none of the adventurers has played KET4-07 *The Darkeye Hour* then all adventurers proceed to 1A: Vizier Tareem.

If at least one adventurer played *The Darkeye Hour*, then all adventurers proceed to 1B: A Familiar Face.

1A: VIZIER TAREEM

The Griffon's Nest tavern lies outside of the walls of Lopolla, so all adventurers will be wearing their habitual arms and armor.

A wall of sound—equal parts loud music, loud shouts, loud fistfights and loud laughter—hits you like a

physical force as you open the door and step inside. The Griffon's Nest tavern hasn't changed since your last visit. To many respectable citizens of Lopolla, it's a seedy, disreputable dump just outside the walls of the city that the Threshers try their best to avoid. However, no one can dispute that it has good ale, loud music, eye-catching dancing girls and terrible food. Luckily nobody comes here for the food.

You avoid the fight between two caravan guards, drift over to the bar, and say a single word to the tough-looking half-orc behind the bar: "Tareem." The barkeep looks you over then jerks his head toward a closed door at the back. You slide a silver lance across the bar to him and casually move to the closed door, keeping an eye open for trouble. Nobody seems to be paying attention as you open the door and step inside the backroom.

Several men in nondescript clothes turn and look you over carefully as you enter. Their hard-eyed stares and hard-edged weapons mark them as bodyguards. One man fingers spell components, obviously a hired caster looking for trouble.

Behind a table laden with food and drink stands a man dressed in seedy merchant's robes and a half-respectable turban, talking with one of the sellswords. The man, presumably Tareem, turns as you enter and bows briefly.

"Thank you for answering my summons," he says in a deep but pleasant voice, and beckons you to have a seat and help yourself to the food. Most wise people avoid the food here, and you carefully consider your options as you look over your would-be employer.

The man is middle-aged or perhaps a bit older, his neat beard now mostly grey. But the merchant's outfit cannot conceal his military bearing, nor the well-worn but serviceable scimitar hanging at his side. He doesn't look like a merchant. You mentally shrug. Half your commissions have come from employers who met you in some sort of disguise.

The man sits and, obviously made of sterner stuff than most, picks up a strip of meat on a stick and takes a bite. He gags and spits it out, then tosses the remains into a corner. "Some things never change," he growls. "Twenty years since I set foot in this place and they still haven't learned to cook." He looks up at you. "My name is Tareem. I am a merchant of the House of..." Seeing the look in your eyes, he shrugs and sits back in his chair. "Very well, let us drop this pretense. My name is Vizier Tareem bin Zirak. I am a personal advisor to His Illustrious Glory the Beygraf Nadaid of Ket."

A DC 10 Knowledge (Local—VTF), Knowledge (Nobility) or Bardic Knowledge check reveals that Vizier

Tareem is a highly placed courtier at the Copper Palace of Lopolla (this can be done untrained).

A DC 15 Knowledge (Local—VTF), Knowledge (Nobility) or Bardic Knowledge check reveals that Tareem is reportedly a childhood friend of the Beygraf's who fought in the army with Nadaid during the Greyhawk Wars and has been a loyal supporter since Nadaid took the throne.

If anyone asks for a Sense Motive check, a DC 20 reveals that Tareem is hiding something. If this is brought up, Tareem will immediately drop all pretenses. Move to the place in 1B: *A Familiar Face* where some of the adventurers realize whom they are actually meeting.

"You are professional adventurers; therefore I will not waste your time with flowery compliments. The Beygraf has a job, and he specifically wants you to do it. To forestall the inevitable questions about money, yes, you will be handsomely compensated." He sweeps the plates of food to the ground with a crash and leans forward. "Time is of the essence. Listen carefully."

"Early yesterday the Beygraf had a series of visions or sendings about a woman. I can describe the visions for you in detail if you wish, but with your permission, I will summarize. The Beygraf saw a woman, beaten and bloody, tied to a chair, somewhere in darkness. A voice spoke to him several times, and the words seemed to indicate that that she would die soon unless someone found her, and that the fate of Ket was tied to this woman."

"Two unfamiliar names were mentioned to the Beygraf during these visions: 'Najmeh' and 'Amarat'. It turns out Amarat is a small village a couple of days from here. Najmeh is the name of a monk of Xan Yae who was recently sentenced to death for fomenting unrest in northern Ket after several villages were plunged into bloody chaos. It is clear that if adventurers had not intervened, all of northern Ket would have been plunged into a bloody madness that may have been the precursor to a deeper and more sinister plot."

"However, we now understand that Najmeh was largely blameless for these crimes, which seem to have been planned by her former master, a man named Morteza. But before Najmeh could tell what she knew of this man, her guards were slain and she was kidnapped."

"The Beygraf is troubled by these visions of this woman bound and helpless. It is said that visions are the gift of the gods—if so, then this gift must not be ignored. If we are being pointed towards Amarat, then someone must go to Amarat. Specifically, YOU will go to Amarat."

"The Beygraf's commission is simply this: After you are teleported to the village of Amarat, find Najmeh and rescue her. Bring her to the Copper Palace and say to the guards at the palace gate, 'The woman who was in darkness has been brought into the light.'"

QUESTIONS & ANSWERS

Describe the Beygraf's visions to us

Use the full description of the vision from read aloud text in 1B: *A Familiar Face*

Where is Amarat?

Give adventurers **Player Handout 1: Map of Ket**.

Why has the Beygraf chosen us instead of the army/Archons/mullahs/Threshers?

It seems that this is a plot against Ket, and perhaps against Nadaid. Whom should the Beygraf trust? What if the mullahs or the Archons are in league with this man Morteza, or perhaps the merchants of Ket? Nadaid can't even turn to his old friends in the army—first they are overstretched along the border with Bissel. Secondly, while they would be good for burning down the entire village and then searching through the charred bones for those of Najmeh, this job seems to call for something considerably more subtle.

Najmeh was convicted of treason and sentenced to death. Should we not turn her over to the Threshers?

The very foundations of Ket tremble. Trust no one. Bring her only to the Copper Palace.

How much will we be paid?

Ket is a prosperous country. Have no doubt that the Beygraf will reward you handsomely.

How much time do we have?/Do we have time to shop?

Every moment that you delay brings Najmeh closer to a final embrace with Death. I will have you teleported there now.

Can we have something in writing?

No. If a paper linking you to the Copper Palace is discovered on you or stolen from you, the Beygraf's enemies will not only know who you are, but will also know that the Beygraf is aware of his enemies. You will have to trust that the words I speak are the words of the Beygraf.

May we deal lethal damage to those who are holding Najmeh?

Just because you are hired by the Copper Palace does not place you above the law. All the laws of Ket remain in force. Even if the people holding Najmeh are Citizens, it is still illegal to deal lethal damage to a Citizen of Ket.

DEVELOPMENT

Assuming the adventurers agree to this important commission, the spellcaster whom the adventurers noticed before moves forward. He is of sufficient power to *teleport* the party and their belongings plus any animals of Medium size or smaller that are with the party. If the adventurers have no objection, he casts *teleport* and they find themselves on a hillside outside Amarat. The spellcaster instantly uses a *word of recall* to return to Lopolla. Move to 2: Village of Amarat

1B: A FAMILIAR FACE

The Griffon's Nest tavern lies outside of the walls of Lopolla, so all adventurers will be wearing their habitual arms and armor.

A wall of sound—equal parts loud music, loud shouts, loud fistfights and loud laughter—hits you like a physical force as you open the door and step inside. The Griffon's Nest tavern hasn't changed since your last visit. To many respectable citizens of Lopolla, it's a seedy, disreputable dump just outside the walls of the city that the Threshers try their best to avoid. However, no one can dispute that it has good ale, loud music, eye-catching dancing girls and terrible food. Luckily nobody comes here for the food.

You avoid the fight between two caravan guards, drift over to the bar, and say a single word to the tough-looking half-orc behind the bar: "Tareem." The barkeep looks you over then jerks his head toward a closed door at the back. You slide a silver lance across the bar and casually move to the closed door, keeping an eye open for trouble. Nobody seems to be paying attention as you open the door and step inside the backroom.

Several men in nondescript clothes turn and look you over carefully as you enter. Their hard-eyed stares and hard-edged weapons mark them as bodyguards. One man fingers spell components, obviously a hired caster looking for trouble.

Behind a table laden with food and drink stands a man dressed in seedy-looking merchant's robes and a half-respectable turban, talking with one of the sellswords. The man turns as you enter and _____

[names of adventurers who played KET4-07 *The Darkeye Hour*] *blink in disbelief.*

The man is middle-aged or perhaps a bit older, his neat beard now mostly grey. But the clothes cannot conceal his military bearing, nor the well-worn but serviceable scimitar hanging at his side.

The adventurers who have played KET4-07 *The Darkeye Hour* will now react as they said they would during *Preparation for Play*.

[Insert names of adventurers who played KET4-07 *The Darkeye Hour* and their reactions here i.e. "Glaruz drops to one knee while Frida bows."]

"Your Glory!" By [his/her/their] actions, everyone else in the party realizes that the man in the merchant's clothes is, in fact, His Illustrious Glory, Beygraf Nadaid of Ket, Shield of the True Faith. In a scant second, [insert reactions that all other players gave in *Preparation for Play*].

The Beygraf examines you with a look of careful appraisal, then gestures for you to be at ease. "Thank you for answering my summons," he says in a deep but pleasant voice, and beckons you to have a seat and help yourself to the food. Most wise people avoid the food here, and you carefully consider your options.

Nadaid sits at the same time and, obviously made of sterner stuff than most, picks up a strip of meat and takes a bite. He gags and spits it out, then tosses the remains into a corner. "Some things never change," he growls. "Twenty years since I set foot in this place and they still haven't learned to cook." He looks up at you.

Attacking the beygraf

If a player announces that a PC is attacking the Beygraf, tell the player that if he or she follows through on an attack that will end the adventure for the person's PC. If the player persists, remove the PC from play, assuming that the guards efficiently and instantly kill the attacker before the attack on the Beygraf succeeds. There is no melee; the bodyguards are too high a level to make a fight of this. At higher levels with more lethal instant attacks, assume the image of the Beygraf is a projection that cannot be harmed, but the attacker still dies. The body is taken out and totally destroyed, as is any equipment belonging to the adventurer.

Once this has been resolved, continue on with the remainder of the adventure.

Casting spells

If a PC attempts to cast a spell in the presence of the Beygraf, one of the bodyguards will stop the PC and tell him or her that to persist will have fatal consequences. If the PC persists, remove the PC from play, having been

killed by the bodyguards. As with physical attacks, it is assumed that the attack on the PC is so instantaneous and overwhelming that there is no melee. The body is taken out and totally destroyed, as is any equipment belonging to the adventurer.

Once this has been resolved, continue on with the remainder of the adventure.

"You are professional adventurers; therefore I will not waste your time with flowery compliments. I have a job, and I have chosen you to do it. To forestall the inevitable questions about money, yes, you will be handsomely compensated." He sweeps the plates of food to the ground with a crash and leans forward. "Time is of the essence. Listen carefully."

"Early yesterday I had a series of visions or sendings.

"One moment I was admiring a lotus tree in a garden of the Palace, the next I was alone in absolute darkness. I felt the chill air, and heard dripping water nearby. I do not have the gift of darkvision, yet somehow I could see a woman, beaten, bloody, yet alive, bound to a chair. A voice spoke, saying, 'The road to Amarat lies in sunlight, but the road to Najmeh lies in the shadows.' I tried to take a step towards her, but I suddenly lost my balance and felt myself falling. Then I was back in the garden.

"The bright sun blinded me after the utter darkness. I only had enough time to wonder at what I had seen when I was back in the darkness. This woman was still bound to the chair, and the voice spoke again. 'My servant has spent her life seeking me. But who will seek her?' I stepped forward to loose this woman from her bonds, but even as I reached out to her, I felt myself falling again. Then I was back in the sunlight, my arms outstretched.

"Then one last time, I was again back in the place of darkness. This time a grim shadow stood in front of the woman, and I somehow knew this was Death come to her. She looked up and recognized Death, but on her face there was no fear, only the relieved look one gives when seeing a long-overdue friend. The voice spoke a third time. 'On her shoulders rests your throne. If she dies, Ket dies with her.' The shadowy figure slowly turned towards me, but before Death's terrible eyes could meet mine, I was falling again. For a moment I spun through the air, helpless, then I hit cold water. Suddenly I was lying on my back in the grass, looking up at blue sky and lotus blossoms. Although I felt the warmth of the sunlight on my face, there was a chill in my heart."

Nadaid shakes his head and is silent for a moment. He finally looks up.

"I decided the key to these visions might be in the phrase 'The road to Amarat lies in sunlight, but the road to Najmeh lies in the shadows'. I sent a trusted sage to discover any information on the words 'Amarat' and 'Najmeh'.

"This is what I learned. Amarat is a small and unremarkable town in northern Ket. Nothing more. It has hosted no major battles, nobody important has ever been born there, no treasures have ever been discovered there. A dead end, it seems. But hearken to what I learned of Najmeh.

"Najmeh is the name of a monk of Xan Yae who was recently sentenced to death for fomenting unrest in northern Ket after several villages were plunged into bloody chaos. It is clear that if adventurers had not intervened, all of northern Ket would have been plunged into a bloody madness that may have been the precursor to a deeper and more sinister plot.

"However, we now understand that Najmeh was largely blameless for these crimes, which seem to have been planned by her former master, a man named Morteza. But before Najmeh could tell what she knew of this man, her guards were slain and she was kidnapped.

"I am troubled by these visions of this woman bound and helpless. It is said that visions are the gift of the gods—if so, than this gift must not be ignored. If we are being pointed towards Amarat, then someone must go to Amarat. Specifically, YOU will go to Amarat.

"My commission is simply this: After you are teleported to the village of Amarat, find Najmeh and rescue her. Bring her to the Copper Palace and say to the guards at the palace gate, 'The woman who was in darkness has been brought into the light.'"

QUESTIONS & ANSWERS

Why did you meet us here? Why not the Copper Palace?

I do not know whom to trust, and therefore I have told no one of this meeting except you and my Thorn bodyguards.

Do you often wander outside the Copper Palace with only a few bodyguards?

Not often.

I don't believe you the Beygraf. Perhaps you are a doppelganger.

Perhaps you are right, and I have no way to prove you're wrong. However, I am not asking you to bring Najmeh back here, but to the Copper Palace. There I will meet

you again, and if a doppelganger sits on the throne of Ket, then Ket is in deep trouble.

Why did you choose us instead of the army/Archons/mullahs/Threshers?

It seems that this is a plot against Ket, and perhaps against me. Whom should I trust? What if the mullahs or the Archons are in league with this man Morteza, or perhaps the merchants of Ket? I can't even turn to my old friends in the army—first they are overstretched along the border with Bissel. Secondly, while they would be good for burning down the entire village and then searching through the charred bones for those of Najmeh, this job seems to call for something considerably more subtle.

Where is Amarat?

Give adventurers **Player Handout 1: Map of Ket**.

Najmeh was convicted of treason and sentenced to death. Should we not turn her over to the Threshers?

The very foundations of Ket tremble. Trust no one. Bring her only to the Copper Palace.

How much will we be paid?

Ket is a prosperous country. Have no doubt that I will reward you handsomely.

How much time do we have?

I will have you teleported there now. Every moment that you delay brings Najmeh closer to a final embrace with Death.

Can we have something in writing or perhaps a signet ring or other badge of your office?

No. If such a paper or item were to be discovered on you or stolen from you, Morteza will not only know who you are, but will also know that I am aware of him. No one should know you are connected to me. No one should know that I know you. If you succeed, I will openly reward and acknowledge your efforts and courage. You will have to trust me in this.

May we deal lethal damage to those who are holding Najmeh?

Just because you are hired by me does not place you above the law. All the laws of Ket remain in force. Even if the people holding Najmeh are Citizens, it is still illegal to deal lethal damage to a Citizen of Ket.

DEVELOPMENT

Assuming the adventurers agree to this important commission, the spellcaster the adventurers noticed

before moves forward. If the adventurers have no objection, he casts *teleport* and they find themselves on a hillside outside Amarat. The spellcaster instantly uses a *word of recall* to return to Lopolla. Move to 2: Village of Amarat.

INTERLUDE: BEING NOTICED

Morad/Morteza's plot against Ket hinges on complete surprise, and he is determined to keep his temporary hideout a secret while he plans a new strategy to win the throne.

He believes that the first sign of trouble might be strangers in Amarat asking nosy questions, so he pays the innkeeper, Olya Silvermug, to keep her eyes and ears open. Morad's guards in the fort are likewise vigilant for unusual activity in and around the area of the fort, such as a group of strangers reconnoitering or directly approaching the fort.

If Morad believes his hideout has been compromised, he will take drastic action.

To quantify this watchfulness for the DM, various actions by the party will gain Notice Points. **The players should not be told about Notice Points.**

Here are some ways that Notice Points are awarded:

- Ask Olya Silvermug more than two questions about the ruined fort or its secret passage: +1
- Ask Olya Silvermug specifically about "Morad", "Morteza" or "Najmeh" or give a physical description of Najmeh, or ask about a monk of Xan Yae: +2 [If the adventurers combine the first two points, that is they ask more than two questions about the ruined fort AND also specifically mention "Morad" etc., they only receive 2 Notice Points, not 3.
- Ask any villagers about "Morad", "Morteza" or "Najmeh" or give a physical description of Najmeh, or ask about a monk of Xan Yae (unless the adventurers specifically ask the villagers to not mention that they have been asking these questions): +1 [The adventurers earn just 1 Notice Point regardless of how many villagers they talk to i.e. asking one villager is worth 1 Notice Point, asking two villagers is still only worth 1 Notice Point.]
- Being seen surveying or reconnoitring the fort during daytime: +1
- Being seen surveying or reconnoitring the fort at night: +2
- Walking around outside of fort walls with no attempt at stealth either by day or night: +2
- Being seen entering front gate: +3

- Fighting guards without taking steps to reduce noise of combat: +5
- Triggering a trap in the fort's "not-so-secret" passage: +1
- Using stealthy tactics: -1
- When the party enters the "Not-So-Secret" passage, the Front Gate of the fort or the cistern via the overflow pipe, ask everyone for their Move Silently check on a Take 10. Notice Points are given to the party based on the worst result in the party:
 - 21+ or magical *silence*: 0 Notice Points
 - 11 to 20: 1 Notice Point
 - 1 to 10: 2 Notice Points
 - 0 or less: 3 Notice Points

This Move Silently check covers the party for the entire time they are within the Not-So-Secret Passage and the fort, including the cistern.

Seven Notice Points

The moment the party garners 7 Notice Points, Morad will immediately summon two gadacro demons—one to search the fort and kill all interlopers, and the other to kill Najmeh.

If the adventurers are in the fort, the gadacro sent to kill the party will take five minutes to search the fort and find the adventurers. At the same time, the gadacro sent to kill Najmeh will take five minutes to reach her. If the adventurers are with Najmeh at the time, both gadacro will attack the party simultaneously.

The mercenary guards in the fort are unaware that Morad has summoned the gadacro, therefore if any guards are captured alive, they will not be able to forewarn the adventures.

Immediately after dispatching the two gadacro, Morad and the Ket noble with him will immediately *teleport* from the fort to another hidden location in Ket.

Gadacro description: A creature that looks like a bat-winged child with purple skin dives from the air, its black talons stretching out for your eyes. A necklace that appears to be fashioned from eyeballs dangles about its neck.

Killers:

APL 2 (EL 3 or 5)

Gadacro (1 or 2): hp 26; see Appendix 1

APL 4 (EL 5 or 7)

Advanced Gadacro (1 or 2): hp 52; see Appendix 1

APL 6 (EL 7 or 9)

Advanced Gadacro (1 or 2): Rogue 2; hp 63; see Appendix 1

APL 8 (EL 9 or 11)

Advanced Gadacro (1 or 2): Rogue 4; hp 86; see Appendix 1

APL 10 (EL 11 or 13)

Advanced Gadacro (1 or 2): Rogue 6; hp 99; see Appendix 1

APL 12 (EL 13 or 15)

Advanced Gadacro (1 or 2): Rogue 8; hp 112; see Appendix 1

If the adventurers are fighting mercenary guards when their gadacro arrives, it will attack the adventurers. However, the mercenaries are not aware that it has been summoned by Morad, and will attack the demon if it comes within range.

If the adventurers see the gadacro sent to kill Najmeh, it will ignore them and continue on its quest unless the adventurers are in the way. In that case, the gadacro will attempt to fly or tumble through the party and then continue on its way to kill Najmeh. If anyone hits this gadacro for damage, it will use its Sudden Escape ability to move to the far side of the adventurers so it can break away and continue on its way.

Treasure:

APL 2: Total 0 gp.

APL 4: Total 0 gp.

APL 6: Loot 3 gp; Magic 100 gp; 4 *potions of invisibility* (25 gp each); Total 103 gp.

APL 8: Loot 103 gp; Magic 100 gp; 4 *potions of invisibility* (25 gp each); Total 203 gp.

APL 10: Magic 868 gp; 4 *potions of invisibility* (25 gp each), 4 *+1 shortswords* (192 g each); Total 868 gp.

APL 12: Magic 2368 gp; 4 *potions of invisibility* (25 gp each), 4 *+1 shortswords* (192 g each) 2 *+3 cloaks of resistance* (750 gp each); Total 2368 gp.

2: VILLAGE OF AMARAT

The purpose of bringing the adventurers to the village is to point them at the ruined temple, the ruined fort or both, while discouraging them from wasting time searching through the village itself for Najmeh.

You are standing on a road leading down into the valley holding the village of Amarat. It is a pleasant

early autumn afternoon, and the bright sun burnishes the red and gold leaves as they quietly fall from trees. There is a pleasing smell of smoke in the air, likely from nearby farms as they prepare meat and preserves for the coming winter.

Down in the valley lays a small village, looking neat and well-tended from this distance. The occasional glint of sunlight off water and a meandering line of cottonwood and willow trees marks the Tuflik River winding through the valley past the village. On the right-hand wall of the valley, on a shelf above the town, sits a ruined castle or fort, its walls tumbling with neglect. You can also see the ruined towers of some sort of building poking up above the trees just to the left of the village.

The adventurers have several options at this point. They can

- head straight towards the ruined fort
- head straight towards the other ruins poking above the trees
- walk along the river
- sit down and watch the village
- head down into the village

HEAD TOWARDS THE FORT

Go to 7: Walk Right Up.

HEAD TOWARDS THE OTHER RUINS

Go to 3: The Temple

SIT DOWN AND WATCH

If the adventurers spend the rest of the day watching the valley, they will not see any unusual activity. Farmers will bring wagons of produce into town, and then leave with empty carts. As the sun goes down, many villagers will congregate on the village green to chat, then all head into one building.

An hour after sunset, and at regular intervals for the next three hours, villagers will straggle out of that building and head home. Some of them will be singing raucously, their songs audible in the still night air, staggering a bit as if they have had one ale too many.

At midnight, the village will be still and silent, and will remain so for the rest of the night.

At an hour after midnight, anyone who is awake can make a DC 18 Spot check to see a brief but dim yellowish flash of light from the ruined fort. (A guard at the fort accidentally opened a door to a lantern-lit hallway and then quickly closed it).

WALK ALONG THE RIVER

If the adventurers walk along the riverside trail (see **DM Map: Village of Amarat & Area**), and cross the ditch marked on the map, go to 4: The Overflow Pipe.

HEAD INTO THE VILLAGE OF AMARAT

If the adventurers decide to enter the village, read this regardless of whether the adventurers watched the village overnight, or headed into the village as soon as they arrived at the valley. If the adventurers waited until after dark to arrive, adjust the description accordingly—for instance, the farmer's market closes down 2 hours before sunset, and all the shops will be closed.

The small village of Amarat does not look like a sinister centre of a conspiracy. The houses are neat and tidy, the paint on them fresh, the gardens beside them free of weeds and brimming with the fruit of the harvest. Pleasant-faced villagers greet you with a smile, and several direct you to the farmers' market taking place on the village green today, where you can see a dozen stalls set up.

Several shops, including a butcher, a baker, a blacksmith and a cobbler, line the edge of the green, their doors open.

A small shrine to the Baklunish deities sits a bit apart. The various holy symbols are bright and polished, obviously well cared for.

One building has a weather-beaten scimitar hanging above the door. A sign in Common hanging from the scimitar reads

The Rusty Scimitar

Olya Silvermug, Proprietor

FACTS ABOUT AMARAT

- Amarat is a village of about 100 people (about 25 households and shops)
- The population is mainly Baklunish, although there are several dwarven and halfling families living here. All adults, regardless of race, are Ket Citizens.
- The village is placed amongst fields cultivated by villagers. The River Tuflik curves around the village, never closer than a quarter mile. This means that none of the considerable river barge traffic stops anywhere near here.
- The Tuflik River often covers this low-lying valley with a foot of water during the spring flood. On the positive side, the floods result in a rich, dark loamy soil that is excellent for agriculture. On the minus side, everyone in the village has to wear the Ketite equivalent of hip-waders during the spring. Due to this, none of

the houses or business in the village have basements so it should become obvious to the adventurers very quickly that there is nowhere in the actual village to hide Najmeh

- The businesses are there to service the farmers living in the area
- This village is too small for a permanent Thresher Station. A Thresher patrol comes through town once a week or so and stays overnight to listen to allegations of law-breaking and investigate if necessary. The Threshers will stay on for a day or more if necessary. The last patrol arrived four days ago, stayed overnight at the Rusty Scimitar and moved on.
- Likewise, a Jurat arrives once every 5-6 weeks to issue judgments in civil disagreements and to hear the rare criminal cases. There is no courtroom—the Jurat hears cases in the common room of the Rusty Scimitar. A lit lantern is hung beside the door of the tavern to indicate that the Jurat is in town. At the moment, the Jurat is expected to arrive in about two weeks.
- There is no priest of any religion in town, nor a dedicated temple. The shrine in the village serves all gods of the Baklunish pantheon. A priest of Al'Akbar from a neighboring village comes when requested to perform Anointing ceremonies, marriages and funerals. A priestess of Geshtai visits about every other month to bless the river, and Wanderers of Fharlanghn bring news on an irregular basis.
- There is a single set of stocks beside the Rusty Scimitar, currently unoccupied.

WHAT ADVENTURERS CAN DO AROUND TOWN

- Gather Information.
- Wander about the village and knock on random doors
- Visit the farmers' market
- Visit the shrine
- Enter the inn

Gather Information

The following DCs indicate what information the party is able to discover using Gather Information (standard times and gp cost apply.)

DC 5 "The spring floods weren't too bad this year—just a foot of water all over the valley for about two weeks. Last year was bad—over three feet of water."

DC 8 "That dwarven boy Balak ran away again yesterday. Strange he didn't show up last night—he

usually changes his mind and comes back home by dinner."

DC 10 "The village council is talking about setting up a wharf on the river to try to get some river traffic to stop here. There's even some suggestion to move the entire village down to the river so the bargemen would pull in here for the night. Moving an entire village? Now that's just crazy talk!"

DC 12 "If you're staying at the Rusty Scimitar, ask Olya for a fish fry-up. Mmmm mmmm mmm! It's always good news when she heads down to the river with her fishing pole."

DC 18 "There were a couple of strangers getting into a boat down at the river. They must have been on a river trip and stopped for a meal or something although I didn't see any campsite. They rowed away downstream before I got a chance to greet them."

DC 20 "I saw a flash of light up in the old fort last night. If those kids are playing up in the old fort again, they deserve to get killed by falling stones just like that young girl Seeta was three years ago. By the Four Feet, those kids are crazy!"

Walk around the village

The adventurers can walk around the village, talking to villagers at random or knocking on random doors. Each villager will be Indifferent (socially expected interaction) unless an adventurer makes a DC 15 Diplomacy check, which will upgrade the villager's attitude to Friendly (chat, advise, offer limited help, advocate). If the adventurers are just wandering around town, this Diplomacy check must be made with each individual villager that they meet in order to change each person's attitude.

If Indifferent, a villager will only talk about the weather or their gardens. If Friendly, they can be drawn into conversations about happenings in Ket, the ruined temple and the ruined fort. (See *Visit the Farmers' Marketplace* below for more details.)

Sense Motive checks on the villagers indicate the villagers are telling the truth about everything they say and are trustworthy.

If the adventurers visit more than two houses or shops in the village, a DC 10 Intelligence check will highlight that none of the houses or shops have a basement. If asked about this, the villagers explain it is due to the spring floods that regularly cover the valley with a foot of water.

There are only about 25 households and businesses in total.

Notice Point: If the adventurers mention Najmeh to anyone or give her physical description, or ask after a monk of Xan Yae, or mention "Morad" or "Morteza" and

do not specifically ask the villager to not mention their questioning to anyone, then give the adventurers 1 Notice Point. The adventurers only garner 1 Notice Point for this, regardless of how many villagers they talk to.

If they earn a Notice Point this way, then an hour afterwards, the villager will mention this in passing to Olya Silvermug. If Olya has not already alerted the fort, she will use some of her special yellow powder to alert the fort that she has information for them; she will then meet with one of the guards down by the river an hour later. An hour after that, details of the adventurers and their questions will be added to a logbook in the fort. (See *Enter the Inn* below for more information about meeting with the guard.)

Visit the Farmers' Market

There are a dozen stalls set up, each selling fruits of the recent harvest: pumpkins and other squash, apples, maize, vegetables (both fresh and pickled), fruit preserves, meat and fruit pies, honey, and other typical items.

The townspeople's attitude starts as Indifferent (socially expected interaction); the villagers will be polite, and engage in chat about the weather or their gardens. However, they will not be interested in talking about other strangers in these parts, the ruined fort or temple, etc.

All the villagers in the farmers' market will change their attitude automatically to Friendly (chat, advise, offer limited help, advocate) if any adventurers buys anything from any of the stalls. The attitude of all the townspeople present can also be upgraded to Friendly if someone in the party indicates he or she would like to try Diplomacy and makes a DC 15.

If the villagers are Friendly, they will talk about happenings in and around town, politics, news, recent events in Ket, and they will also think about the ruined fort and ruined castle if asked about them. Items that might be mentioned by Friendly villagers (the DM may wish to spread these around to several villagers):

- News from other parts of Ket has ranged from bad to worse (DM can mention any events that are current in Ket as of the playing of this adventure). The Threshers seem particularly on edge, and have recently provided everyone in town with Travel Papers, even though few locals ever travel. However, it was a very good harvest this year, and the local people have few complaints.
- Amarat is off the caravan trails and away from river traffic, and the road also dead-ends in the village, so travelers are rare. There is a fair amount of river traffic up and down this stretch

of the Tuflik River, but because the village is not right beside the river and there is no wharf, barges and boats rarely stop unless they have deliveries for the businesses in the village or something to sell to the villagers.

- The proprietor of the inn, Olya Silvermug, runs a nice place, even though she's always down at the river fishing.
- No one knows how old the temple ruins are, or what god was worshipped there. Townsfolk generally leave them alone. There's plenty of good land for planting in the river valley, no need to disturb the ruins. Better safe than sorry.
- A 10-year-old dwarven boy ran away again yesterday, something he does every couple of months. Usually he comes back home by supper time, but he didn't show up last night. No one is too concerned.

If specifically asked about the fort, no one knows how old the fort is, nor when it was abandoned. But the walls are falling down, so the best guess anyone has is "centuries ago". Many of the farmers and villagers will gather together and share stories of playing in the ruined fort as children and exploring the old secret passage. The typical story will be something like:

"We used to play in the fort when I was a kid. There was this big stone-lined underground tunnel that went from right inside the fort down to the river. We used it all the time when we were playing 'Ketites and Elves'—we'd make torches using cattails from the river—they wouldn't last more than five minutes but it was enough to get us from one end of the tunnel to the other if we ran fast. Sometimes we'd dare each other to go from end to end without a torch, but nobody took more than six steps into the dark before they chickened out."

If asked if local children still play in the fort or tunnel, the adults will shake their heads solemnly—the fort walls are in bad shape, and about three years ago, one youngster was killed when part of a wall collapsed on her. Since then, the fort and tunnel have been off-limits to local children.

If asked for details of the fort's layout, memories will be faint since it has been 20 years or more since they played in the ruins as children. The best anyone can recall is that the gatehouse and top level are completely in ruins, with the walls almost completely leveled by time and erosion (or perhaps a battle). The basement was in pretty good condition, but spooky because there were no windows so it was always completely dark in there. Their homemade cattail torches only provided 15 feet of

illumination, and only lasted about five minutes, so no one stayed down there for long—most of their playing was done on the top level among the ruined walls.

If pressed to recall further details (and only if the adventurers are persistent), someone will recall that somewhere in the interior, there was a set of steps down to a metal door. Opening the door was scary because there was a sheer drop off into a large dark space. Throwing a stone into the darkness resulted in a splash like there was a pool, lake or river somewhere down below.

Notice Point: If the adventurers mention Najmeh to anyone or give her physical description, or ask after a monk of Xan Yae, or mention “Morad” or “Morteza” and do not specifically ask the villager to not mention their questioning to anyone, then give the adventurers 1 Notice Point. The adventurers only garner 1 Notice Point for this, regardless of how many villagers they talk to.

If they earn a Notice Point this way, then an hour afterwards, the villager will mention this in passing to Olya Silvermug. If Olya has not already alerted the fort, she will use some of her special yellow powder to alert the fort that she has information for them; she will then meet with one of the guards down by the river an hour later. An hour after that, details of the adventurers and their questions will be added to a logbook in the fort. (See *Enter the Inn* below for more information about meeting with the guard.)

Visit the small shrine

The shrine on the edge of the village green is dedicated to all the gods of the Baklunish pantheon. Holy symbols in bright silver are attached to the walls of the shrine, and candles and offerings are neatly piled beneath each symbol. The only sign of any preferential treatment is that Al’akbar’s symbol is in the center, and some of the gods—Istus in particular—have larger offerings than others.

Head into the tavern

The *Rusty Scimitar* is a neat and tidy, well-cared-for inn at the centre of the village. It is the village’s recreation centre, traveler’s rest stop, post office and village tavern all rolled into one.

The Common Room: If the adventurers enter during the day, there will be two retired farmers and the village blacksmith enjoying a pint of ale. If the adventurers enter at dinnertime or afterwards, almost all the adults in the village will be in the common room.

Unless the adventurers have already met villagers and upgraded their attitude to Friendly, the patrons in the common room will be Indifferent to newcomers (socially expected interaction); they will be polite, and

engage in chat about the weather or their gardens. However, they will not be interested in talking about other strangers in these parts, the ruined fort or temple, etc. They will change their attitude to Friendly (chat, advise, offer limited help, advocate) if any adventurer buys them a drink. The townspeople’s attitudes can also be upgraded to Friendly if someone in the party indicates he or she would like to try Diplomacy and makes a DC 15.

If the villagers are Friendly, they will talk about happenings in and around town, politics, news, recent events in Ket, and they will also think about the ruined fort and ruined castle if asked about them.

See *Visit the Farmers’ Market* above for details of news and other information the adventurers can learn, including the ruined fort’s “not-so-secret” tunnel, which every villager knows about.

Olya Silvermug: There is a female halfling named Olya Silvermug tending bar. If the adventurers make for the bar, she will greet them genially and like any inn proprietor, will ask them if they require a drink, a meal, a bed or all three. She has rooms for both Small and Medium adventurers. Anyone larger than Medium will have to sleep in the stable.

As noted in *Adventure Background: Olya Silvermug*, Olya is paid to watch for nosy strangers asking questions, especially if the questions are about the fort. In addition, if any nosy travelers look like they will explore the area, she is to point them in the direction of a secret tunnel leading to the temple ruins that only she knows about. She will tell the adventurers a trapdoor to the tunnel can be found in a thorn patch that is beside a path through a small wooded lot, and will draw the adventurers a map. No one else in the village knows about this tunnel, so if anyone else is in the common room with Olya, she will whisper this information to the adventurers, and cup her hand around the map so no one else can see it.

Olya is the only one in town who knows about the secret passage to the ruins, since it was actually discovered and redesigned by Morad expressly as a deathtrap for nosy travelers.

If the adventurers have heard about the “secret passage” into the ruined fort from other villagers (since everyone in town knows about it), and ask for details about it, Olya provides directions to it in addition to directions to the secret passage by the ruined temple.

Olya played in the fort’s “no-so-secret” passage as a child, and believes it is perfectly safe, so if the adventurers discover the trap in the not-so-secret passage and confront Olya with this information, she will be truthfully surprised, since she didn’t know about its existence.

She has never been in the secret passage near the temple ruins because her employer warned her never to

enter the passage. She doesn't specifically know anything about it, but believes it is designed to kill nosy travelers. However, Olya turns her mind away from these troubling thoughts with a mental shrug—the lure of easy gold has hardened Olya's heart, turning her Neutral alignment to Evil.

(She even suspects that the death of the child in the ruined fort three years ago might not have been an accident, since her anonymous employer contracted her services only a few days later.)

This is actually the first time in three years that Olya has had to earn her money, since no other travelers have shown even the slightest interest in Amarat, the ruined fort or the ruined temple before.

Passing on info to the fort

As noted in *Adventure Background: Olya Silvermug*, Olya can signal her employer that she needs a meeting. If the adventurers have received Notice Points for talking to Olya or the villagers, Olya will use the yellow powder as soon as the adventurers leave the inn, and will meet with a guard an hour later. Two hours after that, the details of the adventurers (names of the adventurers if known, descriptions, time of arrival, questions asked) will be entered in a logbook in the fort.

If the adventurers trigger one of these meetings by asking Olya too many questions, then after they leave the inn, they can attempt a DC 20 Spot Check to see the inn's smoke turn yellow for about a minute. If the adventurers are still near the inn a minute later, they will see Olya heading down to the river with a fishing pole.

The Meeting: If they follow her using stealth, and are not spotted by Olya, she will stand by the river and start to fish. She will fish for an hour, and in that time will catch 3 or 4 large fish.

If the adventurers come out of hiding and greet her, she will converse with them for a few minutes. If they ask her about the yellow smoke that they saw, she will agree that the smoke was very strange—she poured someone's leftover ale into the fireplace and the smoke turned yellow. Olya will finally ask the adventurers to leave since they are scaring the fish away, and she needs to catch enough to fry up dinner for them. If they don't take the hint, Olya will eventually walk back to the inn, in essence canceling her meeting.

If the adventurers stay hidden for an hour, a man will emerge from the undergrowth near the river and talk to Olya. On a successful DC 5 Listen check (plus any adjustment to DC needed for distance) the adventurers will hear the man ask Olya if there is a tavern or inn in the area. Olya will tell him about the Rusty Scimitar, and will hand him a piece of paper with directions to it. (She has actually handed him two pieces of paper—one has

directions to the inn, the other has her notes about the adventurers.) The man will thank her and disappear back into the underbrush.

If the adventurers didn't make their Listen check, they will hear them converse briefly. Olya will point towards the village, then pat her pockets, find a folded piece of paper, hand it to the man and go back to fishing.

If the adventurers continue to watch Olya, she will fish for two more hours, catching six more fish during that time. She will then return to the inn.

The guard called "Asdin": Like all of the fort guards, the guard that meets Olya uses the "not-so-secret" passage to move in and out of the fort.

If the adventurers want to follow him, he moves along the riverbank back to the nearby entrance of the not-so-secret passage. If the adventurers do not keep him in visual range, following him will require a DC 11 Survival check with the Track feat in order to follow his trail.

He is very alert for villagers and other observers, and if the adventurers stay within visual range, he will realize he is being followed on an opposed Spot or Listen check versus the worst Hide and Move Silently check in the party. If he becomes aware he is being followed, the guard will immediately eat the piece of paper containing the notes about the adventurers while he is walking. If he still feels he is being followed as he nears the entrance to the not-so-secret passage, he will not enter the passage but will walk up the path to the village and enter the inn. He will order a drink and stay there for an hour before making his way back to the not-so-secret passage.

If confronted by the adventurers, he will agree that he got a piece of paper from a halfling woman fishing down by the river. He will show them a piece of paper with directions to the Rusty Scimitar inn. He will claim he is a traveler by the name of Asdin merely passing through the village. He is unarmed and will not fight the adventurers no matter how provoked. If the adventurers try to detain him, the villagers will object, since "Asdin" appears to be a simple traveler who has broken no laws. If the villagers' attitude had been raised to Friendly, it falls to Indifferent, and if it was Indifferent, it falls to Unfriendly (mislead, gossip, avoid, watch suspiciously, insult). The villagers will refuse to let the adventurers put "Asdin" in the stocks or otherwise prevent him from going on his way, pointing out that this is against the law unless "Asdin" has broken laws himself. The villagers will reluctantly back off if the adventurers draw weapons or threaten to cast spells against the villagers.

If the adventurers follow "Asdin" as he leaves the inn and he becomes aware of it, he will not enter the not-so-secret passage but will walk a bit further upstream, then build a campsite as if he is going to stay there for the

night. Once he is sure he is not being observed anymore, he will break camp and enter the not-so-secret passage.

Notice Points

Olya is being paid to watch for nosy strangers. Give the party 1 Notice Point if all they do is ask Olya more than two questions about the fort.

However, if any adventurer asks her about Najmeh, or asks if she has seen a monk of Xan Yae, or gives her a physical description of Najmeh, or mentions the names “Morad” or “Morteza”, give the party 2 Notice Points instead of 1. (Note that Olya is totally unaware of Najmeh or that she is being held in the fort. She is actually unaware that anyone is in the fort, although she has her suspicions.)

The adventurers receive 1 Notice Point if they follow the guard who meets with Olya and he realizes he is being followed. They receive 1 additional Notice Point if they confront the guard. And they receive another 1 Notice Point if the guard does not return to the fort within 2 hours of his meeting with Olya.

Olya is lying

There are several ways that the adventurers can figure out that there’s something wrong with Olya’s information and attitude.

Sense Motive: If any adventurer asks for a Sense Motive check about any information being passed to them by Olya, she has a Bluff bonus of +8. A successful Sense Motive check indicates she is not telling them everything and she is untrustworthy.

Facts don’t match story: If the adventurers follow Olya’s advice and go to the secret passage to the ruined temple, they will either detect or trigger a trap, which will cast suspicion back on Olya. If they confront her with this, she will claim that an old farmer (since deceased) told her about the passage.

Seeing Olya meet with “Asdin”: If the adventurers follow Olya and see her pass a note to “Asdin”, they get a +2 Circumstance bonus on subsequent Sense Motive, Intimidate and Bluff checks with her.

Finding the fort logbook: If the adventurers find the logbook in the fort’s basement observation room (Location C), they will find a list of payments made to Olya over the past three years as well as information about the adventurers dated today that could only have come from someone in the village.

Confronting Olya: If the adventurers confront Olya with only suspicions, she will try to have a good story ready as an explanation. (*Example:* If they ask why she happened to have directions to the inn in her pocket when she met “Asdin”, she will reply that she often meets strangers as she is fishing, and has prepared directions to

her inn for them in case they wish to stop for the night.). However, it is possible to Bluff or Intimidate her into confessing that she has been a paid informant. (Her Sense Motive is +8.)

If the adventurers confront her with hard evidence of questionable acts (such as the logbook from the fort), she will immediately break down and confess that she is a paid informant who was supposed to point nosy people towards the secret passage near the temple. However, she has no real information to give them—she does not know who her employer is, she does not know of anyone named Najmeh, and although she suspects something is going on up at the fort (since she is supposed to watch for people asking questions about the fort, and she doesn’t know where else her contact would be staying in the valley), she doesn’t know anything for sure.

If Olya confesses while other villagers are in the common room, the other villagers will listen in shocked silence, then set down their mugs and leave, their body language making it abundantly clear that although Olya has not broken any laws, she has betrayed their trust. Regardless of whether or not anyone hears her confession, Olya will close up the Rusty Scimitar immediately and leave town for good the next day.

DEVELOPMENT

The adventurers have several options after exploring the village:

- Explore the ruined temple: Go to 3: The Temple
- Attempt to find the secret passage to the fort that they have been told about. Go to 6: Not-so-secret Passage
- Either reconnoiter or walk directly up to the ruined fort. Go to 7: Walk Right Up
- Walk down by the river. If they cross the ditch marked on **DM Map: Village of Amarat & Area**, go to 4: The Overflow Pipe

3: THE TEMPLE

The adventurers have two choices if they want to explore the temple:

- They can approach it directly
- They can attempt to use the secret tunnel (if Olya has told them about it).

WALK DIRECTLY INTO RUINS

If the adventurers come directly from the road into town to the temple ruins or if they ignore Olya’s advice and head straight for the ruins:

A large overgrown area at the edge of town stands in stark contrast to the neat and tidy village. As you

slowly walk under the trees and force your way through the thick brambles and undergrowth, you come upon the ruins that you spotted poking above the trees. What was once some sort of mighty edifice is now abandoned, a sad testimonial to the transient nature of glory. Yet even now you feel humbled as you look at mighty stones lying tumbled about like a child's playing blocks. You can only marvel at the forces that must have caused this desecration. Was it some mighty power that did this, or merely the slow but sure advance of time?

You crane your neck back to look at the towers, shorn off by some mighty blow or worn down by erosion, yet still towering above the trees.

You wander through empty doorways into rooms marked only by tumbled walls and foundation stones. Occasionally you find marks or runes on walls, but they are too faded and worn to be comprehensible. If this was a temple, you do not know to what god. It is clear that this complex dates to a time before there was a land called Ket.

Suddenly you hear a sound...

If the adventurers follow the noise, they start to hear giggles. They surprise a pair of teenagers hiding in one of the buildings. The couple springs to their feet, the boy hastily fixes his hair, while the girl straightens her dress. Red in the face, they edge around the adventurers and run back to the village.

If the adventurers ask them about the ruins, they don't know anything about them other than the ruins are popular with the young people in town, who use it as a "Lover's Lurk".

Exploring the rest of the ruins reveals nothing further.

FINDING THE SECRET TUNNEL

See **DM Map: Temple Ruins**. If the adventurers take Olya's advice and try to use the secret tunnel to the ruins:

You follow Olya Silvermug's directions, and as promised, there is a set of thick blackberry brambles beside the forest path. Forcing your way through to the centre of the bramble patch, you come across a wooden trap door set into the ground.

The trap door opens to reveal a 20-foot wooden ladder descending into darkness.

If the adventurers climb down the 20-foot ladder into the passage, they find themselves in a 10' wide by 6' high stone passage. The tunnel is well made, even by dwarven standards. Anyone making a DC 12 Knowledge

(Architecture and Engineering), Dungeoneering, or Stonecunning check can tell the tunnel is ancient—many centuries old—and has been flooded several times in the past, including one time no more than six months ago.

One hundred feet from the entrance, the tunnel ends in a 10-foot wide door, which is trapped. If the adventurers have darkvision and are not using a light source, eliminate the last sentence of read-aloud text.

The 10-foot wide door that comes into view at the far end of the tunnel is a subtle work of art. Designs of stars and moons are carved into the dark oak in a geometric pattern that brings into bold relief the golden sun-shaped boss in the middle of the door. The sun is polished brightly enough to send reflections of your light up and down the tunnel.

If anyone steps on either of the 5' squares directly in front of the door without first disabling the trap, read the following:

As you step forward, the stone tile under your foot gives slightly and you hear a click. Suddenly small arcs of electricity start crackling across the surface of the metal boss, rapidly intensifying into large ugly snaps of blue-white energy.

Roll initiative. When the trap's turn comes, a bolt of electricity blasts down the entire length of the hall, filling every square of the corridor with electrical energy. More energy immediately starts building up again.

Lightning bolts continue to fire off once per round either until the end of the trap's indicated duration or until the sun-shaped boss has been destroyed or disabled. Once the trap's duration is reached, the bolts end and it resets, ready to be triggered again. If someone is still standing on one of the pressure plates at the end of the trap's duration, it will start another sequence of lightning bolts the next round.

There are two ways to disable the trap:

- The pressure plates can be disabled. If the lightning bolts have already started, disabling one or both pressure plates does not stop the trap from firing lightning bolts for its full duration, it simply prevents the trap from being triggered again.
- The sun-shaped boss in the center of the door can either be destroyed by physical damage or disabled (same DC as for disabling the floor plates). This stops the lightning bolts immediately.

APL 2 (EL 1)

Lightning Corridor: *see Appendix 1*

APL 4 (EL 4)

Lightning Corridor: *see Appendix 1*

APL 6 (EL 6)

Lightning Corridor: *see Appendix 1*

APL 8 (EL 8)

Lightning Corridor: *see Appendix 1*

APL 10 (EL 10)

Lightning Corridor: *see Appendix 1*

APL 12 (EL 10)

Lightning Corridor: *see Appendix 1*

If the adventurers open the door, there is nothing behind it but a blank wall of unexcavated dirt. If this tunnel once led to the temple ruins, it does no longer. Now it is simply a deathtrap designed by Morad to kill nosy strangers.

If the entire party dies in this trap, and did not tell anyone in the village (other than Olya) where they were going, it will be six months until someone discovers their bodies so that a *raise dead* or *resurrection* can be enabled i.e. death is resolved as normal at the end of the adventure, with a penalty of 26 TUs added to any other gp, xp or TU costs that may be incurred.

If the adventurers survive the trap and confront Olya about her false lead, she will shrug and claim that a farmer (long since dead) told her about the tunnel.

DEVELOPMENT

If the adventurers:

- move back to the village to start again, go back to 2: The Village of Amarat
- walk down along the river bank trail, go to 4: Overflow Pipe
- decide to try the fort's well-known "not-so-secret" passage, go to 6: Not-So-Secret Passage
- decide to explore the fort directly, go to 7: Walk Right Up

4: THE OVERFLOW PIPE

If the adventurers take the riverside path, and cross the ditch (see **DM Map: Village of Amarat & Area**), they see a 3-foot-wide, 3-foot-deep ditch that emerges from some brush and heads down to the river.

It is a DC 8 Spot check to see a trail has been made by a Small creature heading into some bushes nearby and a DC 10 Spot check to see a backpack lying in the small stream of water in the bottom of the ditch.

If the adventurers pick up the backpack, it has been mildly bleached where it was lying in the water. A DC 11 Knowledge (Alchemy) check reveals that the water must be slightly acidic to cause the bleaching. The backpack would fit a Small person or a child. It contains some cookies, a shirt that would fit a Small person or a child, and a threadbare blanket.

If the adventurers are interested in the trail, a DC 5 Survival check with the Track feat indicates the trail was made by something dragging itself. A DC 10 on the same check shows the trail to be less than a day old.

If the adventurers look into the bushes, they find a young dwarven boy sleeping there. If they wake him up, the boy is not afraid. He tells them he is 10, his name is Balak, and asks if they are adventurers and can he come with them on an adventure as soon as his ankle is healed. (He sprained his ankle jumping over the ditch yesterday afternoon.) And if they can get his backpack from the ditch, he is really hungry but is willing to share his cookies with them.

A DC 15 Heal check confirms that he has badly sprained his ankle, and also enables the adventurer to make a splint so the boy can hobble around.

Balak is ready to go home, but can't make it there in his own, even if his ankle has been splinted. Assuming the adventurers return the boy to his mother Deena Stoutbucket in the village, she thanks them profusely (but scolds Balak.) If any of the adventurers are members of the Dwarven Clans metaorg, she hugs them and thanks them in particular. Any members of Dwarven Clans get the AR reward **Dwarven Clans**.

If the adventurers explore the ditch where they found the backpack, it disappears into some dense bushes. However, if the adventures walk around the bushes, the ditch does not continue on the other side. If the bushes are moved aside, the adventurers can see that the ditch ends in a small dirt bank, with water trickling out of a small hole. (See **DM Map: Overflow Pipe**)

A DC 16 Knowledge (Architecture & Engineering), Dungeoneering or Stonecunning will tell them that the ditch used to be a tunnel of some sort such as an underground stream, but the roof collapsed sometime in the past, exposing the last few feet of the stream.

A DC 15 Spot check reveals that some stones lying in the water look a bit strange—discolored and pockmarked. A DC 11 Knowledge (Nature) check indicates that all these stones are a type of soft limestone. A DC 11 Knowledge (Alchemy) check indicates that to discolor the rocks in this way, the rocks must have been exposed to slightly acidic water for a couple of months.

However, the water trickling out of this hole is not dangerous to touch.

Digging away a few stones from the entrance will reveal a very narrow underground streambed. There is a noticeably sour odor coming from the hole.

The underground streambed is actually a narrow pipe that carries overflow water from the fort's cistern to the river. (See **DM Map: Overflow Pipe**.)

At the entrance it looks natural, but if anyone proceeds more than 10 feet up the passage with either darkvision or a light source, it is obvious the passage is man-made—the tunnel is 3'x3' square, with walls are made of stone slabs or tiles.

Any dwarf or gnome can tell that this tunnel has a gradual slope upwards away from the river.

A DC 12 Knowledge (Architecture & Engineering) or Stonecunning reveals that this tunnel is very old—centuries old—and is in poor shape. This particular section is stable, but there may be sections further on that might be unsafe.

LIGHT AND DARK

This is a very narrow tunnel, and there is only enough room for a single file. There is absolutely no light down here, so the first adventurer in line will be moving forward by touch alone unless at least one of the following conditions is met:

- the adventurer has darkvision
- the adventurer is carrying a light source
- the adventurer has lowlight vision and a light source is being carried by another adventurer further back in the line
- Although the first adventurer in line does not have lowlight vision, a light source is being carried by someone further back in the line, and all adventurers between the light source and front of the line, including the first adventurer in line, are Small, allowing the light to filter forward.

THE UNDERGROUND POOL

About 100 feet up the tunnel, there is a 40' break in the passage. See **DM Map: Underground Pool (Side view and Overhead)**. Two years ago, during an especially high spring flood, the Tuflik River forced water up the tunnel. A 40' section of the tunnel floor and the earth underneath collapsed, forming a small cave with a pool of water. The surface of the pool is 5 feet below the floor of the tunnel, and the roof varies from 8 feet above the surface of the water at the tunnel mouth to 10 feet above the water in the centre of the chamber. The depth of the pool varies from 5 feet at the edges to 20 feet in the centre.

Several weeks ago, an ooze managed to drag itself from the river up the tunnel to the pool, where it spends most of its time floating underwater and feeding on small animals.

You are sure this is not going to be one of your fondest memories as you creep along the narrow tunnel. The stone walls squeezing in on every side are slimy and damp. Dirt trickling from the ceiling now and then gives you second thoughts about the advisability of choosing this path as you splash though the sluggish stream of water flowing along the floor.

If the first adventurer in line is able to see as defined in *Light & Dark* above, then read the following:

You have traveled about a hundred feet when the tunnel suddenly comes to an end in a small cavern. About forty feet from you, the tunnel starts up again, but there is nothing but air between here and there. About five feet below you, a pool of water completely fills the chamber from wall to wall.

If the first adventurer in line is moving forward by touch alone, then read the following:

You have traveled about a hundred feet up the passage, when suddenly your [hand if crawling/foot if walking] encounters nothing but air.

If the first adventurer cannot see, he or she will unexpectedly put a hand or foot into empty air, and must make a DC 12 Reflex save to avoid tumbling out of the end of the passage into the underground pool.

If no one falls into the pool, the adventurers must decide how to cross the pool and get into the tunnel on the other side.

Tactics: The ooze is transparent, and unlikely to be spotted unless extraordinary measures are taken. It is mindless and simply attacks the first "meal" to enter the pool or approach the surface closely. The only animals that have fallen into the pool so far have come from the river, so it will lurk in the water under the pipe that leads to the river.

The ooze is not intelligent enough to hold grappled prey underwater during combat.

At higher APLs the ooze has reach and will use this to reach up into the air and attack adventurers who are using magical or mundane means to cross the chamber from side to side without touching the pool.

Note that the water in the pool is plain water and not dangerous to touch.

APL 2 (EL 2)

Flotsam Ooze: hp 23; see *Appendix 1*.

APL 4 (EL 4)

Large Flotsam Ooze: hp 87; see *Appendix 1*.

APL 6 (EL 6)

Huge Flotsam Ooze: hp 165; see *Appendix 1*.

APL 8 (EL 8)

Huge Elite Flotsam Ooze: hp 273; see *Appendix 1*.

APL 10 (EL 10)

Gargantuan Flotsam Ooze: hp 451; see *Appendix 1*.

APL 12 (EL 12)

Advanced Gargantuan Flotsam Ooze: hp 645; *Appendix 1*.

DEVELOPMENT

If the adventurers give up on this passage and go back east to the river bank, they can move on to 6: Not-So-Secret Passage or perhaps decide to walk right up to the fort (7: Walk Right Up) or go to the temple ruins (3: The Temple).

If the adventurers manage to get across the chamber, they continue west to 5: Cistern.

5: CISTERN

The fort is well above the water table of the valley and sited on solid bedrock, making an artesian well impractical. Instead, the fort's architect built a cistern below the basement level of the fort to collect rainwater. It is a cylindrical chamber cut into the bedrock, 40 feet across and 70 feet from floor to ceiling, currently filled to its maximum capacity, which is 40 feet of water—any excess flows down to the river via the overflow tunnel (See **DM Map: Cistern**).

The walls of the chamber are roughly hewn from stone, but are damp and slimy.

The door leading up to the fort's basement is in the wall directly opposite the overflow tunnel and 20 feet higher. It is a steel door, ½ an inch thick, is not locked or barred, and opens outwards. The top of the five-foot-high door is five feet below the ceiling.

A 4-inch-diameter water intake pipe runs from the center of the ceiling all the way to the bottom of the cistern (although adventurers will not know how far down it goes unless they have some means of investigating underwater.) The top of this pipe is attached to the hand pump in fort's basement. (See 8: The Fort's Basement.) The soldiers use the hand pump to draw

water for their daily needs, and therefore have no reason to visit the cistern chamber.

The water is very clear and calm, but unless a light source is lowered below the surface, the water seems dark.

There used to be a wooden floor level with the bottom of the door (10 feet below the ceiling), but in the long centuries since this fort was abandoned, the structure rotted away and collapsed. The only signs of it that remain are a narrow 6-inch stone ledge around the circumference of the chamber at the same level as the bottom of the door, where the edge of the floor was seated, and three dozen regularly spaced 6-inch x 6-inch holes in the wall 10 feet below the ledge where the support beams for the floor were nested into the walls.

Halfway around the chamber between the door and the overflow tunnel a set of iron rungs are set in the wall, allowing someone to climb up from water level to the ledge. There used to be rungs below the water, but they have rusted away. Given the damp air in this chamber, the rungs above water are not in good shape either. They will only hold a cumulative total of 800 lbs of weight before snapping off from the strain. (For example, five people weighing 150 lbs each—a cumulative weight of 750 lbs—could safely climb the rungs. If a sixth person weighing more than 50 lbs started climbing, the rungs would snap off. The DM should make note of trips made down the rungs as well as up.)

A new wooden bucket is floating on the surface of the water directly underneath the door, attached to a new rope. The other end of the rope is attached to a new iron bracket moored to the wall beside the door. When Morad's guards first moved into the fort, the old hand pump that drew water up through the water intake pipe was not working. The guards had to use the bucket to haul water up from the cistern until they got the hand pump working again. The bracket beside the door will not hold a lot of weight—it will be pulled out of the wall if anyone more than 100 lbs in weight attempts to shimmy up the rope.

ENTERING FROM THE BASEMENT OF THE FORT

This encounter assumes that the adventurers enter the cistern via the water overflow pipe. If they actually enter via the door from the basement of the fort, modify circumstances to fit. In several places, alternate actions for this second approach are given. However, the sections *Echoing Voices* and *Splash?* do not happen and *Getting Up to Najmeh* is irrelevant if the adventurers enter from the door.

ECHOING VOICES

As the adventurers approach the entrance to the cistern via the overflow pipe, Morad and a Ket noble are standing in the doorway of the cistern chamber, mocking Najmeh, who is tied to a chair on a platform over the cistern water. (See **DM Map: Basement Cistern (Sideview)** and *(Overhead View)*.) Due to distortion from echoes, adventurers will be unable to make out their exact words.

SPLASH?

The tunnel ends abruptly where it enters the cistern chamber. There is almost no light falling on the tunnel entrance—the only light in the cistern chamber is torchlight coming through a doorway more than 60 feet away, and the tunnel entrance lies in the shadow of Najmeh's platform. Therefore if the first adventurer is walking rather than crawling i.e. is Small, and is moving ahead by touch alone because he cannot see (see 5: The Overflow Pipe: Light and Dark), then the adventurer must make a DC 20 Spot check to see that the tunnel ends; a failure requires a DC 12 Reflex save to avoid tumbling into the cistern.

Adventurers who are not walking do not have a chance to fall in.

VOICES IN THE DARK

If the first adventurer falls into the cistern, adjust the boxed text accordingly.

The tunnel abruptly ends. Distant torchlight filters down from somewhere above you as you cautiously peer out of the tunnel entrance. You see a dimly-lit barrel-shaped stone chamber, perhaps forty feet across and thirty feet high. Dark water completely fills the chamber from wall to wall, and a small but constant amount spills across the threshold of your tunnel and trickles down past your hands and knees.

In the silence, you hear a man speaking. The echo of the chamber makes the words unintelligible, but the sound of two men laughing harshly is unmistakable.

If the first adventurer falls into the cistern and yells for help, roll a Listen check for Morad. (He has a +2 bonus). If he makes a DC 10, he hears the adventurer's yell and the party receives 5 Notice Points.

Regardless of whether the first adventurer falls into the water, continue with the following:

The boom of a door closing echoes around the chamber, and the dim light is instantly cut off, leaving you in complete darkness.

As the echoes diminish into silence, you become aware of a quiet voice somewhere above you murmuring something.

Najmeh is praying to Xan Yae in Ancient Baklunish, using the same prayer over and over again. Any adventurer who speaks Ancient Baklunish can attempt a DC 15 Listen check to overcome the distortion of the echoes and discern the original words:

*Keeper of the Shadows, Listener in the Dark,
Quietly I call thee, softly I seek thee.
Balance Good and Evil in this thy humble servant
Balance Law and Chaos in this thy humble servant.
Eternally balanced, I am eternally thine.*

If an adventurer who understands Ancient Baklunish makes a successful Listen check, a DC 15 Knowledge (Religion) check—automatic for followers of Xan Yae—will recognize the prayer as part of the liturgy devoted to the goddess Xan Yae.

For anyone who has played either KET7-01 *Balance of Secrets* or KET7-03 *Balance of Harmony*, making a DC 20 on a Listen check (even if the adventurer does not understand Ancient Baklunish) will allow the adventurer to recognize the voice of Najmeh.

Najmeh has managed to put herself into a light trance through her repeated prayer, and will be unaware of anything unless something touches her, words are spoken from a distance of less than 20 feet or whispered from a distance of 10 feet or less, or someone shouts loud enough to create echoes. If someone does shout loud enough to gain her attention, give the party 1 Notice Point.

DETAILS OF THE CHAMBER

Anyone with darkvision or a light source can see the underside of Najmeh's platform, although they will not be able to see Najmeh from water level. The following details can be seen on a successful Spot check:

DC 5 The iron rungs running up the wall

DC 10 The rope hanging down from the opposite wall.

DC 12 The bucket floating on the water at the end of the rope

DC 15 The regularly spaced holes in the wall about 20 feet below the ceiling.

DC 18 The narrow stone ledge circling the wall about 10 feet below the ceiling, at the level of the bottom of the door.

From the tunnel entrance, a direct view of the chamber doorway is blocked by the platform, but moving

along the wall more than five feet in either direction will bring the door into view.

If the adventurers came into the cistern chamber through the door from the basement of the fort, this list is modified as follows:

DC 5 The narrow stone ledge circling the wall about 10 feet below the ceiling, at the level of the bottom of the door, and the regularly spaced holes in the wall about 20 feet below the ceiling.

DC 10 The rope hanging down from the bracket on the doorframe.

DC 12 The bucket floating on the water at the end of the rope

DC 15 The iron rungs running up the wall

From the doorway, the 3'x3' opening of the water overflow pipe down at water level on the opposite wall is not visible due to Najmeh's platform, but if any adventurer somehow moves at least five feet to either side of the door (perhaps on the narrow ledge), it is a DC 18 Spot check to see the small opening.

GETTING UP TO NAJMEH

Some higher-level parties will have magical means to get up to Najmeh's platform. Lower level parties may have to work at this. DMs should allow them some creativity here. (Some very low-level parties may not have the skills or tools to accomplish this, and may be forced to go back down the tunnel and try another approach into the fort.)

The various DCs for using items around the chamber are:

- Bucket rope: DC 5 Climb (max weight: 100 lbs)
- Water intake pipe: DC 15 Climb
- Walls: DC 15 Climb
- Rungs: No skill required (max. cum. weight: 800 lbs)
- Narrow ledge: DC 17 Balance (due to slipperiness)
- Water: DC 10 Swim (calm water)
- Jumping from water intake pipe to Najmeh's platform: DC 30 Jump to reach platform followed by DC 25+APL Balance to prevent platform from tipping over. On a failed Jump check, the adventurer can dive safely into the water with a DC 5 Swim check (taking 1d6 nonlethal damage otherwise). If the Balance check fails, see *If the Platform Tips Over* below.
- Jumping from water intake pipe to the doorsill: DC 40 Jump check. (Failing this check by 10 or less means the adventurer lands on Najmeh's platform, requiring a DC 25+APL Balance check to prevent the platform from tipping over. Failing the Jump check by more than 10 means

the adventurer falls into the water. The adventurer can dive safely into the water with a DC 5 Swim check, otherwise taking 1d6 nonlethal damage.)

NAJMEH'S PLATFORM

Now that Morad has tortured Najmeh and believes that she told no one of his plans, he has no further use for her. He could simply kill her, but is still angry with her for failing to complete his master plan successfully. In revenge, he has devised a particular ironic end for a follower of Xan Yae who has always sought to maintain balance in her life.

He built a new three-foot wooden doorsill in the doorway and attached a long metal rod to the doorsill so that the rod extended out over the water. The rod has a narrow walkway and platform that freely rotate around the rod. Morad's plan was to place Najmeh on the platform and watch her fall to her death as she lost her balance. Sensing her Balance skill, he also greased the metal platform. Three days ago, he bound Najmeh to a chair, and placed the chair on the greased platform. Najmeh must constantly concentrate to keep her balance. If she shifts too drastically, the chair will start to slide on the greasy surface and she will fall to her death.

Each day since then, Morad has come down to mock her, and each time has thrown an object onto the platform—a scimitar yesterday, an old boot today—laughing as he watches her struggle to regain her balance.

Najmeh is in bad shape physically from the torture, and has not had anything to eat or drink since being bound to the chair three days ago. She has been saying a constant prayer to Xan Yae that keeps her in a light trance. She cannot be woken from this trance unless something touches her, someone speaks to her within 20 feet or whispers to her within 10 feet, or yells loudly from anywhere in the chamber. (If an adventurer yells loudly, give the party 1 Notice Point.)

Morad has placed *dimensional shackles* (*Dungeon Masters Guide* 255) on Najmeh to prevent *teleportation* and other magical means of escape. The *dimensional shackles* can only be slipped off or broken on a DC 30; however, they are not attached to her chair, only to Najmeh's ankles.

In addition, Morad casts *mind blank* on her every day to prevent her from being *scryed* or otherwise magically located, she has not resisted his spells due to her trance.

Both Najmeh and the shackles have a moderate aura of abjuration.

REACHING THE LEVEL OF THE PLATFORM

If an adventurer comes up level with Najmeh's platform, either by climbing the rungs, shinnying up the rope, shinnying up the pump pipe, walking through the door (change "As you come level" to "As you open the door" in the boxed text below) or by other means, they will see the following. (If the observer has played either KET7-01 *Balance of Secrets* or KET7-03 *Balance of Harmony*, substitute "Najmeh" for "woman" since the adventurer will recognize her.)

As you come level with the small platform, you see the Beygraf's vision come to life. A woman, beaten and bloody, sits tied to a metal chair, her eyes closed as she quietly prays. Golden shackles bind her ankles. A scimitar and an old boot lie on the platform near the chair. There is thin layer of grease on the metal platform. The scimitar, already near the edge of the platform, slides a bit further, then falls off, spinning through the darkness until it hits the water twenty feet below. Without the scimitar's weight, the platform tips back and forth viciously for second or two, and you see the woman's neck muscles tighten as she quickly shifts her weight back and forth in the chair, seeking a new equilibrium. The chair slides a fraction of an inch on the greased surface, but stops, moves back fractionally, then all movement ceases. Through all this, the woman continues to pray.

IF NAJMEH BECOMES AWARE OF THE ADVENTURERS

If by touch or word, Najmeh is brought out of her trance, she will stop praying, but will not say anything else until she is aware that an adventurer has reached the doorsill.

She does not have darkvision, so even if she is brought out of her trance, she will be unaware of an adventurer arriving at her level unless a light source illuminates that person, or the person speaks to her.

If the adventurer at the doorsill played either KET7-01 *Balance of Secrets* or KET7-03 *Balance of Harmony*, read this paragraph:

Najmeh carefully turns her head to look at you and just as carefully nods in recognition.

"Greetings, friend," she whispers to you in a strained voice.

If the adventurer at the doorsill has not played either KET7-01 *Balance of Secrets* or KET7-03 *Balance of Harmony*, read this instead:

Najmeh carefully turns her head to look at you.

"Greetings, stranger," she whispers to you in a strained voice.

Continue reading this for all adventurers:

"If you are here to bring the evil Najmeh to justice, your task is in vain. I have been holding Death off these past three days like woman who will not let her lover see her while she readies herself for the ball. I have one last task to complete and then I will allow Death his dance.

"Put away your sword, Executioner, and listen carefully, you do not have much time. Morteza was just here with a man. I could not see the man, but I heard Morteza say to him as he closed the door, 'Come, noble sire. Watching her squirm is amusing, but we have work to do. The time approaches when we shall change your title from Graf to Beygraf.'

"Do you understand? There is a plot against the Beygraf. Leave me and fly to the Copper Palace. Warn the Beygraf his life is in danger! I charge you, protect the Beygraf with your life!"

CONVERSATION WITH NAJMEH

Najmeh not only believes herself guilty of treason, but feels doubly guilty because she thinks she should have realized something was wrong when she was Morteza's assistant. She has kept herself alive these past three days in the hope that somehow she could get word about Morteza out to the authorities. Now that she has told someone what she knows, she begins any conversation ready and willing to plunge to her death.

To prevent this, the adventurer who brought her out of her trance—and only that adventurer—is allowed to attempt a DC 15+APL Diplomacy check after a roleplaying conversation of a reasonable length. Add the following modifiers if the adventurer makes any of the following points during the conversation. Note that these points are not necessarily the truth, but may be what either what the adventurer believes, or what the adventurer thinks Najmeh wants to believe:

- Najmeh is not guilty of treason, her conviction was unjust: +5
- The adventurer is not there to execute her or arrest her, but to rescue her: +5
- The Beygraf himself commissioned the adventurers to rescue her. (If the adventurers did not recognize the Beygraf, they will not realize this): +5
- Najmeh's service to Ket has not ended until she has spoken with the Beygraf: +2
- The adventurer describes the Beygraf's visions and the words that were spoken to him: +5
- If Najmeh has information about a threat to the Beygraf, her life belongs to the Beygraf until she has told him herself: +2

- Najmeh is guilty of treason and will probably be executed after the Beygraf has spoken with her:
-5

If the check succeeds, the adventurer has convinced Najmeh she should live and be taken to the Beygraf. Plans can proceed for how to get her off the platform. Najmeh will warn the adventurers of the dangers of the platform. Go to *Getting Najmeh Off the Platform* below.

If the Diplomacy check fails:

Najmeh sighs and bows her head. "Thank you for your kind words. But I have told you what you need to know. Go now in peace and save the Beygraf. I must rest now."

Her shoulders relax and instantly the chair slides forward. The weight shift flips the platform upside down and Najmeh's chair falls. A split second later, it hits the water with a loud splash. As the waves subside, you can see Najmeh's white face receding under the dark water, until she disappears from sight.

IF THE PLATFORM TIPS OVER

If, either due to an adventurer's action or on the part of Najmeh, the platform tips over, Najmeh's chair will slide off the platform and hit the water 20 feet below. Because of her inability to properly absorb the impact due to being tied to the chair, she will take 6 hp of non-lethal damage on impact, reducing her to -1 hp. *Feather fall* would prevent this damage.

If the adventurers attempt to rescue her from the water, roll initiative at this point.

The chair will sink 20 feet per round, taking 2 rounds to reach the bottom of the cistern. Due to her unconscious state, she will start to drown immediately, and will be dead four rounds after being submerged.

The chair will be lying 5 feet from the water intake pipe, which extends all the way to the bottom of the cistern. Using the water intake pipe as an aid to movement adds 10' to ascending or descending movement regardless of whether a successful Swim check is made.

If an adventurer gets to Najmeh, it will take 1 round to cut her ropes with an edged weapon, or 2 rounds to untie her ropes. (A successful DC 15 Rope Use check allows the ropes to be untied in only one round.)

GETTING NAJMEH OFF THE PLATFORM

If a successful Diplomacy check has convinced Najmeh to attempt to escape from her fate, the adventurers can attempt to safely remove her from the platform.

The platform is simply a metal disk and walkway balanced on a pole projecting from the doorsill. If the

adventurers can think of a way to stabilize the platform, the DM can assign the adventurers a reasonable DC for the task based on the skills or abilities required.

Or an adventurer may simply attempt to carefully walk out onto the platform to untie Najmeh. Due to the greased surface and the extreme tippiness of the platform, it takes three DC 15+APL Balance checks to make it to Najmeh on the platform. Even bound to her chair, Najmeh can help the adventurer by providing a +2 to the adventurer's Balance check.

A failed Balance check on the way to Najmeh means the platform tips over, dumping Najmeh and her chair into the water. (See *If the Platform Tips Over* above.) Anyone else on the platform can make a DC 25 Reflex save to get back to the doorsill safely, or can simply dive safely into the water with a DC 5 Swim check (taking 1d6 nonlethal damage otherwise). If the adventurer reaches her safely and unties her, Najmeh automatically make her Balance checks on the way off the platform. However, if the adventurer who untied her fails a Balance check on the way back, Najmeh dives gracefully into the water 20 feet below as the platform tips over; she does not take any damage from the fall. She safely swims over to the water intake pipe and hangs on.

ACCUMULATING TOO MANY NOTICE POINTS

As detailed in Interlude: Notice Points, if the adventurers accumulate 7 Notice Points, Morad immediately summons two gadacro to kill Najmeh and the adventurers.

Najmeh's killer will arrive at the chamber five minutes later. If it doesn't see anyone else in the chamber with her, it flies at Najmeh and attacks her, wounding her and knocking her chair off the platform. The chair rapidly sinks to the bottom of the cistern, where Najmeh drowns. The only signs of Najmeh will be her head band floating on the water, spatters of her blood on the platform, and four skid marks in the grease of the platform, marking where the chair skidded off. The platform will be tilting to one side.

If the adventurers are in the chamber when Najmeh's gadacro arrives, the second gadacro looking for them arrives at the same time. If the gadacros can see the adventurers, both attack the adventurers. If they kill off or drive away the adventurers, they then kill Najmeh.

DEVELOPMENT

If Najmeh has died, the adventurers must decide whether or not to recover her body (if they know where it is).

Regardless of whether the adventurers rescue Najmeh successfully or not, they have to choose how to escape from the fort. Go to 9: Escape.

6: NOT—SO—SECRET PASSAGE

Following the directions you were given, you find yourself standing on a narrow shingle beach between a tall limestone wall and the wide Tuflik River. Many footsteps in the shingle, both large and small, indicate that this is a popular place for villagers.

The entrance to the secret passage leading to the fort may have been well hidden in the past, but is obvious now. Bushes that formerly provided cover have been ripped away, and a large wooden barricade made of stout beams of oak has been bolted to the opening, completely blocking access. Painted on the cover in Common are the words “Danger: Stay Out. By order of the village council”

Graffiti has been scratched into the wooden cover, most of it obviously made by young children.

A DC 10 Survival check with the Track feat or Search check reveals many adult human footprints clustered around the cover. Some lead away from the cover and towards the path to the village. Others lead down to the water's edge. Making a DC 20 reveals the marks of boat keels in the beach close by, and the marks of boots that indicate boats being pulled on shore and then pushed offshore. (No boats are hidden nearby—they are being used by off-duty guards for the next three days.)

If the adventurers Search the cover, a DC 15 reveals hidden hinges on one side and a hidden latch on the other side. Opening the latch allows the entire cover to swing out on the hinges.

Or the adventurers can just tear down the cover, which is not difficult but gives them 1 Notice Point.

A small 5x5 passage disappears into the hillside, leading upward and inward. It widens to 10 feet after a short while, and continues upwards for quite some distance. As you approach what must be the top of the tunnel, the entrance to the fort itself, you can see ahead a heavy curtain, probably of leather, with light leaking around the edges.

Some 30 feet before the curtain there are traps, the exact location and type varying by APL. Regardless of APL, an alarm sounds if the trap is triggered, alerting the squad of soldiers in the guardroom beyond the curtain to the presence of intruders, and generating 2 Notice Points (and another 2 Notice Points if anyone is lobbed by the catapult at APL 10 or 12). Two rounds after an alarm is

sounded the curtain is thrown back and the guards begin firing at any opponents that they can see. (See 7: Walk Right Up for guards' stats.)

Except at APL 12, for multiple traps, each trap is triggered separately i.e. stepping on one does not trigger all the traps.

APL 2: Each Duster trap throws up a fine powder in a 5-ft square that may blind the person who stepped on it. The two traps at this APL have been set up beside each other.

APL 4: Each Duster trap throws up a fine powder in a 10-ft square that may blind the person who stepped on it. At this APL, four traps have been set up in consecutive 10'x10' sections of the tunnel.

APL 6 and 8: The Hobbling trap shoots spines out of the floor at intruders, which may pin their feet to the ground, making them prime archery targets. It covers a 10'x10' area, but is not triggered when the first 5' plates are stepped on. The trigger is in the second set of 5' plates, so the trap may also catch the second rank of an adventuring party if it is following directly behind the first rank.

APL 10: The catapult trap is actually a two-parter. The first part is triggered when pressure is placed on the second set of floorplates so that it may catch first and second rank adventurers. When it is triggered, the floor rapidly tilts sideways, throwing the adventurers at the wall. However, at the same time, a sliding panel in the wall opens, and the adventurers are actually tossed through the open panel. The panel instantly closes. On the far side of the wall is the second part of the trap. Anyone tossed through the open panel lands in the bucket of a catapult. This triggers the catapult, throwing the victims through a concealed hole dug in the hillside and out into the open air. They are flung 2000 feet (presumably) to their deaths. Adventurers flying through the air have 1 round of actions before they land. (See **DM Map: Village of Amarat & Area** for approximate landing location.) If the adventurers survive, it is likely a long trek back to their companions. The catapult and tilting floor both take 1 round to reset.

Those who succeed on the first Reflex save versus the tilting floor are not thrown through the open wall panel. Anyone who is thrown through the panel but makes a Reflex save versus the catapult avoids being tossed, but will be trapped in the catapult chamber when the sliding wall slides back into place and resets. To escape, the adventurer must make a DC 10 Climb check to get back up to the sliding panel, then a DC 24 Search check to find the hidden panel, then a DC 30 Open Locks to slide open the panel. Or someone in the hallway can either make the Search and Open Locks check or just trigger the trap again, allowing the trapped person to

escape when the sliding panel opens. See the **DM's Diagram** for details.

APL 12: There is a second Catapult trap, 5 feet in front of the first—that is, there is 10 feet of trapped corridor, then 5 feet of untrapped corridor between the two traps, then 10 more feet of trapped corridor. The first trap does not have a trigger plate, so adventurers can pass over it safely. The second trap has two 5' trigger plates, so that when the trap is triggered, both traps go off at the same time. This means that anyone standing on either 10' section of trapped corridor will be thrown into one of the catapult buckets.

APL 2 (EL 1)

Alarm and Duster Trap (2): see *Appendix 1*

APL 4 (EL 4)

Alarm and Duster Trap (4): see *Appendix 1*

APL 6 (EL 6)

Alarm and Hobbling Trap: see *Appendix 1*

APL 8 (EL 8)

Alarm and Extra Hobbling Trap: see *Appendix 1*

APL 10 (EL 10)

Alarm and Catapult Trap: see *Appendix 1*

APL 12 (EL 12)

Alarm and Dual Catapult Trap: see *Appendix 1*

If the adventurers find the trap or examine the trap after combat has been resolved, a DC 12 Dungeoneering or Knowledge (Architecture & Engineering) check shows that the trap is ancient and likely non-functional for many years, but new parts have been added to it within the past few years to make it functional again. If no one in the party can make this check, a DC 12 Spot check while examining the trap enables the adventurers to at least see the new parts.

NOTICE POINTS

If the adventurers accumulate seven points while in the passage, Morad summons two gadacro as outlined in *Interlude: Notice Points*. The gadacro find the adventurers five minutes later. If the adventurers are in combat with the mercenary guards at this time, the gadacro attacks the adventurers. However, the mercenaries are unaware that the demon was summoned by their employer, and attack the demon if it comes within range.

DEVELOPMENT

If the adventurers overcome the trap but then decide to not continue, return to 2: The Village of Amarat.

If they decide to keep going, the passage past the curtain opens to a 20 ft. by 20 ft. room, with a door on the far wall leading to a 30-foot staircase that climbs at a steep angle to a 3'x3' opening in a wall. Some 15' planks or low benches are stacked on a corner—they are used by the guards to walk over the traps in the passage. A torchlit passageway can be seen through the opening. Go to 8: Fort's Basement.

7: WALK RIGHT UP

SEARCHING FOR HIDDEN ENTRANCES TO THE FORT

There are three hidden entrances into the fort: the not-so-secret passage, the cistern's overflow pipe, and the catapult trap exit (only at APLs 10 & 12, covered with a concealed trapdoor); however, if the adventurers attempt to find a hidden entrance just by walking around the valley, it will be impossible to just happen upon one, given the amount of ground to be covered.

THE DIRECT APPROACH

The following assumes that if the adventurers directly approach the fort, they will do so by coming up the ramp to the "front gate". If the adventurers approach from a different direction or use magic or special abilities, use **DM Map: Village of Amarat and Area** to adjudicate their efforts, noting that there are guards watching all approaches from the north, south and east, while the back of the fort sits against the steep valley wall.

As the adventurers approach the fort, they will be able to see that the fort is marked by ruined tumbled walls that vary in height from 5 to 10 feet. (See **DM Map: Walk Right Up**) It is a DC 17 Spot check to see that there are several small holes in the cliff below the ruined fort walls. (These are the observation holes in the basement, in room C. See **DM Map: Basement of the Fort**)

There is a ramp leading up to the "front gate", but it is very steep. If combat occurs on these slopes, any character fighting in melee and standing higher up the hill will get a height advantage (+1 to hit). In addition, movement uphill is ¼ normal speed, and running and charging are impossible.

The "front gate" marks the former entrance to the fort, but is nothing more than a gap in the exterior walls marked by a couple of broken columns on either side of the opening.

If the adventurers do not want to take the ramp up to the "front gate", then it is a DC 15 Climb check to scale

the 60-foot sheer cliff from the valley floor to the top of the ruined walls.

If the party manages to get inside the walls, piles of rubble from tumbled walls make some areas difficult terrain.

GUARDS IN THE FORT

At APLs 2, 6 and 10, there are 16 guards in the fort. At APLs 4, 8 and 12, there are 32 guards. In all cases, they are split into 4 squads (each squad having 4 guards at APLs-2, 6 and 10, and 8 guards at APLs 4, 8 and 12). At any time, day or night, the squads are assigned to these areas:

1. One squad observes the valley from Room C of the basement.
2. One squad is in the guardroom of the Not-So Secret Passage.
3. One squad is on standby in Room K
4. One squad is asleep in the dormitory (not wearing armor, their armor and weapons on the floor beside their beds.)

DAYTIME

If the adventurers walk up the ramp in daylight, or climb the cliff up to the fort, and do not take any kind of stealthy measures (Hide, *invisibility*, etc.), then they are automatically Spotted by the guards watching from the observation room in the basement of the fort. Some or all of the guards in the observation room and stand-by room (depending on APL) will hustle up to the upper level to set up an ambush, the exact details dependent on where the adventurers enter the fort. (See **DM Map: Top Level of the Fort**) If the guards do not Spot the adventurers due to stealthy measures taken, then the top level will be unoccupied.

The guards have a +1 to Listen and Spot, and are taking 10 for a total of 11.

NIGHT

If the adventurers walk up to the fort at night while carrying a light source (either to the front gate, or by climbing the 30' cliff to the ruined walls), then they are automatically Spotted by the guards watching from one of the observation rooms in the basement of the fort. Some or all of the guards in the observation room and stand-by room (depending on APL) will hustle up to the upper level to set up an ambush, the exact details dependent on where exactly the adventurers enter. (See **DM Map: Walk Right Up**).

The guards have a +1 to Listen and Spot, and are taking 10 for a total of 11. If the adventurers are not carrying a light source, then it will be the guards' Spot checks versus any measures taken by the adventurers. Note that both full moons are up tonight in a clear sky,

producing light nearly the equivalent of daylight, which negates any Hide bonus the adventurers get due to darkness.

If the guards do not Spot the adventurers, then the top level will be unoccupied.

COMBAT

If full combat breaks out on the top level without any sound reduction measure being taken, and goes on for more than 1 minute (10 rounds), guards left in the observation room of the basement (if any) plus the squad of guards in the guard room of the not-so-secret passage and stand-by room will arrive at the start of the 11th round. The squad of guards that had been sleeping will arrive 15 rounds after combat starts without armor but with their weapons.

If the combat is silent, or is finished before 10 rounds, the guards down below will assume the interlopers have been killed with and that the guards sent to kill them are busy looting the bodies for information—the guards downstairs will not come to investigate for 15 minutes.

Guards (per squad)

APL 2 (EL 4)

Guards (4): Fighter 1; hp 12; see *Appendix 1*.

APL 4 (EL 6)

Guards (8): Fighter 1; hp 12; see *Appendix 1*.

APL 6 (EL 8)

Guards (4): Fighter 4; hp 36; see *Appendix 1*.

APL 8 (EL 10)

Guards (8): Fighter 4; hp 36; see *Appendix 1*.

APL 10 (EL 12)

Guards (4): Fighter 8; hp 68; see *Appendix 1*.

APL 12 (EL 14)

Guards (8): Fighter 8; hp 68; see *Appendix 1*.

NOTICE POINTS

If the adventurers are seen walking up the ramp or climbing any of the walls, they receive 3 Notice Points.

If they engage in combat on the top level and take no measures to reduce the noise (*silence*, etc.), they receive 5 Notice Points.

If they receive both of these, this is enough to trigger Morad to send his summoned gadacro to Najmeh and in search of the adventurers. See Interlude: Notice Points for details.

DEVELOPMENT

A frontal assault on the fort may force the adventurers to retreat if all of the fort's guards get involved.

Even if the adventurers have the resources to successfully engage all of the guards, the resultant combat will likely result in enough Notice Points to trigger the gadacro killers.

However, if the party is able to either sneak into the top level without alerting any guards or quickly and quietly dispatch guards on the top level, they may be able to get to the basement without alerting the guards.

Treasure: (per squad)

APL 2: Loot 145 gp; Total 145 gp.

APL 4: Loot 290 gp; Total 290 gp.

APL 6: Loot 486 gp; Magic 880 gp; 4 *+I fullplate* (220 gp each); Total 1366 gp.

APL 8: Loot 972 gp; Magic 1760 gp; 8 *+I fullplate* (220 gp each); Total 2732 gp.

APL 10: Loot 28 gp; Magic 2568 gp; 4 *+I fullplate* (220 gp each), 4 *+I falchion* (197 gp each), 4 *+I composite longbow +3 strength* (225 gp each); Total 2596 gp.

APL 12: Loot 56 gp; Magic 5136 gp; 4 *+I fullplate* (220 gp each), 4 *+I falchion* (197 gp each), 4 *+I composite longbow +3 strength* (225 gp each); Total 5192 gp.

8: BASEMENT OF THE FORT

There are no torches or lanterns lighting hallways or rooms, to prevent lights from being seen in the village. Guards carry hooded lanterns when they walk around.

Anytime the adventurers are in the main hall of the basement, every 10 minutes, there is a 20% chance that one of the guards from the observation room, the stand-by room or the dormitory will come out into the hall and instantly raise an alarm.

If the adventurers engage in full combat anywhere in the basement of the fort without taking precautions, all the guards in the fort are alerted. Two rounds later, all guards on duty emerge from their locations to join the combat. Two rounds after that, the guards who had been sleeping in the dormitory emerge to join the combat. Guards emerging from the dormitory will not be wearing armor.

Because the guards know each other on sight, it is impossible without extraordinary measures for adventurers to disguise themselves as guards unless they stay in shadowy light when they meet other guards.

THE GUARDS

The guards are mercenaries hired by Morad. They adhere to the strict code of their mercenary regiment, which is to fight to the death. They know about Ket law, but will

deal lethal damage without compunction within the fort, figuring they can hide the bodies afterward.

See *Adventure Background: Mercenary Guards* for further details.

ROOM BY ROOM

A. Top of the Not-So-Secret Passage. A steep stair in the not-so-secret passage leads to a 3'x3' hole in the wall of the fort that is five feet long. The hole had been covered by a tapestry centuries ago, but is uncovered now.

B. Dormitory. At any time, one squad of guards is sleeping (4 at APLs 2-6, and 8 at APL 8-12). If combat occurs on the top level or in the basement of the fort, they will awake and join the battle without taking time to put on armor.

Personal effects in this room include letters indicating the guards are on duty for 12-hour shifts for a month, then rotated out for a month. To enter and leave the area, they use the not-so-secret passage, and travel down the Tuflik River using a boat hidden close by.

C. Observation room. One squad of guards is in this room. Holes have been drilled in the thick walls of this rooms (marked by "O" on **DM Map: Basement of Fort**), enabling guards to survey the valley to the north, west, and south. There is one hooded lantern, currently completely hooded. (Torches and other uncontrolled light sources are not permitted in these rooms so that light cannot be seen from the fortress at night.) Guards are required to keep notebooks of their observations. Flipping through these notes, the adventurers will be able to see that all comings and goings through the village and area are carefully noted, including their own arrival in the village. If Olya met with a guard, a note regarding a sighting of the signal of yellow smoke from the inn will be there, and a note that a guard was immediately ordered to meet with Olya will be there.

Separate logbook details information gathered from Olya Silvermug, mainly details of miscellaneous travelers passing through the village over the past three years. If the adventurers questioned villagers at least 3 hours ago, or Olya at least two hours ago, their names (if they gave them), descriptions and the questions they asked will be logged. In a separate part of this logbook is a list of weekly payments made to Olya going back three years.

D. Pantry. Full of food and drink.

E. Kitchen A good-sized kitchen services the needs of the soldiers. Due to concerns about smoke being seen, the stoves are only lit between midnight and an hour before sunrise.

F. Water pump. The pump draws water from the cistern. It is very noisy, and if anyone uses it, one of the

guards from the dormitory will appear 30 seconds later to complain about the noise.

G. Stairs down to Cistern Chamber. At the bottom of these stairs is a simple 5' high steel door that opens towards the adventurers. If they open it, go to 5: *Cistern*.

H. Stairs to top level These lead up to the ruined upper level of the fort.

J. Empty room The only piece of furniture here is a chair. Stains under the chair on the floor are reddish brown. A DC 15 Heal check will confirm that they are bloodstains. If a mercenary is taken alive and successfully questioned or bribed, he will confirm (if asked) that this is the room in which Najmeh was beaten and tortured in.

K. Stand-by room. A squad of guards in full armor spends the time here playing cards and eating.

L. Morad's room. Carefully nondescript. Morad has been careful to keep no evidence, letters or personal belongings here. The desk has paper and pen but the paper is blank. Morad is careful to write with a single sheet of paper on his desk at a time, so no "ghost" writing can be detected on the next piece of blank paper in the stack. A small shrine to Iuz has been set up on a corner shelf. A circle has been drawn on the ground in chalk and runes have been written around the outside of the circle. Inside the circle is a 5-pointed star with the points touching the circle. A DC 20 Spellcraft check will suggest that this is a circle that could be used to summon outsiders.

If the adventurers enter this room before the gadacro have been summoned, then they just catch a glimpse of two men disappearing into thin air (successful Spellcraft will reveal *teleportation*.) Descriptions of the men will be the same as can be provided by the guards. (See *Adventure Background: Mercenary Guards*) In this case, the gadacro will not be summoned as Morad has just left. If the gadacro have already been dispatched, Morad and his noble guest have already *teleported* out of the fort.

M. Noble's room. Sumptuously decorated. Trunks of men's clothes are here, made of the finest silks, tasteful yet expensive. On a DC 18 Search check, a scrap of paper is found against the wall under the bed. A list of months and some notes are scrawled on the paper. (See **Player Handout 3: The List**)

O. Observation ports These have been drilled through the cliff so that guards can observe the surrounding countryside for comings and goings.

9: ESCAPE

TRAVELLING WITH NAJMEH

Najmeh has been through a lot in the past week. Kidnapped by Morad after a terrible explosion knocked her unconscious, she was beaten and tortured. For the

past three days she has been balancing on a platform with no food, water or sleep. She is at the end of her rope, physically and mentally. Her physical injuries are:

- broken left arm (just above wrist)
- fractured right kneecap (movement is reduced to 5' per round; this can be doubled if she is given a crutch or someone supports her)
- three fingers dislocated on her right hand
- two cracked ribs
- many unhealed or semi-healed cuts and abrasions, including a nasty jagged cut on her right cheek
- a concussion.

Cure spells, *lesser restoration* and the like will bring her abilities and hit points back to normal. A DC 15 Heal check will provide proper bandaging and splinting of her injuries. But magical and mundane healing short of a *regeneration* cannot heal her bones, and nothing can make up for lost food and water, nor replace the spiritual energy she has spent over the past three days. Until she recovers her rest and has several decent meals, Najmeh will have to have her right hand bandaged, her left arm in a sling, her right leg splinted, her ribs taped, and as a result, will be clumsy and relatively helpless. She will suffer from dizzy spells, be a bit fuzzy-minded at times, and to start with, she will be terribly thirsty.

CHOOSING A WAY OUT

Once the adventurers have decided to leave the fort, they must choose a route by which to leave. Possible alternatives are:

- The water overflow pipe in the cistern
- The not-so-secret passage in the basement
- The front gate on the top level
- Magic

If adventurers know about and choose the water overflow pipe, and can get to it, they can successfully crawl down it to the river. (If they have not yet encountered the monster in the underground pool, go to 4: Overflow Pipe: The Underground Pool)

For either the Not-So-Secret passage or the Front Gate, if the adventurers avoided some or all of the guards on the way in, they may have to face them on the way out. Similarly, if they did not disable the trap in the not-so-secret passage, they will have to overcome it on the way out.

FREE OF THE FORT

Once the adventurers are free of the fort and standing in open air, Morad will not pursue simply because he does not know that Najmeh has been rescued—he either believes she has been killed by his summoned gadacro (if the adventurers accumulated seven or more Notice

Points) or that she is still tied to her chair. Even when he goes to the cistern chamber the day following her rescue, Morad simply believes she fell into the water and drowned unless the adventurers somehow fixed the platform in place and then left it like that, or if they left the empty chair balanced on the platform.

CONCLUSION

NAJMEH IS ALIVE

It takes three days to return to Lopolla. If the adventurers remember to give the proper pass phrase to the Copper Palace guards ("She who was hidden in darkness has been brought into the light"), the guards will quickly and respectfully show them to a sumptuously decorated room somewhere deep in the palace. (Naturally the adventurers left weapons and armor at the city gates.)

If no one has cast a *cure* spell on Najmeh yet, a young acolyte of Al'Akbar casts a *cure light wounds* on her while the adventurers are waiting, which will at least heal her abrasions, although she still suffers from broken bones, concussion, etc.

If party was commissioned by Vizier Tareem, read this:

After a short wait, the double doors in the far wall open and Vizier Tareem, the man who met with you at the Griffon's Nest tavern, walks through the doorway, accompanied by a dozen Thorns, and some Palace servants in livery. He has exchanged his seedy merchant's outfit for clothes more befitting a courtier of the Copper Palace: tasteful pastel silks, and a turban sporting a large emerald.

One of the men in livery steps forward, and in a loud voice shouts, "His Illustrious Glory, Beygraf Nadaid of Ket, Shield of the True Faith." All the servants and the Thorns fall to one knee.

Bewildered, you look around for the Beygraf but the only person you see in front of you still standing is Tareem. Although his face is solemn, you swear that he winks at you.

If party was commissioned by the Beygraf, read this:

After a short wait, the double doors in the far wall open and Beygraf Nadaid walks through the doorway, accompanied by a dozen Thorns, and some Palace servants in livery. He has exchanged his rough merchant's outfit for clothes more befitting his rank: tasteful pastel silks and a turban sporting a large emerald.

One of the servants steps forward, and in a loud voice shouts, "His Illustrious Glory, Beygraf Nadaid

of Ket." All the servants and the Thorns fall to one knee.

[Adventurers respond by doing what they said they would during *Adventure Preparations*.]

Read this to everyone (paraphrasing as necessary):

Najmeh, her eyes wide with shock, tries to lower herself to one knee, but after so many trials, her body finally betrays her. She loses her balance and falls on her side, jarring her cracked ribs. Najmeh curls up in pain as the servants gawk at this breach of etiquette.

Nadaid quickly kneels beside her, his eyes taking in her torn clothes, the arm in a sling, her bandaged fingers, the jagged scar on her cheek. His blunt soldier's hand reaches down and covers the scar gently. Najmeh's eyes open, tears of pain sliding from them.

"I come at your command," she whispers, tears sliding down her cheeks. "How may this traitor serve Your Glory?"

"Be at peace," he replies. "For the crimes against Ket, you are blameless, and therefore I absolve you of all fault. Although you have already suffered on my behalf, I would ask one more favor. Help us to apprehend your former master Morteza."

"Morteza!" Najmeh's eyes widen. "Your Glory, you are in danger—"

The Beygraf puts his fingers on her lips, silencing her. "Not here."

Gently he picks up her huddled body and easily stands. Looking at you, he murmurs in an undertone, "You have done well. It sounds like I may have one more task for you. Hold yourselves ready."

Walking past flustered servants who quickly bow, he strides out of the room carrying Najmeh. After a moment of confusion, the Thorns close the door while the servants argue with each other about how many Palace rules have just been broken.

For returning with Najmeh alive, the adventurers receive the AR rewards **Thanks of the Beygraf**, and **Rescued**. In addition, they receive full gp as listed under in *Treasure Summary* for **Conclusion**, which is also the max gp for the adventure. (Any loot received from combat becomes gold overcap.)

NAJMEH IS DEAD BUT THE ADVENTURERS RETURN WITH HER BODY

It takes three days to return to Lopolla. If the adventurers remember to give the proper pass phrase to the Copper

Palace guards ("She who was hidden in darkness has been brought into the light"), the guards will quickly and respectfully show them to a sumptuously decorated room somewhere deep in the palace. (Naturally the adventurers left weapons and armor at the city gates.)

You set Najmeh's body carefully on a marble table and wait. A few minutes later, a nearby trumpet blows, and the door is opened from the outside by a liveried servant, who announces "His Glory, Nadaid, Beygraf of Ket and Shield of the True Faith."

[Adventurers respond by doing what they said they would during *Adventure Preparations*.]

If party was commissioned by Vizier Tareem, read this:

You are surprised when Vizier Tareem, the man who hired you the Griffon's Nest tavern walks through the door. He has exchanged his seedy merchant's clothes for fine silks and a turban decorated with a large emerald. And apparently he has also exchanged the name "Tareem the merchant" for the name "Nadaid the Beygraf".

As the door closes behind him, he ignores your astonished looks and stalks over to the table.

If party was commissioned by the Beygraf, read this:

The Beygraf walks through the open door, which instantly closes behind him, and he stalks over to the table.

Continue reading for everyone:

"This is the woman Najmeh? Say how this happened," he orders, his voice harsh with anger.

Adventurers can summarize how she died. If they attempt to tell him about the village, the fort, etc, he stops them—he is only interested in how Najmeh was not rescued.

He looks grimly at Najmeh's broken body. His blunt soldier's hand reaches down and gently covers a jagged cut across her cheek. Abruptly he turns and strides out of the room, snapping, "Stay with her!" over his shoulder as he leaves.

An hour later he returns with a priestess of Istus. At her directions, he takes large diamonds from a leather pouch and places seven of them around Najmeh, and an eighth on her lips. The priestess raises her thin white hands in silence for a few minutes, then begins to pray in Ancient Baklunish. Placing her hands on Najmeh, she calls out Najmeh's

name several times, her voice growing fainter and fainter, until she can barely be heard. After a moment, she looks up with sightless, unfocused eyes and beckons blindly to Nadaid.

"She does not want to be called back," the priestess whispers. "You must convince her to face life again." After a moment of hesitation, Nadaid takes the priestess's hand and places his other on Najmeh's forehead. Another moment passes.

Suddenly a white light glimmer around the priestess, Nadaid and Najmeh. It quickly grows in brilliance, until it fills the room with an ineffable glimpse of the glory of the heavens, and your ears ring with celestial music.

Then suddenly the light is gone, and the diamonds with them. The priestess staggers back, and sits down on a chair, her chest heaving with exertion. Although Najmeh's body is still clothed in torn and ragged clothes, her skin is now unmarked by scars or injuries of any kind.

After a moment, her eyes flutter open, and she sees the Beygraf standing over her, his hand still on her forehead. "I come at your command," she whispers, tears sliding down her cheeks. "How may this traitor serve Your Glory?"

"Be at peace," he replies. "For the crimes against Ket, you are blameless, and therefore I absolve you of all fault. Although you have already suffered on my behalf, I would ask one more favor. Help us to apprehend your former master Morteza."

"Morteza!" Najmeh's eyes widen. "Your Glory, you are in danger—"

The Beygraf puts his fingers on her lips, silencing her. "Not here."

Helping Najmeh to her feet, Nadaid supports her as she walks unsteadily to the door. Pausing for a moment, the Beygraf turns back to you. "It sounds like I may have one more task for you. Hold yourselves ready."

For returning with Najmeh's body, the party receives the AR reward **Thanks of the Beygraf** (but not **Rescued**). However, the party only receives half the gp listed in *Treasure Summary* for **Conclusion**. If any loot was recovered from combat, it will increase their final gp total.

NAJMEH IS DEAD, AND THE PARTY RETURNS WITHOUT HER BODY

If Najmeh spoke to adventurers before she died It takes three days to return to Lopolla with your unhappy news.

If the adventurers were hired by Vizier Tareem, add this phrase to the following paragraph:
(Vizier Tareem, now revealed as)

Beygraf Nadaid listens grimly as you describe how Najmeh was mistreated, and how she died—and her final words about a plot against him by a high noble.

Looking at you, he frowns. “Naturally I am disappointed that you were not able to rescue her. Perhaps the gods were against you. Now it sounds like I may have one more task for you. Hold yourselves ready.”

The adventurers do NOT receive either **Rescued** or **Beygraf's Thanks**. In addition, the party is not paid any of the gp listed in *Treasure Summary* under **Conclusion**. If any loot was recovered from combat, it will be the only gp they receive for the adventure.

If Najmeh did not get a chance to speak with adventurers before she died, and her body was not recovered

It takes three days to return to Lopolla with your unhappy news. It is a measure of your employer's displeasure that he does not meet with you again. Instead, you are sent to a dingy office some miles from the Copper Palace where a stiff-backed palace servant listens to your report. When you are finished dismisses you.

The adventurers do NOT receive either **Rescued** or **Beygraf's Thanks**. In addition, the party is not paid any of the gp listed in *Treasure Summary* for **Conclusion**. If any loot was recovered from combat, it will be the only gp they receive for the adventure.

EXPLANATION OF ADVENTURE RECORD AWARDS

Thanks of the Beygraf: For bringing back Najmeh, alive or dead, the adventurers are granted access to some items from the Beygraf's personal store, as well as his favor.

Rescued: This is awarded only if Najmeh is reaches the Copper Palace alive. (If she dies and the adventurers cast a *raise dead* on her, then they still receive this award—she must be alive when they get to the Palace.) Both this and Thanks of the Beygraf would be awarded in this case.

Lawbreaker: This award is given to anyone who was caught breaking any laws in Ket, Fill in any relevant details.

Shadows: If the party did not receive enough Notice Points to trigger the gadacro, then all members of the Shadows of Xan Yae receive this reward.

Dwarven Clans: If the boy Balak was rescued by the adventurers, then all members of the Dwarven Clans receive this award.

Archons: If Najmeh is alive at the end of the adventure, she informs the Archons of Morteza's unlicensed spellcasting. All members of the Archons get this reward.

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.

Because of the structure of this adventure it is entirely possible to get full cash and XP but fail the objective, which has almost all the access tied to it. It may also be possible to get less than full XP while succeeding, if the group doesn't investigate at all.

Interlude: Being Noticed

Defeating or not triggering the demons.

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

3: The Temple

Surviving, disabling or deliberately avoiding the trap.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	300 XP

4: The Overflow Pipe

Defeating or deliberately bypassing the ooze.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

6: The Not-So-Secret Passage

Disabling or surviving the trap(s).

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

7: Walk Right Up

Defeating or deliberately avoiding the guards.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Rescuing Najmeh alive.

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 2	450 XP
APL 4	650 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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 characters 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.

Interlude: Being Noticed

APL 2: Total 0 gp.

APL 4: Total 0 gp.

APL 6: Loot 3 gp; Magic 100 gp; 4 *potions of invisibility* (25 gp each); Total 103 gp.

APL 8: Loot 103 gp; Magic 100 gp; 4 *potions of invisibility* (25 gp each); Total 203 gp.

APL 10: Magic 868 gp; 4 *potions of invisibility* (25 gp each), 4 *+1 shortswords* (192 g each); Total 868 gp.

APL 12: Magic 2368 gp; 4 *potions of invisibility* (25 gp each), 4 *+1 shortswords* (192 g each) 2 *+3 cloaks of resistance* (750 gp each); Total 2368 gp.

5: Cistern

All APLs: Magic 2333 gp; *dimensional shackles* (2333 gp); Total 2333 gp.

7: Walk Right Up

APL 2: Loot 145 gp; Total 145 gp.

APL 4: Loot 290 gp; Total 290 gp.

APL 6: Loot 486 gp; Magic 880 gp; 4 *+1 fullplate* (220 gp each); Total 1366 gp.

APL 8: Loot 972 gp; Magic 1760 gp; 8 *+1 fullplate* (220 gp each); Total 2732 gp.

APL 10: Loot 28 gp; Magic 2568 gp; 4 *+1 fullplate* (220 gp each), 4 *+1 falchion* (197 gp each), 4 *+1 composite longbow +3 strength* (225 gp each); Total 2596 gp.

APL 12: Loot 56 gp; Magic 5136 gp; 4 *+1 fullplate* (220 gp each), 4 *+1 falchion* (197 gp each), 4 *+1 composite longbow +3 strength* (225 gp each); Total 5192 gp.

Conclusion

APL 2: Coin: 450 gp.

APL 4: Coin: 600 gp.

APL 6: Coin: 900 gp.

APL 8: Coin: 1300 gp.

APL 10: Coin: 2300 gp.

APL 12: Coin: 3300 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 600 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Total Possible Treasure

APL 2: 2928 gp

APL 4: 3193 gp

APL 6: 4702 gp

APL 8: 6568 gp

APL 10: 8901 gp

APL 12: 13,193 gp

APPENDIX 1: APL 2

INTERLUDE: BEING NOTICED

GADACRO

CR 3

Monster Manual V

CE Small outsider (chaotic, evil, Extraplanar, tanar'ri)

Init +4; **Senses** Darkvision 120 ft., superior low-light vision; Listen +7, Spot +11

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 15, touch 15, flat-footed 11

(+1 Size, +4 Dex)

hp 26 (4 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Fort +6, **Ref** +8, **Will** +4

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee talon +9 (1d6-2/18-20/x3)

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

Base Atk +4; **Grp** -2

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Spell-Like Abilities (CL 4th):

1/day – *earthbind** (DC 13), *mirror image*

Abilities Str 7, Dex 18, Con 15, Int 8, Wis 10, Cha 12

SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape

Feats Flyby Attack, Weapon Finesse

Skills Balance +11, Escape Artist +15, Hide +15, Listen +7, Move Silently +11, Search +6, Spot +11

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Skills Gadacros have a +4 Racial bonus on Escape Artist and Spot checks.

* see Appendix 2: New Rules Items

3: THE TEMPLE

LIGHTNING CORRIDOR

CR 1

Description see encounter description.

Search DC 16; **Type** magic

Trigger location; **Init** +1

Effect *Lightning bolt* (automatically hit, 1d6 points of electrical damage, DC 11 half).

Duration 4 rounds

Destruction AC 11; hp 5;

Disarm Disable Device DC 17

4: THE OVERFLOW PIPE

AQUATIC OOZE, FLOTSAM OOZE CR 2

Fiend Folio

N Medium ooze (aquatic)

Init +0; **Senses** blindsight 60 ft.; Listen -5, Spot -5

AC 13, touch 10, flat-footed 13

(+3 natural)

hp 23 (2 HD);

Immunities poison, sleep, paralysis, polymorph, stunning, critical hits, flanking

Fort +6, **Ref** +0, **Will** -5

Speed 10 ft. (2 squares), swim 30 ft.;

Melee slam +3 (1d6+3)

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

Base Atk +1; **Grp** +3

Special Abilities: Adhesive

Abilities Str 14, Dex 10, Con 23, Int -, Wis 1, Cha 1

SQ: amphibious, ooze traits, transparent, blind, mindless

Feats -

Skills Hide +8, Swim +10

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any one creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 12). A successful Strength check (DC 16) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 bonus on grapple checks (for a total bonus of +7). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefits of concealment (20% miss chance) when it is in water.

6: NOT-SO-SECRET PASSAGE

Alarm and Duster Trap (2): CR 1; mechanical; location trigger; no reset; no bypass; Bell rings (DC -5 Listen check, modified by distance, to hear the bells) and Atk +5 melee touch (blindness for 1d3 rounds, Fortitude DC 12 negates); Search DC 15; Disable Device DC 15

7: WALK RIGHT UP

GUARDS (4)

CR 1

Male and female human (Flan) fighter 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Flan, Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 12 (1 HD);

Fort +4, **Ref** +1, **Will** +0

Speed 20 ft. in breastplate (4 squares), base movement 30 ft;

Melee falchion +4 (2d4+3/18-20)
or short sword +3 (1d6+2/19-20)

Ranged longbow +2 (1d8)

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

Base Atk +1; **Grp** +3

Special Abilities: Dodge

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Feats Dodge, Mobility, Weapon Focus (falchion)

Skills Climb +2, Handle Animal +3, Intimidate +3, Ride +5

Possessions breastplate, falchion x2, shortsword, longbow, 20 blunt arrows

INTERLUDE: BEING NOTICED

ADVANCED GADACRO

CR 5

Monster Manual V

CE Small outsider (chaotic, evil, Extraplanar, tanar'ri)

Init +4; **Senses** Darkvision 120 ft., superior low-light vision; Listen +11, Spot +15

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 15, touch 15, flat-footed 11

(+1 Size, +4 Dex)

hp 52 (8 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Fort +8, **Ref** +10, **Will** +6

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee talon +13 (1d6-1/18-20/x3)

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

Base Atk +8; **Grp** +3

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Spell-Like Abilities (CL 8th):

1/day – *earthbind** (DC 13), *mirror image*

Abilities Str 8, Dex 18, Con 15, Int 8, Wis 10, Cha 12

SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape

Feats Flyby Attack, Weapon Finesse

Skills Balance +15, Escape Artist +19, Hide +19, Listen +11, Move Silently +15, Search +10, Spot +15

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Skills Gadacros have a +4 Racial bonus on Escape Artist and Spot checks.

* see Appendix 2: New Rules Items

3: THE TEMPLE

LIGHTNING CORRIDOR

CR 4

Description see encounter description.

Search DC 19; **Type** magic

Trigger location; **Init** +4

Effect *Lightning bolt* (automatically hit, 4d6 points of electrical damage, DC 14 half).

Duration 7 rounds

Destruction AC 16; hp 18

Disarm Disable Device DC 23

4: THE OVERFLOW PIPE

LARGE FLOTSAM OOZE

CR 4

Fiend Folio

N Large ooze (aquatic)

Init -1; **Senses** blindsight 60 ft.; Listen -5, Spot -5

AC 13, touch 8, flat-footed 13

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

hp 87 (6 HD);

Immunities poison, sleep, paralysis, polymorph, stunning, critical hits, flanking

Fort +11, **Ref** +1, **Will** -3

Speed 10 ft. (2 squares), swim 30 ft.;

Melee slam +9 (1d8+9)

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

Base Atk +4; **Grp** +14

Special Abilities: Adhesive

Abilities Str 22, Dex 8, Con 28, Int -, Wis 1, Cha 1

SQ: amphibious, ooze traits, transparent

Feats -

Skills Hide +3, Swim +14

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any one creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 17). A successful Strength check (DC 21) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 bonus on grapple checks (for a total bonus of +18). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefits of concealment (20% miss chance) when it is in water.

6: NOT-SO-SECRET PASSAGE

Alarm and Duster Trap (4): CR 1; mechanical; location trigger; no reset; no bypass; Bell rings (DC -5 Listen check, modified by distance, to hear the bells) and Atk +5 melee touch (blindness for 1d3 rounds, Fortitude DC 12 negates); Search DC 15; Disable Device DC 15

7: WALK RIGHT UP

GUARDS (8)

CR 1

Male and female human (Flan) fighter 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Flan, Common

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 12 (1 HD);

Fort +4, **Ref** +1, **Will** +0

Speed 20 ft. in breastplate (4 squares), base
movement 30 ft.;

Melee falchion +4 (2d4+3/18-20)
or short sword +3 (1d6+2/19-20)

Ranged longbow +2 (1d8)

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

Base Atk +1; **Grp** +3

Special Abilities: Dodge

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha
8

Feats Dodge, Mobility, Weapon Focus (falchion)

Skills Climb +2, Handle Animal +3, Intimidate +3,
Ride +5

Possessions breastplate, falchion x2, shortsword,
longbow, 20 blunt arrows

INTERLUDE: BEING NOTICED

ADVANCED GADACRO; ROGUE 2 CR 7

Monster Manual V

CE Small outsider (chaotic, evil, Extraplanar, tanar'ri)

Init +6; **Senses** Darkvision 120 ft., superior low-light vision; Listen +12, Spot +16

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 17, touch 17, flat-footed 11

(+1 Size, +6 Dex)

hp 83 (10 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Fort +10, **Ref** +15, **Will** +5; evasion

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee shortsword +14/+9 (1d4/19-20) and shortsword +14 (1d4/19-20) or talon +16 (1d6/18-20/x3)

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

Base Atk +9; **Grp** +5

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +2d6

Combat Gear potion of *invisibility* x2

Spell-Like Abilities (CL 8th):

1/day – *earthbind** (DC 14), *mirror image*

Abilities Str 10, Dex 22, Con 19, Int 8, Wis 8, Cha 14

SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape, trapfinding, evasion

Feats Flyby Attack, Two-Weapon Fighting, Weapon Finesse

Skills Balance +19, Escape Artist +23, Hide +23, Listen +12, Move Silently +19, Search +12, Spot +16

Possessions combat gear plus Shortsword x2

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Skills Gadacros have a +4 Racial bonus on Escape Artist and Spot checks.

* see Appendix 2: New Rules Items

3: THE TEMPLE

LIGHTNING CORRIDOR

CR 6

Description see encounter description.

Search DC 21; **Type** magic

Trigger location; **Init** +6

Effect *Lightning bolt* (automatically hit, 6d6 points of electrical damage, DC 16 half).

Duration 9 rounds

Destruction AC 19; hp 27

Disarm Disable Device DC 27

4: THE OVERFLOW PIPE

HUGE FLOTSAM OOZE

CR 6

Fiend Folio

N Huge ooze (aquatic)

Init -2; **Senses** blindsight 60 ft.; Listen -5, Spot -5

AC 14, touch 6, flat-footed 14

(-2 size, -2 Dex, +8 natural)

hp 165 (10 HD);

Immunities poison, sleep, paralysis, polymorph, stunning, critical hits, flanking

Fort +14, **Ref** +1, **Will** -2

Speed 10 ft. (2 squares), swim 30 ft.;

Melee slam +15 (2d6+15)

Space 15 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +25

Special Abilities: Adhesive

Abilities Str 30, Dex 6, Con 33, Int -, Wis 1, Cha 1

SQ: amphibious, ooze traits, transparent

Feats -

Skills Hide -2, Swim +18

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any one creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 22). A successful Strength check (DC 26) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 bonus on grapple checks (for a total bonus of +29). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefits of concealment (20% miss chance) when it is in water.

6: NOT-SO-SECRET PASSAGE

Alarm and Hobbling Trap: CR 6; mechanical;

location trigger; automatic reset; Alarm (Bell rings, DC -5 Listen check, modified by distance, to hear the bells); floor spikes (Atk +16 melee, 1d4 spikes per target for 1d4+4 each); hobbling barbs

(creatures damaged by spikes are pinned and must

make Strength check, DC 20 +1 per spike that damaged it, to pull free; damaged creatures are hobbled as per caltrops); multiple targets (all within a 10-ft. by 10-ft. area); Search DC 20; Disable Device DC 20

7: WALK RIGHT UP

GUARDS(4)

CR 4

Male and female human (Flan) fighter 4
NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Flan, Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 36 (4 HD);

Fort +6, **Ref** +2, **Will** +1

Speed 20 ft. in fullplate (4 squares), base movement 30 ft;

Melee masterwork falchion +9 (2d4+6/18-20)
or short sword +7 (1d6+3/19-20)

Ranged masterwork composite longbow +3 strength
+6 (1d8+3)

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

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

Attack Abilities Cleave, Power Attack

Special Abilities Dodge

Abilities Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Feats Cleave, Dodge, Mobility, Power Attack,
Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Climb +5, Handle Animal +6, Intimidate +6,
Ride +10

Possessions +1 *fullplate*, masterwork falchion x2,
shortsword, masterwork composite longbow +3 strength, 20 blunt arrows

INTERLUDE: BEING NOTICED

ADVANCED GADACRO ROGUE 4 CR 9

Monster Manual V

CE Small outsider (chaotic, evil, Extraplanar, tanar'ri)

Init +6; **Senses** Darkvision 120 ft., superior low-light vision; Listen +14, Spot +18

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 17, touch 17, flat-footed 11

(+1 Size, +6 Dex)

hp 110 (12 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Fort +12, **Ref** +16, **Will** +6; evasion, trap sense +1

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee masterwork shortsword +17/+12/+7 (1d4/19-20)

and masterwork shortsword +17 (1d4/19-20) or talon +18 (1d6/18-20/x3)

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

Base Atk +11; **Grp** +7

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +3d6

Combat Gear *potion of improved invisibility* x2

Spell-Like Abilities (CL 8th):

1/day – *earthbind** (DC 14), *mirror image*

Abilities Str 10, Dex 22, Con 20, Int 8, Wis 8, Cha 14

SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape, trapfinding, evasion, trap sense +1, uncanny dodge

Feats Flyby Attack, Quickdraw, Two-Weapon Fighting, Weapon Finesse

Skills Balance +21, Escape Artist +25, Hide +25, Listen +14, Move Silently +21, Search +14, Spot +18

Possessions combat gear plus Masterwork shortsword x2

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Skills Gadacros have a +4 Racial bonus on Escape Artist and Spot checks.

* see Appendix 2: New Rules Items

3: THE TEMPLE

LIGHTNING CORRIDOR

CR 8

Description see encounter description.

Search DC 23; **Type** magic

Trigger location; **Init** +8

Effect *Lightning bolt* (automatically hit, 8d6 points of electrical damage, DC 18 half).

Duration 11 rounds

Destruction AC 22; hp 36

Disarm Disable Device DC 31

4: THE OVERFLOW PIPE

HUGE ELITE FLOTSAM OOZE

CR 8

Fiend Folio

N Huge ooze (aquatic)

Init -1; **Senses** blindsight 60 ft.; Listen -4, Spot -4

AC 15, touch 7, flat-footed 15

(-2 size, -1 Dex, +8 natural)

hp 273 (14 HD);

Immunities poison, sleep, paralysis, polymorph, stunning, critical hits, flanking

Fort +18, **Ref** +3, **Will** +0

Speed 10 ft. (2 squares), swim 30 ft.;

Melee slam +20 (2d6+18)

Space 15 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +30

Special Abilities: Adhesive

Abilities Str 34, Dex 8, Con 38, Int -, Wis 3, Cha 1

SQ: amphibious, ooze traits, transparent

Feats -

Skills Hide -1, Swim +20

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any one creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 26). A successful Strength check (DC 30) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 bonus on grapple checks (for a total bonus of +34). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefits of concealment (20% miss chance) when it is in water.

6: NOT-SO-SECRET PASSAGE

Alarm and Extra Hobbling Trap: CR 8; mechanical; location trigger; automatic reset; Alarm (Bell rings,

DC -5 Listen check, modified by distance, to hear the bells); floor spikes (Atk +18 melee, 2d4 spikes per target for 1d4+4 each); hobbling barbs (creatures damaged by spikes are pinned and must make Strength check, DC 20 +1 per spike that damaged it, to pull free; damaged creatures are hobbled as per caltrops); multiple targets (all within a 10-ft. by 10-ft. area); Search DC 22; Disable Device DC 22

7: WALK RIGHT UP

GUARDS(8)

CR 4

Male and female human (Flan) fighter 4

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Flan, Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 36 (4 HD);

Fort +6, **Ref** +2, **Will** +1

Speed 20 ft. in fullplate (4 squares), base movement 30 ft;

Melee masterwork falchion +9 (2d4+6/18-20)
or short sword +7 (1d6+3/19-20)

Ranged masterwork composite longbow +3 strength
+6 (1d8+3)

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

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

Attack Abilities: Cleave, Power Attack

Special Abilities: Dodge

Abilities Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Feats Cleave, Dodge, Mobility, Power Attack,
Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Climb +5, Handle Animal +6, Intimidate +6,
Ride +10

Possessions +1 *fullplate*, masterwork falchion x2,
shortsword, masterwork composite longbow +3
strength, 20 blunt arrows

INTERLUDE: BEING NOTICED

ADVANCED GADACRO ROGUE 6 CR 11

Monster Manual V

CE Small outsider (chaotic, evil, Extraplanar, tanar'ri)

Init +6; **Senses** Darkvision 120 ft., superior low-light vision; Listen +16, Spot +20

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 17, touch 17, flat-footed 11

(+1 Size, +6 Dex)

hp 127 (14 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Fort +13, **Ref** +17, **Will** +7; evasion, trap sense +2

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee +1 *shortsword* +18/+13/+8 (1d4+1/19-20) and +1 *shortsword* +18 (1d4+1/19-20) or talon +19 (1d6/18-20/x3)

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

Base Atk +12; **Grp** +8

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +4d6

Combat Gear *potion of improved invisibility* x2

Spell-Like Abilities (CL 8th):

1/day – *earthbind** (DC 14), *mirror image*

Abilities Str 10, Dex 22, Con 20, Int 8, Wis 8, Cha 14

SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape, trapfinding, evasion, trap sense +2, uncanny dodge

Feats Flyby Attack, Quickdraw, Two-Weapon Fighting, Weapon Finesse

Skills Balance +23, Escape Artist +27, Hide +27, Listen +16, Move Silently +20, Search +16, Spot +20

Possessions combat gear plus +1 *shortsword* x2

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Skills Gadacros have a +4 Racial bonus on Escape Artist and Spot checks.

* see Appendix 2: New Rules Items

3: THE TEMPLE

LIGHTNING CORRIDOR

CR 10

Description see encounter description.

Search DC 25; **Type** magic

Trigger location; **Init** +10

Effect *Lightning bolt* (automatically hit, 10d6 points of electrical damage, DC 20 half).

Duration 13 rounds

Destruction AC 25; hp 45

Disarm Disable Device DC 35

4: THE OVERFLOW PIPE

GARGANTUAN FLOTSAM OOZE CR 10

Fiend Folio

N Gargantuan ooze (aquatic)

Init -3; **Senses** blindsight 60 ft.; Listen -5, Spot -5

AC 15, touch 4, flat-footed 15

(-4 size, -3 Dex, +12 natural)

hp 451 (22 HD);

Immunities poison, sleep, paralysis, polymorph, stunning, critical hits, flanking

Fort +22, **Ref** +4, **Will** +2

Speed 10 ft. (2 squares), swim 30 ft.;

Melee slam +26 (3d6+21)

Space 20 ft.; **Reach** 15 ft.

Base Atk +16; **Grp** +42

Special Abilities: Adhesive

Abilities Str 38, Dex 6, Con 40, Int -, Wis 1, Cha 1

SQ: amphibious, ooze traits, transparent

Feats -

Skills Hide -6, Swim +22

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any one creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 31). A successful Strength check (DC 35) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 bonus on grapple checks (for a total bonus of +46). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefits of concealment (20% miss chance) when it is in water.

6: NOT-SO-SECRET PASSAGE

Alarm and Sliding Wall Trap: CR 4; mechanical; location trigger; automatic reset; DC 30 Reflex save avoids; 20 ft. deep (2d6 points of falling damage); multiple targets (all within a 10-ft. by 10-ft. area); Search DC 29; Disable Device DC 24

Catapult Trap: CR 9; mechanical; location trigger; automatic reset; Reflex DC 24 avoids; 2,000 ft. thrown (20d6 points of falling damage); multiple targets (all within a 10-ft. by 10-ft. area); Search DC 24; Disable Device DC 15

7: WALK RIGHT UP

GUARDS(4)

CR 8

Male and female human (Flan) fighter 8

NE Medium humanoid (human)

Init +2; **Senses** Blind-fight; Listen +0, Spot +0

Languages Flan, Common

AC 22, touch 12, flat-footed 21

(+1 Dex, +9 armor, +1 deflection, +1 natural armor)

hp 68 (8 HD);

Fort +8, **Ref** +4, **Will** +2

Speed 20 ft. in fullplate (4 squares), base movement 30 ft;

Melee +1 *falchion* +15/+10 (2d4+9/18-20)

or kukri +13/+8 (1d4+5/18-20)

Ranged +1 *composite longbow* +3 strength +11/+6 (1d8+4)

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

Base Atk +8; **Grp** +11

Attack Abilities Cleave, Power Attack

Special Abilities Dodge, Elusive Target*

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8

Feats Blind-fight, Cleave, Dodge, Elusive Target*, Melee Weapon Mastery (slashing)*, Mobility, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Climb +5, Handle Animal +6, Intimidate +6, Ride +10

Possessions +1 *fullplate*, +1 *falchion*, masterwork falchion, shortsword, +1 *composite longbow* +3 strength, 20 blunt arrows

* see Appendix 2: New Rules Items

INTERLUDE: BEING NOTICED

ADVANCED GADACRO ROGUE 8 CR 13

Monster Manual V

CE Small outsider (chaotic, evil, Extraplanar, tanar'ri)

Init +6; **Senses** Darkvision 120 ft., superior low-light vision; Listen +18, Spot +22

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 17, touch 17, flat-footed 11

(+1 Size, +6 Dex)

hp 144 (16 HD); **DR** 5/cold iron or good; sudden escape

Immune electricity, poison

Fort +16, **Ref** +21, **Will** +10; evasion, trap sense +2

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee +1 *shortsword* +20/15/+10 (1d4+1/19-20) and +1 *shortsword* +20/+15 (1d4+1/19-20) or talon +21 (1d6/18-20/x3)

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

Base Atk +14; **Grp** +10

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +5d6

Combat Gear *potion of improved invisibility* x2

Spell-Like Abilities (CL 8th):

1/day – *earthbind** (DC 14), *mirror image*

Abilities Str 11, Dex 22, Con 20, Int 8, Wis 8, Cha 14

SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape, trapfinding, evasion, trap sense +2, uncanny dodge, improved uncanny dodge

Feats Flyby Attack, Improved Two-Weapon Fighting, Quickdraw, Two-Weapon Fighting, Weapon Finesse

Skills Balance +25, Escape Artist +29, Hide +29, Listen +18, Move Silently +25, Search +18, Spot +22

Possessions combat gear plus +1 *shortsword* x2, *cloak of resistance* +3

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Skills Gadacros have a +4 Racial bonus on Escape Artist and Spot checks.

* see Appendix 2: New Rules Items

3: THE TEMPLE

LIGHTNING CORRIDOR

CR 10

Description see encounter description.

Search DC 25; **Type** magic

Trigger location; **Init** +10

Effect *Lightning bolt* (automatically hit, 10d6 points of electrical damage, DC 20 half).

Duration 13 rounds

Destruction AC 25; hp 45

Disarm Disable Device DC 35

4: THE OVERFLOW PIPE

ADVANCED GARGANTUAN FLOTSAM

OOZE

CR 10

Fiend Folio

N Gargantuan ooze (aquatic)

Init -3; **Senses** blindsight 60 ft.; Listen -5, Spot -5

AC 15, touch 4, flat-footed 15

(-4 size, -3 Dex, +12 natural)

hp 645 (30 HD);

Immunities poison, sleep, paralysis, polymorph, stunning, critical hits, flanking

Fort +26, **Ref** +7, **Will** +5

Speed 10 ft. (2 squares), swim 30 ft.;

Melee slam +32 (3d6+21)

Space 20 ft.; **Reach** 15 ft.

Base Atk +22; **Grp** +48

Special Abilities: Adhesive

Abilities Str 38, Dex 6, Con 42, Int -, Wis 1, Cha 1

SQ: amphibious, ooze traits, transparent

Feats -

Skills Hide -6, Swim +22

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any one creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 36). A successful Strength check (DC 41) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 bonus on grapple checks (for a total bonus of +52). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefits of concealment (20% miss chance) when it is in water.

6: NOT-SO-SECRET PASSAGE

Alarm and Sliding Wall Trap: CR 5; mechanical; location trigger; automatic reset; DC 30 Reflex save avoids; 20 ft. deep (2d6 points of falling damage); multiple targets (all within a 10-ft. by 20-ft. area); Search DC 31; Disable Device DC 26

Catapult Trap (2): CR 9; mechanical; location trigger; automatic reset; Reflex DC 24 avoids; 2,000 ft. thrown (20d6 points of falling damage); multiple targets (all within a 10-ft. by 10-ft. area); Search DC 24; Disable Device DC 15

7: WALK RIGHT UP

GUARDS(8)

CR 8

Male and female human (Flan) fighter 8

NE Medium humanoid (human)

Init +2; **Senses** Blind-fight; Listen +0, Spot +0

Languages Flan, Common

AC 22, touch 12, flat-footed 21

(+1 Dex, +9 armor, +1 deflection, +1 natural armor)

hp 68 (8 HD);

Fort +8, **Ref** +4, **Will** +2

Speed 20 ft. in fullplate (4 squares), base movement 30 ft.;

Melee +1 *falchion* +15/+10 (2d4+9/18-20)

or kukri +13/+8 (1d4+5/18-20)

Ranged +1 composite longbow +3 strength +11/+6 (1d8+4)

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

Base Atk +8; **Grp** +11

Attack Abilities Cleave, Power Attack

Special Abilities Dodge, Elusive Target*

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8

Feats Blind-fight, Cleave, Dodge, Elusive Target*, Melee Weapon Mastery (slashing)*, Mobility, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Climb +5, Handle Animal +6, Intimidate +6, Ride +10

Possessions +1 *fullplate*, +1 *falchion*, masterwork falchion, shortsword, +1 *composite longbow* +3 strength, 20 blunt arrows

* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEATS

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Source: *Complete Warrior*

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus of +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type. A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Players Handbook II* 81

SPELLS

Earthbind

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You hinder the subject creature's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

Source: *Spell Compendium* 76

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 victim.

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 adventurer 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

Heresy: The worship of Olidamarra is illegal in Ket, punishable with 1 TU in the stocks and confiscation of any materials dedicated to Olidamarra (including holy symbols)

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

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

Horseslaughter: 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**

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

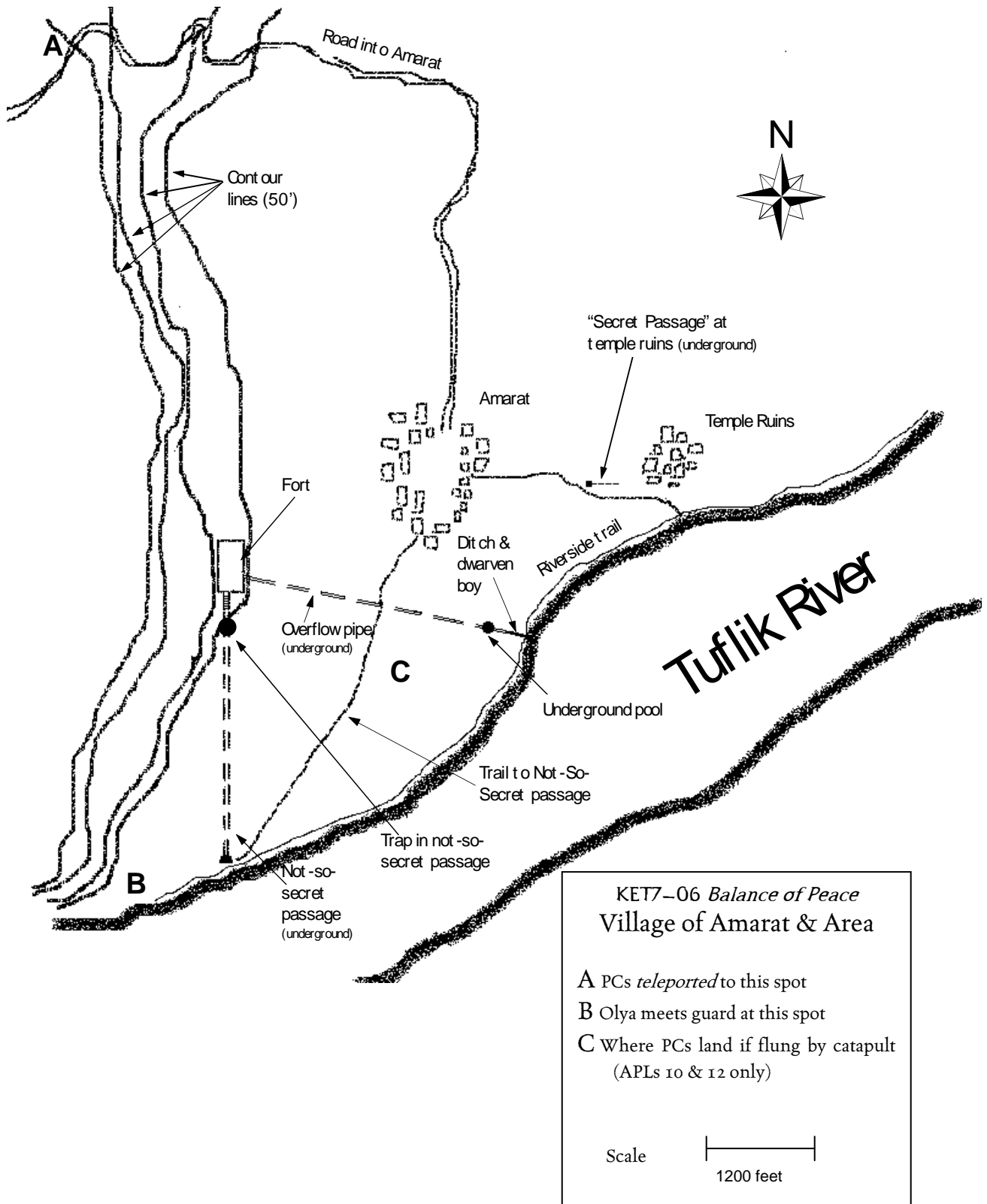
Mitigating Circumstances: None

*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.

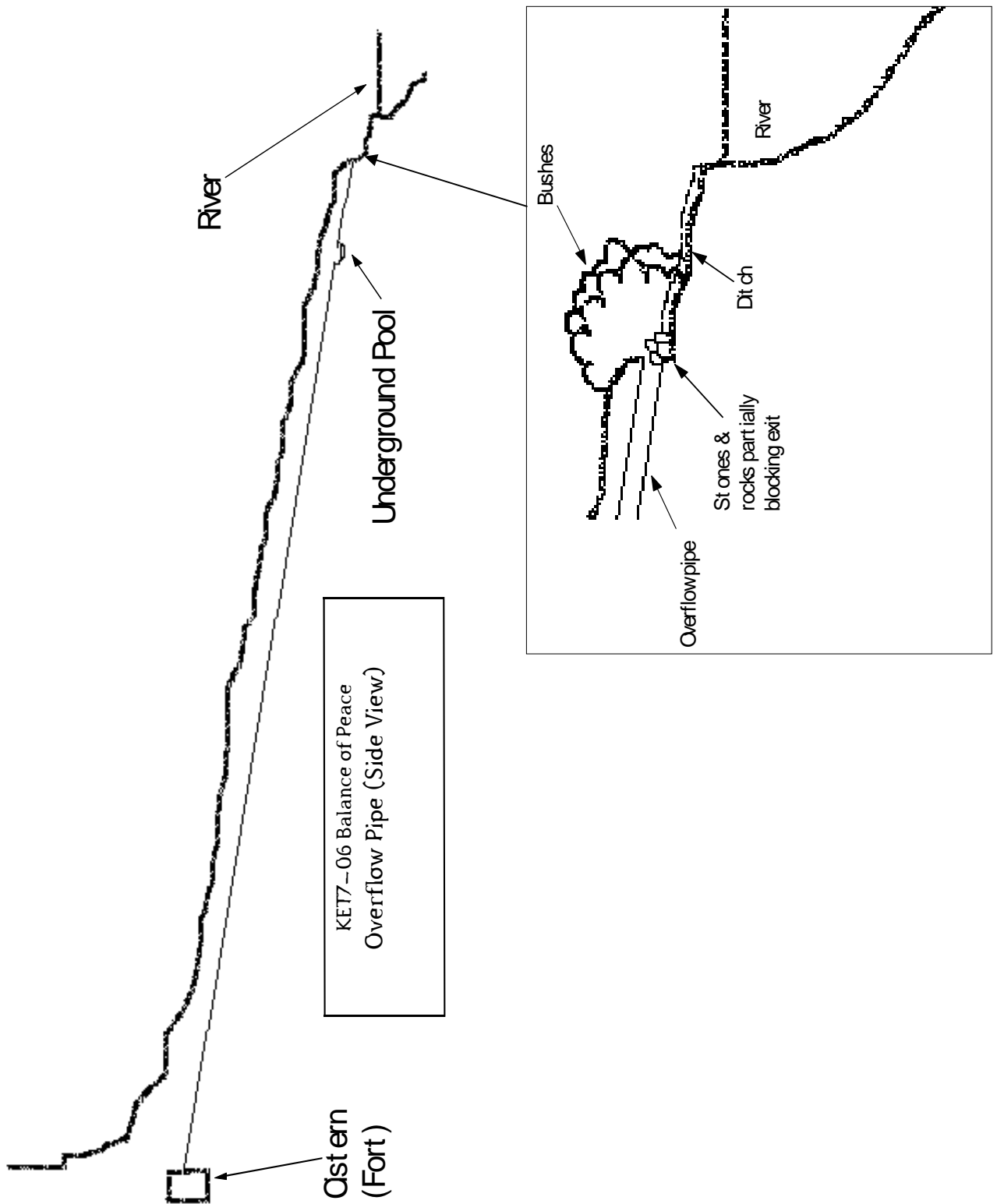
**Any sentence of time in the mines includes branding on right cheek and lifetime loss of Citizenship

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

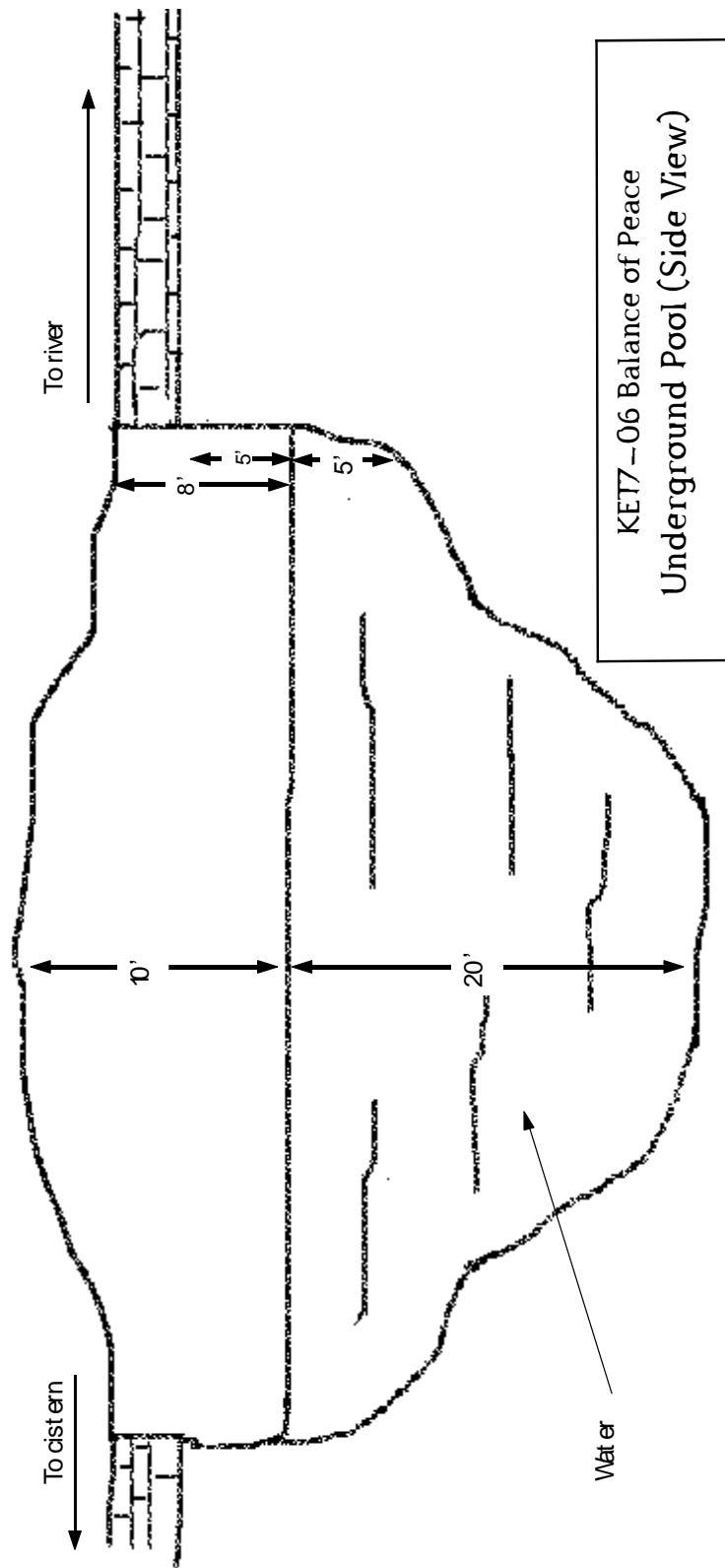
DM MAP: VILLAGE OF AMARAT AND AREA



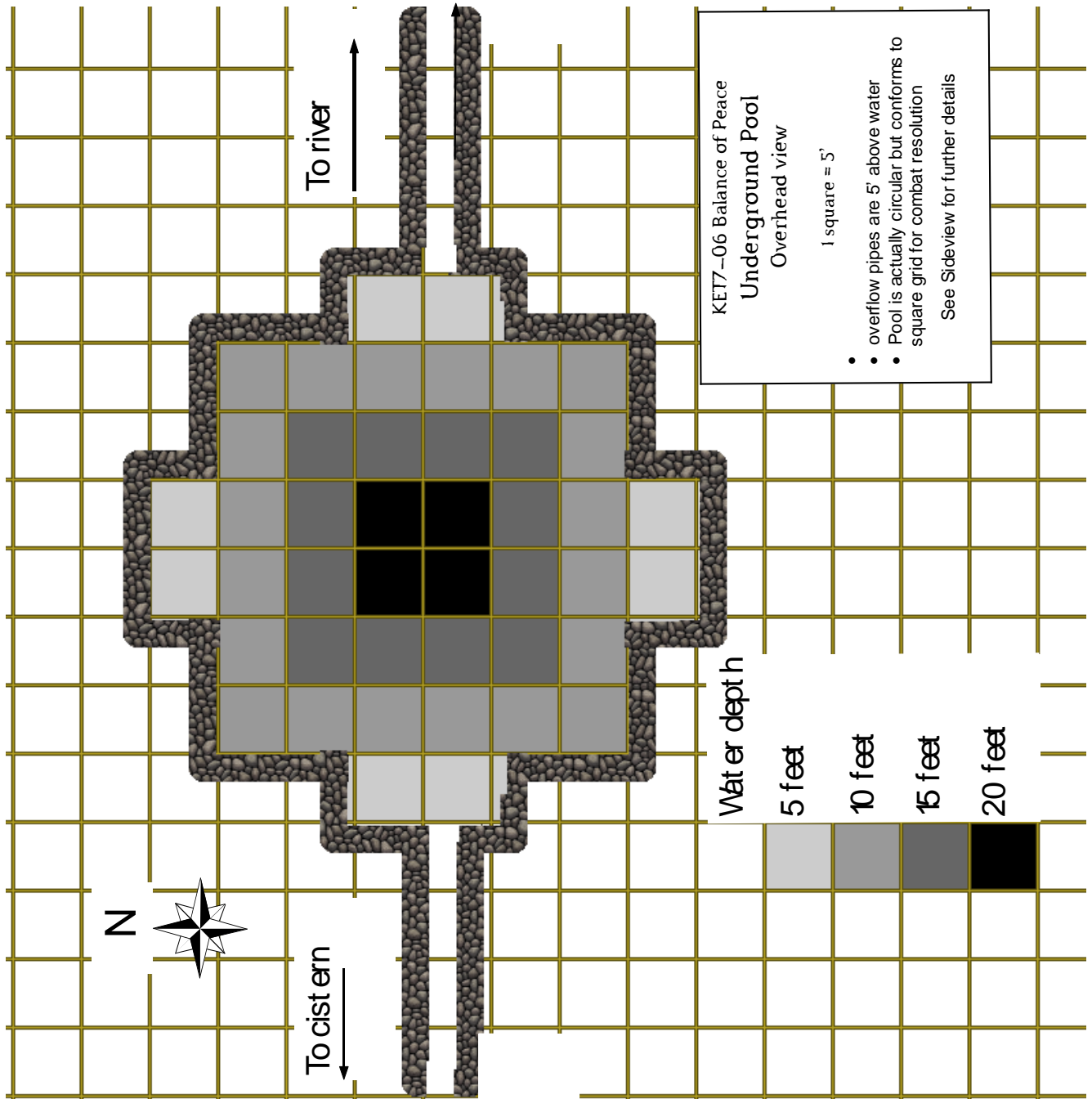
DM MAP: OVERFLOW PIPE



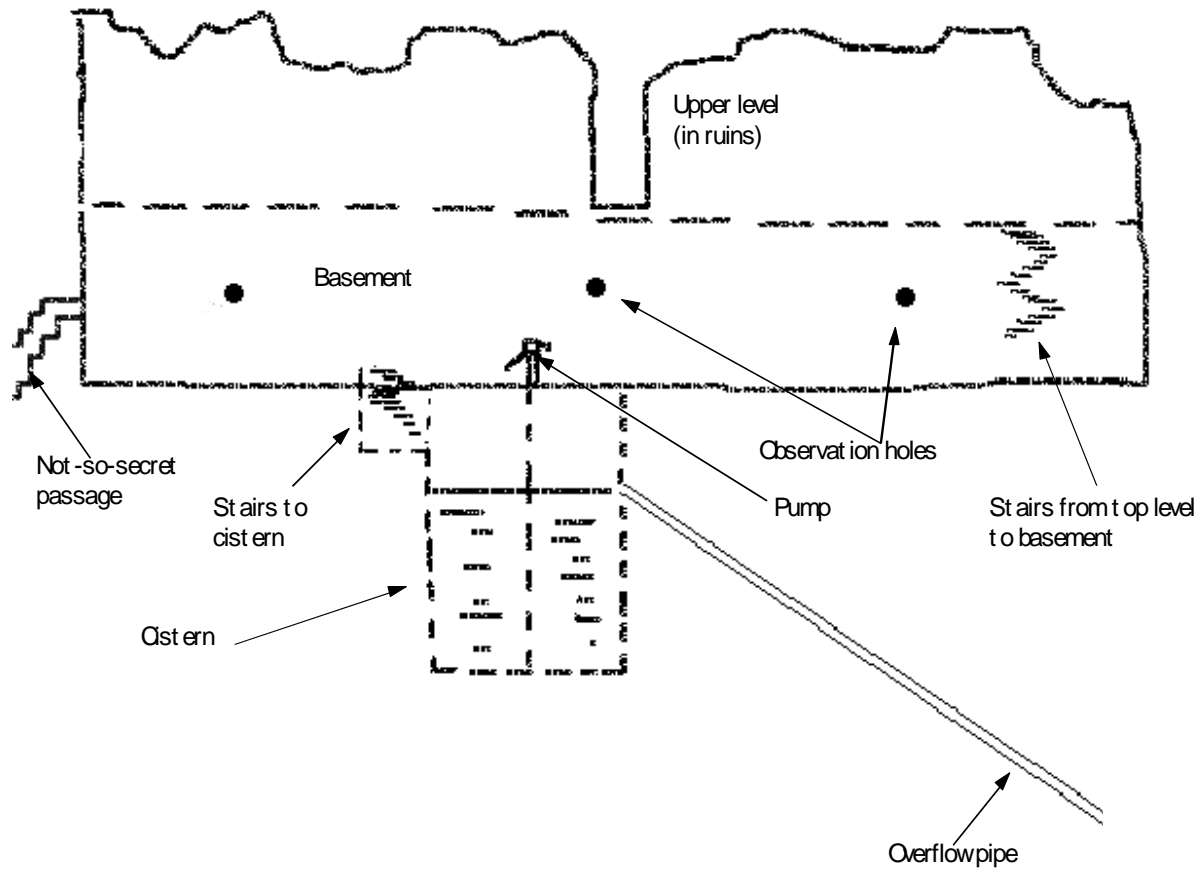
DM MAP: UNDERGROUND POOL (SIDE VIEW)



DM MAP: UNDERGROUND POOL (TOP VIEW)



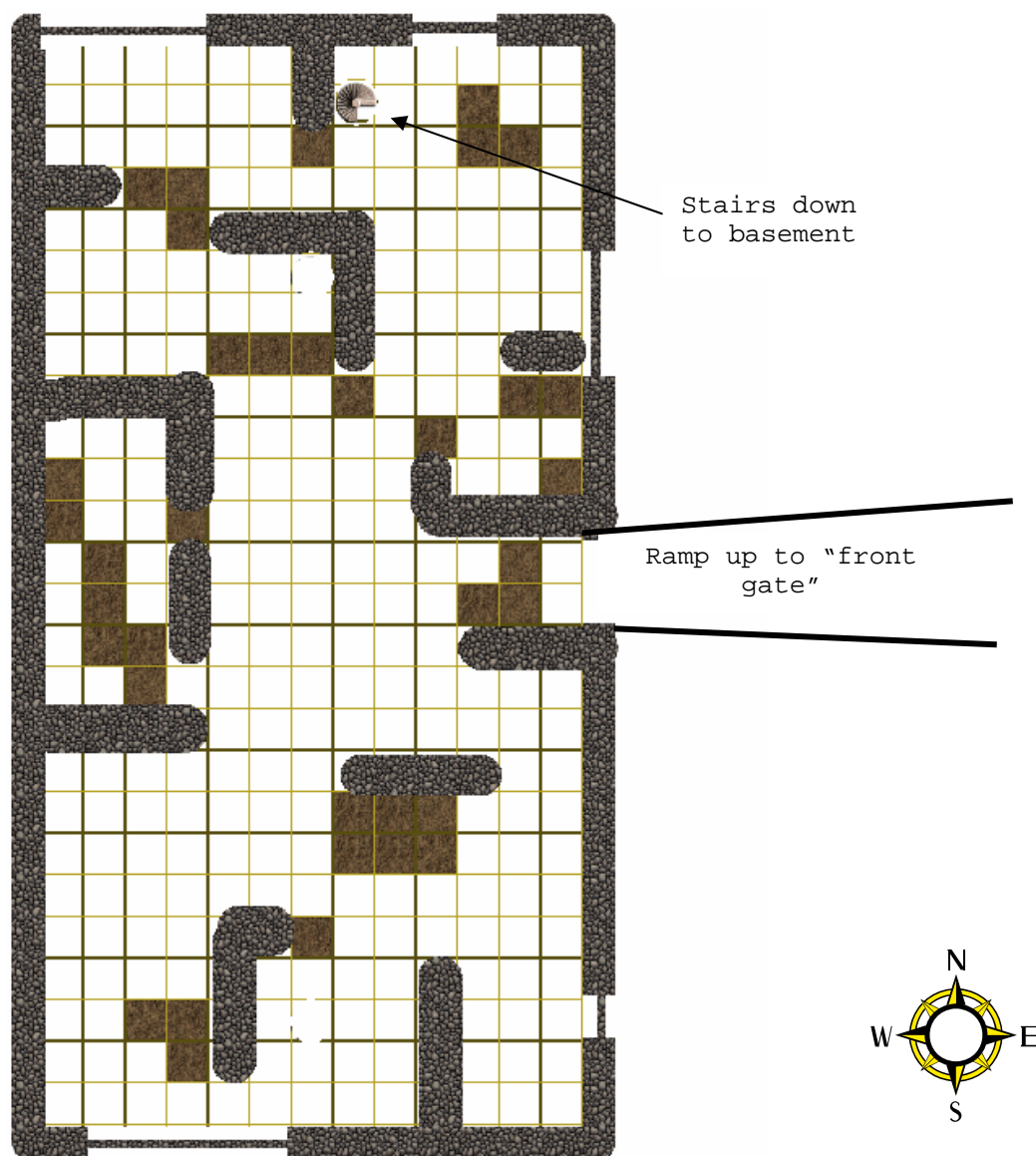
DM AID: FORT (CROSS-SECTION)



KET7-06 *Balance of Peace*

Cross-section of Fort
as seen from village


DM MAP: FRONT GATE AND TOP LEVEL OF FORT





KET7-06 *Balance of Peace*

8: Walk Right Up
Top Level of Ruined Fort

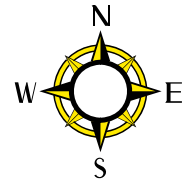
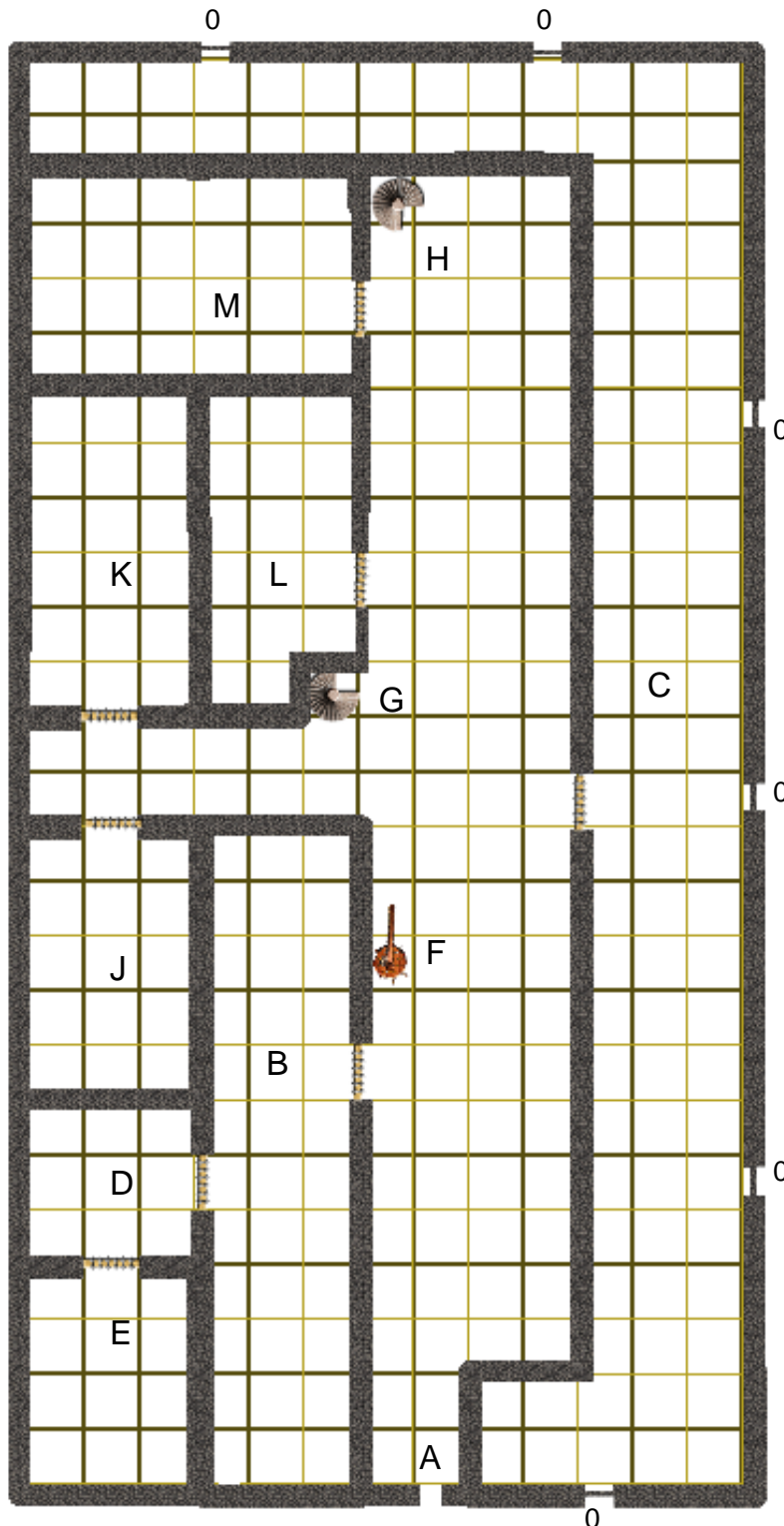
1 square = 5 feet

 = rubble (difficult terrain)

 = 10' high wall

 = 5' high wall

DM MAP: BASEMENT OF FORT

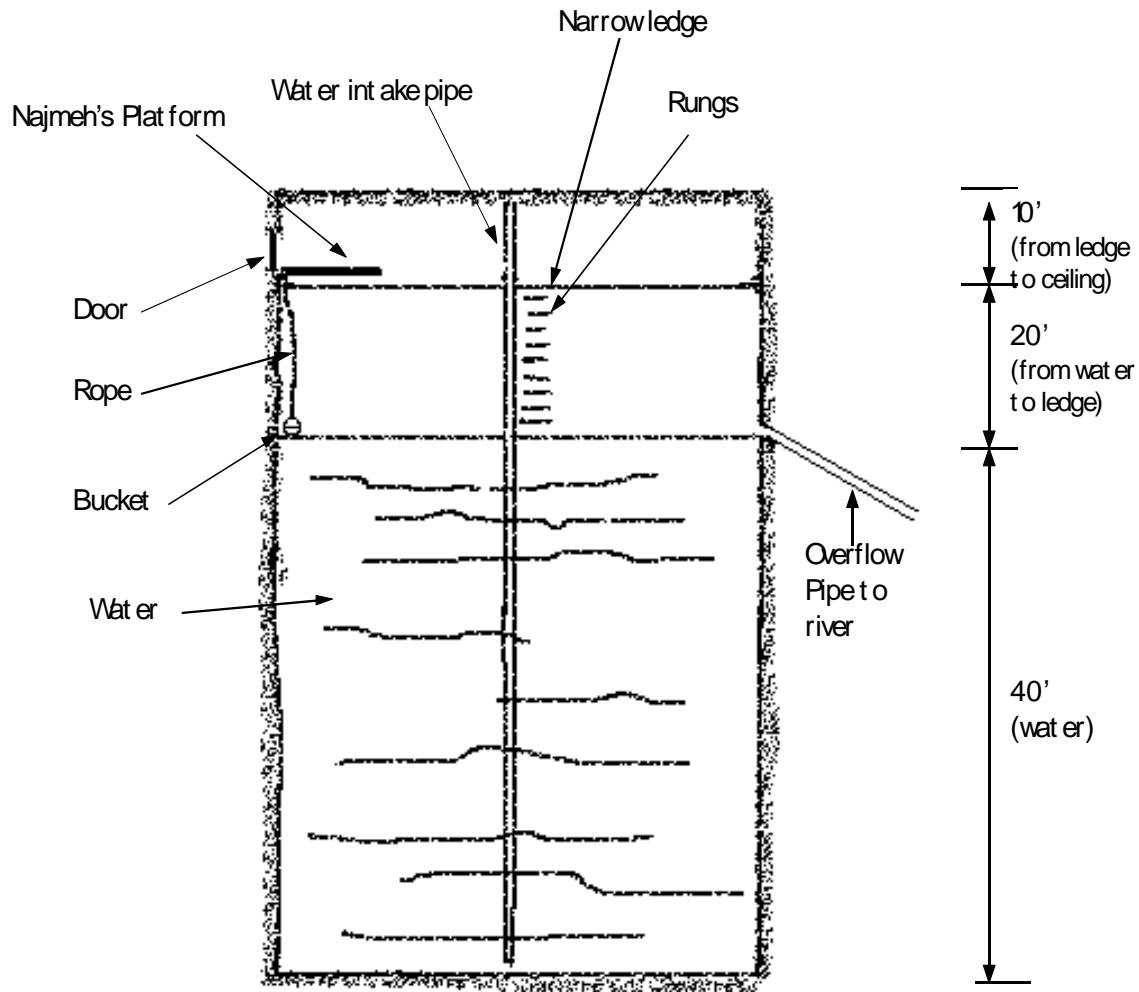


KET7-06 *Balance of Peace* Basement of Ruined Fort

1 square = 5 feet

- A Entrance from "Not-so-Secret" passage
- B Dormitory
- C Observation room
- D Pantry
- E Kitchen
- F Pump
- G Stairs to cistern chamber
- H Stairs to upper level
- J Stand-by room
- K Conference room
- L Morad's room
- M Noble's room
- O Observation ports

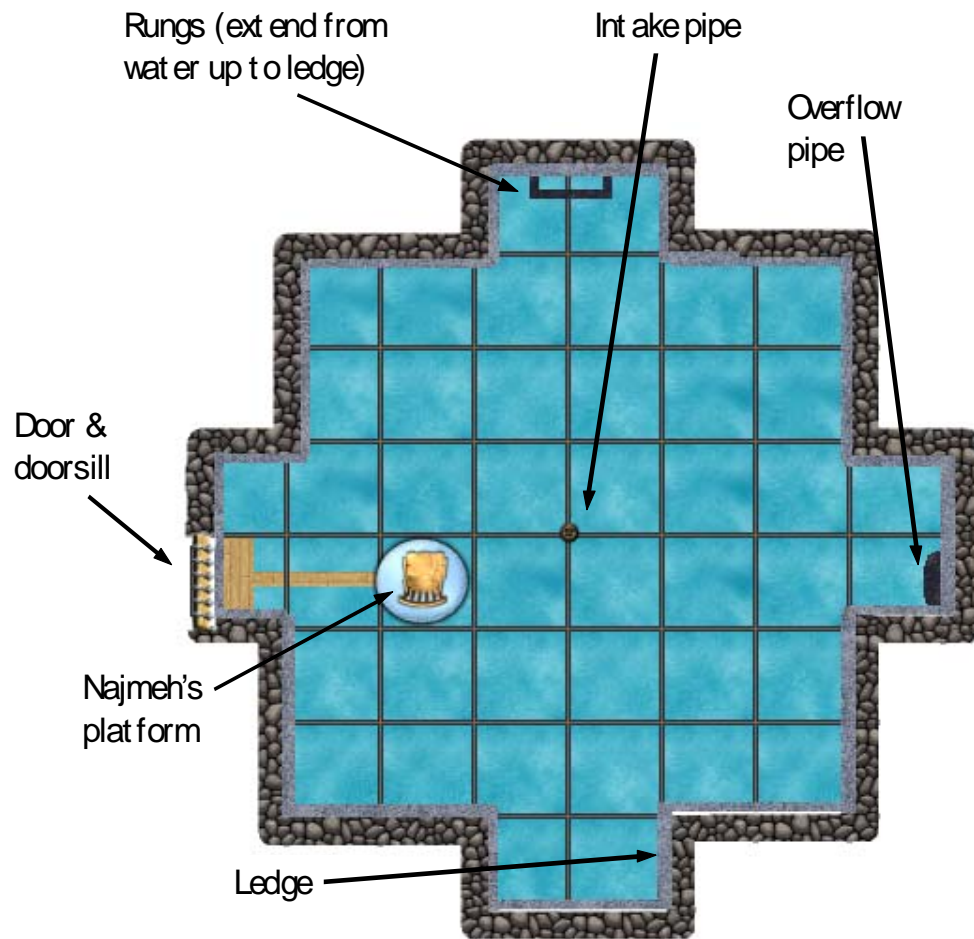
DM AID: CISTERN (SIDE VIEW)



KET7-06 *Balance of Peace*

Side view of
Basement Cistern

DM MAP: CISTERN (OVERHEAD)



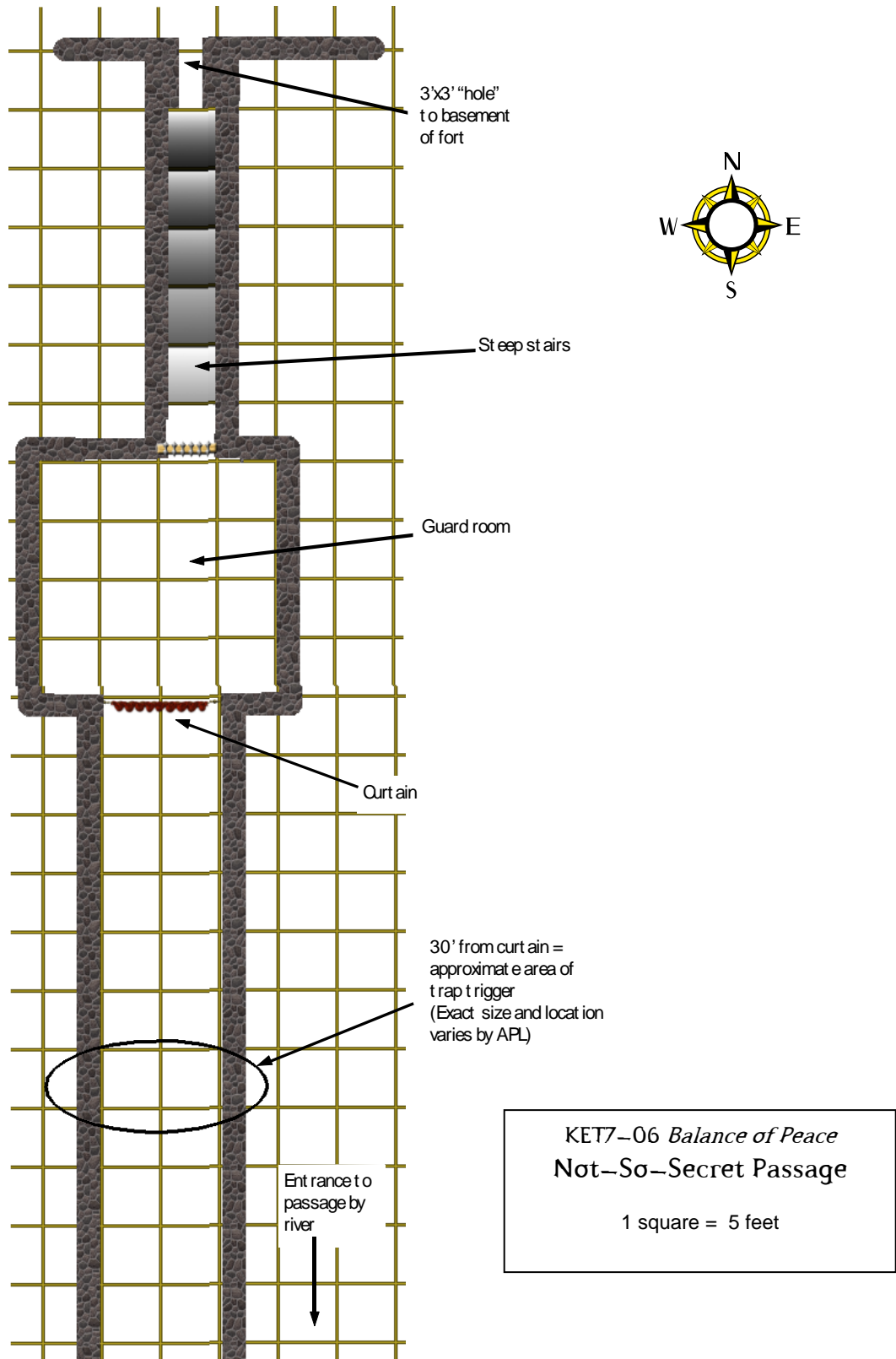
KET7-06 Balance of Peace 6: Cistern Chamber Overhead view

1 square = 5'

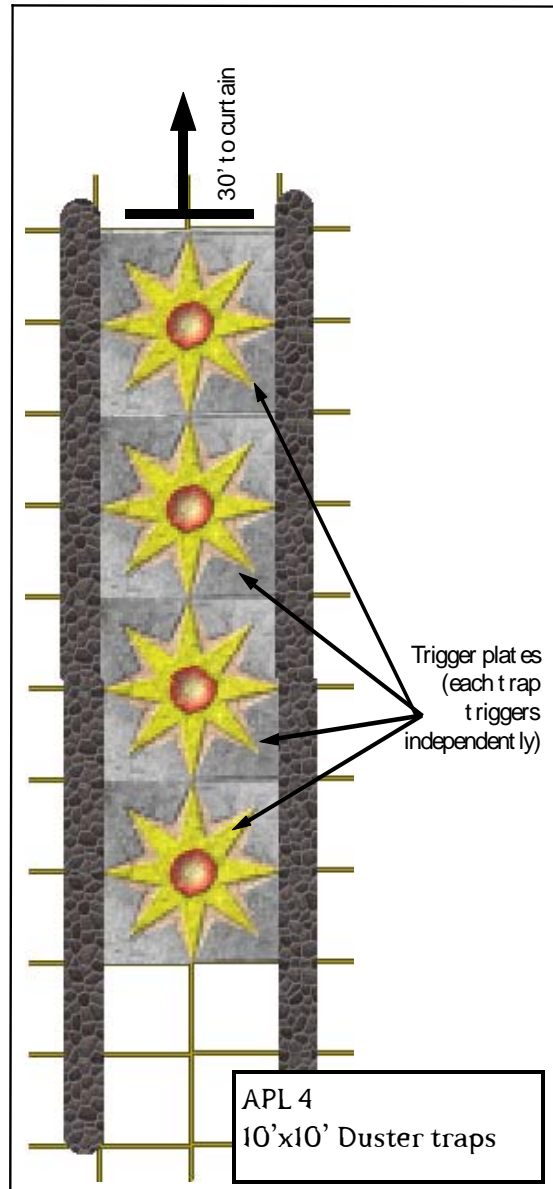
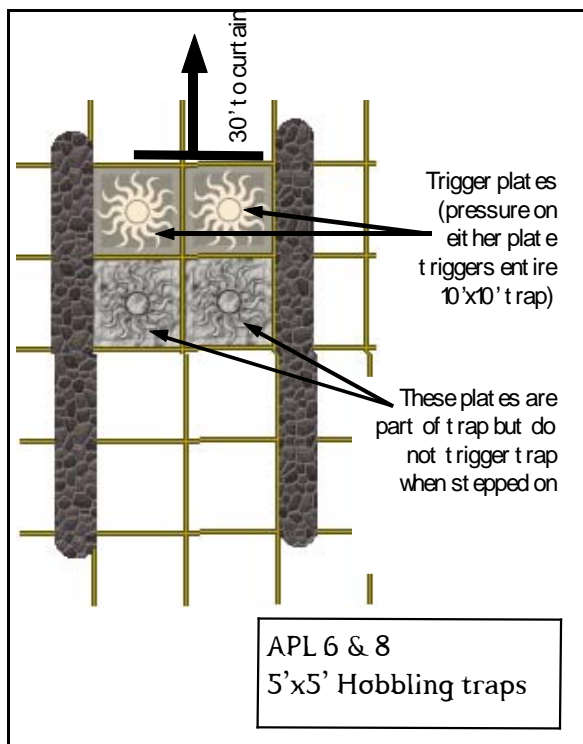
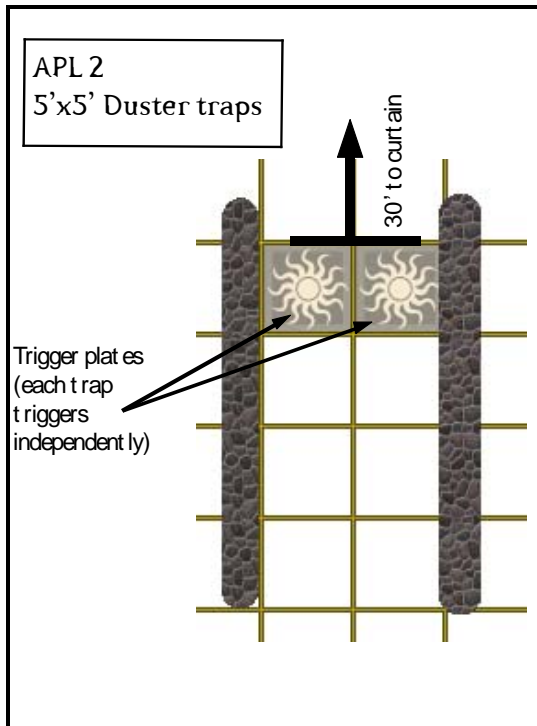
Chamber is actually circular, but is shown on square grid to resolve combat issues

See Sideview for further details

DM MAP: NOT-SO-SECRET PASSAGE

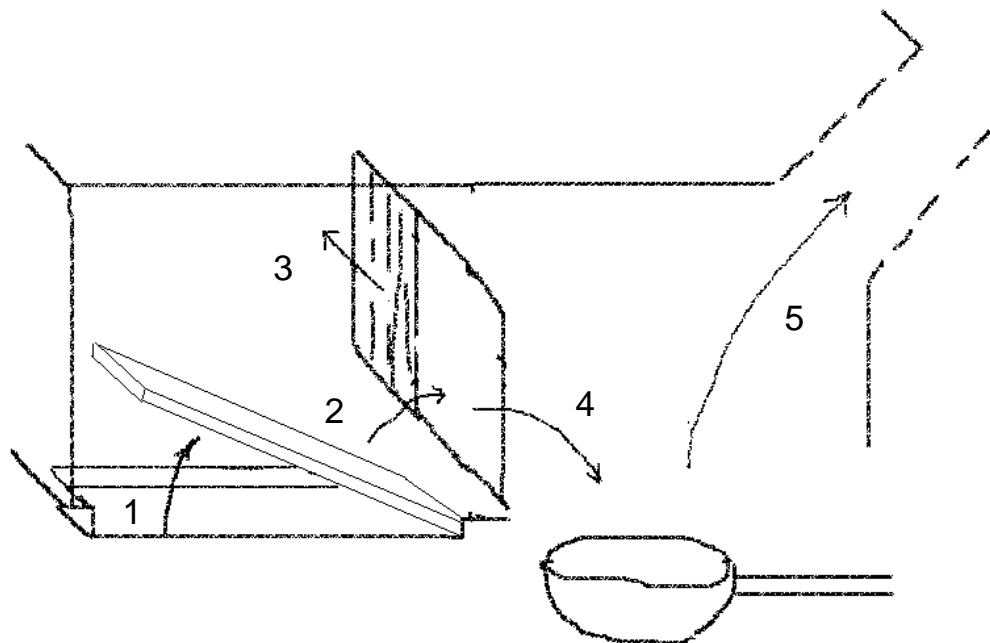
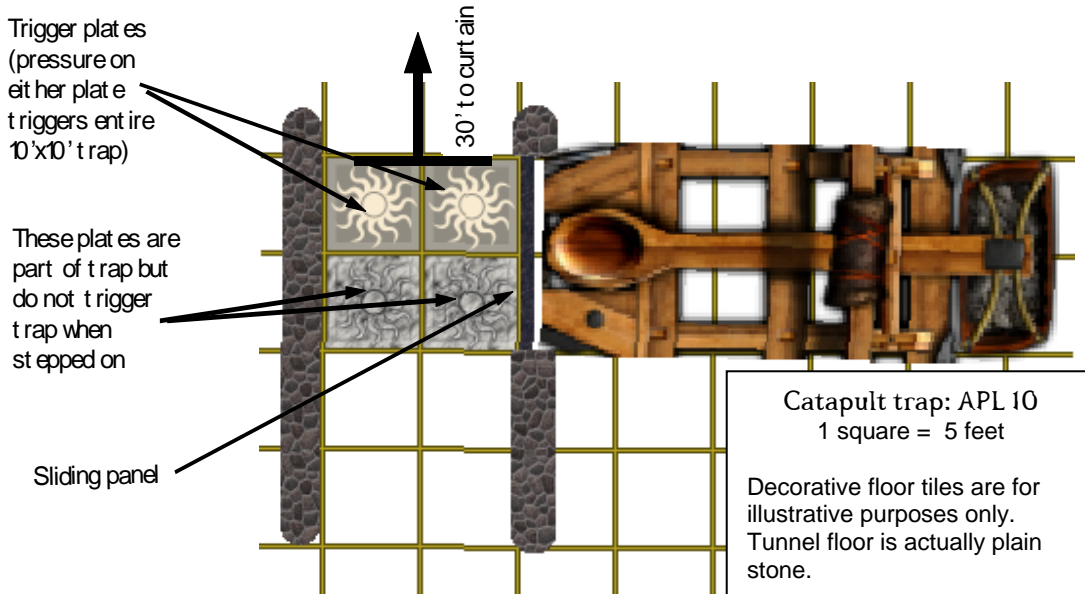


DM MAP: DETAIL OF TRAPS IN NOT-SO-SECRET PASSAGE (APL 2-8)



1 square = 5 feet
Decorative floor tiles are for
illustrative purposes only.
Tunnel floor is actually plain
stone.

DM MAP: DETAIL OF TRAP IN NOT-SO-SECRET PASSAGE (APL 10)



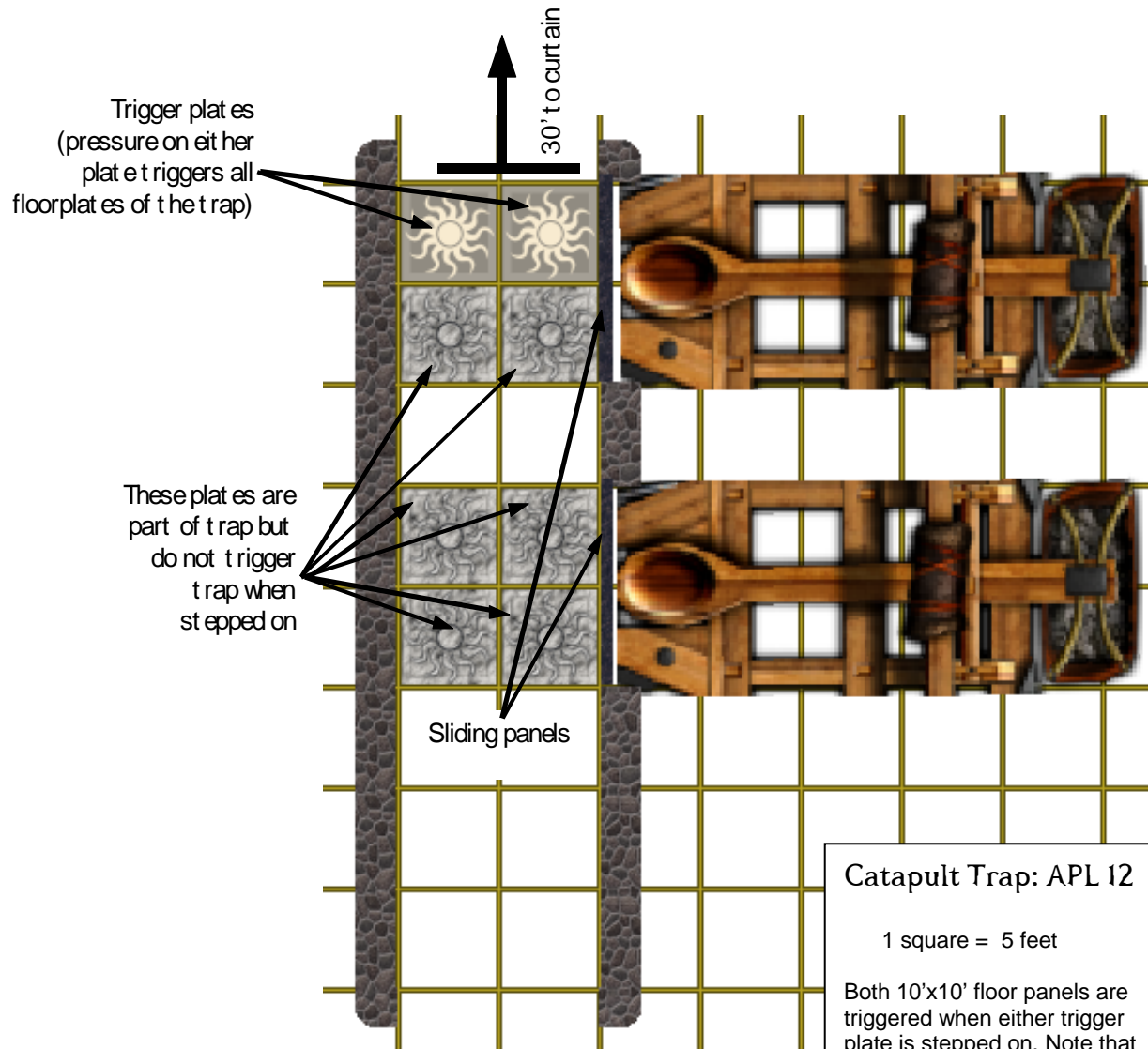
1. Floor tilts up
2. Adventurers are thrown at wall
3. Sliding panel opens
4. Adventurers are tossed through opening into catapult bucket
5. Catapult is triggered, flinging adventurers through hole and into sky

Catapult trap
Sequence of events

See 6: *Not-So-Secret Passage*
for saves and other details.

DM MAP: DETAIL OF TRAP IN NOT-SO-SECRET PASSAGE

(APL 12)



Catapult Trap: APL 12

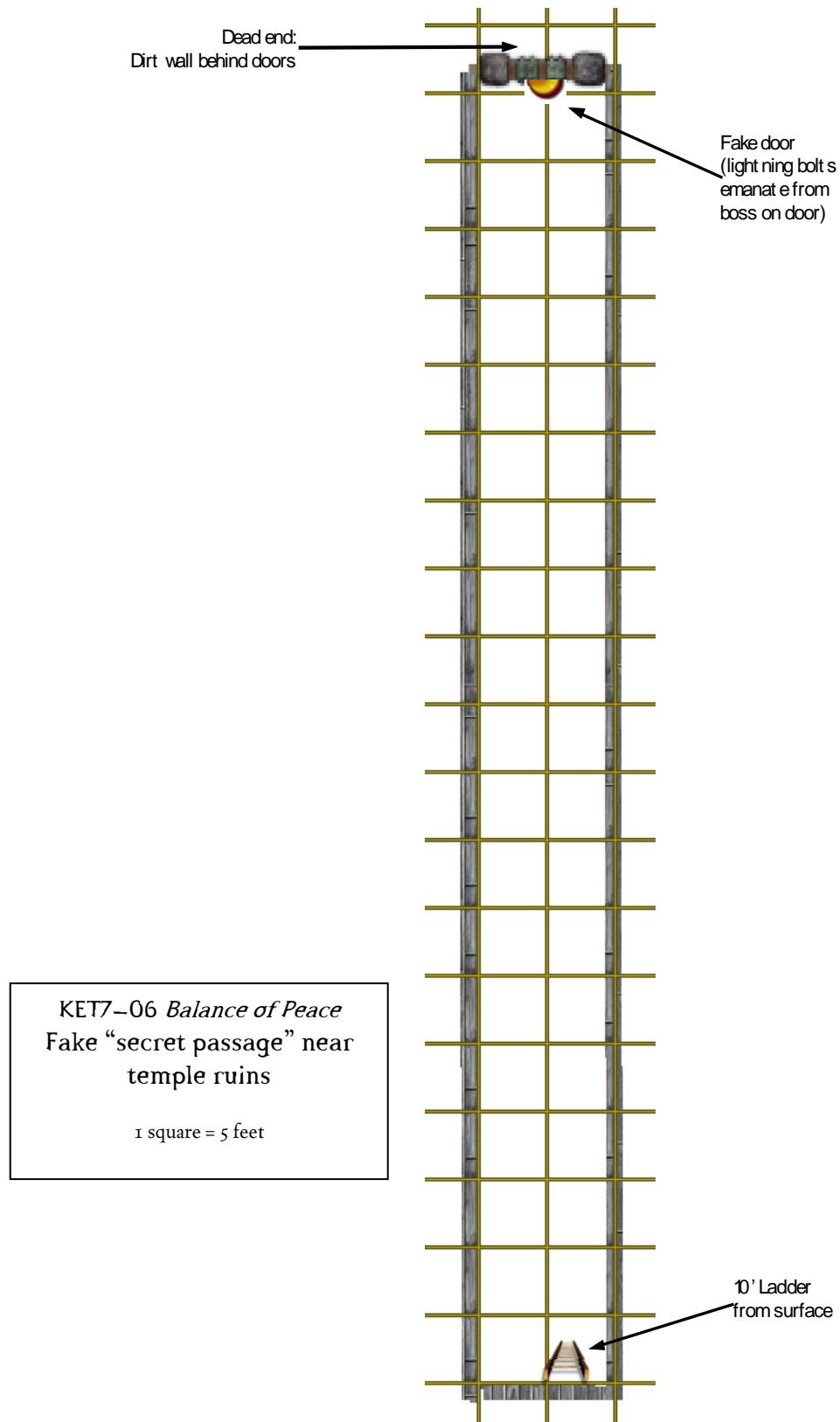
1 square = 5 feet

Both 10'x10' floor panels are triggered when either trigger plate is stepped on. Note that the 5' gap between the two 10'x10' floor panels is not part of the trap.

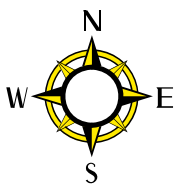
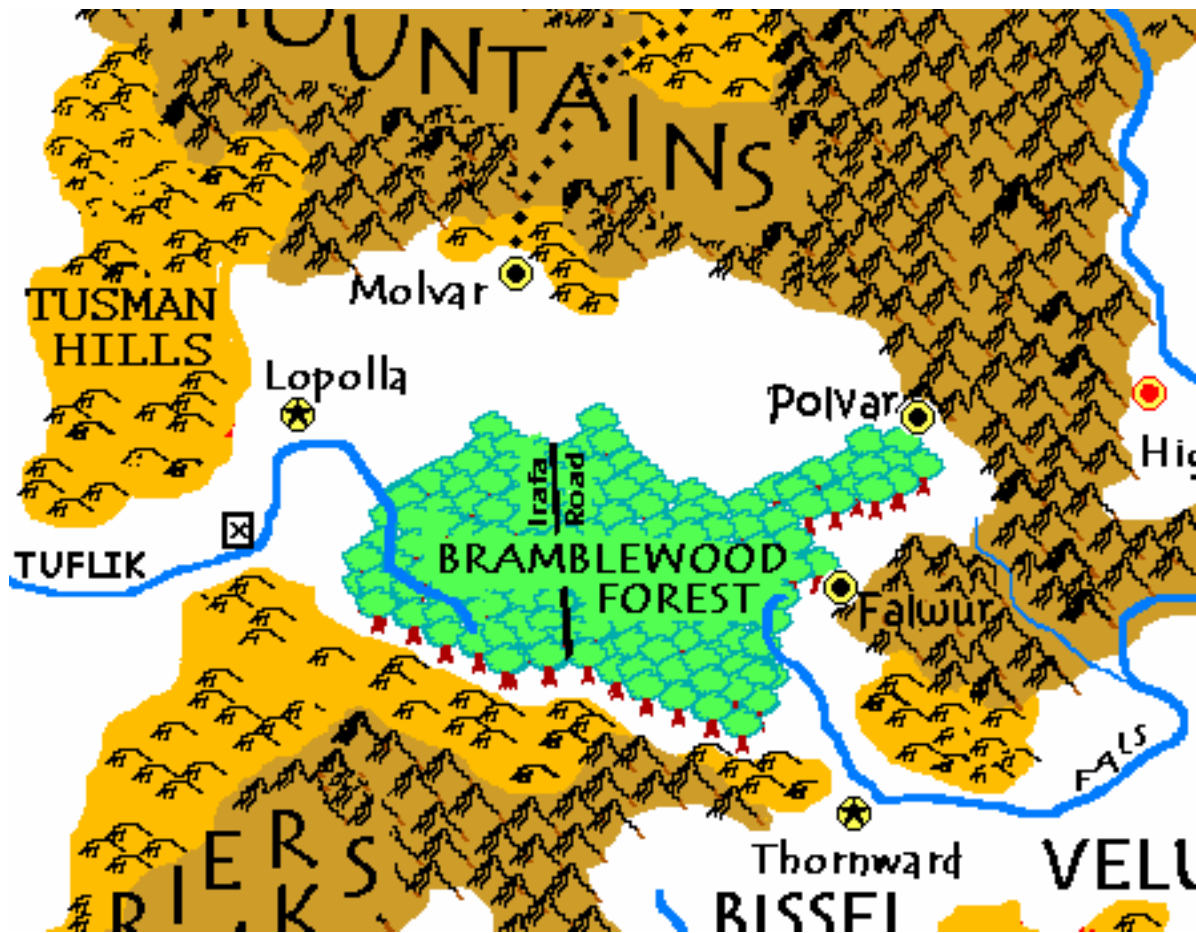
Decorative floor tiles are for illustrative purposes only. Tunnel floor is actually plain stone.

See previous page for side view of trap & sequence of events


DM MAP: "SECRET PASSAGE" NEAR RUINED TEMPLE



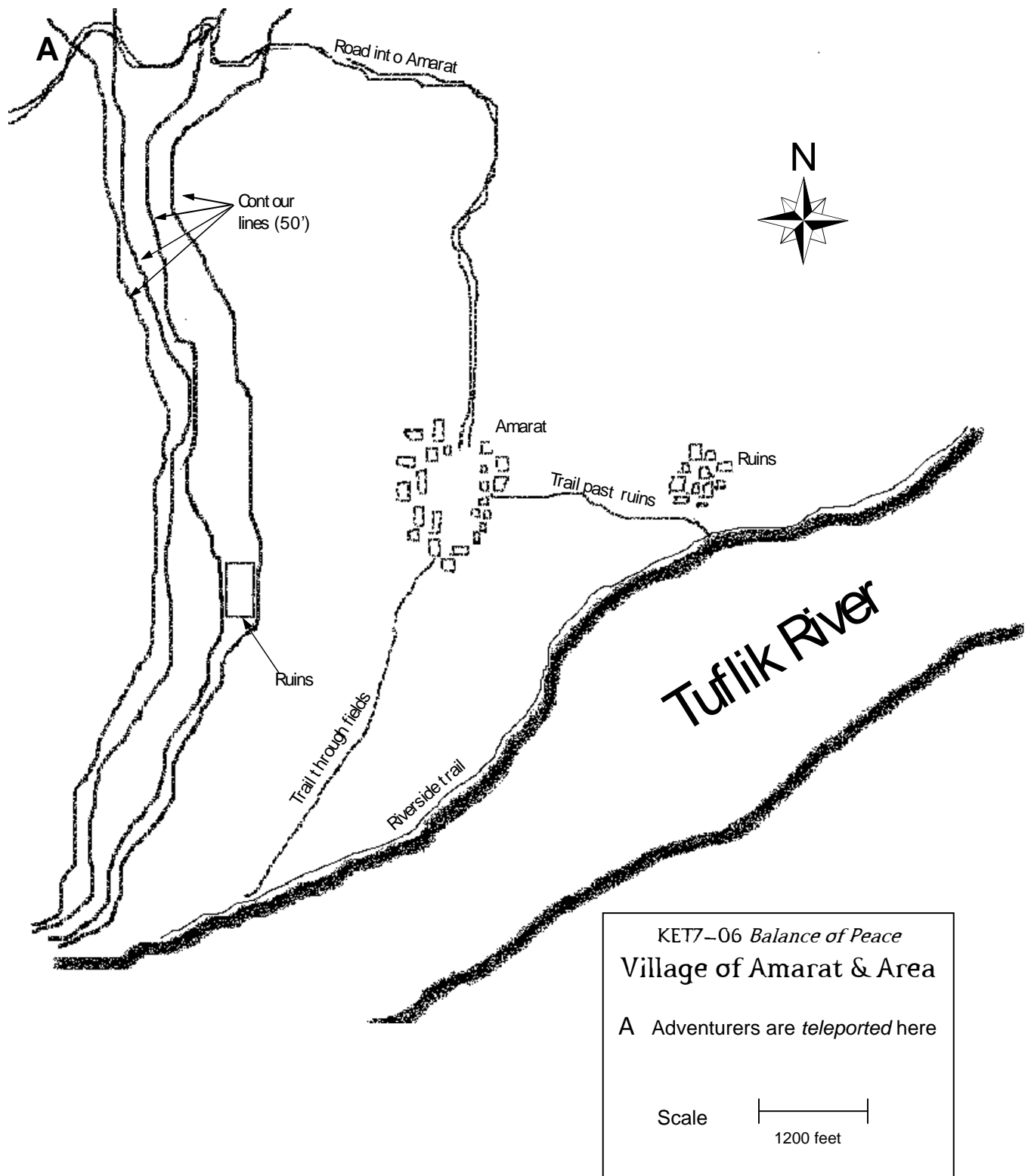
PLAYER HANDOUT 1: MAP OF KET



KET7-06 *BALANCE OF PEACE* MAP OF KET

 Location of Amarat

PLAYER HANDOUT 2: MAP OF AMARAT AND AREA



PLAYER HANDOUT 3: THE LIST

~~Goodmonth~~

Renew Travel Papers

Red wine stain on best turban—
use salt??

Not enough unrest caused Morad's fault for
depending on monks. Must make new plan.
These elaborate plots fall apart too easily.
Simple is best!

~~Harvester~~

Too many troop movements. Due to war? Or
looking for us? Nadaid's hdd on army still
unbroken. Morad promises this will change
but refuses to say how.

~~Brewfest~~

No public appearances or audiences, no
chance to get close. Estate commitments mean
no chance of getting back to Lopdla before
end of Patchwall.

~~Ready'reat~~

Morad wants to wait for end of Ready'reat. Promises
something big is happening, the longer we wait the easier it will
be. Don't know what could be bigger than this. But does he
understand Ket? Must be before Oath Day. I can't
be accepted by people if throne is taken without honour.