

KET7-07

# Balance of Ket

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

by Alan Brown & Penn Davies

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Celebrate an upcoming national holiday with a meal at the Griffon’s Nest. As usual, beware of the food there, and also keep in mind that treason doesn’t take a vacation. A one-round regional adventure set in Ket for characters level 1-14 (APLs 2-12), particularly suitable for members of The True Faith, Heroes of Azor’Alq, and Veterans of Ket. The fourth and final instalment 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*, KET 7-03 *Balance of Harmony* and KET7-06 *Balance of Peace* should be played first.

Resources for this adventure [and the authors of those works] include *Fiendish Codex I* [Ed Stark], and *Monster Manual IV* [Gwendolyn F. M. Kestrel].

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.

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

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### 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 module; 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

### 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 Iuz's plans for the Greyhawk Wars awry. 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 a balor of Iuz named Morad thought of a way to depose Nadaid by bringing about a wave of unrest. Morad had come across a description of an artifact called the *Lantern of Dharmal*. Apparently any magical item placed in the *Lantern* would influence 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. A country riven by strife would welcome a new ruler who could return the country to lawful order with an iron fist.

The *Lantern* belonged to a temple of Xan Yae monks in Polvar, but they hid it away in the nearby mountains, fearful that it might be used exactly for the purpose Morad was contemplating. How Morad, appearing as a human, used adventurers to recover this *Lantern* from the cavern is described in KET7-01 *Balance of Secrets*.

As part of his cover, Morad set up a false temple of Xan Yae using the equally false name "Morteza", and recruited actual monks of Xan Yae. The monks had no reason to believe that both their master "Morteza" and his temple were false. Morad/Morteza's first recruit was a talented woman named Najmeh, who eventually become his personal assistant, although she remained unaware of his real background and purpose.

In KET7-03 *Balance of Harmony*, Morad sent Najmeh and the other monks out into Ket in the guise of travelling entertainers. 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 with the *Fist of Emirikol* in the *Lantern*, the crowds who came to watch them slowly turned chaotic. The results were catastrophic for several small villages. As the monks travelled on, they remained unaware of the trail of bloodshed and violence they left behind.

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.

However, before the monks could be questioned about their master, Morad killed them except for Najmeh, whom he kidnapped.

In KET7-06 *Balance of Peace*, Morad took Najmeh to a hideout in an abandoned fort and tortured her, seeking to know whether his plot had been uncovered. While he determined that she had never had an opportunity to talk to anyone about him, Morad unwittingly revealed the essence of his plot to her—to depose the Beygraf and replace him with a one of the Grafts (high nobles) of Ket, who would once again work with Iuz.

Najmeh was subsequently rescued by adventurers, who took her to the Copper Palace to tell the Beygraf of the plot against him.

## GRAFS

There are six provinces in Ket: Lopolla, Molvar, Polvar, Falwur, Nehez, and Durva. Grafts were originally governors of the provinces when Ket was a fiefdom of Zeif. When Ket finally gained its independence, the Graf of Lopolla, Arpad, was chosen by his fellow Grafts and the people to be the first Beygraf.

The other five Grafts, who came from ancient and honorable families dating back to the Baklunish Empire, retained their titles and their rulership over their own provinces, while the Beygraf acts as both ruler of Ket and of Lopolla Province.

## WAITING FOR THE BLOW TO FALL

Due to Najmeh's information, Beygraf Nadaid is aware of a plot against him that involves one of the Grafts. However, there are five Grafts, all scions of the highest noble houses of Ket with illustrious lineages and impeccably loyal backgrounds. Nadaid can only wait for either his intelligence agents to reveal the traitor, or for the traitor to reveal himself.

## NAJMEH

Najmeh is a slim, middle-aged Baklunish woman, attractive despite the jagged scar down her right cheek—a reminder of her ordeal at the hands of her former master.

She is a devout and humble follower of Xan Yae, and originally trained as a monk of Xan Yae at a small temple in Falwur Province. She was Morteza/Morad'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 all previous adventures in this series (KET7-01 *Balance of Secrets*, KET7-03 *Balance of Harmony* and KET7-06 *Balance of Peace*) so any adventurer who played any of those adventures will instantly recognize her.

She is now aware of Morad/Morteza's treacherous plot and how he used her and her fellow monks, but she is totally unaware that he is actually a balor of Iuz. Ironically, because of her intensive mental and physical training under his leadership, Najmeh has attained a high level of perfection of form, and is perhaps even a match for her former master.

Now that she is staying in the Copper Palace while the plot against Nadaid is investigated, she finds herself attracted to him; however she realizes that a lowly monk of Xan Yae is an inappropriate match for the ruler of Ket

## BEYGRAF NADAID

Nadaid was the general who engineered the stunning invasion of Bissel during the Greyhawk Wars. Shortly after that, the Beygraf Zoltan was assassinated, leaving a power vacuum. As the country descended into civil war, Nadaid put together a coalition of powerful merchants, army units, the Mullahs and powerful nobles and seized the throne. Although his hold on power was tenuous in the early days, especially after he withdrew the army from Bissel—a highly unpopular move—he has always managed to balance the various factions that brought him to power against each other.

This balancing act and the other demands of office have always taken up all of his time, and despite the advice of friends and advisors, he has resisted getting married. However, since he first saw a vision of Najmeh and then met her in person when she was rescued and brought to the Copper Palace, he has been attracted to her. However, for Najmeh's sake, he has resisted getting involved, knowing that he is the target of a treasonous plot and may not survive the year.

## MORAD UNMASKED

Although Morad appears to be an older human in his mid 60's, in actual fact he is a balor. He will only reveal this if he loses his temper or else his plot to place Graf Sarosh Tendulkar on the throne is threatened.

## GRAF SAROSH TENDULKAR

Graf Sarosh Tendulkar rules Durva, the poorest province of Ket—half wild forest, half impassable mountains, with a thin strip of stony soil separating the

two that is barely able to support a few hardscrabble farms. Although not the richest family in Ket—there are several beys (lesser nobles) who have larger estates—the Tendulkars can trace their lineage back as far or farther than any other family in Ket, well before the fall of the Baklunish Empire.

Power comes easily to the Tendulkars—Sarosh's younger brother, Imran, was for a while the Graf of Bissel while Ket held that country during the Greyhawk Wars. However, Imran lost this post when Nadaid withdrew Ket from Bissel rather than face the army of Gran March at the end of the Wars. Strangely, Imran has never harboured any resentment about his loss of office, but his brother Sarosh has remained bitter about what he sees as a blow to his family's prestige.

Although reasonably wealthy, Sarosh feels that due to his province's shortage of wealth and resources, he lacks the political influence wielded by his fellow Grafs—and he is likely correct. He also resents his fellow Grafs' large cities and fertile lands. And most of all, Sarosh looks down on Nadaid, a mere army officer who somehow rose to power and has remained on the throne longer than many other rulers in the Baklunish West despite his complete lack of noble lineage.

Morad recognized Sarosh's resentment of Nadaid and his longing for power and was able to play on it, seducing Sarosh with promises of great prestige once Sarosh replaces the common-born Nadaid on the throne. Sarosh truly believes that Iuz will honour Sarosh as a worthy equal, and that he will be invited to sit on Iuz's councils.

## THE PLOT AGAINST NADAID

Morad's original idea was to foment widespread unrest and then choose that moment to overthrow Nadaid, placing Sarosh on the throne as a champion of law and civil authority. That plot was ruined when it was uncovered by adventurers.

However, Morad has not given up yet. He knows monumental events are about to occur in the Baklunish West (not to be revealed here), and he believes that if Sarosh simply takes the throne right now in a *coup d'état*, events outside of Ket in the next short while will not only strengthen his hold on the throne, but will draw Ket's attention away from Lopolla. However, time is of the essence.

Therefore Morad and Sarosh are determined to strike when an opportune moment presents itself.

## THE "PLUMBERS"

Nadaid realizes that he will be at a disadvantage if he waits for the plot to unfold against him. Therefore he

has formed a small council of investigators to try to uncover the plot first.

The council consists of five people from four different intelligence organizations—army intelligence, the Black Scorpions (Thresher intelligence), the Archons (magical crime investigation), and the Brotherhood of Sorcery (Chaotic information systems)—as well as Emir Zulir, a highly intelligent diplomat and a close friend of the Beygraf's.

In an attempt to keep anyone from realizing there is an investigation under way, the cover story for the creation of the council and the large amount of paperwork that is flowing their way is that they are investigating whether to integrate the various Ket intelligence organizations into one unit. Word of this has reached the street, and has generated a lot of low-level resentment within the various organizations. Members of the intelligence community derisively call the council "the plumbers", likening them to dishonest contractors who try to fix something that isn't broken.

Using this cover story to their advantage, the council has asked each intelligence service for reports from around the country. Each service, believing it needs to prove its worth as a stand-alone organization, has responded with much high quality data. However, this is generating a huge number of reports, and the council members and their aides spend much of their time looking for patterns.

Suspecting that Lopolla is probably where the attempt on Nadaid's life will take place, since this is where he spends most of his time, the council has asked the Threshers in Lopolla to report any unusual crimes and events to them, hopefully with eyewitnesses. The Threshers have taken this task to heart, again believing that they can prove their worth, and willingly deliver several city residents each day to the council with stories of lost keys, kumis (fermented mare's milk) mysteriously turned sour, and missing cats.

## OATH DAY

Four centuries ago, the Keoish army was finally driven from Ket, and the leader of the resistance, Arpad, Graf of Lopolla, was chosen to become the first Beygraf of the newly independent country. It was on the 8<sup>th</sup> day of Ready'reat (November) that the other Grafs knelt and swore oaths of fealty to him.

Since that time, Ready'reat 8 has become known as Oath Day. It is customary for all servants/employees/schoolchildren to make a short *pro forma* oath of loyalty to their master/employer/teacher and present a small gift. In return,

the master/employer/teacher gives the servant/employer/schoolchildren the rest of the day off. In other words, for most of the population, it is an excuse for a holiday.

However, for the nobles, this is a very serious day, and their presence in the capital city of Lopolla is required. On Oath Day, the beys swear an oath of loyalty to the Graf who rules their province. In turn, the Grafs swear an oath of fealty to the Beygraf.

Because of business schedules, travel, military service, etc., it is not unusual for several of the beys to be unavailable, and it is perfectly acceptable to send the absent bey's heir to make the oath of fealty to the graf.

However, Grafs are another matter. Although nothing in law says they have to be there in person, honour demands their attendance. There are stories of Grafs struggling from their sickbeds in order to swear their fealty to the Beygraf, and then falling over dead. Such are the demands of honour.

## QASHARI

*Qashari* are mining slaves, people who have been convicted of a major crime such as murder of a Citizen or mistreatment of a horse. After being sentenced to the mines for anywhere from a few months to life, a *qashar* is branded on the right cheek, stripped of Citizenship and sent to the copper mines. Life is hard in the mines and accidents are frequent. Even if a *qashar* survives his or her time in the mines, the return to society is often just as hard or harder than the mines. The *ex-qashar's* branded cheek—for it is illegal to remove the scar—marks them as dishonorable, a terrible crime in a society that holds honour above all else. The *ex-qashar*, often suffering from disabilities due to mining accidents, must survive on the outskirts of society with no prospect of a job and the very real prospect of a very short and bitter life.

## WEATHER

It is late autumn. The adventure starts on the 6<sup>th</sup> day of Ready'reat (November), two days before Oath Day. The weather is unseasonably cold. The sky will be overcast for the entire adventure, and the moons will not be visible at night.

## ADVENTURE SUMMARY

**Synopsis:** A band of adventurers finds evidence that a blow will be struck against the Beygraf very shortly. At the Beygraf's suggestion, they visit the five Grafs to spread some disinformation, then set up a trap and wait for the traitor to step forward.

**1: Tavern** Combat encounter. The adventurers are just about to enjoy some dinner when they find their food has been poisoned. Fighting the would-be assassins produces an address where the killers were to be paid. After the attack, Threshers request their presence at a meeting with a special council.

**2: The Plumbers** Roleplaying encounter. A council of Archons, Thorns and Black Scorpions ask for details of this attack on the adventurers. They ask the adventurers to gather more information by going to collect the assassins' gold in disguise.

**3: Ten Pieces of Gold** Combat encounter. Morad is the man with the gold. A pair of thugs has already arrived for their payment after completing a task for him. Morad sets the thugs and the adventurers against each other before he leaves the winner to get the gold.

**4: Back to the Council** Roleplaying encounter. The adventurers return to the council. They provide some crucial information and are asked to continue to play a part.

**5: Copper Palace Conference** Roleplaying encounter. The adventurers and the council meet with the Beygraf and Najmeh. It is decided that Morad will move against Nadaid sometime in the next day. The adventurers are asked to go to each Graf and request that each one refrain from coming to a small temple where Nadaid will be praying tonight, in the hopes of drawing out the traitor who will naturally take that as their opportunity.

**6: Heralds** Roleplaying encounter. The adventurer's visit each of the five Grafs and pass along their message, as well as try to figure out which one is the traitor.

**7: In the Temple** Roleplaying encounter. The Beygraf assigns Archons, Thorns and Black Scorpions to guard the exterior of the temple, but asks the adventurers and Najmeh to guard the interior. Within certain guidelines, they can set up a defense any way they want.

**8: The Graf Cometh** Combat encounter. Graf Sarosh and Morad enter the temple via a secret passage leading into the Tendulkar private chapel. Najmeh takes on Morad while the adventurers take on the bad guys. The Beygraf shows up in time to keep Sarosh occupied.

**Conclusion** Sarosh is tried for treason and executed. His heir gives the Oath of Fealty to Nadaid. The adventurers are publicly honoured by the Beygraf. Or, alternately, things go badly and the army has to clean up the mess.

## 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 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 an outstanding **Lawbreaker** status (formerly **Warrant of Ket**)?

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

- Has any PC received the AR reward **Thanks of the Beygraf** from KET7-06 *Balance of Peace*? They will be targeted by the assassins in Encounter 1, and will also be recognized by the Beygraf. (Any player who is a member of the **Beygraf's Retinue** from KET4-07 *The Darkeye Hour* will also be recognized by the Beygraf.)

If any PCs have **Thanks of the Beygraf**, the DM should make a list of the PCs' names, since these names will be mentioned several times in various encounters.

- Have the PCs played:
  - KET4-04 *Water the Meadows* or KET6-06 *The Patriot's Post*? They will recognize and be recognized by Emir Zulir
  - KET5-06 *Lesser Children* or KET7-02 *5<sup>th</sup> Name*? They will recognize and be recognized by Shahaf al'Su, Chief Enforcer of the Archons
  - KET5-07 *Lifting the Latch* or KET7-03 *Closing the Deal*? They will recognize and be recognized by Siroq ibn Hassan of the Brotherhood of Sorcery.
  - KET7-05 *Like Bees to Honey*? They will recognize and be recognized by Captain Valencia of the Black Scorpions.
  - KET7-01 *Balance of Secrets*, KET7-01 *Balance of Harmony* or KET7-06 *Balance of Peace*? They will recognize and be warmly greeted by Najmeh.
- If a player has NOT played the three previous adventures in the series, warn them that this

adventure contains spoilers, and may make playing any of those previous adventures difficult.

- Ket Metaorganizations: Does anyone belong to the True Faith, Clergy of Mouqol or the Veterans of Ket? These players will have opportunities to earn special AR rewards.

## 1: TAVERN

In this encounter, anyone who earned the AR reward **Thanks of the Beygraf** from KET7-06 *Balance of Peace* is targeted by assassins who have been hired by Morad. If no one in the party earned that reward, randomly choose a person in the party to be the "victim" targeted by the assassins. The "victim" has been misidentified by the assassins as a person named either "Azad" (if the "victim" is male) or "Azara" (if the "victim" is female)—Azad/Azara being an adventurer who rescued Najmeh and returned her to the Beygraf, thus earning Morad's ire.

The assassins are well aware of Ketite law, but are former *qashari* (mining convicts) and with nothing to lose, they will strike for lethal damage, attempting to kill their target(s) and thus escape detection.

Morad has never seen the adventurers who invaded his hideout, but he knows their names and races, so has given a general description to the assassins.

### Setting

The adventure starts at the Griffon's Nest, a tavern just outside the walls of Lopolla. Because they are outside the walls of the city, the adventurers are able to wear their habitual arms and armor.

It is the 6<sup>th</sup> day of Ready'reat (November), two days before the national holiday called Oath Day. (The DM can use the information that common people would know about Oath Day from *Background Adventure*—people make a quick promise to be faithful to their employer or school teacher, and give that person a small inexpensive gift. In return, the person gives them the day off. Most common people know that it is related to the crowning of the first Beygraf, Arpad of Lopolla. Common people would also know that there's some ceremony at the Copper Palace involving the nobility.)

The weather has been cold, grey, and windy. It is just after 6 o'clock in the evening. (If the players want to do any shopping in Lopolla, have them complete it before this encounter, assuming they shopped in the city earlier in the day).

*Even in the busy life of the adventurer, there is often time for a good meal. Unfortunately, it won't be tonight. Although the ale at the Griffon's Nest is quite good, the food would make a behir gag. Wisely, you only ordered soup and bread, knowing that at least the bread was made at a nearby bakery and is therefore edible.*

*You re-read the note that brought you here. All it says is 'I have a job for you. Six o'clock at the Griffon's Nest.' It is now quarter after the hour and no one has approached you.*

*Oath Day is only two days away, and you idly wonder if you can justify taking it as a holiday if you don't have anyone to swear an oath to.*

*As you see someone emerging from the kitchen with your food on a platter, a large hobgoblin mercenary whom you have never seen before slaps your table and bares his fangs.*

*"IT'S TIME FOR A DRINK!" he yells. From his breath and staggering gait, it is clear that his time for a drink arrived several hours ago. As your tray of food arrives, the hobgoblin grabs a bowl of soup and sucks it down with one gulp. The hobgoblin licks his lips and throws the bowl away. "NOT BAD!" he bellows. Everyone in the tavern stops and stares at the person apparently enjoying Griffon's Nest food.*

*A funny look crosses the hobgoblin's face, then he grabs his belly and falls to the ground.*

*The man, who brought you the food curses, drops the tray of food and races back to the kitchen.*

See DM Map: Griffon's Nest Tavern.

If anyone wants to stop the person who dropped the tray of food, roll initiative. The server's action on his initiative is to get through the kitchen door if possible, run into the open pantry immediately across from the door and close the door, giving him complete concealment, before the adventurers follow him through the door. (He does not attempt to Hide, since he doesn't think he will have time to do it properly.)

A DC 15 Heal check on the hobgoblin reveals that he has been poisoned and is dead.

The soup that hit the floor when the tray was dropped is spilled all over the floor and cannot easily be tested for poison. If someone attempts to taste some by dipping their fingertips in a puddle, there is no danger for the adventurers, since it takes at least two or three spoonfuls to have any affect. The droplets of soup taste awful, but this is not due to the presence of the poison. The soup always tastes awful.

Whether or not the adventurers immediately head to the kitchen:

*There is a scream from the kitchen door. A serving girl backs away from the door slowly, drops her tray, holds her head and screams again.*

*"Dead! They're dead!" she cries, and then falls to the ground in a faint.*

If initiative has been rolled, this read aloud text happens immediately after the "waiter's turn. The girl is lying 10' from the kitchen door. A DC 15 Heal check reveals that the girl has fainted from shock. She wakes up in 30 seconds (5 rounds) and starts babbling about bodies and blood.

The kitchen door is a windowless two-way swinging door. It does not take an action to go through it as long as the person pushes the door rather than pulls it. If someone is on the other side of the door, the door will not open unless the person trying to move through the doorway pulls it towards himself (which takes a standard action) or bullrushes the door and the person on the other side of the door.

The assassins, other than the "waiter", are hiding in the kitchen, having taken 10 to their Hide check. If the "waiter" made it back to the kitchen, he is in the pantry with the door closed, and has done a quick Hide (i.e. did not take 10).

Assuming the adventurers want to investigate the kitchen, have them walk through the door one at a time, and read this as the first walks through the door:

*Your attention is immediately drawn to the floor where two men in long white aprons and chef's caps lie in pools of blood. Murder is a heinous deed in lawful Ket. On the positive side, these men will never cook again.*

As each adventurer walks through the door, give him or her, a Spot check versus the assassins' Hide.

### **If at least one adventurer in the party has Thanks of the Beygraf**

If at least one person in the party has the AR reward **Thanks of the Beygraf** from KET7-06 *Balance of Peace*, the assassins wait in hiding until the first adventurer with **Thanks of the Beygraf** enters the kitchen or until the assassins are Spotted by someone first.

**Assassins are not Spotted:** If the assassins are not Spotted as each adventurer enters the kitchen, the assassins wait until someone with **Thanks of the Beygraf** enters. Then one of the assassins yells "*That's him [or her]!*" and they all attack. Everyone in the party is surprised. The assassins attempt to concentrate their attacks on the adventurer with **Thanks of the Beygraf**.



If anyone else with **Thanks of the Beygraf** enters the room, one of the assassins yells “There’s another one!” and at least one assassin attempts to attack the adventurer on the assassin’s next turn, if it is possible to do so without giving any opponent an AoO. This happens every time another adventurer with **Thanks of the Beygraf** enters the kitchen.

**Assassins are Spotted:** If an adventurer spots the assassins, the assassins attack immediately. In this case, roll initiative and everyone except the person who successfully Spotted the assassins is surprised. Once combat starts, if an adventurer with **Thanks of the Beygraf** enters the kitchen, one of the assassins yells “*That’s him [or her]!*” and at least one assassin attempts to attack the adventurer on his next turn if it is possible to do so without giving any opponent an AoO. This happens whenever another adventurer with **Thanks of the Beygraf** enters the room

### If nobody in the party has Thanks of the Beygraf

If nobody in the party has the AR reward **Thanks of the Beygraf** from KET7-06 *Balance of Peace*, choose a member of the party at random to be the “victim”. The assassins have been paid to kill someone named Azad (male) or Azara (female) and have misidentified the “victim” as their target. The assassins wait in hiding until the “victim” enters the kitchen or until the assassins are spotted by someone first. Otherwise, continue as above.

#### APL 2 (EL 5)

**Armeen, Bondo, Caspar, Davood:** Rogue 1; hp 8; see *Appendix 1*

#### APL 4 (EL 7)

**Armeen, Bondo, Caspar, Davood:** Rogue 3; hp 20; see *Appendix 1*

#### APL 6 (EL 9)

**Armeen, Bondo, Caspar, Davood:** Rogue 5; hp 32; see *Appendix 1*

#### APL 8 (EL 11)

**Armeen, Bondo, Caspar, Davood:** Rogue 5/Assassin 2/Shadowdancer 1; hp 51; see *Appendix 1*

#### APL 10 (EL 13)

**Armeen, Bondo, Caspar, Davood:** Rogue 5/Assassin 4/Shadowdancer 1; hp 63; see *Appendix 1*

#### APL 12 (EL 15)

**Armeen, Bondo, Caspar, Davood:** Rogue 5/Assassin 7/Shadowdancer 1; hp 81+13 temp; see *Appendix 1*

### Description

The assassins are a motley crew of Baklunish humans, dressed in poor clothing, going about hooded even indoors. If their hoods are drawn back, all of them have a scar branded on their right cheek, marking them as former *qashari* (mining convicts.)

**Tactics:** The assassins in hiding will concentrate on the adventurer(s) with **Thanks of the Beygraf** (or the “victim”, if no one in the party has that reward.) They have worked together before, and will use flank whenever possible. As former *qashari*, they have nothing to lose and strike for lethal damage.

The “waiter” hiding in the pantry will wait until he hears a shout of “There he is!” before emerging. If the other assassins are in trouble and their target has not come into the kitchen, they will call for him to emerge and help.

If they succeed in taking all their target(s) down, they make certain the targets are dead and then immediately flee. If half of the assassins are taken down, then the rest flee. If fleeing, each assassin takes whichever exit is closer, splitting up if necessary.

If all the assassins but one are taken down, the last assassin will surrender (if he survives until his turn).

As *qashari*, they are not Citizens, and have little protection under the law (see **Appendix 3: Ket Laws**).

### THRESHERS APPEAR (FINALLY)

Threshers are quite used to fights at the Griffon’s Nest. Half a squad charges up the alley towards the kitchen door, and the other half bursts through the door from the street into the common room. If the assassins flee and the adventurers fail to stop them, the assassins are arrested by Threshers.

If the adventurers take all the assassins down or force the last one to surrender, or if the assassins fled successfully, Threshers immediately burst through both kitchen doors at the same time and yell for everyone to put down their weapons and surrender.

If assassins are alive, they immediately comply. If the adventurers refuse, the Threshers give them one more opportunity. At this point, the serving girl who fainted comes in and quickly tells the Threshers that the adventurers were sitting at their table in the common room when she discovered the cooks’ bodies, and came to help her. The Threshers are used to

quickly sorting out who is at fault with the help of tavern staff, and become a lot less suspicious when she says this. They lower their weapons and start asking questions.

**Assassins survived:** When it becomes obvious that the assassins are former *qashari*, poisoned a hobgoblin, attempted to poison the adventurers, and also used lethal force against them, the Threshers ruthlessly interrogate any surviving assassins. If any adventurers ask to assist and have any Influence with the military, mullahs or Beygraf (or is a member of a relevant metaorg), the Threshers allow them to help with questioning. (This does not burn the Influence Point.)

Any assassin questioned claims he and his buddies were being paid to kill [names of adventurers with **Thanks of the Beygraf**]. The man who hired them only had names and rough descriptions of the targets (the man said “I am told he is a large half-orc, etc”). The man told the assassins that the targets would be at the Griffon’s Nest at six o’clock tonight, and gave them some powder to slip into the target’s food. If the powder didn’t work, they were to use other means to kill them. The assassin doesn’t know his employer’s name (“tall, thin, old dude”), he only knows the address where he met the man, which is also where he is to go to get paid. He shows whoever is questioning him a grubby scrap of paper with an address and “10 greatshields, before Oath Day” written on it in Common. (A greatshield is a Ketite gold coin. Oath Day is the day after tomorrow.)

If no one in the party has **Thanks of the Beygraf**, the assassin tells the same story, but points at the “victim”, and calls him “Azad” [or if adventurer is female, “Azara”]. The assassin says he was given the name Azad/Azara and a description matching the adventurer’s and was told he or she would be at the Griffon’s Nest tavern at this time. If asked to provide the description, the assassin gives a description that matches the “victim” except for one mistake of the DM’s choosing—for instance, wrong eye colour—making it almost certain to be a case of mistaken identity.

**Assassins all died or are left unconscious:** The Threshers ruthlessly search the bodies and find all of them have a brand on their right cheek indicating they were former *qashari*. They also find a dirty scrap of paper with an address, and the notation “10 greatshields, before Oath Day” written in Common. [A greatshield is a Ketite gold coin. Oath Day is the day after tomorrow.]

If any of the adventurers think to compare the note they received with this scrap of paper, the

handwriting looks sort of similar. A DC 12 Forgery check will confirm that the handwriting is the same.

### **If adventurers dealt lethal damage to assassins**

If the adventurers dealt lethal damage to the assassins, the Threshers are rather more lenient than usual. Not only are the assassins former *qashari*, but the Griffon’s Nest cooks are dead, which puts the Threshers in a very good mood. The worst sentence the adventurers could normally get is 10 weeks in the stocks for lethal assault against non-persons, and since this was clearly a case of self-defense, the Threshers waive all charges. They do warn the adventurers that this is an exceptional set of circumstances just because they’re in a good mood, so don’t make it a habit.

## **DEVELOPMENT**

The Threshers confer with each other for a few minutes, comparing notes. Then the senior officer, a sergeant, asks you to accompany his corporal to meet with some people. If the adventurers ask why, the sergeant shrugs and says that the Threshers are sending information about all unusual occurrences in and around the city to the “plumbers”. If asked who the plumbers are, he replies that they’re a bunch of stupid bureaucrats who are trying to amalgamate some of Ker’s various intelligence services. They’re called plumbers because they’re like a dishonest contractor who offers to fix something that isn’t broken.

This event qualifies as unusual because of the use of poison, the premeditated attempt at murder, and the hobgoblin enjoying food in the Griffon’s Nest.

If the adventurers refuse to go along with the corporal to the meeting, the sergeant will not force the issue, and releases the adventurers. However the adventure is over.

If the adventurers agree to go with the corporal, proceed to 2: *Council*.

### **Treasure**

**APL 2:** Loot: 19 gp; Total 19 gp.

**APL 4:** Loot: 19 gp; Total 19 gp.

**APL 6:** Loot: 19 gp; Total 19 gp.

**APL 8:** Loot: 20 gp; Total 20 gp.

**APL 10:** Loot: 20 gp; Total 20 gp.

**APL 12:** Loot: 20 gp; Total 20 gp.

## **2: THE PLUMBERS**

The corporal leads the party to the nearest city gate. Every adventurer is required to hand over weapons and armor with the exception of saps, daggers and staves. Mullahs of the True Faith may also keep one falchion.

The corporal is carefully watching the adventurers to make sure they do so.

If any adventurer wishes to smuggle a weapon into the city, it is a Sleight of Hand versus the Spot checks of the corporal and the two guards at the gate. If the adventurer is caught, he or she is immediately hustled off to the nearest Thresher Station—only a few steps away—where the adventurer is summarily convicted and thrown in the stocks for 10 TUs (no mitigating circumstances allowed) and is removed from this adventure. The DM should warn the player of the possible consequences before the player decides to take this course of action.

Once through the city gates, the corporal takes them through the city to a government building near the Copper Palace. He shows them into a waiting room and waits with them. The room, like every government waiting room in Ket, has several utilitarian looking chairs, a table, a glass carafe of tea and several mugs. Several minutes after they arrive, a Thresher emerges from the room with a young man, his right arm in a sling. They disappear out the street exit, and the adventurers wait another ten minutes.

Finally an efficient-looking woman steps out and confers in low tones with the Thresher corporal for a few minutes. He hands her the note taken from the assassins, and she then goes back inside.

If any adventurer expresses an interest in the conversation the woman is having with the Thresher, it is a DC 15 Listen check to overhear them. The woman asks the Thresher who they are and what their story is. The corporal gives her the highlights—poisoned hobgoblin, dead cooks, paid assassins, targets were these guys, etc.—and as he hands her the envelope, he tells her this is a note found on one of the killers.

A few minutes later, the woman reappears and ushers all of the adventurers except the Thresher corporal into the room.

*The room is quite large, and despite the late hour, quite busy. Directly in front of you, six men and women sit around a conference table covered with papers, reading or making notes. Behind them, in the rear half of the room, a dozen other people sit at desks, dealing with huge stacks of paper and dozens of scrolls. The woman who showed you into the room sits down at a nearby desk and prepares to take notes of the meeting.*

*A friendly-looking dwarven woman sitting at the table waves you to seats while she reads a piece of paper. She finally looks up and smiles.*

*“My name is Rekah Granitefist, and I am chairing a special council that is looking into*

*unusual occurrences happening around the city. I understand you’ve had a bit of an adventure tonight. Could you describe what happened?”*

Although the people sitting at desks in the back half of the room wear ordinary clothes, five of the six men and women sitting around the table are dressed in distinctive robes or uniforms. It is a DC 10 Knowledge (Local-VTF) [automatic for Ket Citizens and residents] to recognize what organizations they are from:

- a Black Scorpion (Thresher intelligence), female
- a heavy-set Archon with silk robes that have a pattern of deep blue waves, male
- the dwarven woman is also an Archon, although her robes are white
- a captain of Kaman (light cavalry), female
- a member of the Brotherhood of Sorcery, male

The sixth person, a man, is dressed in expensive pastel silk clothes that have the earmarks of nobility.

A DC 18 Knowledge (Local-VTF) check [automatic for anyone belonging to the Archons metaorganization] reveals that Rekah Granitefist is the recently promoted head mage of the Archons (the very powerful and influential society of wizards in Ket) and the other Archon belongs to the Su Raste, a division of the Archons often involved in investigation of magical crimes in Ket.

If the adventurers ask to be introduced to the other people at the table, Rekah gladly obliges, introducing her fellow Council members as:

- Captain Valencia of the Black Scorpions.
- Shahaf al’Su, Chief Enforcer of the Archons
- Rekah Granitefist, head mage of the Archons
- Captain Saba of army intelligence
- Siroq of the Brotherhood of Sorcery
- Emir Zulir, a high noble of the Copper Palace court

See *Preparation for Play* for details of which adventures some of the NPCs have appeared in.

After listening to the adventurers’ story of what happened at the Griffon’s Nest, the Council asks several questions (if the adventurers have not covered these points):

- Have you ever met the hobgoblin before?
- Was the hobgoblin unconscious or dead?
- If he was unconscious, was it because he was simply drunk?
- Have you ever met any of the men who tried to kill you?

- What were the killers' tactics? Were they trying to kill everyone, or were they more interested in certain members of the party?
- "Have you ever done any special service for the Beygraf?" [Anyone who is a member of the **Beygraf's Retinue** (KET4-07 *The Darkeye Hour*) or has the **Favor of the Beygraf** (KET7-06 *Balance of Peace*) should answer yes.] If the answer is yes, all the members of the council look up from their note-taking with interest. Rekah asks for details. If the adventurer who answers mentions the names Najmeh or Morteza, all the council members will show extreme interest i.e. setting down pens, leaning forward, etc. [If adventurers with the rewards mentioned above do not speak up, the woman who is taking notes will take a piece of paper over the Rekah and point to some things on the paper. As the woman heads back to her desk, Rekah will smile and tell the adventurer(s) that according to their records, the adventurer(s) was/were personally rewarded by the Beygraf for services rendered, and would the adventurer(s) please give the details of how that occurred.]
- Rekah Granitelfist specifically asks, "Are you sure the cooks at the Griffon's Nest were dead?" If the answer is affirmative, she asks, "Do you think this will mean an improvement in the food there?"
- Could we see the note that brought the party to the Griffon's Nest? (If the adventurers give it to Rekah, she examines it closely, comparing it to a scrap of paper in front of her, then passes it on to the other members of the council. The last person to handle the note, the Su Archon, takes both pieces of paper to another man seated at a desk near the back of the room and confers with him for a few minutes.)
- Were all of the killers *ex-qashari* (mining convicts)?

After the questioning is finished, the Council asks the adventurers to wait in the antechamber while they discuss a few details. While they are in the waiting room, another Thresher arrives with a man and a woman, who silently take seats. The man and the woman, merchants by their clothes, look nervous. If the adventurers try to start a conversation with them, they will smile politely but say nothing and look down

at the floor. After fifteen minutes, the adventurers are ushered back into the room.

*The dwarven Archon Rekah Granitelfist beams at you.*

*"Thank you again for all your help. What you've told us may be a part of a larger pattern, or it might just be a loose and random thread.*

*"From the similarity of the writing on your note and the note taken from your would-be killers, we suspect someone tried to set you up."*

If at least one person has **Thanks of the Beygraf**, add this:

*"It also seems possible that those of you who recently helped the Beygraf might have been the targets of the killers because of your actions."*

Continue for everyone:

*"We don't know if this is part of a pattern we are looking for. What we need are more details. Facts. Particulars. Specifics. Would you be interested in helping us with one task tonight? Unfortunately we can't offer you anything in payment except the opportunity to do what you do best—go into a dangerous place and come out alive."*

If the adventurers demand payment, Rekah will point out that although she can't offer them a monetary reward, the adventurers will possibly be doing a great favor for Ket, and even if what they discover is worthless, the adventurers have the personal thanks of the very powerful and influential people now sitting at the council table. If the adventurers still refuse to work for free, Rekah's smile slips somewhat as she dismisses them. The adventure is over.

If the adventurers agree to this task, Rekah continues:

*"We would like you to go to this address in place of the killers. Find out who has ordered your deaths and bring that information back to us.*

*"We realize that you do not resemble your killers. However, we may have a way around that. Shahaf?" She turns to the heavy-set Archon in the deep blue robes. He in turn gestures to a man seated in the back half of the room, who immediately scurries forward carrying a large wicker box, which he opens revealing a large number of small vials, brushes, cloths and the like. "Rameen here is skilled at disguise, and will help you look... different from your normal appearance. We will supply garb similar to that described as*

*well. Go to the Thresher Station where the [bodies of if they are dead] ex-qashari are being held. Choose one of them to disguise yourselves as. If there aren't enough of them to go around, disguise yourself as someone else and claim to be a friend who's coming along to make sure there's no double-cross." He smiles. "I suspect that whoever hired them didn't look too closely. If any of you are skilled, you are welcome to assist Rameen, of course."*

Rameen has a +15 Disguise skill. He is willing to assist or be assisted by any characters.

If the adventurers ask if they can retrieve their weapons and armor, the answer is no. If they point out that the assassins were armed so they should be too, Rekah advises them to say that they had to throw their weapons away when the Threshers came into the tavern.

## DEVELOPMENT

Assuming the adventurers agree to this plan, they are each taken to the Thresher Station near the Market Gate, where they have an opportunity to see the ex-qashari again and create their disguises with the help of Rameen. Move to 3: *Ten Pieces of Gold*

## 3: TEN PIECES OF GOLD

In this encounter, the idea is to finally meet Morad, get a description of him, and learn his name. However, Morad must leave unharmed in order to show up again in 8: *The Graf Cometh*. The thugs have been placed between the adventurers and Morad as a mechanism that will hopefully allow him to leave. If the party comes up with something that would seriously stop him from escaping, he'll reveal himself and then leave by mundane means (for example, by flying), giving the PCs extra info on what he is. Use the information from 8: *The Graf Cometh* as a guideline.

*The city neighborhood you find yourself in is squalid by Ketite standards. The carelessly constructed multi-storey shacks are jumbled together willy-nilly. Windows and doors are dark holes where occasional furtive movement can be seen.*

*A heavily armed Thresher patrol stops and looks you over suspiciously as you pass by. Apparently satisfied that a bunch of ex-qashari pose no threat, they move on.*

*You reach the address that was on the piece of paper. A large half-orc stands in the doorway. His right hand is out of sight behind the doorframe, but*

*it seems likely he is concealing an illegal weapon. He looks you over and grunts.*

*"What?"*

The bouncer listens to their explanation without interest, then holds out his hand. If the adventurers put money in his hand, he pockets it, then says "Thanks for the contribution. Let me see the note."

If the adventurers start a fight here rather than give him the note, Morad hears the fight upstairs and leaves. No need to do the combat, the adventure is over.

If the adventurers give the half-orc the note with the address, he looks it over, grunts again, hands it back and waves them into the room.

## THE MEETING

The room (see **DM Map: Hovel**) already has a pair of thugs. They are listening to someone who is on the other side of the room.

*As you step into the room, you find yourself standing behind a pair of thugs that got there before you. As you look over the heads of the thugs, you see an older man, possibly in his fifties or sixties, slim and erect, reasonably handsome, with grey hair and wearing dark, well-fitting clothes. However, it is his eyes that capture your interest—cold pale blue eyes that seem to see everything going on in the room. He is accompanied by several men openly wearing illegal armor and weapons. A rickety table holding a small pile of gold coins is in the centre of the room.*

*He looks at you with interest. "Ahh, I was wondering if you would be coming back. I understand the Threshers entered the Griffon's Nest at a dead run because of some disturbance. How did you complete your assignment and get away? Or perhaps I should ask if you got away, how did you complete your assignment?"*

If the party tries to bull their way to the front of the crowd, the thugs refuse to give way and start to push back. The man at the front immediately orders everyone to stand in one place if they want to get paid, and then repeats his question to the adventurers. If the adventurers still attempt to move forward, melee breaks out with the thugs, and the man and his guards slip into the next room. Go to *Thug Fight* below.

If the adventurers try to cast a spell on the man or fire a weapon, roll initiative and go to *Thug Fight* below.

If the adventurers ask what he's talking about, the man smiles as if he was talking to a 4-year-old and very clearly asks, "Did you kill [name(s) of adventurers with *Thanks of the Beygraf*, or Azad/Azara]?"

If the adventurers answer his question with an explanation of how they got away from the tavern, the man listens with interest. At the end of the explanation, he asks if the assassins know for sure that [adventurers with *Thanks of the Beygraf*, or Azad/Azara] is/are dead.

If the adventurers reply that the people they were assigned to kill are dead:

*The man smiles at this news, although the smile somehow never reaches his pale blue eyes, which remain as cold as pieces of ice.*

*"Excellent news, my friends. You have disposed of some people who have upset my plans in the past. If not for them..." He pauses for a moment, then shrugs. "Well, they won't be upsetting my plans this time." He gives you a mock salute and indicates the small pile of money on the table. "So, friends, there is your ten greatshields for a job well done."*

*One of the thugs steps forward. "Hey Morad," he growls. "What about us? We did your dirty work for you tonight too. And we did our assignment pronto, we didn't waste a lot of time and then stop for a drink like these qashari scum."*

*The man with the pale blue eyes points at the table again. "Indeed, well done. I appreciate your efforts on my behalf. Your payment is on the table as well." He turns towards an open doorway behind him, but the thug stops him with a shout.*

*"Hey Morad, You promised us ten greatshields, and you promised those guys over there ten greatshields too. That means there oughta be... uhhh... ten plus ten is... uhhh... there oughta be twenty greatshields. But there's only ten here."*

*The man named Morad turns back and regards the thug thoughtfully. "Then I suppose you should decide amongst yourselves which group gets the money."*

*As he steps through the doorway, the thugs turn as one and attack you.*

Roll initiative.

#### APL 2 (EL 2)

**Ebi and Farshad:** Barbarian 1; hp 14, 14; see *Appendix 1*

#### APL 4 (EL 4)

**Ebi and Farshad:** Barbarian 2; hp 23, 23 (27, 27 raging); see *Appendix 1*

#### APL 6 (EL 6)

**Ebi and Farshad:** Barbarian 4; hp 41, 41 (49, 49 raging); see *Appendix 1*

#### APL 8 (EL 8)

**Ebi and Farshad:** Barbarian 6; hp 59, 59 (71, 71 raging); see *Appendix 1*

#### APL 10 (EL 10)

**Ebi and Farshad:** Barbarian 8; hp 77, 77 (93, 93 raging); see *Appendix 1*

#### APL 12 (EL 12)

**Ebi and Farshad:** Barbarian 10; hp 95, 95 (115, 115 raging); see *Appendix 1*

## THUG FIGHT

### Morad's actions

Morad is amused to so easily start a fight between what he sees as two parties of low-life scum. If initiative starts after he moves, then he is in the next room with his guards and *teleports* away on his turn. If he has not moved when initiative is rolled, he moves into the next room with his guards on his turn and *teleports* away. If a spell has been cast on him that prevents this, then try to get him out of the building and into the maze of alleys where he can get away. It is important that he be allowed to escape so that he can show up again in *8: The Graf Cometh*. As a last resort if nothing else works he'll use his demonic abilities to escape, see *Monster Manual*/page 40 under Demon, Balor.

### The bouncer

The half orc bouncer wants no part of this fight for a measly 10 gold pieces and simply leaves.

### Diplomacy

If an adventurer wishes to try to try a Diplomacy check to end combat, it can be attempted on the adventurer's turn (10 has already been added to the following DCs due to the rushed check):

**DC 30** changes thugs' attitude from Hostile to Unfriendly

**DC 35** changes their attitude to Indifferent

**DC 45** changes their attitude to Friendly

**DC 60** changes their attitude to Helpful

Add another 10 to these DCs if either thug has taken damage (non-lethal or lethal) by the time the

adventurer attempts this check. Succeeding at any of the DCs will stop the combat, but with different results.

**Unfriendly** (Mislead, watch suspiciously, insult): The thugs will refuse to talk if the adventurers seek any information about the man who left. The thugs will insult the adventurers as *qashari* scum and make it clear that the only thing they are interested in is the 10 greatshields on the table. If the adventurers allow them to have it, the thugs leave without any further conversation. If the adventurers refuse to let the thugs have the money, or try to move to more strategic positions while they are talking, or if they take offensive action—bard starts singing, spellcaster starts casting, anyone loads a crossbow or bow or draws a weapon, etc. the thugs go back to being Hostile and start the combat again.

**Indifferent** (Socially expected interaction): The thugs grudgingly give up two pieces of information they know about the man if they get the 10 gp. If the adventurers refuse to give them the money, the thugs try to negotiate for half and give up one piece of information. If this fails, the thugs return to Hostile and the combat starts again.

**Friendly** (Chat, advise, offer limited help): The thugs willingly give up three pieces of information about the man, and negotiate for half of the gold. If the adventurers refuse, the thugs try to gamble for it, offering to dice double or nothing for the 10 gp. If they lose, the thugs willingly leave without it.

**Helpful** (Protect, back up): The thugs give the adventurers the 10 gp and willingly offer up all the info they know about the man. They offer to do this over a drink at the nearest bar, and they will buy.

**Returning to Hostile:** At any time if the adventurers take hostile action again, the thugs' attitude will revert to Hostile, and a second Diplomacy check will automatically fail.

**Information the thugs provide:** This information is listed in descending order of importance. Depending on their attitude, the thugs will grudgingly give up anywhere from a single piece of information from the top of the list or spill the entire list over drinks.

- The man's name is Morad
- The job he ordered them to do had to be done tonight, tomorrow night at the latest. When asked why, Morad had replied, "So you can take Oath Day off, of course." (The thugs will refuse to tell the adventurers what their assignment was—even an *ex-qashari's* testimony is accepted in a jurat's courtroom.) Magical compulsion or mind-reading will

reveal information that they have killed a halfling woman named Olya Silvermug, a cook at the Broken Kettle tavern in Lopolla.

- Although he seems physically incapable of combat and does not openly carry any weapons, Morad has an air of dangerous menace that makes the hair on the thugs' arms stand on end.
- Morad seems to have powerful backing, either somewhere in the government or possibly a powerful patron.

**Revealing themselves:** If any of the adventurers reveal, either verbally or through actions, that they are disguised and not actually *qashari*, the thugs' attitude immediately drops by one category because they dislike being lied to.

### Combat and aftermath

If the adventurers do not try to diplomacise, or try and fail, the thugs fight until they are both dead or unconscious.

The adventurers may attempt to Intimidate any survivors into talking, versus the thugs' Sense Motive. If the adventurers succeed at this check, the thugs reveal one piece of info from the list above, plus an extra piece of info for every 5 points difference between the Intimidate and Sense Motive checks.

If the adventurers look in the room where Morad disappeared, it is a small, windowless, bare room. There is one door, barred from the inside, which opens onto an alleyway. (The door is not barred if Morad was unable to *teleport* away—his guards unbarred it, and everyone ran out into the maze of alleys behind the hovel.) If anyone casts *detect magic* on the room, they sense a fading aura of *conjunction (teleportation)*. (If Morad did not *teleport*, then there is no aura.)

Searching the bodies of the thugs nets nothing more than a few copper pieces and another scrap of paper. It is written in Common, in the same handwriting as both the note that brought the adventurers to the Griffon's Nest and the note they took from the assassins. It reads, "Broken Kettle. Ready'reat 7 or sooner". A DC 15 Knowledge (Local-VTF) [+5 bonus for a resident of Ket] reveals that the Broken Kettle is a tavern in Lopolla. Making DC 20 on this check means the adventurer knows that the Broken Kettle has a Halfling clientele.

### BROKEN KETTLE

If the adventurers go to the Broken Kettle, they find the lights out and a hastily written sign in Common on the door that says "Closed". Another sign beside it says in Common "Wanted: Cook. Must be able to work in

short environment.” Nobody responds to knocks. All the doors are locked. If the adventurers look through the windows (or break in), it is empty and dark. Everything is scaled to Small size i.e. the ceilings are only 5 ft high, etc. Nothing is out of place, it just looks like the tavern is closed for some reason.

#### **Treasure:**

**APL 2:** Coin: 2 gp; Loot: 21 gp; Total 23 gp.

**APL 4:** Coin: 2 gp; Loot: 71 gp; Total 73 gp.

**APL 6:** Coin: 2 gp; Loot: 18 gp; Magic 386 gp; 2 +1 *scimitars* (193 gp each); Total 406 gp.

**APL 8:** Coin: 2 gp; Magic 786 gp; 2 +1 *chain shirts* (104 gp each), 2 +1 *heavy wooden shields* (96 gp each), 2 +1 *scimitars* (193 gp each); Total 788 gp.

**APL 10:** Coin: 2 gp; Magic 1286 gp; 2 +2 *chain shirts* (354 gp each), 2 +1 *heavy wooden shields* (96 gp each), 2 +1 *scimitars* (193 gp each); Total 1288 gp.

**APL 8:** Coin: 2 gp; Magic 2452 gp; 2 +2 *chain shirts* (354 gp each), 2 +2 *heavy wooden shields* (346 gp each), 2 +1 *scimitars* (193 gp each), 2 *gauntlets of ogre power* (333 gp each); Total 2454 gp.

## **DEVELOPMENT**

Assuming the adventurers head back to the council with their information, go to 4: *Back to the Council*.

### **4: BACK TO THE COUNCIL**

*It is almost midnight when you make it back to the anonymous government building but many windows are still showing light. As you enter the waiting room, the efficient looking woman opens the door to the main council room and bids you enter.*

*At this time of the night, the only people in the room are the six council members. They look up from their sheaves of papers, glad for the interruption.*

*Rekah Granitefist claps her hands. “Aha, just what we need, a bit of distraction from these mind-numbing reports. Tell us what you discovered! Did you meet the man who ordered your deaths?”*

The council members listen to several of these verbal reports every day. They try to pay attention to the adventurers but it is late at night, and they do so with little enthusiasm. Valencia, (female captain, Black Scorpions), doodles aimlessly on a piece of paper. Captain Saba (female captain, military intelligence) leans back in her chair and closes her eyes.

When the adventurers finish describing events, if they have missed any of the following points, the DM

should try to elicit the information by having a council member ask a follow-up question as indicated.

**Physical description of Morad:** If the adventurers mention the description of the man, (older, tall slim, good fitting clothes) Valencia stops doodling, although she doesn’t look up. If the adventurers mention something about Morad’s unusually pale blue eyes, she throws down her pen and starts looking through papers in front of her, even as the adventurers keep talking. She gets up, walks over to a nearby desk and starts looking through papers on that desk, finally finding something she is looking for. She comes back and starts reading the report, oblivious to what the adventurers are saying. [If the adventurers fail to mention Morad’s physical description, Captain Valencia asks them for a description of Morad in a routine tone of voice as she doodles, then goes through the above routine as they describe him. If they only provide a partial description, she will ask them for further details—height, age, unusual characteristics, getting progressively more interested as above as the adventurers provide more details.]

**What the other thugs did:** If the adventurers mention that the other thugs were also being paid for a dirty deed done that night, possibly murder, or if they mention the contents of the note they found on the thugs, Saba opens her eyes sharply, sits up and starts to go through reports on her desk. She finds what she is looking for and reads intensely as the adventurers continue their story. [If the adventurers fail to mention the thugs or the note, Rekah Granitefist will ask them if anyone else was present. When they mention the thugs, Rekah will ask why the thugs were there. If the adventurers mention being paid for a dirty deed, Saba becomes very interested and asks what kind of deed the thugs may have done. If murder or the note is mentioned, Saba carries on as mentioned above.]

**Supplementary question:** Saba looks up from her report (which was received from the Threshers only an hour ago) and asks if they have ever been to the Broken Kettle, a tavern mainly frequented by halflings in the Souk District of Lopolla. Regardless of their answer, she will ask them if they have heard of a halfling woman named Olya Silvermug, who was a cook at the tavern. [Olya appeared in KET7-06 *Balance of Peace*. She was a dishonest tavern owner in the town of Amarat who was paid to keep an eye open for strangers. The DM can remind players who played this adventure of this detail, since any adventurer who took part in that adventurer should remember Olya.] If the adventurers reply “yes” and ask why, Saba will inform



them that Olya was murdered tonight in Lopolla—scimitars appear to have been the weapon used.

**Where did Morad go?** If the adventurers mention that Morad disappeared very quickly, both Shahaf (Archons) and Siroq (Brotherhood of Sorcery) will look mildly interested. They will ask if Morad and his guards could have simply snuck out of the house. If the adventurers mention that the outside door was barred from the inside, and there was no other exit, Shahaf and Siroq start to look very interested. If one of the adventurers can report that a *detect magic* revealed a fading aura of *conjunction (teleportation)*, Shahaf and Siroq start a long, whispered conference about spell levels and abilities. [If the adventurers don't talk about Morad's exit, Zulir (diplomat) will ask them how Morad left, and if they attempted to follow him. If the adventurers then talk about escaping from a locked room with no trace, Shahaf and Siroq react as above.]

### Putting it all together

The adventurers' report seems to have energized the council. While they were acting distracted and tired at the start, they are now going through notes, throwing questions at the adventurers about seemingly unrelated matters—what do they normally eat at the Griffon's Nest, where was their last adventure, do they know any nobles of Ket personally—and conferring with each other.

Finally, Rekah calls them back to order and consults the notes she has put together.

*"We may—and I emphasize, we MAY—have something here." The rest of the council nods assent. She looks at you, and no trace of her habitual smile can be seen.*

*"Let me explain a bit more about us. The Beygraf himself called us together, supposedly to consider the viability of integrating the various intelligence services in Ket—military intelligence, the Archons, the Black Scorpions, and so on—into one unit. The people in those intelligence services call us "the plumbers" because they think we are just like a dishonest contractor—offering to repair something that isn't broken. In fact, that is only our cover story. The real reason we exist is to sift through the various intelligence reports, looking for a very specific plot against the Beygraf, one that only came to light a short time ago.*

*"Your work tonight has been valuable, and we believe we now know a bit more about the plot. But it is one thing to find the trap, it is another thing to disable it.*

*"All of you have proved your worth tonight. Now I will ask if you are willing to continue down this road. It will be dangerous—far more dangerous than the assassins and thugs you faced tonight. But if we are successful at disabling this trap, I am sure you will be both financially rewarded and publicly honoured. Will you come with us?"*

If the adventurers refuse to continue, Rekah nods her understanding, and the party is ushered from the room. Go to *Conclusion*.

If the adventurers accept, the councillors arise, bundle up against the cold windy night, and walk with the adventurers through the dark and silent streets to the Copper Palace.

## 5: COPPER PALACE CONFERENCE

*As you approach the palace gates, bundled against the cold north winds of Ready'reat, the unfortunate guards assigned to the graveyard shift are not happy to see you. However, the attitude of the guards suddenly turns cooperative, despite the late hour, when Emir Zulir and Rekah Granitelfist step forward and identify themselves. Soon you are being escorted along a lamplit hallway by a Thorn, a member of the Beygraf's personal bodyguard. He brings you to a large conference room, and invites you all to have seats around a long table. A moment later, servants appear with hot drinks to drive the last of the chills away.*

*As you savour your drink, a slim woman in iris-coloured silk slips into the room. A thin jagged scar crosses her right cheek.*

This is Najmeh. If any adventurers were in KET7-01 *Balance of Secrets* or KET7-03 *Balance of Harmony*, or have the AR reward *Rescued* but not *Thanks of the Beygraf* from KET7-06 *Balance of Peace*, she recognizes them and greets them politely. If any adventurers have *Thanks of the Beygraf*, she greets them warmly and gives them a hug. "Thank you again for your bravery," she whispers to them. "I owe you a debt that I cannot repay."

If no adventurers recognize her, Emir Zulir rises and greets her warmly, then introduces her to the party.

Before the adventurers have time to ask Najmeh any questions, the doors of the conference room swing open and the Thorns standing outside stamp to attention. The councillors and Najmeh rise as one and bow deeply as His Illustrious Glory Nadaid, Beygraf of

Ket and Shield of the Faith, strides into the room in garishly patterned silk pyjamas and bathrobe. He yawns and scratches his beard, then waves for everyone to sit down as he slumps into a chair. A servant hastens to give him a warm drink, which he sips appreciatively as he looks around the table.

Each adventurer can make two Sense Motive checks, one for Najmeh, one for Nadaid. Making a DC 20 for either of them reveals that each is attracted to the other, although each does not know the other is attracted to them.

*"My council of plumbers has finally found something, I think. No other reason to wake me up at this hour of the night."*

*Emir Zulir stands and indicates you. "Your Glory, may I introduce..."*

If any adventurers are members of the Beygraf's Retinue, or have Rescued or Thanks of the Beygraf:

*Nadaid interrupts Emir Zulir. "I already know [names of adventurers he has met before]"*

If some but not all of the of the adventurers have never met the Beygraf, Nadaid continues

*"But introduce me to these ones, I have not met them before."*

If no adventurer in the party has met the Beygraf before, Emir Zulir introduces them all to the Beygraf.

Continue for everyone:

*Finished with introductions, the emir sits and Shahaf, Chief Enforcer of the Archons, stands. "Your Glory, these people have been the central reason why tonight we have finally been able to pull together many disparate threads and for the first time and weave a recognizable pattern. First, you must hear their story in their own words." He turns to you and beckons for you to rise.*

The adventurers have an opportunity to tell of their adventures tonight. When they are finished:

*Rekah Granitefist rises and thanks you. Nadaid shrugs. "Perhaps it is too late at night," he says with a yawn, "but I confess, I don't see a pattern. A good story, but no pattern."*

*Rekah checks off items on her fingers. "Item one, a monk named Najmeh is tricked into plotting against Ket by the master of her temple, Morteza, and is later kidnapped by him. Najmeh, in your interview with us a few weeks ago, you described*

*Morteza as a tall slender, older man with pale blue eyes who can cast spells."*

*Najmeh nods, her body still but her eyes burning with flame.*

*Rekah continues. "However, the Archons cannot find a man matching his description on their list of licensed spellcasters in Ket.*

*"Item two, a halfling woman named Olya Silvermug, who was paid to watch for strangers outside the fortress where Najmeh was being held, was killed tonight, likely by a band of thugs hired by a tall, slim older man with pale blue eyes."*

*Najmeh's hands on the table slowly clench into fists and she bows her head. "So he is in the city," she whispers.*

If at least one adventurer has Thanks of the Beygraf:

*"Item three, the people who rescued Najmeh and delivered her to the Beygraf are targeted by assassins tonight. The assassins are hired by a tall slim older man with pale blue eyes."*

Or if no adventurers have Thanks of the Beygraf:

*"Item three, one of these adventurers is apparently targeted by assassins after being misidentified as [Azad/Azara], one of the people who rescued Najmeh and delivered her to the Beygraf. The assassins are hired by a tall slim older man with pale blue eyes."*

If Morad escaped from the house tonight via teleport:

*"Item four, the man named Morad is probably a spellcaster powerful enough to cast teleport or some similar spell."*

Continue on for everyone:

*"Item five, a note found on the assassins refers to something—likely killing these adventurers—that must to be done before Oath Day, which is the 8<sup>th</sup> day of Ready'reat."*

Read this if the adventurers discovered a note on the thugs:

*"Another other note found on the thugs who likely murdered the halfling woman Olya Silvermug refers to something that must be done by the 7<sup>th</sup> day of Ready'reat—the day before Oath Day."*

Continue on for everyone:

*"Item six, the man Najmeh knew as Morteza, likely the same man who is apparently called Morad now, was overheard by Najmeh saying, 'The*

*time approaches when we shall change your title from Graf to Beygraf.'*

*"In summary, Your Glory, this is the pattern we discern. The man called Morad or Morteza started the wave of unrest in northern Ket this past summer in order to place one of the five Grafs of Ket on your throne. He is in Lopolla, getting rid of all the people who got in his way before. He is trying to finish his dirty work before Oath Day. Not only is he in Lopolla, but tomorrow, the day before Oath Day, all of the Grafs of Ket will also gather in Lopolla.*

*"Although the pattern is not complete, and we have had to guess at some of the missing parts, we believe Morad will strike at you sometime tomorrow, the day before Oath Day, then place his chosen Graf on the throne. On Oath Day, the other Grafs will either be forced to swear fealty to the new Beygraf or risk civil war."*

*Emir Zulir clears his throat gently, a diplomat's way of entering a conversation.*

*"May I point out that that it is now after midnight, and the date has changed. TODAY is the day before Oath Day, and if we are right, Morad and the traitor will be looking for an opportunity to strike sometime today."*

At this point, the Beygraf invites the adventurers to share their thoughts. He will point out that there are five Grafs of Ket. All of them have long and noble lineages, as well as a long history of loyalty to the throne. How can they uncover the traitor?

Allow the adventurers to put forward any ideas they may have, and have the council and the Beygraf consider them closely. If the adventurers come up with the idea of setting trap for the traitors, blend that into the plan below and credit the adventurers with being authors of the core idea.

Otherwise, Captains Valencia and Saba, who have been conversing in a corner, will come forward with a plan.

### **The Captains' Plan**

Valencia and Saba will suggest that rather than waiting for Morad and the traitor to attack, that they try to draw them into a trap. It is customary the day before Oath Day for a herald from the Palace to go to each Graf and ask if they will be swearing fealty to the Beygraf the next day. This shouldn't take long, since all of the Grafs' official residences in Lopolla are within a one-block radius of each other, all centred around the ancient Temple of the Restorer.

In addition, the herald can let drop the tidbit that the Beygraf will be praying alone in the temple all night. This should work to draw the traitors into the open. The Thorns, the Threshers and the Archons will coordinate setting up an ambush around the outside the temple, in order to intercept the traitors when they appear.

The Beygraf likes this idea, and asks who should act as the herald to go to each of the grafs. If the adventurers don't immediately volunteer, Rekah Granitefist will point out that the adventurers have already proven their worth as undercover operatives tonight, and perhaps they would take on this challenge.

If the adventurers refuse the opportunity, the adventure is over. Go to *Conclusion*.

If they accept the challenge:

*Everyone rises as Nadaid stands, marking the end of the meeting. "I will have you shown to rooms in the Palace so you can get some sleep," he tells everyone. "Enjoy your rest—it may be the last time any of us sleeps within these walls."*

Go to 6: *Heralds*.

## **6: HERALDS**

The adventurers are awoken after eight hours of sleep, given breakfast, and ushered into a room with the Beygraf, Captain Valencia of the Black Scorpions and a man dressed in white who is introduced as Nabudaracara, the Herald of Ket, who will acquaint the adventurers the basics of the job:

- Heralds are considered to be neutral parties. They can carry no weapons and wear no armor whatsoever. They ride under a white flag of truce, and their heraldry is plain white. A herald must be allowed to pass unhindered and unharmed, and this right is recognized even in evil countries, since their heralds are also accorded the same rights.
- Due to their neutrality, heralds will only make announcements or carry messages of a non-political or non-factional nature.

All of the adventurers are given white clothes to wear, and told to lay aside all weapons— even staves, saps and daggers. Once they are prepared, Nabudaracara describes the order of the ceremony at each household.

- One of the escorting Threshers knocks on the door.

- A servant of the household opens the door and the Thresher announces that the Herald of Ket must speak with the Graf in residence.
- The Herald and his entourage are ushered into a room where the Graf and his family await.
- The Herald asks the following: *“In the name of His Illustrious Glory, Nadaid, Beygraf of Ket and Shield of the Faith, I do charge thee on thy Honor, noble Graf, to attend on His Illustrious Glory tomorrow at the Copper Palace, thereby to swear fealty.”* The Graf replies, “I swear on my Honor that I will attend.”
- The Herald gives his second message: *“Further I have been charged to tell thee that in these dark and dangerous times that the Beygraf this very night at the Temple of the Restorer will be keeping solitary prayer vigil, seeking guidance from the Restorer of Righteousness. Therefore the temple is forbidden to all from sunset until sunrise.”* The Graf will give some sign that he understands this message.
- The Graf thanks the Herald for his service, and invites the Herald and his entourage to partake of refreshments for the coming journey.
- The Herald accepts, and stays for 10 or 15 minutes—no longer than it takes to drink a glass of wine or bosq (fermented yarpick root).
- The Herald then excuses himself and his entourage, for other matters of state call, and the Graf gives him leave to depart.

Nabudaracara answers any questions the adventurers may have, and then with a low bow for the Beygraf, takes his leave.

Valencia of the Black Scorpions then points out that although there is only a small chance of discovering anything significant, the small talk over a glass of wine would be a good time to try slip in some questions in the hope of uncovering a hint of treason, if this can be done in a subtle way.

Valencia gives them the list of Grafs and tells them they can visit the Grafs in any order.

- Alvaro Aldeen of Molvar
- Jabrael Vayaspara of Polvar
- Nushadar Kiaresh of Falwur
- Sarosh Tendulkar of Durva
- Touraj Mutamin of Nehez

They are accompanied by a guard of Threshers, enabling Valencia to go with them and give them a brief summary of each Graf as they approach the household.

All of the adventurers are dressed as heralds, therefore any one of them can be the Herald at any household—they can take turns or have one person do it over and over again, this decision can be left to the adventurers. However, Valencia will advise that it may be wise to have a human, halfling or dwarf act as the herald at certain of the households, which she outlines in her summary of information.

**Asking questions:** The key to getting answers during refreshments is making sure the graf’s attitude is as friendly as possible. A Graf that is Unfriendly will not answer any questions. A Graf that is Indifferent will answer one or two questions. A Graf that is Friendly will answer as many as the adventurers can think of.

A graf’s attitude can be improved with a standard successful Diplomacy check:

Unfriendly to Indifferent: DC 15

Unfriendly to Friendly: DC 25

Indifferent to Friendly: DC 15

Only one check is allowed. If the adventurer making the check also acted as Herald in this household, add a circumstance bonus of +2 to the roll.

However, even if the graf’s attitude is Friendly, the adventurers must ask the question that would result in this information being forthcoming. In other words, the Graf will not spill his entire life story if an adventurer asks how life is treating him. On the other hand, if questions are too unsubtle —“My lord, would you consider overthrowing the Beygraf if given the opportunity?”—refreshments are likely to come to an abrupt end. The DM should try to walk the fine line between giving the adventurers all the information for nothing, and giving them nothing.

Of course, the Grafs are seasoned politicians, and some, much or all of what they say may be lies, or at least pitched to put them in the best possible light.

**Detect evil:** If anyone attempts to *detect evil* when in the presence of the Grafs and their families, only two people have an aura of evil—Graf Touraj Mutamin of Nehez, and Jamal Kiaresh, one of the twin sons of Graf Nushadar Kiaresh of Falwur.

## VISITING THE GRAFS

Due to game time constraints, it is suggested that the DM skip the formal parts of the visits—announcing the Herald etc., and just move from one reception to the next in the order the PCs wish, concentrating on

whether the PCs are able to glean any insights into the Grafts.

### **Alvaro Aldeen of Molvar**

Valencia passes on this info before they knock on the door:

- The military tradition runs deep in the Aldeens and all but a few of their sons have served in the military as back as anyone can remember.
- For generations, the Aldeens ruled from the Red Tower, the original fortification built to defend the southern end of the Griffonstrike Pass. (The Red Tower still stands in the centre of Molvar.) However, during an expansion of the Red Tower about a decade ago, the Aldeens secured a luxurious estate along the southern edge of Molvar. This caused much speculation in Molvar that it might have signalled some sort of change in the fortunes of the Aldeen family. This is fuelled by the knowledge that Alvaro's wife, Pareesa, loves jewellery, and each year has the merchants of several prominent houses show her their latest offerings.
- The current leader of the Aldeen Family, Alvaro Aldeen, has followed in his family's military traditions. Alvaro served as a common foot soldier for many years in the Griffon Strike Pass, but during his service gnoll raiders captured him. His experiences in the gnoll camp have made him an outspoken opponent of Ket's use of hobgoblin mercenaries.
- Alvaro is popular among the common people of Molvar, who look to Alvaro as a man of great honour, one who has dedicated himself to keeping the people safe.
- Alvaro was the part of the faction of nobles who supported Nadaid's move to ascend to the throne after the assassination of Beygraf Zoltan during the Greyhawk Wars.
- Due to his experiences with gnolls, it would be wise not to have a half-orc as the Herald. He has strong connections to the dwarven community, so a dwarf might be a good idea.

Alvaro greets the Herald in the company of his wife, who is wearing a king's ransom in jewellery. In contrast, Alvaro is dressed in a decent but not expensive outfit.

If the Herald is a half-orc, Alvaro is Unfriendly, refreshment time is extremely short, and no useful info can be gained.

If the Herald is human, halfling or dwarven, Alvaro is Friendly.

Any other race will mean Alvaro starts as Indifferent.

If asked the right questions, he will reveal that:

- His family moved out of the Red Tower because it was a drafty old place with terrible plumbing.
- His wife's family is independently wealthy, and she actually buys her jewellery using her own money.
- He is the Beygraf's greatest friend among the Grafts, and would protect him regardless of circumstances.
- He feels a strong connection to the Beygraf, having also served as a common soldier.
- However, he vehemently disagrees with the policy of paying hobgoblins to watch Ket's northern borders and the Tusman Hills. He warns that Nadaid will come to regret this policy.

### **Jabraiel Vayaspara of Polvar**

Valencia passes on this info before they knock on the door:

- Ketites consider Polvar to be one of the more conservative areas of Ket. The True Faith of Al'Akbar holds even more sway here than most areas. Other religions - particularly those not of the Baklunish, Dwarven or Halfling pantheons - are far less prevalent. Some "outside" deities known and worshipped in the more cosmopolitan cities of Molvar and Lopolla are simply unknown here.
- Jabraiel Vayaspara, the Graf of Polvar, is a noted supporter of the True Faith and is visible and present at all major religious functions, whether expected or not. However, the Graf is also very careful to support a temple to each of the other Baklunish deities as well.
- Jabraiel is an extremely wealthy man due to taxes on the large numbers of gems that are mined near Polvar. His wife is said to be tight with the household money despite the family's wealth.
- Jabraiel did not support Nadaid during his rise to power, and it is no secret that Jabraiel was trying to put together his own base of support for a move on the throne.
- It would be best to have a human displaying a holy symbol of a Baklunish deity; second-best

would be a dwarf, human or halfling. If there is no other choice, another race will do, but in no case should the Herald openly display the holy symbol of a non-Baklunish deity.

Jabraiel meets the Herald with his wife. Jabraiel is prominently wearing the symbol of Al'Akbar in pure gold with jewelled highlights. The two are wearing clothes that are years out of style and slightly worn. The house is in an expensive neighborhood, but there is not enough furniture, and it is of mediocre quality. The refreshments are in short supply and refills on wineglasses are not provided. The entire atmosphere is one either of penny-pinching, or of money in short supply.

If the Herald displays the holy symbol of a non-Baklunish deity, or is not a human, dwarf or halfling Jabraiel starts as Unfriendly.

If the Herald is a dwarf, halfling or human displaying the symbol of a Baklunish deity, he is Friendly.

If asked the right questions, he will reveal that:

- The trouble with Ket today is that too many people have strayed from the path of the True Faith. The Beygraf should be doing more to publicly support the church of Al'Akbar.
- A return to the old ways—tighter laws, more people punished for crimes—that would solve a lot of problems too.
- Tighter laws on Citizenship would help, and a return to banning non-Citizens from the cities of Ket.
- Although it is no secret that Jabraiel did not initially support Nadaid's rise to power, he came on board when he saw that Nadaid's broad coalition of support from among the nobles, the merchants and the army was unbeatable. As long as the country remains peaceful and prosperous, Nadaid seems to be the man for the job. It would be interesting to see how Nadaid handles unrest.

### **Nushadar Kiaresh of Falwur**

Valencia passes on this info before they knock on the door:

- Nushadar Kiaresh is perhaps the poorest of the grafs, and Nadaid is mostly to blame for this. Falwur prospered during the Greyhawk Wars when Zoltan allied with Iuz and ordered the invasion of Bissel. Even though Imran Tendulkar, brother of the Graf of Durva, was appointed to be Graf of Bissel, his administrators, construction crews, financiers, social and religious personnel, etc.,

all came from nearby Falwur. Therefore it was a body blow to Falwur's economy—and Nushadar's own fortune—when Nadaid pulled Ketite troops out of Bissel after Zoltan's assassination. Falwur took another hit when Nadaid pulled Ket out of Thornward and back across the Ket-Bissel border four years ago.

- Nushadar has a large family. Most unusually, his eldest two sons are identical twins who were born within minutes of each other. Rumour has it that no one can remember who was born first, therefore no one knows for sure which one is Nushadar's true heir.
- This may be more important in the short-term because there is a rumour that Nushadar, although not an old man, has been in declining health
- Nushadar is said to be liberal in his approach to other races and even other deities, likely due to Falwur's proximity to non-Baklunish nations on the other side of the Bramblewood Gap.

Nushadar meets the Herald with his wife and his large family of 10 children, ranging from the twins Jamal and Javad, who are 20 to a 3-year-old toddler.

It is obvious that money is a bit tight in the household, with children wearing obvious hand-me-downs, but the spread of food for the refreshments is plentiful (compared with the stingy portions served by the Vayaspara of Polvar), and wineglasses are refilled many times.

Even though Nushadar is clearly not well—he is pale, coughs frequently, and neither eats or drinks during refreshments—he starts as Friendly regardless of who the Herald is.

If asked the right questions, he will reveal that:

- Although he himself is a peaceable man, the current war with Bissel has provided Falwur with a much-needed boost in the local economy, as large numbers of troops have been moved south and are now patrolling out of Falwur. He realizes that a peace with Bissel should be negotiated, but perhaps not until next spring.
- One of his twin sons will inherit his title, but he will have to find something for the other son to do. (If asked which son will inherit his title, Jamal or Javad, he mumbles something about it being a family secret.)

## Sarosh Tendulkar of Durva

Valencia passes on this info before they knock on the door:

- The Tendulkars have a lineage as long as or longer than anyone in Ket, reaching back to well before the fall of the Baklunish Empire, and no one is prouder of his family's long and illustrious lineage than Sarosh.
- The Tendulkars are natural leaders. His younger brother Imran was appointed Graf of the province of Bissel during the Greyhawk Wars, although that appointment was rescinded by Nadaid when he withdrew Ket from Bissel at the end of the Wars.
- Sarosh shows great care for his elderly mother, who is blind and confined to a wheelchair.
- Sarosh is an able administrator and tight with a gold piece as well. It is said that he can squeeze blood from a stone when it comes to taxing Durva's residents. Certainly although he is not the richest Graf by far, he is also not the poorest, despite the fact that he rules mainly hundreds of square miles of Bramblewood Forest, Barrier Peak mountains and a thin stony strip of land in between the two.
- It would be wisest to have a dwarf who belongs to a clan as the Herald. Apparently Sarosh respects the long lineages of dwarven clans. Second best choice would be a Baklunish human. It is said that Sarosh detests halfings.

Sarosh meets the Herald with his wife Samila, his younger brother Imran (former Graf of Bissel) and his elderly mother in a wheelchair. Everything in house reeks of class: the artwork, the pure crystal wineglasses, the wine bottles casually turned so that the Herald and his entourage can read the labels displaying the rare vintages, etc.

It is clear during refreshments that his mother is completely blind, and is partially deaf as well.

If the Herald is a dwarf or Baklunish human, Sarosh is Friendly.

If the Herald is a non-Baklunish human, he is Indifferent.

If the Herald is any other race, he is Unfriendly.

If asked the right questions, he will reveal that:

- The longer the lineage, the more noble the family. He himself can trace his family all the way back to noble families of the Baklunish Empire.

- He is extremely respectful of dwarven clans, who keep careful records of their bloodlines, and who can relate thousands of years of family tree from memory.
- Although his mother is both blind and mostly deaf, she still manages a few lines of knitting every day.
- Imran was a natural administrator when he was Graf of Bissel. It is a shame the Beygraf has not found a similar appointment for Imran since he pulled Ket out of Bissel. (If Imran is questioned, he displays no resentment for losing his job. He didn't 't actually think he was that good an administrator—he wasn't able to convince Bisselites to worship Al'Akbar, despite setting up many temples across the country. Now he is content to manage Sarosh's business affairs if he is busy with other projects.)

## Touraj Mutamin of Nehez

Valencia passes on this info before they knock on the door:

- Nehez's main asset—and it is an extremely lucrative asset—are fees on caravans moving up and down the Irafa Road. The current war with Bissel, which has closed the Irafa Road, is a major concern to Touraj Mutamin. His is one of the few voices in court trying to force Ket to negotiate a settlement with Bissel, even if it means giving up some land in the Bramblewood Gap to do so.
- In addition, Nehez's other two trades—yarpick nuts and logging—are threatened by a recent upswing in wild elf hostility. Rumour has it that Touraj has been lobbying Nadaid for more troops to be sent into the Bramblewood to try to root out the wild elf problem, or at least protect the yarpick nut pickers and woodcutters, but Nadaid has refused, saying the troops are needed more on Ket's borders during the war with Bissel. This brings Touraj back to his argument regarding the war with Bissel.
- An elf or half-elf as Herald would be a bad choice, given Touraj's problems with wild elves at the moment.

Touraj meets the Herald with his wife Zenia. During the formal part of the ceremony, he displays flashes of impatience. Although everything in the house is expensive, there are some things missing—a patch of lighter-coloured wall shows where a painting has been taken down, marks on the floor indicate a couch has

been removed. Redecorating, or selling a few things to pay bills?

If the Herald is an elf or half-elf, Touraj is Unfriendly.

If the Herald is any other race, he is Indifferent.

If asked the right questions, he will reveal that:

- Peace with Bissel must be negotiated at any cost as soon as possible.
- The Irafa Road must be reopened as soon as possible
- The wild elves in the Bramblewood are becoming bolder because Nadaid refuses to treat them with the iron fist they deserve. Choose an elf village, send in the army, kill all the elves in sight, burn down their village, do that a few times and maybe they'll leave his woodcutters and yarpick nut pickers alone.
- Nadaid spends too long trying to balance one faction against another. If the mullahs or the beys or the merchants cause trouble, he should crush them flat and grind them into the ground.
- If Nadaid took control of the country, he would be able to deal with the problems inside the Bramblewood and on Ket's borders more effectively.

## 7: IN THE TEMPLE

The adventurers return to the palace and are shown back into the room where they had their midnight meeting with the Beygraf. The large table is now covered with a huge drawing of the neighborhood surrounding the temple. All five of the graf's residences highlighted in red, and Captains Valencia and Saba and a number of other Black Scorpions and Thorns are discussing sightlines, forward observation posts, runners, communications and ambush sites around the temple with.

The adventurers are asked to report to the Beygraf and the council all that they have seen and heard.

After they finish, Rekah Granitefist will ask them if they have a sense of who the traitor is. If they give a name, the council will ask for the adventurers' reasons, and carefully consider the information, nodding and talking amongst themselves. However, the Beygraf will point out that mere suspicion is not enough to arrest a high noble of Ket. However, if they are right, it will give them some advantage tonight.

If the adventurers do not have one Graf in mind as a suspect, the council will understand.

Rekah has one more task in mind for the adventurers. She asks if they will be willing to wait

inside the temple in case Morad and the graf somehow break through their defenses and hold them until Rekah arrives with the Archons.

If the adventurers refuse to do this, the adventure is over. Go to *Conclusion*.

Assuming the adventurers agree, they are given their armor, arms and equipment, The Beygraf tells them that for their service to Ket, from this day forward, they have been granted the right to wear armor within the city of Lopolla. In addition, if they are Citizens of Ket, they may bear a scimitar as well. For tonight's work, they may wear all their normal armor, equipment and weapons.

Once they have donned their armor and equipment:

*Najmeh steps forward. "I will go with these brave ones to the temple and wait with them there." She looks around the room. "If this man Morad—known to me as my former master Morteza—manages to make it to the temple, then I would ask you all to leave him to me. That final battle will be between the master and myself. Does anyone wish to stand between him and me?" Her intense gaze sweeps around the room. No one speaks.*

Wait a moment for players to say something if they wish.

*Nadaid steps up beside her. "And I too should probably be in the temple tonight—"*

*Everyone in the room—council members, Black Scorpions, Thorns, Archons and the servant refilling the water jugs—turns and shouts, "NO!"*

*Rekah steps up to him and wags her finger under his nose like he was a naughty child. "No, you will NOT be in the temple tonight. YOU will be safely stowed in a locked room deep within in this palace, surrounded by a large number of Archons and Thorns of unquestioned loyalty."*

*The Beygraf smiles and shrugs. "It was worth a try."*

Time is running short. The adventurers are allowed to quickly don their armor, arms and equipment, and then are shown to a courtyard within the palace. There are a number of sedan chairs there to transport the adventurers and Najmeh to the Temple of the Restorer. The window blinds will be kept lowered, so that prying eyes cannot see the adventurers entering the temple with weapons and armor.

Rekah accompanies them. When they arrive, she shows them the interior of the temple. Guards are



already locking the exterior doors. (See **DM Map: Temple**)

She names the six private chapels belonging to the five families of the Grafts of Ket and the Beygraf, and walks around to the main altar, and each of the exterior doors. Although there is a high ceiling 30 feet above their heads, there is only the single floor, no floors above or below this one. There are no balconies either. The temple is lit by continuous light lanterns high up in near the ceiling. They provide good light on the floor below, but there are many shadows in which to hide.

Rekah lays out the rules for them: They can set themselves up in the open or in hiding, and they can use anything they have brought with them to aid them. However:

- They cannot borrow or use anything in the temple (for instance, borrow a curtain cord to set up a trap), nor can they move furniture or objects around
- They cannot enter any of the private chapels.
- They cannot permanently damage the temple in any way.

Rekah asks if they have any questions, and tries to answer them as best as she can. If the adventurers ask if they can go shopping, or go back to the palace for something, she says no. The sun has already set, and they must trust to the things they brought with them.

Once she is finished with the adventurers, she exits by the last door standing open. It closes behind her and the adventurers hear it being locked and chained.

The adventurers may make any preparations they wish, within the guidelines laid out by Rekah. Najmeh will object if they try to bend the guidelines at all (hiding in one of the private chapels, for instance). Finally, the adventurers may choose where they are going to stand, and if they are attempting to hide. Once they are ready, move to 8: *The Graf Cometh*.

## 8: THE GRAF COMETH

After the adventurers choose their positions, several hours pass before anything happens. The traitor, Graf Sarosh Tendulkar, is about to appear with Morad disguised as his mother. Their idea is to get close enough to the Beygraf without alarming him in order to kill him before he can act or summon help.

If any adventurers are within 10 feet of the entrance to the Tendulkar chapel:

*You hear soft noises coming from within one of the chapels.*

For everyone:

*Graf Sarosh Tendulkar of Durva Province appears in the door of the family chapel, pushing his mother's wheelchair in front of him. He leans over his mother's shoulder and softly murmurs, "It's been a long time since I took that secret tunnel. I obviously need to come to more temple services. Now, you must be very quiet, Mother. The Beygraf is praying, we don't want to disturb him."*

*The old woman slowly raises her head and looks around. Najmeh suddenly moves forward into the light, no more than fifteen feet from them. When the old woman sees Najmeh, she jumps with shock as if she has been prodded.*

*"You cannot be Saroushi Tendulkar. She is blind and deaf," Najmeh says.*

Najmeh delivers three more kicks to the "woman", driving her to the altar steps at the front of the temple. Parts of the "old woman's" disguise fall off, revealing a tall, slender man with pale blue eyes.

*The man slides against across the smooth marble floor until he fetches up against the stairs to the altar, and gets to his feet, his usually calm face distorted with anger.*

*As Najmeh slowly advances toward him, he hisses "I thought you were dead. When I am finished with you, you will wish I had succeeded before."*

*"Master Morteza," Najmeh replies, her voice quiet and still. "This humble servant regrets to inform you that you must die for your crimes."*

*The man's eyes narrow. "Fool, my name is Morad." His voice starts to grow hoarse and deep. "Behold my true form!"*

*Morad's slim figure convulses and suddenly grows larger—much larger. His clothes rip apart and fall from him, revealing a muscular figure at least twelve feet tall. Horns protrude from either side of his head, and jagged fangs from his mouth. Flames flicker across his dark red skin, and through the mane of hair running down his back. Huge bat wings with a wingspan of at least thirty feet unfurl. He tosses his head and flexes his shoulders as if he has been confined for a long time. When he speaks, the walls tremble. "Ahhh, to be in my own body again, yes. It has been too long." He looks down at Najmeh, who has not moved. "Once I have killed you, I will teleport to the palace and kill that worthless Beygraf of yours."*

*A sharply spoken command startles everyone, and a pale blue light strikes and envelopes the demon.*

*"You won't have to teleport to the palace to find the Beygraf, demon, not that you can teleport anywhere while that dimensional anchor is in place."*

*As the demon howls in anger, Nadaid appears in the doorway of the Beygraf's chapel, and tosses away a spent scroll. "When Rekah Granitelfist mentioned that Morad is the name of one of Iuz's demon generals, I thought a dimensional anchor would be useful to keep you in our trap."*

*Graf Sarosh's rapier slides out from its sheath with a whisper. "Who needs to teleport anywhere when we have you right here, Beygraf? Once I have killed you, you commoner scum, I shall claim the throne and force the other Grafs to swear fealty to me. Then I will quickly return Ket to its rightful place as an equal beside Iuz. I will have an honored place on Iuz's councils, and other nations will tremble before us."*

*Nadaid unsheathes his scimitar. "You are a fool, Sarosh. You will be a pawn of Iuz, and a particularly small pawn at that. Very well, traitor, come and earn your throne." He flicks his hand in an arcane gesture and the two are surrounded by a coruscating sphere of energy, separating them from everyone else.*

*Without waiting for another word, Najmeh delivers a flying kick to the demon as demonic shapes charge out of the Tendulkar shrine.*

APLs 2 and 4:

*These hunched and misshapen figures stand 6 feet tall. Their features are asymmetrical and deformed, and their mottled green and violet skin is hairless except for one or two uncomfortable looking patches of wiry bristles. The fiends have elongated heads with tiny red eyes that swell with hate. They wield odd looking polearms.*

APLs 6 and 8:

*These creatures have the lower bodies of muscular horses and the torsos, arms and heads of sickly humans. Their flesh is pale and festers with sores. Heavy horns protrude from their brows, and they wear intricate suits of full plate armor. Patches of bristly hair protrude from chinks in their armor.*

APLs 10 and 12:

*These hideous demons' bodies ripple with muscle. Their massive heads are heavy with long horns, while their powerful legs end in cloven hooves.*

*Most of their heads are hidden by enormous steel helmets that have been bolted to their necks. Breastplates fastened onto their bodies provide additional protection.*

It is a DC 20 Knowledge (the Planes) check to recognize Morad as a balor (*Monster Manual* 40).

#### All APLs

**Morad:** Balor, hp 290; see *Monster Manual* 40

**Graf Sarosh Tendulkar:** Fighter 16, hp 140.

Neither of these foes are suitable for fighting at any APL, the results of their fights with their foes depends on the results of the fight against the demons.

#### APL 2 (EL 5)

**Rutterkin (2):** hp 37, 37; see *Appendix 1*

#### APL 4 (EL 7)

**Rutterkin (4):** hp 37, 37, 37, 37; see *Appendix 1*

#### APL 6 (EL 9)

**Armanites (2):** hp 85, 85; see *Appendix 1*

#### APL 8 (EL 11)

**Armanites (4):** hp 85, 85, 85, 85; see *Appendix 1*

#### APL 10 (EL 13)

**Khastigurs (2):** hp 172, 172; see *Appendix 1*

#### APL 12 (EL 15)

**Khastigurs (4):** hp 172, 172, 172, 172; see *Appendix 1*

#### Knowledge (the planes) checks:

##### APLs 2 and 4:

**DC 12:** Rutterkins are deformed soldier demons in the service of more powerful demon lords.

**DC 17:** Rutterkins often fight with strange exotic weapons, such as the snap-tong (a polearm that can grapple foes) or the tri-blade (a large, sharp throwing wedge).

**DC 22:** A rutterkin has few spell-like abilities. They are injured primarily by cold iron or good weapons.

##### APLs 6 and 8:

**DC 17:** Armanites are tanar'ri that serve their masters as cavalry. They resemble demonic cavalry.

**DC 22:** Armanites are heavily armored but not particularly agile.

**DC 27:** An armanites charge is its deadliest attack, and it will use it whenever possible.

#### **APLs 10 and 12:**

**DC 15:** This horrible creature is clearly a demon of some kind. This reveals all outsider traits.

**DC 21:** A khastigur is a kind of tanar'ri and shares many of that race's traits, but is also immune to acid. It is difficult to hurt, and is resistant to most magic.

**DC 26:** These demons work as jailers and hunters in the Abyss. A khastigur loves to charge enemies and gore them with its horns. A physical blow from a khastigur can terrify those struck by it.

**DC 31:** Unlike many tanar'ri, a khastigur teleports with some risk and might end up elsewhere than its intended destination. Occasionally it can teleport as quick as a blink, appearing and attacking before anyone can react.

**Tactics:** The balor is a deadly opponent (CR 20), to much of a match for any party. If the adventurers attempt to join Najmeh's fight. She will warn them off with a shout, reminding them that this is her fight.

If any adventurers try to aid the Beygraf, they find they cannot enter or dispel the sphere that surrounds Nadaid and Sarosh. or Nadaid's fight, Because Morad will explode when he dies, it is important to keep the adventurers as far as possible from this fight. The DM should have the other demons slowly move their combat back to the far end of the temple if possible, near the Beygraf's combat, pulling the adventurers with them.

The demons are Called rather than summoned, but cannot summon other demons onto holy ground, thus those abilities have been removed where applicable.

#### **APLs 2 and 4:**

Rutterkin will use their exotic weapons to their full extent, softening foes up at range and then closing to grapple.

#### **APLs 6 and 8:**

Armanites charge when possible, and lay about with their flail when not. They'll take higher ground with *air walk* if possible.

#### **APLs 10 and 12:**

Because they can stun on the charge, khastigurs frequently use their Quickened *teleport* to get into charging position on an undefended adventurer. There is always a chance of failure however, in which case they would try to return the next round. It focuses its attacks on shaken enemies if possible, and power attacks if it seems to be a good idea.

If the demons overcome the adventurers, go to the *Conclusion*.

#### **Treasure:**

**APL 2:** Loot: 121 gp; Total 121 gp.

**APL 4:** Loot: 242 gp; Total 242 gp.

**APL 6:** Loot: 1223 gp; Total 1223 gp.

**APL 8:** Loot: 2446 gp; Total 2446 gp.

**APL 10:** Magic: 1466 gp; 2 *huge +2 breastplates* (733 gp each) Total 1466 gp.

**APL 112:** Magic: 2932 gp; 4 *huge +2 breastplates* (733 gp each) Total 2932 gp.

## **SUCCESS**

As soon as the adventurers kill the last of the demons, the other combats end as well. Nadaid disarms Sarosh and dismisses the sphere. At the other end of the temple:

*Suddenly Najmeh's right hand begins to glow. Ducking under Morad's attack, she whirls and delivers a deadly blow to his chest with her glowing fist. The demon staggers back, and looks down at his chest, expecting to see a mark or wound. When he sees nothing, he starts to laugh at the woman swaying with exhaustion before him. Najmeh points at the demon as she backs down the altar steps away from him.*

*"And now you die."*

*The demon stops laughing and begins to twitch. He gives a howl of pain, and drops to his knees. As his muscles tremble and spasm uncontrollably, he falls forward on his face and hits the ground with enough force to rattle windows. With one last effort, he lifts his head, glares at Najmeh, and growls through his gritted fangs, "And now you die." His head drops back on the ground. Suddenly his body explodes, hurling Najmeh back down the temple towards you.*

This explosion is due to the balor's Death Throes. Any adventurer within 100 feet of Morad when he explodes takes 100 points of damage (Reflex DC 30 for half).

Make certain that this happens such that any PCs are out of range, even if this takes significant metagaming. Under no circumstances should any PC at any APL be injured by the Death Throes.

*The temple doors burst open, and a flood of uniformed Thorns and Threshers, led by Rekah Granitelfist, pours in.*

*Roughly shoving Sarosh Tendulkar towards some Threshers, Nadaid runs over to where*

*Najmeh is lying, unmoving. Her eyes slowly open as he falls to his knees beside her.*

*"I am glad to see you are safe, Your Glory," she whispers.*

*"Only because of you, Najmeh," he replies, taking one of her hands. "You have won a battle that bards will sing about for years. Ketite mothers will name their daughters after you. Some day, you and I will sit with our children and watch Jahanabad performing a puppet show about it. Najmeh..." He stops, his voice choking.*

*"You are safe," she whispers, and her eyes slowly close. Everyone in the temple is silent.*

*Nadaid closes his eyes in pain and holds her limp hand to his cheek, then gently lays it down beside her body.*

*Suddenly Najmeh's eyes open again, and for the first time that you can recall, she smiles. "Our children? Did you say our children?"*

## CONCLUSION

### DEMONS SUCCESSFULLY DEFEATED

*The roar of the crowds was like a wall of sound—thousands of people cheering as you were called forward by the herald Nabudaracara, and knelt before His Illustrious Glory, Beygraf Nadaid to be presented with the Amulet of Ket, a symbol of the service you have given the nation. But that had happened at noon, and so much more had already happened the morning after you defeated the monsters at the Temple of the Restorer. Sarosh Tendulkar had been hauled before the High Jurat Council at first light. Despite the fact that it had only been a few hours since the battle, somehow word had spread across the city, and people had crowded into the courtroom as Sarosh freely admitted his part in the treasonous plot and spit on the ground as he was sentenced to death. His body, smeared with meat and smothered in a carpet, already hangs high over Thresher Square.*

*Then there had been the fealty ceremonies of Oath Day. You had been an honored guest, dressed in bright new robes of the finest silk and standing by the right hand of Nadaid as he received the oaths of fealty from all five of the mighty Grafs of Ket, including Imran Tendulkar of Durva, the younger brother of the traitor Sarosh.*

*And then there was an afternoon filled with a whirlwind of receptions and parties across the city as you were greeted and congratulated by beys and grafs, merchants and generals, mullahs and high priests.*

*Now, you are finally back on familiar ground—the common room of the Griffon's Nest tavern. Despite all you have been through in the past twenty-four hours—assassins, demons and treasonous plots—you are still nervous as you look down at the bowl of stew in front of you.*

*The usual crowd cranes their heads around the doorway, not believing their eyes. The long benches are filled with courtiers and nobles. Beside you, Rekah Granitefist, head wizard of the Archons, downs an entire tankard of ale. Behind you stand two men wearing chef's hats, nervously twisting their long white aprons in their hands. Across from you, Nadaid and Najmeh sit together, tasting the stew. They look at each other, then look at the chefs anxiously waiting.*

*Nadaid stands, waving everyone back into their seats as they start to stand with him. He looks at the chefs with a serious expression and points to the stew. "You made this?" he asks. The chefs nervously nod. Nadaid reaches over you and whacks one of them on the shoulder, nearly knocking both of them off their feet. "Excellent food!" he yells, and the room erupts in cheers.*

*Nadaid raises his tankard of ale and everyone stands as a hush falls across the room. "I raise a measure of the finest ale to all Ketites." He points the tankard at the commoners crowding the doorway, then the people crowding the long benches, and finally he raises his tankard to you. "To the glory of Ket!" he shouts.*

*And everyone shouts back, "To the glory of Ket!"*

Treasure:

All APLs: Magic: 667 gp; amulet of ket (667 gp);  
Total 667 gp.

### ESCAPED FROM DEMONS, OR KILLED BY DEMONS AND RAISED

*You walk cautiously through the streets of Lopolla as hard-eyed Threshers stop people at random and haul them before a Jurat. The wagons heading to the mines are crammed with new qashari who were convicted of crimes like gossip and not working hard enough. Non-Citizens are dragged to the city gates and told to stay in the tent city where they belong. The worship of Xan Yae is under deep suspicion. It appears that the assassination attempt on the Beygraf was successful, but the usurpation was not, as the Mullahs of the True Faith were able to defeat the demons and resurrect the Beygraf. Even Oath Day was a subdued affair—instead of a*

*national holiday, schools were ordered to remain open, and everyone was told to get back to work. It is apparent that Ket is going to be a very different place.*

## AT SOME POINT, BACKED OUT OF ADVENTURE

*With nothing much to do on Oath Day, you wander aimlessly across the city. You edge around the huge crowds at the Copper Palace watching some people receiving honours from the Beygraf. At the back of the crowd, far from the action, no one knows exactly what is going on, but there are rumours that Sarosh Tendulkar of Durva Province was a demon who had hidden an army of demons in the Temple of the Restorer and that the people being honoured, led by the Beygraf, defeated Sarosh and his demons last night. As you wander by Thresher's Square, a body wrapped in a carpet does hang there, and passersby are talking about Sarosh Tendulkar, convicted of treachery this morning. It seems that something important happened in the city last night, but you're not sure what.*

## EXPLANATION OF AR REWARDS

**Lawbreaker:** This is given to any character that was caught breaking Ket law. Fill in the pertinent details.

**Loyalty:** If the 'Success' result is obtained, the Loyalty award is given, as well as access to the item Amulet of Ket.

**True Faith:** If the demons are defeated, all members of the True Faith metaorganization of Ket receive this AR reward for defending a temple of Al'Akbar from demons who threatened to defile that sacred space.

**Azor'alq:** If the demons are defeated, all Heroes of Azor'alq receive this AR reward for fighting demons.

**Veterans of Ket:** If the Beygraf survives, all members of the Veterans of Ket receive this AR reward for their bravery and devotion to Ket.

## 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.

### 1: Tavern

Defeating the assassins

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: Ten Pieces of Gold

Defeating the Thugs

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

### 8: The Temple

Defeating 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

### Story Award

Morad is defeated and the Beygraf survives:

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	675 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.

### 1: Tavern

**APL 2:** Loot: 19 gp; Total 19 gp.

**APL 4:** Loot: 19 gp; Total 19 gp.

**APL 6:** Loot: 19 gp; Total 19 gp.

**APL 8:** Loot: 20 gp; Total 20 gp.

**APL 10:** Loot: 20 gp; Total 20 gp.

**APL 12:** Loot: 20 gp; Total 20 gp.

### 3: Ten Pieces of Gold

**APL 2:** Coin: 2 gp; Loot: 21 gp; Total 23 gp.

**APL 4:** Coin: 2 gp; Loot: 71 gp; Total 73 gp.

**APL 6:** Coin: 2 gp; Loot: 18 gp; Magic 386 gp; 2 *+1 scimitars* (193 gp each); Total 406 gp.

**APL 8:** Coin: 2 gp; Magic 786 gp; 2 *+1 chain shirts* (104 gp each), 2 *+1 heavy wooden shields* (96 gp each), 2 *+1 scimitars* (193 gp each); Total 788 gp.

**APL 10:** Coin: 2 gp; Magic 1286 gp; 2 *+2 chain shirts* (354 gp each), 2 *+1 heavy wooden shields* (96 gp each), 2 *+1 scimitars* (193 gp each); Total 1288 gp.

**APL 8:** Coin: 2 gp; Magic 2452 gp; 2 *+2 chain shirts* (354 gp each), 2 *+2 heavy wooden shields* (346 gp each), 2 *+1 scimitars* (193 gp each), 2 *gauntlets of ogre power* (333 gp each); Total 2454 gp.

## 8: The Temple

**APL 2:** Loot: 121 gp; Total 121 gp.

**APL 4:** Loot: 242 gp; Total 242 gp.

**APL 6:** Loot: 1223 gp; Total 1223 gp.

**APL 8:** Loot: 2446 gp; Total 2446 gp.

**APL 10:** Magic: 1466 gp; 2 *huge +2 breastplates* (733 gp each) Total 1466 gp.

**APL 112:** Magic: 2932 gp; 4 *huge +2 breastplates* (733 gp each) Total 2932 gp.

## Conclusion

**All APLs:** Magic: 667 gp; *amulet of ket* (667 gp); Total 667 gp.

## Treasure Cap

**APL 2:** 450 gp

**APL 4:** 650 gp

**APL 6:** 900 gp

**APL 8:** 1,300 gp

**APL 10:** 2,300 gp

**APL 12:** 3,300 gp

## Total Possible Treasure

**APL 2:** 830 gp

**APL 4:** 1001 gp

**APL 6:** 2315 gp

**APL 8:** 3921 gp

**APL 10:** 3441 gp

**APL 12:** 6073 gp

## APPENDIX 1: APL 2

### 1: TAVERN

#### ARMEEN, BONDO, CASPAR, DAVOOD CR 1

Male Human (mixed) rogue 1  
NE Medium humanoid (human)  
**Init** +2; **Senses** Listen +1, Spot +1  
**Languages** Common

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**AC** 14, touch 12, flat-footed 12  
(+2 Dex, +2 armor)

**hp** 8 (1 HD);

**Fort** +2, **Ref** +4, **Will** +1

---

**Speed** 30 ft. (6 squares);

**Melee** shortsword +0 (1d6/19-20)

**Ranged** thrown dagger +2 (1d4/19-20)

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

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

**Atk Options** Sneak attack +1d6

**Special Actions** Dodge, Mobility

---

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

**SQ** Sneak attack, trapfinding

**Feats** Dodge, Mobility

**Skills** Bluff +5, Disguise +5, Escape Artist +6, Hide +6, Move Silently +6, Open Lock +6, Perform (Dance) +5, Tumble +6

**Possessions** Leather armor, shortsword, 3 daggers, thieves' tools

### 3: TEN PIECES OF GOLD

#### EBI AND FARSHAD

CR 1

Male human (Baklunish) barbarian 1  
CE Medium humanoid (human)  
**Init** +1; **Senses** Listen +1, Spot +1  
**Languages** Common

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**AC** 17, touch 11, flat-footed 16  
(+1 Dex, +4 armor, +2 shield)

**hp** 14 (1 HD)

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

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**Speed** 40 ft. (8 squares)

**Melee** scimitar +4 (1d6+2/18-20)

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

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

**SQ** fast movement, illiteracy, rage 1/day (already used)

**Feats** Blind Fight, Weapon Focus (scimitar)

**Skills** Handle Animal +4, Intimidate +4, Jump +6, Ride +5

**Possessions** scimitar, heavy wooden shield, chain shirt, dagger

### 8: THE GRAF COMETH

#### RUTTERKIN

CR 3

*\*Fiendish Codex I*

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

**Init** +2; **Senses** Darkvision 60 ft.; Listen +9, Spot +9

**Languages** Abyssal; telepathy 100 ft.

---

**AC** 18, touch 12, flat-footed 16  
(+2 Dex, +6 natural)

**hp** 37 (5 HD); DR 2/cold iron or good\*

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10; **SR** 14

**Fort** +7, **Ref** +6, **Will** +5

---

**Speed** 20 ft. (4 squares)

**Melee** mwk snap-tong +8 (1d10+3) or

**Melee** 2 claws +7 (1d6+2)

**Ranged** tri-blade +7 (2d4+2)

**Base Atk** +5; **Grp** +7

**Atk Options** snap-tong grapple

**Spell-Like Abilities** (CL 6th):

At Will—*darkness*, *cause fear* (DC 11)

1/day—*desecrate*

---

**Abilities** Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10

**SQ** tanar'ri traits

**Feats** Exotic Weapon Proficiency (snap-tong, tri-blade)

**Skills** Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12

**Possessions** masterwork snap-tong, 5 tri-blades

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\*reduced from DR 5 due to sacred ground

**1: TAVERN****ARMEEN, BONDO, CASPAR, DAVOOD CR 3**

Male Human (mixed) rogue 3  
NE Medium humanoid (human)  
**Init** +2; **Senses** Listen +1, Spot +2

**Languages** Common

**AC** 14, touch 12, flat-footed 12  
(+2 Dex, +2 armor)

**hp** 20 (3 HD);

**Fort** +3, **Ref** +5, **Will** +2

**Speed** 30 ft. (6 squares);

**Melee** shortsword +4 (1d6/19-20)

**Ranged** thrown dagger +4 (1d4/19-20)

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

**Base Atk** +2; **Grp** +2

**Atk Options** Sneak attack +2d6

**Special Actions** Dodge, Mobility

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

**SQ** Evasion, sneak attack, trap sense +1, trapfinding

**Feats** Dodge, Mobility, Weapon Finesse

**Skills** Bluff +7, Disguise +7, Escape Artist +8, Hide +8, Move Silently +8, Open Lock +8, Perform (Dance) +6, Spot +2, Tumble +8

**Possessions** Leather armor, shortsword, 3 daggers, thieves' tools

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

**Init** +2; **Senses** Darkvision 60 ft.; Listen +9, Spot +9

**Languages** Abyssal; telepathy 100 ft.

**AC** 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

**hp** 37 (5 HD); DR 5/cold iron or good

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10; **SR** 14

**Fort** +7, **Ref** +6, **Will** +5

**Speed** 20 ft. (4 squares)

**Melee** mwk snap-tong +8 (1d10+3) or

**Melee** 2 claws +7 (1d6+2)

**Ranged** tri-blade +7 (2d4+2)

**Base Atk** +5; **Grp** +7

**Atk Options** snap-tong grapple

**Spell-Like Abilities** (CL 6th):

At Will—*darkness*, *cause fear* (DC 11)

1/day—*desecrate*

**Abilities** Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10

**SQ** tanar'ri traits

**Feats** Exotic Weapon Proficiency (snap-tong, tri-blade)

**Skills** Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12

**Possessions** masterwork snap-tong, 5 tri-blades

**3: TEN PIECES OF GOLD****EBI AND FARSHAD****CR 2**

Male human (Baklunish) barbarian 2  
CE Medium humanoid (human)

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

**Languages** Common

**AC** 17, touch 11, flat-footed 16  
(+1 Dex, +4 armor, +2 shield)

**hp** 23 (2 HD)

**Fort** +5, **Ref** +1, **Will** +1

**Speed** 40 ft. (8 squares)

**Melee** mwk scimitar +6 (1d6+2/18-20)

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

**Atk Options** rage

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

**SQ** fast movement, illiteracy, rage 1/day, uncanny dodge

**Feats** Blind Fight, Weapon Focus (scimitar)

**Skills** Handle Animal +5, Intimidate +5, Jump +7, Ride +8

**Possessions** masterwork scimitar, heavy wooden shield, chain shirt, dagger

**8: THE GRAF COMETH****RUTTERKIN****CR 3**

*\*Fiendish Codex I*



## 1: TAVERN

### ARMEEN, BONDO, CASPAR, DAVOOD CR 5

Male Human (mixed) rogue 5  
NE Medium humanoid (human)  
**Init** +3; **Senses** Listen +1, Spot +4  
**Languages** Common

**AC** 15, touch 13, flat-footed 12  
(+3 Dex, +2 armor)

**hp** 32 (5 HD);  
**Fort** +3, **Ref** +7, **Will** +2

**Speed** 30 ft. (6 squares);  
**Melee** shortsword +6 (1d6/19-20)  
**Ranged** thrown dagger +6 (1d4/19-20)  
**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +3  
**Atk Options** Sneak attack +3d6  
**Special Actions** Dodge, Mobility

**Abilities** Str 10, Dex 16, Con 14, Int 8, Wis 12, Cha 10  
**SQ** Evasion, sneak attack, trap sense +1, trapfinding, uncanny dodge  
**Feats** Dodge, Mobility, Weapon Finesse  
**Skills** Bluff +9, Disguise +9, Escape Artist +11, Hide +11, Move Silently +11, Open Lock +11, Perform (Dance) +6, Spot +4, Tumble +11  
**Possessions** Leather armor, shortsword, 3 daggers, thieves' tools

## 3: TEN PIECES OF GOLD

### EBI AND FARSHAD CR 4

Male human (Baklunish) barbarian 4  
CE Medium humanoid (human)  
**Init** +1; **Senses** Listen +1, Spot +1  
**Languages** Common

**AC** 17, touch 11, flat-footed 16  
(+1 Dex, +4 armor, +2 shield)

**hp** 41 (4 HD)  
**Fort** +6, **Ref** +2, **Will** +2

**Speed** 40 ft. (8 squares)  
**Melee** +1 *scimitar* +9 (1d6+4/18-20)  
**Base Atk** +4; **Grp** +7  
**Atk Options** Power Attack, rage

**Abilities** Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10  
**SQ** fast movement, illiteracy, rage 2/day, trap sense +1, uncanny dodge  
**Feats** Blind Fight, Power Attack, Weapon Focus (*scimitar*)  
**Skills** Handle Animal +7, Intimidate +7, Jump +12, Ride +10  
**Possessions** +1 *scimitar*, heavy wooden shield, chain shirt, dagger

## 8: THE GRAF COMETH

### ARMANITE CR 7

*\*Fiendish Codex I*

CE Large outsider (chaotic, evil, Extraplanar, tanar'ri)  
**Init** +0; **Senses** Darkvision 60 ft.; Listen +13, Spot +13

**Languages** Abyssal; telepathy 100 ft.

**AC** 23, touch 9, flat-footed 23  
(-1 size, +8 armor, +6 natural)

**hp** 85 (9 HD); **DR** 10/cold iron or good  
**Immune** electricity, poison  
**Resist** acid 10, cold 10, fire 10; **SR** 18  
**Fort** +11, **Ref** +6, **Will** +7

**Speed** 40 ft. in plate armor (4 squares), base speed 60 ft.; Run, air walk

**Melee** mwk lance +14/+9 (2d6+7/x3) and hooves +8 (1d6+2) or

**Melee** mwk heavy flail +14/+9 (2d8+7/19-20) and hooves +8 (1d6+2)

**Ranged** composite longbow +9/+4 (1d8+6/x3 plus 1d6 electricity [plus 2d10 electricity on a critical hit])

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with lance)

**Base Atk** +9; **Grp** +18

**Atk Options** Improved Bull Rush, Power Attack, cavalry charge, sparkbolt

**Abilities** Str 20, Dex 11, Con 20, Int 8, Wis 12, Cha 13

**SQ** tanar'ri traits

**Feats** Improved Bull Rush, Power Attack, Run, Track

**Skills** Intimidate +3, Jump +17, Listen +13, Search +11, Spot +13, Survival +13, Tumble +8

**Possessions** full plate, masterwork lance, masterwork heavy flail, composite longbow (+5 strength bonus) with 20 arrows

**Air Walk (Su)** An armanite can use air walk, as the spell of the same name, for up to one hour per day. This time need not be consecutive.

**Cavalry Charge (Ex)** An armanite is considered to be mounted for determining the effects of charge attacks with lances. An armanite gains a +4 bonus on attack rolls when charging with a lance and does not take a penalty to its Armor Class as a result of its charge.

**Sparkbolt (Su)** An armanite can charge arrows it shoots from any bow with electrical energy at will. Arrows fired by an armanite gain a +1 enhancement bonus and the *shocking burst* weapon quality.

**1: TAVERN****ARMEEN, BONDO, CASPAR, DAVOOD CR 8**

Male Human (mixed) rogue 5/assassin  
2/shadowdancer 1

NE Medium humanoid (human)

**Init** +3; **Senses** Listen -1, Spot +3

**Languages** Common, Ancient Baklunish

**AC** 15, touch 13, flat-footed 12

(+3 Dex, +2 armor)

**hp** 51 (8 HD);

**Fort** +3 (+4 against poison), **Ref** +12, **Will** +0

**Speed** 30 ft. (6 squares);

**Melee** shortsword +7 (1d6/19-20)

**Ranged** thrown dagger +7 (1d4/19-20)

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

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

**Atk Options** Death attack DC 14, sneak attack +4d6

**Special Actions** Combat Reflexes, Dodge, Mobility

**Assassin Spells Known** (CL 2nd):

1st (2/day)—*disguise self*, *sleep*, *true strike*

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

**SQ** Evasion, hide in plain sight, improved uncanny dodge, poison use, save against poison +1, sneak attack, spell use, trap sense +1, trapfinding, uncanny dodge

**Feats** Combat Reflexes, Dodge, Mobility, Weapon Finesse

**Skills** Balance +16, Bluff +9, Disguise +11, Escape Artist +14, Hide +14, Jump +13, Move Silently +14, Open Lock +11, Perform (Dance) +6, Spot +3, Tumble +16

**Possessions** Leather armor, shortsword, 3 daggers, thieves' tools, spell component pouch

**3: TEN PIECES OF GOLD****EBI AND FARSHAD****CR 6**

Male human (Baklunish) barbarian 6

CE Medium humanoid (human)

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

**Languages** Common

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +5 armor, +3 shield)

**hp** 59 (6 HD)

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

**Speed** 40 ft. (8 squares)

**Melee** +1 *scimitar* +11/+6 (1d6+4/18-20)

**Base Atk** +6; **Grp** +9

**Atk Options** Cleave, Power Attack, rage

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

**SQ** fast movement, illiteracy, improved uncanny dodge, rage 2/day, trap sense +2, uncanny dodge

**Feats** Blind Fight, Cleave, Power Attack, Weapon Focus (*scimitar*)

**Skills** Handle Animal +9, Intimidate +9, Jump +14, Ride +12

**Possessions** +1 *scimitar*, +1 *heavy wooden shield*, +1 *chain shirt*, dagger

**8: THE GRAF COMETH****ARMANITE****CR 7**

*\*Fiendish Codex I*

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

**Init** +0; **Senses** Darkvision 60 ft.; Listen +13, Spot +13

**Languages** Abyssal; telepathy 100 ft.

**AC** 23, touch 9, flat-footed 23

(-1 size, +8 armor, +6 natural)

**hp** 85 (9 HD); DR 10/cold iron or good

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10; **SR** 18

**Fort** +11, **Ref** +6, **Will** +7

**Speed** 40 ft. in plate armor (4 squares), base speed 60 ft.; Run, air walk

**Melee** mwk lance +14/+9 (2d6+7/x3) and hooves +8 (1d6+2) or

**Melee** heavy flail +14/+9 (2d8+7/19-20) and hooves +8 (1d6+2)

**Ranged** composite longbow +9/+4 (1d8+6/x3 plus 1d6 electricity [plus 2d10 electricity on a critical hit])

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with lance)

**Base Atk** +9; **Grp** +18

**Atk Options** Improved Bull Rush, Power Attack, cavalry charge, sparkbolt

**Abilities** Str 20, Dex 11, Con 20, Int 8, Wis 12, Cha 13

**SQ** tanar'ri traits

**Feats** Improved Bull Rush, Power Attack, Run, Track

**Skills** Intimidate +3, Jump +17, Listen +13, Search +11, Spot +13, Survival +13, Tumble +8

**Possessions** full plate, masterwork lance, masterwork heavy flail, composite longbow (+5 strength bonus) with 20 arrows

**Air Walk (Su)** An armanite can use air walk, as the spell of the same name, for up to one hour per day. This time need not be consecutive.

**Cavalry Charge (Ex)** An armanite is considered to be mounted for determining the effects of charge attacks with lances. An armanite gains a +4 bonus on attack rolls when charging with a lance and does not take a penalty to its Armor Class as a result of its charge.

**Sparkbolt (Su)** An armanite can charge arrows it shoots from any bow with electrical energy at will. Arrows fired by an armanite gain a +1 enhancement bonus and the *shocking burst* weapon quality.

## 1: TAVERN

ARMEEN, BONDO, CASPAR, DAVOOD

CR 10

Male Human (mixed) rogue 5/assassin  
4/shadowdancer 1  
NE Medium humanoid (human)  
**Init** +3; **Senses** Listen -1, Spot +3  
**Languages** Common, Ancient Baklunish

**AC** 15, touch 13, flat-footed 12  
(+3 Dex, +2 armor)

**hp** 63 (10 HD);

**Fort** +4 (+6 against poison), **Ref** +13, **Will** +1

**Speed** 30 ft. (6 squares);

**Melee** shortsword +9/+4 (1d6/19-20)

**Ranged** thrown dagger +9/+4 (1d4/19-20)

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

**Base Atk** +6; **Grp** +6

**Atk Options** Death attack DC 16, sneak attack +5d6,  
Spring Attack

**Special Actions** Combat Reflexes, Dodge, Mobility

**Assassin Spells Known** (CL 2nd):

2nd (2/day)—*invisibility*, *spider climb*, *undetected alignment*

1st (4/day)—*disguise self*, *jump*, *sleep*, *true strike*

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

**SQ** Evasion, hide in plain sight, improved uncanny  
dodge, poison use, save against poison +2, sneak  
attack, spell use, trap sense +1, trapfinding,  
uncanny dodge

**Feats** Combat Reflexes, Dodge, Mobility, Spring  
Attack, Weapon Finesse

**Skills** Balance +16, Bluff +9, Disguise +11, Escape  
Artist +16, Hide +16, Jump +15, Move Silently +16,  
Open Lock +15, Perform (Dance) +6, Spot +3,  
Tumble +18

**Possessions** Leather armor, shortsword, 3 daggers,  
thieves' tools, spell component pouch

## 3: TEN PIECES OF GOLD

EBI AND FARSHAD

CR 8

Male human (Baklunish) barbarian 8  
CE Medium humanoid (human)  
**Init** +2; **Senses** Listen +1, Spot +1  
**Languages** Common

**AC** 21, touch 12, flat-footed 19  
(+2 Dex, +6 armor, +3 shield)

**hp** 77 (8 HD); DR 1/-

**Fort** +8, **Ref** +4, **Will** +3

**Speed** 40 ft. (8 squares)

**Melee** +1 *scimitar* +13/+8 (1d6+4/18-20)

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

**Atk Options** Cleave, Power Attack, rage

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

**SQ** damage reduction 1/-, fast movement, illiteracy,  
improved uncanny dodge, rage 3/day, trap sense  
+2, uncanny dodge

**Feats** Blind Fight, Cleave, Power Attack, Weapon  
Focus (scimitar)

**Skills** Handle Animal +11, Intimidate +11, Jump +16,  
Ride +15

**Possessions** +1 *scimitar*, +1 *heavy wooden shield*,  
+2 *chain shirt*, dagger

## 8: THE GRAF COMETH

KHASTIGUR

CR 11

\**Monster Manual IV*

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

**Init** -1; **Senses** Darkvision 60 ft., scent; Listen +19,  
Spot +19

**Languages** Abyssal, Celestial, Draconic; telepathy  
100 ft.

**AC** 23, touch 7, flat-footed 23

(-2 size, -1 Dex, +7 armor, +9 natural)

**hp** 172 (15 HD); DR 10/cold iron or good

**Immune** acid, electricity, poison

**Resist** cold 10, fire 10; **SR** 17

**Fort** +16, **Ref** +8, **Will** +10

**Speed** 30 ft. (6 squares) in breastplate; base speed  
40 ft.

**Melee** gore +21 (2d6+8) and  
2 slams +19 each (1d8+4)

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

**Base Atk** +15; **Grp** +31

**Atk Options** Improved Bull Rush, Improved Overrun,  
Power Attack, Powerful Charge, Quicken Spell-Like  
Ability (teleport), aligned strike (chaotic, evil), fear  
bolstered, stunning charge 5d6+12

**Spell-Like Abilities** (CL 18th)

*At will*—*feather fall*, *teleport* (self only)

**Abilities** Str 27, Dex 8, Con 25, Int 8, Wis 12, Cha 8

**SQ** tanar'ri traits

**Feats** Ability Focus (frightful presence), Improved Bull  
Rush, Improved Overrun, Multiattack, Power  
Attack, Powerful Charge, Quicken Spell-Like Ability  
(*teleport*)<sup>B</sup>, Track<sup>B</sup>

**Skills** Concentration +15, Diplomacy +1, Intimidate  
+17, Knowledge (dungeoneering) +4, Knowledge  
(nature) +6, Knowledge (the planes) +5, Listen  
+19, Search +8, Sense Motive +13, Spellcraft +8,  
Spot +19, Survival +19 (+21 on other planes, +21  
following tracks, +21 in aboveground  
environments, +21 underground)

**Possessions** +2 *breastplate*

**Frightful Presence (Su)** A khastigur can inspire  
terror by charging or attacking. Affected creatures  
must succeed on a DC 18 Will save or become  
shaken, remaining in that condition as long as they  
remain within 60 feet of the khastigur. The save DC  
is Charisma based and includes the bonus from the  
Ability Focus feat.

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**Fear Bolstered (Ex)** A khastigur delights in attacking terrified opponents and gains a +2 bonus on attack rolls against shaken, frightened or panicked creatures.

**Stunning Charge (Ex)** A khastigur typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the khastigur to make a single gore attack with a +23 attack bonus that deals 5d6+12 points of damage. The struck creature must succeed on a DC 25 Fortitude save or be stunned for one round. The save DC is Strength based.

## 1: TAVERN

**ARMEEN, BONDO, CASPAR, DAVOOD**  
**CR 13**

Male Human (mixed) rogue 5/assassin  
7/shadowdancer 1  
NE Medium humanoid (human)  
**Init** +3; **Senses** Listen +5, Spot +3  
**Languages** Common, Ancient Baklunish

**AC** 15, touch 13, flat-footed 12  
(+3 Dex, +2 armor)  
**hp** 81 plus 13 temporary (13 HD);  
**Fort** +5 (+8 against poison), **Ref** +14, **Will** +2

**Speed** 30 ft. (6 squares);  
**Melee** shortsword +11/+6 (1d6/19-20)  
**Ranged** thrown dagger +11/+6 (1d4/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +8; **Grp** +8  
**Atk Options** Death attack DC 19, sneak attack +7d6,  
Spring Attack  
**Special Actions** Combat Reflexes, Dodge, Mobility  
**Assassin Spells Known** (CL 2nd):  
3rd (2[0]/day)—*deep slumber*, *false life* †, *nondetection* †  
2nd (4/day)—*darkness*, *invisibility*, *spider climb*,  
*undetected alignment*  
1st (4/day)—*disguise self*, *jump*, *sleep*, *true strike*  
† Already cast

**Abilities** Str 11, Dex 16, Con 14, Int 14, Wis 8, Cha 10  
**SQ** Evasion, hide in plain sight, improved uncanny  
dodge, poison use, save against poison +3, sneak  
attack, spell use, trap sense +1, trapfinding,  
uncanny dodge  
**Feats** Blind-Fight, Combat Reflexes, Dodge, Mobility,  
Spring Attack, Weapon Finesse  
**Skills** Balance +16, Bluff +9, Disguise +11, Escape  
Artist +19, Hide +19, Jump +18, Listen +5, Move  
Silently +19, Open Lock +15, Perform (Dance) +6,  
Spot +3, Tumble +21  
**Possessions** Leather armor, shortsword, 3 daggers,  
thieves' tools, spell component pouch

## 3: TEN PIECES OF GOLD

**EBI AND FARSHAD**  
**CR 10**

Male human (Baklunish) barbarian 10  
CE Medium humanoid (human)  
**Init** +2; **Senses** Listen +1, Spot +1  
**Languages** Common

**AC** 22, touch 12, flat-footed 20  
(+2 Dex, +6 armor, +4 shield)  
**hp** 95 (10 HD); DR 2/-  
**Fort** +9, **Ref** +5, **Will** +4

**Speed** 40 ft. (8 squares)  
**Melee** +1 *scimitar* +16/+11 (1d6+5/15-20)  
**Base Atk** +10; **Grp** +14  
**Atk Options** Cleave, Power Attack, rage

**Abilities** Str 18, Dex 14, Con 14, Int 8, Wis 12, Cha 10

**SQ** damage reduction 2/-, fast movement, illiteracy,  
improved uncanny dodge, rage 3/day, trap sense  
+3, uncanny dodge

**Feats** Blind Fight, Cleave, Improved Critical (scimitar),  
Power Attack, Weapon Focus (scimitar)

**Skills** Handle Animal +13, Intimidate +13, Jump +19,  
Ride +17

**Possessions** +1 *scimitar*, +2 *heavy wooden shield*,  
+2 *chain shirt*, *gauntlets of strength* +2, dagger

## 8: THE GRAF COMETH

**KHASTIGUR**  
**CR 11**

*\*Monster Manual IV*

CE Huge outsider (chaotic, evil, extraplanar, tanar'ri)  
**Init** -1; **Senses** Darkvision 60 ft., scent; Listen +19,  
Spot +19

**Languages** Abyssal, Celestial, Draconic; telepathy  
100 ft.

**AC** 23, touch 7, flat-footed 23  
(-2 size, -1 Dex, +7 armor, +9 natural)  
**hp** 172 (15 HD); DR 10/cold iron or good  
**Immune** acid, electricity, poison  
**Resist** cold 10, fire 10; **SR** 17  
**Fort** +16, **Ref** +8, **Will** +10

**Speed** 30 ft. (6 squares) in breastplate; base speed  
40 ft.

**Melee** gore +21 (2d6+8) and  
2 slams +19 each (1d8+4)

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

**Base Atk** +15; **Grp** +31

**Atk Options** Improved Bull Rush, Improved Overrun,  
Power Attack, Powerful Charge, Quicken Spell-Like  
Ability (teleport), aligned strike (chaotic, evil), fear  
bolstered, stunning charge 5d6+12

**Spell-Like Abilities** (CL 18th)  
*At will—feather fall*, *teleport* (self only)

**Abilities** Str 27, Dex 8, Con 25, Int 8, Wis 12, Cha 8  
**SQ** tanar'ri traits

**Feats** Ability Focus (frightful presence), Improved Bull  
Rush, Improved Overrun, Multiattack, Power  
Attack, Powerful Charge, Quicken Spell-Like Ability  
(*teleport*)<sup>B</sup>, Track<sup>B</sup>

**Skills** Concentration +15, Diplomacy +1, Intimidate  
+17, Knowledge (dungeoneering) +4, Knowledge  
(nature) +6, Knowledge (the planes) +5, Listen  
+19, Search +8, Sense Motive +13, Spellcraft +8,  
Spot +19, Survival +19 (+21 on other planes, +21  
following tracks, +21 in aboveground  
environments, +21 underground)

**Possessions** +2 *breastplate*

**Frightful Presence (Su)** A khastigur can inspire  
terror by charging or attacking. Affected creatures  
must succeed on a DC 18 Will save or become  
shaken, remaining in that condition as long as they  
remain within 60 feet of the khastigur. The save DC

is Charisma based and includes the bonus from the Ability Focus feat.

**Fear Bolstered (Ex)** A khastigur delights in attacking terrified opponents and gains a +2 bonus on attack rolls against shaken, frightened or panicked creatures.

**Stunning Charge (Ex)** A khastigur typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the khastigur to make a single gore attack with a +23 attack bonus that deals 5d6+12 points of damage. The struck creature must succeed on a DC 25 Fortitude save or be stunned for one round. The save DC is Strength based.

## APPENDIX 2: NEW RULES ITEMS

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### MUNDANE EQUIPMENT

#### **Snap-tong (exotic)**

Cost: 250 gp

Damage (medium): 1d10

Critical: x2

Weight: 10 lb.

Type: Piercing

This short polearm ends in a sharp spike that has one or more crescent-shaped pincers designed close around it. A proficient wielder that hits an opponent of at least one size smaller can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the snap-tong grabs the opponent and deals 1d10 points of damage (plus the wielder's Strength modifier) each round the hold is maintained.

**Source:** *Fiendish Codex I* 51

#### **Tri-blade (exotic)**

Cost: 35 gp

Damage (medium): 2d4

Critical: x2

Range Increment: 20 ft.

Weight: 3 lb.

Type: Slashing

This thrown weapon consists of a three-bladed wedge launched from a slinglike device. Rutterkins usually carry five of these for use in ranged combat.

**Source:** *Fiendish Codex I* 51

## 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 labour 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 labour 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

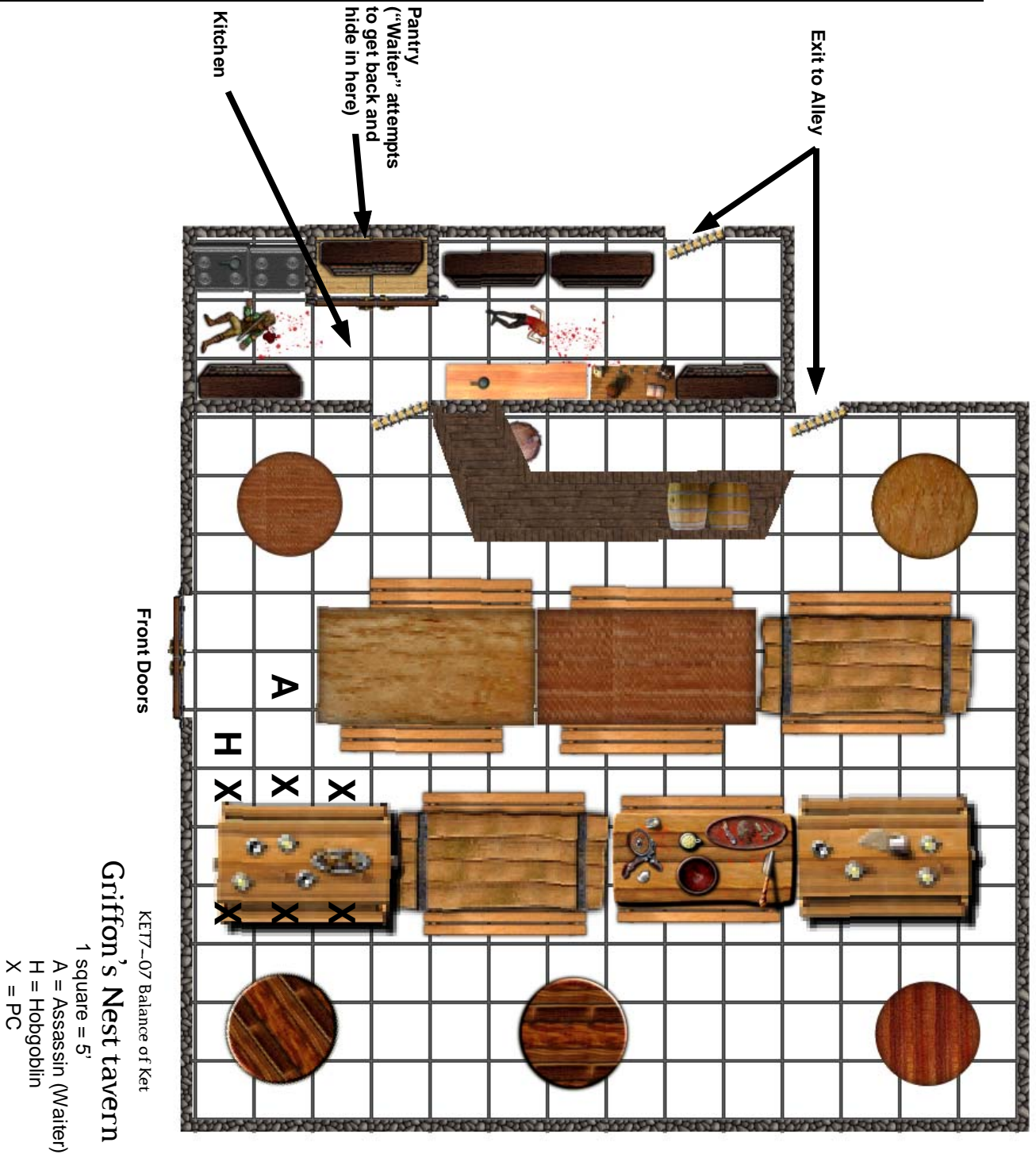
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\*Only a Citizen may become an ushdar (indentured servant). Residents and non-residents unable to pay fine are sentenced to labour in the mines, value of their work (minus cost of food) used to pay off fine. This typically works out to about 30 greatshields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

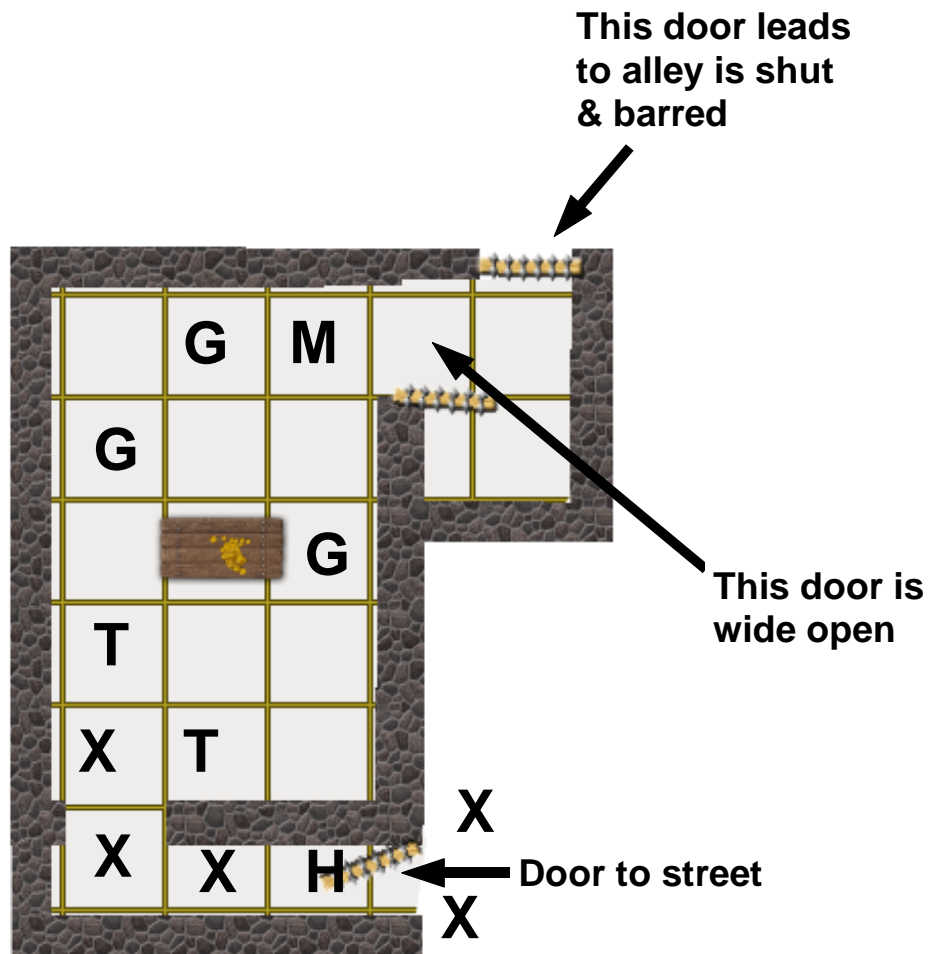
\*\*Any sentence of time in the mines includes branding on right cheek and lifetime loss of Citizenship

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

# DM MAP: GRIFFON'S NEST TAVERN



## DM MAP: HOVEL



KET7-07 Balance of Ket

### Hovel

1 square = 5'

M= Morad

G = Guard

H=Half-orc

T=Thug

X = PC

# DM MAP: TEMPLE OF THE RESTORER

KET7-07 Balance of Ket

## Temple

1 square = 5'

D= Durva Chapel

M= Molvar Chapel

P=Polvar Chapel

F= Falwur Chapel

N = Nehez Capal

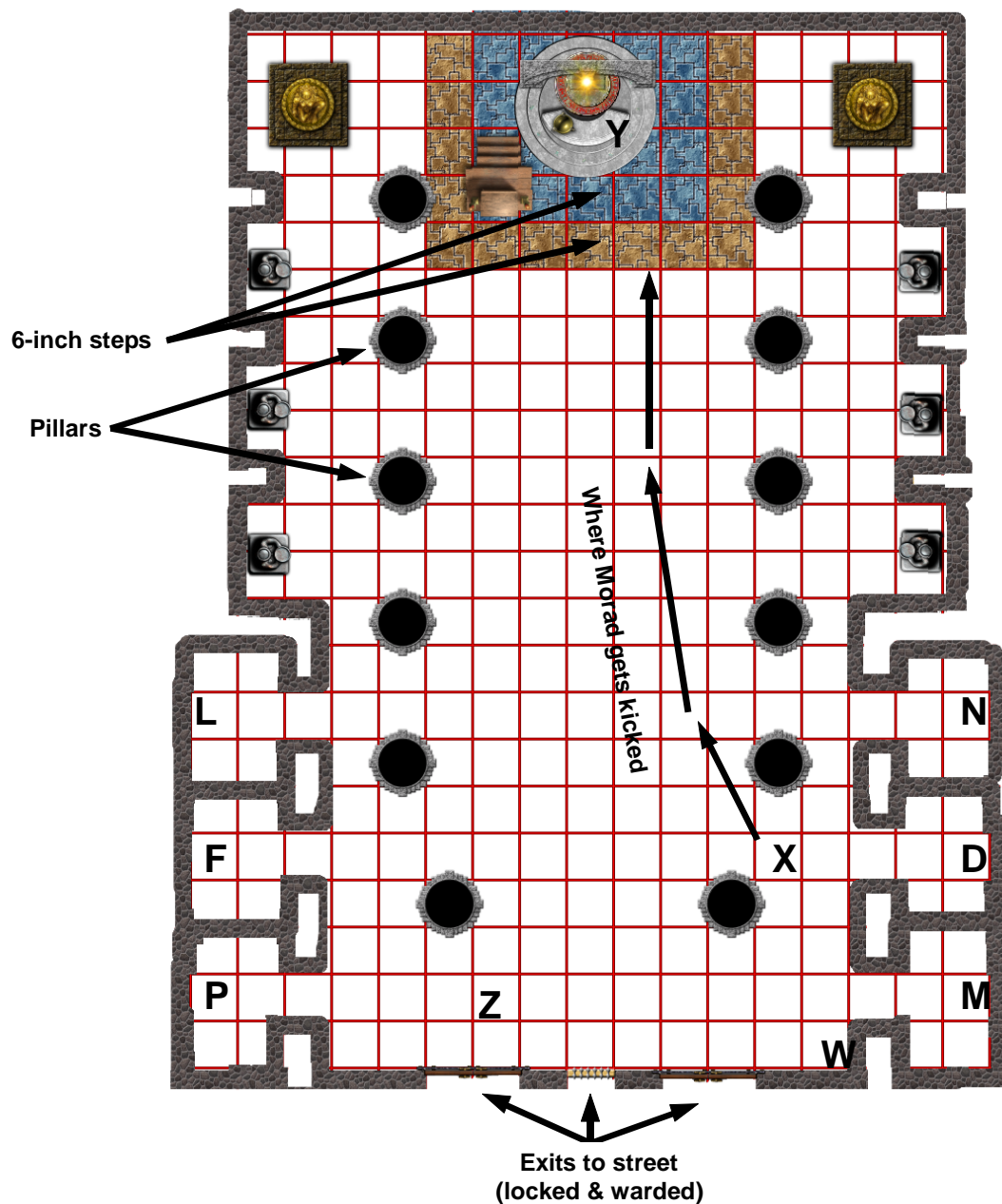
L =Lopolla (Beygraf's) Chapel

W= Najmeh starts here

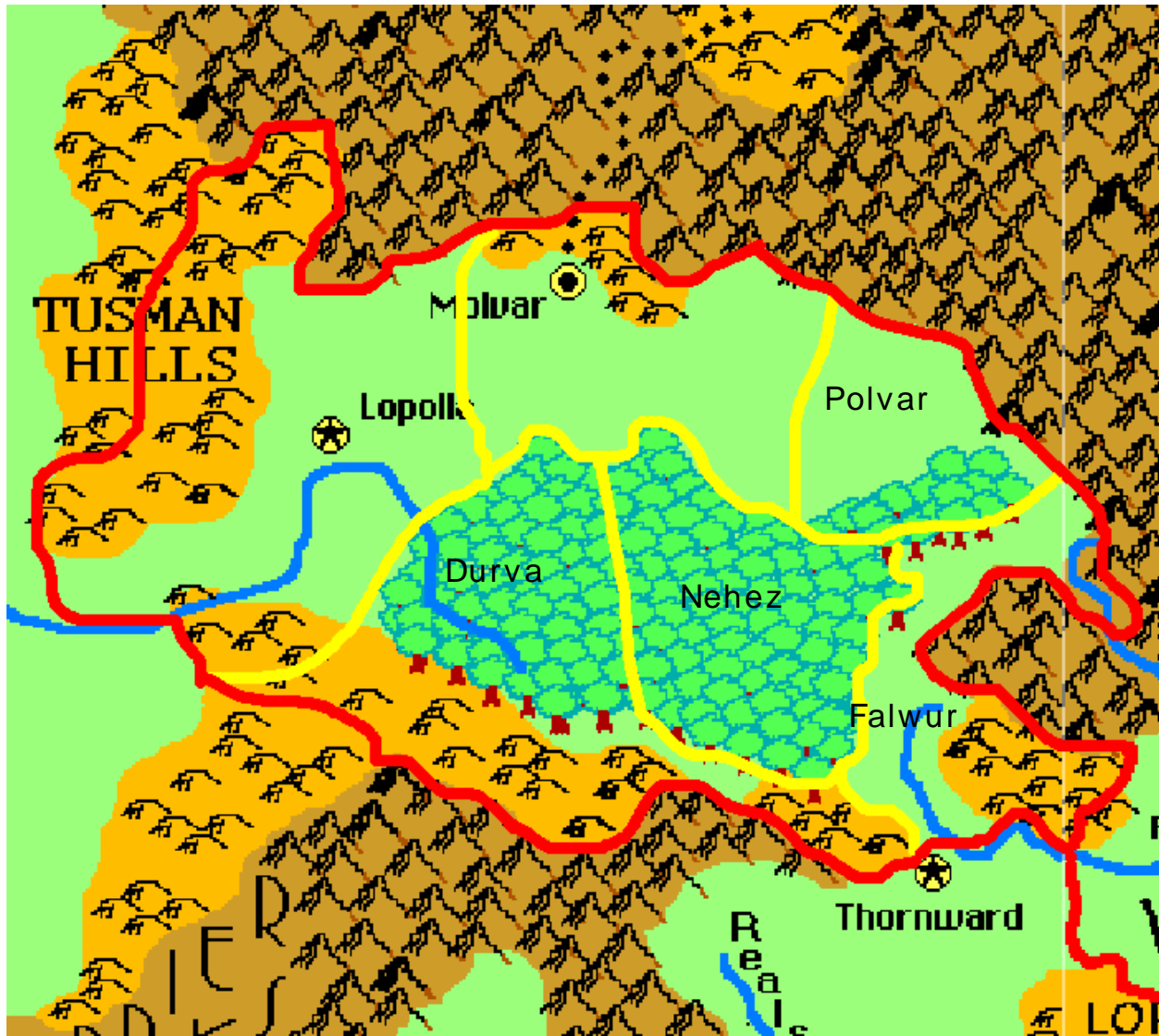
X = Darosh stops wheelchair here

Y = Balor fight here

Z = Beygraf defeats Sarosh here



## PLAYER HANDOUT: MAP OF KET



KET7-07 Balance of Ket  
Provinces of Ket