

KET7-03

Balance of Harmony

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

by Alan Brown & Penn Davies

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Vultures circle a village common, as death plunges a black knife into the heart of Ket. Something is upsetting the balance of Ket's society—but what? Or who? A one-round regional adventure set in Ket for characters level 1-14 (APLs 2-12), particularly suitable for members of the Brotherhood of Sorcery, the Wanderers of Fharlanghn, and the Xanavade. Part Two of the “Seeking Balance” series. Players are strongly advised that for maximum enjoyment of this series of adventures, KET7-01 *Balance of Secrets* should be played first.

Resources for this adventure include *Magic Item Compendium* [Andy Collins], and *Monster Manual III* [Wizards Team]

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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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 nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full

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

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

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To 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 PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. 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 reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Ket. All characters who have Ket as their home region pay 1 Time Units per round; all other characters pay 2 TUs.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

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

THE STORY THUS FAR

Ten years ago, an agent of Iuz named Morad was plotting to destabilize Ket. He heard of an artifact called the *Lantern of Dharmal* that might be of some help in this regard. Through research, Morad discovered the power of the *Lantern*: if a magical item were placed in the *Lantern*, the thematic qualities of the object would affect those in the immediate vicinity. For example, a *potion of heroism*

placed in the *Lantern* would make those around the *Lantern* feel heroic. He also discovered that it was being kept in a temple of Xan Yae in Polvar.

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

Morad decided he could recover the *Lantern* later, and returned to Lopolla to continue with his long-term plan. He changed his name to Morteza and founded a fake temple of Xan Yae, the Temple of the Shadowy Darkness That Comes in the Second Hour After Midnight. To make his cover as real as possible, he sought out real monks of Xan Yae and convinced them to join his temple. So credible was he that each monk truly believes that they are a member of an authentic temple of Xan Yae. Indeed, the only person at the temple who does not worship Xan Yae is "Morteza".

He patiently made other preparations, and earlier this year, he was finally ready to set his plan in motion. Rather than send his monks to face the dangers of the cavern, Morteza hired a band of adventurers to retrieve the *Lantern*. Those events are told in **KET7-01** *Balance of Secrets*.

Shortly after obtaining the *Lantern*, Morteza traveled to Furyondy, where he stole a powerful Chaotic magic item called the *Fist of Emirikol*. Morteza knows that once the *Fist* is placed in the *Lantern*, it will broadcast strong waves of Chaos to anyone standing near the *Lantern*. Morteza has determined that his monks are immune to the effects of the *Lantern* due to their high Wisdom, but he is certain that it will have a pronounced effect on many of the Lawful people of Ket.

THE TRAVELLING ROAD SHOW

About two weeks ago, Morteza sent the monks out into Ket on the south road out of Lopolla disguised as a band of itinerate jugglers and tumblers. They will stop in every village and thorp to perform, luring crowds of people within range of the *Lantern*, which is hidden in one of the monks' carts.

Morteza has told them truthfully what the *Lantern's* power is, but has lied to them about the *Fist of Emirikol*, telling them that it is an object of great Neutrality called the Stone of Blessing. Thus they believe that what they are doing is sending waves of beautiful Neutrality into Ketites in order to move them away from the extreme of unthinking Lawfulness.

Morteza has also warned them, again truthfully, that if anyone finds out what they are doing, they will be

stopped and the *Lantern* and the “Stone of Blessing” will be taken from them.

The monks have visited nine small towns and villages, and have left behind a trail of unrest and violence. The monks leave town immediately after each show, before the subtle effects of the *Lantern* begin to be seen, and like a boat that leaves a wake but is unaffected by it, the monks are totally unaware of what is happening on the road behind them.

The effect on people starts to snowball overnight and into the next day as they interact and react with each other. Depending on the status and personalities of the people exposed to the *Lantern*, the effect on the town can be anything from mild sniping and complaints to widespread discontent against the authorities to vigilantism against perceived wrongs and even outright violence.

Word is starting to spread about unrest in the region south of Lopolla, but for the most part attention is focused on more immediate concerns in southern Ket.¹

SISTER NAJMEH

Sister Najmeh first appeared in **KET7-01** *Balance of Secrets*, and any PC who played that adventure will instantly recognize her. She was trained as a monk of Xan Yae at a small temple in Falwur Province, and was Morteza’s first recruit to his fake temple in Lopolla. She has become his personal assistant, and often handles temple business during his absences, which are frequent.

Najmeh is aware of the *Lantern*’s power, and also that the *Fist of Emirikol* is a magic item, although she believes it is a magic item of Neutrality called the Stone of Blessing. However, there are several things that are starting not to add up about their “road trip”, although she has pushed these worries to the back of her mind as she takes charge of the small caravan each day.

Najmeh has also begun to doubt Morteza’s explanations of why their temple is so secretive and isolated from others, but has not even come close to contemplating that Morteza does not worship Xan Yae. The most daring reason she has been able to come up with is that Morteza is hiding from an illegal past, and is trying to use the Neutrality of Xan Yae to soothe his troubled soul.

Although Morteza has been careful to keep her out of his deepest plots against Ket, she still has overheard

snippets of conversation and seen occasional pieces of paper on his desk, etc. She hasn’t consciously thought about these things yet, but if she were forced to face the facts about Morteza, it wouldn’t be long before she put all the pieces together.

THE FIST OF EMIRIKOL

This multifaceted “ball” appears to have been carved from a solid piece of bone or horn taken from an unidentified type of creature. Upon each of its twenty faces is engraved a different sigil.

Unknown to the monks, this is a potent offensive weapon, and if anyone hurls it at a target with intent to injure, the *Fist*’s offensive capabilities are awakened. Once used in this manner, it appears to disintegrate, but reforms the next day in a small leather bag hanging on Najmeh’s belt. See Appendix 2: New Rules Items for details.

THE LANTERN OF DHARMAL

During **KET7-01** *Balance of Secrets*, the *Lantern* was dormant, but Morteza has awakened its power. It now gives off a weak aura of all schools when there is nothing inside it. When a magic item is placed in it, the *Lantern* radiates a strong aura of the item’s school of magic.

The Lantern magnifies the effect of the item such that anyone standing within 100 feet of it must make a DC 5 Will save (on which a 1 does not automatically fail) or be mentally affected by the item, magnifying personality traits that are aligned with the item and suppressing traits that are opposed to it. This save must be retried every minute (10 rounds) that a person is within range of its effect until a failure is achieved. There is no overt effect, and the victims will not notice the effect, pass or fail. Specific behavior results will vary significantly depending on personality. Some people grow vicious and violent; others simply take the day off.

The stronger the item, the greater the effect. So a relatively weak *potion of heroism* would make those who fail their Will save feel mildly heroic. The *Fist* is much stronger than a potion, and its effect on anyone not making their Will save is to change their alignment for the next 48 hours as follows:

- LG and NG become CG
- LN and N become CN
- LE and NE become CE
- CG and CE become CN
- CN remains CN, but the person has an overwhelming desire for Chaos and anarchy

This could have significant consequences for any Paladins or Monks, if they have a Will save bonus less than +4. (Any character with a bonus of +4 or better

¹ At the time of this writing, Ket was having troubles with Bissel. Even if this situation has ended by the time this adventure is played, the situation on the southern border should still be serious enough to pull attention away from this area.

cannot fail a save). See Appendix 2: New Rules Items for details.

When the *Fist* is placed inside the *Lantern*, it radiates a bluish-white light that will provide adequate illumination in a 15' circle.

Those affected radiate faintly of Enchantment. The effect can be dispelled by placing something Lawful of the same strength as the *Fist* in the *Lantern* at the same time; the two cancel each other out, dispelling the effect to all standing within 100 ft.

A *protection from chaos* spell can suppress the effect, and a *dispel chaos* can remove it. The effect otherwise lasts for 48 hours.

A DEADLY TURN OF EVENTS

The night before the party arrives in the small village of Abouza (1: *A Dead Village*), the effect of the *Lantern* takes a deadly turn due to an unforeseen happenstance. The day previous (i.e. two days before the party arrives in Abouza), all the mothers took their children (age 15 and under) on an annual sleepover/berry picking expedition to a blueberry grove about two hours away (slow walking time).

Shortly after the women and children left, the men were still gathered in the center of the village when the traveling road show arrived. The monks started to unpack for a performance, the *Fist* already having been placed in the *Lantern* beforehand. However, when they were told that all the women and children were gone for the day and the rest of the men were about to leave to work in the fields, the monks got back on their wagons and kept on going in order to reach the next village before the end of day.

However, the brief exposure to the *Fist* within the *Lantern* was enough to affect most of the villagers present. More seriously, Grapple, a half-orc barbarian, arrived in town just at that moment, and was affected by the *Lantern* as the monks' small caravan passed by. He was not in a good mood, having just been kicked out of the nearby town of Jhallda by the Thresher Captain after doing a week of stock time for public drunkenness. He stopped at the village tavern for a bite to eat and a mug of ale, then decided to wait out the mid-day heat in the coolness of the tavern. As he pounded back drink after drink, he forgot about moving on, and his CN alignment slowly veered into an insane desire for Chaos and anarchy.

As usual, all the villagers gathered at the pub for a drink after dinner, but due to the paranoia caused by their new alignments, the villagers affected by the *Lantern* took down their old army weapons from where they hung over fireplaces, and brought them to the pub. At the tavern, the usual polite conversation were replaced

by arguments, rude jokes, and a desire to cheat the publican (leading to more arguments, especially with the still Lawful but unarmed villagers who had resisted the effects of the *Lantern*, and who were upset at what was going on).

At any other time, this probably would have degenerated into fistfights and wrestling until everyone got tired and went home, but Grapple suddenly pulled out his battleaxe and beheaded one of the unaffected and unarmed villagers, starting a deadly brawl. The unarmed villagers were quickly slain as they attempted to flee, and then the fight moved outside and ranged up and down the main street of the village. It eventually centered on the village common, where Grapple killed the rest of his opponents. However, Grapple himself was seriously wounded, and only managed to get himself back to the tavern before his battle rage finally ended. With the loss of his raging hit points, he fell unconscious and quickly bled to death.

THE MONKS MOVE ON

On the night that the villagers of Abouza were killing each other, the monks were performing in Jhallda, a town about five miles down the road. There was a street festival that night, and the monks were able to slip in, perform and slip out of town again without being noticed too much, everyone assuming the monks had been one of the hired acts. The monks then camped just outside Jhallda.

On the morning that the adventure begins, the monks try to make their usual early start, but a broken wagon wheel delays them most of the morning. They will not get to the next town, Bayat, until sundown.

ANOINTING CEREMONY

The Anointing Ceremony is one of the most important rituals in the life of a devout follower of Al'Akbar, and is well known to all residents of Ket. The ritual is a day-long celebration in which a family dedicates the life of a newborn to the worship of Al'Akbar and the True Faith (or Exalted Faith in other parts of the Baklunish West.), and marks the beginning of the child's journey along the path of the Four Feet of the Dragon. The Anointing Ceremony is usually done when a child is about a month old, and is an opportunity to gather friends, family and community together. After a service of worship at a temple of Al'Akbar, everyone goes back to the street outside the parents' home. There, in front of all the people, the child is anointed into the service of Al'Akbar by a mullah, and given its name. This marks the start of a street festival, for which the family provides food and entertainment—although in larger cities, street vendors

and buskers are quick to set up shop on the periphery in order to make some coin.

As part of the celebrations, a Protector for the child is chosen through a series of contests of skill. It is considered a great honor but also a great responsibility to become a child's Protector, and is not a task to be taken on lightly. A potential Protector does not have to hold Al'Akbar as his or her primary deity, but he or she should respect the True Faith, and demonstrate the Four Feet of the Dragon through action and word. In addition, a Protector must be able to speak Ancient Baklunish.

WEATHER

It is high summer—the month of Reaping—and the days are hot and humid, with nothing but hazy sunlight during the day. The night brings little relief from the heat as the clouds clear away, leaving clear but hazy skies, with half moons rising on the first night of this adventure.

PREPARATION FOR PLAY

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

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

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

- Has anyone played **KET7-01** *Balance of Secrets* with this PC? (There are several NPCs and items they will recognize.)
- What are the save bonuses of all characters? Any character with a Will save bonus of +3 or lower could potentially be affected by the Lantern.
- Ket Metaorganizations: Does anyone belong to the Xanavade, the Wanderers of Fharlaghn, or the Brotherhood of Sorcerers? These players will have opportunities to earn special AR rewards.

ADVENTURE SUMMARY

Summary: The adventurers try to solve the mystery of one village that tore itself apart, and another village exhibiting some of the same symptoms. After following some false leads, the adventurers discover Morteza's jugglers in the next village and have an opportunity to stop them before they can harm anyone else, if all goes well.

1: A Dead Village: Roleplaying encounter. The adventurers enter the village of Abouza where all adults have been killed, apparently fighting amongst themselves. A Mullah asks them to send the Threshers from the nearby town of Jhallda.

2: The Town of Jhallda: Roleplaying encounter. At the next village, Jhaldda, they see signs of unrest as they enter. They can do a basic Gather Information, go to the Temple of Al'Akbar or visit the Thresher Station. At the Thresher Station, they meet the captain, who realizes he is undergoing some sort of change, locks himself in a cell and orders the PCs to find out what is going on.

3: Asking Around: Roleplaying encounter. An opportunity to interview people in order to get two possible leads—a bad-tempered foreigner named Grazelt, and a mysterious figure dressed in black (Varya). Once Grazelt and/or Varya have been interviewed, the PCs may return to this encounter to re-interview people and gain more clues.

4: Grazelt: Roleplaying encounter. The party is warned away from Grazelt's property by a trapped archway. Once past the archway, they find him sitting outside his hut, singing ballads to Olidamarra. His threat against the village turns out to be a misunderstanding, and a search of his property does not turn up anything significant.

5: The Man in Black: Combat encounter. The mysterious man is actually a woman, Varya, from Furyondy. She is attacked by a servant of Iuz just as the party reaches her. If the party saves her, Varya reveals that she is looking for a stolen magic item called the *Fist of Emirikol*.

6: Interlude: How to move the PCs towards following the jugglers if they have not yet grasped their significance.

7: On the Road to Bayat: Roleplaying encounter. The party may find the campsite of the monks and subsequently may find a clue that the jugglers are not just jugglers.

8: The Jugglers: Combat encounter. Following the traveling show to the village of Bayat, the adventurers have an opportunity to watch the show and then either confront the monks and try to convince them that what they are doing is wrong, or sneak into their wagon and attempt to steal the Lantern. In either case, the monks

will fight back (with non-lethal damage) in an attempt to recover the Lantern and escape. Najmeh will surrender if the other monks are defeated.

9: Conclusion: Roleplaying encounter. Sister Najmeh, head of the jugglers, is stricken with sorrow as she is confronted by how she has been duped by her master. She is likely a goldmine of information about Morteza's plot, but she is kidnapped while being taken back to Lopolla for questioning.

0: INTRODUCTION

STORY REVIEW

If at least one player has played the previous adventure in this series, **KET7-01** *Balance of Secrets*, then read the following. If none of the players has played the previous adventure, skip down to *Shopping*.

Previous to this, some or all of you took part in an adventure to recover a magical item called the Lantern of Dharmal. You were hired by a Xan Yae monk of the Temple of Shadowy Darkness that Comes in the Second Hour After Midnight in Lopolla, a woman called Najmeh, who was working on behalf of the Master of her Temple, Morteza.

Since that time, the Temple that hired you has disappeared, and the Lantern with it.

SHOPPING

This is a shopping opportunity for the party in Lopolla, capital city of Ket before they set out into the countryside south of Lopolla. Once shopping is completed, the rest of this encounter is only needed if there is at least one member of the Xanavade at the table. If there are no Xanavade members in the party, skip forward to **1: A Dead Village** once shopping has been completed.

FOR XANAVADE MEMBERS ONLY

Take all members of the Xanavade aside. Tell them that the Xanavade leadership has told them of a wave of thefts being reported in the rural countryside south of Lopolla. Xanavade members are instructed that their priority is to find out who is causing this wave of crime and put an end to it before the local authorities start cracking down on "legitimate" Xanavade business. They will be rewarded if they are able to do so.

1: A DEAD VILLAGE

It is not even noon in the countryside south of Lopolla, but it is already oppressively hot, the high summer sun blazing down out of the hazy blue sky. There is not even a hint of a breeze, and the fine

white dust that is raised by your passage mixes with the sweat on your face, as well as irritating your eyes and making you choke and cough. The warm, brackish water in your waterskin does little to help, and images of a cold mug of ale in a cool, dark tavern start to dominate your thoughts. Thankfully, just as you feel you can't take another step, the small village of Abouza appears through the waves of heat. You eagerly pick up your pace, sure there is a cold drink waiting for you.

As you enter Abouza, it doesn't surprise you that no one is out in the summer heat. It does surprise you that a dozen black vultures are circling overhead, riding the waves of heat rising from the ground, while several more glide down to land somewhere in the centre of the village.

Abouza is a small thorp of perhaps 75 people. Give the players **Player Map 1: Ket**, as well as **Player Map 2: Map of Area** to show them where they are. The adventure starts in the late morning on a hot summer day.

Assuming the PCs are curious about the vultures, they will begin to walk towards the village common, which is where the main road through town heads in any case.

As they turn a corner, they see a disturbing sight: the body of a middle-aged man in the middle of the road, dressed in a farmer's clothes, lying in a pool of blood. His body bears massive slashing wounds. It is a DC 15 Heal check to reveal that he died about 12 hours ago due to wounds of the kind that might be caused by an axe or similar weapon. The man is clutching a short sword but it has no blood on it (i.e. he did not use it on himself.) His purse contains a few coins (i.e. he was not robbed).

A few houses down, two men lie in the doorway. They both clutch daggers that are buried in each others' chests. A DC 15 Heal check shows that they too have been dead about 12 hours.

Searching the houses in this area reveals several more people who apparently died violently earlier today, several by large slashing wounds, but others by sword, dagger or even bludgeoned as if by a club. There are a few animals penned up in this rural village—goats, cows, and even some large draught horses. They appear to be unharmed. Strangely, there are no children to be found. None of the houses' possessions have been touched.

Moving on to the village common, it is obvious that the bulk of fighting took place here. Dozens of bodies lie strewn about, mainly men, with the occasional woman. Everyone is holding a weapon. (Women are just as likely to be armed as men in Ket, where everyone must train in the military for a year to earn Citizenship.) It is obvious from the positions of the bodies that they were fighting each other.

THE DRY BARREL TAVERN

An empty beer barrel tipped over on its side hangs over the door of the Dry Barrel tavern. A highly visible blood trail leads from the village common into the tavern.

The door is open, and inside the common room is a massive half-orc barbarian sitting in a chair, bloody greataxe discarded on the floor, an empty mug of ale dangling from one hand. He is covered with many wounds, some of them serious. There is a vacant look on his face, and anyone approaching closer than the doorway can easily tell that he is dead. A DC 15 Heal check reveals that he died of blood loss about 12 hours ago from many wounds, which were caused by a variety of weapons. A DC 10 Search check reveals several personal possessions marked either with the initial “G” or the name “Grapple”.

There are several other bodies in the tavern with a variety of wounds—they are all unarmed, and have not been searched or robbed.

Speak with the Dead: If someone attempts to *Speak with the dead*, see **DM Aid 1: Speaking with the Dead**.

Tracking: Any Survival check with the Track feat on the village road will simply reveal the normal traffic that one might expect at this time of year—humanoid footsteps, large farm or draught horses, some carts or wagons.

THE WOMEN & CHILDREN RETURN:

As the PCs are investigating the inn, or if the PCs haven't made it to the village common because they have started systematically searching through houses for loot, the party will hear singing and laughter in the distance. If they immediately go outside and intervene, the party can stop the village women and children before they catch sight of the bodies.

Otherwise, about two dozen women and twice as many children aged infant to age 15 arrive back from their berry-picking expedition and see the dead bodies. Women begin to scream and paw through the bodies looking for husbands and sons. Children cry and hold on to mothers.

In either case, a woman in the red and black robes of a mullah of the True Faith, Behbaha al'Mullah, will step forward and take charge. If the women and children have seen the bodies, she will calm many of them with a *calm emotions*, and then elicit whatever information the PCs have gleaned from the scene.

She then asks the party to help her untangle the bodies so they can be identified properly. She does not want the women to help since this will upset them even more.

Once this is done, she turns to the party.

“Some great evil is at work here. These men grew up together, worked together, and shared the fruits of the harvest together. They were Protectors of each other's children and lifelong friends. But by the signs I read, they ended their lives in combat against each other, using the weapons they have not touched since they left the army. Will you go to Jhallda immediately and get help? The Threshers must know of this and we must have help to prepare the bodies for cremation and burial.”

Jhallda is a larger village only five miles away, and is a 90-minute walk (at a speed of 30') or an hour ride (at a speed of 50')—arriving by early afternoon in either case—unless magic or other abilities are used to shorten this travel time.

In addition to contacting the Threshers, Behbaha asks the party to go to the mullah of Jhaldda's temple, a woman named Ezzati al'Mullah, and have her put together a work team immediately to help Behbaha prepare the bodies for a mass funeral.

If the PCs ask for money for this chore, Behbaha snaps that they need to wake up and recall their duty to the laws of Ket—to bring all crimes to the attention of the authorities without delay. If they still insist on being paid, she angrily offers to give them whatever she receives as an offering at her next regular Godsdays service, although that will likely be no more than a few silver lances per PC.

Development: The PCs should take the hint and move with all speed to Jhaldda. Any who refuse end their adventure here.

2: THE TOWN OF JHALLDA

Previous Night: On the previous night, the couple who own the butcher shop in Jhallda, Arzani and Laila, held an Anointing Ceremony for their newborn son, Armin. The officiating priest was Ezzati al'Mullah, the local priest of Al'Akbar. As is customary, Arzani and Laila hired performers for the street festival that followed the Ceremony, including a well-known puppeteer. However, they did not hire the monks of Morteza, who slipped into town during the festival and set up their show just around the corner. Arzani and Laila did not see the monks, and everyone else assumed the “jugglers” were part of the hired entertainment. The monks slipped out of town before the rest of the performances ended.

The monks made camp just outside Jhallda, and although they usually break camp at first light, they have

been delayed by a broken wagon wheel, and will only make it to the next town, Bayat, just before sunset.

Of course, the monks had placed the *Fist of Emirikol* in the *Lantern of Dharmal* before entering town, and have successfully affected about 80% of the town residents.

As you enter the town of Jhallda, you are alert for any signs of trouble, but you see none. There was obviously a large party or festival here—several temporary stages are being torn down, and the type of litter left behind by happy crowds covers the streets. Several men are clearing this up, when suddenly two men begin to fight, trading several blows before their friends pull them apart.

"I told you to stay on your side of the street!" one man snarls at the other.

"I'll pick up garbage on this side of the street if I want to!" the other retorts.

"No you won't, it's mine, I get the pick of the litter."

Strangely, no one laughs at this joke, and after a moment, the two men shrug off restraining hands, glare at each other and go back to picking up litter on opposite sides of the street in sullen silence.

You see the Thresher Station across the road, and a temple of Al'Akbar down the street.

The party has three main options at this point: Thresher Station, Temple of Al'Akbar or talk with townspeople cleaning the streets. These can be done in any order in this encounter, although custom and law demand that they should visit the Thresher Station before they go to the temple. (Automatically known by Ket residents, DC 11 Knowledge (Local-VTF) check otherwise.)

TALK WITH TOWNSPEOPLE:

If the PCs wish to question anyone before entering the Thresher Station, the people working in the street are initially sullen and withdrawn, but eventually a Gather Information check will reveal:

[DC 5] There was a festival here yesterday.

[DC 10] The festival was a celebration of the Anointing of Armin bin Arzani, son of Arzani and Laila. Arzani and Laila own and run the local butcher shop and are reasonably well-off. The blacksmith Jalaf became Armin's Protector—a good choice, he is a very Lawful Citizen, very responsible and one who honors the Four Feet of the Dragon.

[DC 15] Arzani and Laila must have spent a lot of money on the festival—there were spits of the tenderest meat from their butcher shop, trays of sweetmeats, and several entertainers including a puppet show.

[DC 17] Arzani and Laila paid off the Thresher captain to make sure his Threshers were out of town for their festival. (Note: this is a false rumor. Yes, all but one of the Threshers was out of town yesterday, but they were on a regularly scheduled patrol.)

[DC 20] The puppeteer was none other than Jahanabad. He kept the crowd in stitches with the latest adventure of Poor Yazmin, who has fallen in love with the Margrave of Bissel.

[DC 25] Chubin, the Thresher captain, was not happy about all the festivities. He warned several people about their behavior, and finally arrested Neeve Greenvest (the town cobbler) for public drunkenness and kept him in the Thresher Station overnight.

THRESHER STATION

The Thresher Station is of the standard design for a town this size—a low brick building in the middle of town with arrow-slit windows and a stable out back. A platform beside the Station contains five stocks; currently one person occupies a set of stocks. A piece of parchment pinned to the stocks indicates that this is Abtum, currently doing a week in the stocks for theft.

Residents of Ket recognize the insignia of the Threshers on a small plaque by the front door, DC 15 Knowledge (Local-VTF) for all non-residents. If non-residents fail this check, anyone in town will direct them to the Thresher Station.

If everyone in the party is from outside of Ket, then substitute "man in uniform" or "men in uniform" for "Thresher" and "Threshers" in the boxed text, since they might not know who or what a Thresher is.

The interior of the Thresher Station is clean and neat. A long counter across the room separates the front half, where you are, from the back half, which has some desks, and a barred cell, which is currently open and empty. Behind the counter, you see a Thresher holding a halfling by the throat up against the wall.

"Never let me catch you drunk again, Neeve Greenvest, you scum!" the man in uniform hisses. "Now get out!" He backhands the halfling across the face, the blow flinging the small figure into a corner. Terror written across his face, blood dripping from

his nose, the halfling half-crawls, half-stumbles past you and out the front door.

At that moment, the door at the back of the room opens and six more Threshers walk in from the stable, pulling off riding gloves, and throwing saddlebags on desks, evidently just returning from a patrol. One of them shakes his head in dismay as he walks up to the officer.

"Captain, you wouldn't believe what we saw in just two days. In Halaryn, we ran out of stocks to put all the people in. And in Firun..."

He stops as the officer who mistreated the halfling sees you for the first time and stalks over to the counter where you are standing.

"What do you want?" the man snarls.

If anyone attempts to heal Neeve Greenvest the halfling before he leaves, the halfling shakes his head and charges outside, only wishing to be free. He runs inside his cobbler shop down the street and locks the door.

The man who struck Neeve is Captain Chubin, highest-ranking officer of the Thresher Station. He was affected by the Lantern last night, and his alignment is progressively changing from Lawful Evil to Chaotic Evil.

It is a DC 11 Profession (Lawyer) check to realize that Chubin may be guilty of simple assault against a resident or Citizen. Residents of Ket automatically know that what they have just seen may be against the law.

Any PCs who played **KET7-01 Balance of Secrets** will recognize Chubin—he was the Thresher officer who stopped them on the road outside Polvar and gave them Travel Papers. Chubin will also recognize them and acknowledge that. Those PCs will also realize that Chubin has received a promotion from Lieutenant to Captain.

Anyone who didn't play that adventure will see a man dressed in a military uniform (DC 15 Knowledge (Local-VTF) to know that it is the uniform of a captain of the Threshers, automatic knowledge for any resident of Ket.) If any PC asks his name, Chubin will tell them.

Anyone making a DC 12 Spot check will see he is wearing a gold necklace with a symbol of a fist holding six arrows. It is a DC 11 Knowledge (Religion) check or automatic for a Ket Citizen or worshippers of Heironeous to know that this is the symbol of Hextor. It is a DC 15 Knowledge (Local-VTF) check or automatic for Ket residents to know that although Hextor is an evil god, worship of Hextor is legal in Ket. Chubin is a worshipper of Hextor.

If anyone points out that apparently Chubin was assaulting a Citizen of Ket, he retorts that they must be mistaken, and what business do they have here in any case.

If anyone starts to make a case out of this or get aggressive with Chubin, the other Threshers become very alert, and one of them standing at the back door (to the stables) will half-open it. If a fight breaks out, he will attempt to leave via the stables and run down the street to the temple and ask the priestess and her minions for help.

Warn the party before a fight breaks out that they will be guilty of breaking a Ket law (assaulting a military officer), and warn them that they will be considered a lawbreaker.

If a fight does break out, assume at APL 2 or 4 that the PCs lose and are locked up, but at APL 6 and up they successfully subdue the Threshers and any townspeople that come to the Threshers' aid. The end result is the same—the adventure is over for the PCs at this point. They are all eventually arrested by a far stronger band of Threshers and Archons, convicted and sentenced for assaulting a military officer. The PCs also earn **Lawbreaker** on the AR. This result should only happen if the characters follow through with their actions after their players are told of the consequences under Ket law (see **Appendix 3: Ket Laws**) and the future consequences of being a Lawbreaker (see AR item **Lawbreaker**).

If the party does tell Chubin about the massacre in Abouza, all the Threshers will be aghast. Chubin immediately orders the other Threshers back onto fresh mounts, and to ride like the wind to Abouza. They are to stay there and guard the village, help with the burials and try to figure out what happened. Chubin tells them to be watchful for anyone skulking around, especially foreigners and elves. The other Threshers immediately leave, and a few minutes later the party hears their horses tearing past the Station and off down the road to Abouza.

As the hoof beats fade in the distance, you turn back to Captain Chubin, who has turned very pale.

"All that blood," he mutters. "Glorious battle. Blood!"

He seems to recover his senses for a moment, and grasps at the small amulet hanging on a gold chain around his neck. He stands with his eyes closed for a moment, then abruptly grimaces and yanks the amulet from his neck. He stares at the gold symbol for a moment then hurls the amulet and chain into a far corner with an oath.

"Hextor!" he growls. "That do-gooder, that weakling, that follower of laws... Blood and tyranny are the only ways to rule!" he yells, and he draws his scimitar and licks the blade like some northern barbarian. "We must plunge Ket into a battle where only the strong survive!" His voice drops to a murmur as he caresses his face with the flat of the blade "You and I will drink the blood of our victims..."

As you stare in amazement, he stops suddenly and shakes his head. Dropping his scimitar on the floor like it was a live snake; he backs away from it, and then looks up at you. Picking up a pen on the counter, he hastily writes a few lines on a blank piece of parchment, his face white and his hands shaking. Throwing down the pen, he holds his head as if it will explode, then turns and runs into the iron-barred cell in the corner and pulls the door shut, the door locking as it closes.

"You!" he yells, his eyes wild. "YOU! I have deputized you all. Take that paper to Bijjana al'Jurat and have him authorize it. Find out what's happening to me!"

He throws himself into a far corner, and cowers, covering his head with his arms.

If no one spotted the amulet before Chubin threw it away, and if anyone investigates, it is a DC 11 Knowledge (Religion) for all non-residents of Ket, or automatic for all residents or followers of Heironeous to know that it is a symbol of Hextor.

Regardless of what the PCs do—sign the paper immediately and move towards the door, or stop to discuss what to do amongst themselves, or try to question Chubin—abruptly he will come out of his corner, his old arrogance on his face. He will apologize for his behavior and politely ask to be released from the cell. (The key hangs on the wall about ten feet away.) If the party refuses, he will politely ask again, saying that a sudden spell must have overtaken him, but he is fine now.

If the party refuses a second time, or if he is offered his amulet of Hextor that he threw away, he goes mad and hammers at the bars of the cell, calling on the gods of Chaos to free him so that he can do their bidding. If the PCs leave at this point, he continues to scream insults after them, but closing the thick wooden door of the Thresher Station cuts off his words. Chubin is a hated man around town, usually being harsh but fair, and if anyone comes into the Station and finds him in the cell, they will leave him there.

If the party heeds his request to open the cell, he calmly thanks them and walks out. He abruptly attacks the nearest PC with his bare hands (provoking an AoO, if the PC wishes to take it.) Any PC that responds with either subdual or lethal force will be arrested and charged at the end of the adventure. The penalties for striking a military officer are listed in **Appendix 3: Ket Laws** (specifically, double the sentence as compared to the same crime against a Citizen; unlike crimes against Citizens, there are no mitigating circumstances allowed.) Any PC using a spell that successfully removes him from combat without causing lethal or subdual damage will not be charged. If any PC successfully grapples Chubin,

this will bring him to his senses momentarily, and he will insist on being put back in the cell, although he will change his mind as soon as the door is shut.

If the PCs examine the piece of paper that Chubin wrote on, they will discover he has written

"I, Chubin, Captain of Threshers in the town of Jhallda, do hereby declare an emergency and deputize the undersigned as temporary members of the Threshers of Ket to investigate the changes in this town, doing everything in their power within the laws of Ket to find those responsible."

As Chubin indicated, such deputization is not legal until also signed by a Jurat.

CHUBIN IS NOT INSANE?

The storyline makes far more sense if Chubin remains insane, so the DM should certainly not suggest that the PCs attempt to *dispel* the effect.

However, if the PCs do think of this on their own, and successfully manage to *dispel* the effect on Chubin (see *Adventure Background: The Lantern of Dharmal*) for how this can be done), the players would probably expect that Chubin would take over the investigation.

However, in order to preserve the storyline for the players, Chubin will not do this. As improbable as it may seem, he will still deputize the adventurers, saying he needs them since all his Threshers are in Abouza. He will then stay in the Thresher Station and do paperwork or walk around town looking for miscreants to throw in the stocks.

Since Chubin would effectively become another NPC to interview if this happens, see *3: Asking Around Jhallda* for the information he can provide.

Development: The PCs should make their next stop either the Temple of Al'Akbar to get the priestess on the road to Abouza, or to the Jurat to have their temporary powers of investigation authorized. If they hesitate about what to do, have a villager engage them in conversation about what's going on and then hint at either the Jurat or the temple.

3: ASKING AROUND JHALLDA

This encounter is actually two encounters: getting information from the town residents the first time, before leaving town to interview Grazelt (*4: Grazelt*) and/or Varya (*5: The Man in Black*), and then possibly returning to town to get new information.

Because the PCs may miss or skip some residents the first time and only interview them after they return to town, all of the interview information has been placed in this encounter. However, some information will only be

made available **BEFORE** the PCs meet Grazelt and/or Varya. Some information will only be revealed **AFTER** they return to town.

Once you step out on to the street, you can see that Jhallda is a typical Ketite town. The people who were cleaning up the street have gone, but other people walk past you. Beside the Thresher station is the usual platform with stocks, one set currently occupied by a young and rather fat Baklunish man. Across the street from the Thresher Station is the Courthouse. Down at the end of the street is a temple dedicated to Al'Akbar, and a bit further along is an inn with some sort of shrine beside it. Nearby, you can see several small shops along the main street, including a butcher, a cobbler, a blacksmith and a tavern. On the village common, a man dressed in bright robes is sitting beside a portable puppet stage, and a bit further away, a middle-aged couple are arguing beside a pile of stage implements and boxes.

The following sections of this encounter may be done in any order, as the PCs see fit:

- The Thresher Station (Chubin, if the effect of the Lantern & Fist was *dispelled*)
- The stocks (Abtum)
- Courthouse (Bijjana al'Jurat)
- Temple of Al'Akbar (Ezzati al'Mullah)
- Town common (Jahanabad and Darab & Dara)
- Butcher shop (Arzani & Laila)
- Cobbler shop (Neeve Greenvest)
- The Cat's Cup (Stivo and Ara)
- The Wanderer's Last Stop (Curran)
- The blacksmith (empty)
- The river (Jalaf)

The PCs do not have to do any or all of these encounters, although they will not get much further in the adventure without interacting with at least some of the people listed.

The DM should suggest that one of the players should keep notes, since they may be talking to a fair number of people.

THRESHER STATION: CHUBIN (ONLY IF HE IS SANE)

Normally, Chubin will spend the entire adventure in jail, insane and foaming at the mouth. The following information will only be available if the PCs somehow dispel the effect of the Lantern, returning Chubin to his normal evil and arrogant self.

Before talking to Grazelt/Varya: Chubin spent the evening walking around the streets, looking for those

who were publicly drunk. He paid no attention to the ceremony. (As a Hextorite, he believes that anointing with water is a meaningless Al-Akbar ritual. If it were up to him, all babies would be thrown in the river, and only those that survived would be kept as fit to be raised.)

Early in the evening, the halfling cobbler Neeve Greenvest, clearly drunk, came screaming out of the crowd and knocked Chubin over, then went screaming off in another direction. Chubin chased him down and threw him in jail for the night.

If anyone asks him about Grapple the half-orc, he arrested him for public drunkenness after the barbarian started a fight in the Cat's Cup tavern. Chubin put him the stocks for 7 days, then released him yesterday morning and kicked him out of town. The last he saw of him, Grapple was walking north towards Abouza.

After talking to Grazelt/Varya: If asked about jugglers or tumblers, Chubin did see tumblers, but knows nothing about juggling (he was arresting Neeve Greenvest during that part of the performance. They were performing around the corner from the village common, which he thought was a bit odd. He watched them for a few minutes, but was far less concerned about their tumbling routine than the fire-breathing antics of one of the other acts. They were gone from town were gone by the time he got back after arresting Neeve Greenvest.

THE STOCKS: ABTUM

Before talking to Grazelt/Varya: Abtum is a personable and friendly—although rather pudgy— young man in his 20's who is the youngest son of the town's baker. The paper attached to his stocks indicates that Abtum was sentenced to 7 days in the stocks for petty thievery.

If he is engaged in conversation, he readily talks with the PCs, since he has been ignored by everyone except the barmaid Ara for the past four days. He uses the following body of information for his conversation.

- His name is Abtum, and if they hadn't guessed from the size of his waistline, he is the youngest child of the local bakers, Abtin and Dinaz.
- He readily admits that he "borrowed" a book from his neighbor, Jalaf the blacksmith, to impress one of the serving wenches from the Cat's Cup tavern, a woman named Ara. He actually doesn't spend a lot of time reading, but had hoped to make a favorable impression on Ara by merely carrying the book around. (The book was actually a technical manual on blacksmithing techniques.) Jalaf might have been more forgiving if Abtum hadn't dropped the book into the river when he took Ara for a

boat ride. Actually, he didn't drop the book into the river, the boat overturned when he stood up—he doesn't know much about boats either. And the boat sank. And the boat was also “borrowed”. But strangely, Ara was actually kind of laughing about the entire thing and has visited him every day since he was put in the stocks, spending 15 or 20 minutes talking to him. She did visit today, but seemed different—very flighty and chatty, talking about how he had been misunderstood and the laws of Ket were too strict and that she had a wonderful idea but she had to go and think about it, and then she had abruptly left after only a few minutes without saying goodbye.

- His companion in the stocks for four days until yesterday morning was a half-orc barbarian named Grapple, who had already been there for three days when Abtum arrived. The half-orc had been given a week's stock time for public drunkenness, and was furious about the entire thing. He was not a resident of Ket, and was unused to the strict Ketite laws. By the end of his stock time, he only wanted to get out of town and get out of Ket as soon as possible. Captain Chubin showed up yesterday, told Grapple that he was no longer wanted in town, released the half-orc and escorted him down the north road towards Abouza.
- There was a big street festival in town last night, and by craning his neck, Abtum could see some of the entertainment from here. (If the PCs ask what he saw, he will mention Jalaf getting chosen as the baby's Protector, fire-eaters and trays of good things to eat. He does not mention the “tumbler” at this time.)
- He saw Captain Chubin dragging Neeve Greenvest into the Thresher Station last night. Neeve appeared to be drunk and was screaming in terror, trying to get away from Chubin. Then earlier today, he saw Neeve run out of the Thresher Station. He assumes Chubin let him go.
- This morning, he saw Jalaf, the blacksmith and new Protector of the baby Armin, head down to the river carrying a fishing pole, which he thought was very strange, since it's customary for the Protector to have lunch at the parents' home the day after the Anointing Ceremony. Also, he knows that Jalaf is in the middle of a large order for cartwheel hoops, so taking a day off is very out-of-character for him.

- Abtum also saw a person dressed in black walk around the edges of the crowds last night. He thought it was very curious, since the person arrived after the Anointing Ceremony, but didn't stay to watch the entertainment. The person disappeared between a couple of nearby buildings, but Abtum saw the person reappear and head out of town along the southern road 15 minutes later.
- If asked about Grazelt, he knows very little other than Grazelt is a foreigner who has been around town for a few weeks. He saw him last night leaving town, looking very angry, but also casting occasional glances over his shoulder as if he were afraid that someone was following him.

Abtum will willingly direct the PCs to anyone in town they specifically want to see. He does not know exactly where Grazelt lives, other than it is north of town. He is not going anywhere, and will still be here if and when the PCs return from *4: Grazelt* and/or *5: The Man in Black*.

Note that Abtum is completely unaware of Ara's plan to set him free tonight (see **The Cat's Cup Tavern: Ara** below). If the PCs have already visited Ara, and tell Abtum of her plan, he will be both alarmed because he knows this is completely out of character for the Lawful Good Ara, and a bit happy at the same time because she evidently likes him.

After interviewing Grazelt/Varya: Abtum has nothing new to add unless someone asks about “jugglers” or “tumbler”.

In this case, he will respond that he did see part of their show out of the corner of his eye—they were around the corner from the rest of the entertainment and festival. It looked pretty impressive from here.

Although the rest of the street celebrations were going on strong—with a riding contest, some displays of skill with the scimitar, etc.—as soon as the jugglers and tumbler finished one show, they quickly packed up their stuff and rode their two caravan wagons past him out of town to the south. (If asked what lies in that direction, he will tell the PCs that the next town to the south is the village of Bayat, about five miles down the road.)

As they rode by, one of the tumbler climbed into the back of the first wagon, and as the canvas flap lifted, he saw a whitish, almost bluish glow. (If questioned more closely about this, he is sure it wasn't light from a flame such as a candle, torch or lantern.)

COURTHOUSE: BIJJANA AL'JURAT

The Courthouse is a solemn and monolithic structure of white limestone across the square from the Thresher

Station. There is a lit lantern over the large double doors. It is a DC 11 Knowledge (Local-VTF) check—automatic for Ket Citizens and residents—to know that the lantern is lit when a traveling Jurat is in town.

If the PCs enter the Courthouse, they find the Jurat by himself, going over notes.

Bijjana al'Jurat is an elderly Baklunish man who watched the actual anointing ceremony last night, but left before the entertainment started. Thus the *Lantern* has not affected him. He has not been outside this morning, and is unaware of the changed nature of many of the people.

If the PCs bring Chubin's paper to him, he will ask for the full story. Bijjana has listened to many people in his courtroom over the years, and is an excellent judge of character, although he does have some prejudices against non-Ketites, non-Lawful people or those who seem to be living outside societal norms. Because the PCs are strangers, it is DC 25 Diplomacy check to convince him of their story, using any of the following adjustments that may apply:

- For each Chaotic character: -2
- For each neutral (non-Chaotic/non-Lawful) character: -1
- For each Lawful character: +2
- For each non-Citizen with (certed) Travel Papers: +1
- For each non-Citizen without Travel Papers: -2
- For each Citizen of Ket with Travel Papers: +3
- For each mullah: +1
- For each PC openly worshipping a non-Baklunish deity: -1
- For each person openly displaying a scimitar or falchion: +1
- For each member of the Archons or a military metaorg (Stouthearts, Kishtar, Re'Laht I'Shad, Beygraf's Pride, Paighan, Veterans of Ket): +1
- For each person who is paying for Rich lifestyle or better: +1
- For each person living off the wild: -1
- If the PC's lie about any part of their story, they must make a Bluff check against Bijjana's Sense Motive. If they are unsuccessful: -10

If the PCs make their Diplomacy check, Bijjana quickly signs the paper, and adds a note that they are deputized only until midnight.

Bijjana will explain that:

- They can arrest anyone suspected of breaking a Law of Ket and bring the person before a Jurat
- They can deal non-lethal damage to a Citizen of Ket while placing them under arrest

- They can enter private property during an investigation or in pursuit of a fugitive or to stop a crime.
- The PCs do not have the power to sentence anyone to stock time—anyone they arrest must immediately be brought before a Jurat.
- Their deputization ends at the stroke of midnight; if they have someone in custody by then, the person stays in custody, but if they are in hot pursuit of a criminal, they must give up the chase, since they immediately revert back to their previous status.

If the PCs do not convince Bijjana of their story, he refuses to sign, and asks them to leave. He will not reconsider his decision unless the PCs present him with stronger evidence—bringing the insane Chubin before him, for instance, or having Neeve Greenvest the cobbler testify about Chubin's behavior. Bijjana will not make these suggestions himself, so the PCs will have to think of how to convince him on their own. Allow some player creativity here. Convincing Bijjana to reconsider will give the PCs another chance at a DC 25 Diplomacy check using the same bonuses and penalties listed above.

If the PCs cannot get Bijjana to sign the paper, they must work without any official authority. This may hamper their ability to question people, and may also result in the PCs being charged with lawbreaking at the end of the adventure (trespassing on Grazelt's property, for instance) since they did so without official authority.

Note that Bijjana has nothing to add once the PCs return from speaking either Grazelt or Varya.

Bijjana: male human (Baklunish) expert 7 (Sense Motive +8).

TEMPLE OF AL'AKBAR: EZZATI

The temple of Al'Akbar is not especially large, but it is prominently placed on a small hill at the edge of town. Ezzati al'Mullah is the first person the PCs meet, working in the garden with a hoe. Ezzati was not affected by the *Lantern* last night.

She is not dressed in her robes, but in clothing suited to weeding the garden. She does not identify herself but simply asks if she can be of assistance. If she is treated with disdain by any PCs (believing her to be a simple gardener), this will color her reactions for the rest of the encounter.

Ezzati is an older woman, in her 60's, and once she learns of the tragedy of Abouza, she is filled with alarm—Behbaha al'Mullah of Abouza is her daughter, and until the PCs reassure her that Behbaha is safe, Ezzati will be frantic with worry that her daughter was killed.

She readily agrees to put together a work party to help the people of Abouza, and strips off her work gloves and shoulders her hoe as she prepares to go inside.

If the PCs have not yet been to the Thresher Station, she thanks them for coming to her first, but points out that according to the laws of Ket, the Thresher station should have been their first stop. She will refuse to discuss the matter any further with them until they go to the Thresher station. She will point out that it will take her at least two hours to prepare to leave, so she will still be at the temple for some time.

If the PCs have already been to the Thresher station, Ezzati will be aghast with what has happened to Chubin—she has often admired his devotion to the exact interpretation of the Laws of Ket. She will be able to tell the PCs that she officiated at the Ceremony of Anointing for Armin bin Arzani, son of Arzani and Laila, the town's butchers. Everything seemed fine then. However, she has seen far fewer people than normal at morning services this morning—only a half dozen when there normally would be 40. She has seen normal number of people on the streets, so she doesn't know why they didn't come to the service.

She doesn't know what could have happened to the town. She left shortly after her part in the ceremonies was finished the previous evening, although she understood there was to be entertainment later.

Note that Ezzati will have gone to Abouza by the time the PCs finish talking with Grazelt and/or Varya, and therefore will not be around to tell them anything more.

BUTCHER SHOP: ARZANI AND LAILA

Before PCs interview Grazelt/Varya: Arzani and Laila are the town butchers, and the sign above their door displaying a lamb chop means their shop on the main street is not hard to find.

The young parents were unaffected by the *Lantern* because they didn't have a chance to get close enough—they were too busy being congratulated and chatting with family and friends to watch any of the street entertainment.

They are in their butcher shop, Laila working behind the counter while holding young Armin, and Arzani working in the back room. If the PCs do not identify themselves as investigators, Laila will talk to them by herself, assuming they are just dropping by for gossip and a steak. If PCs identify their purpose, she will summon Arzani so the two of them can answer questions. They are both Lawful and if the PCs show them their authorization from Chubin, they will answer questions without hesitation, using the following body of information.

- They held an Anointing Ceremony for their young son Armin last night. The local mullah, Ezzati al'Mullah, was in charge of the actual ceremony. As is the custom, Armin and Arzani supplied food and drink for the townsfolk, and the happy couple did not begrudge it last night. This morning they are not so certain they did the right thing, for most of their customers have been rude and overbearing—three have accused Laila of cheating them by using crooked scales, and one tried to shoplift a string of sausages. It has been a very trying day so far for them, and if anything, their customers' behavior has been getting worse as the day wears on. They have just been trying to decide whether to close the shop for the rest of the day.
- Adding to the strangeness of the day, Armin's Protector, Jalaf the blacksmith, did not even come to lunch as is customary on the day after the Ceremony, and someone told Arzani that Jalaf had been spotted leaving town this morning, whistling and carrying a fishing pole of all things!
- Although they had originally planned to hire only one act for the street festival—the local entertainers Darabadara, who have a fire-eating act—they ended up with TWO acts when the famous puppeteer Jahanabad happened to walk into their shop the very morning of the Anointing. They asked if he would perform, even though they were afraid that his services would be very expensive, but when he found out that the event was an Anointing Ceremony for their firstborn, he refused any payment, offering instead to perform for whatever coins the locals would throw to him. It is a DC 30 Knowledge (Local-VTF) check, automatically known by Ketite bards or members of the Puppeteers of Ket, that puppeteers and bards of Ket consider it very bad luck—or at least extremely ill-mannered—to charge the parents a fee to perform after an Anointing Ceremony.
- (Neither Arzani or Laila will mention the “jugglers” since they are totally unaware of the monks' visit to Jhallda last night.)
- They heard about an incident involving Grazelt, an Oeridian who has been hanging around town for a few months, apparently some threats were made against townsfolk, but they haven't heard any specifics.
- If asked if they saw anyone suspicious, they do not recall anyone.

After PCs interview Grazelt/Varya: The couple have no new information to give to the PCs, unless someone asks them about the “jugglers” or “tumbler”, in which case Arzani and Laila are confused—a couple of customers have mentioned jugglers, but they just assumed the customers had had too much to drink last night. Arzani and Laila only hired the puppeteer Jahanabad and the local performers Darabadara. They did not see the jugglers and know nothing about them.

COBBLER SHOP: NEEVE GREENVEST

Before PCs interview Grazelt/Varya: Neeve Greenvest is the town cobbler, and was not affected by the *Lantern* last night. He is currently hiding in his shop. The shop is locked, but Neeve will timidly come and peek through the curtains to see who is knocking. He reluctantly opens the door if the PCs ask, and ushers them into his shop. Everything in the front part of the shop is human-sized—the chair to sit in, the footstool, and half of the counter. Everything in the back half of the store—including half of the counter—is halfling-sized.

Neeve is willing to answer questions if he is assured that there will be no repercussions from the Threshers. He has been known to drink too much in public before, but usually he is just escorted home to sleep it off. Being jailed overnight and then assaulted by Chubin has been a shocking experience. He uses the following body of information to answer questions.

- He is the town cobbler, and makes shoes for all sizes of feet (halfling, human, dwarf, even elf)
- Last night he got a little too refreshed and subsequently spilled wine on Grazelt, a foreigner who's been hanging around these parts for a few weeks.
- Grazelt is a curious character, just appears in town in a bad mood, and then disappears for a few days. There's a rumor that Grazelt plays a lute, but Neeve has never personally seen this.
- Grazelt got angry when Neeve spilled the wine on him, but he really went berserk when a couple of villagers laughed at him and pointed out that his robes were so discolored that nobody could tell where the wine had been spilt. Grazelt waved his hands in the air and suddenly Neeve became terrified of everyone. He ran screaming into the crowd, and took the legs out from underneath Chubin, the Thresher captain.
- Chubin jailed him for public drunkenness, and told him that he would decide how much stock time Neeve would face in the morning;
- This morning, instead of putting him in the stocks, Chubin abruptly opened the door of the

cell, grabbed Neeve by the throat, struck him and threw him out of the station. Neeve doesn't know whether to be grateful that he didn't do stock time, or terrified because he has never seen Chubin strike anyone before.

- If the PCs want more details of Grazelt, Neeve refers them to Darabadara, the husband and wife entertainers—he has seen them occasionally talking to Grazelt in town, and saw them packing up their stuff on the village common after he got out of the Thresher Station today.

After PCs interview Grazelt/Varya: Neeve Greenvest is still in his shop when the PCs return. He has no new information unless he is specifically asked about the “jugglers”. He remembers the jugglers and tumbler well, since he was standing in front of their “stage” when he spilled wine on Chubin. He was watching them do their tumbling routine, and in his inebriated state, he must have started twisting and turning too, leading to the spilling of his wine on Grazelt. There were five performers, which he thought was quite extravagant for Arzani & Laila—he knew they were well-off, but didn't know they had enough money to hire an entire tumbling troupe.

VILLAGE COMMON: JAHANABAD

Before PCs interview Grazelt/Varya: Jahanabad is the man in bright robes sitting beside his portable stage on the village common. He is talking to a couple of the village children, who run away as the PCs approach. He is planning to move on to the village of Abouza next, to play at the Dry Barrel tavern that night, but he knows it is only five miles, and is in no rush to pack up his stage and puppets and harness his horse to his wagon.

Because he was busy performing last night, he is therefore both unaware of the monks' visit to the town last night and is unaffected by the *Lantern*.

It is a DC 15 Knowledge (Local-VTF) check for non-residents (DC 8 for Ket residents, may be attempted untrained) to recognize Jahanabad as a well-known puppeteer who most often travels across northern Ket. He puts on an act as a vain primadonna, but he is actually a very intelligent observer. He is willing to talk to the party if they are reasonably polite to him.

Jahanabad uses the following body of information to converse with the PCs.

- Yesterday, while he was riding into town, he saw a person in dark robes lying on top of a hillside about a quarter mile outside the town, apparently spying on the town. Last night, he saw the same person slipping along the outside of the crowd during one of his shows. From the

cut of the person's robes, he believes the stranger is also a foreigner. He looked for the stranger later, but did not spot him in the crowd.

- He also saw Captain Chubin escorting a half-orc barbarian to the northern town limits yesterday morning. The half-orc made a rude gesture after Chubin turned his back on him and then started walking in the direction of the village of Abouza, about 5 miles down the road.
- Jahanabad, by a lucky chance, dropped into the butcher's shop yesterday morning and fell into conversation with Laila, mother of a young child. When she found out who he was (he puffs his chest out a little in pride) she immediately asked him to perform at her son's Anointing Festival street party last night.
- In addition to the mysterious person in black, he saw a foreigner in dirty multicolored robes get into an argument with a halfling and Jahanabad is sure the man threw a spell at the halfling, who then ran screaming from the scene. Jahanabad is not sure anyone else saw that in the noise and confusion of the street festival.
- If told about the slaughter at Abouza, he is shocked. The Dry Barrel tavern at Abouza was going to be his next gig. He immediately begins pack up, aiming to go to Abouza and help the survivors, although this will take him a while. (He will just be finishing up if and when the PCs return from 4: *Grazelt* and/or 5: *The Man in Black*.)

Fellow members of Puppeteers of Ket: He greets fellow members of the Puppeteers of Ket warmly. He draws them aside, drops his primadonna act and tells the fellow Puppeteer that something is very wrong in this town—the PC should investigate and be prepared to contact someone in authority if they are able to confirm the cause.

After PCs interview Grazelt/Varya: Jahanabad has just finished packing his things when the PCs show up for the second time. He has no new information unless the PCs mention “jugglers” or “tumbler”. He then purses his lips speculatively.

He does not remember seeing any other performers, but now that he thinks about it, some people around the corner from the village common were making “ooooing” and “aaahhing” sounds during one of his performances, and there was even applause.

Thinking on it further, he remembers seeing a small caravan of two wagons heading south out of the village

relatively early in the evening. He had thought it curious, since most caravaneers would gladly stop their caravans for the night and join in the street festival, rather than traveling at night.

He is troubled by this news, since he prides himself on knowing all of the “acts” that are performing in a given area, and he is unaware of a juggling troupe operating in northeastern Ket at this point in time.

VILLAGE COMMON: DARAB & DARA

Before PCs interview Grazelt/Varya: The man and woman standing beside their stage gear are a married couple in their 30's, Darab (husband) and Dara (wife). Together, they form a fire-eating stage act known as Darabadara. They are well known locally since they are actually farmers who live about 10 miles away and perform in their spare time.

They are usually witty, but today things are not going well. Darab was unaffected by the *Lantern*, but Dara was affected, and has been uncooperative, depressed, argumentative and out of sorts all day. Darab doesn't know what has affected his wife, but he is worried.

If the PCs try to talk with the couple, Dara refuses to cooperate and walks off to moodily sit under a nearby tree. Darab will quietly talk with the PCs, communicating his unease with his wife's behavior, as well as answering the PCs' questions from the following body of information:

- They were hired by Arzani & Laila to perform at their son's Anointing Ceremony.
- The performance went well, and they made a good bit of coin from the crowd on top of their payment from Arzani & Laila.
- During their act, Darab saw a man in black skulking around at the back of the audience.
- Neeve Greenvest the cobbler ran through their act at one point in time, nearly getting fried alive, since Dara was breathing fire at that point. Neeve was screaming something about Grazelt as he disappeared. Shortly after that, Darab saw Neeve scuffling with Captain Chubin of the Threshers.
- Grazelt is a foreign bard who has been hanging around the area for a few months, playing occasionally at some of the local taverns. Darab and Dara befriended him when they both performed in the town of Bayat about a month ago. Although they have never been on to Grazelt's property, they know where he lives, and Darab is able to give accurate directions to his place, as well as the fact that the property is marked by a high fence with one gate.

Dara refuses to cooperate about what she saw or heard last night, no matter what threats or entreaties are made by the party or anyone else.

Darab is unable to get Dara to help him pack up, and if and when the PCs return from *4: Grazelt* and/or *5: The Man in Black*, the couple will still be on the village common. See *6: Return to Jhallda* for details.

After PCs interview Grazelt/Varya: Darab has just about finished packing up, getting no help from Dara, who is still seated under a tree, in a sulk. If “jugglers” or “tumblers” are mentioned, he will recall them, since the tumbling show was just around the corner. However, his wife Dara actually went to watch part of the show and talk to them, and Darab will ask her to come and speak with the PCs, which she will do reluctantly.

If someone asks Dara about this, she will respond morosely that they were great. She realized last night how pitiful an act Darabadar was in comparison, and had approached one of the tumblers, a woman her own age, asking how she could become one of them. The woman had hesitated, and then given her something before climbing on to the wagon and leaving.

If the PCs politely ask to see what she had been given, she reluctantly shows them a small book. It is an introduction to the basic steps of mental and spiritual exercise needed to become a monk of Xan Yae. Dara is depressed because the book emphasizes that Neutrality is necessary in one’s entire approach to life to achieve one between spirit and body. Last night, Dara thought she could achieve this, but as her new alignment of Chaotic Neutral grows stronger and stronger, she rejects this approach as too passive, and realizes she can never achieve the peace of mind necessary to improve her performance.

If any PC asks her what the woman’s name was, she doesn’t know, but one of the monks called her something that started with an “N”. “Nallmay” perhaps?

THE CAT’S CUP TAVERN: STIVO

Before PCs interview Grazelt/Varya: The sign over the door shows a cat dressed in clothes holding a mug of ale. Inside, the common room is half full, but instead of the usual murmur of conversation, there is a sullen silence. The owner looks up from behind the bar. He is a handsome man, but he currently has a sour look on his face. He was affected by the *Lantern*, and now only wishes to be rid of everyone; the only reason he doesn’t close is because he wants to make more money. He takes orders for drinks without comment, and if any of the PCs tries to start a conversation, he moves to the other end of the bar and cleans glasses. If the PCs try to order food, the cooks did not show up for work today.

If the PCs show Stivo their authorization to investigate, he shrugs and answers questions in a lackluster, unwilling tone, with lots of attitude.

- He closed the Cat’s Cup last night, since everyone was outside at the street festival.
- He wandered outside for a while, was just about knocked over by Captain Chubin chasing Neeve Greenvest the halfling cobbler.
- On his way back to the tavern, he saw a man in a dark cloak slipping up the alley between the tavern and the next shop, but by the time he got to the mouth of the alley, there was no sign of the man.

After PCs interview Grazelt/Varya: If jugglers are mentioned, Stivo will agree there were jugglers, but he doesn’t know anything else.

THE CAT’S CUP TAVERN: ARA

Before PCs interview Grazelt/Varya: Ara, the object of Abtum’s affections (see **The Stocks: Abtum** above), is a serving wench in the tavern. She has been affected by the *Lantern*, and her alignment of Neutral Good has been changed to Chaotic Good. She is uninterested in discussing the events of last night with the PCs, but surmising they are adventurers, she will ask them in an excited whisper if they want to help her. She is plotting to break Abtum out of the stocks tonight, and then hide in the forest with him for the rest of their lives. She is very excited by this idea, and cannot be dissuaded from this plan of action.

If the PCs indicate that they will not help her, she will walk away and refuse to talk with them any more.

If the PCs use their powers of deputization to arrest her, she will attempt to run away, laughing hysterically. If caught, she will go along to wherever the PCs take her, chattering all the time about how Abtum is just misunderstood, and what this country needs is fewer laws about petty theft and more rules about letting people do what they want.

After PCs interview Grazelt/Varya: Ara refuses to talk to the party (assuming the party turned down her request to help free Abtum) unless they ask her about the jugglers or tumblers. Her mood immediately changes and she claps her hands excitedly as she tells them about the wonderful act she watched. First there was tumbling—flips through the air, handstands on one hand, then flips over handstands—there was more, but she was momentarily distracted by an argument between Neeve Greenvest and some human. By the time she turned back to the act, they had formed a human pyramid that opened up to look like a flower. Then the juggling

started—juggling like she had never seen before, starting with three, then four then five balls tossed between two people and progressing to a dozen or more razor sharp knives tossed in a complicated pattern between all five performers. And somehow the pattern of the flashing steel in the torchlight also turned into an enormous flower.

At the end of the performance, the crowd begged for more and showered them with coins, but the woman in charge of the jugglers turned down all offers and in five minutes, without even changing, the jugglers had packed up their portable stage and their caravan headed out of town to the south. The only person who got a chance to talk with the woman in charge of the jugglers was Dara, one of the fire-eaters. Ara saw the woman give Dara something before she left.

The last thing Ara remembers seeing of the jugglers was a brief flash of blue-white light from one of the caravans as someone slipped inside.

THE WANDERER'S LAST STOP: CURRAN

Before PCs interview Grazelt/Varya: The Wanderer's Last Stop is an inn on the south road at the outskirts of town. There is a well-maintained shrine to Fharlaghn beside the inn. The inn itself was built by worshippers of Fharlaghn, and its current proprietor is an elderly but still very fit Baklunish man, Wanderer Curran. Although the monks passed by the inn last night on their way out of town, Najmeh took the *Fist* out of the *Lantern* just before the caravan reached the inn, so Curran was not affected.

He greets all travelers with a smile and handshake, and will use the following body of information to answer questions from the party:

- The Wanderer's Last Stop was founded by priests and followers of Fharlaghn, and serves as a "temporary rest stop" for a Wanderer of Fharlaghn who is too old to travel the roads any more. The retired Wanderer becomes the inn's proprietor in his declining years, and when he finally "joins Fharlaghn on the greatest journey", another retiring Wanderer will take his place as the inn's proprietor.
- Wanderer Curran has been the proprietor here for about three years. He traveled all over the Flanaess during his youth and middle years, and will gladly exchange stories of his adventures with the PCs.
- The first question Curran will ask is what news the travelers bring. News of the unrest to the north has not yet reached Curran's ears, and he will listen with interest if the PCs tell him of Abouza. He is primarily interested in how this

will affect travel, or course, and may ask the PCs if they think the Threshers will close the road through Abouza while they investigate. He will also ask if there is anything widespread or political about this. He has no opinions himself at this point, and will listen to whatever theories the PCs may have at this point with some interest.

- He does have rooms available, if the PCs wish to rest here tonight.
- If asked what travelers he has seen recently, Curran will list the following, representing the past 24 hours:
 - Sixteen local farmers entered the town bringing produce for sale.
 - A man in brightly colored robes on a wagon entered town, likely a puppeteer from the looks of him
 - Four caravans of varying sizes (2 wagons, 4 wagons, and two that had 6 wagons. Three were heading south out of town, one was heading north into town.)
 - 43 travelers of all ages arriving from the south, likely for the Anointing Ceremony last night. The same number leaving this town this morning, heading south. (Curran will add, if asked about their demeanor, that they seemed somewhat subdued, which he puts down to hangovers.)
 - the performers known as Darabadara entered town yesterday
 - a person dressed in black clothes with a foreign cut entered town last night after sundown

Wanderers of Fharlaghn: Any members of the Wanders of Fharlaghn who give Curran news of the road (massacre at Abouza, for instance), receives the AR reward **Wanderer**.

After PCs interview Grazelt/Varya: Wanderer Curran has no new information for the party, even if they mention "jugglers and tumblers", because he didn't see any of the entertainment last night. But if the PCs ask about the small caravan that left town last night, he will become thoughtful, and then mention that he thought it was a bit curious—the first wagon in the caravan had some sort of light glowing inside it—a blue-white light that dimly lit the canvas from the inside. But just as the wagon drew near to his inn, the light inside the wagon went out.

If asked to estimate how far the caravan could have gotten, he says it should have reached the next town down the road, Bayat, sometime during the night—or more likely, the caravan probably stopped outside of town and started again first thing in the morning, in which case they would have reached Bayat about noon today. After that? He shrugs...

THE BLACKSMITHY

The blacksmith's shop is closed and locked. A note pinned to the door says in Common, "Gone Fishing"

If the party breaks into the smithy, they find nothing out of the ordinary. The fire in the forge is out, and the coals cold. A number of cartwheel hoops lie neatly stacked nearby, but a number of other hoops are only half-formed. There is a small shelf of books here, all technical manuals for various smithing projects and techniques. One of them is badly damaged by water immersion, and is mostly illegible.

THE RIVER

Before PCs interview Grazelt/Varya: Going down to the river, the party will find Jalaf the blacksmith at his favorite fishing spot. He usually only fishes on Godsdays afternoon, but with his new alignment shift from LG to CG, Jalaf is unconcerned with the fact that he is supposed to be having lunch with the butchers today as the Protector of their child, or that he has a large order of cartwheel hoops to make. He is quite happy to spend the day fishing, and invites the PCs to join him.

If they ask him about Abtum "borrowing" his book, he feels kind of bad that he reported Abtum to Captain Chubin. Now that he thinks about it, he should have just invited Abtum to come fishing with him.

After PCs interview Grazelt/Varya: Jalaf is still fishing. If he is asked about the jugglers, he tells them about the show, which he thought was pretty good. He saw Neeve Greenvest run screaming out of the crowd while they were juggling knives, and he thought Neeve's reaction was a bit over the top—the knife juggling was scary, but not that scary!

4: GRAZELT THE SORCERER

About a fifteen-minute walk down the road leading out of town, then down a quiet lane, then down another smaller lane, and finally along a small path through a forest, you suddenly come to a wooden archway with copper wire decoratively wound around the posts. It is about 10 feet high, with graceful lettering carved across the arch. Nailed to the right-hand post of the archway, a small piece of parchment flutters in the breeze. Heading off into the forest

from either side of the archway, a ten-foot wooden fence decoratively wound with copper wire apparently marks the boundary of someone's property here.

Give players **Player Handout 3: The Archway**.

The small piece of paper nailed to the arch reads in Common: "Stay out or die."

The lettering carved into the archway is in Common:

RENEW THY CUP, LET EVERY DAY
REFRESHETH THOU WHO WISH TO STAY.

It is a DC 20 Intelligence or DC 18 Bardic Knowledge check to see a hidden pun: "cup let" could also mean "couplet".

If anyone does a reconnaissance of the fence, it encloses an area perhaps a quarter mile by a quarter mile.

Trap:

The archway and fence are magically trapped. In order to pass in through the archway safely, any Humanoids must recite a rhyming couplet which must consist of two rhyming lines of at least 4 syllables each. In addition, every person must use a new and unique couplet each time he or she wishes to pass in through the arch. In other words, each PC must use a couplet that is different from everyone else's to enter AND each PC must then think up and use a brand new couplet in order to safely leave the property. Leaving the property through the arch or out over the wall does not trigger the trap.

The couplets can be spoken in Common, Oeridian, Baklunish, Suloise, Flan or any language native to any legal starting races of LG except asherati, huelenar, or rhopan. (Assume that any couplet the PCs use has not been used by Grazelt before.)

Effect:

Triggering the magical trap summons an earth elemental just inside the gate, or just inside the fence if it is being climbed. The elemental attacks the target for 7 rounds (not traveling outside the estate however) before vanishing again. It is entirely possible, even likely, that multiple elementals will be summoned at one time, or on a staggered rotation, and one character could summon several on his or her own by going back and forth, thus the estimated difficulty of this trap. Each elemental is triggered as if the trap was readied, the elemental appears as the character (or other creature) passes in through the gate (or over the wall), and takes its full normal action on the trap's rolled initiative (so that all elementals act together). Consider the trap to have the same modifier for initiative as the elementals summoned for this

purpose, as soon as the first one is summoned go into initiative (no surprise) as it appears.

Exceeding the Disable Device check by 10 enables the PC to know how to bypass the trap by reciting a couplet.

Without a successful Disable Device check, possible solutions could include

- passing through singly and then defeating only one elemental at a time;
- using magic to bypass the archway and fence altogether such as *dimension door* or *fly*; (must be at least 40 feet up in order to not trigger the trap)
- Solving the riddle and reciting a couplet before entering.

Reciting a couplet only bypasses the trap when passing under the archway, not when climbing the fence—climbing the fence even after reciting a couplet still triggers the trap unless the trap has been disabled.

APL 2 (EL 3)

Small Earth Elemental Trap: CR 3; magical device; proximity trigger; automatic reset; riddle bypass; magical effect summons one small earth elemental (hp 14; *Monster Manual* 97) for 4 rounds; Search DC 21; Disable Device DC 19.

APL 4 (EL 5)

Medium Earth Elemental Trap: CR 5; magical device; proximity trigger; automatic reset; riddle bypass; magical effect summons one medium earth elemental (hp 36; *Monster Manual* page 97); Search DC 23; Disable Device DC 21.

APL 6 (EL 7)

Large Earth Elemental Trap: CR 7; magical device; proximity trigger; automatic reset; riddle bypass; magical effect summons one large earth elemental (hp 80; *Monster Manual* 97); Search DC 25; Disable Device DC 23.

APL 8 (EL 9)

Huge Earth Elemental Trap: CR 9; magical device; proximity trigger; automatic reset; riddle bypass; magical effect summons one huge earth elemental (hp 176; *Monster Manual* 97); Search DC 27; Disable Device DC 25.

APL 10 (EL 11)

Greater Earth Elemental Trap: CR 11; magical device; proximity trigger; automatic reset; riddle bypass; magical effect summons one greater earth elemental (hp

231; *Monster Manual* 97); Search DC 29; Disable Device DC 27.

APL 12 (EL 13)

Elder Earth Elemental Trap: CR 13; magical device; proximity trigger; automatic reset; riddle bypass; magical effect summons one greater earth elemental (hp 264; *Monster Manual* 97); Search DC 31; Disable Device DC 29.

Regardless of how they enter, all PCs find themselves on a path leading to the centre of the property.

You think you hear music in the distance. Coming to the end of the trail through the forest, you peer cautiously out across a small clearing. A man dressed in multicolored but tattered robes is lying in a hammock strung between two trees, playing the lute and singing a merry madrigal in some language other than Common.

The man is Grazelt, a somewhat timid sorcerer/bard who masks his reticence by pretending to be bad-tempered. He is originally from Keoland in the Sheldomar Valley, but is stranded in Ket for a while since he is unwilling to cross the Bissel-Ket border while there is the threat of warfare. He has heard of people from the Sheldomar Valley being jailed by Threshers for no reason, especially down south, so he has decided to hole up here and lay low for a while. He makes money by playing at the local taverns. He is not a resident or Citizen of Ket, but knows enough to keep his worship of Olidamarra a secret while in Ket, since he is aware that it is against the law.

He did watch a bit of the monks' show last night in Jhallda, but was not affected by the *Lantern* and *Fist*.

He is singing in Oeridian:

*To make good wine is the highest art and skill,
With the plumpest grapes,
wooden barrels do we fill.
With a jest and a ho! and a hey nonny nonny, wooden
barrels do we fill.*

*Turning grapes to wine is the vintner's special trick,
Leave the water, leave the bread,
it's his wine that we do pick,
With a jest and a ho! and a hey nonny nonny,
It's his wine that we do pick*

*Yes, the vintner stands head and shoulders up above
And we toast him with the labor of his love
With a jest and a ho! and a hey nonny nonny,
with the labor of his love.*

*For as much as I wish to wear the vintner's crown,
It is better by far to drink the wine all down!
With a jest and a ho! and a hey nonny nonny,
I would rather drink than make it!*

Only PCs who speak Old Oeridian (or make a DC 15 Decipher Languages check) will understand the song, and only they can then make a DC 20 Knowledge (religion) or a DC 18 Bardic Knowledge check to know that this madrigal is actually a hymn to Olidamarra. If this fact is then shared with non-Oeridian speakers, any Ket resident automatically knows (DC 15 Knowledge (Local-VTF) for non-residents) that the worship of Olidamarra is illegal in Ket, punishable by some time in the stocks and confiscation of any materials dedicated to Olidamarra.

(If a PC who understands the words takes the time to translate them into a language that the non-Oeridian speakers can understand, the non-Oeridian speakers can then make a DC 25 Knowledge (Religion) or DC 23 Bardic Knowledge check to know that this madrigal is actually a hymn to Olidamarra. Non-Oeridian speakers have to achieve a higher DC than Oeridian speakers because the translation they are given will lose some of the finer subtleties that mark this as more than an ordinary drinking song.)

Grazelt is blissfully unaware that anyone is on his property, trusting that his trap will discourage visitors, and will continue to sing as long as the PCs watch. (Grazelt takes a –10 penalty to his Spot checks versus the party's Hide checks; this is reflected in his Spot check below.) If Grazelt spots the visitors, or if they make themselves known, he leaps to his feet, demanding to know what they are doing on private property, (using Intimidate) and threatens to go to the Threshers with news of this abrogation of Ket law. (PCs with Chubin's authorization signed by Bijjana al'Mullah may add a +10 to their Sense Motive versus his Intimidate, since they know they have the legal right to be here.)

If the PCs confront him either with their temporary Thresher appointment, or with the fact that he is an Olidamarra worshipper, or spell out to the tragedy in the village of Abouza last night, Grazelt's indignation instantly evaporates, and he meekly agrees to cooperate, providing the following responses to questioning:

- He had been in Jhallda the previous evening for the festivities, but left when Neeve Greenvest the halfling cobbler spilled a cup of wine over his best robe. (He attempts to show the PCs the stain, but the robe is such a riot of colors and there are so many other stains besides that it is impossible for him to find the exact wine stain.)

- After several citizens of Jhallda had laughed at him and inferred that the wine stain made his robes look better, he had denounced the town, cursed it loudly, and threatened to get even with everyone, and had doubtless been overheard by many of the townsfolk. However, he didn't think he would be taken seriously, since he regularly makes this same threat against someone in town or the town in general about every two weeks.
- He will not volunteer that he threw a spell at Neeve Greenvest, but if any PC brings this up, he will readily confess that he lost his temper and cast *cause fear* on the halfling cobbler.
- Although he found the puppet show enjoyable, he was only starting to watch the jugglers and tumblers when Neeve spilled wine on him. (If the adventurers have not spoken to Varya yet, this is the first mention of the juggling show.) He was especially impressed at the end of the act when the five jugglers juggled what seemed like 30 knives between them at the same time.
- If questioned about the *Fist of Emirikol*, Grazelt knows nothing about it except by reputation (an item full of the Chaotic powers of the great mage Emirikol.) If questioned about the *Lantern of Dharmal*, he knows nothing about it.
- Grazelt has heard nothing about the massacre in Abouza, and is clearly shocked by the news. He often plays gigs at the Dry Barrel tavern, and immediately wants to go and see if he can provide any aid to the village.

Grazelt will initially protest against a search of his hut and belongings, and a DC 17 Sense Motive will reveal that he is trying to hide something. If pressed—and since he is clearly outnumbered—he will submit to a search of his hut and belongings. Searching in and around his hut turns up nothing except another robe (Grazelt's old robe, which is in worse shape than the one he is wearing), some spare lute strings, and some food and drink. A DC 20 Search check finds a book of ballads and songs devoted to Olidamarra inside a hidden compartment of Grazelt's lute case.

BROTHERHOOD OF SORCERY

All members of the Brotherhood of Sorcery will automatically know that the law requires all spontaneous casters of spells to be registered with the local chapterhouse of the Brotherhood of Sorcery, and that as members of the Brotherhood, they have the right to ask Grazelt for his registration card. (Grazelt did not register with the Brotherhood.)

Any member of the Brotherhood of Sorcery who ascertains that Grazelt is not registered, and has cast a spell (the *cause fear* on Neeve Greenvest the previous night), and reports him to the Brotherhood at the end of the adventure, earns the AR reward **Brotherhood**.

Grazelt: CG male human (Oeridian) sorcerer 2/bard 3/rogue 3/cleric 1 (Sense Motive +3, Intimidate +6, Spot +3 {currently -7}).

Development: The PC's may decide to visit the hilltop where Varya was watching the town; in this case, go to 5: *The Man in Black*.

Or the PCs may simply return to Jhallda to seek out more clues or confirm what they found out; in this case, go back to 3: *Asking around Jhallda*. If the PCs now ask anyone in town about the jugglers, they will get more new information.

5: THE MAN IN BLACK

The mysterious man in black mentioned in the village is actually a woman, Varya. She is from Furyondy, and has been hired to find the stolen *Fist of Emirikol*. A divination has led her to this area, where she has been walking through the local towns for the past week, listening and waiting for a sign of the *Fist*.

She was initially dogged by servants of Iuz in Furyondy, but had thought she had left them behind when she entered Ket. However, they have finally caught up to her.

If the PCs decide to investigate the hilltop south of town where the man in black was seen spying on the town, they arrive just as combat is ending.

You are just coming up to the crest of the hill, when a strange otherworldly shriek from the other side of the hill stops you in your tracks. You hear a spell being cast by a human voice—a woman's voice—followed by an explosion. The creature roars in anger. There are further sounds of battle, and then a woman's scream. The inhuman shrieks start again, but this time they are triumphant.

A successful Spellcraft check will reveal the spell cast to be *scorching ray*.

If the PCs freeze and do nothing, they will hear someone singing in orc (a victory song, if anyone speaks orc). By the time they climb the hill, Gronk will have killed Varya, looted her body of everything, then departed. A DC 15 Heal check will reveal Varya died of massive wounds caused by an edged weapon.

However, if the PCs immediately run to the top of the hill when they hear the sounds of combat, they will

see the end of the fight happening 120 feet away, in the shallow valley before them. Once the characters can see the scene:

As you top the rise, a battle is just ending in the shallow valley before you. A woman, her bright red hair freed from her black robes by her exertions, falls to the ground, bleeding heavily. Her vanquisher, immediately identifiable by her piggy face as an orc, grunts and sings in triumph as she wheels her mount around in a victory dance, brandishing her massive greataxe over her fallen victim. On her breastplate is emblazoned a white skull. As the orc continues to celebrate, you become aware that the mount is not as mundane as its owner.

At APLs 2-4:

At first glance, it is a normal horse, albeit coal black in color. But the glowing red eyes give away its otherworldly origins even at this distance.

At APLs 6-8

At first glance, it is a normal horse, albeit coal black in color. But the flames wreathing its steely hooves and trailing from its flared nostrils give away its otherworldly origins, even at this distance.

At APLs 10-12:

Resembling a very large elephant crossed with a bulldog, this creature stands 14 feet at the shoulder, and has a massive, oversized head with jutting, ragged teeth and hanging jowls. It opens its mouth in a celebratory yawn, revealing a gaping maw fully 8 feet wide and 7 feet from top to bottom.

It is a DC 9 Knowledge (Religion) check—can be attempted untrained—to recognize the white skull on Gronk's breastplate as the symbol of Iuz. (This is known automatically by any PC from the Iuz Border States metaregion.)

Gronk, the orc that attacked Varya, has just brought her to -3 hp, and if PCs do nothing, Gronk will continue her victory dance for 2 rounds, then dismount, quickly apply a coup de grace which will kill Varya, then loot Varya's body and depart. The PCs will not gain any xp or treasure from this encounter, and will also fail to gain important information from Varya.

However, if the PCs intervene or otherwise gain her attention, or if Gronk spots the PCs, she immediately attacks the party.

APL 2 (EL 4)

Gronk: Orc Barbarian 1; hp 11 (13); See Appendix 1.

Fiendish Heavy Warhorse: hp 36; See Appendix 1.

APL 4 (EL 6)**Gronk:** Orc Barbarian 5; hp 55 (65); See appendix 1.**Fiendish Heavy Warhorse:** hp 36; See Appendix 1.**APL 6 (EL 8)****Gronk:** Orc Barbarian 5; hp 55 (65); See appendix 1.**Advanced Nightmare:** hp 90; See Appendix 1.**APL 8 (EL 10)****Gronk:** Orc Barbarian 9; hp 99 (126); See appendix 1.**Advanced Nightmare:** hp 90; See Appendix 1.**APL 10 (EL 12)****Gronk:** Orc Barbarian 9; hp 99 (126); See appendix 1.**Mivilorn:** hp 372; See Appendix 1.**APL 12 (EL 14)****Gronk:** Orc Barbarian 13; hp 156 (208); See Appendix 1.**Mivilorn:** hp 372; See Appendix 1.**Tactics:**

All APLs: Gronk has Mounted Combat and doesn't hesitate to use it to protect her mount. She will also attempt to take cover behind her mount if it seems like it might help, as per the Ride skill. She'll Rage at the first sign of trouble. Both the mount and Gronk will stay on to fight to the death if the other is killed.

APL 4: Gronk will use her *piercer cloak* to get a +1d6 damage against targets smaller than her mount, since she has got higher ground in this case, unless she has had to use her *mindarmor* ability to protect herself. She will also put her Ride-By attack to good use.

APL 6: Gronk will use her *piercer cloak* to get a +1d6 damage against targets smaller than her mount, since she has got higher ground in this case, unless she has had to use her *mindarmor* ability to protect herself. She will also put her Ride-By attack to good use. She is mounted on a nightmare, and although it is protected by its smoke ability, she is not.

APL 8: Gronk will use her *piercer cloak* to get a +1d6 damage against targets smaller than her mount, since she has got higher ground in this case, unless she has had to use her *mindarmor* ability to protect herself. She is mounted on a nightmare, and although it is protected by its smoke ability, she is not. She is wielding a Longaxe, and will use it as a reach or normal weapon as seems appropriate.

APL 10 & 12: Gronk will use her *piercer cloak* to get a +1d6 damage against targets smaller than her mount, since she has got higher ground in this case, unless she has had to use her *mindarmor* ability to protect herself. She is wielding a Longaxe, and will use it as a reach or

normal weapon as seems appropriate. She'll get her mivilorn to charge the biggest fighter she can see, hoping to swallow it whole and make the combat easier.

Treasure:**APL 2:** Loot 53 gp; Total 53 gp.**APL 4:** Loot 63 gp; Magic 437 gp; +1 *mindarmor breastplate* (362 gp), *piercer cloak* (75 gp); Total 500 gp.**APL 6:** Loot 63 gp; Magic 437 gp; +1 *mindarmor breastplate* (362 gp), *piercer cloak* (75 gp); Total 500 gp.**APL 8:** Loot 128 gp; Magic 964 gp; +1 *longaxe* (194 gp), +1 *mindarmor breastplate* (362 gp), *piercer cloak* (75 gp), +2 *gauntlets of strength* (333 gp); Total 1092 gp.**APL 10:** Loot 128 gp; Magic 964 gp; +1 *longaxe* (194 gp), +1 *mindarmor breastplate* (362 gp), *piercer cloak* (75 gp), +2 *gauntlets of strength* (333 gp); Total 1092 gp.**APL 12:** Loot 128 gp; Magic 3380 gp; +2 *longaxe* (694 gp), +2 *mindarmor breastplate* (612 gp), *piercer cloak* (75 gp), +4 *belt of strength* (1333 gp), +2 *gloves of dexterity* (333 gp), +2 *amulet of health* (333 gp); Total 3508 gp.**IF GRONK IS DEFEATED**

If the party defeats Gronk and saves Varya from death (or *raises* or *resurrects* her otherwise), she will introduce herself as Varya from Furyondy. Varya is a beautiful woman of mixed blood with fair skin and bright red hair. She will not reveal anything further about herself unless the PCs show her their authorization from Chubin or tell her the mysterious goings on in the area. If she is able to infer from their explanations that non-Lawful or Chaotic events have occurred in the past day, she will be eager to exchange information, and will respond to questioning using the following information.

- She is here on a mission to find a stolen item called the *Fist of Emirikol*. As its name suggests, it is a fist-sized piece of bone with mysterious runes carved into its service. It was reputedly made by a mage called Emirikol, who imbued it with his Chaotic magic. She knows it is a great instrument of Chaos used for many years by the mage Emirikol, but she cannot say what its powers are or how it is used. It was stolen three months ago from the noble Ildisfarne family of Furyondy, and she was hired to find it. A divination revealed that she should search in northeastern Ket for it.
- She was attacked by agents of Iuz several times in Furyondy, but managed to escape each time, and thought that her move into Ket had thrown them off her scent. Evidently one of them managed to find her.
- She does not know why agents of Iuz would want to prevent her from recovering the *Fist of*

Emirikol, unless they wanted to recover it themselves.

- She has been walking from town to town, watching for signs of the *Fist*. So far she has not noticed anything out of the ordinary in the Lawful villages of Ket, and is starting to wonder if the divination that sent her here was mistaken.
- Yesterday, she watched traffic into and out of the south side of Jhardda from a hilltop outside town. (Note: she did not see either Grapple the half-orc get kicked out of town by Captain Chubin yesterday morning, nor the monks arrive in town yesterday evening—both events took place on the north side of town while she was watching the south side of town.)
- She did see the puppeteer (Jahanabad) arrive in town yesterday morning, and saw him performing a puppet show last night during the street festival when she eased into town. She only watched part of it, not really understanding why all the Kettites, especially the adults, were watching a puppet show.
- She also saw Darabadara, the husband and wife team, performing. They were competent fire-eaters and she enjoyed the show.
- She watched the five jugglers and tumblers performing and thought that they moved their bodies in a way that revealed rigorous training of both body and mind. She discarded them from her investigation when she saw the end of their act, the transformation of their human pyramid into a lotus symbol to end the show. The lotus was an obvious sign of Neutrality and she is looking for signs of Chaos.
- During the juggling and tumbling show, she saw a halfling spill something on a human, and then saw the human cast a *cause fear* at the halfling (she recognized the spell via her Spellcraft). The halfling then fled, knocking down a man in uniform (Captain Chubin).
- Varya was very interested in the human spellcaster, who seemed to want to immediately leave town as if he had something to hide, but by the time she went around a few buildings, to avoid the crowds, he had disappeared along the north road out of town. She thinks he took one of the forest trails, but in the darkness she couldn't be sure.
- She walked back through town after that, and returned to her hilltop south of the town to rest and plan her next move.

- From her hilltop, she saw the tumblers' small caravan (two wagons) leave along the south road before the end of the street festival last night, heading south towards the village of Bayat that she had come from herself a few days ago.
- After watching more traffic moving into and out of town this morning, she had just decided to continue her quest by continuing to the north (towards the village of Abouza, although she wouldn't know the name of the village) when she was attacked by Gronk the orc.

If she is told of the tragedy of Abouza, and the strange goings-on in Jhallda (surly villagers, Captain Chubin's "insanity", etc.), she immediately pays more attention, especially to the tragedy of Abouza. Although both villages sound like the forces of Chaos are at work in them, Abouza sounds like the more serious incident. She urges the PCs to continue their investigation in Jhallda while she goes to Abouza.

Development:

The PC's may choose to immediately try to follow the "jugglers" based on Varya's information; in this case, go to 7: *On the Road to Bayat*.

Or they may decide to visit Grazelt; in this case, go to 4: *Grazelt*.

Or the PCs may simply return to Jhallda to seek out more clues or confirm what they found out; in this case, go back to 3: *Asking around Jhallda*. If the PCs ask anyone about the jugglers, they will get more new information.

6: INTERLUDE

By this time, the PCs should have interviewed enough people in Jhallda to seek out Grazelt and Varya, possibly returned to Jhallda for more interviews; with all other avenues of inquiry eliminated, the "jugglers" should be the only open lead. Therefore the party wants to seek out the jugglers, and should know that the jugglers have moved southward toward the village of Bayat.

If the party has not yet grasped the significance of the "jugglers", have a villager come up and say "It's too bad the jugglers had to leave last night—things were just getting started when they left. It's strange they should leave when the party was only getting started. Well, it was kind of strange the way they were set up around the corner from everyone else anyway."

If this elicits questions from the party, the villager can either indicate the jugglers left by the road leading south to Bayat, or send them to another villager listed in

3: *Asking Around Jhallda* who might have more information.

7: ON THE ROAD TO BAYAT

Note that if the party uses magic to travel to Bayat (*mass fly*, *dimension door*, etc.) they will bypass this encounter—move directly to 8: *The Jugglers*.

If the party walks or rides towards Bayat, they will come across some broken spokes of a wagon wheel by the side of the road. A DC 15 Survival check with the Track feat will reveal that two wagons camped here overnight, and that a broken wheel was repaired and then replaced. The small caravan of two wagons then headed south towards Bayat about noon today.

A DC 11 Knowledge (Architecture & Engineering) indicates that removing a broken wheel, repairing it and then replacing it would likely have taken 2-3 hours with the proper tools, or at least double that time without the proper tools.

A DC 20 Search check in the vicinity of the broken wheel will find a small amulet on a broken bracelet chain that one of the monks lost while replacing the wagon wheel. The amulet has a small lotus blossom etched onto its surface. It is a DC 15 Knowledge (Religion) check (automatic for worshippers of Xan Yae or for any PC that has already played **KET 7-01** *Balance of Secrets*) to know that the amulet is a holy symbol of Xan Yae.

8: THE JUGGLERS

Try to time the party's exit from Jhallda so that whichever means of travel they choose, they will arrive in Bayat after sundown.

As the small village of Bayat comes into view, it is obvious that something special is going on tonight on the village common. Instead of a few dim lanterns to light the way, torches are flaring from dozens of hands. A roar of approval from several dozen people hits your ears, and then applause. There is a moment's silence, and then a collective gasp, and then more applause.

As you get closer, you see two caravan wagons pulled up onto the village common. In front of them, a temporary stage has been erected, and a group of five people, both men and women, all dressed in dark leotards, are currently demonstrating a complex tumbling routine. On the stage with them are two young village children, smiling and holding hands as the performers tumble around and over them.

See **DM Aid 3: Jugglers' Stage in Bayat**.

Any PC that played **KET7-01** *Balance of Secrets* can make a DC 15 Spot check to recognize one of the performers as Najmeh, a monk of the Temple of the Shadowy Darkness that Comes in the Second Hour After Midnight in Lopolla. Najmeh was the person who hired the PC in the previous adventure.

Effect of the *Lantern*

Any PC who has a Will bonus of less than +4 and comes within 100' of the *Lantern* must make a DC 5 Will save or be affected by the *Lantern*. Rolling a 1 does not fail. This save must be rerolled every minute (10 rounds). See description of *Lantern of Dharmal* in either *Adventure Background* or **Appendix 2: New Rules Items** for the effect of failing the save.

Now what?

The party obviously has a variety of options. The most common options will likely be:

- Watch the show and then decide what to do: go to *Watching the Show*.
- Sneak behind the stage and search the wagons while the show is going on: go to *Sneaking a Peek*
- Immediately use their powers of deputization to attempt to stop the show and arrest the monks: go to *Arrest Them!*

Eventually all of these—and any other course of action the PCs may choose—will lead to the final combat with some of the monks.

However, regardless of what the PCs choose to do, the DM must get the PCs into dialogue with Najmeh before combat initiative is rolled. This enables Najmeh to demonstrate that she is not aware of what she is doing or the effect her caravan has had, and that she has been a puppet controlled by the evil Morteza. While she will resist the PCs' implications that the monks have been fomenting unrest rather than Neutrality, this dialogue should allow the PCs to sow the seeds of doubt in her mind, giving them an advantage in the combat to follow.

Note that the monks' training and discipline will not allow them to voluntarily "surrender" due to Diplomacy—they will fight, albeit half-heartedly, until they are defeated.

Watching the Show

If the PCs watch the show and if any of them played **KET7-01** *Balance of Secrets* (in other words, they have met Najmeh), then give Najmeh a DC 10 Spot check (with a Spot bonus of +0) to recognize them. If she is successful, move to *Flee!* below.

If she is not successful (or none of the PCs played **KET7-01** *Balance of Secrets*), the show will proceed. It is an impressive set of tumbling followed by juggling.

Note that the two village children, who are about 8 years old, were invited up on to the stage by the monks, and the children will stay on stage for the entire act, smiling and waving to their parents while the monks perform around them, much to the delight of the villagers. The monks goodheartedly involve them in the performance, sometimes giving them things to hold like juggling balls.

Once the show ends, the performers will gather up whatever coins are thrown to them, then politely meet with people behind the stage as they start to pack up.

Depending on the subsequent actions of the PCs, move to *Appreciative Fans*, *Arrest Them!* or *Confronting the Monks* below.

Flee!

If Najmeh does recognize a PC during the performance, she will give a prearranged warning signal to the other monks. At the end of the act, all the monks will disappear behind the curtain of their makeshift stage. Then four of the monks will emerge to put on an encore performance of juggling, while Najmeh grabs the Lantern and attempts to escape.

Give any PCs watching the encore a DC 15 Spot check to see a short blue-white flash of light as Najmeh pulls the *Lantern* out of the wagon and wraps it in a blanket—she does not take the time to pull the *Fist of Emirikol* from the Lantern.

Najmeh does not have a plan of escape, she is simply trying to get away. Any PCs who take any kind of action to find them (*detect magic* to detect the Lantern, tracking them, listening for their running footsteps, etc.) should be able to quickly run them down. How they do so is not important—simply move to *Confronting the Monks* below.

Sneaking a Peek

The PCs may attempt to sneak into the wagons while the monks are performing. Anyone climbing into the first cart will find the *Lantern of Dharmal* sitting in the middle of some blankets, the *Fist of Emirikol* inside it, glowing blue white with enough energy to cast light in a 15' radius.

There is a permanent *alarm* spell on the wagon, and as soon as anyone not wearing an amulet with the lotus of Xan Yae looks inside the wagon, or the *Lantern* is carried out of the wagon, a mental alarm goes off in Najmeh's head. (Note that the broken amulet found at the campsite in 7: *On the Road to Bayat* allows the PC carrying it to move into the wagon without setting off the alarm, but carrying the *Lantern* out of the

wagon will set off the alarm regardless.) If the alarm goes off, Najmeh will give a secret signal to the other monks, and they will accompany her to confront the would-be thieves. Go to *Confronting the Monks*.

Arrest Them!

The PCs may decide to try a frontal assault by simply crashing the show and using their powers of deputization to try and arrest the monks. In this case, as soon as the PCs make their intentions known, they will be slowed to half speed as the crowd flees in all directions. In addition, anyone attempting to cast a spell must make a Concentration (DC 10+spell level) check as he or she is knocked about by the crowd.

Note that the monks will not try to hold the children on stage as hostages. One of the monks will immediately pick up the children and jump off the front of the stage, returning the children to their parents (who are standing at the front of the stage), before trying to escape.

Meanwhile Najmeh and two of her fellow monks will run to the wagon and grab the Lantern. If any PCs pursue Najmeh, they catch up to her here with the Lantern bundled in a blanket. Go to *Confronting the Monks*.

Appreciative Fans

The PCs may attempt to convince the monks that they are merely appreciative fans wanting to talk to the performers after the show. In this case, there will be 20 other villagers of all ages from young children to adults crowding within a 30' radius of the performers as well. This will slow all movement to half rate. Once combat starts, people will start to flee. Movement will be half-rate within this 30' radius, and all spellcaster have to make Concentration checks for the 3 rounds that it will take the villagers to clear the area.

If any of the PCs have played **KET7-01** *Balance of Secrets*, Najmeh will immediately recognize them. Go to *Confronting the Monks* immediately.

If Najmeh does not recognize any PCs, she will greet them politely and answer any questions that may have about the performance, putting down the performers' superior skills to years of training and mental discipline (which is a true statement). She professes to know nothing of local politics or events, they are making a living as they travel through Ket. (Also technically a true statement.)

If the PCs bring up the negative changes in the villagers of Jhallda, Najmeh will listen politely but make no comment other than to acknowledge that they have visited there recently. For bringing up this subject, add a

+2 bonus to the PCs' Diplomacy check during *Confronting the Monks*.

If the PCs bring up the tragedy of Abouza, the blood will drain from Najmeh's face (DC 12 Spot check to see this in the torchlight), although she will do nothing more than acknowledge that they passed through Abouza two days ago. For bringing up this subject, add a +5 bonus to the PCs' Diplomacy check during *Confronting the Monks*. (This bonus stacks with the +2 bonus above.)

At a certain point, Najmeh will ask why they are telling her this. When the PCs get around to asking her if her caravan is involved, or if any PC makes a move towards the wagons, or tries to sneak into the wagons, or initiates combat (starting a spell, starting up a bard song, drawing a weapon, etc.) move immediately to *Confronting the Monks*.

Confronting the Monks

If all six of the monks are present, three are not trained in fighting, and take up positions wide to the sides.

If no one has initiated combat (cast spells, drawn weapons, bard song, etc), Najmeh will angrily ask what the PCs want. If she is holding the Lantern wrapped in a blanket, she holds it possessively like a child in her arms.

If the PCs say they are after the Lantern, Najmeh retorts that the Lantern rightfully belongs to the Temple of the Shadowy Darkness that Comes in the Second Hour After Midnight, and will angrily tell the PCs the "true" purpose of their expedition—they have been tasked by her master, Morteza, with using the Lantern of Dharmal and the "Stone of Blessing" to send out soothing waves of Neutrality to the peoples of Ket, moving them away from the dangerous extreme of unthinking Lawfulness.

If the PCs say they are after the *Fist of Emirikol*, Najmeh is confused, and then tells the PCs they are looking in the wrong place—they do not have anything called the *Fist of Emirikol*. (True statement—at least Najmeh believes this is true.) If the PCs describe the *Fist*, Najmeh interrupts them and tells them they are describing the *Stone of Blessing*, a magic item of soothing Neutrality. (For introducing doubt as to the purpose of the "Stone of Blessing", add a +1 to the PCs Diplomacy check below, which also stacks with any bonuses they may have earned in the section Appreciative fans.).

At this point, give the party a collective DC 30 Diplomacy check. In addition to any bonuses that may have already been earned, add the following bonuses and penalties:

- Each PC that is True Neutral: +1
- Each PC that is LG or CG: -1
- Each PC that openly worships Xan Yae: +5

- Each PC that does not wear any armor or shield and does not carry any weapons: +3
- Each PC that wears medium or heavy armor or carries a shield or bears more than one weapon: -3
- Najmeh has been accused of treachery, breaking laws or causing deaths of Ket Citizens: -5
- Anyone has tried Intimidation first: -5

If the group succeeds at the Diplomacy check, they have succeeded in sewing a seed of doubt in Najmeh and her fellow monks. All the monks will fight at -2 to attack, -2 damage and -2 to all saves for the entire combat that follows.

Regardless of the results of the Diplomacy check, Najmeh will order Godan, Isadi, Touca, and Saka to attack. If she is carrying the Lantern, she will hold it and observe, fetching it first if she is not. She will not strike back at any attackers. She is not intended to be involved in this fight, use the APL 12 stats from this encounter if by chance she is attacked, but she will take no offensive actions at all.

THE FIST OF EMIRIKOL

During combat, a PC may have an opportunity to remove the *Fist of Emirikol* from the Lantern and throw it at an opponent. If the PC succeeds on a ranged touch attack, one of the random powers of the *Fist* will be activated (see **Appendix 2: New Rules Items**). Note that the *Fist* has not been tiered for different APLs, therefore several of the effects that are dangerous even at APL 12 will be deadly at lower APLs. If the result is lethal damage or death or serious spell effect (someone turned to stone or permanently confused, for instance), the PC who threw the *Fist* will be arrested at the end of the adventure and held accountable for any damage or death caused by his or her actions.

If the *Fist* is used to make a successful attack, it will disintegrate immediately after activation, reappearing the following morning in a pouch that hangs from Najmeh's belt. When this happens, Najmeh will immediately turn it over to either the party or to a Thresher, depending on who is holding her in custody the next morning.

The monks are totally unaware of the combat powers of the *Fist* and therefore will never throw it at anyone.

APL 2 (EL 5)

Godan, Isadi, Touca, Saka: Monk 1; hp 7; See Appendix 1.

APL 4 (EL 7)

Godan, Isadi, Touca, Saka: Monk 3; hp 21; See Appendix 1.

APL 6 (EL 9)

Godan, Isadi, Touca, Saka: Monk 5; hp 35; See Appendix 1.

APL 8 (EL 11)

Godan, Isadi, Touca, Saka: Monk 8; hp 56; See Appendix 1.

APL 10 (EL 13)

Godan, Isadi, Touca, Saka: Monk 10; hp 70; See Appendix 1.

APL 12 (EL 15)

Godan, Isadi, Touca, Saka: Monk 13; hp 91; See Appendix 1.

Tactics: The monks will take full advantage of terrain and their jumping and tumbling skills, as well as of any items. They'll refrain from doing any lethal damage to any humans, dwarves, halflings, or anyone who appears like they might be a resident of Ket. However, animal companions and "monsters" are fair game for lethal damage at APLs where the monks have shuriken available.

The difficulty of this encounter has been raised due to the need to do non-lethal damage to the monks for fear of legal punishment (the monks are Citizens of Ket—see **Appendix 3: Laws of Ket**), but lowered at higher APLs due to their extreme lack of the gear you'd expect NPCs of their level to have, since they have donated it all to their temple.

This encounter is considered a failure, and no experience is given for it, if any laws are broken in arresting the monks. Indeed, overstepping a deputization is considered very serious, and no reduction of the sentence is possible by mitigating circumstances in this case.

Once the other monks are defeated, Najmeh will surrender, believing it to be the will of Xan Yae. If the monks win this fight, they'll vanish with the lantern, and the encounter is considered a failure. Go to the conclusion, "Failure".

Treasure:

APL 2: Loot 70 gp; Magic 332 gp; *+1 amulet of natural armor* (83 gp) x4; Total 402 gp.

APL 4: Magic 200 gp; *boots of agile leaping* (50 gp) x4; Total 200 gp.

APL 6: Magic 533 gp; *boots of agile leaping* (50 gp) x4, *brawler's gauntlets* (83 gp) x4; Total 533 gp.

APL 8: Magic 300 gp; *boots of agile leaping* (50 gp) x4, *potion of cure serious wounds* (25 gp) x4; Total 300 gp.

APL 10: Magic 1664 gp; *reciprocal bracers* (416 gp) x4; Total 1664 gp.

APL 12: Total 0 gp.

Development: With the monks defeated and under control, the PCs must make some decisions about what to do next.

As long as the *Fist of Emirikol* is inside the *Lantern*, it will continue to glow bright blue white, affecting people, possibly even the PCs themselves. To remove the *Fist* is simply a matter of opening the door of the *Lantern* and removing the *Fist*. Touching it is harmless, and as soon as it is removed from the *Lantern*, the glow fades. If the *Fist* is put back in the *Lantern*, it begins to glow again.

The PCs may decide to return to Jhallda with the monks right away, arriving back there sometime after midnight, or they may decide to stay in Bayat for the night. There is no Thresher Station in this small village, or a Courthouse—the Threshers and Jurat in Jhallda serve this small community.

At midnight, the PCs' deputization papers will no longer be in force. They may keep the monks in custody, but may not legally arrest anyone else.

CONCLUSION

SUCCESS:

When you explain her role in this affair, and the true function of the Fist of Emirikol, Najmeh is heartbroken that she has been used to harm her beloved Ket. She has been misled by the master of her temple, Morteza, who apparently is not the great believer in Neutrality that she thought. She even begins to doubt that Morteza worships Xan Yae.

Najmeh explains that the Lantern of Dharmal acts like an amplifier for magic items that are placed inside it. She and her fellow monks thought that were putting an item called the Blessed Stone into the Lantern to radiate waves of soothing Neutrality to the people of Ket. Now she can see how her master Morteza betrayed them. By putting the Fist of Emirikol into the Lantern, she and her fellow monks have been sewing discord and Chaos wherever they visited.

Even just imagining the trail of death and Chaos caused by her actions leaves Najmeh physically ill. Bitter tears run down her cheeks as she says, "Please forgive me for my role in this. I was misled by an evil man, and must pay the price for my weakness. I recognize now that many people are dead because of my actions."

Her eyes grow colder and her mouth grim. "I only wish I could be allowed to live so that I might meet my 'Master' one more time."

She shakes her head and straightens her shoulders. "But I am a traitor, and must die. You, on

the other hand, have proved brave and resolute in your search for justice, and I would ask a simple favor of you. After my execution, I would ask a favor of you. Would you to take my ashes and scatter them on the top of a high hill in my home province of Falwur? Perhaps sometime in the next eternity Xan Yae will find it possible to forgive me."

The next morning, the Threshers who were sent by Captain Chubin to assist the people of Abouza return to Jhallda. They were able to determine that the villagers killed each other, and that the half-orc barbarian Grapple seemed to be at the center of the battle, but they have been unable to determine what the catalyst is.

If the PCs returned to Jhallda overnight, the Threshers arrive in Jhallda two hours after sunrise, and are surprised to find Captain Chubin locked up and apparently insane.

If the PCs are in Bayat, or on the way back to Jhallda in the morning, three of the Threshers find them, having been told of their efforts the day before by Bijjana al'Jurat, and their whereabouts by Wanderer Curran of the Wanderer's Last Stop Inn.

Wherever they meet up, the Threshers ask the PCs to stay in Jhallda for several extra days while an investigation is carried out, and all witnesses are interviewed.

Note that any broken laws (trespassing or dealing non-lethal damage if the PCs did not have proper deputization powers, lethal damage to Citizens in any case, etc.) will result in conviction and sentencing, and the designation **Lawbreaker** on the AR.

On the second day after the battle with the monks, everyone has returned to normal. Captain Chubin is back to his arrogant controlled self, and many of the townsfolk start to look a bit shame-faced about their behavior over the past two days.

In the courtroom that morning, after hearing evidence that you have provided, Bijjana al'Jurat renders his judgment.

"After listening to the evidence, I order that the Lantern of Dharmal be seized as a potentially dangerous weapon and handed over to the Archons for safekeeping. The Fist of Emirikol is to be given to the Furyondian Varya so that she might return it to the Ildisfarne family of Furyondy.

"And finally, in the matter of the monks of Xan Yae, I find them guilty of fomenting unrest and high treason. Captain Chubin will immediately transport them to the Copper Palace in Lopolla and hand them over to the Thorns, who will doubtless extract much useful information from them about this Morteza and his plots against Ket. Once the Thorns are finished

with these traitors, they are to be executed. When they meet the Restorer of Righteousness, may he be merciful in his judgments."

Najmeh bows her head in submission. "I accept this sentence as just," she replies. "I will provide as much information as possible about Morteza, and when I am finished, I will welcome my death."

Shortly afterward, in the searing heat of another summer day, Chubin, three other Threshers and the prisoners set out for Lopolla. You watch from the shade of a tree at the edge of town as the small party moves into the distance and start to dissolve in the waves of heat rising from the road.

Suddenly a large figure appears out of nowhere, towering over the men on horses. You squint, trying to make out details through the heat haze. There is a flash of light, and Threshers, horses and prisoners alike are flung in every direction.

Even as you grab the bridle of the nearest horse and spring into the saddle to gallop madly towards the scene, you see the tall figure bend down and pick up someone from the ground, blood dripping from the limp body. With another flash, the figure disappears.

It only takes a few minutes to pound down to the road, but by the time you slide off your horse, it is already far too late. Threshers, horses and prisoners lie scattered here and there like broken dolls, all dead. But of the serene and remorseful monk Najmeh who was ready to welcome death, there is no sign.

FAILURE:

Although you manage to piece together part of the story of what happened to this corner of Ket, the monks have disappeared with the Lantern of Dharmal and the Fist of Emirikol. Captain Chubin and Ezzati al'Jurat are not pleased, for without the monks, they have no way of tracing the man named Morteza, who seems to be the instigator of this plot. Who knows where he will strike next, and why?

Failure means the PCs cannot receive their AR rewards **Investigator** or **Xanavade**, or any other items carried by the monks.

ADVENTURE RECORD REWARDS

If any laws of Ket were broken and this was discovered (or would be discovered) by the authorities, the characters who broke the law gain the reward **Lawbreaker**. Write in the crime and assigned sentence in the space provided. If the sentence is not paid on this AR, the character is assumed to have fled Ket (automatically),

but double the penalty will be served when they are caught, as listed.

If the *Lantern of Dharmal* is turned over to the Ketite authorities in any condition, the entire party receives the reward **Investigator**.

If Grazelt is unharmed by the party, and none of his property is damaged, he grants the reward **Thanks of Grazelt**. This applies even if he is reported to the Brotherhood of Sorcery.

If any members of the Brotherhood of Sorcery report Grazelt for unauthorized spellcasting, they receive the reward **Sorcerer**.

If any members of the Wanderers of Fharlaghn brought Curran news of events on the road, they receive the reward **Wanderer**.

If the monks were stopped and the Lantern and Fist recovered, members of the Xanavade receive the reward **Xanavade**.

THE END

EXPERIENCE POINT SUMMARY

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

Generally, to award XP for a combat encounter the judge should award 30 XP per EL defeated in the encounter. So at APL 2 the party defeats a monster at EL 4 and gets 120 XP, while at APL 4 the monster is EL 6 awarding the party 180 XP. The XP that can be awarded in an adventure is subject to certain maximum amounts. Authors should refer to the *Living Greyhawk Writer's Guidelines* for the most recent version of these rules including separate rules regarding the maximum amount of XP available for story awards and for discretionary roleplaying.

4: Grazelt

Successfully defeating, passing or surviving the trap, and speaking with Grazelt.

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

5: The Man in Black

Defeating the orc and mount.

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

8: The Jugglers

Defeating the monks without breaking any laws.

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

Story Award

Successfully recovering the lantern.

| | |
|--------|--------|
| APL 2 | 60 XP |
| APL 4 | 90 XP |
| APL 6 | 120 XP |
| APL 8 | 150 XP |
| APL 10 | 180 XP |
| APL 12 | 210 XP |

Discretionary roleplaying award

| | |
|--------|--------|
| APL 2 | 30 XP |
| APL 4 | 45 XP |
| APL 6 | 60 XP |
| APL 8 | 75 XP |
| APL 10 | 90 XP |
| APL 12 | 105 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.

5: The Man in Black

APL 2: Loot 53 gp; Total 53 gp.

APL 4: Loot 63 gp; Magic 437 gp; *+1 mindarmor breastplate* (362 gp), *piercer cloak* (75 gp); Total 500 gp.

APL 6: Loot 63 gp; Magic 437 gp; *+1 mindarmor breastplate* (362 gp), *piercer cloak* (75 gp); Total 500 gp.

APL 8: Loot 128 gp; Magic 964 gp; *+1 longaxe* (194 gp), *+1 mindarmor breastplate* (362 gp), *piercer cloak* (75 gp), *+2 gauntlets of strength* (333 gp); Total 1092 gp.

APL 10: Loot 128 gp; Magic 964 gp; *+1 longaxe* (194 gp), *+1 mindarmor breastplate* (362 gp), *piercer cloak* (75 gp), *+2 gauntlets of strength* (333 gp); Total 1092 gp.

APL 12: Loot 128 gp; Magic 3380 gp; *+2 longaxe* (694 gp), *+2 mindarmor breastplate* (612 gp), *piercer cloak* (75 gp), *+4 belt of strength* (1333 gp), *+2 gloves of dexterity* (333 gp), *+2 amulet of health* (333 gp); Total 3508 gp.

2: The Jugglers

APL 2: Loot 70 gp; Magic 332 gp; *+1 amulet of natural armor* (83 gp) x4; Total 402 gp.

APL 4: Magic 200 gp; *boots of agile leaping* (50 gp) x4; Total 200 gp.

APL 6: Magic 533 gp; *boots of agile leaping* (50 gp) x4, *brawler's gauntlets* (83 gp) x4; Total 533 gp.

APL 8: Magic 300 gp; *boots of agile leaping* (50 gp) x4, *potion of cure serious wounds* (25 gp) x4; Total 300 gp.

APL 10: Magic 1664 gp; *reciprocal bracers* (416 gp) x4; Total 1664 gp.

APL 12: Total 0 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Total Possible Treasure

APL 2: 455 gp

APL 4: 700 gp

APL 6: 1033 gp

APL 8: 1392 gp

APL 10: 2756 gp

APL 12: 3508 gp

APPENDIX 1: APL 2

5: THE MYSTERIOUS MAN

GRONK CR 1

Female Orc Barbarian 1
CE Medium Humanoid (Orc)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Orc

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)

hp 11 (1 HD)

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

Weakness: Light Sensitive

Speed 30 ft. in +1 *breastplate* (6 squares), base movement 40 ft.;

Melee greataxe +5 (1d12+6) or dagger +5 (1d4+4)

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

Base Atk +1; **Grp** +5

Special Actions: Rage

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Mounted Combat

Skills Handle Animal +2, Intimidate +2, Ride +5 (+1 mounting/dismounting)

Possessions military saddle, Greataxe, dagger, +1 *breastplate*, 200 gp

Rage (Ex): When in rage (7 rounds, 1/day) make the following adjustments to the stat block above:

AC 15, touch 9, flat-footed 14

(+1 Dex, -2 rage, +6 armor)

hp 13 (1 HD)

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

Melee greataxe +7 (1d12+9) or dagger +7 (1d4+6)

Base Atk +1; **Grp** +7

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

FIENDISH HEAVY WARHORSE CR 3

CE Large Magical Beast (augmented animal)

Init +1; **Senses** Darkvision 60 ft., low-light vision, Listen +5, Spot +6

AC 14, touch 10, flat-footed 13
(-1 size, +1 Dex, +4 natural)

hp 36 (4 HD); DR 5/magic

Resist cold 5, fire 5; **SR** 9

Fort +7, **Ref** +5, **Will** +2

Speed 50 ft. (10 squares); Run

Melee 2 hooves +6 (1d6+4) and bite +1 (1d4+2)

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

Base Atk +3; **Grp** +11

Special Actions Smite good

Abilities Str 18, Dex 13, Con 17, Int 3, Wis 13, Cha 6

Feats Endurance, Run

Skills Jump +12, Listen +5, Spot +4

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum +20) against a good foe.

8: THE JUGGLERS

GODAN, ISADI, TOUCA, SAKA CR 1

Male/female/female Human Monk 1
LN Medium Humanoid (Human)

Init +1; **Senses** Listen +6, Spot +2

Languages Common

AC 14, touch 13, flat-footed 13

(+1 Dex, +2 class, +1 natural armor)

hp 7 (1 HD)

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

Speed 30 ft. (6 squares);

Melee unarmed strike +2 or +0/+0 (1d6+2 nonlethal);

Ranged masterwork shuriken +2 (1d2+2)

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

Base Atk +0; **Grp** +2

Special Actions: Stunning Fist (DC 12), Flurry of Blows

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

Feats Acrobatic, Improved Unarmed Strike, Stunning Fist, Skill Focus (tumble)

Skills Balance +5, Jump +8, Listen +6, Tumble +10

Possessions +1 *amulet of natural armor*, 20 masterwork shuriken, 44 gp

5: THE MAN IN BLACK**GRONK****CR 5**

Female Orc Barbarian 5

CE Medium Humanoid (Orc)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common, Orc**AC** 17, touch 11, flat-footed 17

(+1 Dex, +6 armor)

hp 55 (5 HD)**Fort** +6, **Ref** +2, **Will** +1**Weakness:** Light Sensitive**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.;**Melee** masterwork greataxe +11 (1d12+7) or dagger +10 (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +10**Special Actions:** Rage, *piercer cloak***Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +1**Feats** Mounted Combat, Ride-By Attack**Skills** Handle Animal +3, Intimidate +6, Ride +11 (+8 mounting/dismounting), Survival +3**Possessions** military saddle, Masterwork greataxe, greataxe, dagger, +1 *mindarmor breastplate*, *piercer cloak*, 200 gp**Rage (Ex):** When in rage (7 rounds, 2/day) make the following adjustments to the stat block above:**AC** 15, touch 9, flat-footed 15

(+1 Dex, -2 rage, +6 armor)

hp 65 (5 HD)**Fort** +8, **Ref** +2, **Will** +3**Melee** masterwork greataxe +13 (1d12+10) or dagger +12 (1d4+6)**Base Atk** +5; **Grp** +12**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6**FIENDISH HEAVY WARHORSE CR 3**

CE Large Magical Beast (augmented animal)

Init +1; **Senses** Darkvision 60 ft., low-light vision, Listen +5, Spot +6**AC** 14, touch 10, flat-footed 13

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

hp 36 (4 HD); DR 5/magic**Resist** cold 5, fire 5; **SR** 9**Fort** +7, **Ref** +5, **Will** +2**Speed** 50 ft. (10 squares); Run**Melee** 2 hooves +6 (1d6+4) and bite +1 (1d4+2)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +11**Special Actions** Smite good**Abilities** Str 18, Dex 13, Con 17, Int 3, Wis 13, Cha 6**Feats** Endurance, Run**Skills** Jump +12, Listen +5, Spot +4**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum +20) against a good foe.**8: THE JUGGLERS****GODAN, ISADI, TOUCA, SAKA CR 3**

Male/female/female Human Monk 3

LN Medium Humanoid (Human)

Init +1; **Senses** Listen +8, Spot +2**Languages** Common**AC** 13, touch 13, flat-footed 12

(+1 Dex, +2 class)

hp 21 (3 HD)**Fort** +4, **Ref** +4, **Will** +5 (+7 versus Enchantments)**Speed** 40 ft. (8 squares);**Melee** unarmed strike +5 or +3/+3 (1d6+2);**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Special Actions:** Deflect Arrows, Stunning Fist (DC 13), Flurry of Blows**Abilities** Str 14, Dex 13, Con 12, Int 8, Wis 15, Cha 10**SQ** Evasion, Still Mind, Fast Movement**Feats** Acrobatic, Improved Unarmed Strike, Deflect Arrows, Stunning Fist, Skill Focus (tumble), Weapon Focus (unarmed strike)**Skills** Balance +9, Jump +16, Listen +8, Tumble +14**Possessions**, *boots of agile leaping*

5: THE MAN IN BLACK

GRONK

CR 5

Female Orc Barbarian 5

CE Medium Humanoid (Orc)

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

Languages Common, Orc

AC 17, touch 11, flat-footed 17

(+1 Dex, +6 armor)

hp 55 (5 HD)

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

Weakness: Light Sensitive

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.;

Melee masterwork greataxe +11 (1d12+7) or dagger +10 (1d4+4)

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

Base Atk +5; **Grp** +10

Special Actions: Rage, *piercer cloak*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Uncanny Dodge, Improved Uncanny Dodge, Trapsense +1

Feats Mounted Combat, Ride-By Attack

Skills Handle Animal +3, Intimidate +6, Ride +11 (+8 mounting/dismounting), Survival +3

Possessions military saddle, Masterwork greataxe, greataxe, dagger, +1 *mindarmor breastplate*, *piercer cloak*, 200 gp

Rage (Ex): When in rage (7 rounds, 2/day) make the following adjustments to the stat block above:

AC 15, touch 9, flat-footed 15

(+1 Dex, -2 rage, +6 armor)

hp 65 (5 HD)

Fort +8, **Ref** +2, **Will** +3

Melee masterwork greataxe +13 (1d12+10) or dagger +12 (1d4+6)

Base Atk +5; **Grp** +12

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

ADVANCED NIGHTMARE

CR 7

Always NE Large outsider (evil extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +16, Spot +16

Languages Abyssal, Common, Infernal (understand only)

AC 26, touch 12, flat-footed 23

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

Miss Chance: 20% concealment within 5 ft., 50% concealment at 10+ ft.

hp 90 (10 HD)

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

Speed 40 ft. (8 squares), fly 90 ft. (good); Run

Melee 2 hooves +13 (1d8+4 plus 1d4 fire) and bite +18 (1d8+2)

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

Base Atk +10; **Grp** +18

Special Actions Flaming hooves, smoke

Abilities Str 18, Dex 16, Con 16, Int 13, Wis 13, Cha 12

SQ astral projection, etherealness

Feats Alertness, Improved Initiative, Improved Natural Armor, Run

Skills Concentration +12, Diplomacy +7, Intimidate +14, Knowledge (the planes) +14, Listen +16, Move Silently +16, Search +14, Sense Motive +14, Spot +16, Survival +14 (+16 following tracks, +16 on other planes)

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Smoke (Su): During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 18 Fortitude save or take a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away, and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Astral Projection and Etherealness (Su) These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

8: THE JUGGLERS

GODAN, ISADI, TOUCA, SAKA CR 5

Male/female/female Human Monk 5

LN Medium Humanoid (Human)

Init +1; **Senses** Listen +11, Spot +3

Languages Common

AC 15, touch 15, flat-footed 14

(+1 Dex, +4 class)

hp 35 (5 HD)

Fort +5, **Ref** +5, **Will** +7 (+9 versus Enchantments)

Speed 40 ft. (8 squares);

Melee unarmed strike +5/+5 or +6 (1d8+2);

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

Base Atk +3; **Grp** +5

Special Actions: Deflect Arrows, Flurry of Blows (-1/-1), Stunning Fist (DC 15), Karmic Strike (magic)

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

SQ Evasion, Fast Movement, Purity of Body, Slow Fall (20 ft.), Still Mind

Feats Acrobatic, Improved Unarmed Strike, Deflect Arrows, Stunning Fist, Skill Focus (tumble), Weapon Focus (unarmed strike)

Skills Balance +11, Jump +18, Listen +11, Tumble +16

Possessions *boots of agile leaping, brawler's gauntlets*

5: THE MAN IN BLACK

GRONK**CR 9**

Female Orc Barbarian 9

CE Medium Humanoid (Orc)

Init +2; **Senses** Listen +0, Spot +0**Languages** Common, Orc**AC** 18, touch 12, flat-footed 18
(+2 Dex, +6 armor)**hp** 99 (9 HD); **DR** 1/-**Fort** +8, **Ref** +5, **Will** +3 (+8 with *mindarmor* versus mind-affecting)**Weakness:** Light Sensitive**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.;**Melee** +1 *longaxe* +16/+11 (1d12+10) or dagger +15/+10 (1d4+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +15**Special Actions:** Reckless Rage, *piercer cloak*, *mindarmor*, Power Attack**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +3**Feats** Exotic Weapon Proficiency (*longaxe*), Mounted Combat, Power Attack, Reckless Rage***Skills** Handle Animal +3, Intimidate +10, Ride +16 (+13 mounting/dismounting), Survival +7**Possessions** military saddle, +2 *gauntlets of ogre power*, +1 *longaxe*, masterwork greataxe, dagger, +1 *mindarmor breastplate*, *piercer cloak*, 600 gp**Rage (Ex):** When in rage (8 rounds, 3/day) make the following adjustments to the stat block above:**AC** 14, touch 8, flat-footed 14

(+2 Dex, -4 rage, +6 armor)

hp 126 (9 HD)**Fort** +11, **Ref** +5, **Will** +5 (+10 with *mindarmor* versus mind-affecting)**Melee** +1 *longaxe* +19/+14 (1d12+14) or dagger +18 (1d4+9)**Base Atk** +9; **Grp** +18**Abilities** Str 28, Dex 14, Con 20, Int 8, Wis 10, Cha 6

* See Appendix 2: New rules items

ADVANCED NIGHTMARE**CR 7**

Always NE Large outsider (evil extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +16, Spot +16**Languages** Abyssal, Common, Infernal (understand only)**AC** 26, touch 12, flat-footed 23
(-1 size, +3 Dex, +14 natural)**Miss Chance:** 20% concealment within 5 ft., 50% concealment at 10+ ft.**hp** 90 (10 HD)**Fort** +10, **Ref** +10, **Will** +8**Speed** 40 ft. (8 squares), fly 90 ft. (good); Run**Melee** 2 hooves +13 (1d8+4 plus 1d4 fire) and bite +18 (1d8+2)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +18**Special Actions** Flaming hooves, smoke**Abilities** Str 18, Dex 16, Con 16, Int 13, Wis 13, Cha 12**SQ** astral projection, etherealness**Feats** Alertness, Improved Initiative, Improved Natural Armor, Run**Skills** Concentration +12, Diplomacy +7, Intimidate +14, Knowledge (the planes) +14, Listen +16, Move Silently +16, Search +14, Sense Motive +14, Spot +16, Survival +14 (+16 following tracks, +16 on other planes)**Flaming Hooves (Su):** A blow from a nightmare's hooves sets combustible materials alight.**Smoke (Su):** During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 18 Fortitude save or take a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away, and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Astral Projection and Etherealness (Su) These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

8: THE JUGGLERS

GODAN, ISADI, TOUCA, SAKA CR 8

Male/female/female Human Monk 8

LN Medium Humanoid (Human)

Init +2; **Senses** Listen +14, Spot +3**Languages** Common**AC** 16, touch 16, flat-footed 14
(+2 Dex, +4 class)**hp** 56 (8 HD)**Fort** +7, **Ref** +8, **Will** +9 (+11 versus Enchantments)**Speed** 50 ft. (10 squares);**Melee** unarmed strike +8/+8/+3 (2d8+2);**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +8**Special Actions:** Deflect Arrows, Improved Trip, Stunning Fist (DC 17), Wholeness of Body (16 points), Flurry of Blows, Karmic Strike (magic)**Combat Gear** *potion of cure serious wounds*

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

SQ Evasion, Fast Movement, Purity of Body, Slow Fall (40 ft.), Still Mind

Feats Acrobatic, Improved Natural Attack (unarmed strike), Improved Trip, Improved Unarmed Strike, Deflect Arrows, Stunning Fist, Skill Focus (tumble), Weapon Focus (unarmed strike)

Skills Balance +15, Jump +25, Listen +14, Tumble +20

Possessions combat gear *plus brawler's gauntlets*,

5: THE MAN IN BLACK

GRONK**CR 9**

Female Orc Barbarian 9

CE Medium Humanoid (Orc)

Init +2; **Senses** Listen +0, Spot +0**Languages** Common, Orc**AC** 18, touch 12, flat-footed 18
(+2 Dex, +6 armor)**hp** 99 (9 HD); **DR** 1/-**Fort** +8, **Ref** +5, **Will** +3 (+8 with *mindarmor* versus mind-affecting)**Weakness:** Light Sensitive**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.;**Melee** +1 *longaxe* +16/+11 (1d12+10) or dagger +15/+10 (1d4+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +15**Special Actions:** Reckless rage, piercer cloak, *mindarmor*, Power Attack**Combat Gear****Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +3**Feats** Exotic Weapon Proficiency (*longaxe*), Mounted Combat, Power Attack, Reckless Rage***Skills** Handle Animal +3, Intimidate +10, Ride +16 (+13 mounting/dismounting), Survival +7**Possessions** combat gear plus military saddle, +2 *gauntlets of ogre power*, +1 *longaxe*, masterwork greataxe, dagger, +1 *mindarmor breastplate*, *piercer cloak*, 600 gp**Rage (Ex):** When in rage (8 rounds, 3/day) make the following adjustments to the stat block above:**AC** 14, touch 8, flat-footed 14

(+2 Dex, -4 rage, +6 armor)

hp 126 (9 HD)**Fort** +11, **Ref** +5, **Will** +5 (+10 with *mindarmor* versus mind-affecting)**Melee** +1 *longaxe* +19/+14 (1d12+14) or dagger +18 (1d4+9)**Base Atk** +9; **Grp** +18**Abilities** Str 28, Dex 14, Con 20, Int 8, Wis 10, Cha 6

* see Appendix 2: New Rules Items

MIVILORN**CR 11**

CE Huge Magical Beast (chaotic, extraplanar)

Init +1; **Senses** Darkvision 60 ft., low-light vision, scent, Listen +7, Spot +12**Languages** Abyssal (understand only)**AC** 21, touch 9, flat-footed 20

(-2 size, +1 Dex, +12 natural)

hp 372 (24 HD);**SR** 17**Fort** +22, **Ref** +15, **Will** +10**Speed** 40 ft. (8 squares);**Melee** bite +17 (4d6+30/19-20 plus 2d4 acid) including 15 points of Power Attack**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +24; **Grp** +42**Atk Options** Improved Bull Rush, Improved Grab, Improved Overrun, Power Attack**Special Actions** Breath Weapon, Charging Bite, Swallow Whole**Abilities** Str 31, Dex 13, Con 26, Int 4, Wis 14, Cha 11**Feats** Alertness, Die Hard, Endurance, Improved Bull Rush, Improved Critical (bite), Improved Overrun, Power Attack, Skill Focus (listen), Track**Skills** Intimidate +10, Listen +7, Spot +12, Survival +9**Breath Weapon (Su):** 3/day – As a free action, a mivilorn can spew out digestive acid on its opponents. This breath weapon is a 15-foot cone, and it deals 5d4 points of acid damage to any caught in the area (Reflex DC 23 half). The save DC is Dexterity-based.**Charging Bite (Ex):** When charging, a mivilorn opens its expansive mouth to its fullest width in order to swallow one or more opponent's whole. If a mivilorn succeeds on a bite attack at the end of a charge, the victim must make a DC 23 Reflex save to avoid being scooped into the creature's expanded, open mouth. A mivilorn can scoop up a single Large creature, or two creatures of Medium or smaller size in the same attack if they are adjacent. In the latter case, the mivilorn makes one attack roll against the opponent with the higher AC. If the creature hits, both opponents take bite damage, and each gets its own save to avoid being trapped in the toothy cage. The save DC is Dexterity-based.**Improved Grab (Ex):** In order to swallow an opponent without charging, a mivilorn must hit Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.**Swallow Whole (Ex):** A swallowed creature automatically takes 6d4 points of bite damage every round in addition to the maximum damage from the mivilorn's acid attack (8 points). A mivilorn spews out any creature or creatures that succeed in dealing a total of 40 points of damage to its mouth (which has damage reduction 15/bludgeoning and an AC of 16). Trapped creatures may only use light melee weapons.

After 3 rounds of chewing on an opponent, a mivilorn spits it out to see if it is dead. If its still alive, the mivilorn attempts to grapple and swallow the creature a second time.

8: THE JUGGLERS

GODAN, ISADI, TOUCA, SAKA CR 10

Male/female/female Human Monk 10

LN Medium Humanoid (Human)

Init +2; **Senses** Listen +16, Spot +3

Languages Common

AC 17, touch 17, flat-footed 15

(+2 Dex, +5 class)

hp 70 (10 HD)

Fort +8, **Ref** +9, **Will** +10 (+12 versus Enchantments)

Speed 60 ft. (12 squares);

Melee unarmed strike +10/+10/+5 (2d8+2);

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

Base Atk +7; **Grp** +9

Special Actions: Deflect Arrows, Improved Trip, Power Attack, Stunning Fist (DC 18), Wholeness of Body (20 points), Flurry of Blows, Karmic Strike (lawful, magic)

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

SQ Evasion, Improved Evasion, Purity of Body, Slow Fall (50 ft.), Still Mind

Feats Acrobatic, Improved Natural Attack (unarmed strike), Improved Trip, Improved Unarmed Strike, Deflect Arrows, Power Attack, Stunning Fist, Skill Focus (tumble), Weapon Focus (unarmed strike)

Skills Balance +17, Jump +31, Listen +16, Tumble +22

Possessions *reciprocal bracers*

5: THE MAN IN BLACK

GRONK**CR 13**

Female Orc Barbarian 13

CE Medium Humanoid (Orc)

Init +3; **Senses** Listen +0, Spot +0**Languages** Common, Orc**AC** 21, touch 14, flat-footed 21
(+3 Dex, +1 deflection, +7 armor)**hp** 156 (13 HD); **DR** 3/-**Fort** +11, **Ref** +7, **Will** +4 (+9 with *mindarmor* versus mind-affecting)**Weakness:** Light Sensitive**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft.;**Melee** +2 *longaxe* +22/+17/+12 (1d12+12) or dagger +20/+15/+10 (1d4+7)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +13; **Grp** +20**Special Actions:** Greater Reckless Rage, *piercer cloak*, *mindarmor*, Power Attack, Cleave**Abilities** Str 24, Dex 16, Con 14, Int 8, Wis 10, Cha 6**SQ** Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +4**Feats** Cleave, Exotic Weapon Proficiency (*longaxe*), Mounted Combat, Power Attack, Reckless Rage***Skills** Handle Animal +3, Intimidate +14, Ride +21 (+18 mounting/dismounting), Survival +11**Possessions** plus military saddle, +4 *belt of strength*, +2 *gloves of dexterity*, +2 *amulet of health*, +1 *ring of protection*, +2 *longaxe*, masterwork greataxe, dagger, +2 *mindarmor breastplate*, *piercer cloak*, 600 gp**Greater Rage (Ex):** When in rage (10 rounds, 4/day) make the following adjustments to the stat block above:

AC 17, touch 10, flat-footed 17

(+3 Dex, -4 rage, +1 deflection, +7 armor)

hp 208 (13 HD)

Fort +15, **Ref** +7, **Will** +7 (+12 with *mindarmor* versus mind-affecting)**Melee** +2 *longaxe* +26/+21/+16 (1d12+18) or dagger +24/+19/+14 (1d4+11)**Base Atk** +13; **Grp** +24**Abilities** Str 32, Dex 16, Con 24, Int 8, Wis 10, Cha 6**MIVILORN****CR 11**

CE Huge Magical Beast (chaotic, extraplanar)

Init +1; **Senses** Darkvision 60 ft., low-light vision, scent, Listen +7, Spot +12**Languages** Abyssal (understand only)**AC** 21, touch 9, flat-footed 20
(-2 size, +1 Dex, +12 natural)**hp** 372 (24 HD);**SR** 17**Fort** +22, **Ref** +15, **Will** +10**Speed** 40 ft. (8 squares);**Melee** bite +17 (4d6+30/19-20 plus 2d4 acid) including 15 points of Power Attack**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +24; **Grp** +42**Atk Options** Improved Bull Rush, Improved Grab, Improved Overrun, Power Attack**Special Actions** Breath Weapon, Charging Bite, Swallow Whole**Abilities** Str 31, Dex 13, Con 26, Int 4, Wis 14, Cha 11**Feats** Alertness, Die Hard, Endurance, Improved Bull Rush, Improved Critical (bite), Improved Overrun, Power Attack, Skill Focus (listen), Track**Skills** Intimidate +10, Listen +7, Spot +12, Survival +9**Breath Weapon (Su):** 3/day – As a free action, a mivilorn can spew out digestive acid on its opponents. This breath weapon is a 15-foot cone, and it deals 5d4 points of acid damage to any caught in the area (Reflex DC 23 half). The save DC is Dexterity-based.**Charging Bite (Ex):** When charging, a mivilorn opens its expansive mouth to its fullest width in order to swallow one or more opponent's whole. If a mivilorn succeeds on a bite attack at the end of a charge, the victim must make a DC 23 Reflex save to avoid being scooped into the creature's expanded, open mouth. A mivilorn can scoop up a single Large creature, or two creatures of Medium or smaller size in the same attack if they are adjacent. In the latter case, the mivilorn makes one attack roll against the opponent with the higher AC. If the creature hits, both opponents take bite damage, and each gets its own save to avoid being trapped in the toothy cage. The save DC is Dexterity-based.**Improved Grab (Ex):** In order to swallow an opponent without charging, a mivilorn must hit Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.**Swallow Whole (Ex):** A swallowed creature automatically takes 6d4 points of bite damage every round in addition to the maximum damage from the mivilorn's acid attack (8 points). A mivilorn spews out any creature or creatures that succeed in dealing a total of 40 points of damage to its mouth (which has damage reduction 15/bludgeoning and an AC of 16). Trapped creatures may only use light melee weapons.

After 3 rounds of chewing on an opponent, a mivilorn spits it out to see if it is dead. If its still alive, the mivilorn attempts to grapple and swallow the creature a second time.

8: THE JUGGLERS

GODAN, ISADI, TOUCA, SAKA CR 13

Male/female/female Human Monk 13

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +19, Spot +3

Languages Common

AC 17, touch 17, flat-footed 15

(+2 Dex, +5 class)

hp 91 (13 HD)

SR 23

Fort +9, **Ref** +10, **Will** +11 (+13 versus
Enchantments)

Speed 70 ft. (14 squares);

Melee unarmed strike +12/+12/+12/+7 (3d6+2);

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

Base Atk +9; **Grp** +11

Special Actions: Abundant Step (Su), Deflect
Arrows, Improved Trip, Power Attack, Stunning Fist
(DC 19), Wholeness of Body (26 points), Flurry of
Blows, Karmic Strike (lawful, magic)

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

SQ Evasion, Diamond Soul, Fast Movement,
Improved Evasion, Purity of Body, Slow Fall 960 ft),
Still Mind

Feats Acrobatic, Improved Initiative, Improved Natural
Attack (unarmed strike), Improved Trip, Improved
Unarmed Strike, Deflect Arrows, Power Attack,
Stunning Fist, Skill Focus (tumble), Weapon Focus
(unarmed strike)

Skills Balance +20, Jump +38, Listen +19, Tumble
+25

Possessions None

APPENDIX 2: NEW RULES ITEMS

FEATS

Reckless Rage [General]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Source: *Races of Stone* 143

MAGIC ITEMS

Boots of Agile Leaping

Price (item level): 600 gp (3rd)

Body Slot: Feet

Caster level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: -

While wearing *boots of agile leaping*, you can add your Dexterity modifier (instead of your Strength modifier) on Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.

Prerequisites: Craft Wondrous Item, *cat's grace*.

Cost to Create: 300 gp, 24 xp, 1 day.

Source: *Magic Item Compendium* 76

Brawler's Gauntlets

Price (item level): 1000 gp (4th)

Body Slot: Hands

Caster level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Wrestlers and priests of the brawler god Kord prize these gauntlets. When activated, for 1 round they grant you a +2 bonus on grapple checks and damage rolls when making unarmed attacks.

Brawler's gauntlets function three times per day.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 500 gp, 40 xp, 1 day.

Source: *Magic Item Compendium* 82

Lantern of Dharmal

Price: unique item, cannot be replicated

Aura: Faint; all schools

Activation: Immediate (when something is placed inside it)

This looks like an ordinary brass lantern with six panes of glass—one of which is hinged to swing open—except there is no oil reservoir on the bottom, and no place for a wick inside.

This item focuses and magnifies the properties of anything that is placed inside such that anyone standing within 100 feet of it must make a DC 5 Will save (on which a 1 does not automatically fail) or be mentally affected by the item, magnifying personality traits that are aligned with the item and suppressing traits that are opposed to it. This save must be retried every minute (10 rounds) that a person is within range of its effect until a failure is achieved. There is no overt effect, and the victims will not notice the effect, pass or fail.

The stronger the item, the greater the effect. So a relatively weak *potion of heroism* would make those who fail their Will save feel mildly heroic. Stronger items will have greater effects.

Any person affected by the Lantern will continue to feel the effect for 48 hours afterwards.

Mindarmor

Price: 3000 gp

Property: Armor or shield

Caster level: 5th

Aura: Faint; (DC 17) enchantment

Activation: Immediate (mental)

When activated, a suit of armor or a shield that has this property grants you a +5 bonus on Will saves to resist mind-affecting spells and abilities until the start of your next turn.

The mindarmor property functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *heroism*.

Cost to Create: 1500 gp, 120 xp, 3 days.

Source: *Magic Item Compendium* 13

Piercer Cloak

Price (Item Level): 900 gp (4th)

Body Slot: Shoulders

Caster level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (mental)

Weight: -

The wearer of a *piercer cloak* can make devastating attacks when positioned above her enemy. When you activate a *piercer cloak*, any attack you make on your current turn from higher ground (PH 151) deals an extra 1d6 points of damage. If you charge your enemy

from at least 10 feet above him, this extra damage increases to 2d6. This benefit lasts for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *bull's strength, jump*.

Cost to Create: 450 gp, 36 xp, 1 day.

Source: *Magic Item Compendium* 118

Reciprocal Bracers

Price (item level): 5000 gp (9th)

Body Slot: Arms

Caster level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Immediate (command)

Warriors tired of taking more damage than they deal out appreciate the power of *reciprocal bracers*, which allow them to turn their enemies' powerful strikes against them. If you score a hit in melee against someone who scored a critical hit or sneak attack against you since your last turn, you can activate these bracers to automatically consider your attack roll a critical threat. You must still confirm the critical hit as normal.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *keen edge*.

Cost to Create: 2500 gp, 200 xp, 5 days.

Source: *Magic Item Compendium* 120

Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Price: 35 gp.

Damage (medium): 1d12

Critical: x3

Weight: 15 lb.

Type: Slashing

Source: *Complete Adventurer* 115

MUNDANE EQUIPMENT

Longaxe

Exotic two-handed melee weapon

A longaxe looks like a greataxe with an elongated haft. This feature makes the weapon awkward to wield by those unfamiliar with its use, but those proficient with the weapon can use the haft's extra length to attack foes more than 5 feet away so long as they are willing to forgo precision in favor of dealing more damage.

If you are proficient with the longaxe, you can treat it as a reach weapon any time you use the Power Attack feat to shift 3 or more points of your attack bonus from attack to damage. When you use a longaxe in this manner, you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. Because you determine the use of the Power Attack feat for an entire turn, you must wield the longaxe as either a reach weapon or a normal weapon until the beginning of your next turn once you make the decision. You cannot wield it as both a reach weapon and a normal weapon in the same turn.

Characters proficient with the longaxe can treat it as a greataxe for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon

APPENDIX 3: KET LAWS

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

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

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

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

CRIMES OF DEBT

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

MINOR CRIMES

Vandalism: Fine equal to double the value of the property damage, plus repair costs to owner of property; or if unable to pay fine, 1 TU of court-appointed indentured servitude per 10 greatshields of property damage.*

Mitigating Circumstances: None

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

Mitigating Circumstances: None

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

Mitigating Circumstances: It was an emergency;
Effect: No fine or conviction

Theft: Fine equal to double the value of the item stolen owed, plus restitution to owner of property; or if unable to pay fine, court-appointed indentured

servitude to owner of property, 1 TU of per 10 greatshields of property value*

Mitigating Circumstances: None

Heresy: The worship of Olidamarra is illegal in Ket, punishable with 1 TU in the stocks and confiscation of any materials dedicated to Olidamarra (including holy symbols)

Mitigating Circumstances: None

CRIMES AGAINST "MONSTERS"

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

Mitigating Circumstances: Any reasonable excuse; **Effect:** No fine or conviction

CRIMES AGAINST NON-RESIDENTS

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

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

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

Mitigating Circumstances: Self defense. **Effect:** No fine or conviction

Kidnapping or Torture: 10 TUs in stocks

Mitigating Circumstances: None

CRIMES AGAINST RESIDENTS

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

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. **Effect:** 2 TUs in stocks, conviction for simple assault

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

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. **Effect:** 2 TUs in stocks, conviction for simple assault

Kidnapping or Torture: 1 year in mines**

Mitigating Circumstances: None

Manslaughter: 1 year in mines**

Mitigating Circumstances: Self defense. **Effect:** 10 TUs in stocks

CRIMES AGAINST HORSES

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

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse; **Effect:** No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat. **Effect:** 2 TUs in stocks, convicted of simple assault

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

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse, and cured all lethal damage at end of combat. **Effect:** 5 TUs in stocks, convicted of aggravated assault

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

Mitigating Circumstances: To save the life of the Beygraf. **Effect:** No penalty

Kidnapping or Torture: 2 years in mines**

Mitigating Circumstances: None

Horseslaughter: 2 years in mines**

Mitigating Circumstances: Self-defense, as long as accused did not initiate the combat with owner of horse. **Effect:** 10 TUs in stocks, convicted of deadly assault

CRIMES AGAINST CITIZENS

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

Mitigating Circumstances: Any reasonable excuse as long as accused did not initiate the combat. **Effect:** No fine or conviction

Aggravated Assault (lethal damage): 5 TUs in stocks

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. **Effect:** 2 TUs in stocks, conviction for simple assault

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

Mitigating Circumstances: Committed in self-defense and cured all lethal damage at end of combat. **Effect:** 5 TUs in stocks, convicted of aggravated assault

Kidnapping or Torture: Life in mines**

Mitigating Circumstances: None

Murder, unpremeditated: Life in mines**

[Paying for a successful *raise dead* reduces conviction to Deadly Assault]

Mitigating Circumstances: Self defense. **Effect:** 26 TUs in mines**

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

Mitigating Circumstances: None

CRIMES AGAINST THE STATE

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

Mitigating Circumstances: None

Impersonation for criminal purposes*:** Execution

Mitigating Circumstances:

Impersonation of Resident: 1 TU in stocks

Impersonation of Citizen: 4 TUs in stocks

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

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

Impersonation of Bey or Graf: Life in mines**
Impersonation of the Beygraf: Execution

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

Mitigating Circumstances: None

Theft of Beygraf's property: Execution

Mitigating Circumstances: As determined by Jurat . **Effect:** Life in the mines

Crimes against the Beygraf: Execution

Mitigating Circumstances: As determined by Jurat. **Effect:** Life in the mines

Treason: Execution

Mitigating Circumstances: None

*Only a Citizen may become an *ushdar* (indentured servant). Residents and non-residents unable to pay fine are sentenced to 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 AID: SPEAK WITH THE DEAD

If an attempt is made to *speak with the dead* in Abouza, use this process.

VILLAGERS (ANYONE BUT GRAPPLE THE BARBARIAN)

The dead person gets a saving throw as per the spell description if the caster's alignment does not match that of the dead person. Use the following method to determine whether the villager being *spoken* to is of the same alignment as the caster:

Was the villager was affected by the Lantern?

Roll percentile: 1–80% = Affected, 81–100% = Unaffected.

Affected by *Lantern*

All alignments were changed to these proportions (roll percentile):

- Chaotic Good: 1–14
- Chaotic Neutral: 15–78
- Chaotic Evil: 79–100

Unaffected by *Lantern*

Alignments remained in these proportions (roll percentile):

- Lawful Neutral: 1–60
- Lawful Evil: 61–80
- Lawful Good: 81–90
- Chaotic Good: 91–92
- Neutral Good: 93–94
- Neutral: 95–96
- Neutral Evil: 97–98
- Chaotic Neutral: 99–100

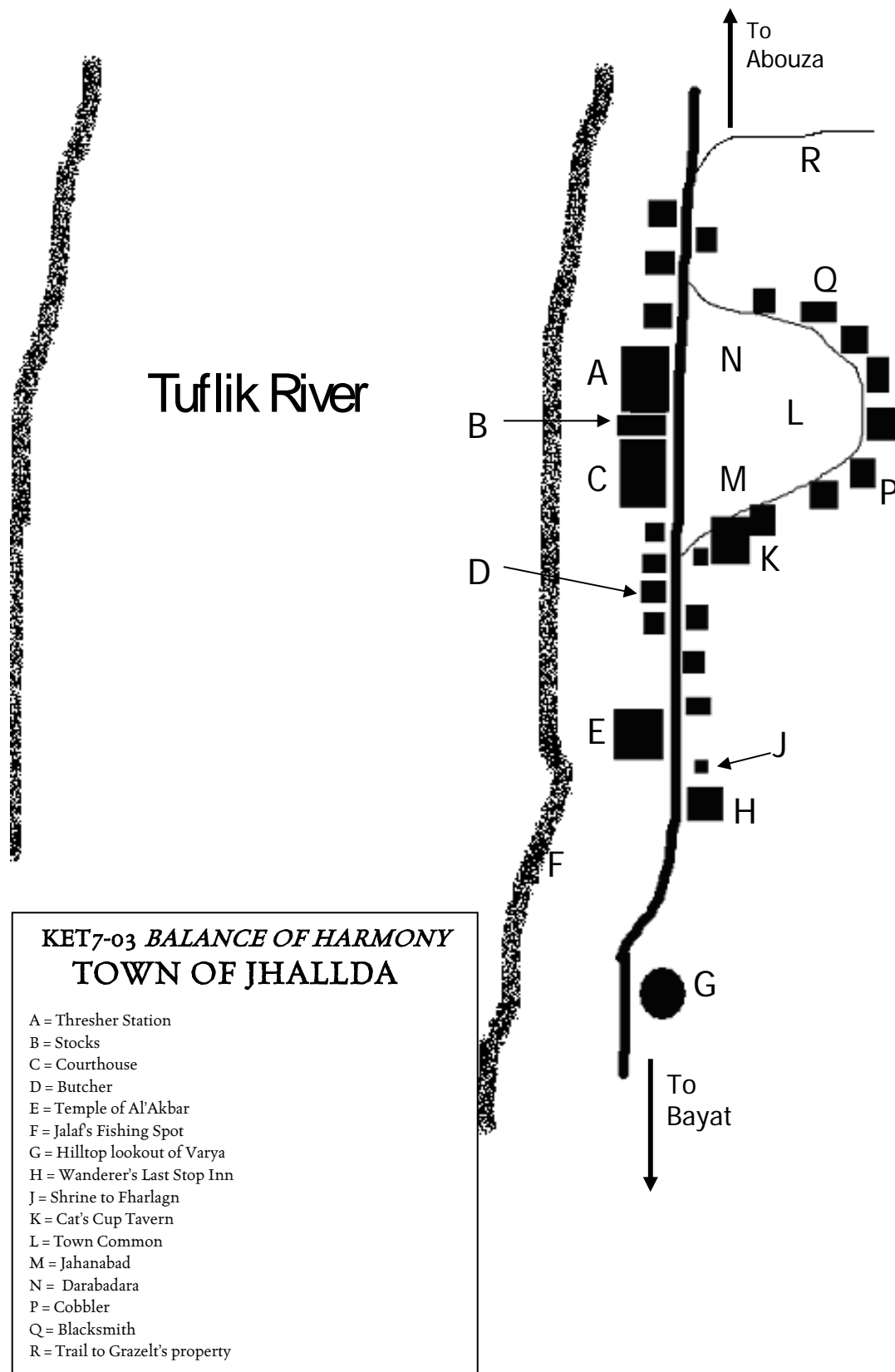
If the villager's alignment is the same as the caster's or if the villager fails his or her save versus the spell, the villager will remember this in answer to questions—it was an ordinary day, kind of dull without the womenfolk and children, but then as the day progressed, there was a freedom, a freedom against stupid rules, a freedom against petty social niceties, a desire to do anything, as long as nobody got in the way, and I'll just take my sword with me to make sure nobody does, time to have a drink at the tavern, then argue, then fight, then the barbarian insulted me, then there was a red haze of anger, and then pain, and then nothing.

The jugglers: Under no circumstances will a villager recall the jugglers as such—they didn't unpack, did not identify themselves as such, and left as soon as they found out all the women and children were gone. If the caster specifically asks if caravans or wagons rolled through town, the villager will answer yes, several did. If asked if anything was unusual about any of them, there is a 10% chance that a villager will recall a caravan of 2 wagons of humans stopped briefly in the village at about 10 am before continuing on.

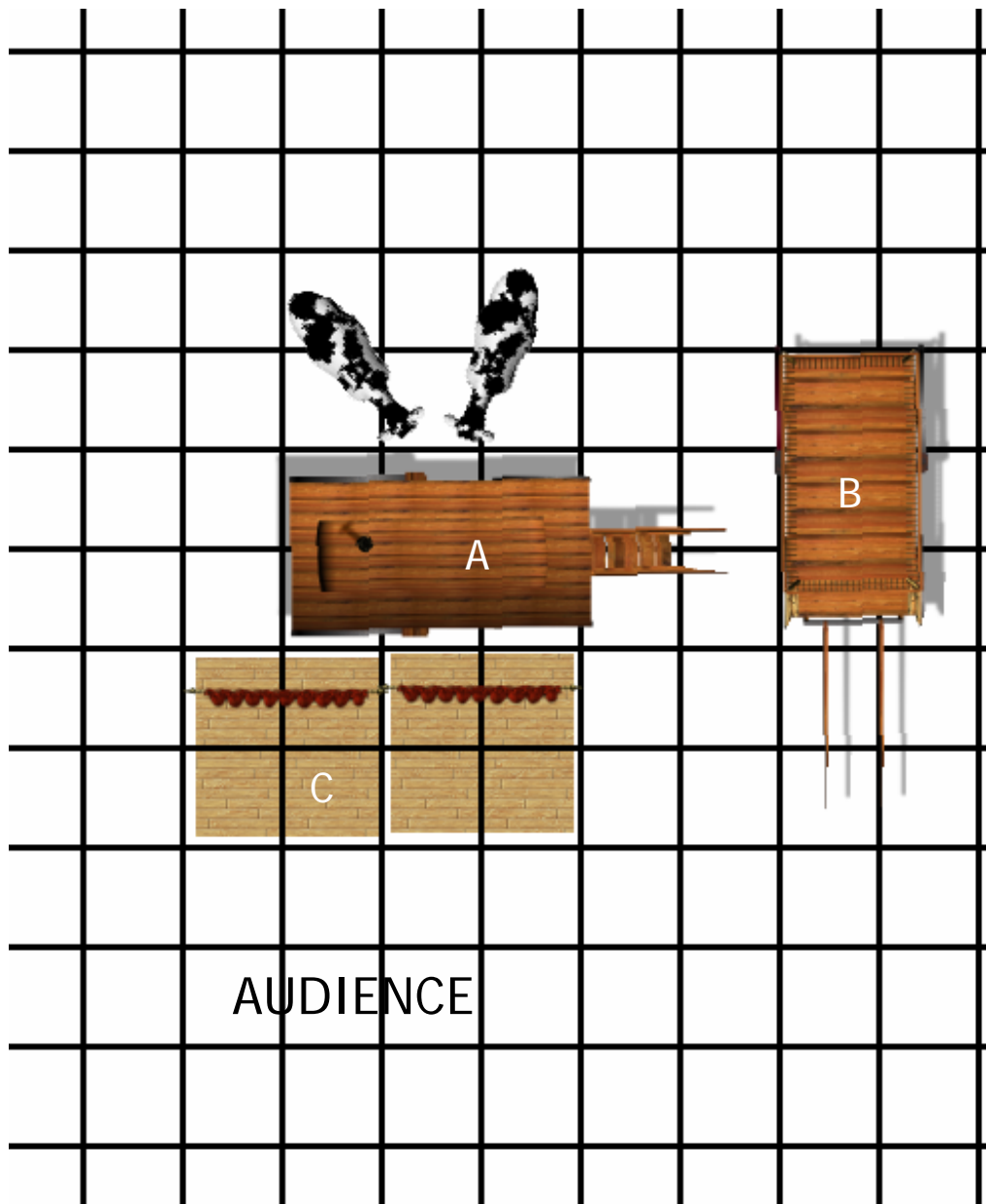
GRAPPLE THE BARBARIAN

If someone attempts to *speak with the dead* to Grapple, his alignment was Chaotic Neutral. If the caster is also CN, or if Grapple fails his save versus the spell, Grapple was a mercenary and caravan guard. He will remember getting kicked out of the town of Jhallda for public drunkenness yesterday morning, then arriving in this a pokey village, needing a drink, arguing with the stupid people, getting angry with the stupid people, who then tried to hurt him with their puny weapons, then the red haze of battle he enjoys so much, and then needing a drink again, and the red haze turning to black. If asked about caravans, sure, there's always caravans on the road, he often worked as a guard.

DM AID 2: MAP OF JHALLDA



DM AID 3: JUGGLERS' STAGE IN BAYAT

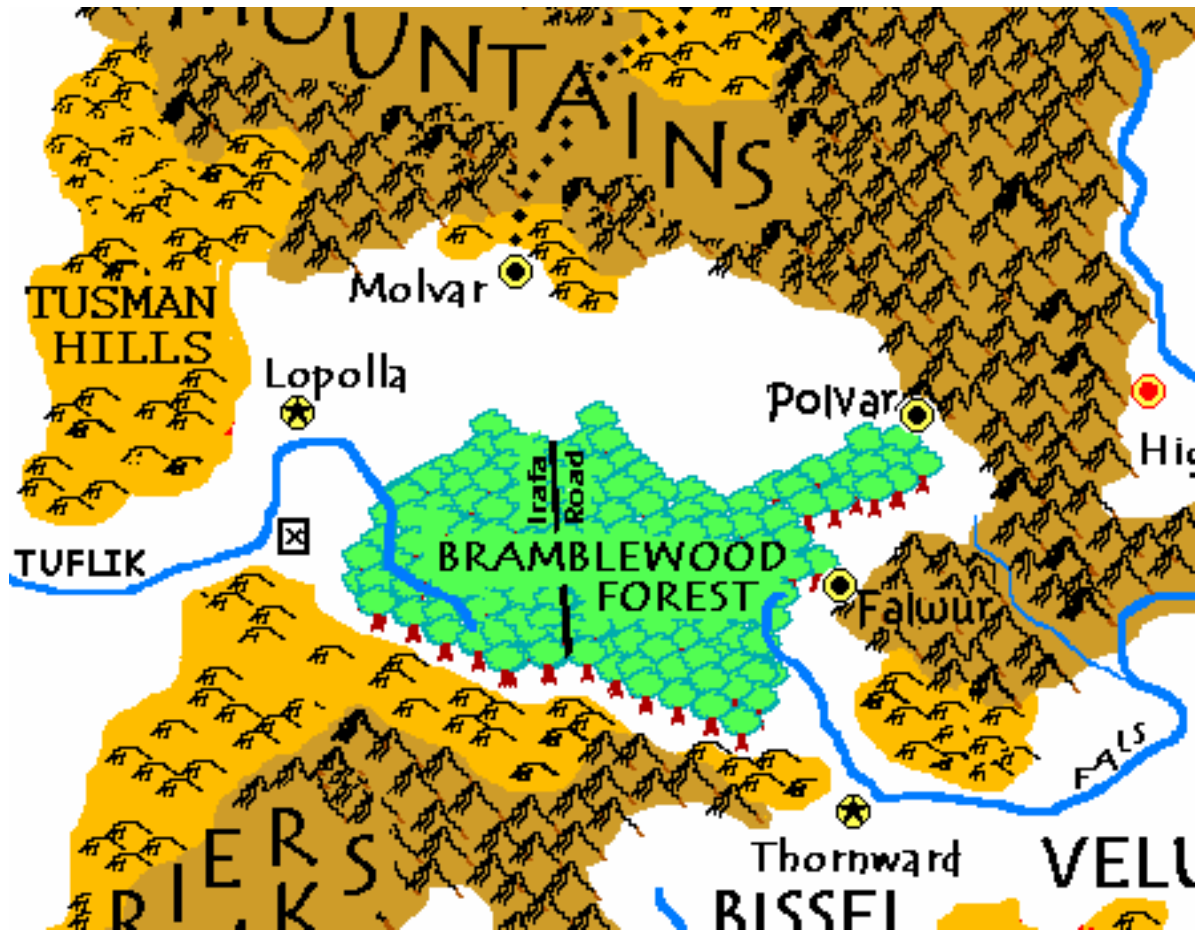


**KET7-03 *BALANCE OF HARMONY*
JUGGLERS' STAGE ON
BAYAT VILLAGE COMMON**


1 square = 5 feet

- A = wagon containing Lantern
- B = other wagon
- C = temporary stage (10 x 20), 3 ft off ground, with 8' backdrop curtains

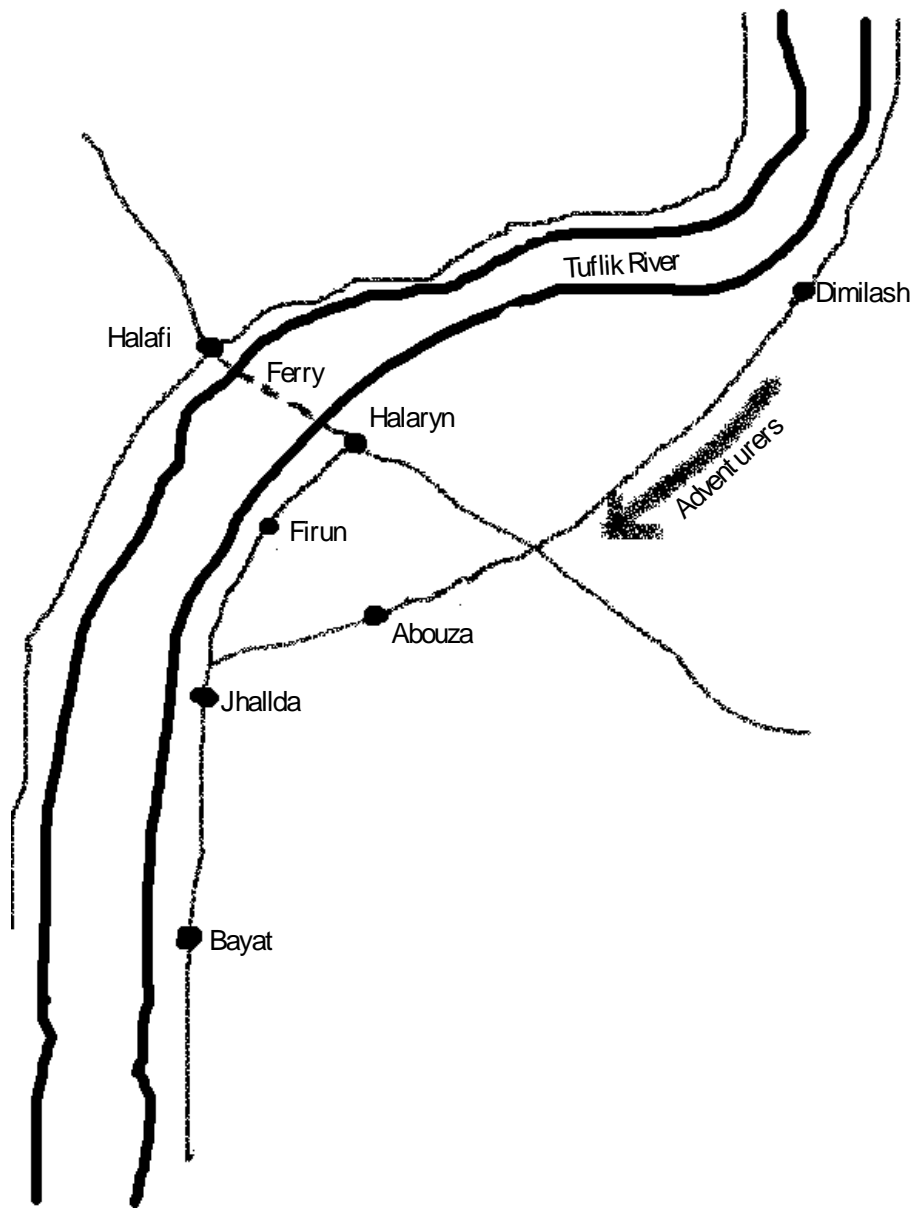
PLAYER HANDOUT 1: MAP OF KET



KET7-03 *BALANCE OF HARMONY*
MAP OF KET

 Location of adventure

PLAYER HANDOUT 2: MAP OF AREA



PLAYER HANDOUT 3: THE ARCHWAY

