

KET7-09

A Thorny Issue

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

by Alan Brown, Penn Davies & Chris Wachal

Circle Reviewer: Tim Sech

Playtesters: Josh Hanneson, Doug Graham, Kendra Graham, Amy Chop, Chris Chop

Mullahs of the True Faith have taken the Ket army on a holy quest to invade Ekbir. With no army protecting Ket, Bissel has invaded, taking Lopolla by storm. Ketites remaining in the country are divided and leaderless. Can Ket be saved? Will anyone try? Or is there no place left for those more loyal to Ket than to the True Faith? An adventure for levels 1-15 (APLs 2-12). Part 1 of the *Beygraf in Molvar* series—adventures in this series should be played in order for the best play experience. Any PC may play this adventure, even if the PC has previously worked for the quest for the Cup & Talisman. However, PCs may be rewarded for their loyalty if they have declared for the Beygraf and/or have not played any of the adventures in the *Road to Righteousness* series. Playing Ket adventures published prior to November 2007 after playing this one will result in regional storyline discontinuity.

Resources for this adventure [and the authors of those works] include:

Complete Divine [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Wizards Team], *Miniatures Handbook* [Jonathan Tweet & Bruce R. Cordell], *Monster Manual IV* [Gwendolyn F. M. Kestrel], and *Monster Manual V* [Wizards Team].

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

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

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

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

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

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).

Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six adventurers, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find

the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

These APL calculation rules are taken from *Living Greyhawk Campaign Standards 7.1*.

TIME UNITS AND UPKEEP

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

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

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

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

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of *Living Greyhawk Campaign Standards 7.1*.

NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM

should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

RECENT EVENTS IN KET

In the dying days of CY597, shocking news reached the court of the Copper Palace. The Cup and Talisman—the blessed artifacts of Al'Akbar himself, which had been lost to history for 300 years—have miraculously turned up in Ekbir, where they have been given into the care of the Caliph of Ekbir, a notoriously corrupt man, although nominally the spiritual leader of the Exalted Faith.

This has outraged the leader of the True Faith, the Grand Mufti, and he has called for all followers of the True Faith to rise up, march into Ekbir and seize the Cup and Talisman by force.

The Mullahs of Ket, led by Sylvana bint Zoltan, the daughter of Zoltan (a Beygraf assassinated during the Greyhawk Wars), called upon the entire Ket army to march on Ekbir. Beygraf Nadaid, while sympathetic, objected to the idea of sending the entire army to Ekbir, for it would leave Ket defenseless. However, Nadaid's own brother, the Black Arrow, general of Ket's army, betrayed Nadaid and sided with Sylvana and the Mullahs. Nadaid was charged with treason, but before he could be tried and executed, he escaped and was spirited out of Lopolla to Molvar, where Alvaro Aldeen, the Graf of Molvar, welcomed him and turned the city over to him. The Archons remained loyal as well, and withdrew from all parts of Ket to Molvar. Most of the army units stationed in Molvar remained loyal too, as did the Stouthearts, the Veterans of Ket and the Beygraf's Pride.

Both the Black Arrow and Sylvana desire the throne of Ket, but the Church of Al'Akbar will only support the leader who recovers the Cup & Talisman, so both are eager to get to Ekbir and be the leader credited with winning back the holy artifacts. Ignoring the Beygraf's warnings about leaving the country defenseless, they quickly marched the entire army and a good portion of Ket's adult population out of Ket and on to Ekbir.

It only took a few days for the Bisselite army to discover that the forts of southern Ket and the Irafa Road were ungarrisoned. Bissel's army, led by an ambitious general, marched up the Irafa Road and besieged the undefended capital, Lopolla, which they quickly took and burned to the ground.

THE BEYGRAF IN MOLVAR

Nadaid, the deposed Beygraf, anticipating the conflict with Bissel, has spent his time in Molvar bolstering its defenses. But seeing that the throne of Ket remains

empty while his brother and Sylvana squabble over it, he is also making plans to attempt to re-ascend to power.

Having lost his traditional bases of support (the army, the merchants and the Church of Al-Akbar all sided with the quest for the Cup & Talisman), he now looks to put together a new power base. The first group he thinks about drawing to his side is the palace guard known as the Thorns.

THE THORNS

The Thorns are the imperial guard of the Copper Palace. Their job is to protect the Beygraf with their lives, and to uncover plots against the Beygraf. In the far distant past, they were a unit of the Ket army, but at some point long ago, their connection to the army was severed—some say by the Thorns themselves. In the intervening centuries, they have developed a tradition of being scrupulously apolitical, never supporting one person or party vying for power over another. Although they subscribe to the Four Feet of the Dragon, they hold Honor before all else.

To prevent leverage against them through threats or blackmail against family members, all potential Thorns are chosen from orphans who have been raised by the State. Those who show superior physical and intellectual ability by the age of 10 are trained to become Thorns. And although the Church of the True Faith has always objected to this, the children are raised to worship Istus, the neutral arbiter of Fate. If they pass the training, they swear a personal oath of loyalty to the throne of Ket at age 20 and are accepted into the palace guard. They are not allowed to have personal relationships or to marry while they are in the service. At the age of 30, they are given the option of retiring with a rich pension. Many do not, choosing to be a Thorn until mandatory retirement at age 35. Several services of the army eagerly try to enlist “old” Thorns as they retire. Some ex-Thorns have also entered the diplomatic service of Ket, their neutrality, ability to think on their feet, consider political ramification and show poise in an emergency being much valued. In whatever they do after their service to the throne, Thorns are usually successful and honored.

Ket’s history is filled with attempted palace coups. If this is attempted by assassination, or by a person who may have ambition but does not have broad support from a majority of the traditional power bases in Ket—the army, the Church, the merchant class and the nobility—then the would-be pretender to the throne will have to wade through the entire corps of Thorns to get to the Beygraf. If, however, the Beygraf on the throne has clearly lost his base of support to his rival, then the Thorns, in keeping with their neutral stance, will step aside while the old Beygraf is quietly disposed of, then

form ranks around the new Beygraf and protect him as if nothing has happened.

However, the Thorns are clearly uneasy with the current political situation in Ket—the old Beygraf has been deposed but is still alive, and the Throne is unoccupied while two people vie for it. This has never happened before, and the Thorns are unsure as to what they should do or whom they should support.

The Thorns, as a unit, are of little military significance. But their neutrality and loyalty are respected by the people—the Thorns are good judges of power, and if they support the Beygraf who occupies the throne, then that is enough for many Ketites. Clearly any person wishing to claim the throne of Ket must gain the support of the Thorns.

During the recent siege of Lopolla, the Thorns defended the Copper Palace until it became clear the battle was lost. Having no Beygraf to defend, the surviving Thorns withdrew to a small military outpost several miles outside the city. As they retreated, they managed to take with them for safekeeping several caskets containing the “crown jewels” of Ket—gems, pieces of jewelry and ancient weapons steeped in antiquity and reverence that resided in the Copper Palace’s treasury. The Bisselites, not realizing the significance of the Thorns nor what they were carrying, just seeing them as a well-organized and competent armed unit—one of the few they came up against during their attack on Lopolla—are content for the moment to put a guard on the fort while they turn their attention to taking the rest of Ket.

THE BENEFIT OF LOYALTY

This adventure assumes the PC has a certain amount of loyalty to the ex-Beygraf, Nadaid. However, any PC can play this adventure, even PCs who have previously worked for the quest for the Cup & Talisman in other Ket adventures.

However, there is a benefit for PCs who do not have “divided loyalties” i.e. have not worked for the quest for the Cup & Talisman in either KETIA7-04 *At the Beygraf’s Pleasure*, or by playing any adventures in the *Road to Righteousness* series.

Any PC who rescued Nadaid in KETIN7-03 *At the Beygraf’s Pleasure* and/or has NOT played any of the adventures in the *Road to Righteousness* series receives the following benefit one time in this adventure as an immediate action that can be requested at any time: **a cure critical wounds cast on the loyal PC** (minimum CL).

A RISE IN LAWLESSNESS

The Bisselite army is nominally in control of northern Ket now, but having taken Lopolla, most of their forces have moved to besiege the cities of Falwur and Polvar. While concentrating on bringing the east and south half of Ket under their control, Bissel cannot maintain proper law and order on Ket's roads or patrol the eaves of the Bramblewood.

As a result, lawless bandits have crept in from the surrounding wilderness, looking to prey on travelers. As well, monsters and wild plant life from the Bramblewood are starting to emerge from the eaves of that dark forest.

This lack of law will also have an effect on PCs with "Lawbreaker" status (formerly "Warrant of Ket"). Normally such players would have to make a check at the start of any adventure set in Ket to see if they are arrested. However, because there are no Threshers or Jurats at the moment, these PCs do not have to make any check unless they enter the city of Molvar, which is currently the only place in Ket with an active judiciary.

Likewise, any PCs breaking any laws of Ket in this adventure will not be arrested or charged with any crime unless they commit the crime in or near the city of Molvar. (See *Appendix 4: Laws of Ket* for the current judicial code in force in the city of Molvar.)

EMIR ZULIR

Emir Zulir is a Bey (noble), a former diplomat and a highly-placed friend and confidante of Nadaid, ex-Beygraf of Ket. He has appeared in KET4-04 *Water the Meadows*, KET6-06 *The Patriot's Post* and KET7-07 *Balance of Ket*.

After Nadaid was deposed, the Emir retired to his estate, planning to withdraw from public life as a new Beygraf ascended the throne. However, with the invasion of Ket, and the throne of Ket still empty, he knows if Ket is to survive, someone such as Nadaid must step forward, claim the throne and lead the fight to force Bissel out of the country.

JENTELLA THE FORTUNE-TELLER

In KET7-01 *Balance of Secrets*, a young Rhennee woman named Jentella told fortunes using twelve pink chickens. She encountered the Thorns as they escaped from Lopolla before it fell, although she didn't know who they were at the time.

Subsequently, her chickens were taken from her (and eaten) by Bisselite soldiers during the sack of Lopolla. Not having any way to make a living, Jentella has moved to a nearby farm to await the spring.

ANOSHAN, HIGH PRIEST OF HEXTOR

Anoshan of Molvar is the head of the church of The Scourge of Battle (Hextor) in Ket. Not your stereotypical arrogant Hextorite, he is a tall, pleasant-looking Baklunish man in his mid-forties. His god is the Hextor of battle and law, and he truly believes the doctrine that states "Order must be forged out of chaos and law out of anarchy."

Although rather stern and commanding, he is a consummate diplomat, and quite charming and personable. His diplomatic skills are considerable, and it was under his leadership that the church of the Scourge of Battle was reinstated as a legal religion in Ket, and its lands and temples returned.

His good looks are marred only by a small V-shaped scar at the corner of his right eye that turns red when he is angry. This scar is the only reminder of brutal torture he suffered at the hands of agents of Iuz when he was a young acolyte of Hextor. As a result he has a fanatical hatred of Iuz and anything or anyone connected with him. In fact, it was Ket's dealings with Iuz during the Greyhawk Wars that gave him the ambition and drive to work his way up to become High Priest of Hextor in Ket.

He believes the current Cup and Talisman "quest" is a plot by Iuz to take over Ket, and he will do anything in his power to prevent that from happening, which at the moment means providing Nadaid with men and funds to help protect him and hopefully return him to the throne of Ket.

SEASON AND TIME OF YEAR

It is early Fireseek (January), just after the turn of the new year. The weather has been very cold, with several blizzards sweeping out of the Yatil Mountains to coat all of Ket in a thick blanket of snow. The sky will remain overcast and dull during the entire adventure. The moons and stars will not be visible and nights will be very dark as a consequence.

ADVENTURE SUMMARY

Introduction The adventurers are traveling through northern Ket in the middle of winter.

1: Plants Combat encounter. The adventurers rescue Emir Zulir from plant monsters, and he asks them to escort him to the ex-Beygraf who is in Molvar.

2: Molvar Roleplaying encounter. The adventurers meet ex-Beygraf Nadaid and some other notables. Nadaid asks the adventurers to find the Thorns (imperial guard) and convince them to rejoin him. The Thorns were last seen in Lopolla before it was sacked by Bissel.

3: Lopolla Roleplaying encounter. They find Lopolla a smoking ruin. A Rhennee man tells them his cousin Jentella might know about the Thorns.

4: Jentella Roleplaying encounter. Jentella saw the Thorns leaving the city for a small fort in the nearby countryside.

5: Guardian Combat encounter. The Bisselites have placed a celestial guardian on the fort to prevent anyone from entering or leaving.

6: Thorns Roleplaying encounter. The adventurers must convince the Thorns to support the Beygraf's bid to reclaim the throne of Ket.

7: Druid A druid of Iuz named Gushun has been sent to stop the meeting, and will attack at the most advantageous time, probably at night.

8: Conclusion Success or failure judged here: either the Thorns are reconciled with the Beygraf Nadaid, or they are not.

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? (If anyone is going to use the Campaign card "Unsavoury Contacts", see *Appendix 3* for how use of this card is affected in Ket.)
- Check PCs' lifestyle and upkeep.
- Does anyone have outstanding **Lawbreaker** status (formerly **Warrant of Ket**)? Because there are no Threshers or Jurats in Ket at the moment, anyone who is a Lawbreaker does not have to make a Lawbreaker check at the start of this adventure. However, this check must be made as the party enters Molvar in Encounter 2 or in the Conclusion, since there is still a functioning legal system in operation there.

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

- Have any PCs played KETIN7-04 *At the Beygraf's Pleasure* and declared for the Cup &

Talisman quest, or played any parts of the *Road to Righteousness* series? If so, they have helped those opposed to the ex-Beygraf, and will not gain *The Benefit of Loyalty* in this adventure (see *Adventure Background: The Benefit of Loyalty*.)

- The recent events of Ket, as described in the Adventure Background above, are well-known to any Citizen, resident or traveler in Ket. Describe current events to all players before the start of the adventure.
- Any PC who has played KET4-04 *Water the Meadows*, KET6-06 *The Patriot's Post* or KET7-07 *Balance of Ket* will recognize Emir Zulir in Encounter 1, and he will recognize the PC.
- Any adventurers who have played KET7-06 *Balance of Peace*, KET7-07 *Balance of Ket*, or KETIA7-04 *At the Beygraf's Pleasure* will recognize the Beygraf immediately in Encounter 2. Players of KET7-07 *Balance of Ket* will also recognize Graf Alvaro Aldeen in the same encounter.
- Any adventurers who have played KET7-01 *Balance of Secrets* will recognize Jentella the Rhennee fortune-teller.
- Any favors from past adventures that were granted by the Beygraf are only good while the PC is in the city of Molvar. Any past favors from the True Faith or the military (other than the Stouthearts, the Veterans or the Beygraf's Pride) cannot be used during this adventure.

INTRODUCTION

The adventure begins with the party on the road in the middle of a harsh winter in Ket. (Give players *Player's Handout 1: Map of Ket* so they can see their current location.) Since the adventurers are on the road, there is no shopping before this module begins.

Announce a loyalty bonus: Any PC who has NOT played any adventures from the *Road to Righteousness* series AND who either did not play KETIA7-04 *At the Beygraf's Pleasure*, or if they did play it, chose to rescue the Beygraf, receives the following benefit one time in this adventure as an immediate action that can be requested at any time: **a cure critical wounds cast on the loyal PC** (CL 7: 4d8+7 hp). This benefit is not transferable to another PC i.e. a PC with this benefit cannot request the spell be cast on another PC or NPC.

1: PLANTS

It is the second week of Fireseek, the first month of the year, and harsh winter holds Ket in its iron grip. Several blizzards swept across Ket during Sunsebb, the last month of the year, blanketing all of Ket in a thick layer of snow. Then frigid winds from the frozen wastes of distant Hyperboria arrived, freezing the ground iron hard.

You have passed few travelers as you have journeyed across northern Ket. Doubtless the cruel winter is part of the reason, and you also know that the land is empty because many Citizens are with Ket's new "Army of the Righteous" in Ekbir. Many are sensibly staying close to home as the Bisselite army fans out across the land. But the proprietors of half-empty inns have also spoken about the rising lawlessness that has had a chilling effect on travel along the lonely roads. With all the Threshers and Jurats on their way to Ekbir, the new Bisselite presence in northern Ket should be in charge of keeping the law, but Bisselite patrols are not seen often enough to uphold law and order. You hear stories of robbers on the formerly safe roads of Ket, as well as of bands of elves and other monsters.

These tales ring in your mind as you turn a corner and suddenly hear the hoarse shouts of panic-stricken men. An overturned carriage lies in the road, its terrorized horses frantically trying to free themselves from their tangled harnesses. The bodies of armed guards lie on the ground, the victims of several plant-like shapes. Only one guard remains to defend an unarmed man in fine robes and a large turban, who is crouching behind the carriage.

APLs 2 and 4:

Several amorphous masses of colorful, lichen-crusting bubbles lumber across the road, covered with a slick coat of leafy stalks and give off a strong stench of decomposing matter. The last guard screams in terror as he is engulfed by one.

APL 6 and 8:

Each is roughly humanoid about the size of an ogre, glistening with amber sap. Wicked spikes protrude from their bodies and a pair of writhing, tentacular vines extend from their hips. As you watch, the last guard goes down in a spray of blood.

APL 10 and 12:

The ground is churned up into massive furrows by strange serpentine roots that have burst through the surface, each twice the length of a grown human.

Their massive jaws snap at the final guard, one impaling him on long fang-like thorns.

APL 2 (EL 4)

Fetid Fungi (4): hp 12, 12, 12, 12; *appendix I.*

APL 4 (EL 6)

Fetid Fungi (8): hp 12, 12, 12, 12, 12, 12, 12, 12; *appendix I.*

APL 6 (EL 8)

Briarvexes (2): hp 68, 68; *appendix I.*

APL 8 (EL 10)

Briarvexes (4): hp 68, 68, 68, 68; *appendix I.*

APL 10 (EL 12)

Burrow Roots (4): hp 114, 114, 114, 114; *appendix I.*

APL 12 (EL 14)

Burrow Roots (8): hp 114, 114, 114, 114, 114, 114, 114, 114; *appendix I.*

TACTICS

The overturned carriage, owned by a noble named Emir Zulir, was attacked by plant monsters that have wandered from the Bramblewood, now that the Ket army isn't patrolling to keep them back.

The road here is 20 feet wide, with 10 more feet cleared on either side (but with enough plant life for an *entangle*). Beyond this 40-foot-wide corridor, low bushes and trees provide difficult terrain. The carriage is lying in the middle of the road, with Emir Zulir hiding on the near side of it, and the combat happening on the far side. The final guard falls as the characters come into view.

The PCs start between 100 and 200 feet away, depending on space on your battlemat. If they do not interfere, the Emir is killed three rounds later, and the adventure probably ends, barring some flees a short distance away to keep safe.

APL 2 and 4: Fetid fungi gravitate towards slower targets, attempting to engulf them. They defend themselves with acid touch attacks while the decomposing slime digests the engulfed individual. If it finishes its meal or the prey escapes, it immediately seeks another opponent to decompose. They never retreat, continuing to feed and attack until destroyed.

APL 6 and 8: Briarvexes are intelligent foes. One uses its *entangle* ability each round while the other(s) move into melee, outreaching at least some foes. With their improved woodland stride they are unaffected by the *entangle*. They fight intelligently, attempting to

finish off strong foes before moving on to weaker ones, but they flee in the face of a concerted attack with fire.

APL 10 and 12: Burrow roots attack in three stages. Upon sensing prey, the creature rapidly burrows towards that quarry, springing from the earth and delivering a powerful bite. When multiple opponents are near, they attack each one with the goal of spilling as much blood on the ground as possible. They use their speed burrow ability to quickly move between opponents or to escape from a particularly nasty foe or effect. A burrow root can instinctively determine if a creature has blood – it ignores a bloodless creature unless that creature seriously harms it.

A burrow root needs to split in order to reproduce, so it fights until it has lost half its hit points (57 in this case). If an individual burrow root is reduced to 9 hit points or fewer, it retreats beneath the surface, content to nourish itself with the blood seeping down from above.

LORE CHECKS:

Fetid Fungus (APL 2-4):

Knowledge (nature):

DC 11: This is a fetid fungus, an aggressive plant that envelops opponents, smothering and digesting them with its amorphous body. This result reveals all plant traits.

DC 16: A fetid fungus's stench is caused by decomposing matter and can sicken people. Fetid fungus gas is flammable, making the fungus extremely susceptible to fire attacks.

DC 21: Fetid Fungi spew acid when attacking, and they explode in a shower of acidic ichor when slain.

Knowledge (religion):

DC 11: Evil druids sometimes summon fetid fungi.

DC 16: Fetid fungi are sacred to worshippers of the demon Zugtmoy, Lady of Fungi.

DC 21: Some cults breed fetid fungi in large pits and use them in the performance of ritual sacrifices.

Briarvex, (APL 6-8):

Knowledge (nature):

DC 16: This creature is a briarvex, a malevolent plant being. This result reveals all plant traits.

DC 21: A briarvex is capable of controlling the plants around it, causing them to grapple and hold its foes.

DC 26: A briarvex's strikes implant thorns into a creature. These thorns can animate and burrow into the flesh, causing grievous injuries.

DC 31: A briarvex spends the first two years of its life in an inert state, similar to a normal plant. During this

time, it can be easily uprooted and burnt, since they are very flammable.

Burrow Root, (APL 10-12):

Knowledge (nature):

DC 18: This is a burrow root, a strange, burrowing plant. Wounds caused by a burrow root continue to bleed, spilling blood into the soil and providing the creature with food. This result reveals all plant traits.

DC 23: A burrow root can quickly burrow underground to escape its enemies. Its tail is a spiked root that can drain blood and small amounts of vitality from creatures it pierces.

DC 28: When severely wounded, a burrow root becomes two independent creatures.

The last horrible plant creature falls, and a moment later, the man who had been hiding behind the carriage stands up. He is a kindly-looking Bakluni with a neat white beard and large turban, his stylish but warm winter robes marking him as nobility.

He looks you over with keen assessment and finally says, "I am Emir Zulir. Some of you may know me."

See *Adventure Background: Emir Zulir* for further information about the Emir. Any PC who has played KET4-04 *Water the Meadows*, KET6-06 *The Patriot's Post* or KET7-07 *Balance of Ket* will recognize the Emir, and he will recognize the PC.

"My friends, you have saved my life, and I owe you a debt that cannot easily be repaid. However, the plight of Ket is dire indeed and now is not the time to speak of such obligations. In fact, I need to ask another favor of you.

"I am an old friend of the former Beygraf Nadaid, and was on my way to Molvar see him when we were attacked. All my guards are all dead and it is dangerous to travel alone. Would you be willing to travel with me and protect me until I get there? I can certainly pay you for your time."

If the PCs agree to go with him he is very pleased. He can answer any questions they may have for him.

Why are you going to visit the Beygraf?

"When the army and Church deposed the Beygraf and then headed to Ekbir, taking so many Citizens with them, I retreated to my estate, thinking to withdraw from Ket affairs. But with the recent invasion by BisseI, we are watching the end of our country unless someone can bring us together. I believe Nadaid is that person. I don't

know what he can do, but I am on my way to Molvar to offer my services to him. At the very least, I can offer him news of what I have seen as I have traveled from my estate."

Will you pay us for escorting you?
"I can arrange payment if that is what you want when we get to Molvar. I can give you (50 gp X APL) each."

What were these creatures that attacked you?
"I do not know what they are, but they have the look and smell of evil from the Bramblewood. With no Thresher patrols or army units watching the borders of the Forest, I suspect that we'll see more horrors crawling out of the Bramblewood."

DEVELOPMENT

If the PCs opt not to go to Molvar, the adventure ends here.

If the PCs decide to turn the Emir over to the nearest authorities for a reward, the adventure ends. There are no Threshers or other Ket army units in the area, but any temple of the True Faith or unit of the Bissel army will pay a reward of 50 gp per PC. Go to *Conclusion: Betrayed Emir Zulir*.

Presuming the PCs agree to escort the Emir to Molvar, they can lever the carriage back onto its wheels, and proceed to 2: *Molvar*.

2: MOLVAR

The journey to Molvar takes three days and is uneventful. Since there are no inns still open in this area of Ket, the DM should get a watch order and a daily routine, including camping routines, so that in 7: *Druid*, the DM can ensure that Gushun strikes at the most opportune moment.

All PCs should make Survival checks for each day in order to find an appropriate place to set up camp. If they total at least a 15, they discover a clearing out of the north wind with access to water (by chopping a hole in the ice of a river or pond). The DM should ask them if they'd like to camp there. The actual Survival checks and their answers to the question don't matter for now. Wherever they decide to set up camp will be fine.

After 3 days travel they reach Molvar.

Since agreeing to escort Emir Zulir to Molvar, you have kept a constant watch for danger—either more monsters, or Bissel army patrols. Luckily, either your vigilance seems to have paid off or your luck is holding, for you have managed to avoid any further encounters. As the Red Tower of Molvar comes into

sight, you are stopped by a Ketite cavalry patrol. Although their uniforms are familiar, they wear a new crest on their left shoulder—a white horse rising phoenix-like from a burning city.

"Hold, friend," the captain of the patrol calls as he rides up. "Who are you and why do you approach Molvar, last independent city of Ket? Be you for Nadaid, or against him?"

If the adventurers answer that they are against Nadaid, then the cavalry patrol eyes the party with hostility and refuses to let anyone pass. It will require a DC 25 Diplomacy check to restart the entire dialogue. If the adventurers seek the help of Emir Zulir, he will ask why they spoke out against the Beygraf. If the adventurers are able to reassure him that they didn't understand, were joking (albeit in bad taste) or some other reasonable excuse, he will agree to speak on their behalf, and will provide a +5 circumstance bonus to the above Diplomacy check. If the adventurers fail this check, they are turned away from Molvar, and the adventure is over. Go to *Conclusion*:

If the adventurers respond that they are for the Beygraf, then the guards will ask their business in Molvar. If the adventurers mention that Emir Zulir is in the carriage, the guards will immediately detail two of their number to escort them to the Red Tower. If the adventurers do not mention Zulir, eventually the Emir will stick his head out of the carriage and immediately solve the problem.

If the adventurers are unsure of how to answer the guards, Emir Zulir will climb down from the carriage and hasten to add his voice to the discussion. The cavalry officer will recognize him and will agree to escort you into the city at once.

If any of the adventurers are from the Sheldomar Valley, the Emir will vouch for them himself, assuring the officer that they have proved their worth already.

If the adventurers ask about the unfamiliar crest on the officer's uniform, he tells them that it is the new symbol of Nadaid's forces.

As the adventurers enter the city, they easily overhear the cavalry officer tell the Emir that Molvar has already repelled an attack by the Bissel army five days ago. The Bissel army immediately decamped, and was last seen marching towards the undefended city of Polvar.

As you approach the walls, you see a city ready for war. Watchers in high towers scan the countryside. A giant ditch has been dug around the city walls to prevent siege machines from approaching. Hundreds of bright helms glint on the walls, and cavalry patrols enter and leave the city constantly.

Inside the city, the Emir takes the adventurers to the Red Tower, ancient keep at the heart of the city. He asks the adventurers to wait for a few moments, and promises a meal shortly.

After ten minutes, a servant in the livery of the Graf of Molvar escorts the adventurers to a sumptuous room high up in the Tower.

The Emir and three other men—ex-Beygraf Nadaid, Graf Alvaro Aldeen of Molvar, and a priest wearing a symbol of a fist holding six arrows—are sitting on cushions behind a low table laden with food and drink. Residents of Ket will recognize the symbol of Hextor on the priest—for all others it is a DC 10 Knowledge (Religion) check.

Any adventurers who have played KET4-08 *The Darkeye Hour*, KET7-06 *Balance of Peace*, KET7-07 *Balance of Ket*, or KETIN7-04 *At the Beygraf's Pleasure* will recognize the Beygraf immediately, and he will recognize them. Players of KET7-07 *Balance of Ket* will also recognize Graf Alvaro Aldeen.

Emir Zulir introduces the Hextorite priest as Anoshan, the high priest of the church of Hextor in Ket. A DC 10 Knowledge (Local—VTF), which can be attempted untrained, will inform that the Church of Hextor in Ket fully supports Nadaid, and has utterly rejected the quest for the Cup & Talisman.

If the adventurers go to one knee or bow, Nadaid waves them to their feet, saying that he is now an ordinary Citizen of Ket, and in any case, courtly protocol must be set aside during these harsh times.

Emir Zulir introduces the adventurers as the people who saved his life, and Graf Alvaro, as the host, urges them to come and sit at the table. Conversation is pleasant, courteous and non-political while the food is being eaten, as custom and proper manners demand. When servants clear the food away and bring back plates of sweets, Nadaid settles to the business at hand. He asks the adventurers for their opinions of what is happening in Ket, whether they have any sense of the military abilities of the invading Bisselite army, and whether they have seen for themselves the burnt-out ruins of Lopolla.

Nadaid listens to you carefully. When you finish, there is a short silence while he digests your words. He looks up at you.

"The person who sits on the throne of Ket is the protector of the people. When I claimed the throne after Zoltan's death, I did so because Ket risked being torn apart by civil war and devoured by its neighbors piecemeal.

"For almost twenty years, I stayed in power by balancing one faction against another, playing off military against the Church, the merchants against

the nobles. In the same way, I allowed the army their little forays against one neighbor or another—but never against more than one at a time. As a result, during my reign, Ket enjoyed prosperity and wealth. I always believed that if I were removed from the throne, at least my successor would have the sense to copy my formula for success.

"But instead... What was my brother thinking? Take the throne from me, fine. Brothers have betrayed brothers before, and doubtless will again. But march the entire army against Ekbir when we still have an unresolved conflict with Bissel? A child of seven could have predicted Bissel's invasion. Now Bissel owns all of Ket except this city, and beautiful Lopolla lies in ruins. And while the throne remains empty, Bissel tightens its grip over our country. Even if my brother's quest for the Cup and Talisman is successful, by the time he returns to Ket, Bissel will be so firmly dug in that it will take years to force them out. No, the fight to regain our country must be started now, and if the army is not here, then the resistance must be started by an army of the people.

"What is needed is a leader—a Beygraf. I am sure it will come as no surprise to you that I am going to reclaim the throne, and that Molvar will become the base of operations of a new army. My traditional bases of power—the army, the nobles and the merchants—have been taken from me. But I already have new allies: the Graf of Molvar and the church of Hextor"—he indicates the Graf and the high priest of Hextor sitting beside him, who both nod modestly—"the Archons, the Veterans of Ket, and many dwarves. But I also need a symbol of power, one that the people will recognize.

"Therefore my first step will be to regain the allegiance of the Thorns, the personal bodyguards of the Beygraf. As you may have heard, they abandoned their support for me when I lost my traditional power bases and was deposed. Now they wait for the next Beygraf to ascend the throne. Although the Thorns themselves are not a mighty force, they are a great symbol of authority, for they support only the person who they feel has the right and power to be Beygraf of Ket. If I can convince them to recognize and support me, they will be worth more to me than five regiments of heavy infantry.

"As much as I would like to venture back to Lopolla and personally speak with Taronish, the Captain of the Thorns, I must stay here. I think that the Bisselites found us too hard a nut to crack while the defenseless cities of Polvar and Falwur beckoned—but once they finish swallowing them, they may decide to come back and take another crack

at us. Will you go in my stead to Lopolla and attempt to win the Thorns' support?"

Anoshan, the high priest of Hextor, leans forward. "I do not want to sully this conversation with talk of rewards—it smacks too much like bribery, when in fact the existence of Ket is at stake. But the church of Hextor will also offer powerful enchantments and items to those who serve Nadaid well."

Alvaro Aldeen, the Graf of Molvar, also speaks up. "And I will also personally reward each person who is successful."

Nadaid acknowledges these offers with a gracious nod, then turns to you for your response.

The adventurers can make a Knowledge (Local-VTF) or Knowledge (Nobility & Royalty) check:

DC 5 The Thorns are the personal bodyguards of the Beygraf

DC 10: The Thorns are scrupulously neutral, and only guard a Beygraf who enjoys the support of a majority of the merchants, army, mullahs and nobility

DC 15: The Thorns withdrew their support from Nadaid when he was deposed, since he had lost the support of all of his traditional power bases, but they also refuse to support either Sylvana bint Zoltan or the Black Arrow until one or the other demonstrates they have the power to claim the throne.

DC 20: Thorns are orphans who are trained from childhood, and have been raised to worship Istus, Our Lady of Fate.

Why should we help you?

I appeal to your sense of dedication to your country. Bissel has the country in an iron grip. To drive them out, we need a single powerful leader. As well, the Church of Hextor has offered to reward those who fight at our side with powerful enchantments and items.

What will you do once you get back into power?

Our first order of business will be to drive the Bisselites from our lands. Then we can start the long hard job of restoring law and order, and rebuilding Lopolla.

Where can we find the Thorns?

They were located in Lopolla in the Copper Palace, but likely fled the city before it was sacked. I do not know where they are now—part of your task must be to find them. I would suggest heading to Lopolla first.

What do we do when we find the Thorns?

The Thorn Captain is a man named Taronish. Convince him to join me, and the rest of the Thorns will follow.

However, the Thorns are unlikely to respond to threats of force.

DEVELOPMENT

The PCs are given rooms in the Red Tower for the night before leaving on their journey. They may shop if they wish. Molvar has a population of 16,000 (large city) for purposes of calculating goods available as per DMG 137.

3: LOPOLLA

Traveling towards Lopolla has been like journeying through a foreign land. Instead of the quiet, prosperous and lawful country you once knew, this area of Ket has been replaced by something grimmer and darker. Roads are empty. The few travelers you encounter avoid talking to you as they pass by. Inns are closed. Towns seem to be missing all able-bodied men and women. Some smaller villages look completely abandoned. Shutters and doors on farmhouses and barns swing open in the winter wind as you pass by.

Several times, groups of hard-eyed men seem ready to accost you, but the sight of your armor, weapons and obvious competence seems to put them off. However, the groups of men seem to be slowly growing in both numbers and confidence now that there are no Threshers patrolling the roads.

Harder to avoid have been the Bisselite soldiers. You cannot afford to fall into the hands of the Bissel army, and several times you have had to take cover as squads of hard-bitten Bissel soldiers march or ride by. If the numbers of soldiers are anything to go by, the occupation of central Ket appears to be proceeding faster than was commonly realized.

However, the number of Bisselite soldiers drops off to nothing as you draw closer to Lopolla. As you crest the last rise of the road before Lopolla, you see why. There is nothing left here to guard, and therefore no need for any Bisselite guard. You had heard about the razing of the capital of Ket by a Bissel army, but the sight of the devastation is like a physical blow.

The city walls have been knocked down, whether by magic or muscle you cannot say. The torch has been put to every building, no matter how lowly, mighty or holy.

As you approach what was once the Market Gate, the totality of the destruction is apparent. Buildings have collapsed into the streets. The thin acrid reek of smoke hangs over a blasted wasteland, burned beyond any hope of survivors. You can only trust that the

people were allowed to flee the city before it was put to the torch.

Although no figures can be seen moving in the ruins, your attention is drawn to a small, ragged canvas tent set up on the snow outside the ruined walls. As you approach, a Rhennee man opens the tent flap and stares cautiously at you.

The man is Gunderman, a member of a traveling Rhennee family who broke his leg in a horse-training accident late in the summer. He was left behind to heal while his family traveled to the Sheldomar Valley. They told him they would be back early in the new year. He was living in the Ourmistan, the tent city just outside Lopolla, but the tent city disappeared several days before the Bisselites arrived as merchants fled from the scene of the impending battle. Gunderman was forced to retreat inside the city walls when the city was besieged. When he was expelled by the victorious Bisselites, along with the other residents of the city, he hid in the hills until the Bisselites left, then came back here to wait for his family's caravan to arrive. He can pass on the following information:

- Lopolla was almost empty when the Bisselites arrived—all supporters of the ex-Beygraf had left or been executed, and all supporters of the quest for the Cup and Talisman had joined the Army of the Righteous. Although some residents put up resistance against the Bissel army, the siege was swiftly decided. The Bisselites then ordered everyone out of the city. The only possessions allowed were what could be carried. What few weapons remained were seized with the exception of daggers and saps. As the residents fled the city, the Bisselites looted the city of everything of worth—books and scrolls, gold, sculptures, art. Hours later, the refugees saw a glow on the horizon as the city was torched. Some say the light from the flames could be seen fifty miles away.
- The Bissel army did not stay at Lopolla for long. As Gunderman watched from hiding, while the city was still burning, they marched east towards Molvar and Polvar.
- He doesn't know much about the Thorns. He is not a resident of Ket. However his cousin Jentella is far more familiar with the city. A refugee like Gunderman, she is staying on a farm on the other side of the ruined city; they might want to look her up.

If the adventurers try to enter the ruins, they are quickly driven back by heat (unless protected by magical means).

The firestorm that destroyed the city was perhaps magically induced or aided, and the rubble itself is still extremely hot, hot enough that clothing will be set alight if brushed against it.

Anyone who can make their way through what remains of the city streets to the ruins of the Copper Palace will simply find it another pile of ruins that clearly cannot contain any survivors. Anyone who searches for treasure in the ruined city will be disappointed—the Bisselites looted the entire city very methodically.

If players try to discuss events or NPCs from a previous adventure (such as the NPC monk Najmeh from Year 7's Seeking Balance series), and there are players at the table who have not played the adventure being discussed, the Beygraf indicates that there is no time for this discussion, time is of the essence, etc. (For the record, Najmeh is visiting her home temple in Falwur Province and will not be seen in this adventure.)

DEVELOPMENT

If the adventurers refuse to go see Jentella the adventure ends here unless they have other means of finding the Thorn fortress. Otherwise, proceed to 4: Jentella

4: JENTELLA

Following the directions provided by Gunderman, you cautiously circle the smoking ruins of Lopolla, then take a well-traveled road along the banks of the Tuflik River to a smaller road that leads to a farm. A friendly plume of white smoke rises from the chimney of the small farmhouse. However, heavy wooden shutters cover the windows, and the door is heavy wood banded with iron. As you approach, the front door opens, and an elderly man steps out onto the porch, a heavy crossbow cradled in his hands.

"What brings you to my farm, strangers?" he calls out. Although the crossbow is pointed to the ground, his meaning is clear—remain peaceful, or there's going to be trouble.

The farmer's name is Kouros. If the adventurers demand information, or are rude, belligerent or arrogant, Kouros raises his crossbow a bit and orders them off his land. If they refuse, he steps back inside and bars the door. If the adventurers leave the farm, the adventure ends here. If the adventurers attack the farmhouse, assume they are ultimately successful. However, their heavy-handed tactics do not provide them with the information they seek, and the adventure ends here.

If the adventurers are polite and seem lawful, (or were rude, but apologized when ordered off the farm and modified their attitude), Kouros will speak with them.

If the adventurers ask whether he is a supporter of the ex-Beygraf or the quest for the Cup and Talisman, he will not admit to either, saying that a man has a right to keep his own counsel. (He supports the Beygraf, but is well aware that such a view might be considered treasonous in these troubled times, and that many people in this area of Ket have been executed or imprisoned for supporting the ex-Beygraf.)

He will not admit Jentella is on his farm unless he is sure the adventurers mean her no harm. If they politely ask to speak with Jentella, the farmer will ask why.

- If the adventurers explain why they want to speak with Jentella (at least in the most basic terms, if they are unwilling to reveal anything about their quest to speak with the Thorns), then Kouros will call for Jentella to step outside.
- If the adventurers lie about their reason for speaking with Jentella (even if they are simply trying to cover their quest to speak with the Thorns), Kouros is a shrewd judge of character, and will get a Sense Motive check with a bonus of +6 versus a Bluff check from the adventurer who told the lie. If he catches a lie, Kouros will accuse the adventurer of lying, and demand the truth. Refusal or a further lie that is caught will result in Kouros ordering the adventurers off his land. If he does not catch the lie, and all else seems normal, he will call for Jentella to step outside.

If the adventurers mention Gunderman, Jentella will force her way past Kouros onto the porch and ask if Gunderman is all right.

JENTELLA

Jentella is a young and pretty Rhennee woman. Any adventurer who played KET7-01 *Balance of Secrets* will recognize Jentella as the owner of the pink chickens of prophecy. Jentella will recognize the adventurer(s) and will tell Kouros that all is well, she knows (name of adventurer). Kouros will relax and invite everyone inside for a chat beside a warm fireplace. If no one has played that adventure, the conversation will take place outside.

A conversation with Jentella will reveal the following:

- If asked about her pink chickens, she is heartbroken—they were confiscated from her by Bisselite soldiers when she tried to leave the city with them, and from the soldiers' actions and words, she is sure they were eaten that very night.
- To any questions about why she is here, she says that she has no powers of prophecy without her chickens, and thus cannot make a living. (For

those who have not seen her chickens in action in KET7-01 *Balance of Secrets*, a brief explanation by her might be called for—see *Adventure Background: Jentella*.) She retreated to the farm of Kouros, who is a friend of the Rhennee and often harbors Rhennee caravans passing through the area. Here she will await the spring, and then will leave Ket and travel to Zeif on the shores of the Dramidj Ocean, where her chickens are from. Once she has another dozen chickens of prophecy, she will be back in business.

- Regarding the Thorns, she does not know anything about Thorns, but asks for a more complete description of them. If the adventurers mention Copper Palace, Beygraf's bodyguards, or some indication the Thorns were a paramilitary unit, she will tell of an encounter she had.

JENTELLA'S ENCOUNTER

Jentella did see an army unit during the fall of Lopolla—at least she assumed they were an army unit, since they were dressed in uniforms. They were the only Ketite army unit she saw at all during the entire battle, and she was surprised to see them, since she had heard that all Ket soldiers had left the country for Ekbir.

Jentella was staying at an inn inside the city walls during the siege. She had lived in the tent city called the Ourmistan just outside the city walls, but when rumor of the Bisselite army reached Lopolla, all of the merchants in the Ourmistan had fled, and she had been forced to move into the city with her chickens. The day that Bissel took Lopolla, Jentella was at the front door of the inn, trying to hear news of the siege, when a unit of Ket soldiers marched down the street from the direction of the Copper Palace. Although they were moving in an orderly fashion, several of the soldiers were wounded. She ran into the street with towels from the inn's kitchen and bandaged some of the wounds. From the soldiers' conversations with her, she understood that they had been guarding the Copper Palace, but had managed to escape when it became clear that the battle was lost. They were retreating to a small military outpost outside the city where they would await a new Beygraf—Jentella will admit she did not understand that statement. When the soldiers were ready to move on, they thanked her for her kindness, and gave her directions to their new location should she ever be in need of their protection.

DEVELOPMENT

Jentella will gladly give the adventurers the directions she had been given that indicate that the location of this group of soldiers is about 10 miles away.

5: GUARDIAN

A tall fence with a gate marks the location of the small fort that the Thorns have taken refuge in. Two hundred feet from the fence is a circular stone castle with a single massive door of iron and a copper dome turned green by the elements.

A winged humanoid stands just inside the gates of the estate, watching both the road and the one great door, apparently preventing anyone from either entering or leaving the estate.

APL 2 (and APL 4 plus next paragraph):

It looks much like a tall, beautiful human with long feathery wings, and is attired in elegant white robes over a white breastplate. It is armed with a longsword.

APL 4 (plus previous paragraph):

Then, you note that a second one is slightly off to one side, looking much the same.

APL 6 (and APL 8 plus next paragraph):

It is female figure with angular features and bright, metallic flesh. Her wings are sharp and threatening as are her two readied swords. Each of her movements is framed by perfect symmetry—she never moves her right blade forward without moving the left blade back in equal measure.

APL 8 (plus previous paragraph):

Then, you notice a second figure off to the side, almost identical in appearance.

APL 10 (and APL 12 includes next paragraph):

This imposing figure appears as an armored knight, with wide golden wings. His air of authority and menace is almost palpable. He is clad in bright full plate, wielding a greatsword that shines with divine power.

APL 12 (plus previous paragraph):

Then, you notice a second figure off to the side, similar in appearance.

The angelic being(s) are charged with preventing anyone from entering or leaving, and the iron door is the only easy method of doing so. The castle is 200 feet across,

with no openings other than the front gate, which is 20 feet wide, with a sally-gate inset into it. It is warded from teleportation magics (they simply shunt outside), and is stone, fully five foot thick with closely spaced iron bars throughout, continuing 20 feet underground.

Any group or individual who wishes to enter or leave must either defeat the guardian (nonlethal combat will be offered as an option) or manage to bypass them somehow. However, if the guardian is not defeated, it will have to be dealt with somehow on the way out.

If negotiations are started before combat, then a “free pass” into the castle may be possible but difficult to achieve. Essentially, the guardian must be convinced with a Diplomacy check, DC 33 + APL. In addition, each non-Bisselite who wishes to enter (including the PC leading the negotiations) raises the difficulty by 2. However each Bisselite lowers it by 2, and any influence points with Bisselite authority figures lowers it by 5 per point expended. In addition, each person who wishes to enter must defeat the Sense Motive of the guardian(s) with a Bluff check (because they wish to take actions that are diametrically opposed to the orders of the guardian, that being to enter).

However, as long as the adjusted group Diplomacy result is over 5 plus APL, the guardian will propose a contest of arms, nonlethal damage only, for passage. Guardians will agree to any reasonable strictures, such as prebuffing or not, as seems sensible and within their mandate.

If combat is initiated before diplomacy is offered, then the guardian(s) will refuse to negotiate from that point onwards.

All ELs are increased by 1 because of the difficulty many PCs will have fighting a creature of good, which means that some parties will become split.

APL 2 (EL 3)

Protector: hp 12; *appendix 1.*

APL 4 (EL 5)

Protectars (2): hp 12, 12; *appendix 1.*

APL 6 (EL 7)

Arcadian Avenger: hp 60; *appendix 1.*

APL 8 (EL 9)

Arcadian Avengers (2): hp 60, 60; *appendix 1.*

APL 10 (EL 11)

Justice Archon Champion: hp 129; *appendix 1.*

APL 12 (EL 13)

Justice Archon Champions (2): hp 129, 129; *appendix 1*.

Tactics: The entire area is cleared for several hundred feet out from the solid stone structure. The guardian(s) stand about fifty feet in front of the gate.

If an arrangement has been made for trial by combat, the guardian(s) deal nonlethal damage (taking the -4 to hit). For the Justice Archons specifically, this means that they cannot use their Justice Strike ability unless their opponent has a weapon that deals nonlethal damage (a sap or *merciful* weapon, usually).

Guardians take to the air to combat flying foes, but being Lawful with a sense of fair play they do not use aerial combat in contest with non-aerial foes. If they are attacked lethally, of course, all bets are off and they attempt to carry out their mission as effectively as they can, although killing is not their goal.

In any case, they accept an honestly offered surrender at any time, and in fact make this known to non-evil foes.

If they defeat a lethal attack, anyone killed or captured is turned over to the Bissel army, with results as listed on the AR. Characters defeated in a nonlethal attack are allowed to depart in peace, if that is part of the arrangement.

If the adventurers capture the celestial (by knocking it unconscious), the celestials ask permission to withdraw from this plane once it regains consciousness.

Treasure:

APL 2: Loot 19 gp; Total 19 gp.

APL 4: Loot 39 gp; Total 39 gp.

APL 6: Loot 52 gp; Total 52 gp.

APL 8: Loot 105 gp; Total 105 gp.

APL 10: Magic 1330 gp; +2 *fullplate* (471 gp), +1 *greatsword* (192 gp), *amulet of natural armor* +2 (667 gp); Total 1330 gp.

APL 12: Magic 2660 gp; 2 +2 *fullplates* (471 gp each), 2 +1 *greatswords* (192 gp each), 2 *amulets of natural armor* +2 (667 gp each); Total 2660 gp.

6: THORNS

The door of the castle opens and a man in the uniform of the Thorns steps out.

"Be ye of Ket, of Bissel, or some other land?"

The man is Taronish, captain of the Thorns.

If the adventurers negotiated their way through the guardians (which means Taronish believes they are Bisselites, regardless of their reply), or if the adventurers

reply that they are from any other region but Ket, they are told to be off. Someone in the party will have to make a DC 20+APL Diplomacy check in order to continue the conversation. Failure to do so, or any attempt to solve the situation with force means the end of the adventure, since the Thorns will refuse to support the Beygraf under those circumstances. Go to *Conclusion: Failure*.

If the adventurers fought the guardians and reply that they are from Ket, or if the party made their Diplomacy check above, the man asks what their business is (if the adventurers haven't already explained why they are there already.)

If the adventurers lie about their mission, Taronish gets a Sense Motive with a bonus of +4 against the Bluff check of the PC who lied. If he catches a lie, Taronish will accuse the adventurer of lying, and demand the truth. Refusal or a further lie that is caught will result in Taronish ordering the adventurers off this land. If he does not catch the lie, and all else seems normal, he will continue the dialogue.

Whatever story the adventurers tell, the dialogue can continue endlessly until the adventurers make it clear that they are emissaries of the ex-Beygraf. Once they do, Taronish makes them an offer. He will allow them into the castle to continue their conversation if they agree to be completely disarmed and lay aside all possessions before they enter (including all armor, wands, staves, musical instruments, backpacks, utility belts, pouches, wallets, magical items and all jewelry. By the time they are finished, the adventurers should only be wearing clothes.) Note that some of the Thorns are warrior mages who can cast *detect magic*.)

If the adventurers don't agree to this, they can attempt to come to a compromise—for instance, they can suggest no weapons allowed but all PCs to retain backpacks and belts, or perhaps only light melee weapons allowed. Once the adventurers have made a counter-offer, it is a DC 30 Diplomacy check (made by one adventurer, no assists) to see if Taronish agrees. The DM may add any penalties to the check that may be indicated—for instance, if the party tries to negotiate that they only lay aside missile weapons but still retain all their melee weapons and armor, the DM should feel free to add a +10 to that check. Adding a request to keep all personal items on top of that might add another +5 to the check.

If the party demands some sort of surety that they will not be mistreated while disarmed, Taronish truthfully replies that he swears by the throne of Ket that they will have safe passage into and out of the manor, and all their possessions will be returned to them in the same state in which they were surrendered.

Once the party and Taronish have agreed to terms, Taronish re-enters the castle while several Thorns step forth to oversee that the adventurers abide by the terms

of the agreement. The adventurers are then escorted inside and shown into a room.

You are shown into a spacious room, although lit by lanterns in the daytime, since there are no windows. Your Thorn escorts come to attention as the man you talked to outside rises from a chair. Although his Thorn uniform has gold braid, the braid is tattered and tarnished, and his uniform is dirty, with a red-brown stain where it seems someone with a bloody hand grasped his tunic. He gives a brief bow, his face weary but his eyes alert. He graciously offers you a seat as he takes his own seat again.

"Please forgive our lack of hospitality. We are on siege rations at the moment, and although what we have is yours, we have already eaten our single meal today, otherwise we would offer you some refreshments. May I offer you a cup of water? There is a spring under the manor, and the water is cold and sweet."

Give the adventurers a moment to accept or decline his offer. If they accept, a man steps forward with a jug and cups and pours water for those who asked for it. When he is finished, the Thorn captain continues.

"I am Taronish, Captain of the Thorns—or what is left of the Thorns, at any rate. Many of us died in the battle for the Copper Palace. As the Bisselites readied themselves for a last charge, my second-in-command, a woman named Lylah, urged me to disengage and pull the survivors out of Lopolla. Defending the Copper Palace when there was not even a Beygraf to defend was a waste of lives, she said. She urged me to retreat to this place since it had food and water enough for an extended siege should the Bisselites pursue. Seeing the sense in her words, I agreed, and ordered the Thorns to retreat. We managed to disengage and make it out of the city, most of us at any rate. Lylah was one of the Thorns who didn't make it." He glances at the hand-shaped bloodstain on his tunic. "That night as we retreated across the countryside, we saw a glow in the sky, and knew Lopolla was burning.

"A group of Bisselite soldiers did pursue us here, but we managed to gain the castle, and turned back several of their attacks, inflicting heavy casualties. Finally the Bisselite captain rode to within earshot and told us this refuge was now our prison until they returned. He said they had some unfinished business with the rest of Ket. He then set guardians around the house so that we could not leave—I believe you met those guardians, and we give you our heartfelt thanks

for getting rid of them. (Delete last phrase if adventurers negotiated their way through the guardians.)

"The fact that the Bisselite captain should leave guardians and threaten to return indicates that the attack on Lopolla is no border raid—they seem bent on conquering Ket and making it one of their provinces.

"However, forgive my meanderings; I have been on long shifts and short sleep for many days.

"Now, you say you are in the service of Beygraf Nadaid... excuse me, ex-Beygraf Nadaid. Explain your purpose in seeking us out, for as far as we are concerned, Nadaid is now just another Ket Citizen..."

The DM should give the party the opportunity to convince the Thorns to support Nadaid. Taronish will listen politely and politely ask questions or object if what is being put to him is outside the Thorns' history and policies. The DM can use history and traditions of the Thorns as outlined in *Adventure Background: The Thorns* to generate questions or objections.

When the adventurers are finished—or have begun to repeat their arguments, one adventurer must make a DC 35 Diplomacy check. Other adventurers may attempt to assist, and the following bonuses and penalties should also be added for any arguments the party presented:

- Ket is leaderless: +2
- We must start a counterattack against Bissel before they become entrenched: +2
- Ket requires a leader right now to lead the resistance: +2
- If we wait until the Army of the Righteous returns from Ekbir, it will be too late to easily dislodge Bissel: +10
- The quest for the Cup & Talisman is plot of Iuz: +2
- If the fates (the gods, etc) had truly wanted Nadaid to be deposed, he would be dead, and there would be a new Beygraf on the throne: +5
- Nadaid thought about the well-being of Ket rather than personal glory on a quest for the Cup & Talisman: +5
- Nadaid respects their neutrality, and bears them no ill-will for not supporting him when he was deposed: +2
- The first step of Nadaid to regain the throne was to seek the support of the Thorns—he knows he cannot have the throne without them: +5
- Since all of the traditional power bases of Ket (army, mullahs, merchants, nobility) are in Ekbir, Nadaid plans to build a new power structure in Ket, and the Thorns are a part of that plan: +2

- The people of Ket respect the decision of the Thorns: +2
- Nadaid commands the Thorns to comply: -2
- Any negative or disparaging comments about the Thorns or their role in the deposing of Nadaid: -5 for all comments (not -5 for each comment)

Other modifiers:

- Each Ket Citizen in the party: +2
- Each resident of Bissel in the party: -2
- Each different Ket Metaorg that is represented among members of the party (other than the Xanavade): +2

If the Diplomacy check fails, then Taronish regretfully informs them that the Thorns must maintain their neutrality, even in the face of national disaster. Go to *Conclusion: Failure*

If the Diplomacy check proceeds, Taronish will agree to go to Molvar and publicly proclaim that the Thorns now support him.

To explain why only he alone is coming to Molvar, and why he is leaving the rest of the Thorns here, Taronish takes them down to the basement and opens several heavy wooden chests. Within is the royal treasury of Ket—gems, jewels and ancient weapons, all of them weighted with history and significance to Ket, and instantly recognizable to anyone from Ket due to the stories and legends that have been told about them. The Thorns rescued the treasure from the Copper Palace, and it is the main reason they decided not to take on the guardians and escape—while willing to risk their lives against the guardians, they were unwilling to risk the treasure lest it be lost to Bissel. While Taronish goes to Molvar, the rest of the Thorns will guard this treasure with their lives. Taronish will tell Nadaid of this treasure so that it can be moved to Molvar. Until Taronish has met with the Beygraf and resworn his allegiance, he will be neutral in all dealings, and will refuse to fight for or against anyone.

If a high-level party wishes to travel magically, Taronish will demur, explaining that as an official Thorn delegation it is important that he be seen to actually travel to the Beygraf, in order to show to the people of Ket that things are proceeding as they should and restore faith in the government.

If the adventurers negotiated their way past the guardians, the guardians will now refuse to let them leave, especially since they are accompanied by Taronish, whom the guardians have been tasked with containing within the castle. They will initiate combat rather than allow an exit. Of course, teleporting a distance away

would solve this problem. See *5: Guardian* for details of the combat.

7: DRUID

Modify the text below to account for circumstances. Taronish attempts to rally the people into hopefulness as the trek continues.

The journey back to Molvar starts out much the same as it was on the way out—empty roads and wary, unfriendly people. But then a couple of fellow travelers recognize Taronish as a Thorn, and ask him where he is bound. When he tells them why he is going to Molvar, their faces grow cautious, but you see a fire lit in their eyes. The next day, it is not fellow travelers, but residents of a nearby village that come seeking Taronish. And the next day, more people find you. Farmers and traders start coming from all around as you pass through the small villages along the way, seeking to confirm the news that the Thorns will support Nadaid.

Some nights you stay in village inns, but several times people stop you on the road to warn you that hard-eyed Bissel soldiers in the next town are looking for a band of adventurers heading to Molvar. On those days, camping in the wilderness seems like a healthier option.

COMBAT WITH GUSHUN THE DRUID

On one particular night, still several days from Molvar, the adventurers have again been warned to stay out of town, and therefore will be camping. Use the same camp setup, defenses and watches that the adventurers used in *2: Molvar*.

Gushun, a half-orc druid, has been sent by Iuz to make certain that Ket remains destabilized. When news reaches Gushun that Taronish is on his way to reconcile with Nadaid, she knows she must prevent this. She has been given full details of where and how the PCs will be camping on the trip through a *commune*. She will buff and attack at the most opportune time.

All ELs are increased by 1 because of the difficulty of fighting a prepared and knowledgeable foe in the middle of the night.

APL 2 (EL 5)

Gushun: half-orc druid 4; hp 31; *Appendix 1*.

Giant wasp animal companion: hp 32; *Appendix 1*.

APL 4 (EL 7)

Gushun: half-orc druid 5/beastmaster 1; hp 52; *Appendix 1*.

Giant wasp animal companion: hp 59; *Appendix 1*.

APL 6 (EL 9)

Gushun: half-orc druid 7/beastmaster 1; hp 68; *Appendix 1*.

Giant wasp animal companion: hp 68; *Appendix 1*.

APL 8 (EL 11)

Gushun: half-orc druid 9/beastmaster 1; hp 84; *Appendix 1*.

Giant wasp animal companion: hp 83; *Appendix 1*.

APL 10 (EL 13)

Gushun: half-orc druid 11/beastmaster 1; hp 100; *Appendix 1*.

Giant wasp animal companion: hp 98; *Appendix 1*.

APL 12 (EL 15)

Gushun: half-orc druid 13/beastmaster 1; hp 116; *Appendix 1*.

Giant wasp animal companion: hp 111; *Appendix 1*.

Tactics:

Using the information she has gained from her *commune*, Gushun carefully chooses the most advantageous time to attack. She may well surprise people, and likely catch some out of armor, and probably be fully buffed. She is attempting to attack when those on watch aren't very aware, or those in heavy armor have taken it off. All the spells listed as 'shared' are on both her and her companion (a giant wasp, variant companion—it counts as an animal companion, but is of the vermin type, not an animal.) unless they move more than 5 feet apart, in which case they expire from her wasp. *Dispelling* them from one removes them from both.

To buff, she precast the spells listed immediately after her statblock (these spells are not factored into the statblocks, but summarized afterwards), and has her animal companion carry her into the PCs' camp.

She casts while 240 feet away (120 feet at APL 2). The number of rounds until Gushun is ready to begin combat is determined first by how many round/level buffs she has to cast, and then by how long it takes her to engage the party, moving at 120 feet per round. Anyone on watch making a DC 24 Listen check (DC 12 at APL 2) hears the spellcasting; the person on watch can then choose to act on the sound of a strong voice some distance off.

At APL 10 and 12, she has her Elephant's Hide feat active, already factored into statblocks.

She takes full advantage of sharing *snake's swiftness* to grant herself and her wasp both an attack when appropriate. If she is defeated, her wasp flees. If the wasp

falls she will continue fighting—she is more afraid of her superiors than of anything or anyone else.

She does not target Taronish, planning to kill the adventurers and then capture him. Taronish, as he told the adventurers in *6: Thorns*, does not fight, and as such his stats have not been included.

Treasure:

APL 2: Loot 3 gp, magic 276 gp; 2 *potions of cure light wounds* (4 gp each), +1 *hide armor* (97 gp), +1 *large chain shirt barding of agility* (171 gp); Total 279 gp.

APL 4: Loot 1 gp, magic 470 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +1 *hide armor* (97 gp), +1 *large chain shirt barding of agility* (171 gp); Total 471 gp.

APL 6: Loot 1 gp, magic 803 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +1 *hide armor* (97 gp), +1 *large chain shirt barding of agility* (171 gp), amulet of health +2 (333 gp); Total 804 gp.

APL 8: Loot 1 gp, magic 1303 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +2 *hide armor* (347 gp), +2 *large chain shirt barding of agility* (421 gp), amulet of health +2 (333 gp); Total 1304 gp.

APL 10: Loot 1 gp, magic 2137 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +3 *hide armor* (764 gp), +3 *large chain shirt barding of agility* (838 gp), amulet of health +2 (333 gp); Total 2138 gp.

APL 12: Loot 1 gp, magic 3470 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +3 *hide armor* (764 gp), +3 *large chain shirt barding of agility* (838 gp), amulet of health +4 (1333 gp), *gauntlets of ogre power* (333 gp); Total 3471 gp.

DEVELOPMENT

If the wasp survives the encounter alive it becomes available on the AR as an animal companion to any PCs who wish it, as detailed in the Giant Wasp AR award.

If Gushun is looted, she has written materials sufficient to understand several spells, as detailed in the Druidic Learning AR award. She also has a letter detailing the place and time to attack, along with rough descriptions and general tactics, signed with a skull (the symbol of Iuz's church).

If captured, mundane means are insufficient to get her to talk—she only responds to magical coercion. She knows only that she was sent from the Lands of Iuz specifically for this mission.

Presuming the PCs fend off this attack successfully, they can continue on to Molvar with Taronish.

CONCLUSION

SUCCESS

If the adventurers manage to escort Taronish back to Molvar:

In the throne room of the Red Tower in Molvar, you and other assembled dignitaries, soldiers and dwarves of Molvar watch as Taronish, Captain of the Thorns, kneels before Nadaid, former Beygraf of Ket. Flanking Nadaid are Graf Alvaro Aldeen of Molvar, and Anoshan, High Priest of the Ketite Church of Hextor.

"Your Glory," begins Taronish, his head bowed. "The Thorns once again recognize you as the one and true Beygraf of Ket, and all other claimants to the throne as traitorous pretenders. Furthermore, we abandoned you in your hour of need and will accept any just punishment for this. However, I would ask a personal boon of you. As Captain of the Thorns, I bear full responsibility for the actions of the Thorns and ask that any punishment you accord to the Thorns be visited upon me alone."

There is silence for a moment, then Nadaid speaks.

"Taronish, you bring an abundance of good tidings, the first I have heard in many weeks. To know that our ancient and sacred treasury is safe is almost as good as the news that I can once again count on the support of the Thorns."

"The Thorns have always fulfilled their duty according to the laws of Ket and their own noble traditions. For this, there is no crime, and therefore no punishment. I welcome the Thorns back into my court." Nadaid looks around. "The times are dire. We cannot hold on to past hurts—the future days foreshadow too much hardship and grief without that added burden. Rise, Taronish, and join my quest." He raises Taronish to his feet and embraces him, then turns to you. "The future of Ket has begun."

Nadaid enlists the support of the Archons to move the royal treasure safely to Molvar. The PCs receive the AR award **Payment**. Any that have not previously played any adventure in the *Road to Righteousness* series or otherwise declared against Nadaid in any adventure gain rewards from both Nadaid and the church of Hextor as outlined in the AR reward **True to the Beygraf**. Finally, Graf Alvaro Aldeen will provide each adventurer with the gift of a valuable gem, worth 200 gp.

Treasure:

All APLs: Coins 200 gp; Total 200 gp.

FAILURE:

Failure to return to Molvar with a representative of the Thorns means an important piece of the Beygraf's strategy is missing. There are no AR rewards or gp forthcoming from Nadaid for the party's efforts, although they may keep any loot and xp earned through combat.

BETRAYED EMIR ZULIR:

Each adventurer earns 50 gp, and the AR reward **Loyalty Questioned**.

AR AWARD SUMMARY:

Lawbreaker: Granted to anyone who is caught and arrested for breaking any laws of Ket.

Captured by Bisselites: Granted to anyone who is defeated by the Guardians, or is otherwise captured by the forces of Bissel.

Druidic Learning: Granted to any party that defeats the Druidess Gushun.

Giant Wasp: Granted to any party that defeats the Druidess Gushun but doesn't kill her Animal Companion.

Payment: Granted to any party that successfully gets Taronish to speak with Nadaid willingly.

True to the Beygraf: Granted as above, to those who are loyal to Nadaid over the True Faith.

Loyalty Questioned: Awarded to anyone who declared themselves against Nadaid, probably by turning Emir Zulir over to the True Faith or declaring themselves against Nadaid at the gates of Molvar.

EXPERIENCE POINT SUMMARY

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

1: Plants

Rescue Emir Zulir.

APL 2

120 XP

APL 4

180 XP

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

4: Guardian

Get past the guardian and extract Taronish from the castle safely.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

6: Druid

Defeat the attacker and keep Taronish safe.

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

Story Award

Nadaid reconciled with the Thorns.

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

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot

take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

5: Guardian

APL 2: Loot 19 gp; Total 19 gp.

APL 4: Loot 39 gp; Total 39 gp.

APL 6: Loot 52 gp; Total 52 gp.

APL 8: Loot 105 gp; Total 105 gp.

APL 10: Magic 1330 gp; +2 *fullplate* (471 gp), +1 *greatsword* (192 gp), *amulet of natural armor* +2 (667 gp); Total 1330 gp.

APL 12: Magic 2660 gp; 2 +2 *fullplates* (471 gp each), 2 +1 *greatswords* (192 gp each), 2 *amulets of natural armor* +2 (667 gp each); Total 2660 gp.

7: Druid

APL 2: Loot 3 gp, magic 276 gp; 2 *potions of cure light wounds* (4 gp each), +1 *hide armor* (97 gp), +1 *large chain shirt barding of agility* (171 gp); Total 279 gp.

APL 4: Loot 1 gp, magic 470 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +1 *hide armor* (97 gp), +1 *large chain shirt barding of agility* (171 gp); Total 471 gp.

APL 6: Loot 1 gp, magic 803 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +1 *hide armor* (97 gp), +1 *large chain shirt barding of agility* (171 gp), *amulet of health* +2 (333 gp); Total 804 gp.

APL 8: Loot 1 gp, magic 1303 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +2 *hide armor* (347 gp), +2 *large chain shirt barding of agility* (421 gp), *amulet of health* +2 (333 gp); Total 1304 gp.

APL 10: Loot 1 gp, magic 2137 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +3 *hide armor* (764 gp), +3 *large chain shirt barding of agility* (838 gp), *amulet of health* +2 (333 gp); Total 2138 gp.

APL 12: Loot 1 gp, magic 3470 gp; 2 *potions of cure light wounds* (4 gp each), +1 *greatspear* (194 gp), +3 *hide armor* (764 gp), +3 *large chain shirt barding of agility* (838 gp), *amulet of health* +4 (1333 gp), *gauntlets of ogre power* (333 gp); Total 3471 gp.

Conclusion

All APLs: Coin 200 gp; Total 200 gp.

Treasure Cap

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Total Possible Treasure

APL 2:	498 gp
APL 4:	471 gp
APL 6:	1,056 gp
APL 8:	1,609 gp
APL 10:	3,668 gp
APL 12:	6,331 gp

ADVENTURE RECORD ITEMS

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

Crime: _____

Sentence: _____

Captured by Bisselites: You have been captured by the Bissel army. When you are eventually ransomed, you

have lost 4 TUs, as well as having to spend 100 gp x APL on the ransom.

Druidic Learning: From the documents recovered, you have gained access to the following spells: *as the frost* (PHBII), *contingent energy resistance* (SC), *fires of purity* (SC), *heal animal companion* (SC), *jagged tooth* (SC), *snake's swiftness* (SC), and *wings of air* (SC).

Giant Wasp: You may take a giant wasp as an animal companion. It can be taken at Druid level -3, and has a 1 Intelligence, granting it 8 ranks in Spot and the feats *Armor Proficiency (light)* and *Improved Natural Attack (sting)*. It is not an animal, and animal-only spells will not work on it, but it is considered an animal companion, even though it is of the Vermin type, advancing only Fort saves as high. Void this award if the giant wasp is killed.

Payment: You gain access to the items in the Item Access box below that are marked with a *.

True to the Beygraf: You have shown your loyalty to Nadaid, and are rewarded with Regional access to up to three items listed on this AR (circle them), as well as a Point of Influence with Nadaid. In addition, the Church of Hextor in Ket will enhance one weapon with *Bloodfeeding*, *Consumptive*, *Impaling*, or *Transmuting* for you, after any Ket adventure. (All enhancements are from MIC.)

Loyalty Questioned: You have acted against Nadaid in the struggle for Ket's future. You lose any membership or influence/favors with Nadaid and the Archons.

ITEM ACCESS

APL 2:

- +1 *large chain shirt barding of agility* (Adventure; MIC 6, 2,050 gp)
- **Blessed bandage* (Adventure; MIC 152, 10 gp)
- **Burning veil* (Adventure; MIC 211, 1,000 gp)
- **Caustic veil* (Adventure; MIC 211, 2,000 gp)
- **Wilding clasp* (Adventure; MIC 190, 4000 gp)

APL 4 (all of APL 2 plus the following):

- **Badge of valor* (Adventure; MIC 207, 1,200 gp)
- **Helm of tactics* (Adventure; MIC 207, 2,000 gp)
- **Veil of storms* (Adventure; MIC 211, 4,000 gp)

APL 6 (all of APLs 2-4 plus the following):

- **Horn of resilience* (Adventure; MIC 207, 5,000 gp)

- **Veil of whispers* (Adventure; MIC 211, 7,000 gp)

APL 8: (all of APLs 2-6 plus the following):

- **Raptor's mask* (Adventure; MIC 209, 3,500 gp)
- **Ring of spell-battle* (Adventure; MIC 127, 12,000 gp)
- **Veil of doors* (Adventure; MIC 211, 11,000 gp)

APL 10 (all of APL 2-8 plus the following):

- **Crown of flames* (Adventure; MIC 209, 8,500 gp)
- **Serpentine veil* (Adventure; MIC 211, 16,000 gp)
- **Talon scepter* (Adventure; MIC 209, 10,305 gp)

APL 12 (all of APLs 2-10 plus the following):

- **Phoenix cloak* (Adventure; MIC 209, 50,000 gp)
- **Turquoise veil* (Adventure; MIC 211, 22,000 gp)

APPENDIX 1: APL 2

1: ROADSIDE COMBAT

FETID FUNGUS (4)

CR 1

**Monster Manual V*, page 56

Always N Medium plant

Init -1; **Senses** blind, blindsight 60 ft.; Listen +0

Aura sickening gas (30 ft.)

Languages -

AC 13, touch 9, flat-footed 13
(-1 Dex, +4 natural)

hp 12 (2 HD); death throes

Immune acid, gaze attacks, illusions, plant immunities, visual effects

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

Weakness vulnerability to fire

Speed 20 ft. (4 squares)

Melee acid touch +1 (1d6 acid)

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

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

Atk Options decomposing slime

Special Actions engulf

Abilities Str 11, Dex 8, Con 13, Int 1, Wis 10, Cha 5

SA death throes, decomposing slime, engulf, sickening gas

SQ plant traits

Feats Track

Skills Hide +2 (+12 is swampy terrain), Listen +0, Survival +2

Sickening Gas (Ex) A fetid fungus's amorphous body is filled with gases given off by decomposing matter. All living creatures within 30 feet of a fetid fungus must succeed on a DC 12 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based.

Creatures that successfully save cannot be affected by that same fetid fungus's gas for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature.

Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Death Throes (Ex) When destroyed, a fetid fungus explodes in a 10-foot-radius burst of corrosive ichor that deals 1d4 points of acid damage (Reflex DC 12 half) to all creatures in the area. The save DC is Constitution-based.

Decomposing Slime (Ex) A fetid fungus's body produces a decomposing slime. Any creature that strikes or touches a fetid fungus with its body, or that grapples a fetid fungus, takes 1 point of acid damage. A creature takes damage from this ability only once per round.

Engulf (Ex) As a standard action, a fetid fungus can envelop creatures of its size or smaller, entrapping them within itself. The fungus simply moves into the opponent's space; any creature whose space it completely covers is subject to the engulf attack. A fungus cannot make a touch attack during a round

in which it engulfs. It can engulf as many creatures as can fit in its space.

Opponents can make attacks of opportunity against the fungus, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed of a DC 12 Reflex save or be engulfed. On a success, a creature moves aside or back (opponent's choice) to move out of the fungus's path. The save DC is Constitution-based.

Engulfed creatures are considered to be grappled within the fungus's body, they are subject to its touch attack, and they take 1 point of acid damage per round from its decomposing slime.

Skills Fetid fungi have a +10 racial bonus on Hide checks when in marsh or swamp terrain.

5: GUARDIAN

PROTECTOR

CR 2

**Miniatures Handbook*, page 66

LG Medium outsider (extraplanar, good)

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Celestial, Draconic, Infernal; *tongues*

AC 18, touch 11, flat-footed 17
(+1 Dex, +5 armor, +2 shield)

hp 13 (2 HD)

Fort +5, **Ref** +4, **Will** +4

Speed 20 ft. in breastplate (4 squares), base movement 30 ft., fly 40 ft. (good) in breastplate, base fly speed 60 ft. (good)

Melee longsword +4 (1d8+2/19-20)

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

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

Atk Options aligned strike (good)

Special Actions Combat Casting, spell-like abilities

Spell-Like Abilities (CL 2nd):

At Will—*tongues*

3/day—*cure light wounds* (DC 13)

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

SQ darkvision 60 ft., spell-like abilities

Feats Combat Casting

Skills Concentration +7 (+11 with combat casting), Diplomacy +9, Heal +6, Knowledge (the planes) +5, Knowledge (religion) +5, Listen +6, Sense Motive +6, Spot +6, Survival +1 (+3 on other planes)

Possessions breastplate, heavy steel shield, longsword

7: DRUID

GUSHUN

CR 4

Female half-orc Druid 4

NE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Druidic, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)
hp 31 (4 HD)
Fort +6, **Ref** +2, **Will** +7

Speed 20 ft. in +1 *hide armor* (4 squares), base movement 30 ft.
Melee greatspear +5 (2d6+3/x3) or
Melee scimitar +5 (1d6+3/18-20) or
Ranged greatspear +4 (2d6+2/x3) or
Ranged sling +4 (1d4+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +6
Special Actions spellcasting, wild empathy
Combat Gear 2 *potions of cure light wounds*
Druid Spells Prepared (CL 4th):
 2nd—~~*bear's endurance*, *bull's strength*~~, *flaming sphere*
 1st—*cure light wounds*, ~~*magic fang*~~, *snake's swiftness*, *snake's swiftness*
 0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *guidance*, *resistance*

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 16, Cha 6
SQ animal companion (giant wasp), nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy (1d20+4), woodland stride
Feats Exotic weapon proficiency (greatspear), Skill Focus (Handle Animal)
Skills Concentration +9, Handle Animal +8 (+7 with giant wasp companion), Survival +12
Possessions combat gear plus greatspear, scimitar, +1 *hide armor*, divine focus

GIANT WASP COMPANION **CR -**
 N Large vermin
Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +17
Languages None

AC 19, touch 10, flat-footed 18
 (-1 size, +1 Dex, +5 armor, +4 natural)
hp 32 (5 HD)
Fort +6, **Ref** +3, **Will** +2

Speed 20 ft. (4 squares), fly 60 ft. (good);
Melee sting +6 (1d4+6 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +11
Atk Options poison

Abilities Str 18, Dex 12, Con 14, Int 1, Wis 13, Cha 11
SQ link, share spells
Feats Armor Proficiency (light), Improved Natural Attack (sting)
Skills Spot +17, Survival +1 (+5 to orient self)
Possessions +1 *chain shirt barding of agility**

Poison (Ex) Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.
Tricks This giant wasp knows the attack (twice), come, and stay tricks.
Skills Giant wasps have a +8 racial bonus on Spot checks. They also have a +4 racial bonus on Survival checks to orient themselves.

Precast Buffs: effects: target (duration remaining as of start of combat)
Bear's endurance: +4 Con: shared (3 rnd)
Bull's strength: +4 Str (+2/hit +3 dam): shared (2 rnd)
Magic fang: +1 enhance on stinger: wasp (3 min)
 * See Appendix 2: New Rules Items

1: ROADSIDE COMBAT

FETID FUNGUS (8)

CR 1

**Monster Manual V*, page 56

Always N Medium plant

Init -1; **Senses** blind, blindsight 60 ft.; Listen +0

Aura sickening gas (30 ft.)

Languages -

AC 13, touch 9, flat-footed 13

(-1 Dex, +4 natural)

hp 12 (2 HD); death throes

Immune acid, gaze attacks, illusions, plant immunities, visual effects

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

Weakness vulnerability to fire

Speed 20 ft. (4 squares)

Melee acid touch +1 (1d6 acid)

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

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

Atk Options decomposing slime

Special Actions engulf

Abilities Str 11, Dex 8, Con 13, Int 1, Wis 10, Cha 5

SA death throes, decomposing slime, engulf, sickening gas

SQ plant traits

Feats Track

Skills Hide +2 (+12 is swampy terrain), Listen +0, Survival +2

Sickening Gas (Ex) A fetid fungus's amorphous body is filled with gases given off by decomposing matter. All living creatures within 30 feet of a fetid fungus must succeed on a DC 12 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based.

Creatures that successfully save cannot be affected by that same fetid fungus's gas for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature.

Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Death Throes (Ex) When destroyed, a fetid fungus explodes in a 10-foot-radius burst of corrosive ichor that deals 1d4 points of acid damage (Reflex DC 12 half) to all creatures in the area. The save DC is Constitution-based.

Decomposing Slime (Ex) A fetid fungus's body produces a decomposing slime. Any creature that strikes or touches a fetid fungus with its body, or that grapples a fetid fungus, takes 1 point of acid damage. A creature takes damage from this ability only once per round.

Engulf (Ex) As a standard action, a fetid fungus can envelop creatures of its size or smaller, entrapping them within itself. The fungus simply moves into the opponent's space; any creature whose space it completely covers is subject to the engulf attack. A fungus cannot make a touch attack during a round

in which it engulfs. It can engulf as many creatures as can fit in its space.

Opponents can make attacks of opportunity against the fungus, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed of a DC 12 Reflex save or be engulfed. On a success, a creature moves aside or back (opponent's choice) to move out of the fungus's path. The save DC is Constitution-based.

Engulfed creatures are considered to be grappled within the fungus's body, they are subject to its touch attack, and they take 1 point of acid damage per round from its decomposing slime.

Skills Fetid fungi have a +10 racial bonus on Hide checks when in marsh or swamp terrain.

5: GUARDIAN

PROTECTOR (2)

CR 2

**Miniatures Handbook*, page 66

LG Medium outsider (extraplanar, good)

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Celestial, Draconic, Infernal; *tongues*

AC 18, touch 11, flat-footed 17

(+1 Dex, +5 armor, +2 shield)

hp 13 (2 HD)

Fort +5, **Ref** +4, **Will** +4

Speed 20 ft. in breastplate (4 squares), base movement 30 ft., fly 40 ft. (good) in breastplate, base fly speed 60 ft. (good)

Melee longsword +4 (1d8+2/19-20)

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

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

Atk Options aligned strike (good)

Special Actions Combat Casting, spell-like abilities

Spell-Like Abilities (CL 2nd):

At Will—*tongues*

3/day—*cure light wounds* (DC 13)

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

SQ darkvision 60 ft., spell-like abilities

Feats Combat Casting

Skills Concentration +7 (+11 with combat casting), Diplomacy +9, Heal +6, Knowledge (the planes) +5, Knowledge (religion) +5, Listen +6, Sense Motive +6, Spot +6, Survival +1 (+3 on other planes)

Possessions breastplate, heavy steel shield, longsword

7: DRUID

GUSHUN

CR 6

Female half-orc Druid 5/Beastmaster 1

NE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Druidic, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 52 (6 HD)

Fort +8, **Ref** +4, **Will** +7

Speed 20 ft. in +1 *hide armor* (4 squares), base movement 30 ft.

Melee +1 *greatspear* +7 (2d6+4/x3) or

Melee scimitar +6 (1d6+3/18-20) or

Ranged +1 *greatspear* +6 (2d6+3/x3) or

Ranged sling +5 (1d4+2)

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

Base Atk +4; **Grp** +6

Special Actions spellcasting, wild empathy, wild shape (small or medium, 1/day)

Combat Gear 2 *potions of cure light wounds*

Druid Spells Prepared (CL 5th):

3rd—*cure moderate wounds*, ~~*jagged tooth*~~*

2nd—~~*barkskin*~~, ~~*bear's endurance*~~, ~~*bull's strength*~~

1st—*cure light wounds*, ~~*magic fang*~~, *snake's swiftness**, *snake's swiftness**

0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *guidance*, *resistance*

Abilities Str 16, Dex 12, Con 14, Int 8, Wis 16, Cha 6

SQ animal companion (giant wasp), nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy (1d20+6), woodland stride, wildshape (small to medium, 1/day)

Feats Exotic Weapon Proficiency (greatspear), Improved Toughness*, Skill Focus (Handle Animal)

Skills Concentration +10, Handle Animal +10 (+9 with giant wasp companion), Knowledge (nature) +4, Survival +14

Possessions combat gear plus +1 *greatspear*, scimitar, +1 *hide armor*, divine focus

* See Appendix 2: New Rules Items

GIANT WASP COMPANION CR -

N Large vermin

Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +21

Languages None

AC 24, touch 11, flat-footed 22

(-1 size, +2 Dex, +5 armor, +8 natural)

hp 59 (9 HD)

Fort +8, **Ref** +5, **Will** +4 (+8 against enchantments); evasion

Speed 20 ft. (4 squares), fly 60 ft. (good);

Melee sting +11 (1d4+7 plus poison)

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

Base Atk +6; **Grp** +15

Atk Options poison

Abilities Str 20, Dex 14, Con 14, Int 1, Wis 13, Cha 11

SQ link, share spells, evasion, devotion

Feats Ability Focus (poison), Armor Proficiency (light), Improved Natural Attack (sting), Weapon Focus (sting)

Skills Spot +21, Survival +1 (+5 to orient self)

Possessions +1 *chain shirt* *barding of agility**

Poison (Ex) Injury, Fortitude DC 16, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Tricks This wasp knows the attack (twice), come, defend, down, fetch, and stay tricks.

Skills Giant wasps have a +8 racial bonus on Spot checks. They also have a +4 racial bonus on Survival checks to orient themselves.

Precast Buffs: effects: target (duration remaining as of start of combat)

Jagged tooth: 19-20 crit on stinger: wasp (40 min)

Barkskin: +2 enhancement to natural AC: shared (40 min)

Bear's endurance: +4 Con: shared (3 rnd)

Bull's strength: +4 Str (+2/hit +3 dam): shared (2 rnd)

Magic fang: +1 enhance on stinger: wasp (4 min)

* See Appendix 2: New Rules Items

1: ROADSIDE COMBAT

BRIARVEX (2)

CR 6

**Monster Manual IV, page 26*

Usually NE Large plant

Init +0; **Senses** low-light vision; Listen +7, Spot +7

Languages Common, Sylvan

AC 19, touch 9, flat-footed 19
(-1 size, +10 natural)

hp 68 (8 HD); DR 5/slashing

Immune plant immunities

Fort +10, **Ref** +2, **Will** +5

Weakness vulnerability to fire

Speed 30 ft. (6 squares); improved woodland stride

Melee 2 spiked fists +12 each (2d6+7 plus thorn burrow)

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

Base Atk +6; **Grp** +17

Atk Options Power Attack, thorn burrow

Special Actions entangle

Abilities Str 25, Dex 10, Con 19, Int 11, Wis 12, Cha 11

SQ plant traits

Feats Improved Natural Attack (spiked fist), Iron Will, Power Attack

Skills Hide +1 (+17 in forested areas), Listen +7, Spot +7, Survival +6

Improved Woodland Stride (Ex) A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

Thorn Burrow (Su) A briarvex's spiked fist attack deals piercing as well as bludgeoning damage.

Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a swift action, the briarvex can cause the embedded thorns to twist and burrow into a single creature's flesh, dealing 3d6 points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of effect to the target. A creature can remove the thorns with a standard action.

Entangle (Su) As the entangle spell; at will; DC 18; caster level 8th.

This ability affects a 60-foot-radius area around the briarvex and lasts for 1 round. The save DC is Constitution-based.

Skills A briarvex has a +16 racial bonus on Hide checks made in forested terrain.

5: GUARDIAN

ARCADIAN AVENGER

CR 6

**Monster Manual V, page 8*

LG Medium outsider (Extraplanar, good, lawful)

Init +6; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Languages Celestial, Common

AC 19, touch 12, flat-footed 17

(+2 Dex, +1 shield, +6 natural)

hp 60 (8 HD)

Fort +9, **Ref** +8, **Will** +7

Speed 30 ft. (6 squares), fly 30 ft. (good)

Melee mwk longsword +12/+7 (1d8+3/19-20) or

Melee mwk longsword +8/+3 (1d8+3/19-20) and mwk longsword +8 (1d8+1/19-20)

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

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

Atk Options aligned strike (lawful, good), blade rend, magic strike, wrath

Special Actions elude chance

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 12

SA aligned strike, blade rend, elude chance, magic strike, wrath

Feats Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting

Skills Balance +13, Diplomacy +14, Heal +12, Knowledge (the planes) +11, Listen +12, Sense Motive +12, Spot +12

Possessions 2 masterwork longswords

Blade Rend (Ex) If an arcadian avenger hits a single target with at least one attack from each of her swords during a full attack, she deals an extra 2d6 damage.

Wrath (Ex) Any time the arcadian avenger sees an ally fall in battle, she gains a +2 morale bonus on melee damage rolls. This bonus lasts for 1 minute.

Elude Chance (Su) Three times per day, as an immediate action; an arcadian avenger can tap directly into the power of law, allowing her to avoid the uncertainty of chance. When an arcadian avenger activates this ability, her next melee attack or saving throw is treated as if the result of the die roll were 10.

7: DRUID

GUSHUN

CR 8

Female half-orc Druid 7/Beastmaster 1

NE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Druidic, Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 68 (8 HD)

Fort +9, **Ref** +5, **Will** +8

Speed 20 ft. in +1 *hide armor* (4 squares), base movement 30 ft.

Melee +1 *greatspear* +10/+5 (2d6+5/x3) or

Melee scimitar +9/+4 (1d6+4/18-20) or
Ranged +1 *greatspear** +8/+3 (2d6+4/x3) or
Ranged sling +7/+2 (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Special Actions spellcasting, wild empathy, wild shape (small or medium, 3/day)
Combat Gear 2 *potions of cure light wounds*
Druid Spells Prepared (CL 7th):
 4th—*flame strike* (DC 17)
 3rd—*cure moderate wounds*, *jagged tooth**, *magic fang*, *greater*
 2nd—*barkskin*, *barkskin*, *bear's endurance*, *bull's strength*
 1st—*cure light wounds*, *cure light wounds*, *entangle*, *snake's swiftness**, *snake's swiftness**
 0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *detect magic*, *guidance*, *resistance*

Abilities Str 16, Dex 12, Con 14, Int 8, Wis 16, Cha 6
SQ animal companion (giant wasp), nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy (1d20+8), woodland stride, wildshape (small, medium, 3/day)
Feats Exotic Weapon Proficiency (greatspear), Improved Toughness*, Skill Focus (Handle Animal)
Skills Concentration +13, Handle Animal +12 (+11 with giant wasp companion), Knowledge (nature) +4, Survival +15
Possessions combat gear plus +1 *greatspear**, scimitar, +1 *hide armor*, divine focus
 * See Appendix 2: New Rules Items

Tricks This wasp knows the attack (twice), come, defend, down, fetch, and stay tricks.

Skills Giant wasps have a +8 racial bonus on Spot checks. They also have a +4 racial bonus on Survival checks to orient themselves.

Precast Buffs: effects: target (duration remaining as of start of combat)

Jagged tooth: 19-20 crit on stinger: wasp (1 hr)

Magic fang, *greater*: +2 enhance on stinger: wasp (6 hrs)

Barkskin: +3 enhancement to natural AC: druid (1 hr)

Barkskin: +3 enhancement to natural AC: wasp (1 hr)

Bear's endurance: +4 Con druid/+2 Con wasp: shared (5 rnd)

Bull's strength: +4 Str (+2/hit +3 dam): shared (4 rnd)

* See Appendix 2: New Rules Items

GIANT WASP COMPANION CR -

N Large vermin
Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +21
Languages None

AC 24, touch 11, flat-footed 22
 (-1 size, +2 Dex, +5 armor, +8 natural)
hp 68 (9 HD)
Fort +9, **Ref** +5, **Will** +4 (+8 against enchantments); evasion

Speed 20 ft. (4 squares), fly 60 ft. (good);
Melee sting +11 (1d4+7 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +15
Atk Options poison

Abilities Str 20, Dex 14, Con 16, Int 1, Wis 13, Cha 11
SQ link, share spells, evasion, devotion
Feats Ability Focus (poison), Armor Proficiency (light), Improved Natural Attack (sting), Weapon Focus (sting)
Skills Spot +21, Survival +1 (+5 to orient self)
Possessions +1 *chain shirt* *barding of agility**, *amulet of health* +2

Poison (Ex) Injury, Fortitude DC 17, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

1: ROADSIDE COMBAT**BRIARVEX (4)****CR 6****Monster Manual IV, page 26*

Usually NE Large plant

Init +0; **Senses** low-light vision; Listen +7, Spot +7**Languages** Common, Sylvan**AC** 19, touch 9, flat-footed 19
(-1 size, +10 natural)**hp** 68 (8 HD); **DR** 5/slashing**Immune** plant immunities**Fort** +10, **Ref** +2, **Will** +5**Weakness** vulnerability to fire**Speed** 30 ft. (6 squares); improved woodland stride**Melee** 2 spiked fists +12 each (2d6+7 plus thorn burrow)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +17**Atk Options** Power Attack, thorn burrow**Special Actions** entangle**Abilities** Str 25, Dex 10, Con 19, Int 11, Wis 12, Cha 11**SQ** plant traits**Feats** Improved Natural Attack (spiked fist), Iron Will, Power Attack**Skills** Hide +1 (+17 in forested areas), Listen +7, Spot +7, Survival +6

Improved Woodland Stride (Ex) A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

Thorn Burrow (Su) A briarvex's spiked fist attack deals piercing as well as bludgeoning damage.

Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a swift action, the briarvex can cause the embedded thorns to twist and burrow into a single creature's flesh, dealing 3d6 points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of effect to the target. A creature can remove the thorns with a standard action.

Entangle (Su) As the entangle spell; at will; DC 18; caster level 8th.

This ability affects a 60-foot-radius area around the briarvex and lasts for 1 round. The save DC is Constitution-based.

Skills A briarvex has a +16 racial bonus on Hide checks made in forested terrain.

**Monster Manual V, page 8*

LG Medium outsider (Extraplanar, good, lawful)

Init +6; **Senses** darkvision 60 ft.; Listen +12, Spot +12**Languages** Celestial, Common**AC** 19, touch 12, flat-footed 17

(+2 Dex, +1 shield, +6 natural)

hp 60 (8 HD)**Fort** +9, **Ref** +8, **Will** +7**Speed** 30 ft. (6 squares), fly 30 ft. (good)**Melee** mwk longsword +12/+7 (1d8+3/19-20) or**Melee** mwk longsword +8/+3 (1d8+3/19-20) and mwk longsword +8 (1d8+1/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +11**Atk Options** aligned strike (lawful, good), blade rend, magic strike, wrath**Special Actions** elude chance**Abilities** Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 12**SA** aligned strike, blade rend, elude chance, magic strike, wrath**Feats** Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting**Skills** Balance +13, Diplomacy +14, Heal +12, Knowledge (the planes) +11, Listen +12, Sense Motive +12, Spot +12**Possessions** 2 masterwork longswords

Blade Rend (Ex) If an arcadian avenger hits a single target with at least one attack from each of her swords during a full attack, she deals an extra 2d6 damage.

Wrath (Ex) Any time the arcadian avenger sees an ally fall in battle, she gains a +2 morale bonus on melee damage rolls. This bonus lasts for 1 minute.

Elude Chance (Su) Three times per day, as an immediate action; an arcadian avenger can tap directly into the power of law, allowing her to avoid the uncertainty of chance. When an arcadian avenger activates this ability, her next melee attack or saving throw is treated as if the result of the die roll were 10.

7: DRUID**GUSHUN****CR 10**

Female half-orc Druid 9/Beastmaster 1

NE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Common, Druidic, Orc**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 84 (10 HD)**Immunity** poison**Fort** +9, **Ref** +5, **Will** +8**Speed** 20 ft. in +2 *hide armor* (4 squares), base movement 30 ft.**5: GUARDIAN****ARCADIAN AVENGER (2)****CR 6**

Melee +1 *greatspear** +11/+6 (2d6+5/x3) or
Melee scimitar +10/+5 (1d6+4/18-20) or
Ranged +1 *greatspear** +9/+4 (2d6+4/x3) or
Ranged sling +8/+3 (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Power Attack
Special Actions spellcasting, wild empathy, wild shape (small to large, 3/day)
Combat Gear 2 *potions of cure light wounds*
Druid Spells Prepared (CL 9th):
5th—*heal animal companion**
4th—*contingent energy resistance**, *flame strike* (DC 17)
3rd—*cure moderate wounds*, *jagged tooth**, *magic fang*, *greater*, *protection from energy*
2nd—*barkskin*, *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*
1st—*cure light wounds*, *cure light wounds*, *entangle* (DC 14), *snake's swiftness**, *snake's swiftness**
0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *detect magic*, *guidance*, *resistance*

Abilities Str 16, Dex 12, Con 14, Int 8, Wis 16, Cha 6
SQ animal companion (giant wasp), nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy (1d20+10), woodland stride, wildshape (small to large, 3/day), venom immunity
Feats Exotic Weapon Proficiency (greatspear), Improved Toughness*, Power Attack, Skill Focus (Handle Animal)
Skills Concentration +15, Handle Animal +14 (+13 with giant wasp companion), Knowledge (nature) +4, Survival +17
Possessions combat gear plus +1 *greatspear**, scimitar, +2 *hide armor*, divine focus
* See Appendix 2: New Rules Items

Possessions +2 *chain shirt* barding of agility*, *amulet of health* +2

Poison (Ex) Injury, Fortitude DC 17, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.
Tricks This wasp knows the attack (twice), come, defend, down, fetch, guard, and stay tricks.
Skills Giant wasps have a +8 racial bonus on Spot checks. They also have a +4 racial bonus on Survival checks to orient themselves.

Precast Buffs: effects: target (duration remaining as of start of combat)
Contingent energy resistance: Energy resist 20 triggered: shared (1 hr)
Jagged tooth: 19-20 crit on stinger: wasp (1 hr)
Magic fang, greater: +2 enhance on stinger: wasp (8 hrs)
Protection from energy: Absorbs 108 pts elec: shared (1 hr)
Barkskin: +4 enhancement to natural AC: druid (1 hr)
Barkskin: +4 enhancement to natural AC: wasp (1 hr)
Bear's endurance: +4 Con druid/+2 Con wasp: shared (7 rnd)
Bull's strength: +4 Str (+2/hit +3 dam): shared (6 rnd)
Cat's grace: +4 Dex (+2 AC/Init/Ref): shared (5 rnd)
* See Appendix 2: New Rules Items

GIANT WASP COMPANION CR -

N Large vermin
Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +23
Languages None

AC 27, touch 11, flat-footed 25
(-1 size, +2 Dex, +6 armor, +10 natural)
hp 83 (11 HD)
Fort +10, **Ref** +5, **Will** +4 (+8 against enchantments); evasion

Speed 20 ft. (4 squares), fly 60 ft. (good);
Melee sting +13/+8 (1d4+7 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +17
Atk Options poison

Abilities Str 21, Dex 15, Con 16, Int 1, Wis 13, Cha 11
SQ link, share spells, evasion, devotion, multiattack
Feats Ability Focus (poison), Armor Proficiency (light), Improved Natural Attack (sting), Weapon Focus (sting)
Skills Spot +23, Survival +1 (+5 to orient self)

1: ROADSIDE COMBAT**BURROW ROOT (4)****CR 8****Monster Manual V, page 14*

Always N Large plant

Init +6; **Senses** blind, blindsight 30 ft., tremorsense 60 ft.; Listen +1**Languages** -**AC** 22, touch 11, flat-footed 20
(-1 size, +2 Dex, +11 natural)**hp** 114 (12 HD)**Immune** plant immunities**Fort** +13, **Ref** +6, **Will** +5**Speed** 30 ft. (6 squares), burrow 20 ft.; speed burrow**Melee** bite +16 (2d6+12/19/20 plus wounding) or**Melee** tail spike +16 (1d6+4 plus 1 Con plus wounding)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +21**Atk Options** Improved Bull Rush, Power Attack**Special Actions** split**Abilities** Str 26, Dex 15, Con 20, Int 2, Wis 12, Cha 7**SA** split, wounding**SQ** plant traits**Feats** Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack**Skills** Hite +13, Listen +1**Speed Burrow (Ex)** A burrow root can move quickly through loose soil. Three times per day, as an immediate action, a burrow root can move 20 feet through the ground. This movement does not provoke attacks of opportunity.**Wounding (Ex)** Any living creature damaged by a burrow root continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative blood loss. The bleeding can be stopped by a DC 21 Heal check or the application of healing magic.**Split (Ex)** When a burrow root is reduced to half of its full normal hit points or fewer, it splits in half. The new root's game statistics are identical to those of its parent. Divide the parent creature's remaining hit points evenly between the two organisms. The older burrow root cannot split again for 24 hours, and the younger burrow root cannot split for 24 hours after it emerges.**5: GUARDIAN****JUSTICE ARCHON CHAMPION CR 10**

Justice archon paladin 4

**Monster Manual IV, page 81*

LG Medium outsider (archon, Extraplanar, good, lawful)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9**Aura** courage (10 ft., allies +4 against fear), magic circle against evil (10 ft.), menace (20 ft., Will DC 18 negates)**Languages** Celestial, Draconic, Infernal, tongues**AC** 23, touch 11, flat-footed 22

(+1 Dex, +10 armor, +2 natural)

hp 120 (10 HD); DR 10/evil**Immune** disease, electricity, fear, petrification**SR** 20**Fort** +19 (+23 against poison), **Ref** +12, **Will** +11**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.; fly 40 ft. (good) in full plate, base fly speed 60 ft.**Melee** +1 *greatsword* +17/+12 (2d6+8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +15**Atk Options** aligned strike (good, lawful), justice strike, smite evil 1/day (+3 attack, +4 damage)**Special Actions** *lay on hands* 12 points/day, teleport (self plus 50 lb. of objects only), turn undead 6/day (+5, 2d6+4, 1st)**Paladin Spells Prepared** (CL 2nd):1st—*divine favor***Spell-Like Abilities** (CL 6th):At Will—*aid*, *continual flame*, *detect evil***Abilities** Str 21, Dex 12, Con 24, Int 10, Wis 11, Cha 17**SQ** archon traits**Feats** Iron Will, Improved Toughness*, Lightning Reflexes, Weapon Focus (greatsword)**Skills** Concentration +16, Diplomacy +14, Intimidate +12, Knowledge (the planes) +9, Knowledge (religion) +5, Listen +9, Move Silently +5, Sense Motive +9, Spot +9, Survival +0 (+2 on other planes)**Possessions** +2 *full plate armor*, +1 *greatsword*, *amulet of natural armor* +2**Tongues (Su)** As the *tongues* spell; continuous; caster level 14th.**Magic Circle against Evil (Su)** As the *magic circle against evil* spell; continuous; caster level 14th.**Aura of Menace (Su)** -2 penalty on attack rolls, AC, and saves for 24 hours; Will save DC 18 negates.**Justice Strike (Su)** A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack.**Teleport (Su)** As the *teleport* spell; at will; caster level 14th.

* See Appendix 2: New Rules Items

7: DRUID**GUSHUN****CR 12**

Female half-orc Druid 11/Beastmaster 1
NE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Druidic, Orc

AC 24, touch 11, flat-footed 23
(+1 Dex, +6 armor, +7 natural)

hp 100 (12 HD)

Immunity poison

Fort +11, **Ref** +6, **Will** +10

Speed 20 ft. in +3 *hide armor* (4 squares), base movement 30 ft.

Melee +1 *greatspear** +13/+8 (2d6+5/x3) or

Melee scimitar +12/+7 (1d6+4/18-20) or

Ranged +1 *greatspear** +11/+6 (2d6+4/x3) or

Ranged sling +10/+5 (1d4+3)

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

Base Atk +9; **Grp** +12

Atk Options Power Attack

Special Actions spellcasting, wild empathy, wild shape (tiny to large, 4/day)

Combat Gear 2 *potions of cure light wounds*

Druid Spells Prepared (CL 11th):

5th—*fires of purity**

5th—*heal animal companion**, *stoneskin*

4th—*contingent energy resistance**, *flame strike* (DC 17), *freedom of movement*

3rd—*cure moderate wounds*, *cure moderate wounds, jagged tooth**, *magic fang, greater*, *protection from energy*

2nd—*barkskin*, *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*

1st—*cure light wounds*, *cure light wounds*, *entangle* (DC 14), *entangle* (DC 14), *snake's swiftness**, *snake's swiftness**

0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *detect magic*, *guidance*, *resistance*

Abilities Str 16, Dex 12, Con 14, Int 8, Wis 17, Cha 6

SQ animal companion (giant wasp), nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy (1d20+12), woodland stride, wildshape (tiny to large, 4/day)

Feats Elephant's Hide*, Exotic Weapon Proficiency (greatspear), Improved Toughness*, Power Attack, Skill Focus (Handle Animal)

Skills Concentration +17, Handle Animal +16 (+15 with giant wasp companion), Knowledge (nature) +4, Survival +19

Possessions combat gear plus +1 *greatspear**, scimitar, +3 *hide armor*, divine focus

* See Appendix 2: New Rules Items

Speed 20 ft. (4 squares), fly 60 ft. (good);

Melee sting +15/+10 (1d4+9 plus poison)

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

Base Atk +9; **Grp** +19

Atk Options poison

Abilities Str 22, Dex 16, Con 16, Int 1, Wis 13, Cha 11

SQ link, share spells, evasion, devotion, multiattack

Feats Ability Focus (poison), Armor Proficiency (light), Improved Natural Armor, Improved Natural Attack (sting), Weapon Focus (sting)

Skills Spot +25, Survival +1 (+5 to orient self)

Possessions +3 *chain shirt barding of agility* 8, *amulet of health* +2

Poison (Ex) Injury, Fortitude DC 17, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Tricks This wasp knows the attack (twice), come, defend, down, fetch, guard, heel, and stay tricks.

Skills Giant wasps have a +8 racial bonus on Spot checks. They also have a +4 racial bonus on Survival checks to orient themselves.

Precast Buffs: effects: target (duration remaining as of start of combat)

Fires of purity: 11 fire on attack or hit: shared (9 rnd)

Stoneskin: DR 10/adamantine (110 pts): companion (1.5 hr)

Contingent energy resistance: Energy resist 30 triggered: shared (1.5 hrs)

Freedom of movement: see PH: shared (1.5 hrs)

Jagged tooth: 19-20 crit on stinger: wasp (1.5 hrs)

Magic fang, greater: +2 enhance on stinger: wasp (10 hrs)

Protection from energy: Absorbs 120 pts elec: shared (1.5 hrs)

Barkskin: +4 enhancement to natural AC: druid (1.5 hrs)

Barkskin: +4 enhancement to natural AC: wasp (1.5 hrs)

Bear's endurance: +4 Con druid/+2 Con wasp: shared (8 rnd)

Bull's strength: +4 Str (+2/hit +3 dam): shared (7 rnd)

Cat's grace: +4 Dex (+2 AC/Init/Ref): shared (6 rnd)

* See Appendix 2: New Rules Items

GIANT WASP COMPANION CR -

N Large vermin

Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +25

Languages None

AC 32, touch 12, flat-footed 29

(-1 size, +3 Dex, +7 armor, +13 natural)

hp 98 (13 HD)

Fort +11, **Ref** +7, **Will** +5 (+9 against enchantments); evasion

1: ROADSIDE COMBAT

BURROW ROOT (8)

CR 8

**Monster Manual V*, page 14

Always N Large plant

Init +6; **Senses** blind, blindsight 30 ft., tremorsense 60 ft.; Listen +1

Languages -

AC 22, touch 11, flat-footed 20
(-1 size, +2 Dex, +11 natural)

hp 114 (12 HD)

Immune plant immunities

Fort +13, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares), burrow 20 ft.; speed burrow

Melee bite +16 (2d6+12; 19/20 plus wounding) or

Melee tail spike +16 (1d6+4 plus 1 Con plus wounding)

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

Base Atk +9; **Grp** +21

Atk Options Improved Bull Rush, Power Attack

Special Actions split

Abilities Str 26, Dex 15, Con 20, Int 2, Wis 12, Cha 7

SA split, wounding

SQ plant traits

Feats Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack

Skills Hite +13, Listen +1

Speed Burrow (Ex) A burrow root can move quickly through loose soil. Three times per day, as an immediate action, a burrow root can move 20 feet through the ground. This movement does not provoke attacks of opportunity.

Wounding (Ex) Any living creature damaged by a burrow root continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative blood loss. The bleeding can be stopped by a DC 21 Heal check or the application of healing magic.

Split (Ex) When a burrow root is reduced to half of its full normal hit points or fewer, it splits in half. The new root's game statistics are identical to those of its parent. Divide the parent creature's remaining hit points evenly between the two organisms. The older burrow root cannot split again for 24 hours, and the younger burrow root cannot split for 24 hours after it emerges.

5: GUARDIAN

JUSTICE ARCHON CHAMPION (2) CR 10

Justice archon paladin 4

**Monster Manual IV*, page 81

LG Medium outsider (archon, Extraplanar, good, lawful)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9

Aura courage (10 ft., allies +4 against fear), magic circle against evil (10 ft.), menace (20 ft., Will DC 18 negates)

Languages Celestial, Draconic, Infernal, tongues

AC 23, touch 11, flat-footed 22

(+1 Dex, +10 armor, +2 natural)

hp 120 (10 HD); DR 10/evil

Immune disease, electricity, fear, petrification

SR 20

Fort +19 (+23 against poison), **Ref** +12, **Will** +11

Speed 20 ft. in full plate (4 squares), base movement 30 ft.; fly 40 ft. (good) in full plate, base fly speed 60 ft.

Melee +1 *greatsword* +17/+12 (2d6+8/19-20)

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

Base Atk +10; **Grp** +15

Atk Options aligned strike (good, lawful), justice strike, smite evil 1/day (+3 attack, +4 damage)

Special Actions *lay on hands* 12 points/day, teleport (self plus 50 lb. of objects only), turn undead 6/day (+5, 2d6+4, 1st)

Paladin Spells Prepared (CL 2nd):

1st—*divine favor*

Spell-Like Abilities (CL 6th):

At Will—*aid*, *continual flame*, *detect evil*

Abilities Str 21, Dex 12, Con 24, Int 10, Wis 11, Cha 17

SQ archon traits

Feats Iron Will, Improved Toughness*, Lightning Reflexes, Weapon Focus (greatsword)

Skills Concentration +16, Diplomacy +14, Intimidate +12, Knowledge (the planes) +9, Knowledge (religion) +5, Listen +9, Move Silently +5, Sense Motive +9, Spot +9, Survival +0 (+2 on other planes)

Possessions +2 *full plate armor*, +1 *greatsword*, *amulet of natural armor* +2

Tongues (Su) As the *tongues* spell; continuous; caster level 14th.

Magic Circle against Evil (Su) As the *magic circle against evil* spell; continuous; caster level 14th.

Aura of Menace (Su) -2 penalty on attack rolls, AC, and saves for 24 hours; Will save DC 18 negates.

Justice Strike (Su) A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack.

Teleport (Su) As the *teleport* spell; at will; caster level 14th.

* See Appendix 2: New Rules Items

7: DRUID

GUSHUN

CR 14

Female half-orc Druid 13/Beastmaster 1
 NE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Druidic, Orc

AC 24, touch 11, flat-footed 23
 (+1 Dex, +6 armor, +7 natural)
hp 116 (14 HD)
Immunity poison
Fort +12, **Ref** +7, **Will** +11

Speed 20 ft. in +3 *hide armor* (4 squares), base movement 30 ft.
Melee +1 *greatspear** +15/+10 (2d6+7/x3) or
Melee scimitar +14/+9 (1d6+6/18-20) or
Ranged +1 *greatspear** +12/+7 (2d6+5/x3) or
Ranged sling +11/+6 (1d4+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +14
Atk Options Power Attack
Special Actions spellcasting, wild empathy, wild shape (tiny to large, 4/day)
Combat Gear 2 *potions of cure light wounds*
Druid Spells Prepared (CL 13th):
 7th—*as the frost**
 6th—*dispel magic*, *greater*, *fires of purity**
 5th—*cure critical wounds*, *heal animal companion**,
stoneskin
 4th—*contingent energy resistance**, *flame strike*
 (DC 17), *freedom of movement*, *spike stones* (DC 17)
 3rd—*cure moderate wounds*, *cure moderate wounds*, *jagged tooth**, *magic fang*, *greater*,
protection from energy
 2nd—*barkskin*, *bear's endurance*, *bull's strength*,
cat's grace, *hold animal* (DC 15), *wings of air**
 1st—*cure light wounds*, *cure light wounds*,
entangle (DC 14), *entangle* (DC 14), *snake's swiftness**, *snake's swiftness**
 0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *detect magic*, *guidance*, *resistance*

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 17, Cha 6
SQ animal companion (giant wasp), nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy (1d20+14), woodland stride, wildshape (tiny to large, 4/day), a thousand faces
Feats Elephant's Hide*, Exotic Weapon Proficiency (greatspear), Improved Toughness*, Power Attack, Skill Focus (Handle Animal)
Skills Concentration +19, Handle Animal +18 (+17 with giant wasp companion), Knowledge (nature) +4, Survival +21
Possessions combat gear plus +1 *greatspear**, scimitar, +3 *hide armor*, *gauntlets of ogre power*, divine focus
 * See Appendix 2: New Rules Items

(-1 size, +3 Dex, +7 armor, +13 natural)
hp 111 (13 HD)
Fort +12, **Ref** +7, **Will** +5 (+9 against enchantments); evasion

Speed 20 ft. (4 squares), fly 60 ft. (good);
Melee sting +15/+10 (1d4+9 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +19
Atk Options poison

Abilities Str 22, Dex 16, Con 18, Int 1, Wis 13, Cha 11
SQ link, share spells, evasion, devotion, multiattack
Feats Ability Focus (poison), Armor Proficiency (light), Improved Natural Armor, Improved Natural Attack (sting), Weapon Focus (sting)
Skills Spot +25, Survival +1 (+5 to orient self)
Possessions +3 *chain shirt barding of agility**, *amulet of health* +4

Poison (Ex) Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.
Tricks This wasp knows the attack (twice), come, defend, down, fetch, guard, heel, and stay tricks.
Skills Giant wasps have a +8 racial bonus on Spot checks. They also have a +4 racial bonus on Survival checks to orient themselves.

Precast Buffs: effects: target (duration remaining as of start of combat)
As the frost: See spell – DR, damage: shared (11 rnd)
Fires of purity: 13 fire on attack or hit: shared (10 rnd)
Stoneskin: DR 10/adamantine (130 pts): companion (2 hr)
Contingent energy resistance: Energy resist 30 triggered: shared (2 hrs)
Freedom of movement: see PH: shared (2 hrs)
Jagged tooth: 19-20 crit on stinger: wasp (2 hrs)
Magic fang, greater: +3 enhance on stinger: wasp (12 hrs)
Protection from energy: Absorbs 120 pts elec: shared (2 hrs)
Barkskin: +5 enhancement to natural AC: shared (2 hrs)
Wings of air: Maneuverability (perfect): wasp (11 min)
Bear's endurance: +4 Con druid (+28 hp): druid (9 rnd)
Bull's strength: +2 Str druid/+4 Str wasp: shared (8 rnd)
Cat's grace: +4 Dex (+2 AC/Init/Ref): shared (7 rnd)
 * See Appendix 2: New Rules Items

GIANT WASP COMPANION CR -

N Large vermin
Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +25
Languages None

AC 32, touch 12, flat-footed 29

APPENDIX 2: NEW RULES ITEMS

FEATS

Elephant's Hide [Wild]

You can thicken your skin to the toughness of an elephant's.

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. The effect lasts for 10 minutes.

Source: *Complete Divine* 81

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* 101

MAGIC ITEMS

Agility

Price: +500 gp

Property: Armor

Caster level: 5th

Aura: Faint; (DC 17) transmutation

Activation: -

While wearing armor that has this property, you gain a +1 resistance bonus on Reflex saving throws.

Source: *Magic Item Compendium* 7

MUNDANE EQUIPMENT

Greataxe* (exotic)

Cost: 25 gp

Damage (medium): 2d6

Critical: x3

Range Increment: 10 ft.

Weight: 9 lb.

Type: Piercing

This broad-bladed spear has a long, flat blade, and is too heavy to wield properly without proficiency.

*Reach weapon

Source: *Complete Warrior* 156

SPELLS

As the Frost

Transmutation (cold)

Level: Druid 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

With a crystalline tinkling, your body transforms into a figure of ice and cold, your equipment melding into your new form. Your skin becomes brilliant blue and transparent, with glimpses of liquid beneath. Frost forms across your hands and arms, dripping down to form knife-like icicles. Your breath hisses white in the bitterly cold air surrounding you. Snow swirls about you as your presence freezes the air's moisture. Ice crystals spread from your footprints.

Your creature type changes to outsider. Unlike other outsiders, you can be brought back to life if you die in this form.

You gain the following qualities and abilities:

- Immunity to cold.
- Damage reduction 10/magic and piercing.
- At the beginning of your action, creatures within 15 feet of you take 2d6 points of cold damage per round. A creature that takes damage from this effect must make a Fortitude save (DC 17 + your key ability modifier) as the slow spell, for the remaining duration of as the frost. Spell resistance applies to this effect.

Material Component: A chunk of ice or crystal.

Source: *Player's Handbook II* 101

Contingent Energy Resistance

Abjuration

Level: Cleric 4, Druid 4, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell functions similarly to *contingency* (PH 213), but with a more limited scope. While *contingent energy resistance* is in effect, if you are dealt damage associated with one of the five types of energy (acid, cold, electricity, fire or sonic), the spell automatically grants you resistance 10 against that type of energy for up to 10 minutes per caster level, or until the remainder of the spell's duration, just as if you were

under the effect of a *resist energy* spell of the appropriate type.

Once the energy type protected against by a particular casting of this spell is determined, it can't be changed. You can't have more than one *contingent energy resistance* in effect on yourself at the same time—if you cast the spell a second time while an earlier casting is still in effect, the earlier spell automatically expires.

The energy resistance granted by this spell does not stack with similar benefits against the same energy type (such as from the *resist energy* spell). However, it is possible to be simultaneously under the effect of *resist energy (fire)* and *contingent energy resistance (electricity)*, or any other two such spells that protect against different types of energy.

Material Component: An oyster shell.

Source: *Spell Compendium* 52

Fires of Purity

Evocation (fire)

Level: Druid 6, Purification 6, sorcerer/wizard 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature Touched

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes (harmless); see text

The creature you touch bursts into magical flames that do not harm the subject, but are capable of harming anyone else who comes into contact with the creature.

With a successful melee attack, the subject deals an extra 1 point of fire damage per caster level (maximum +15). If the defender has spell resistance, it applies to this effect. Creatures that make successful melee attacks against the subject are susceptible to the damage unless they attack with weapons that have reach, such as longswords.

The subject of *fires of purity* takes only half damage from fire based attacks. If such an attack allows a Reflex save for half damage, the subject takes no damage on a successful save.

Source: *Spell Compendium* 94

Heal Animal Companion

Conjuration (healing)

Level: Druid 5, ranger 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your animal companion touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *heal* (PH 239), except that it affects only your animal companion.

Source: *Spell Compendium* 110

Jagged Tooth

Transmutation

Level: Druid 3, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One natural slashing or piercing weapon of target creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell doubles the critical threat range of one natural weapon that deals either slashing or piercing damage. Multiple effects that increase a weapon's threat range don't stack.

Source: *Spell Compendium* 126

Snake's Swiftess

Transmutation

Level: Druid 1, sorcerer/wizard 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

Source: *Spell Compendium* 193

Wings of Air

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Winged creature touched

Duration: 1 minute/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

The creature you touch becomes more agile in the air, able to make quicker turns, and more maneuverable when flying. The subject must be capable of flight using wings. The creature's maneuverability improves by one grade—from clumsy to poor, poor to average, average to good, or good to perfect.

A single creature cannot benefit from multiple applications of this spell at one time.

Source: *Spell Compendium* 240

APPENDIX 3: “UNSAVORY CONTACTS”

The new Living Greyhawk Campaign Card "Unsavorly Contacts" can create forged documents (DC 25 Forgery) that allow the player to carry one illegal weapon within a city. This is obviously in contradiction of Ket's laws against carrying weapons other than dagger, sap or staff into a walled town or city.

With the Circle's approval, the following policy will apply to this use of "Unsavorly Contacts" within Ket:

If the person with the document is a Ket Citizen, and is trying to bring in a light weapon or scimitar or falchion, then the guards at the gate examine the document with a total bonus of +6 (+2 unusual documents, +2 familiarity, +2 skill ranks). If the above conditions don't apply—i.e. the person is a non-Citizen, or is trying to bring in a heavy, missile or exotic weapon—then the guards fetch a Jurat to look more closely. The Jurat will have an adjusted bonus of +11 (+2 Int, +2 familiarity, +2 suspicious documents, +5 ranks). Other modifiers can be added at the DM's discretion, depending on circumstances. In any case, the documentation is likely to be examined again by every Thresher encountered within the city (with a bonus of +6 again). In no case will this allow anyone to bear weapons within the Copper Palace without specific campaign documentation.

As per already-established Ket laws, the punishment for being caught with forged documents and illegal weapons will be 10 TUs in the stocks, with the usual option for fleeing with a Warrant of Ket. Those that choose to take the 10 TUs are escorted to the city gates at the end of their sentence, given their weapon back and told to leave the city.

The above information will be well-known to all Ket residents, so if a Ket resident wants to use "Unsavorly Contacts" for this purpose, the DM needs to inform the player about the above information before the card is used. If a party is entirely composed of out-of-region players, the DM will give anyone wanting to use "Unsavorly Contacts" a DC 10 Gather Information check to know about the above info. (If there is at least one Ket resident in the party, the DM can assume that the Ketite has informed the out-of-region PCs about this, so the DM can give any PCs wanting to use "Unsavorly Contacts" the above info.)

APPENDIX 4: KET LAWS

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

Crime & Punishment: The punishment for many crimes, especially of assault, aggravated assault and murder, will largely depend on the status of the victim.

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

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

CRIMES OF DEBT

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

MINOR CRIMES

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

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

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

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

CRIMES AGAINST "MONSTERS"

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

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

CRIMES AGAINST NON-RESIDENTS

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

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

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

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

Kidnapping or Torture: 10 TUs in stocks

Mitigating Circumstances: None

CRIMES AGAINST RESIDENTS

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

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

Aggravated Assault (lethal damage): 5 TUs in stocks

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

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

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

Kidnapping or Torture: 1 year in mines**

Mitigating Circumstances: None

Manslaughter: 1 year in mines**

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

CRIMES AGAINST HORSES

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

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

Aggravated Assault (lethal damage): 5 TUs in stocks

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

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

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

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

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

Kidnapping or Torture: 2 years in mines**

Mitigating Circumstances: None

Horseslaughter: 2 years in mines**

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

CRIMES AGAINST CITIZENS

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

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

Aggravated Assault (lethal damage): 5 TUs in stocks

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

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

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

Kidnapping or Torture: Life in mines**

Mitigating Circumstances: None

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

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

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

Mitigating Circumstances: None

CRIMES AGAINST THE STATE

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

Mitigating Circumstances: None

Impersonation for criminal purposes*:** Execution

Mitigating Circumstances:

Impersonation of Resident: 1 TU in stocks

Impersonation of Citizen: 4 TUs in stocks

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

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

Impersonation of Bey or Graf: Life in mines**

Impersonation of the Beygraf: Execution

Attack on military officer, government official or Jurat:

Look up same type of assault against Citizen and double the penalty.

Mitigating Circumstances: None

Theft of Beygraf's property: Execution

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

Crimes against the Beygraf: Execution

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

Treason: Execution

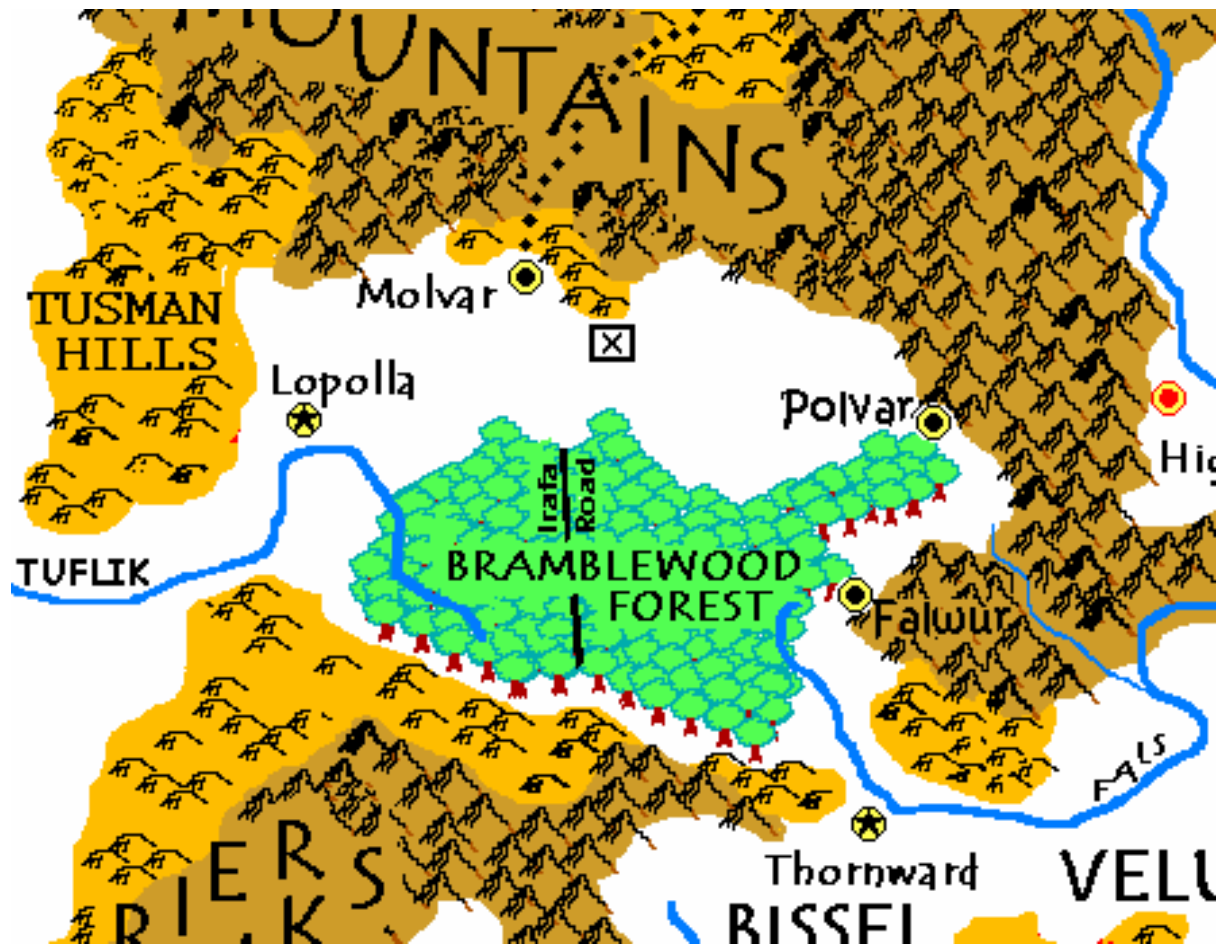
Mitigating Circumstances: None

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

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

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

PLAYER HANDOUT: MAP OF KET



KET7-09 *A THORNY ISSUE* MAP OF KET

☒ Where adventure begins