

KET8-03

Blood of the True

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

by Jason O’Gorman & Penn Davies

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Seven years ago, the master criminal Sa’id succeeded in stealing the Blood of the True, sacred relic of the True Faith... and then he disappeared from sight. Can you follow a seven-year-old trail that is as cold as a Jurat’s heart? A one-round Ket regional adventure for characters level 1-14 (APLs 2-12). Third and final part of the *Beygraf in Molvar* series. This adventure contains spoilers for previous adventures in this series. Any PC may play this adventure, however, PCs may be rewarded for their loyalty if they 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 Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Monster Manual III* [Wizards of the Coast], and *Monster Manual IV* [Gwendolyn F.M. Kestrel].

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

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

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

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

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

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

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

NEVAZAR THE QADI

Just over a thousand years ago, the Baklunish and Suel Empires destroyed each other in the event now known as the Twin Cataclysms. As the surviving Bakluni fled the destruction, a holy man named Al'Akbar came to their aid, leading them to a new land that would become known as Ekbir. When he himself became a demigod, his closest followers became the Qadi (priests) of a new faith, the worship of Al'Akbar himself.

One of the first Qadi was a brave, resolute and faithful man named Nevazar. He lived a long and exemplary life of service, and even in his old age, he still worked tirelessly for the downtrodden and those in need. On his final adventure, the aging Nevazar responded to pleas for help from a remote village that was threatened by Vourun the demilich. When they met, Vourun attempted to trap Nevazar in a soul gem as Nevazar simultaneously attempted to destroy Vourun's phylactery. Somehow in a synergistic vortex of magic, both the souls of Vourun and Nevazar were forced into the soul gem as their corporeal bodies were destroyed by the storm of magic.

Several months later, an expedition of Qadis in search of Nevazar was led to the spot by divinations. Although they found no trace of Nevazar, they came upon a ruby of rare size and beauty. Larger than a human fist, it was both the color and the temperature of fresh blood. Recognizing the gem as an object of surpassing beauty and unknown powers, the Qadis brought it back to Ekbir.

Examination of the gem revealed that in addition to its heat, it radiated strongly of magic (necromancy, conjuration), as well as good, evil, law and chaos.

As the years progressed, all but the most learned sages forgot about Nevazar's possible connection to the ruby.

THE BLOOD OF THE TRUE

When the followers of Al'Akbar splintered into the Exalted Faith and the True Faith some five hundred years ago, the True Faith followed their leader, the Grand Mufti, into exile in the Yatil Mountains. During the chaotic time of leave-taking, the ownership of many

sacred scrolls, books and objects was hotly disputed. Somehow, the True Faith managed to take the large ruby into exile with them. It became known as Blood of the True, in part because it was the color and body-heat temperature of blood, and partly because it became a central symbol of the new Faith that had been brought out of Ekbir.

In time, the Blood of the True was installed in the Temple of Al'Akbar in Molvar and accorded the highest veneration. By now, it was thought that the gem may have actually been a relic blessed by Al'Akbar himself. It became a potent symbol, quite literally the heart of the True Faith.

What no one realized was that the souls of Nevazar and Vourun were still trapped in the ruby, and that Vourun had the power to switch places with a person who touched the gem.

However, as long as the Blood of the True was within a temple of Al'Akbar, Nevazar's powers prevented Vourun from escaping. Likewise, if the gem was handled by a priest or paladin of Al'Akbar even outside a temple, then Vourun could do nothing. For many long years, Vourun was unable to act—either the gem was handled by a Mullah or on the rare occasions when a non-Mullah was allowed to touch it, the gem was within the Temple in Molvar.

SA'ID THE MASTER CRIMINAL

In CY591, a master criminal named Sa'id decided to steal the Blood of the True from the Temple in Molvar. After carefully scouting the Temple several times during Godsdays services, Sa'id knew the magical and mundane alarms guarding the Blood of the True would be no match for his skills.

However, realizing that the Lower Watch and the Mullahs of the Temple would consider him a prime suspect, he came up with a complex ruse to give himself an alibi: Sa'id challenged a young mullah to a duel, knowing that after the duel, Sa'id would be thrown into the stocks for assault of a Citizen. Sometime after that, he would have his apprentice Parwez take his place in the stocks one night while he stole the gem, and then he would return to the stocks so as to have an airtight alibi. After being released, he would wait for a few days, and then sneak out of the city with the gem. His planned path was north up the Griffonstrike Pass to Perrenland, down the Volverdyva River to Dyvers and thence to the City of Greyhawk, where there is always a buyer for anything and everything. After the sale, and in possession of a large fortune, he would then make his way back to the Baklunish West—perhaps to Ekbir or Zeif—then send word for Parwez to join him.

However, a group of adventurers interfered with his planned duel (although they did not tumble to the upcoming theft) and as a result, Sa'id was not thrown in the stocks.¹

But even though his plans for an alibi were ruined, Sa'id was resourceful and changed his plans on the fly—using the simple “blunt instrument” approach, he would simply steal the gem and flee the city immediately. He would not take Parwez with him, since the boy would likely slow him down. He also did not tell Parwez anything, knowing that his apprentice would be interrogated after the theft was discovered.

Having made his plans, Sa'id acted immediately. Telling Parwez to meet him outside the city with a horse in two hours, he entered the Temple during evening services, hid in the Temple until all was quiet, then skirted the Temple's defenses, scooped up the Blood of the True and put it in a velvet bag. Slipping out of the Temple and over the city walls, he took Parwez's horse, told Parwez he would send word for him and fled north up the Griffonstrike Pass. Knowing the pursuit would be hot, he used his head start to cover his trail and ride to an abandoned and forgotten monastery in the Yatils, where he planned stay until the hue and cry had died down.

THE ABANDONED MONASTERY

Some 400 years ago, an obscure sect of Al-Akbar hermits built a small monastic community in a hidden valley in the Yatil Mountains one day's journey north of Molvar. They insisted on absolute isolation, and enforced this by using topiary guardians to attack any visitor, using non-lethal damage, unless the visitor was openly wearing the symbol of Al'Akbar. Once the visitor had been knocked unconscious, the hermits would come and see who it was. If it was a friend, they would allow the person to enter the valley—the topiary guardians were programmed not to re-attack anyone once they had regained consciousness. If the visitor was not a friend of the community, the person was dragged out of the valley and left to wake up on their own.

About 250 years ago, for reasons now forgotten, the hermits stripped their temple of every sign of Al'Akbar and abandoned their community. However, they left the topiary guardians behind. The guardians continued to do their job well, and any traveler unlucky enough to happen on this hidden valley was quickly dissuaded from exploring any further.

Over the years, the smaller outbuildings fell into ruins, but the sturdily-built temple withstood the elements very well.

¹ KET1-05 *Thicker Than Water*.

Some years before his theft of the Blood of the True, Sa'id had uncovered evidence of the abandoned monastery, and the fact that the guardians of the valley would not attack anyone wearing the symbol of Al'Akbar. On one of his journeys up the Griffonstrike Pass, he had taken the time to scout the valley and confirm that fact.

SA'ID REACHES THE MONASTERY

Arriving at the ruins of the monastery less than 24 hours after he stole the Blood of the True, Sa'id rode into the valley (wearing a symbol of Al'Akbar, of course) and led Parwez's horse inside the temple. He set up a campsite in the old crypt of the temple, and rigged a deadly alarm on the front door so that anyone entering the temple would cause the old church bell to fall sixty feet onto the intruder. Even if it missed the person, the sound of the bell hitting the ground would alert Sa'id that he had visitors.

Only when he was sure he was safe and secure did Sa'id finally allow himself the luxury of gazing at his latest and greatest prize. But as soon as he withdrew the gem from the velvet bag, Vourun pounced. The demilich had been unable to use his powers inside the Temple when Sa'id had first picked up the gem. But now that Sa'id was touching the gem outside the Temple, Vourun instantly swapped places with Sa'id, forcing the thief's soul into the gem while his soul occupied Sa'id's body.

Vourun, in Sa'id's body, reveled for a moment in his release from a thousand years of imprisonment. But then he realized with disgust that as an ordinary mortal again, he lacked any of his former powers as a demilich. Recognizing that he would have to reconstruct his phylactery in order to regain his powers, Vourun hastily untied Sa'id's horse and led it to the front door, but as he pulled open the front door he triggered Sa'id's deadly trap. Vourun heard a small explosion high above him, and looked up in time to see the one-ton church bell falling toward him. He attempted to dive out of the way, but the bell hit him and the horse, killing them both instantly. Without any mortal body to hold him on this plane, Vourun's screaming soul was irrevocably cast into the Abyss.

Back inside the Blood of the True, the soul of Sa'id found himself trapped with the soul of Nevazar. However, as resourceful in "death" as he had been in life, Sa'id quickly gathered up the lingering magics left behind by Vourun's long existence in the gem, and he now awaits his opportunity to escape.

RECENT EVENTS IN KET

In the dying days of CY597, shocking news reached the court of the Copper Palace that the Cup and Talisman—the blessed artifacts of Al'Akbar himself, which had been

lost to history for 300 years—miraculously turned up in Ekbir, where they were given into the care of the Caliph of Ekbir, the spiritual leader of the Exalted Faith.

The Mullahs of the True Faith, led by Sylvana bint Zoltan, the daughter of Zoltan (a former Beygraf assassinated during the Greyhawk Wars), called upon the entire Ket army to march on Ekbir. Beygraf Nadaid, while sympathetic, objected to this, since 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 provided shelter and protection. The Archons remained loyal 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.

The Black Arrow and Sylvana ignored Nadaid's warnings about Bissel, and ordered all army garrisons from the entire country to Lopolla. Within days, the entire army, bolstered by many Ket Citizens, marched off 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, bolstered Molvar's defenses. His forces were then able to rebuff a Bisselite siege, and thereafter Bissel was content to leave Molvar alone while it took control of the rest of Ket.

But Nadaid, seeing that the throne of Ket remained empty while his brother and Sylvana squabbled over it, and knowing that a resistance to Bissel must have a leader, made 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 looked to new sources to put together a fresh power base. Already he has been able to recover the allegiance of the Thorns (KET7-09 *A Thorny Issue*). The Archons are exploring various magical items that may provide new avenues of power, and one such minor item turned up a treaty with the Bramblewood elves, giving Nadaid fresh military power. (KET8-02 *Crossing the Threshold*). Adding to his military muscle, Nadaid has managed to re-acquire the services of many of the mercenary

hobgoblins of the Yatils (KETIA8-01 *Friend of My Friend*). He also has sages searching through the most ancient Ket records stored in the city for anything that might prove useful.

One of the many items the sages have recently brought to Nadaid's attention is a lost gem called The Blood of the True. This blood-red ruby, larger than a man's fist, was displayed for many centuries in the Temple of Al'Akbar in Molvar. Considered a sacred symbol of the True Faith, it was stolen by the master criminal Sa'id seven years ago, a major embarrassment to the Mullahs of the Temple in Molvar. Neither Sa'id nor the gem were ever heard of again and there are no clues as to his whereabouts. However if Nadaid could locate Sa'id or the gem, and somehow come into possession of the Blood of the True, it would be a potent symbol to the Ketite people that Al'Akbar himself has blessed Nadaid, and that Nadaid has good fortune on his side. In addition, the Mullahs are now Nadaid's enemies, and seeing the gem in Nadaid's hand would serve to remind everyone of the Mullahs' negligence—perhaps even a punishment of Al'Akbar—when they allowed Sa'id to steal the sacred gem.

THE LATEST NEWS

As this adventure begins, the Ket army is encamped near Blashkidur in Tusmit, at the border of Ekbir, stalled there while Sylvana and the Black Arrow squabble over strategy and tactics.

Meanwhile, the Margrave of Bissel, fearing that the Bisselite general who led the attack on Ket is getting too ambitious and independent, recently ordered the Bissel army to return home. The general, Valiscerat, refused, and declared independence from Bissel. He now styles himself the new "King of Ket". Although some of the Bissel army obeyed the Margrave's command and returned home, about half Bissel's army stayed in Ket. Valiscerat has pulled his shrunken forces out of Molvar Province, but still controls the rest of Ket.

Nadaid, sensing an opportunity, is rushing to put his new allies and powers in place in order to challenge Valiscerat before the new "King" can reconsolidate the remains of his army. However, Nadaid also realizes he has to deal with the returning army of Ket at some point in time, and part of his effort goes towards preparing for that day.

PARWEZ THE FORMER APPRENTICE

In CY591, Parwez was a young and promising thief and Sa'id's apprentice. When Sa'id asked Parwez to meet him with a horse at a rendezvous outside the city walls, Parwez knew something big was happening. As Sa'id picked up his horse that night, he told Parwez that both

of their futures were secure, and that he would send for Parwez once the heat from this latest heist had died down.

The next day, the news of the theft of the Blood of the True flew around the city, and Parwez realized that Sa'id was almost certainly responsible. Obviously once Sa'id sent for him, Parwez would live a life of luxury and riches.

As a known associate of Sa'id, Parwez was immediately picked up and questioned by both Mullahs of the Temple and officers of the Lower Watch. He admitted that Sa'id had borrowed a horse from him the previous night. However, since he truly did not know for sure if Sa'id had stolen the gem, nor where Sa'id was headed, he was able to evade their questions, even under a triple *zone of truth*. Eventually he was sentenced to a few months in the stocks for aiding and abetting a known criminal, and then released.

For a few months after that, he waited patiently, despite being unable to practice his trade as a thief due to the constant attention of the Lower Watch and agents of the Mullahs.

However, after a year had passed, he realized that Sa'id must have lied to him, and he left Molvar in disgust. Although he planned to search the Flanaess for Sa'id, he only got as far as Lopolla before he floundered in poverty and drink.

With the destruction of Lopolla in CY597, Parwez was forced to flee the city, and shortly thereafter found himself back in Molvar.

THE REDFLOOD RIVER UNDER MOLVAR

At the mouth of the Griffonstrike Pass, where the Redflood River flows into the northern plains of Ket, the Red Tower was built in order to prevent monsters and invaders from entering Ket. A town formed around the tower, and rapidly grew into a city. The Redflood was gradually paved over, but city engineers cleverly used the river to constantly wash out the city sewers. The river flows under the city through massive grates at its entry and exit points. These grates are guarded 24 hours a day by members of the Lower Watch. Thus, unlike most cities, the sewers of Molvar are relatively clean, and city officials claim that they do not harbor the usual assortment of monsters, although on at least one occasion (KET2-01 *A Tale of One City*) an otyugh was discovered hiding down there.

THE BENEFIT OF LOYALTY

This adventure assumes the PC has a certain amount of loyalty to the ex-Beygraf, Nadaid. Nonetheless, any PC can play this adventure, even PCs who have previously

worked for the quest for the Cup & Talisman in other Ket adventures. However, any PC who

- has previously played any adventures in the adventures in the *Road to Righteousness* series
- worked for the quest for the Cup & Talisman in KETIA7-04 *At the Beygraf's Pleasure*
- was given the AR item "Loyalty Questioned" in KET7-09 *A Thorny Issue*

but now wants to work for the Beygraf obviously has divided loyalties, and will not receive any special benefits.

On the other hand, 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 has unquestioned loyalty, and receives the following "Benefit of Loyalty" 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: 4d8 +7 hp).

[**Exception:** Any PC that has *Favor of Nadaid* from KETIA8-01 *Friend of My Friend* can receive the Benefit of Loyalty in this adventure, regardless of the above conditions.]

LAWLESSNESS OUTSIDE OF MOLVAR

The army of Valiscerat is nominally in control of most of Ket, but is busy strengthening its defenses against the expected return of the Ket army from Ekbir. Because of this, Valiscerat is not maintaining proper law and order on Ket's roads or patrolling the eaves of the Bramblewood.

However, Nadaid has maintained traditional law and order in the province of Molvar, where this adventure starts, so all PCs with Lawbreaker status or an open Warrant of Ket still have to make the normal check to see if they are arrested (and removed from the adventure.).

In the same way, any PCs breaking any laws of Ket in this adventure in Molvar Province will be arrested and charged as usual; however, any actions in contravention of Ket law committed outside of Molvar—including the Yatil Mountains— will not result in charges. (See *Appendix 3: Laws of Ket* for the current judicial code in force in Molvar.)

TIME OF YEAR AND WEATHER

It is early Flocktime (May), and the weather is warm, bright and sunny during the day, with cloudless skies at night. Both moons are full during this adventure from midnight until dawn, providing shadowy illumination for creatures with normal vision, and unhindered vision for those with lowlight vision.

ADVENTURE SUMMARY

Synopsis: Nadaid hires the PCs to find a long-lost gem, and suggests they seek out Parwez, a former accomplice of the master thief Sa'id. The PCs discover enough clues to follow Sa'id's trail to an abandoned monastery. There they discover the gem. If anyone other than a priest or paladin of Al'Akbar touches it, they have to deal with the trapped soul of Sa'id.

1: Molvar Roleplaying encounter. The PCs are hired to find the Blood of the True. Their most obvious lead is Parwez, a former accomplice of Sa'id's, who has recently re-entered Molvar after many years.

2: Dirty Bottle Cellar Possible combat encounter. The PCs can try to talk to Parwez, kidnap him, or intimidate him, which may initiate a combat. Parwez may reveal that Sa'id had a secret hideout under the city

3: The River Roleplaying encounter. The PCs must get past guards into the undercity

4: The Old Hideout Combat encounter. The PCs must overcome one of Sa'id's traps in order to investigate his old hideaway.

5: The Valley Combat encounter. The PCs arrive at Sa'id's first stop, an old monastery hidden in a small valley just off the main trail of the Griffonstrike Pass. The valley is guarded by some topiary creatures hiding in the long grass.

6: Inside the Temple Roleplaying encounter. The PCs discover the result of Sa'id's deadly trap just inside the front doors of the temple.

7: The Crypt Combat encounter. The PCs discover the old campsite of Sa'id in the crypt, and the Blood of the True lying on the floor. Picking it up leads to an encounter with the soul of Sa'id.

Conclusion The PCs return to Molvar, with or without the Blood of the True. If Nadaid is the first person to touch the Blood of the True, combat ensues with the soul of Sa'id, with possible deadly consequences for Nadaid.

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)? Recognize that this can only be enforced on the grounds of the estate of the Ambassador of Ket and nowhere else.

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

- Is any PC a member of the Molvar guild of the Xanavade metaorganization? Members will possess particular knowledge of Molvar that may be useful in *2: Parwez*.
- Do any of the PCs know ex-Beygraf Nadaid from previous adventures?
- Have any of the PCs played KET1-05 *Thicker Than Water*? (They will recognize Sa’id.)
- Do any of the PCs openly wear the symbol of Al’Akbar? (They will not be attacked by the topiary guardians in *5: The Valley*)
- Do any of the PCs currently receive divine spells from Al’Akbar? (They are immune to Sa’id’s soul-swap in *7: The Crypt*.)
- Do any of the PCs have the AR item **Spirit Tattoo** from COR5-09 *Gateway to Bright Sands*? (The spirit inhabiting the PC’s body prevents possession, making the PC immune to Sa’id’s soul-swap in *7: The Crypt*.)

INTRODUCTION

Announce Loyalty Benefit: Inform the players about the Loyalty Benefit as outlined in *Adventure Background: Loyalty Benefit*.

Arms & Armor within Molvar: In keeping with the laws of Ket, adventurers can not have arms or armor (other than staff, dagger/kukri or sap) unless they have campaign documentation that allows them more than this.

Map of Ket: Show the **Players Handout 1: Map of Ket** so they can see where Molvar is.

1: MOLVAR

You are a bit early for your meeting with Nadaid, the deposed Beygraf of Ket, so when you are shown into a large room high in the Red Tower of Molvar, you have a few minutes to wander around the room. Someone has artfully hung silk across the walls and ceiling, making the inside of the room appear like a giant tent. A sliding panel, now open to let in the bright sunshine and warm breezes, leads to a wide balcony, 40 feet above the ground, overlooking the large public square at the base of the Red Tower. A small wooden stage for public speaking has been set up in the square, and you idly watch a young man harangue three or four people about the coming end of the world—something about the gods of madness, the seven signs of the seven kingdoms, blah blah blah. You re-enter the room and wander over to the large conference table in the centre of the floor, which is covered with hundreds of scrolls, maps, books and pieces of paper. If there is any order or organization to it, you cannot see it at first glance.

A man in fashionable pastel silk robes accompanied by a servant holding a pen and notepaper hurries into the room.

“My friends, I am sorry to keep you waiting.”

Any PC that knows Nadaid from a previous adventure recognizes this man as Nadaid, the ex-Beygraf of Ket. If no one in the party recognizes him, he introduces himself simply as Nadaid.

If any PC genuflects or bows, he asks them to be at ease, there is no need for formality at this meeting.

“Excuse my lack of hospitality, but much work remains to be done, and events in the outside world call for our immediate action. With your permission, I will come straight to the point.

“In order to make my claim to the throne as strong as possible, I have had the sages of Molvar looking for as many possible leads to objects, people and alliances that might serve my purpose.” He gestures at the piles of paper and scrolls. “As you would expect, there is much dross and only a little gold amongst all of their research. However, every lead must be investigated, however unlikely. I have many teams of adventurers out here and there, following these leads for me. I have asked you here because I have a particularly unlikely story for you to investigate.”

Nadaid roots through the papers on the table and finally finds what he is looking for—a reasonably good painting of a priest of the True Faith holding up an enormous red gem the size of his fist. A beam of

sunlight hits the ruby, highlighting its blood-red depths.

“Behold the Blood of the True. From time immemorial, this ruby was a sacred relic of the True Faith, kept under guard at the Temple here in Molvar. It possessed several curious properties, namely that it radiated magic, and it also was warm to the touch—some say as hot as fresh blood. Perhaps that is where its name came from.”

Nadaid sets down the painting.

“Seven years ago, in 591, during the month of Reaping, the Blood of the True was stolen from the Temple. After some investigation, both the Mullahs of the Temple and the Lower Watch came to the conclusion that it was the work of a master criminal by the name of Sa’id. Although he was known to have been in Molvar the night of the theft, he disappeared that very night, and neither he nor the gem has been heard of since. It is assumed that he escaped to another part of the Flanaess—or perhaps even across the Dramidj Ocean to a far corner of the world—and that he has been living off the proceeds of his crime ever since. However, there have never been any reports of his whereabouts to confirm this, nor sightings of an unusually large ruby with magical properties that might have led the Mullahs to recover the jewel.”

Nadaid searches through some papers and finally comes up with some notes, which he consults.

“At the time of the theft, a young man named Parwez was a known associate of Sa’id’s. Parwez was closely questioned under zones of truth by both the Mullahs and the Lower Watch, and although he admitted to meeting with Sa’id that night just outside the city walls and lending him a horse, he claimed complete ignorance of what Sa’id had done. He was given a few months of stock time for aiding and abetting a known criminal, but in the end a Jurat decided that he could not be charged with anything more.”

“Parwez stayed in the city for some time after the disappearance of the gem, but he was watched so closely that eventually he left for the city of Lopolla. Naturally the Lower Watch and the Mullahs passed on their concerns to their counterparts in Lopolla, and my understanding is that he was watched there just as closely as he had been here. Word has it that he was shunned by the local thieves guild because of all this attention. Unable to make his living stealing, he gradually became a drunkard begging for coins at the city gates.

“When the Mullahs and Threshers left for Ekbir last fall, it was the first time he had not been under almost daily watch in seven years. But then Bissel

destroyed Lopolla only a few weeks later, and he was forced to move. Earlier this week, my sources in the Church of Hextor reported that this Parwez entered Molvar sometime in the intervening months, and has been seen in his old haunts.

“This then is what I admit is likely an impossible task: track down Sa’id, find out who he sold the gem to, locate the Blood of the True and return it to me. Yes, it may take you weeks or months, perhaps longer, and may take you halfway around the world or further. Or it may be that Sa’id has covered his tracks so well that the search will end before it has begun.

“I would suggest as a first step that you to find this Parwez, and question him. Perhaps seven years and too much wine have loosened his tongue.

“If you discover any trail worth following, do not come back to me seeking permission. Use your best judgment to immediately follow up on it. If Sa’id traveled across the Dramidj Ocean, then hire a boat to follow him. If he threw the ruby into the bottomless Nyr Dyv, then plumb the depths to find it.”

Nadaid looks at you intently for a moment.

“The Blood of the True was seen as the physical blessing of Al’Akbar, and its loss seven years ago was a savage blow to the prestige of the Mullahs. If I can stand out on that balcony and hold it up in my hand, it will not only show the people that I have been blessed by Al’Akbar, but it will also remind them of the Mullahs’ careless negligence when it was stolen from under their noses.

“This may seem like a hopeless case, a trail gone completely cold. Truth be told, many of the adventurers I have hired to find these lost items are coming back empty-handed. Perhaps this search will also end in failure. But rest assured that if you make your best effort, you will be well-compensated for your time even if you fail, and you will be richly rewarded for your efforts if you are successful. Do you have any questions?”

Where can we find Parwez?

My information is that he is currently holed up in the Dirty Bottle Cellar, a barroom of questionable reputation.

To know the location of the Dirty Bottle Cellar is a DC 17 Knowledge (Local-VTF) check. (This is automatic knowledge for members of the Molvar guild of the Xanavade metaorganization. Members of any other guild of the Xanavade gain a +5 bonus on their check, and all other residents of Ket gain a +2.) If no one in the party knows the location, Nadaid will provide directions.

What sort of place is this Dirty Bottle Cellar?

It is a known hangout for thieves, ex-qashari and other dregs of society. Even the Lower Watch treads carefully

in that neighborhood—life is cheap, and outsiders are not well-regarded.

Qashari are people who have been convicted of a major crime—murder of a resident, kidnapping a horse, etc.—and sentenced to hard labor in the copper mines for anywhere from a few months to life. An *ex-qashar* is shunned by Ketites as dishonorable and unemployable.

Can we get some sort of paperwork or authorization from you?

I can provide you with a discreetly-worded letter saying that you are in my employ. However, realize that I do not have any official legal standing in Molvar, so the letter cannot be used as authorization to do anything you couldn't already do as private citizens. Obviously if your journey takes you into the Bissel-controlled parts of Ket or into foreign lands, my letter will be even less useful.

How much will we be paid?

I am most grateful for your efforts, even if only to prove that Sa'id's trail is hopelessly cold after all these years. With the financial support of the Graf of Molvar and the Church of the Scourge of Battle, I can provide each of you with [50 x APL] greatshields just for trying. Obviously your reward will increase for each step of success above that—uncovering solid clues that will lead to its current whereabouts, locating either Sa'id or discovering who he sold it to, finding the current owner of the gem, or even recovering the gem and returning it to me—these successes will result in greater riches.

Isn't the Church of the True Faith the rightful owner of the Blood of the True?

The Mullahs of the True Faith were negligent in their duty to guard this gem more closely seven years ago. Now in abandoning Ket to its fate as they run off to Ekbir in search of the Cup & Talisman and in treasonously removing me from the throne, they have also abandoned any claim to property formerly belonging to them. While I have no legal claim to the Blood of the True, I swear that I will make it an heirloom of the state, and if it possesses any powers, that these powers will be used for the good of Ket.

GATHER INFO AND OTHER STRATEGIES

Once the adventurers leave the Red Tower, they can choose to Gather Info about the theft (same DC applies for Bardic Knowledge):

DC 8: The Blood of the True was stolen by some famous thief who is now the king of a distant land. He wears the Blood of the True in his crown.

DC 10: The Blood of the True had the blessing of Al'Akbar upon it that protected Molvar from evil.

DC 15: The thief was the master criminal Sa'id. Sa'id was well-known to the Lower Watch, but had never been convicted of a crime.

DC 20: Sa'id's apprentice was thrown into the stocks after the theft, but his involvement was never proven. He left the city after his release—doubtless to join his master in luxurious retirement.

DC 25: Sa'id failed to pay the usual thieves' guild fee for the theft, and if he ever revisits Molvar, his life may be forfeit.

If the adventurers want to visit the scene of the crime, they can go to the Temple of Al'Akbar. They will find it locked up and empty, since all of the Mullahs are in Ekbir at the moment. If they choose to break in, they can certainly do so easily. Inside, all protective magics have dissipated in the months that the Mullahs have been absent. The usual resting place of the Blood of the True has long since been dismantled, and adventurers will find no clues as to the theft of the Blood of the True.

DEVELOPMENT

Parwez remains at the Dirty Bottle Cellar for the foreseeable future. The PCs can go shopping before seeking out Parwez. They can also wait until nightfall to visit the barroom. Or they can go there right away.

2: DIRTY BOTTLE CELLAR

Remind adventurers that they are carrying no weapons or armor—save daggers, staffs and saps—unless they have campaign documentation to allow otherwise.

If the adventurers go to the Dirty Bottle Cellar in the daytime:

The narrow alley running between the faceless rear walls of some warehouses is deserted at this time of day—perhaps it gets livelier when the sun goes down. Three steps lead down to a door below street level, and an empty wine bottle hanging above the steps apparently marks this as the entrance to the Dirty Bottle Cellar.

If the adventurers go to the Dirty Bottle Cellar at night:
Lamplight from the street casts a feeble glow into this dark alley that runs between the faceless rear walls of some warehouses. Despite the lack of light, one or two people enter or exit the alley every few minutes. Some forty feet in from the street, a flaring torch marks three steps leading down to a door below street level. An empty wine bottle hanging above the stairs apparently marks this as the entrance to the Dirty Bottle Cellar.

See **DM Map 1: Area Around the Dirty Bottle Cellar** and **DM Map 2: Dirty Bottle Cellar** for details of the area. As the maps show, there are many hidden exits that patrons can use in an emergency.

How the adventurers enter the Dirty Bottle Cellar is up to them, but should they opt to try a different approach than simply walking through the front door, the DM should allow for some creative planning.

Any member of the Molvar guild of the Xanavade metaorganization should be told that casually flashing his or her broken copper ring to the bouncer signals that he or she and any companions are “okay”. This is an internal guild signal not known to non-guild members—even from other guilds of the Xanavade—and is not subject to any Knowledge or Bardic Knowledge checks. Sending this signal means that the attitude of the staff is Indifferent (socially expected interaction). If a fight starts, the staff assumes it is an internal guild affair and does not get involved. If no one flashes this signal before the party enters, the bar staff is Unfriendly (mislead, gossip, avoid, watch suspiciously, insult) and instantly joins in any fight on the side of Parwez.

THE AREA

All secret doors in this area are automatically already known to any Xanavade members of the Molvar branch. Xanavade members of other branches have a +5 on all checks to find these secret doors, due to their knowledge of how the Xanavade works.

The Alley: If the adventurers search the walls of the alley, there is a 10% chance during the day or 50% chance at night that locals notice the party’s suspicious behavior. They do not call the Lower Watch, but inform the staff of the Dirty Bottle Cellar. If this occurs, the attitude of the bar staff is Unfriendly, even if one of the adventurers gives them the secret guild signal. Searching the walls of the alley reveals:

DC 18: A secret door leading into the warehouse above the bar. (See details of *Warehouse* below.)

DC 22: A secret door leading down to Secret Exit A in the Empty Bottle Cellar.

DC 25: Another secret door leading down to Secret Exit B in the Empty Bottle Cellar.

If the adventurers enter any of the secret entrances except the one that leads into the warehouse, see *Entering via Secret Door* below.

Warehouse: The Dirty Bottle Cellar is located underneath a warehouse. The warehouse has no windows. Its door is in the street (not the alley), and is well-lit at night (10% chance of alerting Lower Watch patrol at night, 50% chance during the day, unless steps

are taken to make activities seem less suspicious. See *Lower Watch* below.)

A DC 25 Search of the actual street outside the warehouse reveals a secret entrance masquerading as a sewer grate. (The DC for this check is reduced by 10 if any adventurer specifically states they are going to examine any sewer grates in the area.) A passage beneath this fake grate leads to Secret Exit E in the Dirty Bottle Cellar.

The warehouse door has an average lock (DC 20 Open Locks). The warehouse is filled with crates of non-valuable trade goods. If the party conducts a Search of the walls and floor:

DC 18: A secret door that opens into the alley behind the warehouse.

DC 22: A secret door that leads down to Secret Exit C in the Empty Bottle Cellar.

DC 25: Another secret door leading down to Secret Exit D in the Empty Bottle Cellar.

If the adventurers enter any of the secret entrances except the one that simply leads into the alley, see *Entering via a Secret Door* below.

Lower Watch: If a Lower Watch patrol accosts the party due to their suspicious activities outside the warehouse, an adventurer making a DC 17 Bluff check (others can aid) convinces the patrol that the adventurers are on legitimate business, and the patrol moves on. (Showing any documentation from Nadaid adds a +10 to this roll. Influence points with Ket officials can be added to this roll as well. Each AR reward from Nadaid during his time as Beygraf adds +2 to this roll.)

Failure means they are arrested by the patrol for suspicious activity. However, Nadaid soon learns of their plight and engineers their release within two hours. Being publicly arrested by the Lower Watch has the benefit that if they return to the Dirty Bottle Cellar, they are treated by the bar staff as acceptable scum just as if someone had flashed the proper Xanavade signal.

If the party gets into a fight with the Lower Watch, stat blocks for the patrol have not been provided since the adventure is over regardless of the outcome—Nadaid is displeased with both their lawlessness and their indiscretion, and finds other adventurers to do his work. Consider the adventure to be over in this case, and the PCs have the choice to flee Ket or face the punishment for any crimes committed.

ENTERING VIA SECRET DOOR

If the adventurers enter any of the secret doors that lead to the Dirty Bottle Cellar (assuming they have darkvision or a light source):

You descend a narrow unlit passage that ends at what is clearly the inside of a secret door. An obvious mechanism clearly opens the door from this side. You can hear the mutter of conversation on the other side of the door, and the occasional clink of glasses.

If the adventurers open the door and step in, they find themselves in the Dirty Bottle Cellar. If they enter in a non-threatening manner (weapons not drawn, stepping calmly into the room, etc.) the bar staff assumes they are Xanavade guild members, and treats them as if a guild member had flashed the secret signal. If they seem to be threatening, the bar staff assume they are being raided and take appropriate action—see *Bar Fight* below.

If none of the adventurers has a light source or darkvision:

You carefully feel your way down what seem to be rickety steps until you suddenly come to a rough wooden wall that marks the end of the passage. You can hear the mutter of conversation, and the occasional clink of glasses on the other side of the wall.

If the adventurer closest to the door attempts to find a door mechanism, there is a 20% chance of finding it in the dark and using it correctly to open the door. Otherwise, after a few minutes of trying, one of the bouncers suddenly open the door and yell at the PC to stop fooling around and come in.

INSIDE THE DIRTY BOTTLE CELLAR

If the adventurers enter in the daytime, the bar is mostly empty (6 patrons). At night, it is full (30 patrons).

Parwez is sleeping by himself at a table covered with empty bottles, goblets and spilled wine. (See **DM Map 1: Dirty Bottle Cellar** for his location.) He is sleeping with his head on the table, snoring loudly. Anybody touching him or speaking to him will startle him awake.

He is a man in his late twenties who probably used to be handsome. But his pallid complexion, the fine network of broken veins across his nose and cheeks, bleary eyes, trembling hands, and the combination of scrawny limbs and a “beer gut” betray years of heavy drinking and not enough nutritious food.

If the adventurers call him by name, Parwez is flattered, assuming that they remember him from his days as Sa’id’s accomplice, when he was a handsome young man with a bright future in the Xanavade. He immediately attempts to cadge a drink from the party. Buying him a drink automatically changes his attitude to Friendly (chat, advise, offer limited help, advocate), as Parwez, in his drink-sodden state, will assume that the adventurers are old friends. He drunkenly imparts

information if the adventurers’ questions use the key words or concepts below.

(DMs note that since the adventure hinges on receiving this information, especially about Sa’id’s underground hideaway, interpretation of players’ questions should be very liberal so as to provide the most amount of information. No party should be denied access to the rest of the adventure because “they didn’t ask the right questions”.)

His old career in Molvar

(Happy, nostalgic) *“Those were the good old days. The entire city was our oyster, and we opened it regularly to steal the pearl. Nothing was safe from us. Yes, Sa’id was the person who laid his hands on the goods, but I was his loyal apprentice, laying the groundwork, making arrangements, paying bribes, speaking to fences, carrying his tools. He was nothing without me.”*

The Blood of the True

(Wonderment) *The Blood of the True was the most magnificent gem I ever saw—a blood-red ruby this big [holds hands about a foot apart—Parwez is unintentionally exaggerating of its size]. It was put on display under heavy guard from time to time in the Temple of Al’Akbar. Although he didn’t seem to be a religious man, Sa’id took me to the Temple several times to pray, although I realize now he was probably casing the joint. One time as we were looking at it, somebody beside us told us that the Blood of the True had special magical powers.*

What happened that night?

(Moody) *Sa’id told me to meet him outside the city walls with a fresh horse. I assumed I would be riding somewhere with him so I had packed the saddlebags with my travel gear. Then he shows up on foot, carrying a large pack. I knew right away he had made a big score—his eyes were glittering and he was excited. He climbed up on my horse and said, “This is the big one, Parwez. I’d have to steal the throne out from underneath the Beygraf to top this one. You and I will never work again after tonight. They may pick you up for questioning, but stick it out and I will send word to you about where to meet me.” He rode off on my horse with my gear and I never saw or heard from him again. He was right about never working again—the Mullahs had me too closely watched after that, and my career as a thief was ruined.*

Aftermath/Mullahs/Lower Watch

(Bitter) *Early the next morning a rumor swept through the city that the Blood the True had been stolen from the Temple. Everyone knew that only Sa’id was capable of such a theft, and within minutes, I was picked up by the*

Lower Watch for questioning. Mullahs from the Temple were also there, and they weren't gentle. But I didn't know anything other than he'd left with my horse. After a couple of days of questioning, they hauled me before a Jurat, who threw me in the stocks for 6 months for aiding and abetting a known criminal. After I got out of the stocks, I was watched constantly everywhere I went—first by the Lower Watch, then by agents of the Mullahs. I couldn't get a thieving job. The Xanavade shunned me—I was bad for business. I lived on handouts from friends while I waited to hear from Sa'id. But after a year went by with no word, I realized he had betrayed me. He'd stolen my horse and gear and he's living in luxury in some distant land while I was surviving on a handful of copper helms. I made up my mind to seek him out and I left Molvar, but I only got as far as Lopolla when my money ran out. It was the same old story though—agents of the Mullahs had followed me there, and I was unable to get any thieving work. I ended up begging by the Market Gate, earning just enough to keep me fed. Then last fall, the Mullahs and Threshers suddenly left on some expedition, and I was finally free. Then some other army came and kicked us all out of Lopolla and burned it to the ground. So here I am, back in Molvar. Nobody's watching me anymore, nobody even realizes I'm back. I'm going to go to the guild right now and ask for an assignment. I'm just as good as I ever was. I just need a couple of drinks to calm my nerves first...

[Note: A “helm” is the Ketite copper piece, worth 1/100th of a gold greatshield.]

Where Sa'id went

(Bewildered) He didn't tell me where he went. I know he traveled around a lot, he was always going off for a few weeks here and a few weeks there. The first I'd know about him being back would be word passed to me to meet him at his hideout under the city.

What's under the city? Is that where he lived?

(Admiration) Sa'id had a regular place near here, a real nice apartment in the Bazaar over Meherab's antiques shop. But the Lower Watch raided it all the time, always trying to catch him with hot merchandise or thieves' tools—they would have thrown him in the stocks if they'd found just 20 feet of rope in his place. He'd always just smile and watch them tear his place to pieces. Sometimes they were in his place so much, I thought he should have charged them rent. But they never found anything, since he never kept anything there. He was smart, he kept all his gear—his tools and ropes and such—in a place in the sewers underneath the city.

What did he use the “hideout” for if he didn't live there?

The hideout was his “office”. He made all his plans there, and stored all his equipment there as well.

Will you tell us how to get there/Take us there?

For another drink, Parwez is willing to give them directions to Sa'id's gear. If he is offered more than one drink or a bribe (any amount over 10 copper helms), he agrees to show them the way.

If he only provides directions, give the players

Player's Handout 2: Parwez's Instructions.

REFUSE TO BUY PARWEZ A DRINK

If the adventurers fail to buy Parwez a drink at the start of their conversation with him, he is unfriendly, morose and unwilling to talk. If the adventurers attempt to press him for answers, or use Intimidate or Bluff while he is in this state, he will explode in a drunken rage, setting off a bar fight (see *Bar Fight* below).

Even if there is no fight, Parwez does not go willingly outside the bar unless he has already agreed to show the adventurers where Sa'id used to hide his equipment. However, if the adventurers manage to get him outside the bar by whatever means possible, a successful Intimidate or Bluff will convince Parwez to reveal the same information as above, albeit more unwillingly, and he will refuse to take them to Sa'id's hidden cache unless he is specifically Intimidated to do so.

This is also a good time to remind players again that PCs do not have arms or armor unless they have campaign documentation that allows it.

BAR FIGHT

Daytime versus Night: Whatever the time of day or night, there is always a bartender and two bouncers on duty. During the day, there is only 6 patrons. At night, there are 30 patrons crowded into the bar.

Fight because Parwez loses his temper

A bar fight may start because Parwez is not provided with a drink, and then is questioned and subsequently loses his temper.

If the bar staff believes the adventurers are part of the Molvar guild of the Xanavade (because someone gave the bouncers the secret signal of the guild, or the adventurers entered through a secret door in a non-threatening manner) then they do not take part in the fight, although they do defend the bar and its valuable supply of drink and semi-clean glasses.

If the bar staff does not believe the adventurers are part of the guild, then they actively join the fight on the side of Parwez, and deal only non-lethal damage.

Regardless of the attitude of the bar staff, any bar patrons within 10 feet of an adventurer join in the fight on the side of Parwez after the first round, using only non-lethal damage. Other bar patrons seated further back will watch in amusement and place bets on the outcome of the fight.

Fight because everyone thinks it's a raid

If the adventurers aggressively charge into the bar from any entrance, or enter via a secret door with weapons drawn, everyone in the place assumes it's a raid by undercover members of the Lower Watch. The bar staff attacks the adventurers—dealing only non-lethal damage—as does anyone within 10 feet of any adventurer. All other bar patrons try to flee through the nearest exit.

However, Parwez continues to sleep through the fight unless someone moves into his square or attacks him. If he is awakened, he attempts to flee through the nearest exit. If that is blocked, he attempts to hide behind the bar and drink. If that way is also blocked, he hides under his table.

If adventurers deal lethal damage

If any adventurer deals lethal damage with weapon or spell, someone watching from the safety of one of the secret doors flees and alerts the nearest patrol of the Lower Watch. They arrive in six rounds, and will charge the adventurer(s) who dealt lethal damage with the appropriate crime (see **Appendix 3: Ket Laws**). If this results in stock time, the adventurer(s) convicted of the crime may not continue the adventure. Fighting the watch ends the adventure immediately, since Nadaid no longer is willing to employ the characters.

Results of bar fight

If the adventurers are defeated (either all knocked unconscious or they surrender), they are thrown into the alley. The adventure is over unless they choose to re-enter the bar—which restarts the fight—or can think of a way to get Parwez out of the bar without entering the bar themselves.

If the adventurers knock out the bar staff, all other bar patrons—including Parwez, if he is conscious—attempt to flee through the nearest exit. If the adventurers fail to chase Parwez and thus allow him to get away, the adventure is over, since Parwez will “disappear” into hiding and then flee the city.

If the adventurers win the fight and still have Parwez, they may question him at their leisure, since they

are the only people left in the bar. In this case, Parwez is shaken by the fight, and the adventurers may attempt Intimidate or Bluff with a Circumstance bonus of +5. Although Parwez refuses to show them Sa'id's hidden cache under the city, the adventurers may Intimidate him into accompanying them with a Circumstance bonus of +5.

All APLs

Bartender/Bouncers (3); Appendix 1

Bar patrons (day 6, night 30); Appendix 1

THE OLD APARTMENT

The adventurers may want to check out Sa'id's old apartment—the place where he publicly lived when he was in Molvar, not his secret hideout. Parwez either gives them directions or takes them there under the same circumstances as for Sa'id's hideout under the city. However, the apartment has been rented out to three different people in the seven years since Sa'id disappeared, and if there were ever any clues to Sa'id's whereabouts in the apartment, they have long since disappeared.

DEVELOPMENT

The key to finding Sa'id is to investigate his hideout under the city. If the adventurers fail to talk to Parwez, or do not follow up on this clue, the adventure is over—go to *Conclusion: Didn't Find It*.

If the adventurers follow up on Parwez's story, go to *3: The River*.

3: THE RIVER

See **DM Map 3: The Redflood River**

Night versus day: This encounter assumes the party attempts to go under the city in the daytime. If they choose to try at night, make the following changes:

- Torches in sconces are placed every 20 feet along the wall above the grate where the river goes under the city, providing bright illumination along the entire catwalk and within 20' of the catwalk.
- Adventurers are not seen when they approach the river unless they are carrying a light source or unless they come within 20' of the catwalk. If they are spotted by the guards and they are not “fishing”, the guards question them much more closely (DC 25 Bluff to avoid arrest).

With or without Parwez: If Parwez is with the party, go to *Parwez is with Party*. If the party is following Parwez's

written instructions, go to *Following Written Instructions*.

PARWEZ IS WITH PARTY

Parwez excuses himself for ten minutes, then meets you in the alley outside the Dirty Bottle Cellar carrying a spool of string and half a dozen light wooden poles perhaps six feet long. Weaving slightly, he leads you along city streets, and to the east gate, where there is a slight delay while you pick up any armor and weapons you left there when you entered the city. From the gate, you follow a footpath northwards along the base of the battlements. Coming around a tower at the northeast corner of the city, you behold a wondrous sight—the 300 yard-wide Redflood River², flowing out of the Griffonstrike Pass, smoothly drops over a wide ledge and passes under the north wall of the city. Since it is in the middle of its spring flood, the waters of the Redflood indeed do look a muddy red from the silt being washed out of the nearby Yatil Mountains.

(Give players **Player Handout 3: Redflood River**.)

As you look more closely, you see the river slides under the city walls through an enormous iron grate at the base of the wall, likely placed there to prevent large fish and undesirable monsters from taking up residence under the city. A catwalk runs across of the river just in front of the grate, and several guards of the Lower Watch walk back and forth on the catwalk, intently watching the river. They look at you suspiciously, and Parwez hastily takes one of the wooden poles, ties a length of string to one end, and then, with his back to the guards, ties a copper helm to the loose end of the string. Sitting down beside the river, he quickly lowers the coin on the end of string into the river, looking to the casual observer as if he is fishing. He subtly gestures for you to do the same.

If the adventurers fail to follow suit, the guards become suspicious, and come over to see what brings them down to the river. It is a DC 15 Bluff check to convince the guards that they are there on legitimate business. (Add +5 to the roll if they try to convince the guards that they are there to fish, or if they show papers from Nadaid.) If they fail, the guards tell them to move on and Parwez signals that they should comply. He waits for 15 minutes until a

changing of the guard and then brings the adventurers back to the river to try again, warning them this time to pretend they are fishing. However, the wait for the next changing of the guard is now two hours, so change the text below to reflect that.

The guards watch you “fishing” for a moment, then continue their slow patrol back and forth across the catwalk over the river.

After ten minutes, Parwez mutters, “Be ready. Any moment now...” A few more minutes pass, and then you hear other voices echoing across the water. Another party of guards arrives, and the guards on the catwalk go to meet them. There is a moment of conversation, and then all the guards move into a small shack at the far end of the catwalk.

“Now!” hisses Parwez, and he clumsily springs to his feet. Running over to the near end of the catwalk, he leans over and twists or manipulates one of the iron rods of the massive grating. There is a click, and it swings back out of the way. He dexterously squeezes through the opening and signals you frantically to get through the opening before the guards emerge from the shack.

The guards exit the shack in just over one minute. Go to *Getting Through the Grate* below.

PARTY FOLLOWS WRITTEN DIRECTIONS

Allow the party the opportunity to buy fishing equipment as suggested in Parwez’s instructions.

Following the directions you’ve been given by Parwez, you head to the east gate, where you pick up any armor and weapons you left when you entered the city. From the gate, you follow a footpath northwards along the base of the battlements. Coming around a tower at the northeast corner of the city, you behold a wondrous sight—the 300 yard-wide Redflood River³, flowing out of the Griffonstrike Pass, smoothly drops over a wide ledge and plunges under the north wall of the city. Since it is in the middle of its spring flood, the waters of the Redflood indeed do look a muddy red from the silt being washed out of the nearby Yatil Mountains.

(Give players **Player Handout 3: Redflood Sweeps Under North Wall of City**.)

² The name of the Redflood River and its history were recently revealed by Khadija bint al-Miraj, a priestess of Geshtai (as played by Oren Satov).

³ The name of the Redflood River and its history were recently revealed by Khadija bint al-Miraj, a priestess of Geshtai (as played by Oren Satov).

As you look more closely, you see the river slides under the city walls through an enormous iron grate at the base of the wall, likely placed there to prevent large fish and undesirable monsters from taking up residence under the city. A catwalk runs across of the river just in front of the grate, and several guards of the Lower Watch walk back and forth on the catwalk, intently watching the river. They look at you suspiciously

If the adventurers took Parwez's advice and bought or obtained fishing equipment, then the guards are not suspicious as long as the adventurers immediately sit beside the river and pretend to fish.

If the adventurers do not "fish", the guards become suspicious, and come over to see what brings them down to the river. It is a DC 15 Bluff check to convince the guards that they are there on legitimate business. (Add +5 to the roll if they try to convince the guards that they are there to fish, or if they show papers from Nadaid.) If they fail, the guards tell them to move on. If the adventurers leave and come back anytime more than 15 minutes later, the guards are new and do not recognize them.

The guards watch you "fishing" for a moment, then continue their slow patrol back and forth across the catwalk over the river.

After ten minutes, you hear other voices echoing across the water. Another party of guards arrives, and the guards on the catwalk go to meet them. There is a moment of conversation, and then all the guards move into a small shack at the end of the catwalk.

The guards stay in the shack for just over one minute. If the adventurers immediately go over to the near end of the catwalk and follow Parwez's instructions, go to *Getting Through the Grate* below. If they delay for a significant period of time, they have to wait for another guard change in two hours.

GETTING THROUGH THE GRATE

Small and Medium creatures can move through the opening without a problem, taking almost no time.

Each Large creature requires a DC 30 Escape Artist check and 1 minute of time to fit through the opening in the grate. If the first check fails, or there is more than one Large creature, then the guards emerge from the shack and automatically Spot whoever it is that did not make it through the grate. The guards will yell a warning and run across the catwalk (a distance of 240 feet). Anyone who did make it through the grate has 3 rounds to hide before the guards arrive. The guards arrest the people they

spotted and hold them for questioning. However, in the absence of any evidence of a crime, the adventurers who were arrested will be released the next morning with a warning to stay away from that part of the city.

If all the adventurers were arrested, they can try to sneak into the sewers again once they have been released, but have to do so without being seen at all by the guards, who have been alerted to be on the look-out for the "troublemakers".

Some adventurers may think to go to Nadaid or other Molvar officials they may have influence with and get permission to go through the grate and travel under the city, and this is acceptable as well.

DEVELOPMENT

If any adventurers make it through the grate without being arrested, go to 4: *The Old Hideout*.

4: THE OLD HIDEOUT

See **DM Map 4: Under the City**. Ask for a marching order for the five-foot-wide walkway. (If Parwez is with the party, he leads.)

The following assumes the adventurers either have darkvision or a light source. (If Parwez is with the party, he pulls a torch out of his pack and lights it unless there is another light source available.):

You find yourself on a narrow stone walkway. Beside you, the Redflood, over 200 feet wide at this point, smoothly slides into the gloomy darkness ahead.

You follow the walkway for about 25 yards, where the river is divided into several channels by massive buttresses. The walkway follows the left-most channel around a corner and then abruptly ends.

If Parwez is with the party, continue on with *If Parwez is with the Party*. If the party is following his written instructions, skip down to *If the Party is Following Parwez's Instructions*

IF PARWEZ IS WITH THE PARTY

The river water is laden with red silt and is opaque. However, Parwez confidently steps down into the water and demonstrates that there is a hidden walkway under about a foot of water. He explains that it is underwater to prevent anyone from tracking Sa'id from this spot. If anyone expresses distaste about stepping down into the water, Parwez points out that the river at this point comes straight from the mountains, and only is used to wash out the city sewers further under the city. Wading forward through the water ten steps, he manipulates part of the wall and opens a secret door that reveals a short passage.

With a low grinding sound of stone on stone, a narrow door opens, revealing an unlit stone passage leading to another stone door. Like the walkway you are standing on, the floor of the passage is hidden under water.

There is a foot of water covering the floor in the passage. Like the river, it is laden with red silt, and is opaque.

Assume that everyone follows Parwez into the passageway in the marching order that was set out (modified to be two abreast since the passageway is 10 feet wide) unless a PC specifically indicates that he or she remain outside.

The stone door at the far end of the passage is trapped, however Parwez has forgotten about the trap.

No one brings up the subject of traps

If no one brings up the possibility of traps, Parwez does not remember that the door is trapped.

Parwez weaves confidently through the water to the stone door at the far end of the passage, and pulls open the door.

“Don’t worry about wet feet,” he says over his shoulder. “The floor inside is dry.”

Suddenly there is a harsh grinding of machinery in the walls, and several things happen simultaneously:

- *The door is pulled out of Parwez’s hand and slams shut.*
- *The door leading outside slams shut.*
- *[At APLs 4-8] A panel in each wall slides open and small mechanical insects swarm out. Like giant metal cockroaches with large mandibles, these dog-sized constructs have sharp pincers.*
- *[At APLs 10 and 12] A panel in each wall slides open and with a buzzing noise, a cloud of dark metallic shuriken fly out, swarming around and letting off sparks of electricity.*

Have the party roll initiative, and roll initiative for the blades, and a separate initiative for the critters. Parwez’s initiative is always equal to the blade’s initiative minus 1 (so it always kills him unless the adventurers intervene first). On the blades’ first turn:

All along the passageway, gleaming scythe blades sweep out of the walls. A blade sweeps through Parwez, and for a moment, he has the half-puzzled look of someone who has just remembered something important. Then his face goes blank, his torso slides

off of his legs, and both halves of his body topple into the water.

Move to *The Trap* below.

Someone reminds Parwez about traps and he attempts to disable it

If someone brings up the subject of traps, Parwez remembers that there is a deadly trap here. However, he has never seen the trap in operation because he was always with Sa’id when he came down here, and Sa’id always disabled the trap. Parwez is confident in his abilities though, and offers to disable the trap. (He holds up his shaking hands to demonstrate that he has lost none of his skills.)

If the party allows Parwez to try:

Parwez staggers confidently through the water to the stone door at the far end of the passage. He pulls open a piece of stone in the right-hand wall to reveal some mechanism underneath. Mumbling under his breath, he reaches in and twists something. Looking over at you, he gives the thumbs-up sign.

Suddenly there is a harsh grinding of machinery in the walls, and several things happen simultaneously:

- *The stone door leading to the river slams shut.*
- *[At APLs 4-8] A panel in each wall slides open and small mechanical insects swarm out. Like giant metal cockroaches with large mandibles, these dog-sized constructs have sharp pincers.*
- *[At APLs 10 and 12] A panel in each wall slides open and with a buzzing noise, a cloud of dark metallic shuriken fly out, swarming around and letting off sparks of electricity.*

Have the party roll initiative, and roll initiative for the blades, and a separate initiative for the critters. Parwez’s initiative is always equal to the blade’s initiative minus 1 (so it always kills him unless the adventurers intervene first). On the blades’ first turn:

All along the passageway, gleaming blades sweep out of the walls. A blade sweeps through Parwez just as he mutters, “Or was I supposed to turn that counterclockwise?” Then his face goes blank, his torso slides off of his legs, and both halves of his body topple into the water.

Move to *The Trap* below.

Someone reminds Parwez about traps and a PC attempts to disable it

If someone brings up the subject of traps, Parwez remembers that there is a deadly trap here. However, he has never seen the trap in operation because he was always with Sa'id when he came down here, and Sa'id always disabled the trap.

If someone in the party insists on disabling the trap, Parwez accedes somewhat ungraciously and moves to the back of the party. If the trap is disabled, move to *Inside the Hideout* below. If the trap is set off:

Suddenly there is a harsh grinding of machinery in the walls, and several things happen simultaneously:

- ***The stone door leading to the river slams shut.***
- [At APLs 4-8] ***A panel in each wall slides open and small mechanical insects swarm out. Like giant metal cockroaches with large mandibles, these dog-sized constructs have sharp pincers.***
- [At APLs 10 and 12] ***A panel in each wall slides open and with a buzzing noise, a cloud of dark metallic shuriken fly out, swarming around and letting off sparks of electricity.***

Have the party roll initiative, and roll initiative for the blades, and a separate initiative for the critters. On the blades' first turn:

All along the passageway, gleaming blades sweep out of the walls.

Move to *The Trap* below.

IF THE PARTY IS FOLLOWING PARWEZ'S INSTRUCTIONS

Parwez's instructions tell the party to step down into the water, walk forward ten paces and then search the wall for a secret door. It is a DC 20 Search check to find the secret door.

Once the secret door is opened:

With a low grinding sound of stone on stone, a narrow door opens, revealing an unlit stone passage leading to another stone door. Like the walkway you are standing on, the floor of the passage is hidden under water.

The stone door at the far end of the passage is trapped.

If someone finds the trap and successfully disables it, go to *Inside the Hideout* below.

If no one checks for traps and simply pulls open the stone door leading to the hideout, or fails a Disable Traps check by enough to trigger the trap, then:

Suddenly there is a harsh grinding of machinery in the walls, and several things happen simultaneously:

- [If the trap was triggered because the second stone door was pulled open] ***The stone door is pulled out of your hand and slams shut***
- ***The stone door leading to the river slams shut.***
- [At APLs 4-8] ***A panel in each wall slides open and small mechanical insects swarm out. Like giant metal cockroaches with large mandibles, these dog-sized constructs have sharp pincers.***
- [At APLs 10 and 12] ***A panel in each wall slides open and with a buzzing noise, a cloud of dark metallic shuriken fly out, swarming around and letting off sparks of electricity.***

Have the party roll initiative, and roll initiative for the blades, and a separate initiative for the critters. On the blades' first turn:

All along the passageway, gleaming blades sweep out of the walls.

Move to *The Trap* below.

THE TRAP

This trap has two separate components with separate initiatives: mechanical constructs, and scythe blades.

As soon as the second door is opened, the doors at both ends of the passage close and lock. At APL 4 and above, a panel in each wall also slides open and the critters move out to attack.

Critters: On the critters' first turn, they emerge from their hiding spots through the open panels and attack until they are destroyed.

Scythe blades: On the blades' turn, they sweep out of the walls and attack every square in the passageway. The scythe blades continue to attack each round on their turn for the number of rounds indicated in the stat block. The blades sweep horizontally 3 feet above the ground (two feet above the water's surface). Any creature shorter than 3', or anyone going prone cannot be hit by the blades. Note that all the trap creatures are either shorter than 3 feet, or are a swarm that is immune to the scythe attacks.

Disabling the trap: The entire trap can only be centrally disabled before it has been triggered by a mechanism hidden behind a stone plate that is about four feet off the ground just to the right of the second door.

However, this central control does not disable the trap once the trap is triggered. If the trap is sprung, each of the scythe blades must be disabled or destroyed individually.

APL 2 (EL 2)

Scything Blade Trap; *Appendix I.*

APL 4 (EL 4)

Scything Blade Trap; *Appendix I.*

Clockroaches (2): hp 15, 15; *Appendix I.*

APL 6 (EL 6)

Scything Blade Trap; *Appendix I.*

Clockroaches (4): hp 15, 15, 15, 15; *Appendix I.*

APL 8 (EL 8)

Scything Blade Trap; *Appendix I.*

Elite Clockroaches (4): hp 26, 26, 26, 26; *Appendix I.*

I.

APL 10 (EL 10)

Scything Blade Trap; *Appendix I.*

Shredstorm: hp 77; *Appendix I.*

APL 12 (EL 12)

Scything Blade Trap; *Appendix I.*

Shredstorms (2): hp 77, 77; *Appendix I.*

Tactics

Scything Blade Trap: Each round on the trap's initiative, blades swing from the walls and attack each square in the hall. Each individual blade can be broken as it attacks with a readied attack, or disabled as a full-round action against the listed DC. Once the trap has been triggered it runs for its listed duration, there is no central shutdown. Once it has finished, it needs to be manually reset before it can be triggered again. It gives off a loud clockwork sound as it runs, negating any possible surprise round.

Since the blades attack at the 3' height, any Small-sized character can easily duck under the blades (although they have to be trying if they are over 3' in height). Medium-sized creatures must go prone to avoid the blades, whether by sitting or lying down. Alternately, character capable of clinging to the ceiling or hovering can squeeze (with usual penalties) above the blades in the limited space.

Constructs: The hidden doors open when the trap is triggered (even before the scything blades first attack) and the constructs behind the doors (APLs 4+) can attack.

They do not leave the corridor if the adventurers manage to unlock either of the doors and flee, but remain active in the corridor until defeated.

Clockroaches: They are mindless, following their programmed tactics until destroyed. In the first round they'll attempt to move to one or the other end of the hallway, provoking if necessary, or as close as possible, and use their line of acid on as many as possible. In subsequent rounds they will just attack, breathing again as the weapon recharges.

Shredstorms: Each shredstorm will move immediately to one or the other end of the hallway. When it reaches half hit points, it unleashes its lightning bolt on its next action.

Clockroach Lore

Knowledge (Arcana)

DC 11: This creature is a clockroach, a mindless construct incapable of independent thought. This result reveals all construct traits.

DC 16: Clockroaches are tough, buglike automatons equipped with magically replenishing reservoirs of powerful acid, which can spray up to 30 feet.

DC 21: Clockroaches can burrow into stone and earth, and they can climb at the same speed they walk.

Shredstorm Lore

Knowledge (Arcana)

DC 19: This collection of items is known as a shredstorm, a swarm of animated shuriken. This result reveals all construct and swarm traits (including immunity to weapons).

DC 24: Shredstorms can discharge a bolt of lightning, but this depletes their charge for some hours so that they are less dangerous afterwards.

DC 29: Shredstorms are created from adamantite which means that they can cut through almost any material easily. They are sometimes used in siege warfare for this reason. It also makes them quite valuable for salvage, should one be defeated.

INSIDE THE HIDEOUT

You step up out of the water into a small room. A layer of red mud, likely deposited by the river during a higher flood, lies on the floor, and is unmarked by footprints of any kind. A thin sheen of water shines from the ceiling and trickles down the walls. Various pieces of equipment are neatly stowed on pegs, racks and shelves on the walls: a balance and weights, a small bottle clearly marked with a skull & crossbones and the word "Poison", ropes of various types and lengths, harnesses and other mountaineering

equipment, and small tools—some of them readily recognizable, others of a more obscure nature.

A small desk in the corner has some papers lying on it, and a map is pinned to the wall above it.

Many of the tools are ordinary screwdrivers, pliers, hammers, etc. A rogue recognizes the “obscure” tools as various thieves’ tools. Although these were once masterwork, seven years of humidity and no maintenance have ruined them.

If there was poison in the bottle, it has evaporated away, although there are a few grains of fine white powder in the bottom of the bottle, not enough to harm anyone though.

There are both ordinary and silk ropes here of various lengths. However, a close examination of the ropes shows that they are damp, and a DC 12 Dungeoneering check reveals that they are not in good shape and probably will not hold very much weight. (If anyone takes any of the ropes and later attempts to use them, they will hold 85 lbs before they snap.)

A DC 11 Knowledge (Geography) or (Local – VTF) check reveals that the map on the wall is a path or itinerary from the city of Molvar to Greyhawk City via the Griffonstrike Pass, Perrenland, the Velderdyva River and Dyvers. Although the map is crudely drawn and not to scale, the writing on it is precise. It is a DC 15 Knowledge (Local – Iuz Border States) to know that the travel times indicated on the map through Perrenland seem to indicate a traveler in a hurry in most places, although there is a three-week delay at a monastery just north of Molvar, and a two-day delay in the city of Krestible in Perrenland.

Most of the papers on the desk are letters addressed to Sa’id that seem to talk about a possible purchase of an item, although the language is very guarded.

Give the players **Player Handout 4: Letters to Sa’id**, and **Player’s Handout 5: Map on Wall**.

DEVELOPMENT

After examining the material here, the adventurers should be aware of the path that Sa’id planned to take.

If they return to Nadaid with this news, he takes a few seconds to meet with them, listens to their story, and then encourages them to follow these clues as his assistant comes in to move him to his next meeting.

Parwez refuses to accompany the party into the Yatils unless he is given a substantial bribe (200gp) or is somehow brought along against his will (which is against the law and results in charges of kidnapping a Citizen). If he comes along willingly, Parwez rides on an old donkey, and insists on bringing several very large and full wineskins, from which he drinks liberally all day. In

combat situations, he is useless, cowering under his donkey or hiding in a corner.

If the adventurers decide to follow Sa’id—either on their own or at the behest of Nadaid, then move to 5: *The Valley*.

5: THE VALLEY

After a day of travel up the Griffonstrike Pass, the Yatil Mountains rise all around you, their snow-capped peaks bright against the blue sky. Following Sa’id’s old map, you leave the main trail, and about an hour later, find yourself looking down at some ruined buildings huddled together in a small valley. It is clear that whoever built this place did not want to be easily found—the valley is almost undetectable from the ground, and unless you stumbled across it through blind luck, you certainly would never find this place without directions.

It is evident that there was some sort of community here, with a large temple surrounded by several smaller buildings that likely served as the living, eating and sleeping quarters for whoever built this place. However, time has not been kind, and in the centuries since the community was abandoned, the smaller buildings have collapsed into piles of stone. Only the temple still stands, its slate roof and thick stone walls seemingly impervious to the passage of time.

If there was a path or road down to the buildings through the bushes, long grass and wildflowers, it has long since disappeared.

There is no sign or track that would indicate that anyone has been into or out of this valley in the recent past.

TOPIARY GUARDIANS

The original builders of this community used topiary guardians to guard their privacy. (See *Adventure Background: The Abandoned Monastery*.) These guardians are still on the prowl and attack anyone not openly displaying the symbol of Al’Akbar.

This boxed text assumes the party walks or rides into the valley. If the party flies into the valley, the topiary guardians attack when the party either lands or enters the temple. Adjust text to match those circumstances.

As you enter the valley and weave amongst the thick bushes and underbrush, part of the shrubbery suddenly takes on the rough form of a carnivorous wildcat and leaps at you!

APL 2 (EL 5)

Leopard Topiary Guardians (2): hp 32, 32; *Appendix I.*

APL 4 (EL 7)

Leopard Topiary Guardians (4): hp 32, 32, 32, 32; *Appendix I.*

APL 6 (EL 9)

Lion Topiary Guardians (2): hp 85, 85; *Appendix I.*

APL 8 (EL 11)

Lion Topiary Guardians (4): hp 85, 85, 85, 85; *Appendix I.*

APL 10 (EL 13)

Lion Topiary Guardians (3): hp 85, 85, 85; *Appendix I.*

Dire Tiger Topiary Guardian: hp 210; *Appendix I.*

APL 12 (EL 15)

Dire Tiger Topiary Guardians (3): hp 210, 210, 210; *Appendix I.*

Tactics

It is a DC 30 Spot check (-1 per 10 ft. distance) to notice the guardians before they pounce due to their Freeze ability. They move to attack as soon as an intruder gets within 30 ft., or another guardian is attacking (thus it is likely that only one will get a surprise round if they are not spotted). They also attack to defend themselves.

Due to the general overgrown nature of the surroundings, and attacks made at ground level at a distance of more than 30 ft. suffers a 20% miss chance due to concealment. The long grass does not substantially hinder movement, however.

They do not under any circumstances deal lethal damage. They suffer no penalty for dealing nonlethal.

Anyone openly displaying the holy symbol of Al'Akbar is not attacked by the topiary guardians—the guardians treat that person as if the PC was subject to a *sanctuary* spell (the guardians do not attack as long as the person does not take any offensive action against them).

If the guardians knock out everybody, they then withdraw. Once the party awakes, they are not re-attacked by the guardians, and are free to explore wherever they want in the valley, since the guardians were only programmed to attack a person until the person fell unconscious, and then to leave the person for the monks of the community to deal with. In this circumstance, of course, no combat experience is granted for this encounter. (However, if a PC leaves the valley

and then comes back, the guardians attack that person again.)

Once the adventurers defeat (or survive) the topiary guardians, they are free to explore the huddle of buildings in the valley.

OUTBUILDINGS

If the adventurers examine any of the collapsed outbuildings:

It is obvious that these square piles of weather-beaten stone were once small buildings, likely living, eating and sleeping quarters for whoever built and cared for this temple.

Stonecunning or a DC 15 Knowledge (Dungeoneering) check indicates that these small buildings collapsed between 100-150 years ago, and that they likely went without repairs or maintenance for 50-100 years before that (i.e. they were abandoned 150-250 years ago). It is obvious that these piles of rubble can no longer provide shelter for anyone.

TEMPLE

When the adventurers approach the temple:

The temple is in far better shape than the outbuildings—its slate-shingled roof is still intact, and its massive 30-foot high stone walls still stand against the elements.

High above you, thin tall windows pierce the thick walls. If they had glass in the past, it has long since been shattered by the elements or taken by looters.

A tall bell tower stands at the south end of the temple. Small songbirds chirp at you as they perch on the louvered grills high in the tower.

At the base of the bell tower, massive iron-bound oak doors provide an entrance into the temple itself. However, centuries of neglect have taken their toll—one door has torn away from its top hinge and half-pivoted against the other door, leaving a small opening.

A DC 15 Knowledge (architecture and engineering) or Knowledge (history) check indicates the design of the temple was popular about 400 years old. A DC 12 Knowledge (religion) check informs that this style of building was once popular with several Baklunish religions, and that more specific motifs inside the temple have to be found in order to know which god was worshipped here.

Despite the obvious avenue of entry provided by the open door, the adventurers may choose to enter the temple via a less obvious route, especially if magical

means of travel are being employed e.g. *fly*, *wind walk*, etc.

The other two obvious ways to enter are through the narrow windows, and through the louvered grills high in the bell tower.

Windows: There are four tall, narrow windows on each side of the temple. The bottom of each window is 15 feet above the ground. Although there is no glass in the windows, the windows are only one foot wide (although 10 feet tall). Small creatures can squeeze through. Medium creatures require a DC 30 Escape Artist check. Large creatures cannot fit through at all.

Bell tower: If anyone wishes to enter the belfry through the louvered grills high in the bell tower, it is a DC 20 Climb check to reach the grills sixty feet above the ground. The grills are stone, but are held in place by corroding metal clips. They can be pulled out by any kind of determined effort. However, unless the adventurer is somehow secured to the bell tower, it is a DC 25 Climb check to hang on to the bell tower with one hand while applying the kind of leverage needed to remove the grill.

Once the grill is removed, the adventurer can climb through the opening:

The interior of the bell tower is completely empty from top to bottom, although rotting pieces of wood still stick out from the walls here and there, marking where a set of stairs once led up to the belfry where you are.

The massive oak beam that once held the church bell is just above you. Mighty bolts once held the bell to the beam, but only splintered holes remain. Scorch marks are visible on the beam's weathered surface.

Sixty feet below you, the shadowy stone floor of the temple portico is brightly illuminated by a beam of sunlight coming through the partially open door, reflecting off the rounded surface of the missing bell that is sitting upright on the ground. You see something like sticks lying in the partial darkness beside the bell.

On a DC 18 Spot check, the adventurer sees a piece of rope hanging over one of the rotting pieces of wood on the inside of the bell tower, about 15 feet below the adventurer. One end hangs dangling in the air, the other end is attached to some sort of mechanism above the double doors.

If the adventurer climbs down to take a closer look at the rope, it turns out to be about 60 feet of silk rope, although heavily weathered and unlikely to be able to hold any kind of load without snapping. The end of the rope that had been hanging loose is scorched as if by hot flame.

It is a DC 15 Int check to realize that the rope must be less than 20 years old or it would have completely rotted away by now.

If the massive beam that held the bell is examined, a DC 12 Knowledge (dungeoneering) check would place the age of the scorches at somewhere between 5-15 years old.

If the adventurer climbs down the inside of the tower to examine the mechanism above the door, go to 6: *Inside the Door*.

Other ways to enter: The adventurers may think to use other means to enter the temple (removing slate shingles from the roof, instant transport magic, etc.) There is no wrong way to enter, even though the easiest is just to walk through the space made by the broken door.

DEVELOPMENT

Once the adventurers enter the temple, go to 6: *Inside the Door*.

6: INSIDE THE DOOR

See **DM Map 5: Inside the Temple**. The DM should map out the belltower and entrance to the temple, so the players can see that the human skeleton is nearer to the door than the horse—as if the horse was being led out of the temple, not into it.

Just inside the doors of the temple, you see a massive church bell, at least six feet high, sitting upright on the floor. A thin jagged crack runs up the bell's corroded green surface from top to bottom, and splinters of stone lie around it, evidently gouged from the floor when the bell fell straight down from the bell tower, sixty feet above you.

Lying at your feet, seemingly reaching out towards you with one hand, is a humanoid skeleton—or more accurately, HALF of a humanoid skeleton, since it appears to have been chopped in two by the falling bell, the person's legs likely still trapped under the bell. One skeletal hand holds two long thin leather strips that lead back under the edge of the bell. Scraps of clothing still cling to the skeleton in places—a shirt that might have once been gray or white, and a cloak that is still red in places but is now sun-bleached to a pale pink where the beam of sunlight coming through the open door plays across it every day.

Just on the other side of the bell, in the graceful arched entrance to the temple sanctuary, the skeleton of a horse lies on the ground, the poor beast

apparently beheaded by the falling bell at the same time that its master was cut in half. The horse still wears a saddle, a waterskin and saddlebags, although all have been chewed by vermin. The saddlebag buckles are in the shape of an ornate letter “P”.

A DC 5 Search check of the humanoid skeleton reveals a gold ring set with an emerald on the middle finger of its right hand, and a chain with the holy symbol of Al’Akbar looped around its neck. A DC 15 Heal check reveals that the skeleton is human, and death was caused by being chopped in half at the waist by the bell. A DC 18 Heal check places the time of the incident somewhere between 5 and 10 years ago. *Detect magic* will reveal that the ring is magical, see the *Treasure Summary* below.

If Parvez is with the adventurers, he recognizes the ring as one that Sa’id habitually wore. The red cloak jogs his memory, and he remembers that Sa’id was wearing a red cloak, a grey shirt and black pants the night he rode away from Molvar. He also believes that the saddlebags are his, recognizing the buckles shaped like the letter “P”, and he therefore believes these are the remains of his horse that Sa’id borrowed from him the night he fled Molvar. However, he is puzzled by the holy symbol of Al’Akbar. Sa’id was not devout and Parvez cannot remember him ever wearing a holy symbol before.

Searching the saddlebags reveal several sets of clothes, three weeks of iron rations, and several pieces of paper. The papers are notes about habitations and forts along the Griffonstrike Pass, various cities and towns in Perrenland, and the river barge traffic on the Volverdyva River. If the adventurers brought any of the notes or the map from Sa’id’s hideout in Molvar, and think to compare them to these notes, the writing is identical. If the previous notes were left behind in Molvar, it is a DC 15 Int check to recognize the writing as being similar to the notes that were left behind, although it is then impossible to say whether the writing is identical.

The waterskin has been chewed by vermin, is full of holes and is empty.

The bell weighs 2000 lbs. To lift up the edge of the bell to look under it is a DC 22 Str check (or a DC 25 Str check to tip it over onto its side). Only one adventurer may try to lift or push and two more assist unless the party thinks of another way move the bell. If the adventurers wish to hack their way into the bell, it has hardness 10 and 50 hp, and the entire temple will ring with the noise that is made.

Underneath the bell are a skeletal horse’s head and a pair of skeletal legs and hips clothed in black pants and a black leather belt. The pieces of leather leading from the humanoid skeleton’s hand turn out to be reins attached to the horse’s bridle. If someone crawls under the bell while it is being lifted—or if the adventurers manage to

tip the bell over completely—there is a large bag of Ketite greatshields (gold coins) attached to the leather belt, and a dagger in a leather sheath, which is also attached to the belt. Because the leather belt and sheath were protected from vermin while under the bell, they are in relatively good condition.

Looking up the bell tower: If anyone stands beside the bell and looks up the inside of the bell tower:

The interior of the bell tower is completely empty from top to bottom, although rotting pieces of wood still stick out from the walls here and there, marking where a set of stairs once led up to the belfry.

Sunbeams playing through the louvered grill of the belfry sixty feet above you illuminate a massive oak beam that apparently once held the bell that is now sitting on the floor beside you.

A DC 13 Spot check reveals a piece of rope attached to some sort of mechanism above the double doors. The rope stretches up into the bell tower, where the other end is hanging over a piece of wood some 35 feet up.

If the rope is pulled down, it turns out to be about 60 feet of silk rope, although heavily weathered and unable to hold any kind of load without snapping. The end of the rope that had been hanging up in the bell tower is scorched as if by hot flame.

It is a DC 15 Int check to realize that the rope must be less than 20 years old or it would have rotted away by now.

Any adventurer with Trap Sense, or at least 1 rank in Detect Traps, or on a DC 10 Int check, realizes that the mechanism above the door is not part of the door’s natural mechanism, and that it would pull the rope downwards if anyone opened the door.

If anyone climbs 60 feet up the bell tower to examine the beam that once held the bell (DC 20 Climb check on outside of tower, DC 15 Climb check inside the tower), the weathered surface of the oak beam is scorched. A DC 12 Knowledge (dungeoneering) would place the age of the scorches at somewhere between 5-15 years old.

Treasure

APL 2: Magic 166 gp; *ring of four winds* (166 gp); Total 166 gp.

APL 4: Magic 191 gp; *brute ring* (191 gp); Total 191 gp.

APL 6: Magic 291 gp; *lockpicking ring* (291 gp); Total 291 gp.

APL 8: Magic 500 gp; *ring of adamantite touch* (500 gp); Total 500 gp.

APL 10: Magic 833 gp; *ring of avoidance* (833 gp); Total 833 gp.

APL 12: Magic 3,333 gp; *ring of freedom of movement* (3,333 gp); Total 3,333 gp.

DEVELOPMENT

Once the adventurers finish examining the tragic scene by the front door, they can explore the rest of the temple—go to 7: *The Blood of the True*.

7: THE CRYPT

Two rows of massive stone pillars that support the high ceiling march towards the far end of the nave. Thin beams of sunlight trace a path across the floor between the pillars. You look in vain for some sign of the god that was worshipped here, but every portable item has been taken, every stone carving defaced, every fresco chiseled away. Whether done by the community that abandoned this temple, or as a deliberate desecration in later years, all trace of the god of this temple has been obliterated. A thick layer of dust covers every surface.

At the far end, steps lead up to a platform. Doubtless it was once used as an altar, but anything that used to rest on it has been removed, and now it is a just a large flat space.

Just to the left of the platform, a set of stairs leads downward underneath the altar.

The temple is an empty shell—nothing portable has been left behind. A DC 12 Survival check with the Track feat reveals that only normal-sized mice have crossed the dusty floor in the past few months.

See **DM Map 6: The Crypt**. Once the adventurers find the stairs under the altar leading down to the crypt (and assuming they either have a light source or darkvision, since there is no light down here):

The small space was undoubtedly once the crypt of the temple—a storage space for items used during worship that is now empty.

A layer of dust covers the floor of the empty room as well as a bedroll that has been unrolled in one corner. A large blood-red gem, the size of an adult human's fist, lies on the bedroll, the gleam of its glittering surface somewhat muted by the thick layer of dust on it. A black velvet bag lies beside the gem.

There are no traps here, so a Detect Traps reveals nothing. A *detect magic* reveals that the gem has strong auras of conjuration and necromancy. The gem also radiates Law, Chaos, Good and Evil, if anyone attempts to detect any of those.

The soul of Sa'id trapped in the gem has been waiting seven years for this opportunity. He attempts to escape as soon as the first person touches the gem.

Only a character with divine spells granted by Al'Akbar or a person with a Spirit Tattoo touches the gem:

If the only person to touch the gem before it is put in a bag or sack is a character with divine spells granted by Al'Akbar then Sa'id is unable to act due to the countervailing power of Nevazar (the other soul trapped in the gem). Likewise, a person with a Spirit Tattoo (from COR5-09 *Gateway to Bright Sands*) cannot be possessed.

If this happens, then once the party leaves the temple, move to *Conclusion*.

No one touches the gem:

If mechanical or magical means are used to move the gem into a bag or sack so that nobody touches the gem, then move to *Conclusion*.

Someone other than a character with divine spells granted by Al'Akbar touches the gem:

If anyone other than a character with divine spells granted by Al'Akbar touches the gem, then Sa'id uses Vourun's magic to swap places with the soul of the PC. (Note that this happens even if the PC who handles the gem is wearing gloves or trying to protect his hands with some other means.)

This is a possession effect, so a *protection from chaos/law/good/evil* spell protects the gem handler. In addition, a DC 36 Fort save stops the possession from taking hold (but does suppress it after it is in place).

If Sa'id succeeds in forcing the PC's soul into the gem, take aside the player whose PC is touching the gem and privately read him or her the following:

The Blood of the True is warm to your touch. As you grasp it, the blood-red ruby shines with an inner light, making your hand glow. The dust suddenly turns burns away, revealing the true beauty of the gem. Suddenly flames seem to seem to shoot up your arm and the gem becomes red-hot, although you cannot let go of it. You hear someone distantly calling your name with a voice that is black and evil. Your vision blurs, and when it clears, you are in a different place.

The entire world around you has gone blood-red, although shafts of white light continuously flicker for a moment here and there and then are gone.

Before you stands a Baklunish man in his forties, dressed in a gray shirt and black pants. He looks triumphant, and he suddenly laughs.

"Yes!" he cries, and laughs again. "After seven long years, I am free at last! Thank you for your body—I shall endeavor to take good care of it!" He bows, then snaps his fingers and dissolves into a cloud of red vapor.

Suddenly more red vapor swirls near you and an old and frail Baklunish man appears beside you. He sighs.

"This is an evil deed that Sa'id has done."

The older man has time to answer a few questions from the adventurer.

Where am I?

You—as in, your body—is still holding the gem. But you—your soul—has been pulled into the gem by Sa'id. He now travels to your body to take it over

Who are you?

I am Nevazar—or at least I am the soul of Nevazar. Many centuries ago, during my youth, I was a follower of Al'Akbar, and one of his first worshippers after he died and ascended to sit with the Baklunish gods. I led a long, and I hope a useful life. As an old man, I encountered a demilich named Vourun, and during that combat we somehow trapped each other's souls in this gem. A short time ago—well, a short time ago by my standards—the man you saw, Sa'id, touched the gem, and Vourun was able to swap places with Sa'id's soul. Vourun took over Sa'id's body, and Sa'id's soul was trapped in here with me. However, after a thousand years in here, Vourun's magic permeated this place. Sa'id carefully gathered it up and waited for his chance. Now you have touched the gem and Sa'id has done what Vourun did to him—he has forced your soul into the gem, and has taken over your body.

Can't I just wait for the next person to touch the gem and do the same thing that Sa'id did to me?

Sa'id used up all of Vourun's lingering magic in trading places with your soul. There is no magic left in here now that Sa'id has departed, and therefore no way to leave.

Surely someone else touched the gem over the past thousand years? Why didn't the demilich swap places with them? Or why didn't he swap places with Sa'id as soon as he touched the gem in the temple in Molvar?

As long as the gem rested in a temple of Al'Akbar or was held by a servant of Al'Akbar, I was able to hold Vourun's powers in check. A few years ago I felt my power waning for the first time in centuries, and I surmise it was at that time that Sa'id stole the gem and removed it from the Temple of Al'Akbar. Outside the temple, I was unable to prevent Vourun from using his powers, and the first time

that Sa'id touched the gem outside the temple, Vourun caught Sa'id in this trap and departed from here.

After a few minutes of answering questions, Nevazar will say:

"Now comes the time when you must come with me. It is a risky path and you will either recover your body or be totally destroyed, but it is the only way to escape from the gem.

"I have husbanded my magic for a thousand years, and I believe I will be able to manifest myself in the outside world for a few minutes. Hitch a ride with me, and you can help me to deal with Sa'id in that time. If you win, you will gain back your body. Lose, and both our souls will be lost."

If the adventurer refuses to go with Nevazar, the old man warns the PC that he or she will remain trapped in the gem.

Assuming the adventurer trapped in the gem agrees to "hitch a ride" with Nevazar, the combat takes place with Sa'id inhabiting the body of the adventurer, and the adventurer's soul sharing the 'body' of Nevazar, who is able to manifest himself outside the gem for a few minutes, using just Nevazar's abilities.

Bring the player whose PC was pulled into the gem back to the table and read the following to the entire party.

_____ [name of adventurer who was pulled into gem] *gasps and for a moment the gem flares with brilliant red light. Then the light is gone. _____ looks up and blinks, then smiles and laughs. But the laughter is cut off in midstream as a figure gently fades into view a few feet away. It is an older Baklunish man, dressed in robes, and bearing the symbol of Al'Akbar on his chest.*

"You," gasps _____ in a voice that sounds somehow wrong. "What are you doing here?"

"Sa'id," says the man gently but sternly. "What happened to you was unfortunate, but you were hardly an innocent victim. Do not add this to your list of crimes."

"You may be content to stay in your prison for another thousand years, old man," snarls _____. "But this is my chance to break out!"

Roll initiative for Sa'id and Nevazar/PC at this time, since Sa'id immediately initiates combat in order to escape in the adventurer's body. Sa'id gets a surprise round in which no one else may act except Nevazar/PC.

APL 2 (EL 5)
Sa'id inhabiting a PC: hp 29; *Appendix 1*.

APL 4 (EL 7)
Sa'id inhabiting a PC: hp 39; *Appendix 1*.

APL 6 (EL 9)
Sa'id inhabiting a PC: hp 49; *Appendix 1*.

APL 8 (EL 11)
Sa'id inhabiting a PC: hp 59; *Appendix 1*.

APL 10 (EL 13)
Sa'id inhabiting a PC: hp 69; *Appendix 1*.

APL 12 (EL 15)
Sa'id inhabiting a PC: hp 79; *Appendix 1*.

Tactics

Sa'id: Sa'id retains all the skills from his life as a rogue, as well as his mental stats. In addition, he inhabits the body of the adventurer who was pulled into the gem, and can make use of all of that adventurer's physical attributes (if they are higher than his own), and equipment. He will have little idea how to activate magic items, being able to take advantage of always-on or already activated items. Spells in effect on the character are transferred to him unless they affect primarily the mind. He uses whatever weapons seem most effective, from the selection he is proficient with (as a Fighter with Improved Unarmed Strike)

Nevazar/PC: Give the portion of **Player Handout 6: Nevazar** that corresponds to the APL played to the player whose PC was pulled into the gem and allow that player to use Nevazar during the combat.

If the PC refused to accompany Nevazar, regardless of warnings that he or she would be trapped in the gem forever, then Nevazar manifest all by himself (run by the DM or that player, as you choose), and only be able to use each spell on his list once.

If the PC agreed to accompany Nevazar, then his or her soul is sharing Nevazar's body, and is powering Nevazar's spellcasting. This sharing is what allows him multiple castings of his spells, effectively unlimited for the purpose of this encounter.

Note that although a *protection from [alignment]* spell would have prevented Sa'id's "soul swap" from taking place, once Sa'id has occupied the PC's body, he is its new owner, and a *protection* spell does not force his soul out of his new body.

If Sa'id is killed or knocked unconscious
The old man contemplates the lifeless body for a moment.

"During his life, Sa'id used his considerable skills to avoid every trap conceivable. But from this deadly trap there was no way out. Rest assured that he is gone to whatever place has been prepared for him." He sits back for a moment.

For a moment, Nevazar rests and summarize what has happened for the party:

- A thousand years ago he was trapped in the gem with the soul of a demilich named Vourun.
- Vourun had the power to swap souls with anyone who touched the gem, but not while it was in a Temple of Al'Akbar or handled by a priest or paladin of Al'Akbar
- When Sa'id stole the gem, he fled here, where he set a trap on the front door, and then drew forth the gem to look at it.
- Vourun swapped places with him and fled from the temple with Sa'id's horse. However, he was killed by Sa'id's trap.
- Sa'id, trapped in the gem, managed to gather up Vourun's lingering magic, and used it to swap places with the soul of the PC who touched the gem in with him.

The old man leans over the body again, but then pauses a moment longer.

"While we were trapped in the gem together, Sa'id told me a bit about your recent history, and the division of the Faith of Al'Akbar. I will not say whether this was good or evil, but I heard Al'Akbar preach when I was young, and I do not believe two different faiths is what he would have wished for."

If the PC refused to "hitch a ride" with Nevazar in order to fight Sa'id, and is still trapped in the gem, then read this paragraph:

The ancient cleric takes the Blood of the True in his hands for a moment, and gazes into the depths. "Your friend refused to come with me to fight Sa'id, and remains trapped inside this gem." He hands it back to you. "The only way to save your friend is to destroy the Blood of the True, and then reunite your friend's soul and body with a raise dead. There is no other way. I would help you, but my time here has come to an end."

[Skip down to "Nevazar's soul gratefully departs".]

If the PC agreed to “hitch a ride” with Nevazar in order to fight Sa’id, then Nevazar uses his last remaining magic to meld the soul of the adventurer back to the body. Add this paragraph:

The old man places his hands on the body, prays for a moment, then he shudders as a glow envelopes him and the body. A moment longer, and then the glow fades away as the old man slumps to the floor.

_____ [name of PC who was pulled into the gem] *suddenly coughs, and* [his/her] *eyes open.*

Nevazar’s soul gratefully departs: Read this paragraph regardless of the status of the PC who was pulled into the gem:

Looking up at you, the ancient cleric whispers, “I have waited and prayed for this moment for a thousand years. Too many long lifetimes have I been a prisoner on Oerth. I gratefully go now to sit at the feet of Al’Akbar. Remember me in your prayers—I am Nevazar, who once walked beside the Restorer.” He closes his eyes, and his body fades away.

Now that Sa’id and Nevazar no longer occupy the Blood of the True, it is totally harmless. However, it has also lost all of its “powers”. It no longer has any detectable aura, and it is no longer warm to the touch. Go to *Conclusion*

If Sa’id wins

If Sa’id wins, he makes sure everyone is dead by quickly applying *coup de grâces* to every body except Nevazar’s, which simply fades away. He then picks up the Blood of the True and makes his way to Perrenland in his new body to continue with his planned sale of the gem. Go to *Conclusion*.

CONCLUSION

IF A PC IS TRAPPED IN THE GEM

Despite anything else that happened, if the PC who was pulled into the gem refused to “hitch a ride” with Nevazar in order to leave the gem and fight Sa’id, then that person’s soul is still trapped in the gem.

The only way to free the soul from the gem is to destroy the gem. Once the soul is freed, it can be reunited with the PC’s body using *raise dead*. If only a piece of the body is available, then a *resurrection* is necessary. However,

- if Sa’id defeated the party and left with the gem, or
- the party refuses to destroy the gem in order to free the PC’s soul, or
- the PCs destroy the gem, releasing the PC’s soul, but the PC either does not have the resources to

pay for the spell required, or does not wish to be *raised* then the PC is removed from the campaign.

POSSIBLE CONCLUSIONS

There are several possible conclusions depending on the PCs’ successes and failures.

If the party didn’t enter the temple:

- Go to *Didn’t find it*

If the party found the gem, but:

- decided not to take it with them, Go to *Left Without It*
- destroyed the gem needlessly i.e. not with the intention of freeing a PC’s soul from the gem, go to *Destroyed the Gem Needlessly*

If Sa’id won his combat against the party:

- Go to *Sa’id Won*

If Sa’id is still trapped in the gem, and the party returns to Molvar with it:

- and decides to sell it on their own rather than return it to Nadaid, go to *Rogue Party*
- and returns it to Nadaid, go to *Nadaid meets Sa’id*

If the party wins the fight against Sa’id and brings the gem with them:

- but decides to destroy it to free a PC trapped within the gem, go to *Destroyed the Gem to Save a Soul*
- and decides to sell it on their own rather than return it to Nadaid, go to *Rogue Party*
- and returns it to Nadaid, then go to *Complete Success*.

DIDN’T FIND IT

Nadaid looks up from the table of papers and maps as you file into the room. His expectant smile fades somewhat as you tell him the Blood of the True could not be found. He sighs.

“It is what I feared, but considering your reputations, I had hoped for better results.”

The adventurer receive the 50gp x APL promised by Nadaid plus any loot and xp they earned from the adventure.

Treasure

APL 2: Coin 100; Total 100 gp.

APL 4: Coin 200; Total 200 gp.

APL 6: Coin 300; Total 300 gp.

APL 8: Coin 400; Total 400 gp.

APL 10: Coin 500; Total 500 gp.

APL 12: Coin 600; Total 600 gp.

LEFT WITHOUT IT

Nadaid looks stunned.

“You found it but left it there? This feeble effort is not the dedication I require in order to regain the throne!”

Although he sends his swiftest riders to the monastery immediately, the beautiful gem is gone by the time they get there.

If there is ever any news of the Blood of the True, it is only a distant rumor from an equally distant land.

Nadaid refuses to pay his fee, but the PCs keep any other loot and xp they earned from the adventure.

DESTROYED THE GEM NEEDLESSLY

Nadaid looks stunned.

“You found it but destroyed it? You are fools of the first order!”

You are immediately escorted from the Red Tower.

Nadaid refuses to pay his fee, but the PCs keep any other loot and xp they earned from the adventure. They also earn the AR item **Nadaid’s Anger**.

DESTROYED THE GEM TO FREE A SOUL

Nadaid curses and throws a book across the room. He hammers the table in anger, but then slowly relaxes. Finally he sighs and looks up.

“So you destroyed a priceless gem to save someone’s soul? Heartbreaking for me, but it was an act of honor, and doubtless a difficult decision for you to make. I thank you for your efforts.”

The adventurers receive the 50gp x APL promised by Nadaid plus any loot and xp they earned from the adventure. They also earn the AR item **Honor Over Riches**.

Treasure

APL 2: Coin 100; Total 100 gp.

APL 4: Coin 200; Total 200 gp.

APL 6: Coin 300; Total 300 gp.

APL 8: Coin 400; Total 400 gp.

APL 10: Coin 500; Total 500 gp.

APL 12: Coin 600; Total 600 gp.

SA’ID WON

If the adventurer who was pulled into the gem “hitched a ride” with Nevazar to fight Sa’id, then that PC’s soul is lost (but can be recovered—see below).

The other adventurers’ bodies lie in the temple, undiscovered, until a Ket army patrol finally stumbles on them six months later. The bodies are returned to Molvar, where they can be *raised* or *resurrected* as the players wish. In addition to the cost of the spellcasting required, there is also a 26 TU penalty to account for the time that the bodies went undiscovered.

The adventurer whose soul was lost can only be recalled to life through a *true resurrection* or a *miracle*, since Sa’id has left with the PC’s body. This can only be done if at least one other PC chooses to be *raised* (since only the other members of the party know there is a need for spellcasting.) The PC to be resurrected is responsible for the spellcasting costs of the *true resurrection* or *miracle*, and also loses 26 TUs. As with character deaths, this must be resolved at the table or the PC’s loss of soul is irrevocable and the PC is removed from the campaign. The body that is incarnated through this spell is identical to the one that Sa’id is using—the adventurer earns the AR reward **Doppelganger**.

The adventurers who are *raised* or *resurrected* do not get Nadaid’s fee, but they do get any xp and gp earned before they were killed.

During the six months their bodies went undiscovered, the Blood of the True went onto the underground market, where Nadaid was forced to borrow money from the church of Hextor to pay for it. The PCs earn the AR item **Nadaid owes Hextor**.

ROGUE PARTY

The PCs manage to sell the Blood of the True for 100,000 gp (although their share can’t exceed the APL gold cap, of course). However, news of this reaches Nadaid, earning the PCs both the AR item **Nadaid’s Anger**, and **Lawbreaker** status for theft of a state treasure. Having **Lawbreaker** status means that during any subsequent adventure, whenever the PCs find themselves in any part of Ket controlled by Nadaid, there is a 20% chance that they will be arrested and sentenced to the mines for 52 TUs, and branded on the right cheek to mark them as *qashari* (mining slave).

The PCs earn max gold plus any xp earned through the adventure.

Treasure

All APLs: Loot 16,666; Total 16,666 gp.

NADAID MEETS SA’ID

If the gem was only handled by someone who receives divine spells from Al’Akbar, or the gem was somehow

placed in a bag or sack without being handled, Sa'id is still trapped in the gem when it is given to Nadaid:

Nadaid looks up from the table of papers and maps as you file into the room.

Have the adventurers relate how they found the gem, as well as any theory about the clues they found there i.e. the body of the man and the horse by the front door killed by the falling church bell, etc.

When they hand the gem in the bag to Nadaid, he pulls it out of the bag, enabling Sa'id to swap places with him. Nadaid meets Nevazar and agrees to "hitch a ride" with him.

Nadaid gasps and for a moment as the gem flares with brilliant red light. Then the light is gone. Nadaid looks up and blinks, then smiles and laughs. But the laughter is cut off in midstream as a figure gently fades into view. It is an older Baklunish man, dressed in robes, and bearing the symbol of Al'Akbar on his chest.

"You," gasps Nadaid. "What are you doing here?"

"Sa'id," says the man gently but sternly. "What happened to you was unfortunate, but you were hardly an innocent victim. Do not add this evil act to your list of crimes."

"You may be content to stay in your prison for another thousand years, old man," snarls Nadaid with contempt. "But I intend to break out, and I don't care if the Beygraf is the person standing in my way!"

Roll initiative for Sa'id (in Nadaid's body) and Nevazar/Nadaid at this time, since Sa'id initiates combat so he can escape in Nadaid's body. Sa'id gets a surprise round in which no one else may act except Nevazar/Nadaid.

APL 2 (EL 5)

Sa'id inhabiting Nadaid: hp 29; *Appendix 1.*

APL 4 (EL 7)

Sa'id inhabiting Nadaid: hp 39; *Appendix 1.*

APL 6 (EL 9)

Sa'id inhabiting Nadaid: hp 49; *Appendix 1.*

APL 8 (EL 11)

Sa'id inhabiting Nadaid: hp 59; *Appendix 1.*

APL 10 (EL 13)

Sa'id inhabiting Nadaid: hp 69; *Appendix 1.*

APL 12 (EL 15)

Sa'id inhabiting Nadaid: hp 79; *Appendix 1.*

Tactics

Sa'id: Sa'id retains all the skills from his life as a rogue, as well as his mental stats. In addition, he inhabits the body of the Nadaid who was pulled into the gem, and can make use of all of his physical attributes (if they are higher than his own), and equipment. He has little idea how to activate magic items, being able to take advantage of always-on or already activated items. Spells in effect on the character are transferred to him unless they affect primarily the mind. He uses whatever weapons seem most effective, from the selection he is proficient with (as a Fighter with Improved Unarmed Strike)

Nevazar/Nadaid: Nevazar abilities as per **Player Handout 6**, at the correct APL, but only one of each. If he runs out of spells, he retreats to a corner, unable to assist further.

If Sa'id is killed or knocked unconscious

For a moment, Nevazar rests and summarize what has happened for the party:

- a thousand years ago he was trapped in the gem with the soul of a demilich named Vourun.
- Vourun had the power to swap souls with anyone who touched the gem, but not while it was in a Temple of Al'Akbar or handled by a priest or paladin of Al'Akbar
- When Sa'id stole the gem, he fled here, where he set a trap on the front door, and then drew forth the gem to look at it.
- Vourun swapped places with him and fled from the temple with Sa'id's horse. However, he was killed by Sa'id's trap.
- Sa'id, trapped in the gem, managed to gather up Vourun's lingering magic, and used it to swap places with the soul of the PC who touched the gem in with him.

The old man leans over Nadaid's body again, but then pauses a moment longer.

"While we were trapped in the gem together, Sa'id told me a bit about your recent history, and the division of the Faith of Al'Akbar. I will not say whether this was good or evil, but I heard Al'Akbar preach when I was young, and I do not believe two different faiths is what he would have wished for."

The old man places his hands on Nadaid's body, prays for a moment, then he shudders as a glow

envelopes him and the body. A moment longer, and then the glow fades away as the old man slumps to the floor. Nadaid suddenly coughs, and his eyes open.

Looking up at you, the old man whispers, "I have waited and prayed for this moment for a thousand years. Too many long lifetimes have I been a prisoner on Oerth. I gratefully go now to sit at the feet of A'Akbar. Remember me in your prayers—I am Nevazar, who once walked beside the Restorer." He closes his eyes, and his body fades away.

Now that Sa'id and Nevazar no longer occupy the Blood of the True, it is totally harmless. However, it has also lost all of its "powers". It no longer has any detectable aura, and it is no longer hot to the touch.

Nadaid slowly stands, holding the blood-red ruby in his hand.

"By this strange and unexpected path, all my hopes are now fulfilled—the Thorns swear allegiance to me, a symbol of authority respected by the people. The elves of the Bramblewood are allied with me, giving me power and strength from an unexpected source. And this beautiful gem, given to me by the oldest and most faithful servant of Al'Akbar himself, transfers the blessings of Al'Akbar from the Mullahs to me.

"The people of Ket can see authority to rule, strength in arms and favor from above. The time has come to reclaim the throne of Ket!"

In addition to the agreed upon fee of 50gp x APL which he doubles, the PCs also earn the AR item **It's Nadaid's Now**.

+Treasure

APL 2: Coin 400; Total 400 gp.

APL 4: Coin 800; Total 800 gp.

APL 6: Coin 1,200; Total 1,200 gp.

APL 8: Coin 1,600; Total 1,600 gp.

APL 10: Coin 2,000; Total 2,000 gp.

APL 12: Coin 2,400; Total 2,400 gp.

If Sa'id wins

If Sa'id fights the party and wins, then he attempts to leave the Red Tower (with the Blood of the True, of course). However, as soon as he is recognized by guards and saluted, he realizes that he cannot walk unrecognized in Molvar. Going back into the room, he pulls some clothing off of the adventurers and uses it to disguise himself. Slipping out of the Red Tower, he leaves Ket, never to be seen again. Occasional rumors surface from distant lands about unusual and unexpected sightings of

the ex-Beygraf Nadaid, who obviously fled from Ket after being deposed from the throne.

Meanwhile, Nadaid's soul was lost following the defeat. Because Sa'id has absconded with Nadaid's body, it takes a *true resurrection* or a *miracle* to bring Nadaid back

There are two choices—the church of Hextor will cast one of these spells, leaving Nadaid deeply obligated to them and earning the PCs the AR item **Nadaid Owes Hextor**, or the adventurers can decide to pay for one of these spells themselves. (There is an NPC Cleric of Hextor available willing to sell his services, in this case).

COMPLETE SUCCESS

Nadaid looks up from the table of papers and maps as you file into the room.

"What news of the Blood of the True?" he asks.

Give the adventurers the opportunity to make their report.

Nadaid holds the blood-red ruby in his hand.

"All my hopes are now fulfilled—the Thorns now swear allegiance to me, a symbol of authority respected by the people. The elves of the Bramblewood are now allied with me, giving me power and strength from an unexpected source. And this beautiful gem now transfers the blessings of Al'Akbar from the Mullahs to me, at least in the eyes of the people.

"The people of Ket can now see authority to rule, strength in arms and favor from above. The time has come to reclaim the throne of Ket!"

In addition to the agreed upon fee of 50gp x APL which he quadruples, the PCs also earn the AR item **It's Nadaid's Now**.

Treasure

APL 2: Coin 400; Total 400 gp.

APL 4: Coin 800; Total 800 gp.

APL 6: Coin 1,200; Total 1,200 gp.

APL 8: Coin 1,600; Total 1,600 gp.

APL 10: Coin 2,000; Total 2,000 gp.

APL 12: Coin 2,400; Total 2,400 gp.

EXPLANATION OF AR REWARDS

Nadaid Owes Hextor: The PCs get this if either

- Nadaid is pulled into the gem and the party loses the subsequent combat with Sa'id AND the PCs do not pay for a *true resurrection* to

recover Nadaid's soul, leaving that task instead for the church of Hextor, or

- The PCs lose the combat with Sa'id in the temple, and Nadaid is forced to borrow money from the Church of Hextor to buy the gem when Sa'id puts it on the market

Although there are no immediate effects, there may be consequences in later adventures.

Nadaid's Anger: If the PCs either

- destroy the gem needlessly rather than returning it, or
 - sell the gem rather than returning it to Nadaid
- then they incur the wrath of Nadaid. This may have consequences in later adventures.

Doppelganger: This is awarded if Sa'id wins his combat versus the party AND the PC who fought the battle inside Nevazar's body pays for a *true resurrection*. The result is that both Sa'id and the PC have identical bodies. Sa'id will once again take up a life of crime in Ket, and the PC will be sometimes mistaken for his or her "evil twin".

It's Nadaid's Now: If Nadaid ends up in possession of the gem at the end of the adventure, the PCs earn this.

Honor Over Riches: If the PCs destroyed the gem to free someone's soul, then they earn this AR item.

Lawbreaker: Given to anyone who breaks any law of Ket during the adventure and refuses to stand trial for it. It is also given to the party if they decide to sell the gem instead of giving it to Nadaid.

Nevazar's Blessing: Given to the party if Nevazar's soul is not trapped in the gem at the end of the adventure. (Note that if the gem is destroyed while Nevazar is trapped inside it, the party earns this AR reward, but also earns **Nadaid's Anger**, since the gem was not destroyed specifically to save the soul of a PC.)

THE END

EXPERIENCE POINT SUMMARY

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

2: Dirty Bottle Cellar

Getting the important information without violence

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

3: The River

Getting the important information without violence

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

4: The Old Hideout

Getting past the trap, by whatever means

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

5: The Valley

Dealing successfully with the guardians

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

7: The Blood of the True

or

Conclusion

Defeating Sa'id (or keeping him trapped)

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 end up with the Blood of the True:

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

Total Possible Experience

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

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

6: Inside the Door

APL 2: Magic 166 gp; *ring of four winds* (166 gp); Total 166 gp.

APL 4: Magic 191 gp; *brute ring* (191 gp); Total 191 gp.

APL 6: Magic 291 gp; *lockpicking ring* (291 gp); Total 291 gp.

APL 8: Magic 500 gp; *ring of adamantine touch* (500 gp); Total 500 gp.

APL 10: Magic 833 gp; *ring of avoidance* (833 gp); Total 833 gp.

APL 12: Magic 3,333 gp; *ring of freedom of movement* (3,333 gp); Total 3,333 gp.

Conclusion

APL 2: Coin 400; Total 400 gp.

APL 4: Coin 800; Total 800 gp.

APL 6: Coin 1,200; Total 1,200 gp.

APL 8: Coin 1,600; Total 1,600 gp.

APL 10: Coin 2,000; Total 2,000 gp.

APL 12: Coin 2,400; Total 2,400 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: 566 gp

APL 4: 991 gp

APL 6: 1,491 gp

APL 8: 2,100 gp

APL 10: 2,833 gp

APL 12: 5,733 gp

ADVENTURE RECORD ITEMS

Lawbreaker: You have broken Ket law, and been sentenced. If you fled Ket rather than face punishment,

at the start of each subsequent adventure set in Ket you have a 25% chance of being immediately caught and sentenced to twice the original penalty with no escape. Your adventure ends.

Crime: _____ Sentence: _____ (Served Y/N)

Nadaid Owes Hextor: Nadaid owes a great debt to the church of Hextor, which has to be repaid at some point.

Nadaid's Anger: Nadaid has a personal interest in seeing that the character fails in whatever their further endeavors are. All favors with any Ket organization or individual are removed, as are all Ket Metaorganization memberships save the Xanavade.

Doppelganger: At the end of every Ket adventure there is a 25% chance that the adventurer will be placed into the stocks for 4 TUs on a mistaken charge. They can pay half of all gold accumulated in that adventure in fines to avoid this fate.

It's Nadaid's Now: Nadaid has a tangible symbol of the favor of Al'Akbar. In gratitude he offers access to all items marked with a *. He will also arrange for one Wizard spell from the PHB to be cast on the character at no charge (material components must still be paid for) at the end of any adventure. Void this favor when used. It costs 1 TU if used in a non-Ket adventure.

Honor Over Riches: You took the difficult road, valuing souls over gold. In response, the next time you would be subject to level drain, you become immune to it for that entire encounter.

Nevazar's Blessing: Nevazar's spirit arranges through visions that various Baklunish churches make available to the character all items below marked with a *, as well as these spells from *Complete Champion*: *benediction*, *body ward*, *conduit of life*, *healing circle*, *light of wisdom*, *sacred item*, and *weight of sin*.

ITEM ACCESS

APL 2:

**Healing belt* (Adventure; MIC 110)

Ring of four winds (Adventure; MIC 124)

**Standard of valor* (Adventure; MIC 197)

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

**Armband of confrontation* (Adventure; MIC 195)

**Belt of one mighty blow* (Adventure; MIC 74)

Brute ring (Adventure; MIC 83)

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

**Belt of growth* (Adventure; MIC 73)
Lockpicking ring (Adventure; MIC 114)
**Medal of steadfast honor* (Adventure; MIC 196)

APL 8 (all of APLs 2-6 plus the following):
**Belt of ultimate athleticism* (Adventure; MIC 75)
**Crystal of alacrity* (Adventure; MIC 195)
Ring of adamantine touch (Adventure; MIC 121)

APL 10 (all of APLs 2-8 plus the following):
**Belt of priestly might* (Adventure; MIC 74)
Ring of avoidance (Adventure; MIC 122)
**Shield of vigor* (Adventure; MIC 196)

APL 12 (all of APLs 2-10 plus the following):
**Desperation chain* (Adventure; MIC 93)
Ring of freedom of movement (Adventure; DMG 232)

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APPENDIX 1: ALL APLS

2: DIRTY BOTTLE CELLAR

PARWAZ, BARTENDER, BOUNCERS AND BARTENDERS CR 1

Male or Female human rogue 1

Mostly N Medium humanoid (human)

Init +6; **Senses** Listen +8, Spot +8

Languages Common, Ancient Baklunish

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 7 (1 HD);

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

Speed 30 ft. (6 squares);

Melee sap +0 (1d6 nonlethal) or

Melee dagger +0 (1d4/19-20)

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

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

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

Atk Options sneak attack 1d6

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

SQ trapfinding

Feats Alertness, Improved Initiative

Skills Appraise +5, Bluff +3, Escape Artist +56,

Forgery +5, Hide +6, Listen +8, Move Silently +6,

Open Lock +6, Sleight of Hand +6, Spot +8

Possessions combat gear plus dagger, sap, thief's tools, 2d6 sp

APPENDIX 1: APL 2

4: THE OLD HIDEOUT

SCYTHING BLADE TRAP

CR 2

Description With a grinding noise blades spring out from the walls, chopping through the air chest-high. The sound of clockwork can be heard from behind the walls as the mechanism works. It does not reset when it is finished.

Search DC 22; **Type** mechanical

Trigger touch (trying to open far door); **Init** +1

Effect 1 blade (melee attack +2, damage 1d6+2) per target per round.

Duration 5 rounds

Destruction AC 12; hp 10; hardness 10 (each blade), AC 4; hp 60; hardness 8, break DC 28 (doors)

Disarm Disable Device DC 17 (each blade or trigger), Open Lock DC 17 (doors)

5: THE VALLEY

LEOPARD TOPIARY GUARDIAN (2) CR 3

Monster Manual III 175

Neutral Medium plant

Init +3; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 32 (5 HD); DR 10/slashing

Immune plant immunities

Fort +6, **Ref** +4, **Will** +1

Weakness vulnerable to fire

Speed 40 ft. (8 squares);

Melee bite +6 (1d6+3 nonlethal) and 2 claws +1 melee (1d3+1 nonlethal)

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

Base Atk +3; **Grp** +6

Atk Options improved grab, merciful, pounce, rake

Abilities Str 17, Dex 16, Con 14, Int -, Wis 10, Cha 1

SQ freeze

Feats -

Skills Move Silently +11

Freeze (Ex) A leopard topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Improved Grab (Ex) To use this ability, a leopard topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Merciful (Ex) A leopard topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty to attack rolls.

Pounce (Ex) If a leopard topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +6 melee, damage 1d3+1.

Skills A leopard topiary guardian has a +8 racial bonus on Move Silently checks.

7: THE BLOOD OF THE TRUE

SA'ID

CR 5

Male human (Baklunish) rogue 4/fighter 1

NE Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +4

Languages Common, Ancient Baklunish, Halfling

AC 16, touch 12, flat-footed 16

(+1 Dex, +4 armor, +1 deflection)

hp 29 (5 HD)

Fort +4, **Ref** +5, **Will** +0

Speed 30 ft. in no armor (6 squares);

Melee one-handed (+1 *scimitar*) +8 (1d6+4/18-20) or Two-handed (falchion) +7 melee (2d4+4/18-20) or

Unarmed strike +7 melee (1d3+3)

Ranged missile weapon (longbow) +5 (1d8)

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

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

Atk Options combat expertise, improved feint, sneak attack 2d6

Combat Gear as per body (none)

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

SQ evasion, trap sense +1, trapfinding, uncanny dodge

Feats Combat Expertise, Improved Feint, Improved Initiative, Improved Unarmed Strike

Skills Bluff +8, Climb +8*, Disable Device +10, Escape Artist +9*, Gather Information +4, Hide +9*, Listen +3, Move Silently +9*, Open Lock +9, Search +10, Sleight of Hand +11*, Spot +4 (*armor check penalty applies)

Possessions as body (+1 *scimitar*, *bracers of armor +4*, *ring of deflection +1*, *amulet of mind shielding*)

Modifications: With a variable body come three major concerns.

Firstly race and size. Modify attacks and AC by +1 for a Small body, and damage by -1. Reverse these for a Large body. Speed is as per race. Other racial modifications are probably not particularly relevant.

Secondly physical stats. Modify Sa'id's physical stats upwards to match those of the body he inhabits, if they are higher. Do not lower them. NPCs he inhabits are assumed not to have higher than his base stats.

Thirdly equipment. He will not activate any magic items, so only continuous items need be considered, and generally only weapons and armor are important. Get the numbers close if you are short on time. The stats above (specifically for AC) assume the Beygraf's equipment, modify for what he actually wields and wears if he takes a PC

instead. Spells currently in place on the body may also be a factor, the Beygraf has none relevant.

4: THE OLD HIDEOUT

SCYTHING BLADE TRAP CR 2

Description With a grinding noise blades spring out from the walls, chopping through the air chest-high. At the same time, hidden doors open in the walls, revealing low passages into darkness. The sound of clockwork can be heard from behind the walls as the mechanism works. It does not reset when it is finished, and the doors do not close again.

Search DC 22; **Type** mechanical

Trigger touch (trying to open far door); **Init** +1

Effect 1 blade (melee attack +2, damage 1d6+2) per target per round. Doors open to release attackers.

Duration 5 rounds

Destruction AC 12; hp 10; hardness 10 (each blade), AC 4; hp 60; hardness 8, break DC 28 (doors)

Disarm Disable Device DC 17 (each blade or trigger), Open Lock DC 17 (doors)

CLOCKROACH (2) CR 1

Monster Manual IV 28

N Small construct

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft., Listen +0, Spot +0

Languages -

AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex)

hp 15 (1 HD)

Immune construct immunities

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

Speed 30 ft. (6 squares), burrow 15 ft., climb 30 ft.;

Melee 2 pincers +1 each (1d4)

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

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

Special Actions breath weapon

Abilities Str 11, Dex 17, Con -, Int -, Wis 11, Cha 10

SQ construct traits

Feats -

Skills Climb +8, Hide +7, Listen +0, Spot +0

Breath Weapon (Su) 30 ft. line, once every 5 rounds, damage 3d4 acid, Reflex DC 14 half. The save DC includes a +4 racial bonus.

Skills A clockroach has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

5: THE VALLEY

LEOPARD TOPIARY GUARDIAN (4) CR 3

Monster Manual III 175

Neutral Medium plant

Init +3; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 32 (5 HD); DR 10/slashing

Immune plant immunities

Fort +6, **Ref** +4, **Will** +1

Weakness vulnerable to fire

Speed 40 ft. (8 squares);

Melee bite +6 (1d6+3 nonlethal) and 2 claws +1 melee (1d3+1 nonlethal)

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

Base Atk +3; **Grp** +6

Atk Options improved grab, merciful, pounce, rake

Abilities Str 17, Dex 16, Con 14, Int -, Wis 10, Cha 1

SQ freeze

Feats -

Skills Move Silently +11

Freeze (Ex) A leopard topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Improved Grab (Ex) To use this ability, a leopard topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Merciful (Ex) A leopard topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty to attack rolls.

Pounce (Ex) If a leopard topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +6 melee, damage 1d3+1.

Skills A leopard topiary guardian has a +8 racial bonus on Move Silently checks.

7: THE BLOOD OF THE TRUE

SA'ID CR 7

Male human (Baklunish) rogue 6/fighter 1

NE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +9

Languages Common, Ancient Baklunish, Halfling

AC 17, touch 13, flat-footed 17 (+1 Dex, +4 armor, +2 deflection)

hp 39 (7 HD)

Fort +5, **Ref** +6, **Will** +1

Speed 30 ft. in no armor (6 squares);

Melee one-handed (+1 *scimitar*) +9 (1d6+4/18-20) or Two-handed (falchion) +8 melee (2d4+4/18-20) or

Unarmed strike +8 melee (1d3+3)

Ranged missile weapon (longbow) +6 (1d8)

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

Base Atk +5; **Grp** +8

Atk Options combat expertise, improved feint, sneak attack 3d6

Combat Gear as per body (none)

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

SQ Dodge, evasion, trap sense +2, trapfinding, uncanny dodge

Feats Combat Expertise, Dodge, Improved Feint, Improved Initiative, Improved Unarmed Strike

Skills Bluff +10, Climb +8*, Disable Device +12, Escape Artist +11*, Gather Information +4, Hide +11*, Listen +4, Move Silently +11*, Open Lock +11, Search +12, Sleight of Hand +13*, Spot +9 (*armor check penalty applies)

Possessions as body (+1 *scimitar*, *bracers of armor +4*, *ring of deflection +2*, *amulet of mind shielding*)

Modifications: With a variable body come three major concerns.

Firstly race and size. Modify attacks and AC by +1 for a small body, and damage by -1. Reverse these for a Large body. Speed is as per race.

Secondly physical stats. Modify Sa'id's physical stats upwards to match those of the body he inhabits, if they are higher. Do not lower them. NPCs he inhabits are assumed not to have higher than his base stats.

Thirdly equipment. He will not activate any magic items, so only continuous items need be considered, and generally only weapons and armor are important. Get the numbers close if you are short on time. The stats above (specifically for AC) assume the Beygraf's equipment, modify for what he actually wields if he takes a PC instead. Spells currently in place on the body may also be a factor, the Beygraf has none relevant.

4: THE OLD HIDEOUT

SCYTHING BLADE TRAP CR 4

Description With a grinding noise blades spring out from the walls, chopping through the air chest-high. At the same time, hidden doors open in the walls, revealing low passages into darkness. The sound of clockwork can be heard from behind the walls as the mechanism works. It does not reset when it is finished, and the doors do not close again.

Search DC 24; **Type** mechanical

Trigger touch (trying to open far door); **Init** +2

Effect 1 blade (melee attack +4, damage 3d6) per target per round. Doors open to release attackers.

Duration 7 rounds

Destruction AC 14; hp 20; hardness 10 (each blade), AC 4; hp 60; hardness 8, break DC 28 (doors)

Disarm Disable Device DC 19 (each blade or trigger), Open Lock DC 19 (doors)

CLOCKROACH (4) CR 1

Monster Manual IV 28

N Small construct

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft., Listen +0, Spot +0

Languages -

AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex)

hp 15 (1 HD)

Immune construct immunities

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

Speed 30 ft. (6 squares), burrow 15 ft., climb 30 ft.;

Melee 2 pincers +1 each (1d4)

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

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

Special Actions breath weapon

Abilities Str 11, Dex 17, Con -, Int -, Wis 11, Cha 10

SQ construct traits

Feats -

Skills Climb +8, Hide +7, Listen +0, Spot +0

Breath Weapon (Su) 30 ft. line, once every 5 rounds, damage 3d4 acid, Reflex DC 14 half. The save DC includes a +4 racial bonus.

Skills A clockroach has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

5: THE VALLEY

LION TOPIARY GUARDIAN (2) CR 7

Monster Manual III 174

N Large plant

Init +2; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0

AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural)

hp 85 (10 HD); DR 10/slashing

Immune plant immunities

Fort +11, **Ref** +5, **Will** +3

Weakness vulnerable to fire

Speed 40 ft. (8 squares);

Melee 2 claws +13 (1d6+7 nonlethal) and bite +8 melee (1d8+3 nonlethal)

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

Base Atk +7; **Grp** +18

Atk Options improved grab, merciful, pounce, rake

Abilities Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1

SQ freeze

Feats -

Skills Move Silently +10

Freeze (Ex) A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Improved Grab (Ex) To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex) A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty to attack rolls.

Pounce (Ex) If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +13 melee, damage 1d6+3.

Skills A topiary guardian has a +8 racial bonus on Move Silently checks.

7: THE BLOOD OF THE TRUE

SA'ID CR 9

Male human (Baklunish) rogue 8/fighter 1

NE Medium humanoid (human)

Init +6; **Senses** Listen +8, Spot +11

Languages Common, Ancient Baklunish, Halfling

AC 19, touch 15, flat-footed 19

(+2 Dex, +4 armor, +3 deflection)

hp 49 (9 HD)

Fort +5, **Ref** +8, **Will** +1

Speed 30 ft. in no armor (6 squares);

Melee one-handed (+2 scimitar) +12/+7 (1d6+5/18-20) or

Two-handed (falchion) +10/+5 melee (2d4+4/18-20) or

Unarmed strike +10/+5 melee (1d3+3)

Ranged missile weapon (longbow) +9/+4 (1d8)

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

Base Atk +7; **Grp** +10

Atk Options combat expertise, improved feint, sneak attack 4d6

Combat Gear as per body (none)

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

SQ Dodge, evasion, improved uncanny dodge, Mobility, trap sense +2, trapfinding, uncanny dodge

Feats Combat Expertise, Improved Feint, Improved Initiative, Improved Unarmed Strike, Mobility

Skills Bluff +12, Climb +8*, Disable Device +14, Escape Artist +14*, Gather Information +4, Hide +14*, Listen +8, Move Silently +14*, Open Lock +14, Search +14, Sleight of Hand +16*, Spot +11 (*armor check penalty applies)

Possessions as body (+2 *scimitar*, *bracers of armor +4*, *ring of deflection +3*, *amulet of mind shielding*)

Modifications: With a variable body come three major concerns.

Firstly race and size. Modify attacks and AC by +1 for a small body, and damage by -1. Reverse these for a Large body. Speed is as per race.

Secondly physical stats. Modify Sa'id's physical stats upwards to match those of the body he inhabits, if they are higher. Do not lower them. NPCs he inhabits are assumed not to have higher than his base stats.

Thirdly equipment. He will not activate any magic items, so only continuous items need be considered, and generally only weapons and armor are important. Get the numbers close if you are short on time. The stats above (specifically for AC) assume the Beygraf's equipment, modify for what he actually wields if he takes a PC instead. Spells currently in place on the body may also be a factor, the Beygraf has none relevant.

4: THE OLD HIDEOUT

SCYTHING BLADE TRAP CR 6

Description With a grinding noise blades spring out from the walls, chopping through the air chest-high. At the same time, hidden doors open in the walls, revealing low passages into darkness. The sound of clockwork can be heard from behind the walls as the mechanism works. It does not reset when it is finished, and the doors do not close again.

Search DC 26; **Type** mechanical

Trigger touch (trying to open far door); **Init** +3

Effect 1 blade (melee attack +6, damage 3d6+5) per target per round. Doors open to release attackers.

Duration 9 rounds

Destruction AC 16; hp 20; hardness 10 (each blade), AC 4; hp 60; hardness 8, break DC 28 (doors)

Disarm Disable Device DC 21 (each blade or trigger), Open Lock DC 21 (doors)

ELITE CLOCKROACH (4) CR 2

Monster Manual IV 28

N Small construct

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

Languages -

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

hp 26 (3 HD)

Immune construct immunities

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

Speed 30 ft. (6 squares), burrow 15 ft., climb 30 ft.;

Melee 2 pincers +5 each (1d4+2)

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

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

Special Actions breath weapon

Abilities Str 15, Dex 21, Con -, Int -, Wis 13, Cha 12

SQ construct traits

Feats -

Skills Climb +10, Hide +9, Listen +1, Spot +1

Breath Weapon (Su) 30 ft. line, once every 5 rounds, damage 3d4 acid, Reflex DC 15 half. The save DC includes a +4 racial bonus.

Skills A clockroach has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

5: THE VALLEY

LION TOPIARY GUARDIAN (4) CR 7

Monster Manual III 174

N Large plant

Init +2; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0

AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural)

hp 85 (10 HD); DR 10/slashing

Immune plant immunities

Fort +11, **Ref** +5, **Will** +3

Weakness vulnerable to fire

Speed 40 ft. (8 squares);

Melee 2 claws +13 (1d6+7 nonlethal) and bite +8 melee (1d8+3 nonlethal)

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

Base Atk +7; **Grp** +18

Atk Options improved grab, merciful, pounce, rake

Abilities Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1

SQ freeze

Feats -

Skills Move Silently +10

Freeze (Ex) A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Improved Grab (Ex) To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex) A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty to attack rolls.

Pounce (Ex) If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +13 melee, damage 1d6+3.

Skills A topiary guardian has a +8 racial bonus on Move Silently checks.

7: THE BLOOD OF THE TRUE

SA'ID CR 11

Male human (Baklunish) rogue 10/fighter 1

NE Medium humanoid (human)

Init +6; **Senses** Listen +12, Spot +13

Languages Common, Ancient Baklunish, Halfling

AC 21, touch 15, flat-footed 21

(+2 Dex, +6 armor, +3 deflection)

hp 59 (11 HD)

Fort +6, **Ref** +9, **Will** +2

Speed 30 ft. in no armor (6 squares);

Melee one-handed (+2 *scimitar*) +13/+8 (1d6+5/18-20) or

Two-handed (falchion) +11/+6 melee (2d4+4/18-20) or

Unarmed strike +11/+6 melee (1d3+3)

Ranged missile weapon (longbow) +10/+5 (1d8)

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

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

Atk Options combat expertise, improved feint, sneak attack 5d6

Combat Gear as per body (none)

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

SQ Dodge, evasion, improved uncanny dodge, Mobility, slippery mind, trap sense +3, trapfinding, uncanny dodge

Feats Combat Expertise, Improved Feint, Improved Initiative, Improved Unarmed Strike, Mobility

Skills Bluff +14, Climb +8*, Disable Device +16, Escape Artist +16*, Gather Information +4, Hide +16*, Listen +12, Move Silently +16*, Open Lock +16, Search +16, Sleight of Hand +18*, Spot +13 (*armor check penalty applies)

Possessions as body (+2 *scimitar*, *bracers of armor +6*, *ring of deflection +3*, *amulet of mind shielding*)

Modifications: With a variable body come three major concerns.

Firstly race and size. Modify attacks and AC by +1 for a small body, and damage by -1. Reverse these for a Large body. Speed is as per race.

Secondly physical stats. Modify Sa'id's physical stats upwards to match those of the body he inhabits, if they are higher. Do not lower them. NPCs he inhabits are assumed not to have higher than his base stats.

Thirdly equipment. He will not activate any magic items, so only continuous items need be considered, and generally only weapons and armor are important. Get the numbers close if you are short on time. The stats above (specifically for AC) assume the Beygraf's equipment, modify for what he actually wields if he takes a PC instead. Spells currently in place on the body may also be a factor, the Beygraf has none relevant.

4: THE OLD HIDEOUT**SCYTHING BLADE TRAP CR 8**

Description With a grinding noise blades spring out from the walls, chopping through the air chest-high. At the same time, hidden doors open in the walls, revealing low passages into darkness. The sound of clockwork can be heard from behind the walls as the mechanism works. It does not reset when it is finished, and the doors do not close again.

Search DC 28; **Type** mechanical

Trigger touch (trying to open far door); **Init** +4

Effect 1 blade (melee attack +8, damage 3d6+10) per target per round. Doors open to release attackers.

Duration 11 rounds

Destruction AC 18; hp 20; hardness 10 (each blade), AC 4; hp 60; hardness 8, break DC 28 (doors)

Disarm Disable Device DC 23 (each blade or trigger), Open Lock DC 23 (doors)

SHREDSTORM CR 8

Monster Manual III 153

N Fine construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages -

AC 24, touch 24, flat-footed 18 (+8 size, +6 Dex)

hp 77 (14 HD);

Immune electricity, swarm immunities (all weapon damage)

Fort +4, **Ref** +10, **Will** +4

Speed Fly 90 ft. (perfect) (18 squares)

Melee swarm (3d6 plus 2d6 electricity)

Space 10 ft.; **Reach** 0 ft.

Base Atk +10; **Grp** -

Atk Options distraction, penetration

Special Actions lightning bolt

Abilities Str 6, Dex 22, Con -, Int -, Wis 11, Cha 10

SQ swarm traits

Feats -

Skills -

Distraction (Ex) Any living creature vulnerable to a shredstorm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 17 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells requires a Concentration check (DC 20+spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Lightning Bolt (Su) A shredstorm can discharge part of its electrical aura in a blast of electricity that acts as a *lightning bolt* cast by a 14th level character (Reflex DC 17 half). A shredstorm requires 2d6 hours after each use to build up to full strength; during this time, it deals only 1d6 points of

electricity damage to those whose space it occupies. The save DC is Charisma-based.

Penetration (Ex) The swarm attack of a shredstorm is treated as an adamantine magic weapon for the purpose of overcoming damage reduction, and it strikes incorporeal creatures as a magic weapon does. When striking an object, a shredstorm ignores any hardness less than 20.

5: THE VALLEY**LION TOPIARY GUARDIAN (3) CR 7**

Monster Manual III 174

Neutral Large plant

Init +2; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0

AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural)

hp 85 (10 HD); DR 10/slashing

Immune plant immunities

Fort +11, **Ref** +5, **Will** +3

Weakness vulnerable to fire

Speed 40 ft. (8 squares);

Melee 2 claws +13 (1d6+7 nonlethal) and bite +8 melee (1d8+3 nonlethal)

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

Base Atk +7; **Grp** +18

Atk Options improved grab, merciful, pounce, rake

Abilities Str 25, Dex 14, Con 18, Int -, Wis 10, Cha 1

SQ freeze

Feats -

Skills Move Silently +10

Freeze (Ex) A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Improved Grab (Ex) To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex) A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty to attack rolls.

Pounce (Ex) If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +13 melee, damage 1d6+3.

Skills A topiary guardian has a +8 racial bonus on Move Silently checks.

DIRE TIGER TOPIARY GUARDIAN CR 12

Monster Manual III 174

N Huge plant

Init +1; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0

AC 18, touch 9, flat-footed 17

(-2 size, +1 Dex, +9 natural)
hp 210 (20 HD); DR 10/slashing
Immune plant immunities
Fort +18, **Ref** +7, **Will** +6
Weakness vulnerable to fire

Speed 40 ft. (8 squares);
Melee 2 claws +20 (1d8+11 nonlethal) and bite +15 melee (2d6+5 nonlethal)
Space 15 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +34
Atk Options improved grab, merciful, pounce, rake
Abilities Str 33, Dex 12, Con 22, Int -, Wis 10, Cha 1
SQ freeze
Feats -
Skills Move Silently +9

Freeze (Ex) A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Improved Grab (Ex) To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex) A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty to attack rolls.

Pounce (Ex) If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +20 melee, damage 1d8+5.

Skills A topiary guardian has a +8 racial bonus on Move Silently checks.

7: THE BLOOD OF THE TRUE

SA'ID

CR 13

Male human (Baklunish) rogue 12/fighter 1
NE Medium humanoid (human)
Init +6; **Senses** Listen +15, Spot +15
Languages Common, Ancient Baklunish, Halfling

AC 23, touch 15, flat-footed 23
(+2 Dex, +8 armor, +3 deflection)
hp 69 (13 HD)
Fort +7, **Ref** +10, **Will** +3

Speed 30 ft. in no armor (6 squares);
Melee one-handed (+3 *scimitar*) +16/+11 (1d6+6/18-20) or
Two-handed (falchion) +13/+8 melee (2d4+4/18-20) or
Unarmed strike +13/+8 melee (1d3+3)
Ranged missile weapon (longbow) +12/+7 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +13
Atk Options combat expertise, improved feint, sneak attack 6d6
Combat Gear as per body (none)

Abilities Str 17, Dex 14, Con 12, Int 14, Wis 8, Cha 10

SQ Dodge, Elusive Target, evasion, improved uncanny dodge, Mobility, slippery mind, trap sense +3, trapfinding, uncanny dodge

Feats Combat Expertise, Elusive Target*, Improved Feint, Improved Initiative, Improved Unarmed Strike, Mobility

Skills Bluff +16, Climb +9*, Disable Device +18, Escape Artist +18*, Gather Information +4, Hide +18*, Listen +15, Move Silently +18*, Open Lock +18, Search +18, Sleight of Hand +20*, Spot +15 (*armor check penalty applies)

Possessions as body (+3 *scimitar*, *bracers of armor* +8, *ring of deflection* +3, *amulet of mind shielding*)

Modifications: With a variable body come three major concerns.

Firstly race and size. Modify attacks and AC by +1 for a small body, and damage by -1. Reverse these for a Large body. Speed is as per race.

Secondly physical stats. Modify Sa'id's physical stats upwards to match those of the body he inhabits, if they are higher. Do not lower them. NPCs he inhabits are assumed not to have higher than his base stats.

Thirdly equipment. He will not activate any magic items, so only continuous items need be considered, and generally only weapons and armor are important. Get the numbers close if you are short on time. The stats above (specifically for AC) assume the Beygraf's equipment, modify for what he actually wields if he takes a PC instead. Spells currently in place on the body may also be a factor, the Beygraf has none relevant.

* see Appendix 2: New Rules Items

4: THE OLD HIDEOUT**SCYTHING BLADE TRAP CR 10**

Description With a grinding noise blades spring out from the walls, chopping through the air chest-high. At the same time, hidden doors open in the walls, revealing low passages into darkness. The sound of clockwork can be heard from behind the walls as the mechanism works. It does not reset when it is finished, and the doors do not close again.

Search DC 30; **Type** mechanical

Trigger touch (trying to open far door); **Init** +5

Effect 1 blade (melee attack +10, damage 3d6+15) per target per round. Doors open to release attackers.

Duration 13 rounds

Destruction AC 20; hp 20; hardness 10 (each blade), AC 4; hp 60; hardness 8, break DC 28 (doors)

Disarm Disable Device DC 25 (each blade or trigger), Open Lock DC 25 (doors)

SHREDSTORM (2) CR 8

Monster Manual III 153

N Fine construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages -

AC 24, touch 24, flat-footed 18 (+8 size, +6 Dex)

hp 77 (14 HD);

Immune electricity, swarm immunities (all weapon damage)

Fort +4, **Ref** +10, **Will** +4

Speed Fly 90 ft. (perfect) (18 squares)

Melee swarm (3d6 plus 2d6 electricity)

Space 10 ft.; **Reach** 0 ft.

Base Atk +10; **Grp** -

Atk Options distraction, penetration

Special Actions lightning bolt

Abilities Str 6, Dex 22, Con -, Int -, Wis 11, Cha 10

SQ swarm traits

Feats -

Skills -

Distraction (Ex) Any living creature vulnerable to a shredstorm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 17 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells requires a Concentration check (DC 20+spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Lightning Bolt (Su) A shredstorm can discharge part of its electrical aura in a blast of electricity that acts as a *lightning bolt* cast by a 14th level character (Reflex DC 17 half). A shredstorm requires 2d6 hours after each use to build up to full strength; during this time, it deals only 1d6 points of

electricity damage to those whose space it occupies. The save DC is Charisma-based.

Penetration (Ex) The swarm attack of a shredstorm is treated as an adamantite magic weapon for the purpose of overcoming damage reduction, and it strikes incorporeal creatures as a magic weapon does. When striking an object, a shredstorm ignores any hardness less than 20.

5: THE VALLEY**DIRE TIGER TOPIARY GUARDIAN (3)****CR 12**

Monster Manual III 174

N Huge plant

Init +1; **Senses** low-light vision, tremorsense 90 ft.; Listen +0, Spot +0

AC 18, touch 9, flat-footed 17

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

hp 210 (20 HD); **DR** 10/slashing

Immune plant immunities

Fort +18, **Ref** +7, **Will** +6

Weakness vulnerable to fire

Speed 40 ft. (8 squares);

Melee 2 claws +20 (1d8+11 nonlethal) and bite +15 melee (2d6+5 nonlethal)

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

Base Atk +15; **Grp** +34

Atk Options improved grab, merciful, pounce, rake

Abilities Str 33, Dex 12, Con 22, Int -, Wis 10, Cha 1

SQ freeze

Feats -

Skills Move Silently +9

Freeze (Ex) A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Improved Grab (Ex) To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Merciful (Ex) A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty to attack rolls.

Pounce (Ex) If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +20 melee, damage 1d8+5.

Skills A topiary guardian has a +8 racial bonus on Move Silently checks.

7: THE BLOOD OF THE TRUE**SA'ID****CR 15**

Male human (Baklunish) rogue 14/fighter 1
NE Medium humanoid (human)

Init +6; **Senses** Listen +17, Spot +17

Languages Common, Ancient Baklunish, Halfling

AC 25, touch 17, flat-footed 25

(+2 Dex, +8 armor, +5 deflection)

hp 79 (15 HD)

Fort +7, **Ref** +11, **Will** +3

Speed 30 ft. in no armor (6 squares);

Melee one-handed (+5 *scimitar*) +19/+14/+9

(1d6+8/18-20) or

Two-handed (falchion) +14/+9/+4 melee

(2d4+4/18-20) or

Unarmed strike +14/+9/+4 melee (1d3+3)

Ranged missile weapon (longbow) +13/+8/+3 (1d8)

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

Base Atk +11; **Grp** +14

Atk Options combat expertise, improved combat expertise, improved feint, sneak attack 7d6

Combat Gear as per body (none)

Abilities Str 17, Dex 14, Con 12, Int 14, Wis 8, Cha 10

SQ Dodge, Elusive Target*, evasion, improved uncanny dodge, Mobility, slippery mind, trap sense +3, trapfinding, uncanny dodge

Feats Combat Expertise, Elusive Target, Improved Combat Expertise*, Improved Feint, Improved Initiative, Improved Unarmed Strike, Mobility

Skills Bluff +18, Climb +11*, Disable Device +20, Escape Artist +20*, Gather Information +4, Hide +20*, Listen +17, Move Silently +20*, Open Lock +20, Search +20, Sleight of Hand +22*, Spot +17 (*armor check penalty applies)

Possessions as body (+5 *scimitar*, *bracers of armor* +8, *ring of deflection* +5, *amulet of mind shielding*)

Modifications: With a variable body come three major concerns.

Firstly race and size. Modify attacks and AC by +1 for a small body, and damage by -1. Reverse these for a Large body. Speed is as per race.

Secondly physical stats. Modify Sa'id's physical stats upwards to match those of the body he inhabits, if they are higher. Do not lower them. NPCs he inhabits are assumed not to have higher than his base stats.

Thirdly equipment. He will not know how to activate any magic items, so only continuous items need be considered, and generally only weapons and armor are important. Get the numbers close if you are short on time. The stats above (specifically for AC) assume the Beygraf's equipment, modify for what he actually wields if he takes a PC's body instead. Spells currently in place on the body may also be a factor, the Beygraf has none relevant.

* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEATS

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll, but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If a foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Source: *Complete Warrior* 110

Improved Combat Expertise [General]

You have mastered the art of defense in combat.

Prerequisites: Int 13, Combat Expertise, base attack bonus 6+.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

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

Source: *Complete Warrior* 100

APPENDIX 3: UNSAVOURY CONTACTS

The new Living Greyhawk Campaign Card "Unsavory Contacts" can create forged documents (DC 25 Forgery) that allow the player to carry one illegal weapon within a city. This is obviously in contravention 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 "Unsavory Contacts" within Molvar:

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 DMs discretion, depending on circumstances. In any case, the documentation is likely to be examined again by any Thresher that is 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 "Unsavory Contacts" for this purpose, the DM will 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 "Unsavory 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 "Unsavory Contacts" the above information)

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

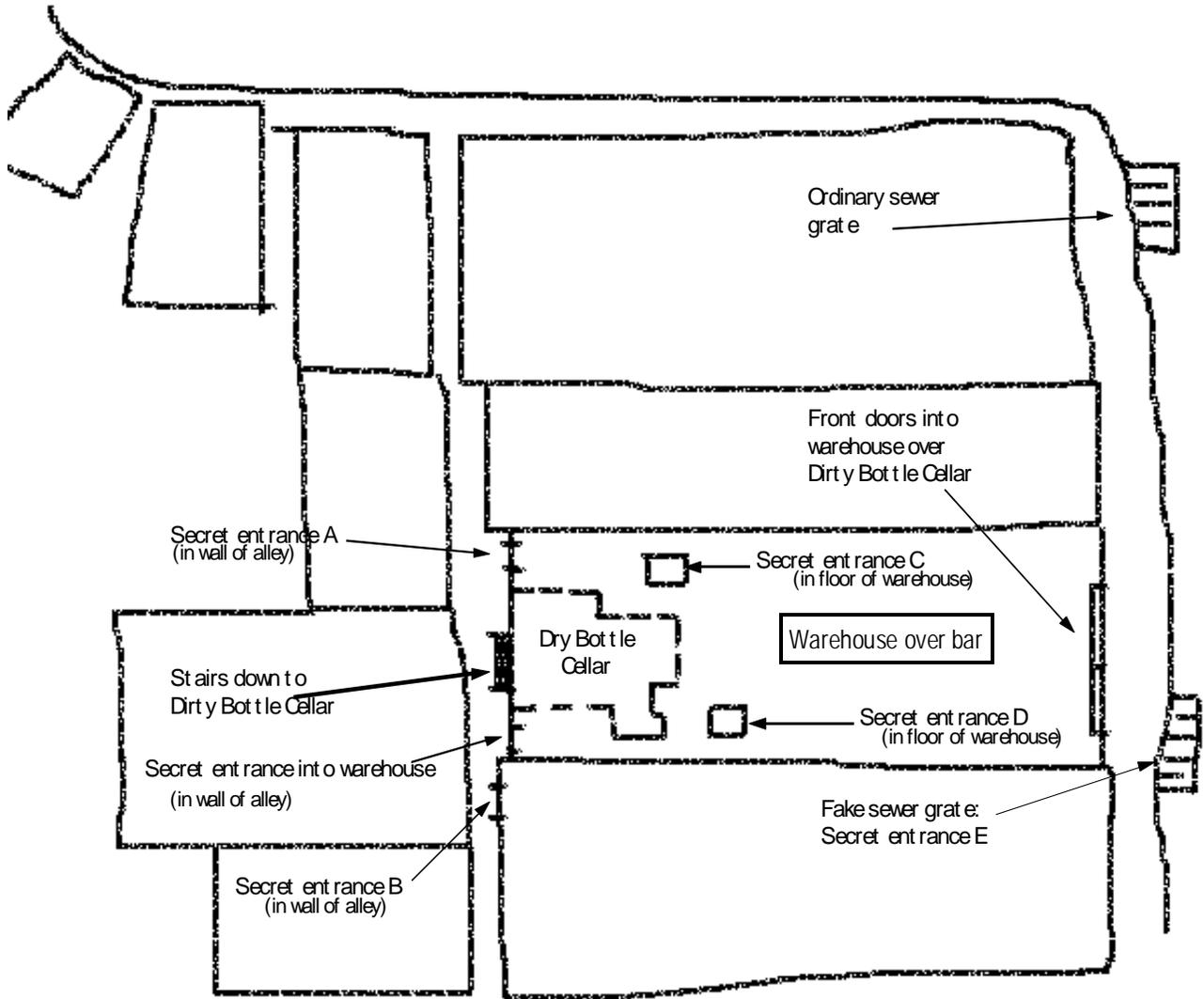
Mitigating Circumstances: None

*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.

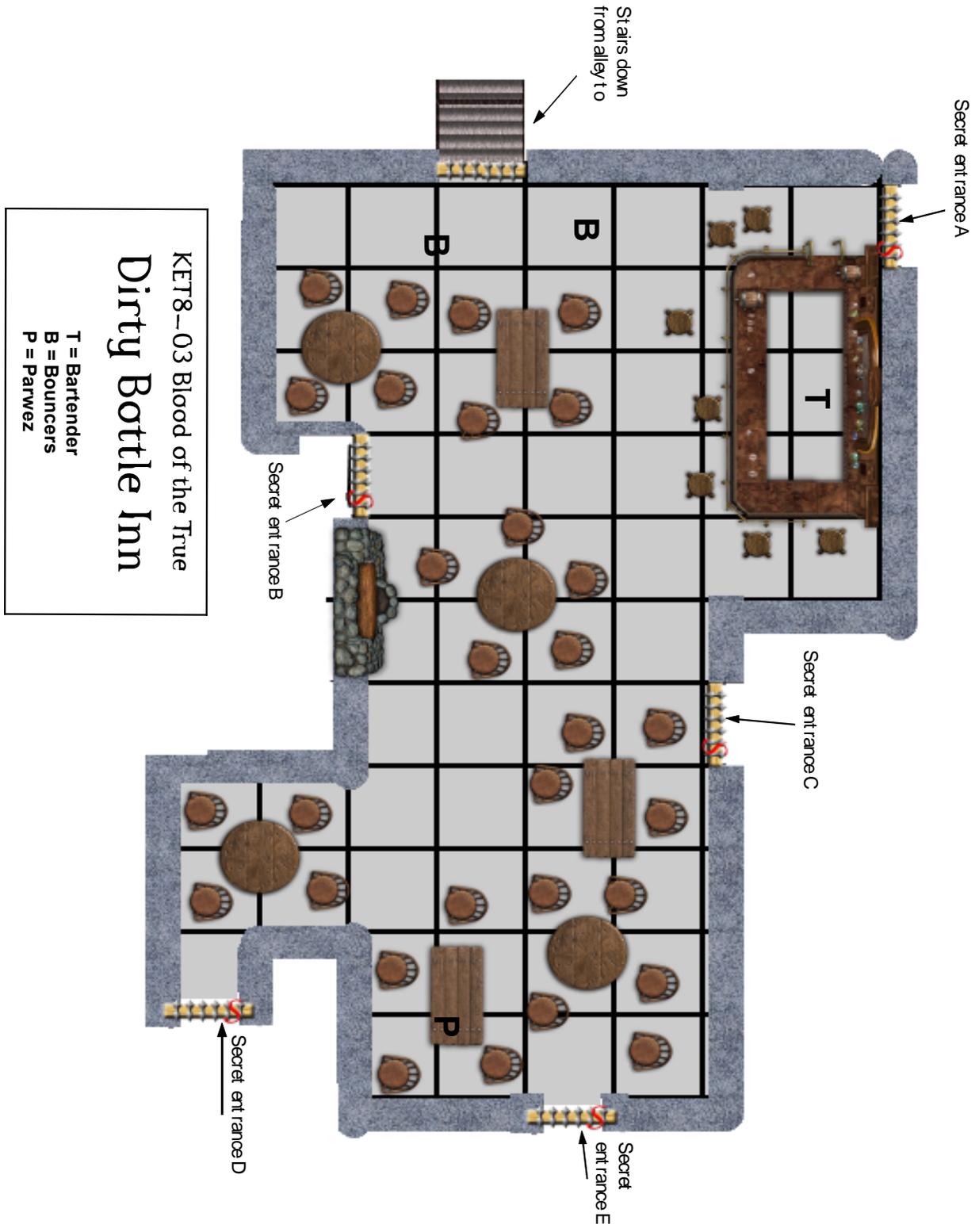
**Any sentence of time in the mines includes branding on right cheek and lifetime loss of Citizenship

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

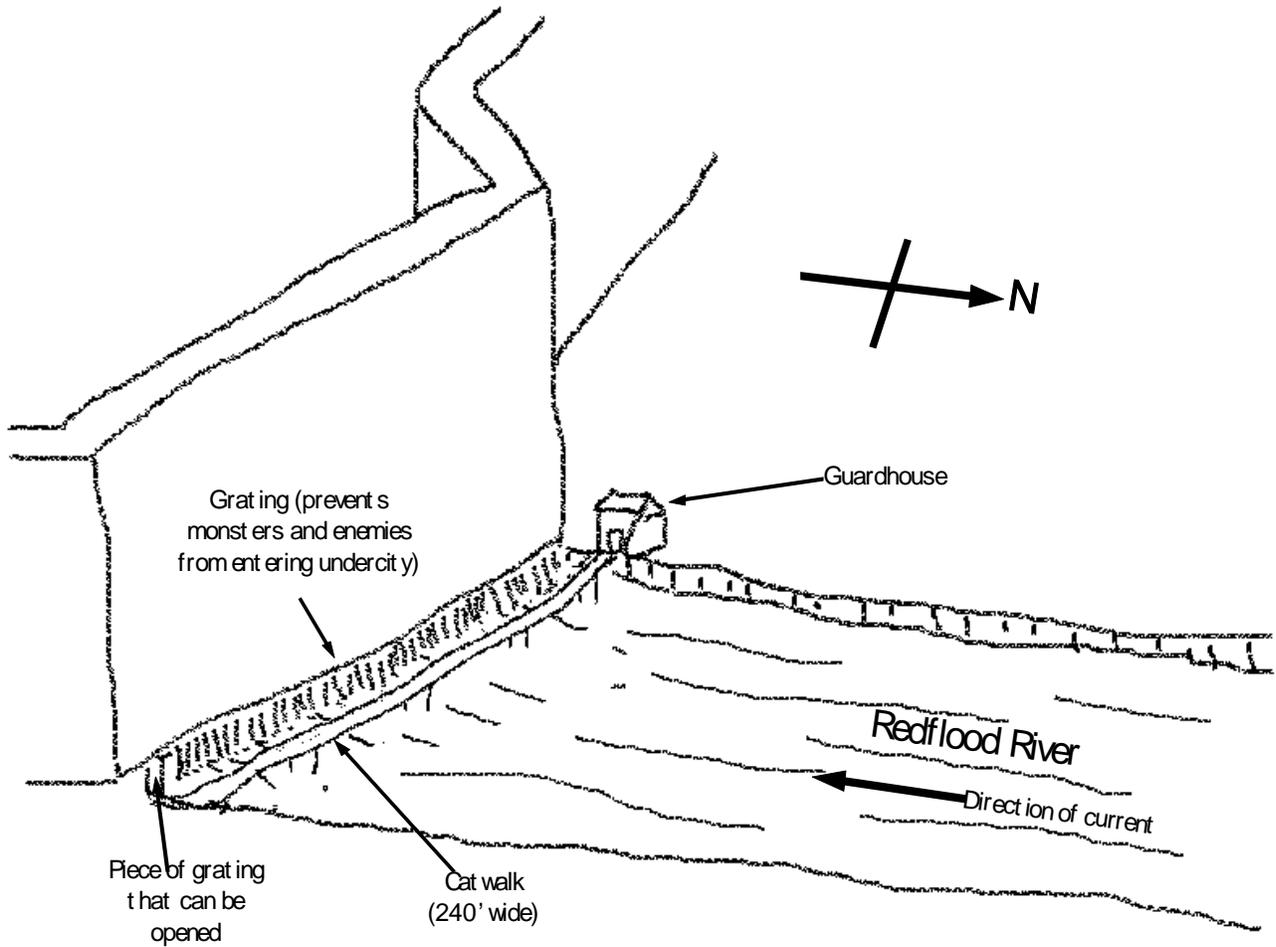
DM MAP 1: AREA AROUND DIRTY BOTTLE CELLAR



DM MAP 2: DIRTY BOTTLE CELLAR



DM MAP 3: REDFLOOD RIVER

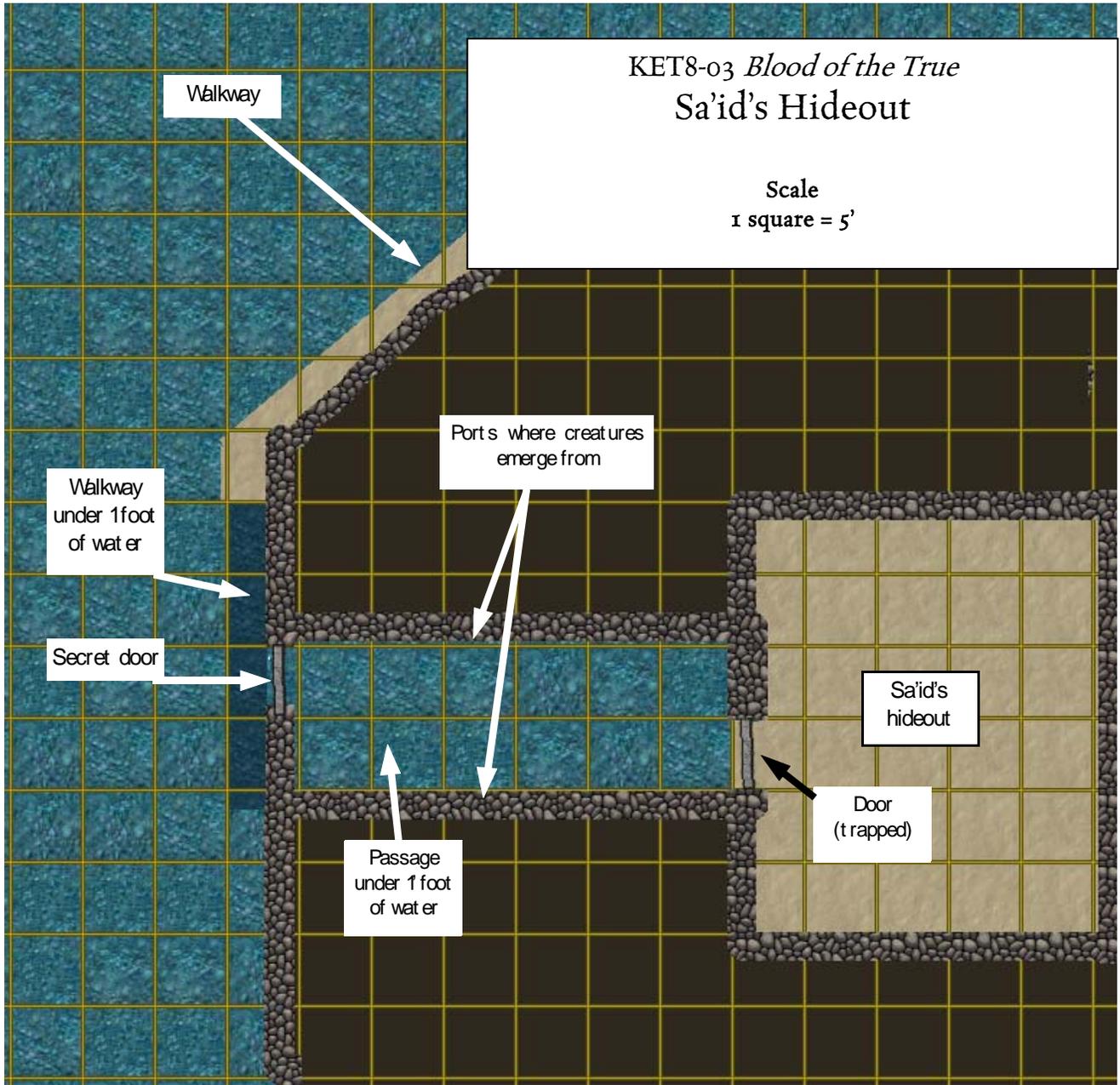


KET8-03 *Blood of the True*
Illustration of Redflood River
sweeping under north city wall

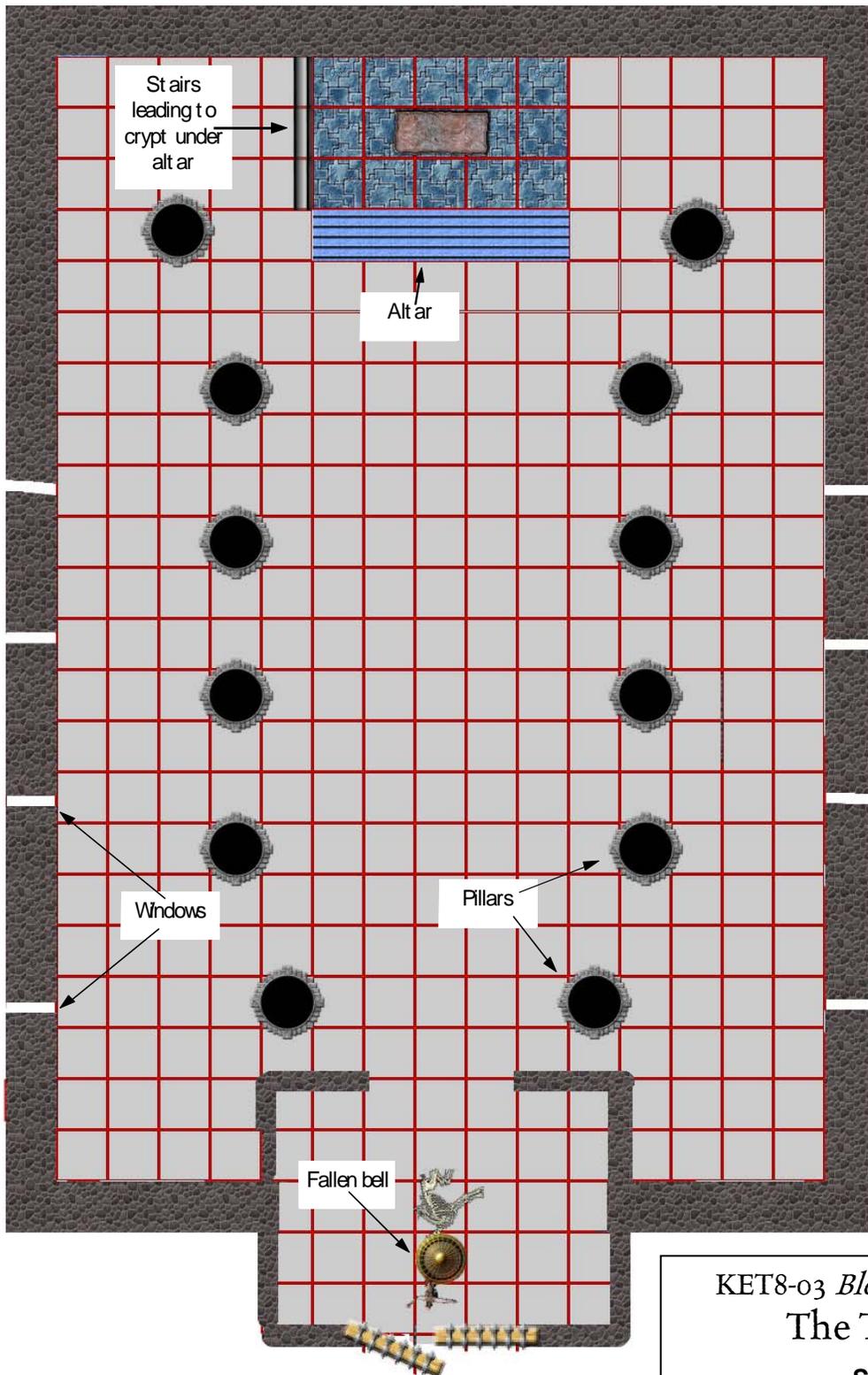
Scale



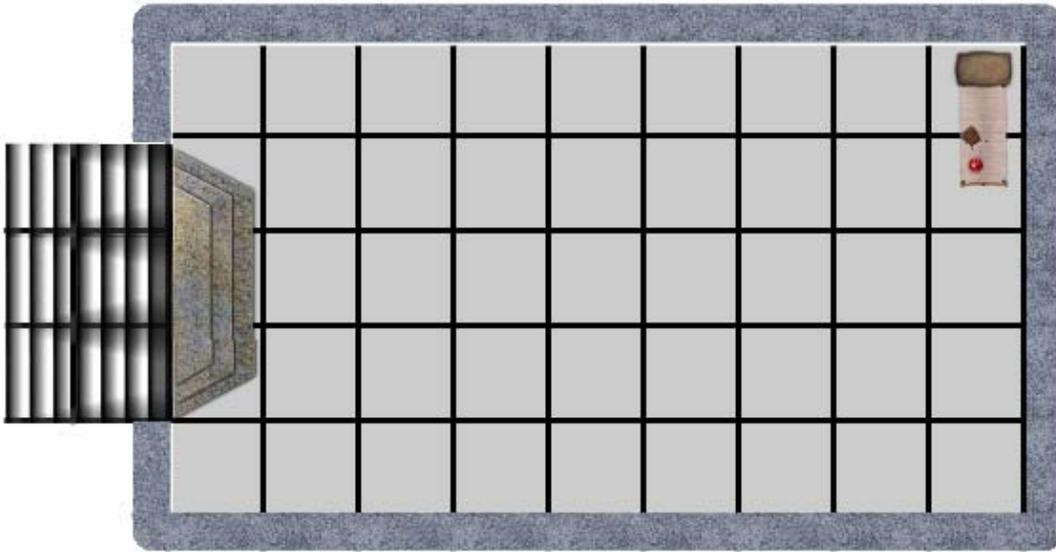
DM MAP 4: UNDER THE CITY



DM MAP 5: IN THE TEMPLE

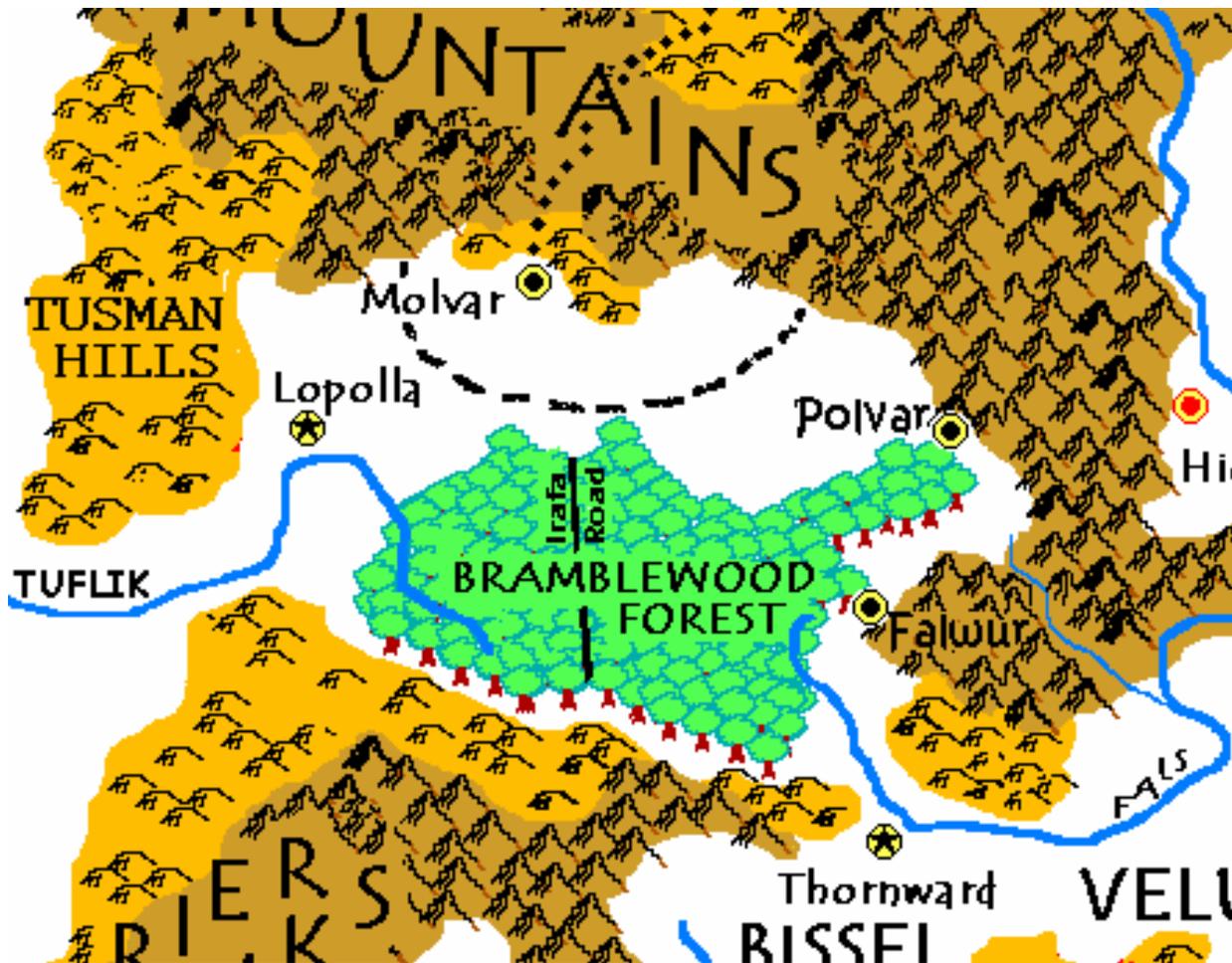


KET8-03 *Blood of the True*
The Temple
Scale
1 square = 5'



KET8-03 Blood of the True
Crypt
1 square = 5'

PLAYER HANDOUT 1: MAP OF KET



KET8-03 *Blood of the True*
Map of Ket

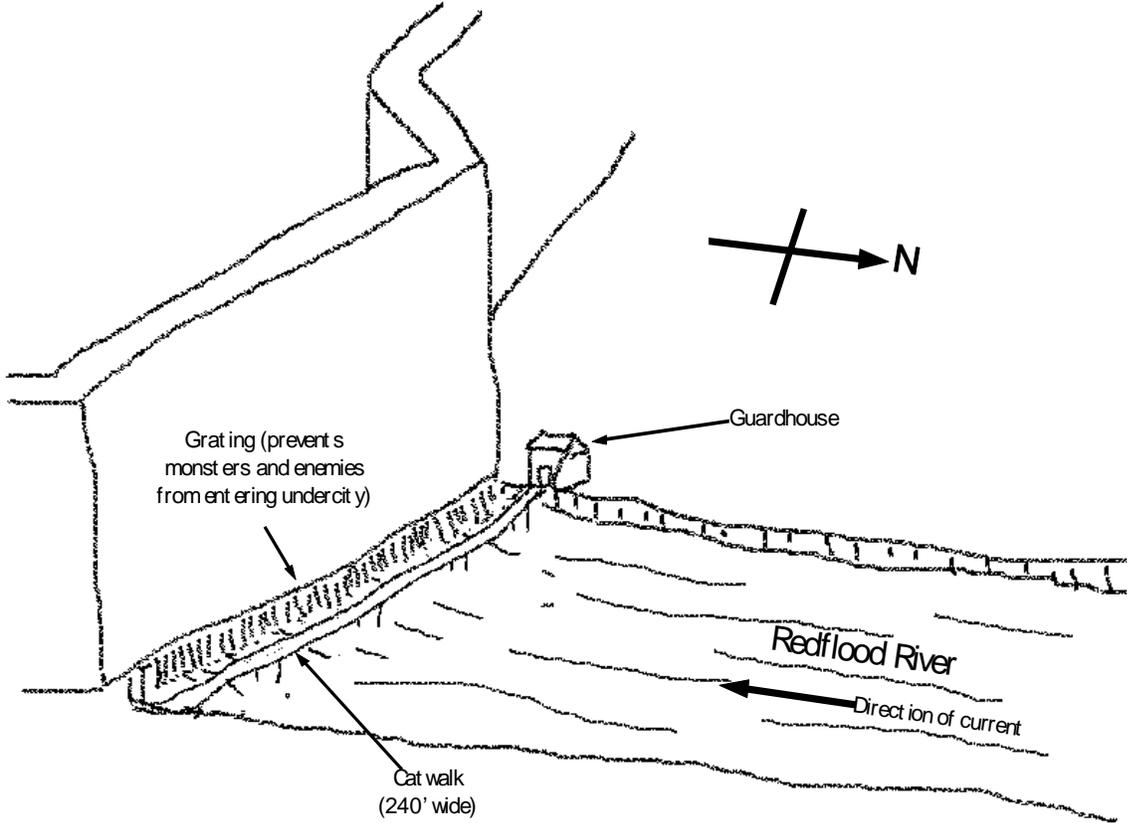
--- Approximate extent of Nadaid's power

◆◆◆ Griffonstrike Pass

PLAYER HANDOUT 2: INSTRUCTIONS FROM PARWEZ

1. Take some fishing stuff.
2. Walk outside east gate of the city follow wall north to where Redflood flows under the city.
3. the river goes through a grate (to stop monsters and other stuff from getting under the city)
4. Pretend to fish
5. Make sure you are on the east side of the river
6. There's guards on a catwalk just beside the grate. Tell them you are fishing
7. Wait for guards to change, they sign in and out in the guard shack, usually take about a minute
8. Go to the eastern edge of the grate (you have about a minute)
9. Take nearest piece of grate and twist in you hand once clockwise, twice counterclockwise then lift up sharply. It will swing out of the way
10. Climb through opening, there's a walkway for sewer cleaners beside the wall.
11. Walkway turns to ~~right~~ left and then ends.
12. Step into the water beside the wall and walk ten more paces. Stop and look for a secret door in the wall.

PLAYER HANDOUT 3: REDFLOOD SWEEPS UNDER NORTH WALL



KET8-03 *Blood of the True*
Illustration of Redflood River sweeping under north city wall

Scale

120'

PLAYER HANDOUT 4: LETTERS ON THE DESK

Planting 20, 591

Dear Friend,

My client would possibly be interested in the item in question, although he feels the price you quote is quite exorbitant. However, he may be amenable to the price once he sees the item. As always, I am available at the Green Dragon Inn in the city of Greyhawk each day at the hour before midnight.

C.A.

Flocktime 2, 591

Dear Sir,

Please excuse my forwardness in sending this note. Although we have not previously met, I have, of course heard of you and your abilities, and possibly you have heard of me. It has come to my attention that a certain item of religious significance is about to come onto the market. I have an acquaintance who is a very religious man. He has spent a lifetime seeking out the finest examples of items associated with the worship of the gods. He is very interested that this particular item will be available for sale shortly, and is willing to match any previously quoted offer for this item. I would be pleased if you would respond to this inquiry care of Smudge, an employee of the Jolly Ogre in Dyvers.

Jarden Spolia
Free City of Dyvers

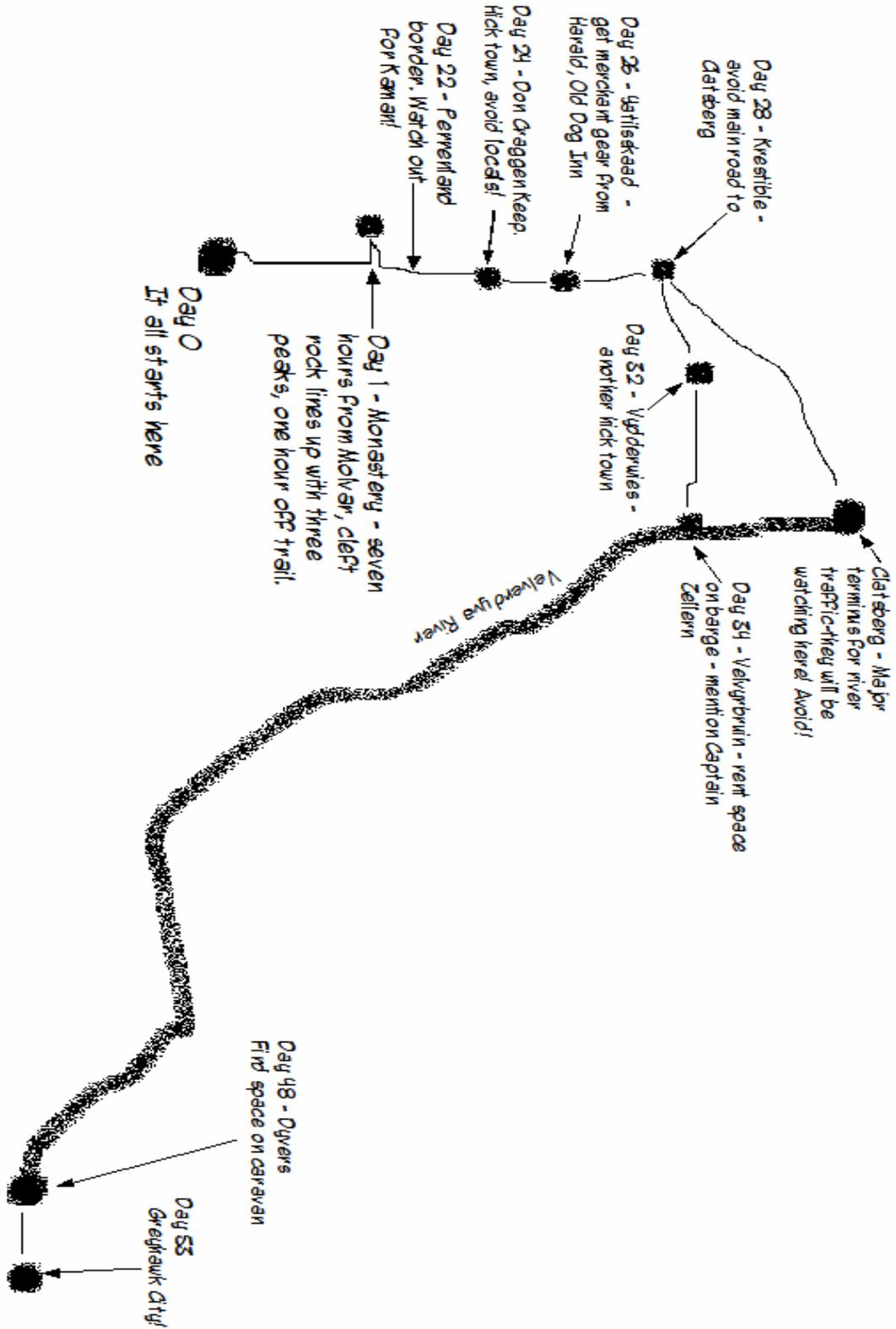
Wealsun 5, 591

Say-eed,

You and me always been good. I sad that my boss offer not good enuf. But okay, auction in Greyhawk during Brewfest, I good for that. Boss has lots of gold.

Slug

PLAYER HANDOUT 5: MAP FOUND ON WALL



PLAYER HANDOUT 6: NEVAZAR'S STATS

APL 2

This handout temporarily replaces your character sheet.

You are deciding the actions of Nevazar, a long-trapped Favored Soul of Al'Akbar. To simplify things, Nevazar has the following options (anything not covered by these will need to be discussed with the Judge).

Nevazar is effectively incorporeal, and has no meaningful physical form. He can deliver touch attacks (as incorporeal touch attacks) but cannot himself be effectively attacked by anything.

He has a speed of 30 ft., and no flight speed. He can share spaces with another creature, but not with a solid object like a wall, nor can he walk through solid objects.

He has a touch attack bonus of +1, and the following spells at will, with caster level 18:

cure light wounds, sanctuary (DC 16)

APL 4

This handout temporarily replaces your character sheet.

You are deciding the actions of Nevazar, a long-trapped Favored Soul of Al'Akbar. To simplify things, Nevazar has the following options (anything not covered by these will need to be discussed with the Judge).

Nevazar is effectively incorporeal, and has no meaningful physical form. He can deliver touch attacks (as incorporeal touch attacks) but cannot himself be effectively attacked by anything.

He has a speed of 30 ft., and no flight speed. He can share spaces with another creature, but not with a solid object like a wall, nor can he walk through solid objects.

He has a touch attack bonus of +2, and the following spells at will, with caster level 18:

cure moderate wounds, sanctuary (DC 16)

APL 6

This handout temporarily replaces your character sheet.

You are deciding the actions of Nevazar, a long-trapped Favored Soul of Al'Akbar. To simplify things, Nevazar has the following options (anything not covered by these will need to be discussed with the Judge).

Nevazar is effectively incorporeal, and has no meaningful physical form. He can deliver touch attacks (as incorporeal touch attacks) but cannot himself be effectively attacked by anything.

He has a speed of 30 ft., and no flight speed. He can share spaces with another creature, but not with a solid object like a wall, nor can he walk through solid objects.

He has a touch attack bonus of +3, and the following spells at will, with caster level 18:

cure serious wounds, magic vestment, sanctuary (DC 16)

APL 8

This handout temporarily replaces your character sheet.

You are deciding the actions of Nevazar, a long-trapped Favored Soul of Al'Akbar. To simplify things, Nevazar has the following options (anything not covered by these will need to be discussed with the Judge).

Nevazar is effectively incorporeal, and has no meaningful physical form. He can deliver touch attacks (as incorporeal touch attacks) but cannot himself be effectively attacked by anything.

He has a speed of 30 ft., and no flight speed. He can share spaces with another creature, but not with a solid object like a wall, nor can he walk through solid objects.

He has a touch attack bonus of +4, and the following spells at will, with caster level 18:

cure critical wounds, freedom of movement, magic vestment, sanctuary(DC 16)

APL 10

This handout temporarily replaces your character sheet.

You are deciding the actions of Nevazar, a long-trapped Favored Soul of Al'Akbar. To simplify things, Nevazar has the following options (anything not covered by these will need to be discussed with the Judge).

Nevazar is effectively incorporeal, and has no meaningful physical form. He can deliver touch attacks (as incorporeal touch attacks) but cannot himself be effectively attacked by anything.

He has a speed of 30 ft., and no flight speed. He can share spaces with another creature, but not with a solid object like a wall, nor can he walk through solid objects.

He has a touch attack bonus of +5, and the following spells at will, with caster level 18:

cure critical wounds, mass cure light wounds, freedom of movement, magic vestment, sanctuary(DC 16)

APL 12

This handout temporarily replaces your character sheet.

You are deciding the actions of Nevazar, a long-trapped Favored Soul of Al'Akbar. To simplify things, Nevazar has the following options (anything not covered by these will need to be discussed with the Judge).

Nevazar is effectively incorporeal, and has no meaningful physical form. He can deliver touch attacks (as incorporeal touch attacks) but cannot himself be effectively attacked by anything.

He has a speed of 30 ft., and no flight speed. He can share spaces with another creature, but not with a solid object like a wall, nor can he walk through solid objects.

He has a touch attack bonus of +6, and the following spells at will, with caster level 18: *empowered cure critical wounds, mass cure moderate wounds, freedom of movement, magic vestment, sanctuary*(DC 16)