

KET1-01

A Favour

A One-Round D&D LIVING GREYHAWK®

Ket Regional Adventure

Version 1

by Tyler Bannister

Sometimes adventure finds you, and sometimes you have to find adventure. A role-playing intensive adventure to introduce players to Lopolla and the nation of Ket. The first Ket regional adventure for characters levels 1-2.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
Ti:	4-12	5-13	6-14	7-15	4 nd

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor

quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 lances*	-2
Poor	43 lances	-1
Common	120 lances	0
High	2500 lances	+1
Luxury	5000 lances	+2

* One lance = one silver piece.

Background Information

Lopolla

Not only is Lopolla well situated on the only east-west trade route, but the palace of the Beygraf is located in Lopolla as well, thus it is both the capital of Ket and the single largest city in Ket. Because of the Beygraf's presence, security is especially tight and the Threshers are especially vigilant. No one may bear arms or armour within the city, except by leave of the Beygraf. For most people that means only innocuous weapons like a stave, or a dagger may be born with the city, gentlemen of good breeding may also carry a scimitar. Armour, however, is prohibited to all, again except by leave of the Beygraf. A visitor must pack his weapons and armor, usually in a

rucksack or backpack and leave them at the city gates. It is possible to sneak weapons into the city, but those who are caught attempting to do so are heavily fined and usually spend a few days in the stocks. Those caught with banned weapons or armour in the city face even stiffer penalties.

For most of the year, a large tent city, called the Ourmistan, surrounds the Market Gate to Lopolla. The Ourmistan constantly changes as caravans arrive and leave for destinations all over the Flanaess and the Baklunish West.

The Griffon's Nest

The Griffon's Nest is a dishonourable tavern with a dishonourable name (Griffons eat horses and thus are despised by most Baklunish). It is one of the few permanent structures (the others being mostly boarding houses, warehouses, and a small military post) in the Ourmistan. Partly because normal Ketites never venture into the Nest, it has become extremely popular among foreigners.

The Courier and the Gaubaruva Family

The Gaubaruva family is a once-proud merchant family that deals specifically in exotic plants. Most of their funds went to pay for the construction of their unique tower in the city.

A courier with seeds for the Gaubaruva Family has just arrived in Lopolla. However, being unfamiliar with Ket, he has refused to remove his weapons and armor, thus the guards are refusing him entry. He went to the Griffon's Nest to figure how to get into the city with his weapons and armor; so far he has only managed to get drunk.

The Countryside

Lopolla consumes a lot of food, much of which is grown in the countryside surrounding the city. However, every so often creatures emerge from the mountains or the extremely dangerous Bramblewood forest. These creatures can quickly bring a farmer to ruin.

The adventure begins on Flocktime (May) the 5th. The weather is pleasant with scattered clouds. Neither Luna or Celene will be full for almost a week.

Afsheen the Farmer

In the marketplace, Afsheen, a farmer is seeking help. Late last night he released his hounds, when he saw glowing lights bobbing in his fields. The dogs rushed out to investigate and a yelp and a wimper later everything went quiet. The dogs never returned. In the morning he found bloodstains in the field leading to a large burrow in one of his fields. He has concluded that a giant burrowing monster is eating his livestock and crops. The military has promised to send a patrol to check on his problem, but they won't be able to

send an experienced patrol to deal with the monster for a least a few days.

What Afsheen does not know is that a dozen beetle eggs washed up from an underground stream into an air pocket. The eggs hatched and the beetles dug a tunnel system under the farm. Late last night the beetles finally broke through the surface in one of his fields. The dogs were outnumbered, killed and the corpses dragged into the tunnels.

The Threshers and Thresher Square

The Threshers are the military police that enforce the laws of Ket. Groups of three Threshers patrol the city, dealing with minor crimes on the spot. Those who commit serious crimes are brought to Thresher Square and placed in the Stocks.

Adventure Synopsis

The characters should begin at the Griffon's Nest. They should enter and speak with the drunken courier. He offers to let them have the other portion of his pay (due when he delivers his package) if they take the package to the Gaubaruva tower. There is the opportunity for players to be involved in a combat, but that should only occur if the players are foolish and insist on sticking their noses into other peoples business.

Once the characters have the package, they can take it the Gaubaruva Tower, but first they need to enter Lopolla. Each of the character should remove their weapons and armor. Any character paying for high or luxury lifestyle costs is allowed to wear a scimitar within the city.

At the Gaubaruva tower the characters are thanked and offered an unusual payment, a tanglefoot bag instead of the gold. In addition the Gaubaruva family has a load of fruit they need to take to the marketplace. Normally they would simply use a horse and cart but the cart they have rented has broken a wheel and thus they can't haul the fruit down to the market. The family cannot offer payment; they simply do not have the money. While rich, their assets are not liquid when the PCs come to visit. However, if the characters take the fruit to the marketplace, they could surely be paid there. If all the characters refuse both payments, they each receive an influence point with the Gaubaruva family.

As the characters are taking the fruit down to the marketplace, they witness a foreigner stepping out of an alley way with his shortsword drawn. Behind the man and opposite the characters, is a trio of Threshers. The Threshers move forward and arrest the foreigner for breaking the weapons laws. The foreigner is fined and escorted to Thresher Square. The characters may intervene, of course, for better or for worse.

Once the characters have taken the fruit to the marketplace and received their payment,

Afsheen approaches them. The farmer tells them about the giant monster that is eating all his crops. The PCs should offer to help him.

When the characters arrive at the farm, they find a large hole in one of Afsheen's fields. It is up to them to track and kill the giant beetles. Luckily for the characters, a bounty has been placed on the beetle's heads, because Afsheen can only pay them in chickens.

When the characters collect the bounty they are informed that the bounty includes an allotment of healing. They are directed to go to the High Temple to receive it. If none of the characters are wounded, they are asked to go to the High Temple and give thanks for the True Faith's generosity.

At the High Temple, they are asked to carry a letter to Balthazar's Blades, a fine weapon shop near the marketplace. When they arrive at Balthazar's, he has a special weapon on display. The characters are asked to deliver a package to the Griffon's Nest.

Introduction

Ketite introduction:

The Griffon's Nest is best known among Ketites for its dishonourable name, and it's even more dishonourable clientele. Located outside the walls in the Ourmistan (the foreigner's tent city), the Griffon's Nest caters to the scum that come and go with the caravans. However, the scum bring more than the dirt of the roads with them, they bring unique information to the tavern. Today, you have found yourself outside the Tavern, about an hour before midday. Despite the danger, the dirt, and the stench, this tavern might be the doorway to great fame and great wealth.

Non-Ketite introduction:

The Griffon's Nest is located outside the city walls of Lopolla and while it is run-down and dirty, the ale is cheap and the food plentiful. It is definitely a favoured spot among the many men who work the caravans. Of course, there are only a few places outside the city walls where you can buy food and drink. On the recommendation of your traveling companions you have stopped here to take a rest and get some lunch before entering the city."

The Griffon's nest appears to be a large and decrepit warehouse that has been converted into a Tavern, it is one a small group of buildings near the city walls of Lopolla, stretched out beyond the buildings in all directions is a mass of tents, wagons and horses. The caravans sprawl across the countryside, except for a wide path that leads directly to the city gates.

The characters may choose to enter the tavern or they may choose to seek adventure somewhere else in the city. Based on their answer, proceed to the appropriate encounter, but try to keep them together, it may not be possible. The encounters are circular so if the characters seem unhappy with the introduction, you can always steer them off to a different encounter. At any point the characters should be allowed to visit the other locations in Lopolla described in the Ket Regional Gazetteer.

Encounter 1: The Griffons Nest

The stench of unwashed bodies and stale smoke hangs thick in the air despite the lack of patronage in the Griffon's Nest.

Three large, burly men sit just inside the door on your left. They seem to eye you suspiciously. Through the pallor of smoke, you can barely see that the other three small tables all appear to be occupied as well. Four men sit at the table against the wall ahead of you, two sit in the farthest corner, and two more sit at the table near the mid point of the right wall. There is no table in the fourth corner.

Of the two large gang tables, one is completely empty and a lone man sits at the other. The man sits staring over his mug at the large leather wrapped bundle on the table in front of him. The barkeep, behind the bar in the middle of the left wall, glances once in your direction when the door opens. There is no sign of any servers.

See Players' Handout #1.

Daltin, the bartender: Anyone approaching Daltin gets a sullen "Waddya want?" He is hung-over and not in a chatty mood. The characters can order ale (1 copper/glass) or fortified wine (2 coppers/glass), in mugs that are almost clean. If anyone attempts to order water, the bartender mocks them (be creative), anyone trying to order food is told it isn't midday yet. Asking questions on brings up two useful tidbits of information: Asking about the previous bartender reveals that he's dead, killed in a bar brawl. Asking about news brings up the only current thing of interest:

"You might be interested in a man with a wrestling bear, says anyone who beats the bear will get 250 lances. He's travelling with one of the Dyvers caravans and so far no one has won. It might be your lucky day though."

Table 1: Tendar, Neebok, and Gibli, the enforcers: They deal with any trouble that breaks out in the Griffon's Nest. Any attempt at conversation with the enforcers is futile, they reply in non-verbal grunts.

Table 2: Bartok, Lavence, Wilhelm and Gerdol, the caravan guards: They work for Narval, the

merchant at table 3. They leave with Narval shortly after noon. These guards are itching for a fight with some Ketites. They attempt to start a fight with any obviously Ketite character who comes close enough to talk to them. It begins with verbal taunts. Any returned insults are used as an excuse to attack. A character can avoid getting into trouble with them by using Intimidation or Diplomacy (DC 15).

Table 3: Narval, the merchant and Jahanshah, the representative of the thieves' guild: These two are arranging a transaction. Should any of the characters attempt to approach this table, they are intercepted and warned off by Abtum and Faramaz, the thieves at table 4. If they players try to force their way to Table 3, Abtum draws steel and warns them to back off again. Failure to comply, results in a grand melee, where everyone in the bar (except Tilzon, the courier) gangs up on the offending character(s). The character(s) should not be killed (unless by accident, critical hit, etc.) But they will be beaten, robbed, and thrown out the front door of the Tavern. Complaining to the Threshers results in the Griffon's Nest being closed for the rest of the week, but does not restore any stolen money or equipment. By the time the characters wake up, find the Threshers and return only the enforcers and the bartender are left, and they didn't take anything.

Table 4: Abtum and Faramaz, two thieves from the guild who are watching the guards at Table 2. The thieves are willing to converse with the players but don't have anything worth while to say. They mostly make fun of the way the caravan guards at table 2 smell.

Table 5: This table is not currently present, it was broken during a fight last night, and it will be replaced some time later.

In the rafters: Silent, and Lucky, the halfling thieves: They chose their own nicknames and the halflings aren't very original), These thieves are well hidden by the smoke and the rafters on which they hide, only a character with low-light or dark vision could spot them and then only with a spot check at DC: 30 (hide check + situational modifiers). They are armed with loaded crossbows, which are aimed at the caravan guards.

Grand Table A: Tilzon, the courier: A courier with a package for the Gaubaruva family. The oeridian at the table is wearing chain mail armour. The sheath of his longsword rests on the ground next to a small steel shield. He seems to stare miserably at the package on the table in front of him, occasionally pausing to drink from the dirty ceramic mug clutched in his hands.

Tilzon is deep in his cups. It is unusual for someone to be so drunk so early in the day. He arrived just after dawn, and is carrying a package of seeds for the Gaubaruva family. When he tried to enter the city, he refused to remove his armor and weapons, and was in return refused entry into the city. Now, he drowns his worries in cheap ale. If the characters don't intervene he passes out and is robbed at about an hour after midday. If they talk to him: (Try and slur the words, hiccup, etc as if very drunk)

"Damned Ketites! They won't let me in the city! I gotta deliver my package. It's a conspiracy! They want me to give them my weapons so they can kill me. I heard all about the deaths and disappearance when I was in Bissel. Say how would you like to help a fellow out? This package has to go the Gaubaruva Tower, it's perfectly safe I tell you. How about it?"

In Tilzon's alcohol fogged brain it seem perfectly all right for him to ask a Ketite he doesn't trust to deliver the package. He's very drunk. If someone deliberately points that they're a Ketite, he'll refuse to let that character deliver the package. However, he is very drunk and easily forgets things like that. If they ask about a reward or payment Tilzon tells them that he is to be paid by the people he delivers the package to.

By the time Tilzon recovers from his drinking, he forgets what he did with the package and assumes that "some damned theiving Ketite" stole it while he was drunk.

The package is a large (8.5 in. x 11 in. x 6 in) wooden sealed box wrapped in leather. Tilzon has strict orders not to open the package. He does not know that it is *fire-trapped* (Search DC: 17 Disable Device DC: 29; 1d4+7 damage) or what's inside. He just knows that it's very, very important. He's wrong though, the seeds inside are only valuable to the Gaubaruvas. He was paid when he picked up the package, but not the full amount. He can't remember how much is still owed to him.

Grand Table B: Empty

NPCs

Bartender:

Daltin, male human Exp3: Medium-size Humanoid (5ft, 11 in. tall); HD 3d6; hp 15; Init +0; Spd 30; AC 11 (+1 Apron); Atks +3 melee (1d6+1 [club] or +3 ranged (1d10+1 [crit 19-20], heavy crossbow); AL N; SV Fort +2, Ref +1, Will +2.

Str 12, Dex 11, Con 13, Int 10, Wis 9, Cha 8.

Skills: Appraise +5, Diplomacy +4, Gather Information +4, Jump +6, Listen +4, Profession (Bartender) +6, Sense Motive +4, Spot +4; **Feats:** Point Blank Shot (included above), Quick Draw, Skill Focus: Sense Motive;

Equipment: heavy crossbow (2), heavy crossbow quarrels (20), heavy leather apron.

Table 1:

Tendar, Neebok, Gibli, male human War3 (3): Medium-size Humanoid (6 ft. tall); HD 3d10+3; hp 22, 21, 20; Init +0; Spd 30; AC 12 (+2 Armor); Atks +6 melee (1d6+2 subdual, sap) or +5 melee (1d6+2 club); AL NE; SV Fort +5, Ref +2, Will +1.

Str 14, Dex 10, Con 12, Int 8, Wis 8, Cha 10.

Skills: Jump +8, Spot +5; Feats: Power Attack, Cleave, Weapon Focus (sap).

Equipment: leather armor, sap, club;

Table 2:

Bartok, Lavence, Wilhem, Gerdol, male human War2 (4): Medium-size Humanoid (5 ft. 10 in. tall); HD 2d10+2; hp 10, 11, 12, 13; Init +0; Spd 30; AC 13 (+2 Armor, +1 Shield); Atks +3 melee (1d8+1 [crit 19-20], longsword) or +2 ranged (1d4+1 [crit 19-20] dagger); AL NE; SV Fort +4, Ref +2, Will +1.

Str 13, Dex 10, Con 12, Int 8, Wis 7, Cha 8.

Skills: Jump +6, Spot +4; Feats: Power Attack, Cleave.

Equipment: leather armor, small wooden shield, longsword, dagger.

Table 3:

Narval, male human Exp3: Medium-size Humanoid (5 ft. 8 in. tall); HD 3d6; hp 12; Init +2; Spd 30; AC 12 (+2 Dex); Atks +1 melee (1d4 [crit 19-20] dagger) or +3 missile (1d4 [crit 19-20] dagger); AL: NE; SV Fort +1, Ref +5, Will +3.

Str 10, Dex 14, Con 10, Int 10, Wis 10, Cha 12.

Skills: Appraise +6, Bluff +7, Diplomacy +9, Gather Information +7, Listen +6, Sense Motive +6, Spot +6; Feats: Lightning Reflexes, Run, Skill Focus (Diplomacy);

Equipment: dagger (4), merchant's clothing, cloak, purse (25 gp)

Table 4:

Abtum, Faramaz, male human Rog1 (2): Medium-size Humanoid (5 ft. 10 in. tall); HD 1d6+1; hp 7; Init +6 (Dex, Improved Initiative); Spd 30; AC 14 (+2 Dex, +2 Armor); Atks +2 melee (1d6+1 [crit 18-20], scimitar), +2 ranged (1d8 [crit 19-20], light crossbow); SA Rog sneak attack +1d6; AL N; SV Fort +1, Ref +4, Will +0.

Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 13.

Skills: Bluff +5, Gather Information +5, Hide +4, Innuendo +4, Intimidate +5, Listen +4, Move Silently +4, Read Lips +5, Search +5, Sense Motive +4, Spot +4; Feats: Improved Init, Weapon Focus (scimitar).

Equipment: leather armor, aba, scimitars, light crossbow, case with 20 quarrels, silver ring.

The rafters:

Lucky, Silent, male halfling Rog1 (2): CR 1; Small Humanoid (3 ft. 2 in. tall); HD 1d6+1; hp 7; Init +2 (Dex); Spd 20 ft.; AC 15 (+2 Armor, +2 Dex, +1 Size); Atk +1 melee (1d4 [crit 19-20], dagger), or +4 ranged (1d8+1 [crit 19-20], light crossbow), or +5 ranged (1d4+1 [crit 19-20], dagger); SA Rog sneak attack +1d6; AL N; Fort +2, Ref +5, Will +2

Str 11, Dex 14, Con 12, Int 11, Wis 13, Cha 15,

Skills: Balance +6, Climb +6, Escape Artist +6, Hide +10, Jump +6, Listen +7, Move Silently +8, Tumble +6; Feats: Point Blank Shot (included above).

Equipment: 2 light crossbows, 20 crossbow bolts, 2 leather armor, 6 daggers, 2 flasks of oil (prepared with fuses), gold ring.

Table 3:

Jahanshah, male Baklunish human Rog2: Medium-size Humanoid (5 ft. 8 in. tall); HD 2d6+2; hp 12; Init +4 (Improved Init); Spd 30; AC 12 (+2 Armor); Atks +1 melee (1d6 [crit 18-20], scimitar), +1 ranged (1d8 [crit 19-20], light crossbow); SA Rog sneak attack +1d6; SQ Rog evasion; AL N; SV Fort +1, Ref +3, Will +1.

Str 10, Dex 11, Con 12, Int 16, Wis 13, Cha 14.

Skills: Appraise +8, Bluff +5, Decipher Script +8, Diplomacy +11, Disable Device +8, Disguise +4, Forgery +8, Gather Information +7, Innuendo +8, Listen +6, Search +5, Sense Motive +6, Spot +8; Feats: Alertness, Improved Init.

Equipment: thieves' tools, leather armor, aba, scimitar, light crossbow, case with 20 quarrels, silver necklace.

Grand Table A:

Tilzon, male Oeridian human War1: Medium Humanoid (5 ft. 7 in. tall); HD 1d8; hp 6; Init +0; Spd 30; AC 16 (+5 Armor, +1 Shield); Atks +4 melee (1d8+2 [crit 19-20], longsword); AL CG; SV Fort +2, Ref +0, Will -2.

Str 14, Dex 11, Con 11, Int 8, Wis 7, Cha 10.

Skills: Climb +4, Intimidate +2, Listen +2, Spot +4; Feats: Alertness, Weapon Focus (longsword).

Equipment: longsword, chainmail, small steel shield, miscellaneous equipment, the package.

Tactics: All of the groups allow characters to flee combat, but take attacks of opportunity on the fleeing characters should they be presented the opportunity.

If the caravan guard start the fight (swings the first blow), then the thieves help subdue the guards. The thieves in the rafters then sneak attack them, while the two thieves at table 4 try to join in and flank the guards if possible. If a character starts the fight (swings the first blow) then the thieves stay completely out of the fight.

Regardless of who starts it, the enforcers step in and try to settle it. They perform a full move and demand the fight be broken up in round 1. After round 1, they attack normally subduing anyone who doesn't put away their weapons and return to their seats.

If weapons are drawn, Daltin, the bartender, takes a loaded heavy crossbow out from underneath the counter (quick draw). He shoots whoever drew the first weapon and then pulls the second crossbow out from under the bar, and yells "The next person who draws gets the same!"

He stays behind the bar and receives at least 50% cover from the bar.

Encounter 2: The City Gates

When the PCs approach the gate:

The market gate is easily twice the size of the other city gates. The traffic lines up on the right side of the gate, in two separate lines. One is a mixture of carts, pack animals, men hauling barrels, and women carrying baskets of goods. They seem to be waiting for their goods to be assessed and taxed. The other line is much shorter with only a few horses interspersed though out it and it seems to move swiftly through the gates, although occasionally there are long pauses.

Note: If the players are leaving Lopolla, the line up on the inside is similar, with carts leaving on the right, and people leaving on the left. Only the Threshers may pass through the center area.

When the characters get into line:

The line swiftly carries you to the entryway, where a trio of guards stops you. One of the men addresses you: "I am Ardavan al'Tresher, all who enter the city of Lopolla must abide by its laws."

1) If any of the characters is a foreigner:

"The word of a Thresher is law, do not fail to obey."

2) If any of the characters are wearing armour or carrying weapons:

"Only those given permission by the Beygraf himself, may bear weapons or wear armor in the city of Lopolla, you must remove both immediately and leave them at the gate."

3) If any of the character appear to be wizards, bards or sorcerers:

"The Archons and the Brotherhood of Sorcery have exclusive licenses over trade in magic."

What it all means:

1) The Threshers have a broad power, they cannot make up new laws, but they have authority to determine the punishment of anyone caught breaking the law. There are also several broad laws that include such nebulous terms as acting without honour and disturbing the citizens of Ket. The Threshers may determine punishment on the spot. There are no trials and there is no jury, however excessively harsh penalties are overturned by the Jurats who review all sentences.

2) Only daggers, staves, slings and saps may be carried or worn within Lopolla. Additionally one of the following may be applied (if applicable): Ketite gentlemen (high or luxury lifestyle) may wear a single scimitar within the city.

Clerics of the True Faith may wear a single falchion within the city.

No armour, and no other weapons and is allowed into the city without express (certed) permission.

All weapons and armour must be stowed in bags or chests and left with the guards who have a storage area for such things. A scribe records the character's name, time of entry and a tag attached to the character's stuff. It is available when the character returns.

3) Unless a character has a cert stating otherwise, they may not sell spells or magical items within the city.

See the Ket Gazeteer for more information on law and order in Ket.

NPCs:

Ardavan al'Tresher, human Baklunish male
Ftr2: CR 2; Medium-size Humanoid (5 ft. 8 in.); HD 2d10+6; hp 22; Init +1; Spd 30 ft.; AC 16 (+5 armor, +1 Dex); Atk +4 melee (1d6+2 [crit 18-20], scimitar) or +4 ranged (1d8+1 [crit 19-20], light crossbow); AL LN; Fort +6, Ref +1, Wil +6.

Str 14, Dex 12, Con 17, Int 16, Wis 18, Cha 10.

Skills: Forgery +5, Handle Animal +5, Listen +8, Search +5, Sense Motive +6, Spot +8, Ride +8.
Feats: Alertness, Iron Will, Endurance, Point Blank Shot (included above).

Bonus Languages: Baklunish, Dwarven, Orc.

Equipment: Scimitar, light crossbow, bolts (10), dagger, chain shirt, buckler, hemp rope, sap, signal whistle, miscellaneous stuff worth 1d4 gp.

Encounter 3: The Gaubaruva Tower

Most Ketites know the Gaubaruva family home by its nickname, "The Blooming Tower". While a seven-story tower made of white marble with a golden onion dome would be noticed in any city, it is the small open-aired balconies that provoked its nickname. All year round, each of those balconies supports a wash of green plants. Even in the dead of winter the plants seem to grow right down the outside of the tower. As if it was no more than a simple afterthought, a small gray two-story house juts out of the north face of the tower.

There are two doors, one directly in the base of the tower, and one on the house. The door in the base of the tower is used only for loading into or out of the tower. Anyone knocking on this door

receives no response (no one can hear the knocking). If anyone knocks on the door to the house, Yashar, the Gaubaruva butler, answers the door:

It's only a few moments before a dignified but elderly man in pale green robes opens the door. He bobs his shaven head in a bow to you and asks "How may I help you, sirs?"

Yashar is reluctant to invite anyone inside who looks poor or disreputable (any lifestyle lower than common) but anyone who asks to speak to the lady of the house, or who mentions or shows him the package is invited in. Anyone asking for the master of the house is told that he is currently out on business and isn't expected back until this evening.

The interior of the house is strangely laid out, the rooms are irregularly shaped and on the short walk to the lavishly appointed sitting room, you are sure that you saw no less than three stair cases. Despite the bizarre layout, the furnishings are expensive but tasteful.

After seeing that you are all comfortably seated the old man tells you "Mistress Mahrohk will join you in a few moments, please excuse me while I ready the tea."

With that Yashar leaves to tell Mahrohk that she has guests waiting and then prepares the tea. There are no small valuable objects lying around.

After a short wait, a dignified matron wearing a pastel tartan patterned robe sweeps into the room. She smiles warmly as she asks, "I trust I haven't kept you waiting too long? Yashar has informed me that you have some business with me?"

Mahrohk is a gracious host and if someone presents the package she is most delighted to see it. She will want to examine it closely, but won't open it. If anyone asks she remarks that "Such things are best left to the experts". However, once the initial thrill has passed:

After a few moments a shadow passes over Mahrohk face as, she looks at each of you and she sigh sadly. "I'm afraid, that money is a little tight in my household at the moment, I'm hoping that you would be willing to accept this in payment?" As the old man returns bearing the promised tea, Mahrohk picks up the leather bag sitting next to the teapot. She presents it gently to you and continues "It may not be silver, but sometimes a tanglefoot bag can save a life, where silver could not."

If the characters refuse graciously, Mahrohk thanks them for their charity. If the characters refuse the tanglefoot bag and want cash, Mahrohk writes a note in baklunish authorizing

Tarim in the bazaar to give the PCs 350 sp. She then gives the note to the PCs.

Mahrohk assumes that the PCs delivered the package all the way from Dyvers themselves. If the PCs tell her about Tilzon, she attempts to determine if the PCs will give the money to him. (Use a Sense Motive vs. the PC's Bluff check) If she thinks the PCs are honest and will try and make sure that Tilzon gets the money that is rightfully his, she will write out a note for them to give to him. In this case, she gives them only 10 lances each for their trouble, and not the tanglefoot bag. (Tilzon took the package 1000 miles, they took it the last little bit.) In this case, if Tilzon eventually gets paid by the Gaubaruva family, and the PCs refused all the money they were offered, they earn the influence point. (Tilzon eventually tells the Gaubaruva family what he knows, which leaves an appropriate impression of the PCs with the Gaubaruvas.)

As you get up to leave, a young woman, also in pale green robes, slides up to Mahrohk, touches her gently on the sleeve and whispers a quick message into her ear.

If the characters have been rude, greedy or grasping Mahrohk quickly excuses herself, and Yashar, the butler, escorts the characters out of the house. The encounter is over. However, if the characters have handled themselves gracefully (but regardless of whether they accepted payment), Mahrohk asks them to help her.

"I'm afraid young Deli informs me that there is a problem with our cart. You seem like strong capable people. Might you be able to help an old woman mend the wheel of a cart? Tarim, my son, is securing a stall in the bazaar and we must bring a load of fruit down to the market for him to sell."

If the characters ask about payment, Mahrohk is vague, she assures them that Tarim can recompense them for their effort. If pressed, she adds to the note (or creates one) directing Tarim to give them 10 sp each. (Tarim gives them the same amount regardless if they have a note or not.)

When Mahrohk escorts you to the side of the house, the problem with the cart is immediately obvious, one of the wheels has broken into three separate pieces, it's a wonder that someone wasn't injured when it broke. The wheel looks like it needs to be replaced, not repaired.

This is a chance for the characters to display their ingenuity. Let them explain how they are going to fix or, more likely, jury-rig a new temporary wheel and where they are going to get the correct tools (if the characters don't have any, Yashar can fetch some from the house). It's also possible that a spell caster could carefully mend the pieces together. However, doing so for payment is illegal. Yashar reminds PCs who discuss that option of the laws, but he implies

that if they still want to cast spells they could take the pieces somewhere private.

Craft blacksmithing or craft carpentry: DC 15 to jury-rig a new wheel.
(Apply +/-2 modifiers based on the character's plan)

Alternatively the characters can offer to transport the three barrels of fruit down to the market by hand, each barrel weighs about 50 lbs. Mahrohk asks them not to roll the barrels because the fruit will bruise.

NPCs:

Yashar, the Butler, 53 year old male Baklunish slave Com2: CR 1/2; Medium-size Humanoid (5 ft. 10 in. tall); HD 2d6-1 hp 8; Init +0; Spd 30ft; AC 9 (-1 Dex); Atk +2 (1d6+1 club); AL N; Sv Fort -2, Ref +0, Will -1;

Str 12, Dex 10, Con 7, Int 10, Wis 8, Cha 14.

Skills: Bluff +3, Diplomacy +3, Intimidate +3, Profession(Butler) +3, Sense Motive+1; Feats: Toughness.

Deli, the Maid, 26 year old female Baklunish slave Com1: CR -; Medium-size Humanoid (4 ft. 11 in. tall); HD 1d6 hp 4; Init -1; Spd 30ft; AC 9 (-1 Dex); Atk -; AL NG; Sv Fort +0, Ref -1, Will -2;

Str 8, Dex 9, Con 10, Int 7, Wis 6, Cha 10.

Skills: Profession(Maid) +2; Feats: Endurance.

Mahrokh Gaubaruva, female Baklunish Ari7: CR -; Medium-size Humanoid (4 ft. 9 in. tall); HD 7d8+3; hp 41; Init -1; Spd 20ft; AC 9 (-1 Dex); Atk -; AL LN; SV Fort +2, Ref +3, Will +10;

Str 7; Dex 9, Con 11, Int 14, Wis 16, Cha 18.

Skills: Bluff +14, Diplomacy +16, Gather Information +14, Innuendo +11, Intimidate +13, Sense Motive +11; Feats: Skill Focus(Diplomacy), Iron Will, Lightning Reflexes, Toughness.

Encounter 2, Part 1: Justice?

As you make your way towards the Marketplace you are astonished to see a Flannae man step out of one of the smaller side streets, not because of his presence, but because unlike everyone else in Lopolla he is armed with bare steel. A hush seems to fall over the crowded street as a number of people near him starting edging away.

With his short sword grasped firmly in his right hand, the short, dangerous looking man squints at you and slowly begins to sweep his gaze around the rest of the road. However, he is definitely looking in the wrong direction, directly behind him, a trio of Threshers has noticed his blade, the crowd quickly parts before them as they begin to advance.

The characters have several choices on what do. They can:

1. warn the man,

2. attempt to capture him
3. watch
- or they could do the suicidal
4. attack the Threshers.

Only 3) is the correct answer. The others are likely to get them into trouble with the Threshers.

1) Warning the man allows him to run across the street, and back into an alley. Two of Threshers take up chase while the third puts his signal whistle to his lips and whistles loudly. The third one stays with the characters and tells them that they are under arrest. Each of the characters that warned the man are fined 50 silver, escorted to the nearby Thresher Square and placed in the stocks for two hours, and receive 5 lashes. Anyone unable to pay the fine spends the entire day in the stocks and receive 10 lashes. Regardless of whether they can pay, the characters are also sternly lectured:

The Threshers turn towards you and their leader takes a deep breath before bellowing "What, exactly did you think you were doing? That man was wielding an illegal weapon. Now he has to be found and you had better hope we do so before he kills someone. Mostly likely he is some foreigner who thinks because weapons aren't allowed in the city that the people will be easily slaughtered and robbed. Well, since you obviously lack the common sense of any good citizen, you are going to come with us. I hereby sentence each of you to a fine of 50 lances, two hours in the stocks to think about the lives you've endangered and 5 lashes to make sure the lesson sticks."

2) Attacking him also provokes him to run away, if he is still able to when the characters are done with him. If the characters disable him, the Threshers collect him. However, unless one of the characters is a Mullah, the Threshers lecture the characters about taking the law into their own hands, but are lenient if they didn't kill him. If the PCs are responsible for his death, all the characters who contributed to his death (such as doing real damage) have the weapons they used confiscated in addition to the punishment described in 1) above (as if they had warned him.) The PC who struck him last is deemed responsible for his death even if Noshier actually died from bleeding to death. That PC has all his weapons confiscated and becomes the property of Ket and eventually sent to the mines. If the PC killed him with unarmed attacks, his hands (or whatever) are cut off and confiscated at Thresher Square. See conclusion for more information.

The Threshers turn towards you and their seeming leader speaks "While I'm sure you're intentions were well meaning, we cannot have everyone taking the law into their own hands, by all means do interfere if we are not close by to help. But when a Thresher is about his business

do not interfere unless he bids you to do so. While we should assess a fine for interference, you did disable the man, and he did not escape. If my fellow Threshers agree," he pauses and looks at the other two who solemnly nod. "I will let you go with this commandment, you shall seek out a Mullah and ask him why you should not interfere in the workings of the Threshers, and when you do listen carefully to the wisdom of the True Faith."

3) Watching the foreigner allows the Threshers to get close enough to cut off his escape before he can bolt. One of the Threshers wins initiative, demands the man surrender and disarms him. The second readies his scimitar and reissues the demand. Then the man surrenders before the third Thresher can act (Init 17, Attack 22 (Defend 17), Init 7 Ready, Init 4 Surrender, Init 1 Ready). The man is searched, the third Thresher confiscates his weapon, and the first two begin to interrogate him (As always, the characters may interrupt this dialogue at any point, but the Threshers react appropriately to the PCs who have no business interfering with the law and their authority.):

The man spots the Threshers mere moments before they reach him, and he raises his sword, seemingly prepared to defend himself, but in a flash of steel it's all over. The first Thresher has sent the sword skittering across the stones, while the second has leveled a scimitar at the man's throat, as he orders "Raise your hands above your head, and don't make any sudden moves."

The man slowly raises his hands above his head as the third Thresher picks up the short sword from the cobbled street and returns it to the second, "Sivad, here is the criminal's weapon."

Sivad al'Tresher examines the weapon and turns towards the criminal "Not only is this an illegal weapon, but you were carrying it ready to use, what is your name and what do you have to say to defend yourself?"

"My name is Noshier, I was attacked... Attacked in the alley. There must have been a half dozen of them, I disarmed one... disarmed him and... and took his blade. I meant no harm. The blade it's not... It's not mine."

Sivad al'Tresher seems to search Noshier's face, then looks at the second Thresher "Gaspar, what do you think of his story?"

Gaspar al'Tresher looks at the man and calmly says, "He is clearly lying though his teeth, Sivad."

Sivad then glances over at the third Thresher who is investigating the alleyway, and asks, "What do you think Phraates?"

Phraates al'Tresher responds "There is no sign of a fight in the alley way, no thieves, no blood, and little for thieves to hide behind, I do not believe him."

Sivad al'Tresher returns his gaze to the criminal and pronounces "You are guilty of

bearing illegal weapons, for that I sentence you to 3 days in the stocks and 20 lashes per day plus a fine of 100 lances. For baring the blade, I sentence you to 3 more days in the stocks and an additional fine of 100 lances. For resisting the Threshers, I sentence you to 6 more days in the stocks and an additional fine of 200 lances. Should you or your family be unable to pay the fine at the end of your 12 days, you shall become the property of Ket. Are we in agreement on the punishment?"

Both Gaspar al'Tresher and Phraates al'Tresher nod their heads and the three Threshers begin to haul Noshier away.

4) Attacking the Threshers allows the man to escape, however, all the characters that attack the Threshers will be captured and sent to the mines. There are many patrols of Threshers in the street and the many citizens who witness the attacks carry word of the attack to the other patrols. In a matter of minutes word has spread to a large number of patrols and a manhunt begins. It is exceptionally unlikely that any characters could escape such a manhunt, if anyone wants to try, see the Gazetteer for details on increasing patrol strengths, and the gate guard. (Note: The PCs are badly outnumbered, surrounded, and need to fight their way out of the city).

Investigating the alley reveals nothing of interest. Noshier is (of course) lying. He smuggled the shortsword into Lopolla and was looking for someone he owed money to, but couldn't pay. He planned to repay him with steel instead and thought he saw the man he was looking for passing the alley.

NPCs:

Noshier, male Flan human War1: CR 1/2; Medium-size Humanoid (5 ft 4 in.); HD 1d8+3; hp 9; Init +4; Spd 30 ft.; AC 10; Atk +4 melee (1d6+2 [crit 19-20], shortsword); AL NE; Fort +5; Ref +0 Wil +0.

Str 15, Dex 11, Con 16, Int 8, Wis 8, Cha 7.

Skills: Jump +7, Intimidate +4. Feats: Weapon Focus (shortsword), Skill Focus (Intimidate).

Equipment: Shortsword (with scabbard), clothes.

Phraates al'Tresher, human male Ftr2: CR 2; Medium-size Humanoid (5 ft. 10 in.); HD 2d10+18; hp (34); Init +0; Spd 30 ft.; AC 15 (+5 armor); Atk +4 melee (1d6+2 [crit 18-20], scimitar) or +2 ranged (1d8 [crit 19-20], light crossbow); AL LN; Fort +6, Ref +0, Wil +2.

Str 14, Dex 11, Con 17, Int 11, Wis 14, Cha 9.

Skills: Jump +7, Listen +7, Spot +7. Feats: Toughness, Toughness, Toughness, Toughness.

Equipment: Scimitar, light crossbow, bolts (10), dagger, chain shirt, buckler, hemp rope, sap, signal whistle, miscellaneous stuff worth 1d4 gp.

Gaspar al'Tresher, human male Ftr3: CR 3; Medium-size Humanoid (5 ft. 11 in.); HD 3d10-6; hp (13); Init +7 (Dex, Improved Initiative); Spd 30

ft.; AC 18 (+5 armor, +3 Dex); Atk +5 melee (1d6+1 [crit 18-20], scimitar) or +7 ranged (1d8 [crit 19-20], light crossbow); AL LN; Fort +1, Ref +4, Wil +1.

Str 12, Dex 17, Con 7, Int 14, Wis 10, Cha 9.

Skills: Climb +7, Forgery +5, Ride +9, Rope Use +6, Search +5. **Feats:** Blind-Fight, Improved Initiative, Weapon Focus (scimitar), Weapon Focus (light crossbow). **Bonus Languages:** Baklunish, Halfling.

Equipment: Scimitar, light crossbow, bolts (10), dagger, chain shirt, buckler, hemp rope, hooded lantern, flint and steel, sap, signal whistle, miscellaneous stuff worth 2d4 gp.

Sivad al'Tresher, Baklunish human male Ftr4: CR 4; Medium Humanoid (5 ft. 7 in.); HD 4d10; hp (28); Init +0; Spd 30 ft.; AC 15 (+5 armor); Atk +6 melee (1d6+3 [crit 18-20], scimitar) or +4 ranged (1d8 [crit 19-20], light crossbow); AL LN; Fort +4, Ref +1, Wil +2.

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

Skills: Diplomacy +3, Gather Information +2, Intimidate +3, Handle Animal +7, Ride +7, Search +3, Sense Motive +3. **Feats:** Expertise, Improved Disarm, Mounted Combat, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar). **Bonus Languages:** Baklunish, Dwarven, Orc.

Equipment: Scimitar, light crossbow, bolts (10), dagger, chain shirt, buckler, sap, signal whistle, miscellaneous stuff worth 4d4 gp.

Tactics: The characters should not be fighting the Threshers, if they do engage the Threshers, Gaspar stands back to blow his signal whistle and then joins the fight in the most effective way possible. The Threshers do not surrender, and will not let the characters escape.

Encounter 4, Part 2: Thresher Square

Thresher Square is not a particularly pleasant location to visit; a dozen stocks lining the edges of the square contain a dozen prisoners. Each of the prisoners is bare backed and most bear livid marks that attest to the lashes they've received. A few Threshers patrol the square, keeping eyes on both the prisoners and the visitors. In one corner, near one of the four water urns a Jurat seems to be deeply engaged in conversation with a small group of visitors.

If the characters are being put in the stocks: (If they followed the Threshers with Nosher, adjust to fit. Nosher is a foreigner)

As you enter the square, your escort shouts, "Guests have arrived, prepare their accommodations!" to one of the patrolling Threshers. The other man hurries off to what appears to be a barracks building, and begins

hauling some large wooden stocks, out of a storage shed. He's quickly joined by another pair of Threshers from inside the barracks, and in a few minutes the additional stocks are locked into the ground in one corner of the square.

You are quickly locked into stocks, and once you are secured, one of your escorts turns to you, looks you directly in the eyes and says "Embrace the True Faith and your toil will bring you strength." As he leaves, another of the Threshers approaches and speaks "My name is Faraz al'Tresher. It will be my duty to protect you from any who would harm you, we do not need guards to prevent you from escaping, because you cannot, not even an ogre could break free of these stocks. However, you will not speak, unless you have been addressed, not to me and not to any of the visitors to this square. You will receive food when the Jurat takes mercy upon you in the name of the True Faith. You will receive water when the people you have wronged give you the charity you do not deserve. That is all." He turns and begins to walk away in a slow measured pace.

If any of the characters are foreigners:

After a few steps, Faraz al'Tresher stops, look at you and growls "Do not under any circumstance beg for water, if you do so, you will be shamed and none who see such weakness will be willing to give you what you beg for. It is better to endure in silence than to increase your suffering. I give you this warning because I do not wish to see you suffer any more than is necessary to cleanse your soul." He quickly turns and begins walking away again as if he said nothing at all.

The routine is fairly regular in the Square, people occasionally wander among the criminals and ask them to recite their crimes, ask them why they chose to commit them, and ask them if they are sorry. Those people who behave with honour are usually given a drink of water from the corner urn, or have the water poured down their backs. The Threshers walk routine patrols around the square in strict military order, yet there always seems to be at least one in earshot of the prisoners. Each dawn and dusk the prisoners receive half of their lashings. A Jurat then performs a service to Al'Akbar, begs for the prisoners to be forgiven for their crimes, cleans the criminals wounds, and gives food and water to those who have acted honourably since the last service. At night, the square is deserted except for the measured pacing of the Threshers.

PCs in the stocks are unable to rest and regain hitpoints or spells. Additionally characters suffer a -2 circumstance penalty to all rolls for an amount of time after leaving the stocks equivalent to the time they spent in them.

Encounter 5: The Bazaar

The great bazaar of Lopolla is an amazing site, it spills over into both the Souk and the Wazir quarters of the city. Like most bazaars it has a shrine to Mouqol at its heart, and the whole bazaar seems blessed by the Honest Merchant's God. Nevertheless you can still see trios of Threshers patrolling the crowd.

The smell of the bazaar is almost intoxicating; it seems a strange mix of perfumes and food. The shouting, barking and clamoring should be cacophonous, but instead seems almost melodic. Truth be told, there is nothing quite like the great bazaar of Lopolla.

Encounter 5, Part 1: Gaubaruva Fruit Stand

Despite the sprawl and crowd you easily find the stand that the young Gaubaruva, Tarim has rented. As you approach with the fruit, the relief is obvious in his face. Tarim eagerly accepts the barrels and begins positioning them in his little stall. In a few moments he is eagerly opening and unpacking the barrels.

The characters should explain the situation to Tarim. He is busy trying to set up the stand to sell some of his fruit and does not offer to pay them. He assumes that his mother has already paid them. Unless the characters ask for the money, give him the note or otherwise remind him that they should be paid, he won't think about it. If they do, he apologizes and gives them most of the money he has with him (22 greatshields, 190 lances, and 100 helms, all from a small locked box).

If the characters don't ask him for the money (or otherwise acquire it), and they didn't accept the tanglefoot bag, and they were generally courteous to the family they each get an influence point with the Gaubaruva family at the end of the module. To get the influence point, all the PC's have to refuse payment as to leave a good impression with the family. (Tilzon eventually tells his version of events as best he can remember them which does not include the PCs. If anyone accepts payment, they are at best taking advantage of a drunk, or allowing someone to take advantage, and don't stand out in the Gaubaruva's minds.)

NPCs:

Tarim Gaubaruva, male Baklunish Ariz: CR -; Medium-size Humanoid (5 ft. 4 in.); HD 3d8; hp 21; Init +2; Spd 30 ft.; AC 12; Atk +1 melee (1d6-1/crit 18-20/x2, scimitar); AL LN; SV Fort +4, Ref +5, Will +6; Str 9, Dex 14, Con 12, Int 15, Wis 13, Cha 16.

Skills: Diplomacy +9, Gather Information +9, Sense motive +7, Profession (Accountancy) +4,

Appraise +8, Handle Animal +9, Ride +8; Feats: Great Fortitude, Iron Will, Lightning Reflexes.

Equipment: scimitar, merchant's outfit, lockbox.

Encounter 5, Part 2: Stealing Your Way to a Brighter Future

Any character attempting to practice theft or fraud within the bazaar is at a disadvantage because the entire area bazaar is considered holy ground to Mouqol and all the bartering and trading that takes place is blessed by him. Thus thieves (any character attempting to steal) and con men find themselves with a -6 sacred penalty applied to all bluff, diplomacy and pick pockets rolls.

However, stealing outside the bazaar is much easier. Below are some victims for any characters who want to try their hand at picking pockets: To pick someone's pockets, a character must roll higher than the spot check of his victim, and beat DC 20. If the roll is lower than the victim's spot check, the thief is caught. If the roll is less than 20, the character did not get the victim's purse. A thief cannot take 10 or take 20 on pickpocket rolls. Follow the order below for thieving checks:

- 1) A prosperous merchant, Spot: 11, Purse: 70 lances.
- 2) A rich noble, Spot 10, Purse: 14 greatshields, 20 lances.
- 3) A well to do lady, Spot 18, Purse: 6 greatshields, 10 lances.
- 4) A personal slave on an errand, Spot 18: 20 greatshields.
- 5) A fat and very rich merchant (actually a thief catcher): Spot 30: 10 Bastions. A sense motive check at DC: 20 reveals that it's a trap (the PC notices that the merchant is a little too oblivious and that there are too many Threshers doing nothing nearby). Ask for this roll after the character has decided whether or not to rob the merchant.

Any character caught stealing from the first 4 victims has an opportunity to run. If he delays for any reason, he is caught. (Not only is there the regular presence of the Thresher in the market, but the Mouquollad pays for extra guards to keep the marketplace free of thieves.) However, if the character is caught stealing from the thief catcher, he quickly finds himself surrounded. It's a thief trap and the character has walked into it, the thief catcher stays out of combat, and instead he bellows loudly and acts like an outraged merchant. The Threshers nonchalantly standing about move in quickly and use ready actions to attack, unless the character immediately surrenders. Use the stats from encounter 4 a), except there are 6 guards (Two of each), and they have an ambush round where they each can

perform a partial move to close all avenues of escape. If the character injures a Thresher, they cut him down, and if he survives his wounds, they send him to the mines. However, if the character gives up peacefully or is captured without injuring a Thresher, he must pay back what he stole and he is fined double that by the Threshers and sent to stocks for 1 day and 1 lash per day per 20 lances stolen.

Encounter 5, Part 3: Afsheen the Farmer

Direct the following encounter to the most impressive looking character:

A short man runs up to you grabs your arms and wails "Oh please, please! You must help me! There are giant monsters devouring my livestock as we speak, please you must hurry and slay them before I'm completely ruined!"

The hysterical farmer Afsheen can be calmed down with a successful diplomacy check at DC 10. Questioning Afsheen reveals only a little more information (he doesn't know much):

- 1) Afsheen has reported the monsters to the Threshers but it will be days before a monster hunting patrol can be sent.
- 2) Afsheen doesn't know what the monsters are.
- 3) Afsheen saw glowing lights out in his fields last night. He thought it was thieves stealing food from his farm, so he unleashed his dogs, Ralta and Kalta on them. The dogs were barking, then he heard a short whine of fear, followed by a yelp of pain, and then silence.
- 4) In the morning he couldn't find the dogs but he did find a large hole dug in one of his fields. He thinks the monsters are coming out of it.
- 5) Afsheen's farm is about three hours east of Lopolla, by foot.
- 5) Afsheen can't pay the characters much; all he can afford is about 2 chickens each, if the monsters haven't eaten them yet. He does know, however, that the Threshers pay large bounties on monsters that threaten the crops and farmlands around Lopolla, but he doesn't what the bounty is.
- 6) Afsheen is not a brave man, he is just a farmer and her is not capable of slaying monsters, he's come to Lopolla looking for help, since the Threshers won't be able to help him for a few days he came to marketplace to look for some heroes.

NPCs:

Afsheen

Male human Com1: CR 1/2; Medium-size Humanoid (5ft, 7 in. tall); HD 1d6 hp 5 Init +0; Spd 30; AC 10; Atks +0 melee (1d6, staff); AL LN; SV Fort +0 Ref +0 Will +0.

Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills: Craft (carpentry) +3, Knowledge (Nature) +3, Profession (farmer) +4, Swim +2.

Encounter 6: Afsheen's Farm

The travel time to Afsheen's farm is about 3 hours on foot or about 1 hour if they ride. Afsheen walked to Lopolla, so if they ride, he will need a ride too.

As you reach the crest of a small hill, Afsheen excitedly points out a small solitary stone hut nestled between this rise and the next, "We're almost there!" A sudden worry seems to appear to him as he whispers "I hope those creatures haven't ruined my home while I was gone."

Out in one Afsheen's small fields is a gaping hole. Nothing seems to be moving out in the fields at the moment, but there are signs of a disturbance around the hole. However, it's impossible to make out what happened from this distance.

Give the players Handout #2

Afsheen is most interested in going directly to his house and checking to see if the monsters disturbed it and his chicken coop. Neither has been touched since he left.

If the characters search for tracks, roll only for the character with the highest tracking skill, each additional character with the track feat can assist. If no characters have the track feat, roll only for the character with the highest search skill. Taking 20 only takes 20 minutes if they only look immediately around the burrow entrance.

DC 5: The dogs were killed and dragged into the hole in the ground.

DC 10: All of the above and the creatures were giant insects of some type.

Only characters with the track feat can discern:

DC 18: All of the above and there were about a dozen of the creatures, all of which returned to the burrow.

DC 25: All of the above and the creatures appear to be giant beetles.

DC 28: All of the above and the creatures appear to be giant fire beetles.

Monsters (EL 4)

Giant Beetle, Fire (12): CR 1/3; Small Vermin (2 ft. long); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 16 (+1 size, +5 natural); Atk +1 melee (2d4, bite); SQ Vermin; AL N; Fort +2, Ref +0, Wil +0.

Str 10, Dex 11, Con 11, Int , Wis 10, Cha 7.

Skills: Climb +4, Listen +3, Spot +3;

SQ: Vermin Immune to mind-influencing effects.

These luminous nocturnal insects have two glands, one above each eye, that produce a red glow. They glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. They

are not part of the fire subtype. Vermin are not animals.

A successful Knowledge (nature) check at DC 20 (trained only) means that the PC knows they are immune to mind-influencing spells. A successful Knowledge (arcana) check at DC 10 (trained only) by the same character reduces the DC of the Knowledge (nature) check by 5.

Tactics: The giant beetles aren't very intelligent. They tend to charge in the first round of combat. In subsequent rounds, pairs of the beetles attempt to surround individual opponents to trap them, if possible. The beetles know their tunnels intimately, don't suffer any penalties within them and take advantage of it's layout. If a beetle can't reach any opponents it moves to the nearest opponent it can attack.

Characters should not enter the tunnels, they should use their brains, and literally smoke the beetles out. Characters who enter the tunnels should die. If the characters wait until after sunset, all of the beetles emerge of their own accord to forage again, but not until then. They can easily be located as they provide their own tracking beacons. Diverting water into or lighting a fire in the tunnels also drives the beetles out. Do not provide this information to the players, not even with skill checks.

If the characters descend into the lair, they find the tunnels extremely small. Only a small sized character can fit in the tunnels relatively easily, but they still need to duck and crawl. Medium sized characters need to crawl through the tunnel on their bellies. This is incredibly inconvenient for fighting:

"The tunnel leads you down into the dark, dank cave. The air is musty, and the earth both cool and muddy. Worst of all, the tunnel is narrow, even a halfling would find the environment restrictive, but for humans it would be an effort to move at all. After a short initial passage, the tunnel branches off into 4 different directions, each of the tunnels is as narrow as the entry tunnel, and the intersection hardly offers enough room to twist around. Each of the tunnels bends inconsistently, and little can be seen down any one tunnel."

Characters who venture into the tunnels:

Tiny or smaller creatures may move freely.

Small characters need to make escape artist checks* at DC: 5 to move each round.

Medium characters need to make escape artist checks* at DC: 15 to move each round.

Medium characters can only turn around at junctures.

Large or larger creatures can not enter the tunnels.

Characters cannot move through occupied squares.

Only small weapons and small shields can be used.

Missile weapons are essentially useless, range is 5 feet maximum.

Characters are considered to be prone.

Characters do not get positive dex bonuses to AC.

Spellcasters must make concentration checks at the escape artist check level + spell level.

* These checks are automatically combined with any move action. Failing by more than 5, wedges the character. Wedged characters must take a full round action to work their way free, this action provokes attacks of opportunity.

Development: After the attack, Afsheen mentions, (if he hasn't already) that there is probably a bounty on the creatures since he did report them. He recommends that they take the heads with them. He also presents each of the character with two live chickens.

Encounter 7: Bounty

Returning to the city, you seek out the small military post hidden in among the Ourmistan. This seems like the best place to collect the bounty. The outpost sits by itself with a large forty foot ring of cleared earth between it and the nearest building or tent, it unlike the other buildings in the Ourmistan is stone, and the fortifications from an earlier, more dangerous time are still in good shape and manned. It seems a little fortress built to withstand a small siege. The thick iron doors are open wide, and you find a short line of people waiting to speak to the presiding Jurat.

If the characters join the line, the wait is about a quarter of an hour. The others in line all have routine complaints. When the characters present the beetles heads the Jurat examines them carefully and award the characters 150 lances for each head (There should be 12 unless they did something weird). He also awards them credit towards 150 lances of healing at the High Temple per head. This credit expires in 2 days. The characters are told to see Husayn al'Mullah. If none of the characters are visibly wounded, he recommends that the characters go to the High Temple and thank Husayn al'Mullah for Al'Akbar's generosity.

Encounter 8: At the High Temple

The High Temple of the True Faith sits near the center of Lopolla. It occupies one of the corners of the Crossroads Square where the Moqoullad Road and the Beygraf's Procession meet. The High Temples of Istus, Moqoul and Geshtai occupy the other three corners. At the center of

the square is a huge, 50 foot tall statue of Al'Akbar standing imposingly over an ornate fountain.

Each of the temples is impressive, from the spidery motif of Istus to the forest motif of Geshtai, but the High Temple of the True Faith is first among its equals. The domes and intricately carved pillars are a testament to both the glory and considerable influence that the True Faith wields in Ket.

Walking among the decorated columns seems to emphasize both the greatness of Al'Akbar and your fragility. There are many other visitors walking, praying, admiring or kneeling around the temple and it's various shrines.

There are many people inside visiting the temple proper and paying their respects to Al'Akbar but also many people sit on the steps or wander among the columns looking and reverently touching the carvings. If the characters stop to ask for Husayn al'Mullah they are directed, eventually, to one of the smaller shrines where the Mullah is working. He stops and accepts their thanks, and heals them (the credit gives up to them 6 cure (300 sp each) light wounds from him, or 3 cure moderates (600 sp each). Each cure light can also be traded for two cure minor wounds (150 sp each)). If the characters can purchase additional healing spells at the cost specified in the Ket Gazetteer, if the Gazetteer is not available only 1st - 3rd level spells are available at standard PH prices.

Regardless of whether they need healing, as the characters begin to prepare to leave, an initiate arrives and presents a piece of paper to the Mullah. The Mullah looks it over and stops the characters.

Before you leave, I assume you heading east. Please take this letter to Balthazar's Blades, I would consider it a personal favour. I have much work to do here, and can not take it myself. May you always walk with the Truth.

The letter is an order for a dozen falchions from Balthazar to be delivered to the Temple.

NPCs:

Husayn Al'Mullah Human Male Clr3: CR 3; Medium-size Humanoid (5 ft. 8 in.); HD 3d8+0; hp (16); Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d4-1 [crit 19-20], dagger); SQ Domains: Healing, Law; AL LN; SV Fort +3, Ref +1, Will +6.

Str 8, Dex 10, Con 10, Int 15, Wis 16, Cha 14.

Skills: Diplomacy +8, Heal +11, Knowledge (religion) +8, Profession (bookkeeper) +9, Spellcraft +8. Feats: Brew Potion, Martial Weapon Proficiency (falchion), Scribe Scroll. Bonus Languages: Baklunish, Celestial, Dwarven.

SQ: Domain: Healing: You cast healing spells at +1 caster level. Domain: Law: You cast law spells at +1 caster level.

Equipment: Silver holy symbol of the True Faith, dagger, healer's kit, spell component pouch.

Spells Prepared (5\3+1\2+1): 0 lvl-Detect Magic, Detect poison, Guidance, Read Magic, Resistance; 1st lvl- Bless Water, Command, Comprehend Languages, Cure Light Wounds (e); 2nd lvl- Cure Moderate Wounds (e), Lesser Restoration, Zone of Truth.

Encounter 9: Balthazar's Blades

Balthazar's Blades is written in green below a large yellow scimitar on a bright red sign. Inside, the walls of the small standing are decorated with an assortment of well made blades. Swords adorn the right wall and axes adorn the left. Each of the weapons appears to be carefully, but securely attached to the walls. On the counter are an unusually large scimitar, and an assortment of short blades. Behind the counter, a short, elderly man wears checkered green and red robes with an assortment of yellow scimitars embroidered into them. He perches on his stool, polishing a dagger and watching you casually.

When he notices you looking his way, he grins and waves about the shop urging you to "Look around, look around, let me know if you see anything you like..."

There is a scimitar, a falchion (etched with the cup and talisman symbol), a rapier, a shortsword, a longsword, a greatsword, a two-bladed sword and a bastard sword on the right wall. On the left wall there is a kama, a hand axe, a throwing axe, a battleaxe, a greataxe, an orc double axe, a dwarven waraxe, and a dwarven urgrosh. Besides the unusually large scimitar, there is a kukri, a katar, a siangham and a small assortment of regular daggers on the counter (these weapons are not secured to the counter, unlike the ones on the walls. If anyone asks, Balthazar does have permission from the Threshers to handle and to let his customers handle weapons in the shop. All the weapons here sell for 125%-150% of the PH cost, and while they aren't weapons of quality, they are high quality weapons (no game effect).

The characters are welcome to examine the weapons on the walls, and if they are polite (Diplomacy, DC: 14), Balthazar may even let them take the weapons down one at a time to examine them. If a character purchases anything, he has the option of receiving the weapon now in a sealed wooden case marked with between 2 and 4 wax seals that must be broken to open the case. Balthazar's son can also deliver it to their residence (if the character has a residence in the city) or to one of the gates to be picked up on the way out (if the character doesn't have a residence in the city).

The unusually large scimitar is a greatscimitar and it is a rare Baklunish weapon,

and it is the only one that Balthazar has. Greatscimitars have to be imported, and the supply is anything but regular. Thus the greatscimitar is expensive. Balthazar sells it for no less than 1000 lances. His opening price is 1200 lances but he is willing to haggle with any character who wants to buy the scimitar.

If a character chooses to haggle, you should role-play the haggling, but the final result should come down to a diplomacy check at DC 15 (5 +10). Apply a +4 to -4 modifier based on the player's performance. The haggling character can reduce the price by 10 lances for every point over 15 to a maximum of 200 lances off the price. A spectacular failure, a modified roll of less than 10, actually drives the price up for the character by 10 lances for every point below 10. If more than one character is interested in the greatscimitar, Balthazar sells it to the highest bidder (as long as the price is at least 1000 lances).

If the characters have the note from the Temple, Balthazar accepts it and places it down under the counter, to read after his current customers have left. If they seem like honourable people, Balthazar chit-chats with them and tries to find out a little bit about his customers. If they mention they are leaving the city (or are otherwise going to be near the Ourmistan) he asks them to drop off a letter at the Griffin's Nest. It is a simple letter to Daltin the bartender that his order is ready for pickup.

If the characters try to rob Balthazar, he lets them take what weapons they want and leave the store. However, once gone, not only will the characters be obvious criminals on the street (See encounter 2 weapons restrictions), but Balthazar also alerts the Threshers as soon as it is safe.

NPCs:

Balthazar, male human Exp7: Medium-size Humanoid (5ft, 7 in. tall); HD 7d6 hp 35 Init +0; Spd 30; AC 10; Atks +3 melee (1d4-2 [crit 19-20] dagger) or +6 missile (1d4-1 [crit 19-20] dagger); AL LN; SV Fort +2 Ref +2 Will +6.

Str 6, Dex 10, Con 11, Int 13, Wis 11, Cha 11

Skills: Alchemy +9, Appraise +11, Craft (Weaponsmithing) +13, Diplomacy +10, Knowledge(Religion) +8, Knowledge(Arcana) +8, Listen +8, Profession(Merchant) +8, Sense Motive +8, Spot +8. Feats: Point Blank Shot, Skill Focus(Craft: Weaponsmithing), Skill Focus(Diplomacy), Weapon Focus(Dagger).

Encounter Ten: Battle with the Bear

Before the characters reach the bear and his owner have them all roll sense motive checks, if they ask why, tell them some of the caravan guards are eyeing them suspiciously. Then declare that the characters don't feel any overt hostility. In reality you are checking to see if

anyone notices that the owner is less than honest.

As you wind your way through the tents and caravans it seems like the bartender at the Griffin's Nest might have been wrong. A slight wind, however, carries the words "Step right up and beat the bear to win the prize" to you, following the sound you come around a set of small tents to see a crowd gathered around a tall, thin man standing next to a large brown bear. As you approach the group, the tall man asks, "Is anyone brave enough to challenge a bear? If you are man enough to best the beast, I will give you 250 of my silvers, and all it costs you to try is but a mere 5 of yours. How could anyone refuse to try when you can win so much for so little?"

If none of the PCs step forward the con man invites one of them. Failing that, he invites a shill in the audience:

"You there sir, you look quick and angile! Why don't you try. I'll let you try for free but, of course, if you win I can't give you the prize."

The bear's owner points to a short and wiry man in the audience. The man shrugs and walks forward into the ring. The bear's owner counts down from three and then rings the bell in his hand. The bear immediately rises up on his rear feet and roars.

The short man is already in motion. He darts forward, quickly grabs the bear's right forelimb and swings up onto the bear's back. The bear falls to all fours and the man quickly locks his arm around the bear's neck, the bear tries to throw him, but can't. In a few more moments the bear falls to its stomach. "Well done, well done!" says the owner "If only you had cared to pay, you could have had the prize which now stands at 250 lances!"

The short wiry man shakes his head and walks away muttering, "Why didn't I put my money down, why didn't I put my money down."

The bear's owner turns the crowd and asks, "Is anyone willing to brave the bear like that young man did? But this time perhaps someone would be willing to put some money up?"

The owner and shill are, of course, working together. The bear knows Thoz the shill and performs a well-rehearsed fight. Rangers and druids may make a sense motive check to determine that the bear is not really fighting. Other characters may make a sense motive check to determine that the owner is untrustworthy. Use the die rolls you asked for at the start of this encounter to determine who notices what. Anyone who goes through with the fight has to fight a bear, bare handed and without armor. This is obviously a job for a monk, but any character is free to try. Any character that does real damage to the bear enrage the bear and the owner. Any character that wins by subduing the bear gets the

250 lances as promised. If the bear becomes enraged it deals real damage to the victim. The owner and his shill make most of their money off of the betting (the odds are stacked), and even on the odd instance where the bear loses they usually still make money on the night.

The other characters may bet on the challenger or on the bear. Betting on the challenger yeilds 5 to 1 odds, and betting on the bear yeilds 1.5 to 1 odds. Stolbar doesn't take bets over 100 silver.

PCs who complain to the Threshers that these guys are con men are told that "A fool and his money are soon parted." But they close down Stolbar's operation as soon as they can round up enough Threshers that can break up a crowd that size and take down the bear if need be. By sunset Stolbar and his operation are peacefully closed down by the Threshers.

NPCs:

Stolbar, and Thoz male human Rog2/Rgr 1: Medium Humanoid (5 ft. 10 in. tall); HD 2d6+2+1d10+1; hp 24; Init +2 (Dex); Spd 30; AC 16 (+4 Armor, +2 Dex); Atks +2 melee (1d3, unarmed strike); SA Rog sneak attack +1d6; SQ Rog evasion; AL N; SV Fort +3, Ref +5, Will +1.

Str 10, Dex 14, Con 12, Int 13, Wis 13, Cha 14.

Skills: Animal Empathy +4, Balance +6, Bluff +5, Diplomacy +9, Disguise +6, Handle Animal +6, Intimidate +2, Perform +5, Pick Pocket +6, Profession (con artist) +4, Sense Motive +5, Tumble +6, Wilderness Lore +2; Feats: Improved Unarmed Strike, Dodge.

Equipment (Thoz): padded armor, chain shirt (under padded armor), 2 daggers, sap, miscellaneous stuff worth 4d4 gp.

Equipment (Stolbar): hide armor (for others to wear), 2 daggers, sap, miscellaneous stuff worth 4d4 gp.

Bear (1): CR 4; Large Animal (12 ft. long); HD 6d8+24; hp 54; Init +1 (Dex); Spd 40 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atk +11 melee (1d8+8, [x2], claws), +6 melee (2d8+4, bite); Face/Reach 5ft. x 10ft./5ft.; SA Improved grab; SQ Sent; AL N; SV Fort +9, Ref +6, Will +3.

Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

SA: *Improved Grab* (Ex)—If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (see Grapple, page 137 in the Player's Handbook). No initial touch attack is required, and Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to the latter, it

suffers a -20 penalty to grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any additional damage unless the creature also has the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is listed in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

SQ: *Scent* (Ex)—Can detect opponents within 30 ft. by sense of smell.

Equipment: collar

Conclusion

If any of the characters ended up in the stocks they are eventually released, even if they can't pay their fines, some kind soul anonymously and charitably pays to free them. If any characters became evil or were sent to the mines, place the character and his certs in an envelope and return it along with the adventure summary sheet to the Triad Point of Contact for Ket.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Returning the seeds to Mahrohk 25 xp

Encounter Four

Not helping Nosher escape 25 xp

Encounter Five

Getting the Fruit to Tarim 50 xp

Encounter Six

Defeating the Beetles 250 xp

Encounter Ten

Defeating the Bear 100 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Lances are the most commonly used type of currency in Ket. The various denominations are: Bastion (pp), greatshield (gp), wagon (ep), lance (sp), helm (cp).

Encounter One

- 250 lances
- 10 suits of leather armor (50 lances each)
- 3 saps (5 lances each)
- 3 clubs (worthless)
- 2 heavy crossbows (250 lances each)
- 120 crossbow quarrels (0.5 lances each)
- 1 heavy leather apron (10 lances)
- 5 longswords (75 lances each)
- 4 small wooden shields (15 lances each)
- 20 daggers (10 lances each)
- 1 cloak (worthless)
- 3 abas (worthless)
- 3 scimitars (75 lances each)
- 7 light crossbows (175 lances each)
- 2 silver rings (20 lances each)
- 2 halfling sized suits of leather armor (25 lances each)
- 4 flasks of oil with fuses (0.5 lances each)
- 2 gold rings (100 lances each)
- thief's tools (150 lances)
- silver necklace (200 lances)
- chainmail (750 lances)
- small steel shield (45 lances)
- package of seeds with Gaubaruva name on it (worthless)
- Total: 4857

Encounter Three

- 1 Tanglefoot bag = 250 lances

Encounter Five, Part One

- 22 gp, 190 sp, 100 cp = 430 lances
- If none of the characters accepted the Tanglefoot bag from Mahrohk Gaubaruva and none of them accepted the money from Taram Gaubaruva, then each character receives the influence point with the Gaubaruva family.

Encounter Ten

- subduing the bear = 250 lances
- Gambling and winning = 500 lances (max)
- Total = 750 lances

The bear may not become an animal follower of the PCs. She likes Stolbar and Thoz and is content to stay with them. An *animal friendship* spell makes the PC a friend, but doesn't stop her from being loyal to Stolbar. If forced to choose she chooses them over a PC.

Critical Events Summary

Judges's name & RPGA#:

List the names of the characters who played this event:

Did the characters kill anyone in the Griffon's Nest: (Yes / No)

Did the characters deliver the package to the Gaubaruva's? (Yes / No)

Did the characters get the Gaubaruva's fruit to the marketplace? (Yes / No)

Did the characters kill Nosher? (Yes / No) If so, who killed him?

And who were his accomplices:

Did any of the characters get into trouble with the Threshers? If so list the character's name, the crime and punishment.

Did the characters kill all of the fire beetles in Afsheen's farm? (Yes / No)

Did any of the character buy the great scimitar in encounter 9? (Yes / No) If so, who bought it?

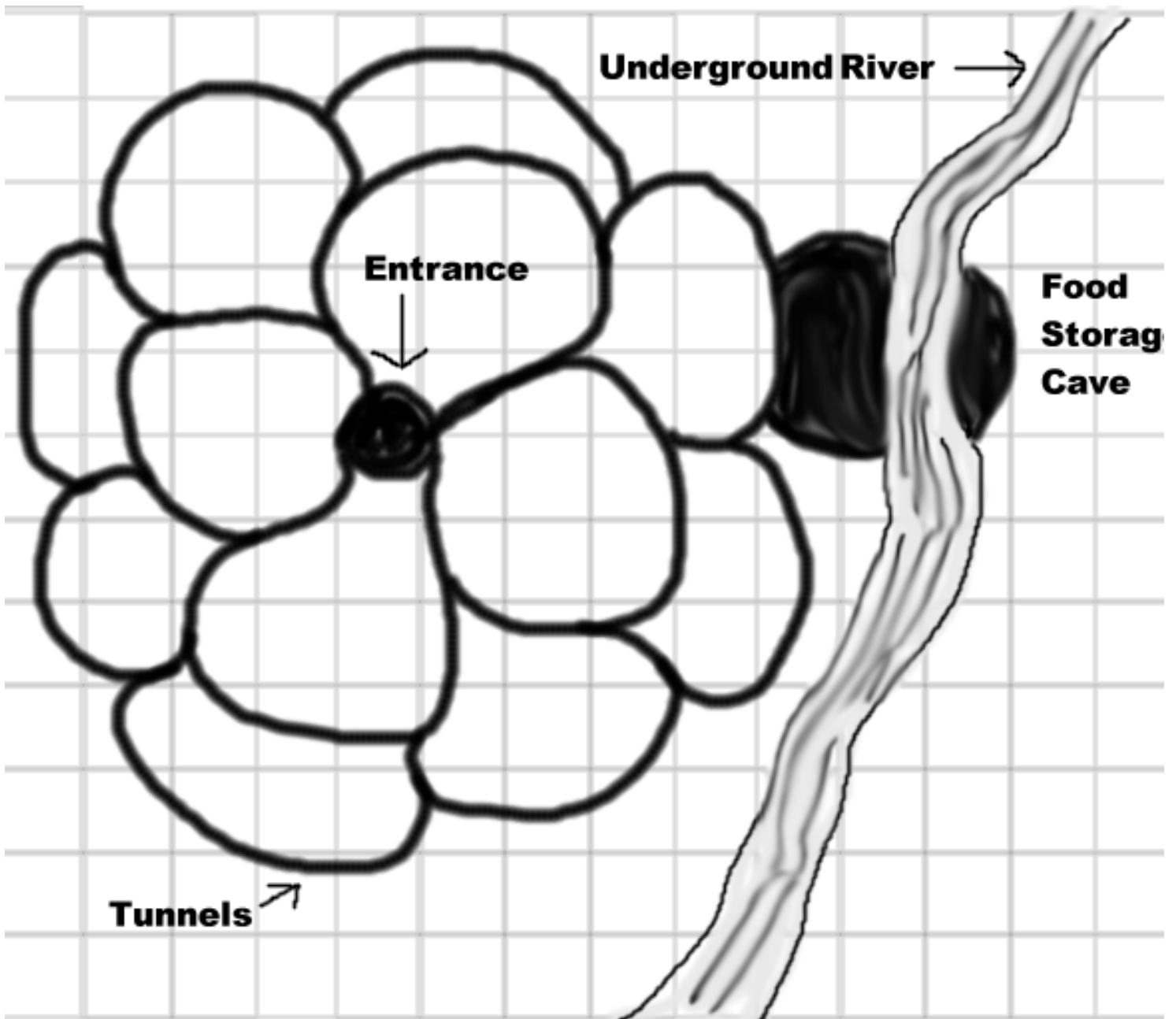
Did any of the character wrestle the bear in encounter 10 and win? (Yes / No) If so who beat the bear?

Did the characters get the Gaubaruva money, the tanglefoot bag, or the Gaubaruva influence? (Money / Tanglefoot bag / Influence / Nothing)

Anything else happen that should be mentioned?

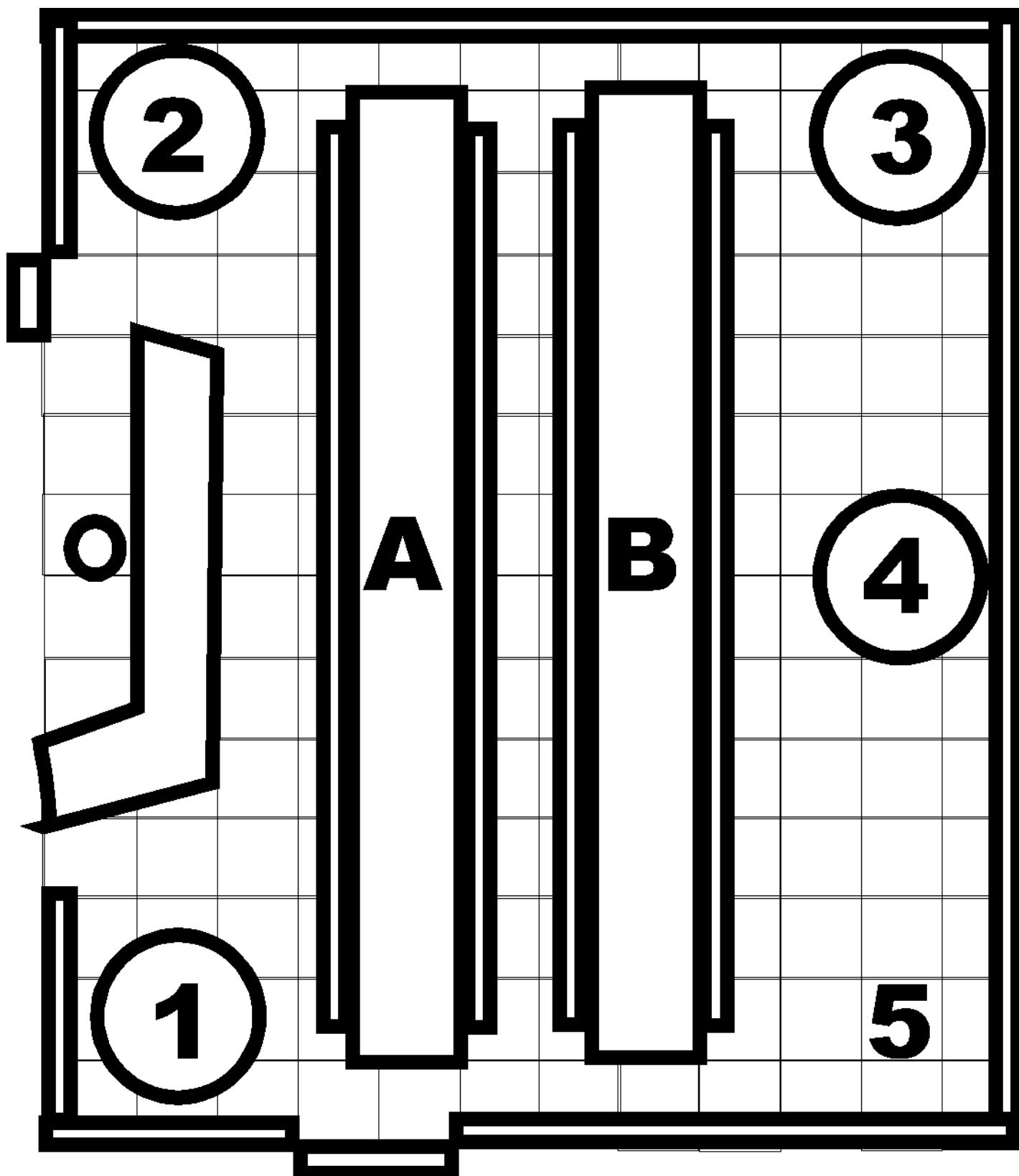
DM Aid #1

Underground map of the beetle's tunnel system.



Player Handout #1

Map of the Griffon's Nest.



Player Handout #2

Afsheen's Farm

