

KET1-05

THICKER THAN WATER

A One-Round D&D LIVING GREYHAWK®
A Ket Regional Adventure

Version 1

by Chris Sapkowski

It was a rainy Godsdan morning, when the scribe and his family troubles walked into our lives. A man has to protect his family, but what does he do when he has to choose between his loved ones and their honour? Well, you know what they say about Blood... An Adventure for characters level 1-6.

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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.

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.

	4 players	5 players	6 players	7 players	Lvl Cap
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

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.

Wild: You live in the wild, either as a nomad, or perhaps a cave-dwelling barbarian. You hunt and gather your own food and your clothes consist of furs and whatever else you can put together. At times you go hungry, but you survive. A character must have at least a +6 modifier to Wilderness Lore to use this lifestyle.

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

Rough: You live in the wilderness, roaming a specific territory or living in a tent or shack. Your meals mostly come from hunting and foraging though may grow a few crops or herd some animals. You get by well enough to barter for equipment and pay for necessary equipment. A

character must have at least a +4 modifier to Wilderness Lore to use this lifestyle.

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	10 lances	-2
Wild	0 lances	-2 (-1 in rural areas)
Poor	25 lances	-1
Rough	10 lances	-1 (0 in rural areas)
Common	75 lances	0
High	400 lances	+1
Luxury	1500 lances	+2

(1 lance = 1 sp)

ADVENTURE BACKGROUND

Sa'id, the master criminal who is involved in a number of Ket modules takes a center role in this adventure. A mullah (a cleric of the True Faith who is part of the civil system in Ket) by the name of Darrius and his father, Aziz, are now being manipulated as part of the criminal's plan.

Sa'id has come up with a plan to steal a valuable and sacred gem belonging to the True Faith called the "Blood of the True". As part of his misdirection, Sa'id has challenged Darrius to a duel knowing that he would accept. Sa'id then purposely leaked information to Darrius' father, Aziz that he would cheat at the duel.

Sa'id's plan was that Aziz would tell the threshers (the authorities) that Sa'id planned to cheat. Sa'id would then be locked away for the time frame that the gem

would be in the vicinity. Being in the stocks would provide Sa'id with an airtight alibi when the gem was stolen and replaced with a fake. Additionally, the small lead box hidden in the stock mechanism under Sa'id's feet would provide a near perfect hiding location if (when) the fake was discovered. Only a few yards from a Thresher barracks, no one would think to search the mechanism that holds the thief in place, and the whole time Sa'id would keep a constant vigil over the sacred gem with no one the wiser.

However the plan has not gone off without a hitch. The hitch is that Aziz did not go to the threshers as planned. Aziz decided not to tell his son or the threshers for honor's sake. If Aziz tells his son, then Darrius would stop the duel before it starts because that's his job as a mullah of the True Faith. If he tells the threshers, then they will put a stop to it because that is their job. Either way it would appear as though Darrius put his father up to stopping the duel. Either way, this would result in a loss of face for the family. However if a third party were able to uncover the evidence that Sa'id was going to cheat, then the only one to lose face would be Sa'id. This is where the PCs come in.

ADVENTURE SYNOPSIS

While attending the morning services at the Temple of Al'Akbar (or passing by for non-Kettites who probably would not be at the services) on Godsdays the PCs overhear an older man named Aziz speaking with a group of adventurers. After the NPC adventurers send Aziz away, the PCs enquire as to what problem Aziz has. Aziz informs the PCs about the plot to cheat in the duel between his son (Darrius) and Sa'id, a rogue of some renown. If the PCs don't inquire to what problems Aziz has then they can browse the Bazaar, Gather Information (which turns up details about the duel), or other things within their power to get back into the adventure.

If the PCs agree to help Aziz, then Aziz invites the PCs to his home to start the investigation. At the home of Aziz, he tells the PCs what he overheard the night before and gives the players the encrypted message dropped by Sa'id last night.

The PCs can do some searching/role playing/investigating in the Bazaar and through that investigation they can find out some information about Sa'id, Darrius and Aziz.

The characters can also visit Darrius at his temple to find some additional information out.

Sa'id is still at the Tavern Hearth and Home, where Aziz overheard the conversation, so should be easy for the characters to find him, possibly skipping the entire investigation. Eventually, the men referred to by the encrypted message show up and Sa'id sends them to rough up Darrius so he won't be fit for the duel. (In reality, he believes the threshers will be waiting to stop his goons. The goons of course don't know that, and are going to perform the job that they were hired for).

When the goons leave, the characters have a choice, they can choose to stop the savage beating, or they can sit and watch Sa'id.

If the PCs watch Sa'id he stays at the Tavern for hours before going to bed. If the PCs did watch Sa'id then Darrius is severely beaten and the goons get arrested.

If the PCs followed the goons then they can stop the beating of Darrius. If the PCs don't kill the goons, then they will tell the PCs what they know (not much) and Darrius will be grateful to the PCs.

The four conclusions come about as follows. Conclusion A occurs if the PCs all fall during the battle with the Goons. Conclusion B occurs if the PCs defeat the Goons. Conclusion C occurs if the PCs tell Darrius or the Threshers about the Aziz's plan to cheat before the goons attack Darrius. Conclusion D deals with the actions the players may want to take after the main plot has ended.

Note: If at any time during the module, the PCs go to the temple of Al'Akbar and bring up the topic of blood, the clerics will not tell the PCs about the Blood of the True. The clerics dealing with the Blood's arrival are all higher ranking clerics of the Temple (and young Abdi) and want the Blood's arrival to be a total secret from the populace so they won't even tell other clerics of the True Faith.

INTRODUCTION: THE MAN AND HIS PLAN

Note: Before starting, please determine which gods the PCs follow in order to decide which introduction to use. For the most part, the "Ket PC" introduction will be used for Ket PCs, and the second introduction for Non-Ket PCs. I have done this because the majority of Non-Ket PCs won't follow Al'Akbar and the True Faith so would have no reason to attend morning services at the temple. Also, many Ket PCs may not follow Al'Akbar and the True Faith so they could fit into the second group as well. Of course, with any group, please use your best judgment as to which introduction would most appropriately fit the group you are judging. If necessary split the two groups up and deal with each one separately bringing them together when they see Aziz. Also note that throughout most of the adventure there aren't full stat blocks for NPCs that the PCs probably won't fight. If they do decide to mix it up, then look to DM's Appendix 1, which will contain full stat blocks for every NPC in the module.

Introduction for Followers of the True Faith/Majority of Ket PCs.

Godsdays morning dawned dark and overcast and it was not long before the clouds turned to rain. Shelter from the rain is only a minor benefit of attending the services at The House of Faithful Duty, a temple of Al'Akbar in the city of Molvar.

Once the services are over, it seems like a trip to the Bazaar

seems most prudent so you can break your fast. However, as you wait for the others to file out of the temple, you notice an older baklunish man speaking with a group of armed men. The trio includes a human, a halfling, and a half-orc.

The older man speaks in a hushed tone, but you overhear the words "urgent" and "death".

The young Baklunish warrior replies "What will you pay us for this 'service'?"

The older man seems to indicate to the adventurers to keep their voices down. "Only a service in return, and the gratitude of an old man. Surely your honour..."

The warrior interrupts "I don't care for your offer, nor do I care for you questioning my honour" and with that pronouncement he turns his back on the old man and the trio begins to walk away.

The old man stands then astonished as helpless calls out to their backs "But..."

Introduction for those who don't follow the True Faith/Non-Kettite PCs.

The morning dawned grey and overcast on this Godsdays, and when at last the clouds turned to rain, there was no way to escape the downpour. Heading to the Bazaar where you may find something to eat this morning and perhaps a bargain on the essentials of adventuring life, you find yourself passing The House of Faithful Duty, a temple of Al'Akbar. It seems morning services are over and the crowd is trying to find shelter from the storm.

One group, obviously, isn't heading anywhere and that attracts your attention. The group appears to be three obvious adventurers including a half-orc wearing monastic robes, a halfling who could possibly be a wizard, and their leader, a strapping young man of Baklunish descent. The young warrior is speaking with an older man of obvious baklunish heritage.

The older man speaks in a hushed tone, but you overhear the words "urgent" and "death".

The young Baklunish warrior replies "What will you pay us for this 'service'?"

The older man seems to indicate to the adventurers to keep their voices down. "Only a service in return, and the gratitude of an old man. Surely your honour..."

The warrior interrupts "I don't care for your offer, nor do I care for you questioning my honour" and with that pronouncement he turns his back on the old man and the trio begins to walk away.

The old man stands then astonished as helpless calls out to their backs "But..."

Use of the skill Read Lips (DC 15) garners more information from this exchange. If the skill check is successful then inform that PC that Aziz is speaking of a duel between his son and a dishonourable man, if the duel is left to go on as it currently stands then his son will most certainly die.

For more detailed NPC descriptions see Appendix 1.

☞ **Cirrus, male human Ftr2:** Medium-size Humanoid (6 ft. 1 in. tall); hp 20; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

☞ **Balance, male half-orc Mnk2:** Medium-size Humanoid (6 ft. 10 in. tall); hp 17; Str 16, Dex 16, Con 14, Int 6, Wis 14, Cha 6

☞ **Salm Shaw, male halfling Sor2:** Small Humanoid (4 ft. 3 in. tall); hp 11; Str 8 Dex 16, Con 14, Int 10, Wis 10, Cha 16

☞ **Aziz, male human Exp5:** Medium-size Humanoid (5 ft. 5 in. tall); hp 10; Str 10, Dex 10, Con 10, Int 14, Wis 16, Cha 14

If the PCs approach Aziz

"Greetings, and his blessing on all of you. I am Aziz the scribe, how may I aid you this morning?"

If the PCs inquire as to what "His" blessing is, Aziz tells them of Al'Akbar and the True Faith. (More likely for Non-Kettite PCs)

If the PCs don't specifically inquire about what went on with the other group then Aziz won't tell them anything about it. No need telling everybody on the street of his problems, is there? Aziz wishes them a good journey and begin walking off in the direction of his home.

If the PCs inquire about what just went on

"Oh, that, well, that is a private matter between those men and myself." At this point, Aziz looks you up and down, as if sizing you up. "Hmm...Perhaps. Please, if you would indulge an old man, could I have a few minutes of your day?"

Aziz waits for a response, and upon getting a positive one he replies.

"If you would, could you accompany me home? I would prefer to discuss this in private." replies Aziz as he glares in the direction of the departed adventurers.

If asked what the help he needs involves, Aziz informs the PCs that he has already taken a large chance by informing the last group, and would most humbly request that any discussions on this topic take place at his home, in private. Go to Encounter 1.

If the PCs talk to the group of Adventurers

Note: See Appendix 1 for NPC personality information and detailed statistics if the PCs want to start a brawl right here in the introduction. Also, if the PCs DO start a fight here in the intro, Cirrus' band of adventurers will fight them, but also the Jurats will arrest both groups for fighting in the street (in front of the temple of Al'Akbar for goodness sake!). See DM's Appendix 4 for information of the Laws of Molvar.

The adventurers aren't the friendliest bunch, and don't really want to be talking to their adventuring

competition. If the PCs press the issue, continue with this.

The large half-orc glances at the tallest member of your group, and nods. His tusks would be gleaming if the sun were out, having been plated in silver. The human speaks. "What is it that you want?"

If the PCs introduce themselves, or inquire as to who the group is, the human introduces himself as Cirrus, the half-orc as Balance, and the halfling is Salm. They choose not to talk about their meeting with Aziz and if they wish to know what went on between them, then perhaps they may take it up with the old man themselves.

IF THE PCS DON'T GO TO EITHER GROUP

If the PCs don't approach either group then the adventure is not over. There are several ways of getting back into it without pulling the PCs around by the nose. Perhaps as noted in both introductions, the PCs could go to the Bazaar; perhaps they could tour around the city, use skills such as Gather Information or try and contact an underworld element. This one is all up to you, have fun with it, and try and get them back on track without them knowing you're trying to get them back on track.

ENCOUNTER 1: ORDER THROUGH CHAOS

Note: Everything is very neat and orderly in the public areas of the House of Aziz. When the PCs notice the private working area of Aziz, the contrast becomes apparent. The man loves his work, and doesn't have much time to clean up his work area because it's work-sleep-work for him most days. Be sure to note the cleanliness of the public areas.

Aziz leads your group to his house, a two-story stone building just outside the Bazaar. The smell of bread coming from the bakery next door must be very pleasant for Aziz and his family. Upon entering the building, a small shrine to The True Faith just inside the door catches your eye. Expensive Kettite rugs adorn the floors, the walls hold tapestries, and at your destination, is something of a library. Aziz invites you to have a seat then excuses himself for a few minutes.

Here is where PCs can find out who each other are, and can perhaps speculate a bit about what they're in for together.

The library, contains three bookshelves holding many well-read books. The books all appear to either be originals written by Aziz, an author named Barmak, or copies of other works. In the center of the room is a very large Yarpick wood table with ten chairs, very old, very expensive looking. A very large Kettite rug with a fairly intricate pattern is covering the hardwood floor.

Everything in the library, as in the rest of the house, seems to have it's own place, everything is neat and orderly.

After a few minutes Aziz returns with a platter offering everybody coffee and dates. "Please, where are my manners. I am Aziz the scribe, son of Barmak, who constructed this library." Aziz pauses obviously waiting for you to introduce yourselves.

This is an opportunity for the characters to regale Aziz with their past exploits and accomplishments, or perhaps their family history.

I thank you again for accompanying me on little more than faith. My son Darrius is in great danger, and I fear for his life. Darrius is a mullah of the True Faith. He has been challenged to a duel, tomorrow morning. This morning I... well I believe the best way to give you all the information need to know is to show you what I have found myself. Please, follow me, and feel free to bring your refreshments.

Aziz leads you upstairs to his private study. This room is a stark contrast to the rest of the house. There are books piled everywhere, papers all over the desk, and tacked to the walls. Though this room is the epitome of chaos, Aziz must see some order in it all.

"Yesterday, I had stopped at the Hearth and Home for a drink after dinner, when I overheard this rude little merchant fellow speaking about my son, Darrius. Specifically I heard him tell the other man that there was no chance that Darrius could win the duel that he had some friends who were going to make sure that Darrius would loose. Shortly afterwards they got up to leave, but as they were getting up, one of them dropped a piece of paper"

Pointing to his desk, Aziz indicates, "Here, this is the paper he dropped."

Looking at the desk, it is not immediately obvious what he is talking about. A jumble of papers and books covers the desk. Picking up one of the sheets of parchment, Aziz continues, "It was these events that caused me to seek outside help in the first place."

Give the PCs Player Handout 1.

If any PCs are able to understand the Oeridian language then they will recognize that every odd letter in Players Handout 1 is in the language Oeridian.

If any PCs are able to understand the Suel language then they will recognize that every even letter in Players Handout 1 is in the language Suel.

If the characters can understand both languages they can translate the letters to the nearest equivalent, and you can give them Player Handout 2.

If the rogue ability Decipher Script is used to discern what language the message is in or what the message says, the difficulty of the check is DC 30 (DC 25 if the rogue can read and understand both Suel and Oeridian).

"This is a most cruel situation, that the weaver has put me in. To know that my son may be slain dishonourably, yet to know that should I prevent it, I would dishonour my son, and in doing so, kill him anyway. My hope is that you can find out how this honourless cur is going to cheat and prevent it, so that

Darrius may duel him honourably and hopefully send him to an early grave."

Calling off the duel would be detrimental to the honour of his family, and Aziz cannot let one man ruin his honour, or more importantly his son's honour. However, if a third party, such as the characters were to uncover Sa'id's cheating, then the only one to lose face would be Sa'id.

Aziz does not know the circumstances of how and why his son is involved in the duel. He has not had a chance to speak to him in the last few days, because Darrius has been unusually busy at the temple of late.

Aziz doesn't know Sa'id, and has only seen him once. He doesn't know where he can be found or who would know where he could be found.

Aziz looks each of you directly in the eye, and then requests that; "You must swear on your honour, that you will tell no one of my involvement in this. Absolutely no one must know, most especially Darrius must never find out. If he were to find out, he would be duty bound to interfere, and his duty would destroy his honour. Without honour, my son would destroy himself. You must so much a breath a hint of this to him, for he is very clever. I would prefer that you not involve him at all. If you can you should find this Sa'id and stop him from doing whatever it is they he is planning. No matter what happens I will be honour bound not to speak on your behalf about these events."

ENCOUNTER 2: THE GRAND BAZAAR

Note: This encounter, for the most part is free form. I will include some information the locals might know. (The locals are mostly shopkeepers since Aziz is right outside the Bazaar)

See DM's Appendix 1 for NPC statistics.

As you leave the house of Aziz, you notice that more of the shops and markets in the Bazaar are open than when you arrived. The smell of bread is stronger now, and the source is immediately obvious since the shopkeeper has put her wares out for display.

It is still overcast, although the rain has stopped for the moment. Since the poor weather may have kept people from the Bazaar this morning, it might be a good time to find a deal.

The Bazaar has pretty much anything the PCs might think of. Detailed below are several shops scattered around the Bazaar. If the PCs go looking for something in particular that isn't detailed here they can find it, given time. If the PCs do go looking for something else, please feel free to improvise anything within reason. If you do improvise please give a short summary as to what you used on the Event Summary sheet.

Each of the following NPCs begins with an indifferent attitude; see the DUNGEON MASTER's Guide page 149 for changing NPC attitudes. As long as the NPCs are indifferent it will take a Diplomacy check (DC

15) to get them to talk about their neighbours and customers. It takes a DC 15 Charisma check to modify the reaction to friendly, if the check is less than 1 the NPCs become unfriendly and refuse to talk to the characters. Lifestyle modifiers do apply to these checks.

The Weapon Shop of Mehbazu the Bear.

From the outside the shop is nondescript and a simple sign of a scimitar point up on a round shield is the only sign.

Upon entering, you first notice the bear of a man standing behind the counter. His golden skin, black hair, and green eyes clearly mark his Baklunish heritage. What really stands out about him, though, is the fact that he is nearly the size of a half-orc. He is dressed in the typical garb of a weapon smith but wears no shirt and has a tightly wound turban upon his head. His immense chest heaves with a hearty laugh as he welcomes you.

"Greetings, and good fortune to you all. Welcome to Mehbazu's Weapons Shop, how may this humble merchant serve you?" the man says with a wide grin across his face.

☛ **Mehbazu the Bear** (male human Exp4; Profession: Merchant +7, Craft [weaponsmith] +8) owns The Weapon Shop of Mehbazu in the Bazaar.

Mehbazu the Bear owns this weapons shop. Mehbazu is a very friendly man, always with a smile on his face, and a smile in his voice. In his shop he has many fine weapons (nothing masterwork) including scimitars, falchions, maces, a couple of morning stars, and some daggers. No "easterner" swords (long, bastard, great) are present in his shop. If people wish to purchase anything here he is glad to help. (He will give a 25% 'discount' to any obvious Ketite citizens not including elves, half-orcs, humans of non-baklunish descent, and gnomes. This means that Baklunish humans, dwarves and halflings that look like they belong in Ket get Player's Handbook rates, while the rest pay 125% of standard. Mehbazu is relatively smart and will not let non-citizens get the citizen rate by having a citizen pay for their items. That would not be honourable for the citizen and "Mehbazu does not allow his friends to dishonour themselves.")

Mehbazu knows the following information:

- He does not know a man named Sa'id.
- If the PCs give him a description of Sa'id (obtained from Aziz) then he does recognize the man. He was here four days ago, and purchased several fine new daggers.
- Mehbazu knows both Darrius and Aziz and think that Darrius would have made a strong warrior even if the Faith had not called him.
- If the characters mention a duel between Darrius and someone, Mehbazu knows nothing of it, but he pities the man who must fight the young Darrius.

Upon leaving the shop, Mehbazu pipes up "Good day, and may He watch over your travels."

THE FRUIT STAND OF NIV THE GREY

The aroma of fresh fruit fills your nostrils as you approach this small wooden fruit stand. Local fruits are abundant, but there are also some rarer, imported items. Standing, observant of everybody who approaches, is a young woman with shoulder length, black hair dressed in a loose fitting tan robes with a green and orange irregular pattern. On her right hand thumb she has a plain silver band. "Good morning to you, his favour upon you. How may Meisha help you this day?"

☛ **Meisha** (female human Com1) Daughter of Niv Greyyes, owner of the fruit stand.

Niv usually runs this fruit stand himself. Today, however, his daughter, Meisha, is running it. Niv is off ill this morning because of a head cold, so he has put his daughter Meisha in charge. Meisha is fairly shy and proper but if there is a charismatic baklunish man in the party she will be that much more shy when he catches her eye. She has many fruits and vegetables from local farms available today.

Meisha knows the following information:

- Meisha doesn't know anybody by the name of Sa'id.
- If given a description of Sa'id (by Aziz) she does not recognizes him.
- She does know both Darrius and his father Aziz but hasn't seen Darrius for days. That's not unusual when he's working on something important. Aziz, on the other hand, bought fresh fruits just yesterday. Meisha thinks they are both kind men.
- If the character mentions a duel between Darrius and someone, Meito knows nothing of it, but she hopes that Darrius doesn't get hurt.

If asked to see her father, Meisha will explain that he is ill this morning and is in no shape to see anybody, but he may be feeling better on the morrow, if they would care to return...

If the characters suggest that they could heal her father, Meisha will inform the PC that it would be improper for her to bring a stranger home to see him, besides which she has to stay and run the shop while he is sick.

If the PCs press the issue, they may be able to convince her (Charisma or Bluff, DC 30) to leave the shop temporarily in the hands of a competent character to bring the cleric back to her father to have him healed. He has a head cold and a cure disease will remove it, but Niv is not interested in making any charitable donations for it. Niv is quite the curmudgeon.

Note: Meisha is looking for a husband, if there is a 14+ charisma Baklunish male PC, she will inquire if the PC is married. If he is not, she will ask who his parents are and what business they are in, and what he does for a living.

If the answers are satisfactory, she will be quite willing to talk to them about anything. Treat as a +5 circumstance bonus to all diplomacy checks.

THE BAKERY OF ESTA

Directly next door to the house of Aziz is a small bakery. The bakery is a one-story stone building of the same design as its neighbor.

The ovens warm the interior of the bakery. The woman behind the is a rather rotund matron, her grey hair is pinned in place and she wears a broad red and yellow baker's apron over her bright blue dress, when she speaks, she addresses you in a warm, motherly tone. "Good morning to you, how can I serve you today?"

☛ **Esta** (female human Com2; Profession: Baker +5) Owner of bakery next to Aziz the scribe's home.

Esta, the local baker has a small stone building right next to the House of Aziz. She is very friendly, with a motherly aura about her.

She will sell the PCs bread, one loaf for 2 helms. (2 cp)

Esta the baker knows the following information:

- She has seen many men that fit the description of Sa'id, but none within the past week.
- She lives here at the bakery, in the back and was woken up late last night by noise in the alley next to her shop. She didn't pay it much attention. It was probably a cat chasing mice or some such thing.
- She has owned this bakery here for the past 30 years, and she knew Barmak, father of Aziz. He was a good and honourable man, just like his son and grandson.
- Esta remembers Aziz's wife and Darrius's mother. She was a very attractive woman in her time, before the wasting sickness took her. It struck suddenly and powerfully and she never quite recovered from it. By the end of the year, she had died. That was back when Darrius was only a boy.
- Darrius hasn't been by in the past few days. He must be very busy.

Those PCs looking for something along these lines will notice that the window of the study of Aziz opens up to the roof of Esta's bakery. Someone who wanted to break into Aziz's study would be able to do so quite easily from the roof of the bakery. Characters with at least 3 ranks in climb will notice that it would take a skilled man to make that climb (DC 25).

CLOTHING SHOP OF JAVEED

This shop is manned by an extremely small halfling. He is dressed in an artisan's outfit, including a shirt with wooden buttons, light pants and wears a small cap. "G'morning to you

travelers. How may Javeed help you?"

☛ **Javeed** (male halfling Rog1/Exp2; Craft: Tailor +9)
Owner of Clothing shop of Javeed in Molvar's Bazaar,
member of Molvar's Thieves Guild.

If asked, Javeed will tell the PCs that has lived here all his life and two years ago set up shop here in the Bazaar of Molvar. His family has moved on to the city of Lopolla to cater to a larger population (They are also tailors.) He has no problems with the predominance of humans here in Ket, as that's just the way things are and it's not his place to try and change what he cannot. There have always been halflings and there will always be halflings.

Javeed knows the following information:

- Three days ago Javeed sold an outfit to a man matching the description of Sa'id. It was a darker outfit. It consisted of a deep red cloak, black pants, and a dark grey shirt.
- When he asked why Sa'id wanted the clothing, Sa'id told him he was taking a journey to the south and needed some good hearty traveling gear.
- Javeed has prepared clothes for both Darrius and Aziz, though they have quite different tastes, nothing recently though.

Observant characters (roll spot checks for them, DC 25) will notice on a chain around Javeed's neck, with the symbol of Brandobaris.

If Javeed suspects that a character is a rogue (For example, because he is dressed like a classic rogue, or because he catches the character trying to palm something) he uses his innuendo skill to try and pass a message to that PC.

Because Innuendo is trained only, only characters with ranks in the skill can receive or intercept the following message (DC: 13):

Something strange is going on. The Mullahs are even more uptight than usual. This is our territory and if anyone has to go down it will be you, not us.

OTHER SHOPS IN THE BAZAAR

In the Bazaar there will be many other stalls. To detail everything in the Bazaar would be impossibly long, and most of it would not be useful to you as the judge. If the PCs do go looking for something that isn't detailed here, then indulge them. A few of the other merchants may have seen Sa'id in passing, but they don't know much about him.

The are rumors of a duel between a merchant and a mullah.

All of the merchants that know Darrius agree that he is a very honourable man.

None of the merchants know or have heard of Sa'id before this challenge.

No one knows why Sa'id challenged Darrius in the first place.

Encounter 3: The Temple of Al'Akbar

Arriving at the House of Faithful Duty, the Temple of Al'Akbar here in Molvar, everything seems to be all right. The sky is still clouded over, the clerics are going about their duty, and everybody seems normal.

At this point, the PCs will probably enter the temple. If they decide to search around the outside of the temple for clues then please let them do so, however, there isn't anything out of the ordinary.

When the PCs enter the temple:

The interior of the temple is peaceful. The Mullahs go about their daily work, and worshippers kneel here and there in silent prayer and all seems well. You are quickly spotted and a young Mullah approaches you.

"Greetings, and may His blessing be upon you. I am Abdi al'Mullah. How may I serve you?"

A successful Sense Motive check (DC 20) reveals the following hunch:

Something doesn't seem quite right in the temple, there is a tangible tension in the air.

☛ Abdi (male human Clr1)

If the PCs ask to see Darrius, Abdi will lead the PCs to him.

Abdi knows the following:

- If provided with a description of Sa'id, Abdi mentions it sounds familiar, after scratching his head for a minute, he says he's sure he's seen the man before, but not sure when, it was recently but not in the past two or three days.
- Abdi knows of the Duel tomorrow between Sa'id and Darrius. He doesn't know why Sa'id challenged Darrius, however, it hardly seems important though because only a very foolish merchant would challenge a mullah.
- He doesn't know much about Aziz except that he's a devout follower, is related to Darrius, and visits most days.
- If asked about what is going on in the temple, Abdi doesn't know anything about that.

If the PCs ask other Mullahs, most of them remember seeing someone matching Sa'id's description but don't remember ever talking to him directly.

If PCs want to speak to Darrius .

Young Abdi leads out of the side doorways of the Temple and

around to a small practice yard behind the temple. A youngish man of roughly 30 years of age assaults a thick pole of wood with an old scimitar near one end of the yard. Young Abdi calls out "Sir, there are men here to see you!"

The man with the scimitar stops his practice and approaches, wiping the sweat from his brow as he speaks "Good day, I am Darrius al'Mullah how may I serve you this day?"

If the PCs mention the Duel or Sa'id:

Ah, yes. The duel. What is it you wish to know?

The following is what Darrius knows.

- Sa'id is a merchant he met for the first time yesterday, who challenged him to a duel.
- Yesterday, as Darrius was purchasing his lunch, curried goat on flat bread, he nearly tripped over this small merchant. Of course, when he tripped he spilled his curry on the merchant.
- The curry was not only spilled on the merchant's clothes, but some it splattered on the merchant's face, and probably some of it splattered into his eye.
- The merchant was quite irate, and would not accept Darrius' apology. He insisted that the accident was a deliberate slight and insisted that his honour be avenged in a duel.
- He does not recall ever having seen Sa'id before yesterday.
- Darrius is confident that he can teach this Sa'id a lesson, without hurting him too much.
- Darrius knows about the Blood of the True, but does not speak of it under any circumstances. Anyone who mentions it to him is to be arrested immediately. This is supposed to be a secret.
- If asked about the tension or why he has been so busy, Darrius informs the inquirer that he and the temple are preparing for an important ritual (Evasive).

Of course Aziz told the PCs to keep what he knew secret. If the PCs tell Darrius about the plot to take him out of the action before the duel, that will forestall most of the rest of the module. Darrius will deal with it through official channels and that will bring about a great loss of honour for Darrius and his father.

Even telling Darrius that there is a plot to take him out and not involving Aziz will be very bad. Darrius will demand the PCs tell him where they found this information. If the PCs won't tell him, then they will be held for questioning under the charge of "Acting without Honour". Stepping around the real situation using words is very dangerous, but is possible by charismatic PCs.

If the PCs play it smart and have a reasonable excuse for why they are asking him question, then Darrius won't really question them that much.

Darrius does not know where Sa'id is right now, but will inform the PCs that honour dictates that Sa'id

cannot leave town until after the duel tomorrow morning.

After a few minutes of game time, Darrius will want to excuse himself to continue his practice, he tells the characters that he is practicing because he expects spectators and therefore must not only win but must provide a good show for them.

At this point the PCs could go several places.

The PCs could wait and watch over Darrius, and if they do that, go to Encounter 7.

If the PCs know of the location of Sa'id, they could go seek him out. If so, go to encounter 4.

The PCs could return to Aziz to give him an update. If so, go to encounter 5.

The PCs could do some Information Gathering, and if so see encounter 2.

ENCOUNTER 4: SEEKING OUT SA'ID

On the western side of the city is the Tavern where Sa'id is last rumored to have been seen. The building is of similar design to those seen elsewhere in the city and the sign depicts two runes. Below the rune in common are the words Hearth and Home.

The sign depicts the dwarven runes for Hearth and Home and has the word home below it in the common language. Brak Stonefist, a dwarf originally from the Yatil Mountains, owns this Tavern.

Upon entering the tavern, the dwarf behind the counter looks directly at you. "G'day. What can I do for you?"

☞ **Brak Stonefist** (male dwarf Com2; Craft: Brewing +3) owner of the tavern Hearth and Home in Molvar.

Brak knows the following

- If given the description of Sa'id, he points to Sa'id sitting at a corner table.
- Sa'id came into his tavern five days ago. He sleeps at night, and usually goes out during the day.
- He doesn't have any problems with Sa'id since his silver is good.

If the PCs go to talk to Sa'id read the following.

Sitting at a corner table is a human of Baklunish heritage. He is wearing a grey shirt, deep black pants and has sitting next to him a rich red cloak.

If the characters approach him:

The man at the corner table turns towards you "Yes? What do you want?"

When the characters talk to Sa'id they get a group Sense Motive check (roll once for the characters and once for Sa'id), if any of the characters beat Sa'id's roll, then they sense that he is not being entirely truthful.

Unless the characters are deliberately scrutinizing Sa'id they have veritable no chance of determining that he is not actually a merchant, however, if they are specifically suspicious that Sa'id is not who he claims to be, they may make a group spot check versus Sa'id's disguise check. A successful check reveals that he does not seem to be a typical merchant.

Sa'id has the following information

- Yesterday, he challenged Darrius to a duel.
- Sa'id challenged Darrius to a duel because the ignorant oaf thought that he could push Sa'id around.
- No one interferes with Sa'id. No one.
- Darrius purposely spilled curry all over Sa'id's face in the Bazaar to try and humiliate him in front of his peers.
- He plans to stay here at the tavern Hearth and Home and relax for tomorrow's duel.
- If the characters ask him if he is going to cheat, he acts offended and demands they prove such arrogantly bold accusations or leave immediately.

Sa'id will stay at the Hearth and Home today to meet with his "goons". It is of course possible to not even get this encounter, and if PCs don't come here, Sa'id puts his real plan into action.

At this point the PCs could go several places.

- If the PCs haven't spoken with Darrius yet, they could go seek him out. If so, go to Encounter 3.
- The PCs could return to Aziz to give him an update. If so, go to Encounter 5.
- The PCs could do some Information Gathering, and if so, go to Encounter 2.
- The PCs could also just sit and wait for Sa'id to make his move. If so go to Encounter 6.

ENCOUNTER 5: LOOK WHAT WE FOUND!

If the PCs are relying on Aziz to decipher Player's Handout 1. By the time they return he will have done so.

"I have found the answer to the ciphered message, and it isn't good. It seems that Sa'id is going to have some men kill my son, but I still know when or where. You must find him and stop him."

Use this encounter if the PCs want to go back to Aziz at any time to give him information on what they found out.

The trip back to the house of Aziz the scribe gives you time to think about all you have learned today.

At this point, give the PCs a couple minutes to mull over what they want to say to Aziz

Arriving at the house of Aziz, you seem to have caught Aziz just as he was leaving. "Hello to you again, what brings you back here so soon? Is it over?"

The PCs can now tell Aziz what they have learned, or take him inside to tell him what they know, whatever they wish to do.

Depending on when the PCs visit Aziz to update him they will have different information.

Depending on which information the PCs give Aziz, he will have different reactions.

If the PCs tell Aziz that they know where Sa'id is, he will look at them and ask why they are here instead of watching Sa'id?

If the PCs tell Aziz that they spoke with Darrius, he asks if they told Darrius anything about the plot. If they did, he will just look at them. A good two-minute stare, saying nothing.

Aziz gives the PCs the deciphered message.

If the PCs wish to go search out Sa'id, go to Encounter 4.

If the PCs wish to talk to Darrius, go to Encounter 3.

If the PCs wish to return to Aziz to inform him what they have found, go to Encounter 5.

ENCOUNTER 6: BIG BAD GUYS

This encounter happens if the PCs are waiting for something to go down with Sa'id. He of course will be suspicious of a group of strangers watching him, but since the Jurats represent the law he doesn't think much of the PCs.

Waiting at the Hearth and Home isn't as bad as it could be. The drinks are plentiful, the atmosphere is friendly, and you are staying away from the weather.

After what seems like an eternity of waiting, a group numbering five enter the Tavern, walk over to Sa'id's table and sit down with him.

If any PCs are sitting with Sa'id, he will ask them to leave as he has business to attend to.

Leading the group seems to be an older Baklunish man who kind of reminds you of Aziz. He is wearing fine clothes, and is followed by twins wearing hide armour, both Oeridian one

male, one female. Taking up the rear is a Baklunish man wearing leather armour, and another Oeridian who is wearing Hide armour.

A Knowledge (Religion) check at DC 10 will recognize the holy symbol of Hextor around Kuru's neck (Any character who worships Hextor receives a +10 competence bonus to this check).

Eventually Sa'id meets with his five goons. The group includes the following:

- The Leader: Jalil the Sorcerer
- His second in command: Kuru a cleric of Hextor.
- The twin fighters: Shayan and Mina
- The Rogue Hormoz.

Sa'id gives them the task of sending a message to Darrius at the Temple of Al'Akbar. How they do it is up to them, but since the goons are experienced Sa'id doesn't have any reason to worry. Sa'id hands the goons the message, a pouch with 15 silver pieces to pay a messenger and gives them the place to set up the ambush. The corner of Southern Leaf Road and the Main Way is on the route that Darrius takes to go home, and it has excellent hiding places to set an ambush from.

If the PCs ask to make a Listen check, the Listen check at DC 15 will let the PCs hear the words Southern Leaf Road and Main Way. If the PCs end up staying with Sa'id and decide that they should have gone after the goons, it allows them to know where the ambush will take place.

The read lips check is DC 25, and if successful will give them the gist of the ambush and its location.

After Sa'id gives the group their task and supplies they stand, and leave the Tavern. Read the following when that happens.

It seems the meeting has concluded, the group of humans stands up from the table and one by one, they file out the front door. Sa'id who is still sitting at his table looks directly at you, lifts his glass and smiles.

Now the PCs have the choice of staying to watch Sa'id, or going after the Goons.

If they stay to watch Sa'id, go to Encounter 9.

If they follow the Goons, go to Encounter 7.

ENCOUNTER 7: THE MESSAGE

Notes: Of course like most encounters there are many ways to come into this one. If the PCs are trailing Sa'id's goons, then they will see the goons give a letter to a messenger to take to Darrius at the Temple of Al'Akbar. Alternately if the PCs are staying at the Temple of Al'Akbar to watch Darrius then they will note a

messenger coming into the temple to give Darrius a message.

The note sent by Sa'id plays on Darrius' fears, that he would lose his father to the same disease that killed his mother. Sa'id found out information about this from the people in the Bazaar and around town. He used this ploy to insure that Darrius would go home, and fall into his goon's ambush.

If the PCs are trailing Sa'id's Goons:

After following Sa'id's hired men, the older human pulls a piece of parchment from a pouch on his belt and approaches a young man. The older man hands over the parchment and a small pouch as well and the young man heads off in the direction of the Temple of Al'Akbar while the hired men move towards the house of Aziz.

The older man gave the young human a message, forged in the handwriting of Aziz telling Darrius to return home. See Players' Handout #4.

Sa'id made sure that the wizard (older man) gave the young boy the message in case Darrius asks whom the message was given to him by.

If the PCs intercept the message from the boy, or bribe the boy to give them the message, then give them Players' Handout #4. Of course the PCs will know it's not from Aziz. Here the PCs have options. They could take the message to Darrius and escort him home, they could give the message back to the boy and ambush the ambushers... there are many different options available to the PCs. (Note if the PCs give the note to Darrius he will be suspicious of the PCs after they lead him directly into a trap. Treat his attitude as having dropped to unfriendly, attempts to explain what has gone on should follow the DCs on table 5-4 on page 149 of the DUNGEON MASTER'S Guide.)

If the PCs are staying with Darrius.

While waiting at the Temple of Al'Akbar for something to happen, a young man enters. He is carrying a folded piece of paper. The young man speaks to Abdi briefly and is then escorted out one of the side doorways of the temple.

If the characters try to follow:

Abdi leads the man down to the practice yard where he gives the parchment to Darrius. Darrius reads it briefly, reads it again, and then sets his scimitar down and quickly gather some of his things before setting out at a trot.

Darrius is heading to his father's house based on the message he just received.

The young man bears a message for Darrius, which is actually from Sa'id's goons. It is a document forged in the handwriting of Aziz telling Darrius to return home. See Players' Handout #4.

If the characters have convinced Darrius that they should be allowed to hang around with him, then he will excuse himself, citing a family emergency and head

home. If the characters follow him, proceed to Encounter 8.

ENCOUNTER 8: THE AMBUSH

There are basically two ways of entering this encounter. The first would be from following the Goons and waiting for Darrius to arrive. The second way to enter this is to enter with Darrius and help him against the goons.

If the PCs are accompanying Darrius from the Temple of Al'Akbar to his father's house:

Darrius rushes quickly from the House of Faithful Duty, heading directly towards his father's house. His desperate hurry seems to be drawing the attention of many people, but as they turn to gawk, they only slow him down, soon, he rushes out of the crowd and down into an alleyway apparently some sort of short cut on the way home.

As you round the bend onto Southern Leaf Road, from the shadows you see several figures silent slip to attack Darrius.

Here is where the group of "goons" is coming out to ambush Darrius. See DM's Appendix 6 for the map of this encounter.

If the PCs are watching the Goons, use DM's Appendix 6 to map out the area to allow the PCs to place themselves to watch the ambushers. When the PCs are placed and ready, and more importantly when you are ready, read or paraphrase the following.

Sitting, waiting, watching. Following the word of Aziz and waiting for the hired men to make their move allows you watch them do what they were hired to. The entire group barely moves at all, very disciplined, as if they have done this before.

Coming from the direction of the Temple Darrius turns and enter the dark alleyway where his ambushers await. As he does so, the ambushers spring into action.

This is where the group of "goons" is springing into action to attack Darrius. See DM's Appendix 6 for the map of this encounter.

Note: You may notice that the Encounter Levels for this combat are higher than what are recommended for groups of this level. This is because the thugs will not use lethal force. They were hired to rough up Darrius, but not kill him. Those fighting in melee combat will do subdual damage. See Player's Handbook page 135 for rules for doing subdual damage. (Also note, the rogue in the party can still sneak attack with the sap and do subdual damage) Do not use normal damage under any circumstances. The PCs may attack with full force, but that will not prompt the thugs into fighting full on. Also, Darrius is their target. They will not fight the PCs unless the PCs start the fight with the thugs first. If necessary the thugs will knock the PCs unconscious and then beat Darrius down.)

TIER 1 (EL 6)

➤ **Jalil, male human Sorz:** Medium-size Humanoid (human); HD 2d4+6; hp 16; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d4-1/19-20, dagger); SQ Familiar; AL LN; SV Fort +3, Ref +3, Will +3; Str 8, Dex 16, Con 16, Int 8, Wis 10, Cha 16.

Skills and Feats: Concentration +7, Spellcraft +7; Toughness, Combat Casting.

Familiar (Su): Toad named Ali gives Jalil +2 to constitution. (From 14 to 16).

Possessions: Spell Component Pouch, dagger, explorer's outfit, pouch containing 49 gp, 8 sp.

Spells Known (5/4; base DC = 10 + 3 + spell level): o—daze, detect magic, light, mage hand, mending; 1st—charm person, shield.

➤ **Kuru of Hextor, male human Clr:** Medium-size Humanoid (human); HD 1d8+2; hp 10; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +2 melee (1d8+1, light flail); SQ: Channel Negative Energy; AL LE; SV Fort +4, Ref +1, Will +4; Str 12, Dex 12 Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Bluff +1, Concentration +6, Diplomacy +2, Heal +6, Knowledge: Religion +4, Sense Motive +4, Spellcraft +4; Combat Casting, Improved Initiative, Weapon Focus: Light Flail, Weapon Proficiency: Light Flail.

Possessions: Hide armour, small wooden shield, light flail, traveller's outfit, wooden holy symbol of Hextor, pouch containing 49 gp, 27 cp.

Spells Prepared (3/3; base DC = 10 + 2 + spell level): o—create water, read magic, resistance; 1st—magic weapon*, bless, obscuring mist].

*Domain spell. **Domains:** [War (Free Martial Weapon Feat, Free Weapon Focus Feat with Deities chosen weapon); Destruction (Once per day can make a smite attack with +4 to hit, and +1 damage per cleric level)].

➤ **Hormoz, male human Rogr:** Medium-size Humanoid (human); HD 1d6; hp 9; Init +7; Spd 30 ft.; AC 15 (touch 13, flatfooted 12); Atks +1 melee (1d6 subdual, sap); SA Rog sneak attack +1d6; AL N; SV Fort +0, Ref +5, Will +0; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Decipher Script +7, Diplomacy +4, Disable Device +5, Disguise +4, Gather Information +4, Hide +7, Jump +4, Listen +4, Move Silently +7, Open Lock +7, Spot +2, Use Magic Device +4; Improved Initiative, Toughness.

Possessions: Leather Armour, explorer's outfit, Sap, Pouch containing 49 gp, 12 sp.

➤ **Shayan, male human Ftr:** Medium-size Humanoid (human); HD 1d10+2; hp 15; Init +5 (+4 Improved Initiative, +1 Dex); Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +4 melee (1d6+3/18-20, scimitar); AL LN; SV Fort +4, Ref +1, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +5, Diplomacy +2, Hide +3, Intimidate +2, Ride +3; Improved Initiative, Toughness, Iron Will.

Possessions: hide armour, scimitar, small wooden shield, explorer's outfit, turban, pouch containing 50 gp, 7 sp, and 3 cp.

➤ **Mina, female human Ftr1:** Medium-size Humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d6+2/18-20, scimitar); AL N; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +4, Diplomacy +2, Jump +4, Knowledge: Local (Molvar Province) +4, Ride +5, Sense Motive +3; Improved Initiative, Expertise, Improved Trip.

Possessions: hide armour, scimitar, small wooden shield, explorer's outfit, pouch containing 50 gp and five shiny navy blue rocks (no value).

TIER 2 (EL 7)

➤ **Jalil, male human Sor4:** Medium-size Humanoid (human); HD 4d4+12; hp 28; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +1 melee (1d4-1/19-20, dagger); SQ Familiar; AL LN; SV Fort +4, Ref +4, Will +4; Str 8, Dex 16, Con 16, Int 8, Wis 10, Cha 17.

Skills and Feats: Concentration +9, Spellcraft +9. *Feats:* Toughness, Combat Casting, Improved Initiative.

Familiar (Su): Toad named Ali gives Jalil +2 to constitution. (From 14 to 16).

Possessions: Spell Component Pouch, dagger, explorer's outfit, pouch containing 49 gp, 8 sp.

Spells Known (6/7/4; base DC = 10 + 3 + spell level): 0—daze, detect magic, light, mage hand, mending, resistance; 1st—charm person, colour spray, shield; 2nd—Tasha's hideous laughter.

➤ **Kuru of Hextor, male human Clr2:** Medium-size Humanoid (human); HD 2d8+4; hp 17; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d8+1, light flail); SQ: Channel Negative Energy; AL LE; SV Fort +5, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Bluff +1, Concentration +7, Diplomacy +3, Heal +7, Knowledge: Religion +5, Sense Motive +4, Spellcraft +5; Combat Casting, Improved Initiative, Weapon Focus: Light Flail, Weapon Proficiency: Light Flail.

Possessions: Hide armour, small wooden shield, light flail, traveller's outfit, wooden holy symbol of Hextor, pouch containing 49 gp, 27 cp.

Spells Prepared (4/4; base DC = 10 + 2 + spell level): 0—create water, read magic, resistance, cure minor wounds; 1st—magic weapon*, bless, obscuring mist, cure light wounds.

*Domain spell. *Domains:* [War (Free Martial Weapon Feat, Free Weapon Focus Feat with Deities chosen weapon); Destruction (Once per day can make a smite attack with +4 to hit, and +1 damage per cleric level)].

➤ **Hormoz, male human Rog2:** Medium-size Humanoid (human); HD 2d6; hp 13; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +2 melee (1d6 subdual, sap); SA Rog sneak attack +1d6; SQ: Evasion; AL N; SV Fort +0, Ref +6, Will +0; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Decipher Script +8, Diplomacy +5, Disable Device +6, Disguise +5, Gather Information +5, Hide +8, Jump +5, Listen +5, Move Silently +8, Open Lock +8, Spot +3, Use Magic Device +4; Improved Initiative, Toughness.

Possessions: Leather armour, explorer's outfit, sap, pouch containing 49 gp, 12 sp.

➤ **Shayan, male human Ftr2:** Medium-size Humanoid (human); HD 2d10+4; hp 23; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +5 melee (1d6+3/18-20, scimitar); AL LN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +6, Diplomacy +2, Hide +3, Intimidate +3, Ride +4; Improved Initiative, Toughness, Iron Will, Lightning Reflexes.

Possessions: Hide armour, scimitar, small wooden shield, explorer's outfit, turban, pouch containing 50 gp, 7 sp, and 7 cp.

➤ **Mina, female human Ftr2:** Medium-size Humanoid (human); HD 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +4 melee (1d6+2 [18-20/x2], scimitar); AL N; SV Fort +5, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +5, Diplomacy +2, Intimidate +1, Jump +5, Knowledge: Local (Molvar Province) +4, Ride +6, Sense Motive +3. Improved Initiative, Expertise, Improved Trip.

Possessions: hide armour, scimitar, small wooden shield, explorer's outfit, pouch containing 50 gp and five shiny navy blue rocks (no value).

TIER 3 (EL 8)

➤ **Jalil, male human Sor6:** Medium-size Humanoid (human); HD 6d4+18; hp 40; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +2 melee (1d4-1/19-20, dagger); SQ Familiar; AL LN; SV Fort +5, Ref +5, Will +5; Str 8, Dex 16, Con 16, Int 8, Wis 10, Cha 17.

Skills and Feats: Concentration +11, Spellcraft +11; Toughness, Combat Casting, Improved Initiative, Leadership.

Familiar (Su): Toad named Ali gives Jalil +2 to constitution. (From 14 to 16).

Possessions: Spell component pouch, dagger, explorer's outfit, pouch containing 49 gp, 8 sp.

Spells Known (6/7/6/4; base DC = 10 + 3 + spell level): 0—daze, detect magic, light, mage hand, mending, ray of frost, resistance; 1st—cause fear, charm person, colour spray, shield; 2nd—Tasha's hideous laughter, web; 3rd—hold person.

➤ **Kuru of Hextor, male human Clr3:** Medium-size Humanoid (human); HD 3d8+6; hp 24; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +4 melee (1d8+1, light flail); SQ: Channel Negative Energy; AL LE; SV Fort +5, Ref +4, Will +5; Str 12, Dex 12 Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Bluff +1, Concentration +8, Diplomacy +4, Heal +8, Knowledge: Religion +6, Sense Motive +4, Spellcraft +6; Combat Casting, Improved Initiative, Weapon Focus: Light Flail, Martial Weapon Proficiency: Light Flail, Lightning Reflexes.

Possessions: Hide armour, small wooden shield, light flail, traveller's outfit, wooden holy symbol of Hextor, pouch containing 49 gp, 27 cp.

Spells Prepared (4/4/3; base DC = 10 + 2 + spell level):
0—create water, read magic, resistance, cure minor wounds;
1st—magic weapon*, bless, obscuring mist, cure light wounds;
2nd—spiritual weapon*, hold person, hold person.

*Domain spell. *Domains:* [War (Free Martial Weapon Feat, Free Weapon Focus Feat with Deities chosen weapon); Destruction (Once per day can make a smite attack with +4 to hit, and +1 damage per cleric level)].

➤ **Hormoz, male human Rog3:** Medium-size Humanoid (human); HD 3d6; hp 17; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atks +3 melee (1d6 subdual, sap); SA Rog sneak attack +2d6; SQ: Evasion, Uncanny Dodge; AL N; SV Fort +1, Ref +6, Will +3; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Decipher Script +9, Diplomacy +6, Disable Device +7, Disguise +6, Gather Information +6, Hide +9, Jump +6, Listen +6, Move Silently +9, Open Lock +9, Spot +4, Use Magic Device +4; Improved Initiative, Toughness, Iron Will.

Possessions: Leather armour, explorer's outfit, sap, pouch containing 49 gp, 12 sp.

➤ **Shayan, male human Ftr3:** Medium-size Humanoid (human); HD 3d10+6; hp 31; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +6 melee (1d6+3/18-20, scimitar); AL LN; SV Fort +5, Ref +4, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +7, Diplomacy +2, Hide +3, Intimidate +4, Ride +5. Improved Initiative, Toughness, Iron Will, Lightning Reflexes, Iron Will.

Possessions: hide armour, scimitar, small wooden shield, explorer's outfit, turban, pouch containing 50 gp, 7 sp, and 3 cp.

➤ **Mina, female human Ftr3:** Medium-size Humanoid (human); HD 3d10+6; hp 28; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atks +5 melee (1d6+2/18-20, scimitar); AL N; SV Fort +5, Ref +2, Will +2; Str 14, Dex 12, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +6, Diplomacy +2, Intimidate +2, Jump +6, Knowledge: Local (Molvar Province) +4, Ride +7, Sense Motive +3. *Feats:* Improved Initiative, Expertise, Improved Trip, Improved Disarm.

Possessions: hide armour, scimitar, small wooden shield, explorer's outfit, pouch containing 50 gp and five shiny navy blue rocks (no value).

Development: If the PCs are all knocked-out by the goons, then Darrius will be savagely beaten in an alleyway.

Proceed to Conclusion A: Beaten.

If the PCs successfully beat the goons, Darrius will thank the PCs for helping him and proceed home. The PCs are welcome to follow Darrius and find out that Aziz is in perfect health.

As the last of his ambushers falls Darrius looks to your group. "I cannot thank you enough for your help here today. If you weren't here I would surely have fallen to these infidels. I must get home, my father is in not well."

Darrius then runs in the direction of the house of Aziz. The PCs are able to follow if they wish, or they can stop to loot the fallen... If they do follow Darrius, he will run to his house. Aziz is just exiting the house. Darrius will hug Aziz when he finds out that Aziz is all right.

Unless the characters can convince Darrius not turn the goons over (Unlikely, DC 30 bluff or diplomacy check), the goons will be placed in the stocks. While they don't know really know anything about Sa'id, other than he hired them to beat Darrius, they quickly spill everything they know, which is enough to arrest Sa'id and place him in the stocks.

The characters can go after Sa'id on their own, go to Encounter 10 or they can allow the Threshers to arrest him, in which case the characters have apparently saved the day, proceed to Conclusion B: Darrius is Saved.

ENCOUNTER 9: THE REAL DEAL

Note: Sa'id sits and waits for a full two hours before putting his second plot into action. The boxed text in this encounter is designed to deter the PCs from waiting the full two-hours since the mission they were given in the beginning was to protect Darrius.

Sitting and waiting...It has now been a half-hour since Sa'id sent those men away. Sa'id is still sitting at his table, sipping from his glass of wine. He seems to be watching everything, as if waiting himself.

The above text allows the PCs to leave to help Darrius against the thugs. If the PCs do leave at this point to find Darrius, they will get to the ambush before it happens. Go to Encounter 8.

If the PCs continue to wait:

An hour has passed. Nothing seems to have changed. There is no sign of the people who were talking to Sa'id earlier.

If the PCs decide to leave at this point, then they can still get to the ambush point before the ambush happens. Go to Encounter 8.

An hour-and-a-half has now passed. It seems like Sa'id should have finished that bottle of wine by now, but of course, he hasn't.

If the PCs decide to leave to find Darrius at this point, then they arrive at the ambush point to find the ambush underway, Darrius at half hit points. Go to Encounter 9.

If the PCs still want to wait, then they are rewarded for their efforts.

Two hours must have passed since Sa'id had his meeting. As you prepare to wait for another two hours Sa'id finishes his glass, seems slightly disappointed as he realizes he has finished off the bottle of wine, stands, and walks towards the stairs to the upper floor.

Sa'id walks up the flight of stairs, and then into his room where he goes to sleep. The next morning he gets up and goes to the site of the duel.

If the PCs are here, then that means that Darrius was beaten to a pulp and the goons have been arrested. Proceed to Conclusion C: Darrius gets Beaten.

ENCOUNTER 10: IF YOU WANT IT DONE RIGHT...

This encounter only happens if the players want to take Sa'id in themselves. They can confront him either at the dueling grounds or at the Heart and Home.

In any case, Sa'id goes willingly as long as the characters don't try to rough him up. If they do try to rough him up, he'll try to escape using the potion of invisibility to help his hiding ability.

If they search him they can find the two potions he is carrying. If the characters turn the potions over and tell the Threshers of any suspicions they have concerning any ulterior motives of Sa'id, they will prevent Sa'id from stealing the blood of the true.

However, if they hide the potions and don't tell the threshers about them, neither will Sa'id. He doesn't want anything interfering with his plans.

CONCLUSION A: BEATEN

Waking up in an alley after being beaten to within an inch of your life probably wasn't how you envisioned your day ending up. Looking around, Darrius is lying in a pool of his own blood. His left leg is obviously broken, he has a large scar across his right cheek and his holy symbol lies broken at his side.

As you check yourself for permanent injuries, you discover that fortunately, while your attackers thoroughly beat both you and Darrius, they don't seem to have a taste for the finer things

in life. They have taken your coins and gems but left everything else of value behind.

If the battle was a massacre, and relatively short and quiet, then the characters have about an hour to wake up before they are discovered and the Threshers arrive on the scene. On other hand if the combat was loud, long or spectacular (Bright lights like colour spray, booms like sound burst) then the threshers arrive three minutes after the first bright flash or loud noise.

It will be obvious to the Threshers that a battle was fought here, and that the characters were the losers. The bodies of any of the attackers who were killed were left behind, without any money.

If the characters tell the Threshers enough about the goons for them to be found (providing a good description is generally sufficient, they're too distinctive to get away with this), they will be found, arrested and they will implicate Sa'id as well.

Sa'id will then be arrested and placed in the stocks if the characters can provide any evidence against him. If not, Aziz steps forward and presents what he knows, identifying Sa'id as the merchant who dropped the paper. Sa'id's sentence should be about 2 weeks if Aziz has to step forward, and longer if the characters present their own evidence. Regardless, the Threshers chose not to send Sa'id to the mines. If the evidence is particularly compelling, Sa'id genuinely admits to hiring men to scare Darrius but claims he never intended for him to get beaten. The confession can be confirmed by magical divinations such as discern lies and zone of truth.

After he has been arrested and placed in the stocks, Sa'id's real plan is then put into action and the Blood of the True is stolen and replaced with a fake. Sa'id will not be suspected because he is supposedly locked in the stocks all night. In reality, his follower helps him escape for a short while with the help of a little magic.

However, since Darrius was beaten to within an inch of his life (stable at -1 hit point, and 2000 points of subdual damage), this is in essence a failure.

Aziz will only see the PCs agree to hear their stories.

CONCLUSION B: DARRIUS IS SAVED

Aziz approaches your group, and gives each of you a large hug. "There is no amount large enough to express the thanks that I have for you, the heroes, that saved the life of my son. But perhaps you could see it in your hearts to accept a poor token of my appreciation."

Darrius speaks up "Yes father. That is very generous of you. Also, know that the mullahs will not forget what you have done today."

Aziz gestures towards his house, "If you would indulge an old man, please come inside, I will show my most prized possession, and perhaps you would tell me stories of your travels I am sure they are most interesting."

If the PCs enter, read the following.

As you enter the house, the clouds once again begin to pour and things are as they began.

The PCs receive an Influence Point with the Mullah's of Ket for saving the life of Darrius, and Aziz gives them his prized water clock.

CONCLUSION C: DARRIUS IS DISGRACED

This conclusion occurs if the characters told Darrius about the plot, or told anyone else about Aziz's involvement. In doing so they brought disgrace upon Darrius by bringing his honour into question.

Your ill-considered actions have exposed the plans of Sa'id but at a terrible cost for Darrius. He has been dishonoured and disgraced.

Aziz refuses to even acknowledge that you exist. It seems like things could have gone much better.

CONCLUSION D: AFTER THE AFTERMATH

This is less a conclusion than notes about what may have happens after Sa'id is captured.

If the characters keep a vigil on him during the night of the duel (the day after the ambush), they will successfully prevent him from stealing the Blood of the True. Sa'id can successfully avoid the normal Thresher garrison at night and steal the gem, however, it will entirely impossible for him to get away while he is being constantly watched.

Alternatively if the characters explained their suspicions and turned the potions over to the threshers, they will prevent Sa'id from stealing the gem.

Lastly, if Sa'id is dead, he can't steal it either, but if so, at least one of the characters should be headed to the mines.

Note: Under no circumstances should you inform your players of this particular section of the module, or explain Sa'id's motivations. Particularly, if your players did not figure this aspect of the module out themselves, you should let them think that they have outsmarted Sa'id.

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 One

Deciphering Note from Sa'id	50 xp
Or	
Having Aziz decipher the note	25 xp

Encounter Two

Obtaining Information from the Bazaar	50 xp
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Encounter Three

Obtaining Information from Darius	50 xp
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Encounter Four

Obtaining Information from Sa'id	50 xp
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Encounter Eight

Obtaining the Message from the Goons	25 xp
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Encounter Nine

Prevent Darrius from Being Beaten	150 xp
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Conclusion D

Figuring out that Sa'id has an ulterior motive	25 xp
Preventing Sa'id from Stealing the Blood	50 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
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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. armour 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.

Encounter 8:

- 300 gp from the ambushers.

Encounter 10:

- *Potion of reduce* (50gp; Tiny; Tradable: Yes; Common; 0lbs.): This potion contains the spell Reduce cast at 1st level. The vial storing the potion is made of glass and is fitted with a tight stopper. This potion will expire 18 months after it was obtained.
- *Potion of invisibility* (300gp; Tiny; Tradable: Yes; Common; 0lbs.): This potion contains the spell Invisibility cast at 3rd level. The vial storing the potion is made of glass and is fitted with a tight stopper. This potion will expire 18 months after it was obtained.
- 30 gp

Conclusions: B

- Influence Point with the Mullahs of Ket (0gp; N/A; Uses: 1; Tradable: Yes; Unusual; 0 lbs.): Description. This point will be useful in future adventures and meta-campaign aspects dealing with the Mullahs of the True Faith in Ket. When going through the proper channels somebody will remember your character's name and what he or she did, and may be willing to do a favour in the future.
- A waterclock (Can be sold for 500 gp)

DM'S APPENDIX 1: NPCs

It is possible that somebody will want to attack Aziz or knock out Javeed. If so, the stats are included here. If the non-combat NPCs are attacked/killed be sure to reference the Laws of Molvar in order to hand out appropriate punishment.

☛ **Sa'id, Male Human Rog9:** Medium-size Humanoid (human); HD 9d6+9; hp 47; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atks +7/+2 melee (1d4/19-20, masterwork dagger), or +9/+4 ranged (1d6/x3, shortbow); SA Rog sneak attack +5d6; SQ Rogue evasion, uncanny dodge; AL LN; SV Fort +4, Ref +9, Will +4; Str 10, Dex 18, Con 12, Int 14 Wis 12, Cha 12.

Skills and Feats: Balance +10, Bluff +13, Climb +5, Decipher Script +6, Diplomacy +11, Disable Device +7, Disguise +8, Escape Artist +9, Forgery +6, Gather Information +6, Hide +18, Innuendo +8, Jump +7, Listen +5, Move Silently +18, Open lock +9, Read Lips +8, Search +4, Sense Motive +13, Spot +13, Tumble +13, Use Rope +7, Language: Baklunish, Language: Flan, Language: Oeridian, Language: Common; Improved Initiative, Run, Skill Focus: Hide, Skill Focus: Move Silently, Leadership.

Possessions: *potion of invisibility*, *potion of reduce*, explorer's outfit, masterwork dagger, leather armour, shortbow, twenty-four arrows, thieves' tools, belt pouch containing 28 gp, 19 sp and 10 cp.

Sa'id is very crafty. He is very intelligent, and knows how to be secretive when needed. Originally from the city of Lopolla, the son of a merchant he took up the shady art at the young age of 18. Right now he is 27 years of age. He is usually dressed in darker tones, which is a necessity for hiding and being stealthy in general. He trusts nobody but himself, but appears friendly. If he looked shifty and untrustworthy he could not fit into regular society as well as he does. He knows about the Four Feet of the Dragon, and knows much of what is acceptable and unacceptable when dealing with honour, family, generosity, and, piety.

A foreigner wouldn't know how you could incriminate a man within the bounds of honour, but Sa'id does. He uses these skills to his advantage. He is very slick, very smooth. Play him that way.

Note: Sa'id does not fight the PCs under any circumstance. If the PCs do try and fight him he will simply surrender.

☛ **Darrius, male human Clr4:** Medium-size Humanoid (human); HD 4d8+8; hp 31; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atks +4 melee (2d4+1/18-20, falchion); SQ: Healing Domain, Protection Domain. AL LG; SV Fort +7, Ref +1, Will +6; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Diplomacy +3, Handle Animal (Horse) +4, Heal +4, Jump +5, Ride +5, Language:

Common, Language: Baklunish; Improved Initiative, Weapon Focus: Falchion, Extra Turning, Quick Draw.

Possessions: breastplate, falchion, cleric's vestments, silver holy symbol of Al'Akbar.

Spells Prepared (5/5/4; base DC = 10 + 3 + spell level): o—create water, read magic, resistance, guidance, purify food and drink; 1st—cure light wounds*, bless, obscuring mist, divine favour, ~~endure elements (fire)~~; 2nd—shield other*, augury, spiritual weapon, hold person.

*Domain spell. Domains: [Healing (Cast Healing spells at +1 caster level); Protection (Glyph of Warding)].

Darrius, the son of Aziz the scribe, grandson of Barmak the scribe is a mullah of the True Faith at the temple of Al'Akbar in Molvar. Born and raised within the city of Molvar he knows it very well. He is a cleric of mid-rank within the temple itself. He joined the temple when he was only 16 years old. Currently 25 he is a devout follower of Al'Akbar. His ultimate goal is to become a Jurat in Molvar so he can gain control over the laws that are made, to better protect the citizens of the city that he loves. The breastplate that he owns was given to him for helping the Jurats protect the city against a Humanoid attack from the Yatil Mountains two years ago. While he was away fighting, his mother (Rashala) fell ill and died. He personally blames himself for her death; as if he was home he could have helped her out. Aziz does not blame Darrius because he was doing his duty and if Darrius wasn't out fighting, the city may have fell. He knows his mother is with Al'Akbar and he will be reunited with her in time.

☛ **Aziz, male human Exp5:** Medium-size Humanoid (human); HD 5d6+0; hp 22; Init +0; Spd 30 ft.; AC 10; Atks +3 melee (1d4/19-20, dagger); AL LN; SV Fort +3, Ref +1, Will +7; Str 10, Dex 10, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Decipher Script +12, Diplomacy +6, Forgery +7, Gather Information +7, Knowledge: History of Molvar +10, Knowledge: Local (Molvar) +10, Knowledge: Nobility and Royalty +10, Knowledge: Religion +10, Profession: Scribe +14, Ride +8; Skill Focus: Decipher Script, Great Fortitude, Skill Focus: Profession (Scribe).

Possessions: Scholar's Outfit, a small slate tablet, two pieces of chalk in a small pouch.

Aziz the Scribe, son of Barmak the scribe and father of Darrius, has lived in Molvar for his entire life, all 43 years of it. His wife (Rashala) died three years ago of a disease. This happened while Darrius was fighting humanoid invaders to the north. Aziz doesn't blame Darrius for not being home since it was his duty to go and help defend the city. His main work is to transcribe books for people and he also does some translation. He has extensive knowledge of the local area having lived here for 43 years now.

☞ **Cirrus, male human Ftr2:** Medium-size Humanoid (human); HD 2d10+4; hp 20; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d6/18-20/x2, scimitar); AL CN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +4, Handle Animal (Horse) +6, Knowledge (Geography): Bissel +1, Ride +10, Language: Common; Improved Initiative, Mounted Combat, Weapon Focus: Scimitar, Power Attack.

Possessions: Explorers outfit, scimitar, pouch containing 14 sp, and 1 cp.

Cirrus, the leader of a small band of adventurers from Bissel, is currently visiting the city of Molvar. The band is on their way to Lopolla, taking a tour of Ket to adventure, and gain experience from their neighbour. In Ket, Cirrus is the one who does most of the talking, taking some advice from Salm Shaw. Cirrus' personal goal while in Ket is to learn more of life in Ket to put his life in Bissel in perspective.

Also, he believes if he gets specific information about Ket he can go home to Bissel to give that information to his home country. Cirrus is attempting to hide the fact that he is from Bissel, and will not admit that he is from Bissel and not from Ket.

☞ **Balance, male half-orc Mnk2:** Medium-size Humanoid (orc); HD 2d8+4; hp 17; Init +3; Spd 30 ft.; AC 15 (touch 15, flat-footed 12); Atks +4 melee (1d6+3, unarmed); SA: Unarmed Attack, Stunning Attack; SQ: Evasion, Deflect Arrows; AL LN; SV Fort +5, Ref +6, Will +5; Str 16, Dex 16, Con 14, Int 6, Wis 14, Cha 6.

Skills and Feats: Jump +10, Tumble +10, Language: Common, Language: Orc; Dodge.

Stunning Attack (Ex): A Monk can make a stunning attack once per level per day. See *Player's Handbook* page 39 for full description of Stunning Attack.

Evasion (Ex): When spell allows Ref save for 1/2 dmg, Balance takes no dmg on successful save and full dmg on failed save.

Deflect Arrows (Ex): Once per round Balance can make a Reflex save DC 20 to deflect a ranged weapon that would normally strike him.

Possessions: monk's outfit, pouch containing 16 cp.

Balance is part of an adventuring band from Bissel. They are currently on a tour of Ket to learn more of their neighbouring country and gain experience of the world around them. See the entry for Cirrus for more detailed information about that. Balance's personal goal in Ket is to learn more of the world around him and other people so he can thereby learn more of himself and his place in this world. Balance speaks very rarely, having spoken only a handful of words after two months in Ket. He will not speak for the purposes of this module.

☞ **Salm Shaw, male halfling Sor2:** Small Humanoid (halfling); HD 2d4+4; hp 11; Init +7; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Atks +0 melee (1d4-1/19-20/x2,

dagger), or +4 ranged (1d4, sling); SQ Familiar; AL N; SV Fort +2, Ref +3, Will +3; Str 8 Dex 16, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Knowledge: Arcana +5, Language: Common, Language: Halfling; Improved Initiative.

Possessions: explorers outfit, dagger, sling, 25 sling bullets, pouch containing 35 sp, and 20 cp.

Familiar (Su): Salm Shaw has a Raven familiar that can speak the Baklunish language and works as a scout. The Raven's name is Ash.

Spells Known (5/4; base DC = 10 + 3 + spell level): 0—daze, detect magic, light, mage hand, mending; 1st—shield, color spray.

Salm Shaw is part of an adventuring band from Bissel. That group is currently on a tour of Ket to learn more of their neighbouring country and gain experience of the world around them. See the entry for Cirrus for more detailed information about that. Salm Shaw's personal goal on their group's tour of Ket is just to travel. He lived most of his life in one city and never left that. When he was a child he met the half-orc Balance. Salm and Balance were fast friends, and Salm probably knows Balance better than anybody else. These days Salm talks a lot, and Balance listens a lot. Salm likes it that way. One thing that irks Salm on this journey is the fact that Cirrus is the one who does most of the talking to other people. It just makes good sense though. With 98% of the population of Ket being human, it is better to put the human (Cirrus) to be the leader to have the easiest time on their journey.

☞ **Mehbazu the Bear, male human Exp4:** Medium-size Humanoid (human); HD 4d6+4; hp 22; Init +0; Spd 30 ft.; AC 10; Atks +1 melee (1d4+2, light hammer), or +5 melee (1d3+2 subdual, unarmed strike); AL LN; SV Fort +2, Ref +1, Will +4; Str 15, Dex 10, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Profession: Merchant +7, Craft: Weaponsmith +8, Bluff +6, Diplomacy +9, Innuendo +6, Intimidate +7, Sense Motive +7, Spot +4, Knowledge: Local – Molvar +5, Language: Common, Language: Ancient Baklunish, Language: Baklunish, Language: Halfling, Language: Dwarven, Language: Oeridian, Language: Flan; Power Attack, Cleave, Sunder.

Possessions: light hammer, leather apron, turban, workers clothing.

Mehbazu has worked his weapons shop in the Bazaar of Molvar for fifteen years. Before that time he worked in the army as a Weaponsmith. He is a very friendly man, which is apparent as soon as he is encountered. Originally from the main city of Lopolla he served for twenty years in the army before moving to Molvar to open his own shop and just enjoy life.

☞ **Meisha, female human Com1:** Medium-size Humanoid (human); HD 1d4+0; hp 4; Init +7; Spd 30 ft.; AC 10; Atks +0 melee (1d3 subdual, unarmed strike); AL

LG; SV Fort +0, Ref +3, Will +0; Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +4, Jump +4, Ride +7, Use Rope +5, Language – Common; Improved Initiative, Alertness.

Possessions: commoners clothes.

Meisha, the daughter of Niv Greyeyes is a young Baklunish girl of 17 years. Her mother is very knowledgeable about the local fruits and vegetables. Meisha is learning from her mother, but she finds it hard at times to recall what her mother has told her. She is looking for a suitable husband, and perhaps may think that one of the PCs is that man.

☞ **Javeed, male halfling Rogr/Exp2:** Small Humanoid (halfling); HD 1d6+2 + 2d6+4; hp 20; Init +7; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Atks +2 melee (1d4/19-20, dagger); SA: Rog sneak attack +1d6; AL LN; SV Fort +2, Ref +5, Will +2; Str 10, Dex 17, Con 14, Int 12, Wis 10, Cha 15.

Skills and Feats: Craft: Tailor +7, Move Silently +9, Hide +9, Innuendo +6, Forgery +7, Disguise +8, Bluff +9, Ride +3, Knowledge: Local – Molvar +7, Language – Common, Language – Halfling, Language – Baklunish; Improved Initiative, Iron Will.

Possessions: Fine set of clothing, tailor's kit, pouch containing 2 sp, silver holy symbol of Olidammara.

Javeed is a member of the underground in the city of Molvar. For the purposes of this tournament the PCs will not be informed of this. In the future more will be developed on this thread. Javeed has lived in the city of Molvar for his entire life and there isn't much going on that he doesn't know about. Javeed doesn't know about the Blood of the True, but that's because the mullahs have been keeping that secret very tight. Javeed is friendly, especially to other halflings, but doesn't exclude anybody from his shop, even foreigners.

☞ **Esta, female human Comr:** Medium-size Humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30ft.; AC 10; Atks +0 melee (1d4/19-20, bread knife); AL LN; SV Fort +3, Ref +0, Will +2; Str 10, Dex 10, Con 12, Int 10, Wis 15, Cha 12.

Skills and Feats: Profession: Baker +7, Gather Information +3, Diplomacy +3, Ride +4, Spot +6, Listen +6, Language – Common, Language – Baklunish, Language – Dwarven; Great Fortitude, Alertness.

Possessions: apron, bakers clothes, bread knife.

Esta's family has owned the bakery next to Aziz's house nearly as long as the city has been in existence. She recalls when Aziz was born, and also when Darrius was born. She and Aziz's father Barmak grew up together. She has kept watch over Aziz and his son since they feel almost like family. She is a respectable 63 years old, and has a friendly, motherly aura about her. Being close to her makes people relax.

☞ **Abdi, male human Clrr:** Medium-size Humanoid (5 ft. 5 in. tall); HD 1d8+1; hp 9; Init +0; Spd 30ft.; AC 10; Atks +0 melee (2d4/18-20/x2, falchion); AL LG; SV Fort +3, Ref +0, Will +6; Str 10, Dex 10, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +5, Sense Motive +5, Spot +4; Extra Turning, Extra Turning.

Equipment: falchion, cleric's vestments, pouch containing 1 sp (from his parents).

Spells Prepared (3/3; base DC = 10 + 3 + spell level): *o--create water, read magic, resistance; 1st—protection from chaos*, bless, obscuring mist*].

*Domain spell. Domains: [Healing (Cast Healing spells at +1 caster level. Law (Cast Law spells at +1 caster level)]].

Young Abdi was sent to the Temple of Al'Akbar by his parents (a minor noble house in Molvar) because they saw he was blessed by Al'Akbar with the gift of wisdom. Wise beyond his years, they sent him to the Temple where they knew he would do the most good. Abdi loves it at the Temple and is specializing in dealing with Undead. Abdi also is one of the task force dealing with the Blood of the True.

DM'S APPENDIX #2

DECIPHERED PLAYER'S HANDOUT #3

Hail,

I need a few of your specialists to deal with a problem. The payment will be the usual amount, tell them to meet me at the Hearth and Home, tomorrow night. I will have the materials they need. The problem is an arrogant Mullah, he has offended my honour, but unfortunately it turns out he is a capable duelist. I want to make sure that I will win, by default if necessary. There are to be no questions asked and no answers given. Just have them meet me, and I will tell them when and where the deed is to be done. In the past, things have not gone entirely to my liking. Make sure it does not happen again, or I will most displeased.

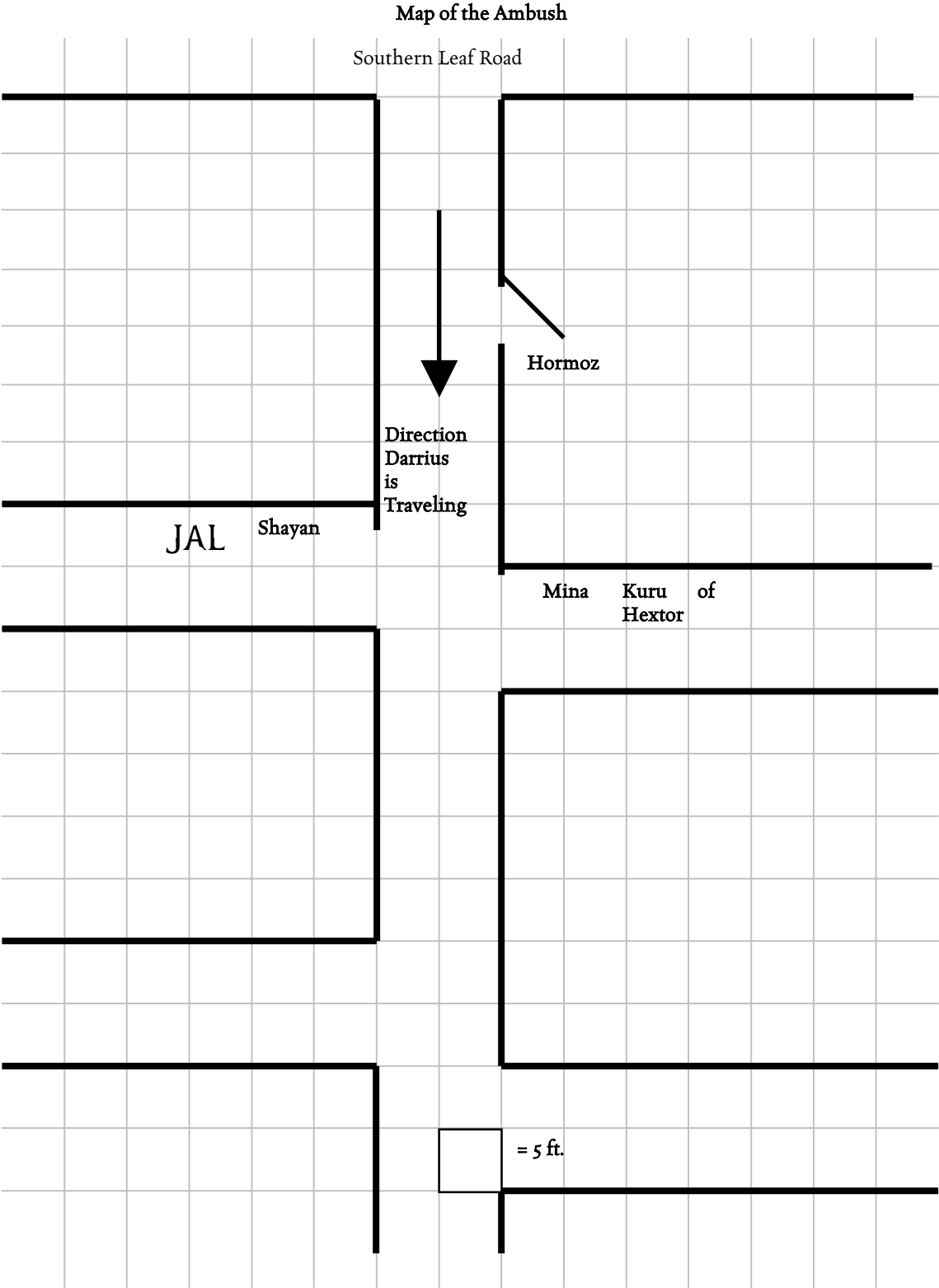
You know who I am.

DM'S APPENDIX #3

CODE FOR THE PLAYER'S HANDOUT #3

Decoded Message	Ciphered Message
A	D
B	C
C	B
D	A
E	Z
F	Y
G	X
H	W
I	V
J	U
K	T
L	S
M	R
N	Q
O	P
P	O
Q	N
R	M
S	L
T	K
U	J
V	I
W	H
X	G
Y	F
Z	E

Reverse the Alphabet and shift Z right by four spaces. (Shifted by four letters because there are four letters in the name Sa'id)



PLAYER HANDOUT #1

Ωδωσ,

ς θζζα δ ψζη πψ φπφμ λοζβωδσπλκλ κπ αζδσ ηπκω δ ομπχσζρ. Κωζ οδφρζθκ ηωσ σ χζ κωζ φλφδσ δρπφθκ, κζσσ κωζρ κπ ρζζκ ρζ δκ κωζ Ωζδμκω δθα Ωπρζ, κπρπμμπη θ πξωκ. ς ηωσσ ωδιζ κωζ ρδκζμωδσλ κωζφ θζζα. Κωζ ομπχσζρ πλ δθ δμμπξδθκ Ρφσσδ ω, ωζ ωδλ πψψζθαζα ρφ ωπθπφμ, χφκ φθψπμκφθδκζσφ πκ κφμθλ πφκ ωζ πλ δ βδοδχσζ αφζσπλκ. ς ηδθκ κπ ρδτζ λφμζ κωδκ ς ηωσσ ηωθ, χφ αζψδφσκ πψ θζβζλλδμφ. Κωζμζ δμζ κπ χζ θπ νφζλκωπθλ δλτζα δθα θπ δθληζμλ ξπιζθ. Υφλκ ωδιζ κωζρ ρζζκ ρζ, δθα ς ηωσσ κζσσ κωζρ ηωζθ δθα ηωζμζ κωζ αζζα πλ κπ χζ απθζ. ςθ κωζ οδλκ, κωπθξλ ωδι ζ θπκ ξπθζ ζθκωμζσφ κπ ρφ σωτωθξ. Ρδτζ λφμζ πκ απζλ θπκ ωδοοζθ δξδωθ, πμ ς ηωσσ ρπλκ απλοσζδλζα.

Φπφ τθπη ηωπ ς δρ.

PLAYER HANDOUT #2

Wdvs,

V qzza d yzh py fpjm lozbvdsvlkl kp azds hvkw d ompcszr. Kwz odfrzqk hvss cz kwz jljds drpiqk, kzss kwzr kp rzzk rz dk kwz Wzdmkw dqa Wprz, kprpmmph qvxwk. V hvss wdiz kwz rdkzmvdsi kwzf qzza. Kwz ompcszr vl dq dmmpxdqk Rjssdw, wz wdl pyyzqaza rf wpqpjm, cjk jqypmkjqdkzsf vk kjmql pj k wz vl d bdodcsz ajzsvlk. V hdqk kp rdtz ljmz kwdk V hvss hvq, cf azydjks vy qzbzlldmf. Kwzmz dmz kp cz qp njzlkvpql dltza dqa qp dqlhzml xvizq. Ujlk wdiz kwzr rzzk rz, dqa V hvss kzss kwzr hwzq dqa hwzmz kwz azza vl kp cz apqz. Vq kwz odlk, kwvqxl wdiz qpk xpqz zqkvmzsf kp rf svtvqx. Rdtz ljmz vk apzl qpk wdoozq dxdvq, pm V hvss rplk avloszdlza.

Fpj tqph hwp V dr.

PLAYER HANDOUT #3

Darrius,

Please return home at once. I believe that I have come down with the same disease that killed your mother. I could barely muster enough strength to write this note and send the boy to find you. I don't know how much time I have left.

Hurry... (The writing trails off)

EVENT SUMMARY FOR THICKER THAN WATER WEEKEND IN KET 2001

Dungeon Master's name:

List the names of the characters who played this event:

Did the characters prevent Sa'id from obtaining the Blood of the True? (Yes / No)
If so, explain how:

If any rogues were contacted by Javeed the Tailor in Encounter 2 please list their names.

Was Darrius beaten by Sa'id's goons? (Yes / No)

Did the PCs earn the Influence Point with Mullahs of the True Faith? (Yes / No)

Which Conclusion did the PCs end up with? A, B, or C

Did the PCs talk to Sa'id? (Yes / No)

Did the PCs talk to Darius? (Yes / No)

If any characters were arrested for crimes, please list the character name, the crime and the punishment below.

If any businesses were invented for the Bazaar please give a brief description of them on the back of this sheet. Thank you for your help.