

# The Empty Throne

## A One-Round Dungeons & Dragons<sup>®</sup> Living Greyhawk™ Ket Regional Adventure

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The Army of the Righteous, led by the Black Arrow and Sylvana bint Zoltan, has returned from Ekbir and now surrounds the city of Molvar. The forces of Nadaid man the walls, their weapons ready. Meanwhile, the throne of Ket sits empty. Who will be the first to claim it, and start the final civil war? A plain white pennant flutters in the morning breeze—someone approaches the walls of Molvar under a flag of truce to make an announcement. An adventure for character levels 4-15 (APL 6-14). This is the final Ket adventure, and contains spoilers for several previous adventures—for best play experience, players should try to ensure that this is the last Ket adventure that they play.

Resources for this adventure [and the authors of those works] include *Complete Warrior* [Andy Collins], *Fiendish Codex II* [Robin D. Laws], *Miniatures Handbook* [Jonathan Tweet], *Monster Manual II* [Jeff Grub], *Monster Manual III* [Andy Collins], and *Player's Handbook II* [Dave Noonan].

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

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

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Information on non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

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

## TIME UNITS AND UPKEEP

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

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

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

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

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of *Living Greyhawk Campaign Standards* 7.5

## ADVENTURE BACKGROUND

### BISSEL

Bissel has been Ket's enemy since Ket's surprise invasion of Bissel during the Greyhawk Wars. Tension along the border between the two countries is always high.

In the autumn of CY596, there was a close race for the post of Margrave (ruler) of Bissel between Malto, an obscure priest, and Field Marshall Valiscerat. Although Valiscerat was expected to win, Malto unexpectedly pulled off an upset.

By coincidence, on the day that Malto was crowned in Bissel's capital city of Thornward, a bored Ketite patrol raided some nearby forts for supplies and horses. Valiscerat, upset by his recent electoral loss, exaggerated the minor raid as a full-scale invasion, and used this as pretext to invade Ket in the middle of winter. Although the town of Avernand fell to his forces, his attack quickly bogged down in the winter mud of the Irafa Road. In the spring, Ket retook Avernand, and the "war" rapidly devolved into a stand-off.

### THE FAITH OF AL'AKBAR

Al'Akbar was a holy man who, almost a thousand years ago, preached that the Twin Cataclysms and the subsequent fall of the Baklunish Empire had occurred in part because the Bakluni had neglected the Four Feet of the Dragon and the proper worship of the Baklunish pantheon. He led such an exemplary life that the Baklunish Pantheon raised him to deityhood as a minor demi-god. The Cup and Talisman, artifacts that had been given to him by Istus to encourage him in his life's work, were passed on to his spiritual heirs as holy relics.

Four hundred years ago, serious divisions among his followers began to appear, mainly between liberal pragmatists and conservative dogmatists. A dramatic theft of the Cup and Talisman from Ekbir precipitated a schism of the faith between the larger, more liberal Exalted Faith and the smaller, hard-line conservative True Faith. These divisions eventually became political, with Ekbir largely remaining Exalted Faith, Ket becoming True Faith and Tusmit divided between the two.

Followers of each sect pray to the same deity, but both believe the other is irredeemably heretical.

### THE CUP AND TALISMAN REAPPEAR

Lost to history for 300 years, the Cup and Talisman of Al'Akbar reappeared in Ekbir in the care of the Exalted Faith last autumn.

This outraged the head of the true Faith in Ket, Yshar al'Mullah. Joined by Sylvana bint Zoltan, he called upon the entire Ket army to march on Ekbir. Beygraf Nadaid, while sympathetic, objected to this plan, since it would leave Ket defenceless. However, Nadaid's own brother, the Black Arrow, general of Ket's army, betrayed Nadaid and sided with Sylvana and Yshar. Nadaid was charged with treason, but before he could be tried and executed, he escaped and was spirited out of Lopolla to Molvar, where Alvaro Aldeen, the Graf of Molvar, welcomed him and provided shelter.

## THE QUEST

Sylvana and the Black Arrow quickly recalled all army units from across Ket—including the border with Bissel. The new "Army of the Righteous"—the Ket army bolstered by half the adult population of Ket—marched out of Ket and into Tusmit, on the road to Ekbir. Arguments between Sylvana and the Black Arrow slowed the army's pace to a crawl, but they eventually crossed into Ekbir.

## THE INVASION FROM BISSEL

It did not take long for the Bisselite general, Valiscerat, to realize that the Ket border had been left undefended. Within days, the Bissel army invaded Ket in force. Driving up the unguarded Irafa Road, they marched on Lopolla, sacked it, then burned it to the ground. Once the capital city of Ket lay in ruins, they spread out across defenseless Ket, quickly exerting control over the entire country except the strongly defended city of Molvar.

However, the one fly in Valiscerat's ointment was that he did all of this without the approval of his ruler, Margrave Malto.

## THE QUEST IMPLODES IN EKBIR

When the Ket army finally crossed into Ekbir, their confrontation with the army of Ekbir was interrupted by an appearance by Al'Akbar himself. The god decried the fact that war was being waged in his name, and he destroyed the Cup and Talisman so they could never be fought over again. Al'Akbar declared both the Exalted Faith and the True Faith to have left the path of his teachings, and commanded that there be one combined Faith. Priests refusing to join this combined Faith would never receive spells from him again.

With that warning, he disappeared, leaving the two armies with nothing to fight about. The Ket army, their momentous Quest in shambles, turned and began the long trek back to Ket.

Their leaders, Sylvana bint Zoltan and the Black Arrow, rivals for the throne, had expected that the person most credited with winning back the Cup & Talisman would become the new Beygraf. The long march back home has given both of them plenty of time to think about how to gain the throne without the sacred artifacts, and how much leverage this gives Nadaid, waiting back in Ket.

## THOSE THAT DO NOT OBEY

Many of the older mullahs, Threshers and Jurats were close followers of Sylvana bint Zoltan, hard-line conservatives more enamored of their power than in their faith. They had hoped that the recovery of the Cup and Talisman would bring about a return to the "good old days" of Ket, when the law was absolute and punishment for non-compliance was harsh and often lethal.

Despite the destruction of the Cup & Talisman, and the pronouncements by Al'Akbar himself, they refused to join the new "combined" Faith of Al'Akbar, even though for the former mullahs, this meant a loss of their spells, since their prayers to Al'Akbar went unheeded.

These unrepentant ideologues were acutely aware that without the power of their spells, their place in the power structure of Ket society was very much in danger, even if Sylvana succeeded in gaining the throne.

## MEANWHILE, BACK IN KET

Ex-Beygraf Nadaid, in exile in the city of Molvar, worked with Graf Alvaro Aldeen of Molvar to strengthen the defenses of the city, and his forces were able to turn back Bissel's attacks. Molvar became the last independent city of Ket.

Although the Mullahs, the Threshers (police) and Jurats (judges) had all marched off to Ekbir, they were not missed in Molvar. The Lower Watch was already in charge of law and order, and although the temples of the True Faith across the city were empty and dark, other faiths of the Baklunish pantheon stepped forward to provide spiritual leadership and healing, notably the Churches of Istus, Geshtai and Mouqol. Military forces that remained loyal to Nadaid still wore their usual army uniforms, now supplemented by a patch on the left shoulder showing a white horse rising phoenix-like from the flames of a burning city.

## EXIT BISSEL

After the unnecessary destruction of Lopolla, Margrave Malto became increasingly aware that Field Marshall Valiscerat was becoming too independent. Finally

Malto ordered the Bissel army to leave Ket. Valiscerat refused, and declared himself the new “King of Ket”, leader of an independent nation.

Fully half of Valiscerat’s forces abandoned him, and Nadaid was able to take advantage of this to destroy Valiscerat’s army.

## **CIVIL WAR? WHO WOULD WIN?**

With Ket back in Nadaid’s control, there is the question of who has the firepower to claim the throne of Ket. Most military analysts on both sides agree that the forces and alliances that Nadaid has arranged, and the excellent morale of his troops in light of the victory against Bissel is a match for the size and experience of the returning army, whose troops are demoralized by their long march back from Ekbir with nothing to show for it.

The military leadership on both sides is just as well matched—Nadaid is a former successful general himself, known for over-running Bissel in two weeks during the Greyhawk Wars. And he has Arad Darkeye, Ketite hero, as his senior general. On the other side, although Sylvana lacks military experience at the corps level, the Black Arrow has been commander of the Ket army for a number of years, and has a number of successful operations to his credit.

With such an even match, a long and drawn-out civil war is almost guaranteed.

What remains unclear is what will happen if either Sylvana or the Black Arrow decides to dissolve their partnership and try for the throne alone. How would the army split? Almost certainly Ket would be plunged into a three-faction civil war.

## **THE BLACK ARROW**

The Black Arrow deposed his brother with the expectation that if he successfully brought the Cup & Talisman back to Ket, he would naturally ascend to the throne.

He is aware that his claim to the throne has been severely weakened by the failure of the Quest for the Cup and Talisman. In addition, as the army has moved through Ket towards a showdown at Molvar, he has been disturbed by the devastation wrought on the countryside by the Bissel invasion. Increasingly he has come to believe that a three-faction civil war would be even more damaging, and would perhaps even destroy Ket.

## **SYLVANA BINT ZOLTAN**

Sylvana is the daughter of a former Beygraf, Zoltan, who was assassinated during the Greyhawk Wars shortly after he formed an alliance with Iuz.

Sylvana is a beautiful woman who inherited intelligence, ambition, political smarts and ruthlessness from her father. If she has one flaw, it is perhaps that she assumes everyone is as ruthless as herself.

Sylvana believes that a three-way civil war is inevitable. Knowing that the Black Arrow will have the support of many of the army officers, she has been rounding up allies amongst the nobles, and she is counting on the support of the hard-line Mullahs, Thresher and Jurats who followed her to Ekbir and back.

## **ANOSHAN AL’HEXTOR**

Anoshan is the handsome and charismatic leader of the Church of the Scourge of Battle (Hextor) in Ket—the worship of Hextor has been legal in Ket except for a brief period several years ago.

Having been tortured by agents of Iuz in his youth, Anoshan has a fanatical hatred for Iuz. He became an ardent supporter of Nadaid’s after the former Beygraf was deposed. Anoshan believes that the Quest for the Cup and Talisman is a plot by Iuz to weaken Ket and promote war in the Baklunish West.

He provided money and men to Nadaid’s cause, and as much as anyone, has been responsible for Nadaid’s survival during the Bissel invasion.

In return, he expected Nadaid to use an iron fist to rule, using might and the law to grind his opponents into the dust. Harsh laws and absolute compliance to the ruling class were his dream.

However, he has been appalled to learn that Nadaid is considering some sort of diplomacy with the rebel leaders of the returning Army, and a softening of Ket’s notoriously harsh laws in light of the destruction of the True Faith.

Anoshan can’t abide the thought of a softer, more lenient Ket, and has begun to plot against Nadaid. In secret he went out to the returning Army as it entered Ket, and sought out the Yshar al’Mullah, the high priest of the True Faith, and an influential voice of the Mullahs, Jurats and Threshers who had refused to join the new “combined” Faith of Al’Akbar. Using all of his considerable diplomatic skills, Anoshan convinced Yshar that the True Faith had been betrayed by none other than Al’Akbar himself. Weaving visions of Ket under the iron fist of Hextor and a return to the “good old days” that the hardliners craved, Anoshan successfully seduced Yshar and his minions to the worship of Hextor with promises of new powers, both temporal and spiritual. The former Mullahs started praying to Hextor, and when they received spells, they were careful not to reveal their new powers to anyone,

since they supposedly do not receive spells from Al'Akbar anymore.

Together, Anoshan and Yshar worked out a plan to ensure a civil war between the returning army and the forces of Nadaid. Whoever emerges as the winner will be weakened by the fighting, and will be easy pickings for the Hextorites.

Yshar now pretends to still serve Sylvana, and constantly counsels her that she has the right and the strength to take the throne by force.

Back in Molvar, Anoshan gives the same advice to Nadaid—show no mercy to the “traitors” who deposed him. He can easily win a war against them now that they have returned without the Cup and Talisman. Anoshan counsels Nadaid the ex-Beygraf can easily retake his throne.

Anoshan and Yshar now wait for the civil war to begin, knowing that a three-way civil war will destroy two of the factions and leave the victor so weakened that he or she will easily fall to the alliance of Hextorites and the new “recruits” from the True Faith.

## AS THE ADVENTURE BEGINS

The day before this adventure begins, the returning Army arrives on the outskirts of Molvar, and encamps within sight of the city walls. So large is the army that it surrounds the entire city.

That same day, the Black Arrow informed Sylvana that he would surrender himself to his brother the next morning in return for a general amnesty for the Army and Sylvana, and advised her to come with him. Sylvana called him a fool—if she were Nadaid, she would simply arrest him and have him executed for treason before launching an attack on the Army. However, she also believes that the Black Arrow is doing her a favor by removing himself from the equation. With him out of the way, Sylvana knows command of the entire Army will fall to her, and because she listens to the counsel of her main advisor, Yshar al'Mullah, she believes she will win easily win the resultant battle with Nadaid's forces.

Sylvana immediately told Yshar what the Black Arrow has planned in the morning, looking for his advice. Unbeknownst to Sylvana, Yshar now worships Hextor and follows Anoshan's orders. He immediately went to Anoshan with this news.

## ARAD DARKEYE

Arad Darkeye is an iconic name in Ket, first as hero of the Greyhawk Wars, then after a brief retirement, as a hero of the siege of Vilayad in CY594. For the next two years, he took assignments directly from the Beygraf, usually to assess the performance and readiness of

various parts of the Ket army. After Nadaid was removed from power, Arad joined him in Molvar, where Nadaid put him in charge of Molvar's defenses. He was instrumental in driving off the Bisselites, despite their superior numbers, and now stands ready to take on the task of marshalling Nadaid's forces in a civil war.

## YSHAR AL'MULLAH

Yshar had been the head of the True Faith in Ket for several years before he helped to overthrow Nadaid. In the hierarchy of the True Faith, he was second in influence only to the Grand Mufti.

For Yshar, the harsh laws of Ket and the ruthless black and white worldview of the True Faith went hand in hand. When the True Faith was “destroyed” by Al'Akbar himself, Yshar refused to change to the new “combined” Faith of Al'Akbar, and the next day found himself without spells and powers. As the army started the long march home, word reached Yshar that Nadaid, “Shield of the Faith”, had signed a treaty with the elves of the Bramblewood, a heretical concept. Nadaid had also managed to find the long-lost Blood of the True, a ruby reputed to contain the blessing of Al'Akbar. And he started receiving reports that Nadaid was reforming the harsh penal code of Ket. With no god and no law to sustain him, Yshar found himself rudderless.

It was at that precise moment that Anoshan al'Hextor appeared. Although of different faiths, Anoshan and Yshar had similar personalities and outlooks, and had actually gotten along fairly well in the past. Anoshan now convinced Yshar that it was Al'Akbar that had betrayed the True Faith—he must have been corrupted on some level that mortals could not comprehend. However, Anoshan pointed out that Hextor still offered a way to return Ket to the proper path, and Yshar made the decision to convert to worship of Hextor. He was gratified that he immediately recovered his spells and powers. With those to demonstrate, he and Anoshan convinced a select group of the most fanatical Mullahs, Threshers and Jurats of the True Faith to convert as well. Then Anoshan revealed his plan—they would work to make sure the Black Arrow, Sylvana and Nadaid started a destructive civil war. When two of the three had been destroyed, Anoshan and Yshar would easily strike down the exhausted victor and place Ket under the rule of Hextor.

Yshar cautioned his Mullahs not to reveal their new powers, since questions would be raised about which god was granting those powers.

Yesterday (i.e. the day before the adventure starts), the army reached Molvar, the Black Arrow revealed his plan to surrender to Sylvana, and she in turn told

Yshar. Although Yshar counselled Sylvana that this would be her opportunity to take control of Ket, and that Nadaid's army is far weaker, etc., Yshar had no illusions about the outcome—he knew if Nadaid offered a general amnesty to the army that they would move over to Nadaid; Sylvana would either be forced to surrender or quickly be defeated—in other words, no civil war.

Yshar quickly took word to Anoshan, and they both decided that to restart their plans for a civil war, the Black Arrow had to die before he could surrender, and hopefully in such a way that Nadaid would suspect Sylvana, and Sylvana would suspect Nadaid. Anoshan also suggested that the Black Arrow then be raised as undead and when the Hextorites take over, he can be installed on the throne of Ket as the “Eternal Beygraf”, a symbol of strength and terror.

Since Yshar had full access to the army camp, Anoshan left it to Yshar to carry out the assassination in a manner of his own devising. With little time, Anoshan had two of his minions craft a magical explosive device and place it under the speaker's platform in Red Tower Square. Yshar plans to trigger the bomb via a magic trigger when the Black Arrow arrives on the platform.

## THE ALTAR ELEVATOR

In 594, the Temple of Al'Akbar in Lopolla was destroyed by wizards who were under the influence of dedicari powder. The priests in Molvar saw this, and drew up plans for an emergency escape route should such an attack occur on their temple. The escape mechanism is triggered by manipulating some of the carvings on the altar. Once triggered, the altar descends a 30-foot shaft in one round. At the bottom, it waits one round and then automatically ascends to its former position in one round. Anyone jumping off the altar at the bottom of the shaft finds themselves in a tunnel that takes them to a nearby house.

## TIME OF YEAR AND WEATHER

The adventure starts on 16 Reaping (July) CY 598, about a month after midsummer. Although the spring was mild, a relief from the very harsh cold winter, the weather for the past two weeks has been very hot, with frequent thunderstorms in late afternoon. It will remain hot and humid for the entire adventure, with the electric threat of thunderstorms heavy in the air (although none will materialize). The moons are both waning crescents during the adventure, and both rise after midnight.

## SUMMARY OF ADVENTURE

**Synopsis:** After the Black Arrow is assassinated, the PCs are asked to investigate. They discover that former Mullahs of the now discredited True Faith are now working for the Church of Hextor, trying to help Anoshan seize power. The actions of the PCs may be able to prevent a civil war and the destruction of Ket as we know it.

**Introduction** Roleplaying encounter. The PCs can pick up rumors as the Black Arrow arrives in the city to make a speech in Red Tower Square.

**1: Red Tower Square:** Roleplaying encounter. The Black Arrow is assassinated as he starts to speak. Opportunity for PCs to help care for the wounded.

**2: Stables:** Roleplaying encounter. Arad Darkeye commissions them to find out who is responsible for the assassination. Important clues can be found in Encounters 3, 4 & 5, which are all optional and can be done in any order.

**3: Crime Scene:** Roleplaying encounter. The adventurers return to Red Tower Square to look for clues.

**4: Army Camp:** Roleplaying encounter. The adventurers look for clues within the Army of the Righteous.

**5: Interviews:** Roleplaying encounter. The adventurers may choose to interview important persons within the city.

**6: Report to Arad:** At the end of the first day, the PCs report back to Arad Darkeye. After listening to their report, Arad tells the PCs that civil war will be a disaster, and asks the PCs to choose who should be the next Beygraf—Sylvana or Nadaid. Arad tries to convince the other to surrender. This leads to either encounter 7a or 7b.

**7a: Slip into Camp to Talk with Sylvana** Roleplaying encounter. Arad and the PCs slip into the camp and meet with Sylvana to offer her the crown if she agrees to not to punish any Ketites who were loyal to Nadaid of any punishment. She refuses, saying that she will imprison all who opposed her. The PCs must choose whether to continue with their plan to have Sylvana become the Beygraf, or try to convince the army staff to support Arad.

**7b: Slip into Camp to Talk with the Army Staff** Roleplaying encounter. Arad and the PCs slip into the camp and meet with the army staff to try to convince the army staff to support Nadaid. Partway through their conversation, Sylvana appears, and the army staff must decide whom to support.

**8: Temple:** Puzzle encounter. The PCs notice the lights in the Temple of Al'Akbar are lit, and Arad asks them to investigate. The PCs must somehow get into

the temple without alerting the Mullahs or their sentry.

**9: Sanctuary:** Combat Encounter. The PCs fight one of the Black Arrow's officers, now raised as undead. There are clues here that Hextor is involved.

**10: Anoshan** Combat encounter. Now that the PCs are aware of the involvement of Hextorites, they go to confront Anoshan. Now that the PCs have prevented a civil war, Anoshan and Yshar decide to summon an Aspect of Hextor to cleanse the city of non-believers. The PCs arrive just in time to see Anoshan killed by the newly raised Black Arrow—now a death knight—so that Yshar can become head of the Church of Hextor. However, the Black Arrow then kills Yshar and declares himself the Eternal Beygraf. The PCs must defeat the Black Arrow in order to get down to the sanctuary and attempt to stop the summoning ceremony.

**11: Endgame** Combat encounter. In order to save Ket from Hextorite rule, the PCs must defeat an Aspect of Hextor that has been called.

**Conclusion:** Success or failure? Life or death? Sylvana or Nadaid? Peace or war?

## PREPARATION FOR PLAY

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

Is anyone crafting magic items? A MIC must be completed before the adventure begins.

- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL
- Does any PC have game effects such as curses, lycanthropy or play bonuses?
- Ask to see all spell lists.
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones? If one of them is *Unsavory Contacts*, see *Appendix 3* for use of this card within Ket.
- Does anyone have outstanding **Lawbreaker** status (formerly **Warrant of Ket**)? Recognize that this can only be enforced on the grounds of the estate of the Ambassador of Ket and nowhere else.

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

- Has anyone played KET1-01 *A Favour*? (They will recognize Marohk Gaubaruva.)
- Does any PC have the AR item **Nadaid Owes Hextor** from KET8-03 *Blood of the True*?

(Nadaid will be unable to offer them compensation for their efforts at the start of the adventure. This means that the PCs may play the mod thinking they will not be paid, In fact they will receive full gp if they are successful.)

- Do any PCs have the AR item **Royal Wedding** from KET7-07 *Balance of Ket*. (Small change in *Conclusion*.)
- Prayers to the True Faith or Exalted Faith of Al'Akbar no longer receive spells or powers. Any PCs who received divine spells from these sources must choose a new deity at the start of the adventure. Choosing Al'Akbar (combined faith) is the only choice that does not require an *atonement*. This choice should be marked on the AR at the end of the adventure. Not choosing a new deity results in the loss of all divine spells and powers.

## INTRODUCTION

Since the adventure begins in Molvar, buying of goods and equipment may be completed before the adventure begins.

*It is hot. The hottest Wealsun in recent memory.*

*The sticky weather just adds to the almost palpable tension in the city of Molvar. Yes, the forces of the renegade Bissel general Valiscerat no longer rule Ket, and for a few days, there was dancing and celebration in the streets. But the celebration was short-lived. The moment both longed for and feared by all Ketites has arrived.*

*The Army of the Righteous has returned from Ekbir. But not in triumph. They do not bear the sacred Cup and Talisman before them. Nor do they return in defeat, crushed by the army of Ekbir. They return because their purpose was dissolved, their mission aborted, their reason for invading Ekbir cut away from them as if by a knife. A knife wielded by Al'Akbar himself.*

*Confronting both the Ket army and the army of Ekbir, the god himself called them all fools, destroyed the Cup and Talisman so they could never be fought over again, and called upon both the Exalted and True Faiths to rejoin as one combined Faith of Al'Akbar. Priests who refused would lose all their powers and spells.*

*Now the massive army has returned. It surrounds the city, a vast creature covering the hillsides with tents and banners, ominous and silent. Has it returned in peace to negotiate with*



*Nadaid, or in war, to fight for the throne? And if it has returned in war, who will lead it: Nadaid's brother, the Black Arrow, renowned general? Or Sylvana bint Zoltan, charismatic bey and daughter of a Beygraf? Or will the army split in two, and cause a three-way civil war?*

*A single trumpet call causes a stir among those watching from the walls of Molvar. A small troop of cavalry forms up and rides towards the south gate of the city. Above them fly two banners: the first a simple cloth of white, the universal sign of parley, and the other a black arrow on a field of silver.*

*"The Black Arrow comes to Molvar! The Black Arrow comes to Molvar!"*

*But does he come in peace? Or in war?*

## GATHER INFO

The PCs can make Gather Info checks.

**DC 5** The Black Arrow, Sylvana and the head of the True Faith in Ket, Yshar, worked together to depose Beygraf Nadaid. It was only through the work of some loyal adventurers that Nadaid escaped a speedy trial and execution.

**DC 8** Since he was removed from power, Nadaid has somehow managed to piece together a treaty with the elves of the Bramblewood, rehire the hobgoblins of the Yatil Mountains, convince the Thorns of the Copper Palace to support him again, and find the ancient ruby known as the Blood of the True, symbol of the blessing of Al'Akbar. Many people of Ket believe him to be the Beygraf again even if he has not claimed the throne.

**DC 10** Any priest or paladin of the True Faith who refused to join the new combined faith of Al'Akbar has not received any spells for over a month.

**DC 12** When the Army of the Righteous crossed back into Ket without the Cup and Talisman of Al'Akbar, many of the Citizens of Ket who joined the Army for the quest deserted and have returned to their homes.

**DC 15** Although Nadaid has managed to gather new powerful allies, and is responsible for removing the Bisselites from Ket, he has not yet claimed the throne for himself. Some say he does not want to push the country into civil war without finding out how powerful the army is now that it has returned home.

**DC 18** As the Army of the Righteous passed by Vilayad on its way back home through Tusmit, the Black Arrow took the opportunity to visit his wife, Morsooth, who was a Qadi of the Exalted Faith, and the head of the city council there. It is known that

Morsooth has joined the new combined Faith of Al'Akbar.

**DC 20** Although many of the followers of the True Faith, especially the younger priests, have joined the new combined faith, some of the older conservatives have not. Apparently they don't believe they have betrayed their god—according to them, their god has betrayed them. During the slow march home, there have been several fiery sermons about the "betrayal of Al'Akbar", and "a demon sitting amongst the true gods."

**DC 25** "I were attacked by some bandits over to the ruins of Lopolla. When I come to, one of them old Mullahs was a-healing me with magic, but as soon he realized I'd woken up, he headed off right away before I could thank him. Thought they'd lost all their spells, but maybe they's just not praying hard enough."

## 1: RED TOWER SQUARE

The adventure starts within the walls of Molvar, so no armor or weapons may be borne except staff, dagger or sap, unless an adventurer has campaign documentation stating otherwise.

*The ancient Red Tower stands gleaming in the hot sun. Originally built where the Redflood River flowed out of the Griffonstrike Pass, it has seen a city grow up around it over the centuries. Although unseen beneath the surface of the city, the Redflood still flows by the foundations of the tower. The polished red granite surface of the tower reflects the heat of the sun onto the strangely subdued crowds that have gathered from every corner of the city. A quiet buzz permeates the square—war or peace? One beygraf, or two? Or even three?*

*You try to edge a bit closer into the square, but the crowd holds you back. Then, from the avenue leading to the south gate, you catch a glimpse of the Black Arrow and his retinue of staff officers, resplendent in full dress uniform, their bearing stiff and proud.*

*Despite all the public debate of the past months on his role in Ket's misfortunes, a hush settles over the assembled masses, save for the nervous shuffling of feet. The unfortunates locked into the nearby stocks twist their heads around, trying to see. The echo of slow hoofbeats and the jingle of bridles is loud. The crowd parts of its own accord, making way for the riders.*

*As the soldiers approach the Red Tower, many note that ex-Beygraf Nadaid and his betrothed, Najmeh, are watching from a balcony high up in*

*the tower. Standing beside them are Graf Alvaro Aldeen, the city's ruler, Anoshan al'Hextor, the high priest of the Church of the Scourge of Battle in Ket, and the hero Arad Darkeye, general in charge of Molvar's defences.*

*The Black Arrow and his officers ride up to the small wooden speaker's platform near the Red Tower and dismount. The Black Arrow confers with his aide-de-camp for a moment, then slowly mounts the platform. For a few seconds, there is a momentous silence. The Black Arrow slowly draws his scimitar from its sheath and lays it on the wooden railing before him. Just as slowly, he bows his head for a moment. Then he looks up at Nadaid on the balcony high above him.*

*"My brother." His voice is firm and strong, and it echoes around the square. There is a ripple of movement from the crowd, and then all is still again. "My brother, I come here to say that I—"*

*The wooden platform suddenly disappears in a ball of searing light and fire, and a loud explosion echoes around the square. Pieces of wood, people, horses and the glittering blade of the Black Arrow's scimitar are hurled high into the air. Those outside the actual fireball are laid low by the shockwave, and even Nadaid and the others on the balcony are hurled back into the Tower.*

*For a moment there is a stunned silence. And then the screaming begins. A sound of terror and horror erupts as hundreds of people scramble for the narrow lanes leading from the square. They are hampered by those rushing forward to find friends or loved ones who were standing closer to the platform.*

*Everywhere, people cry for help.*

If the PCs wish to help, they have several courses of action open to them.

### Stop the stampede

If any PCs try to bring order to the flood of people attempting to escape from the square, it requires a DC 20 Diplomacy or Intimidate check to quell the panic. One PC may make this check and others may assist if they are not involved in other activities.

### Help the wounded

If any PCs try to come to the assistance of the wounded, they come upon a richly dressed woman who has been critically wounded, being cared for by a slightly wounded maid.

The maid, Deli, is in her mid-thirties, and is dressed as a personal servant to a rich noble. She was

only slightly wounded in the attack and is currently at 3 hp (out of 4). She pleads with the adventurers to help her unconscious mistress, Marohk Gaubaruva. (Any PC who played KET1-01 *A Favor*, recognizes both Deli and Marohk.) Marohk is dressed in the rich pastel silks of a noble. She is critically wounded and is at –7 hp. Without aid, she will die very quickly. To stabilize her requires a DC 15 Heal check or casting any *cure* spell on her. If her life is saved, Marohk provides the entire party with the AR reward **Thanks of the Gaubaruvas**.

If the PCs bring Marohk back to consciousness and converse with her, she reveals that after the destruction of the famous flowering tower of the Gaubaruvas in Lopolla, she and her family moved here to try to build a new tower. (A DC 12 Knowledge (Local-VTF) check—automatic for Ket residents and Citizens or any PC who has been to Lopolla in a previous adventure—reveals that the “flowering tower” was a white marble tower topped by a copper onion dome that was immediately recognizable because of the innumerable flowers and plants that flourished on its many small balconies. It was owned by the Gaubaruvas, a noble family who operated a flower and seed company.)

### Investigate the explosion

Any PCs who approach “ground zero” find the bodies of the Black Arrow and his officers, obviously dead. There are dozens, if not hundreds of other bodies on the ground, either killed by the explosion and shockwave, or pierced by a deadly hail of splinters from the stage.

Investigation of the wooden speaker's platform that the Black Arrow was standing on reveals that it has been shattered and the pieces flung outwards in a circular pattern (indicating the platform was the epicenter of the explosion.)

A *detect magic* reveals a rapidly fading aura of evocation (fire). If anyone casts anything more complicated than a *cure* spell or a *detect magic*, members of the Lower Watch intervene, and demand they stop until the Molvar authorities have a chance to investigate. Getting into an argument with them triggers the encounter with Arad Darkeye below. This happens before anyone has a chance to cast more powerful spells such as *talk with dead*, *raise dead*, etc. (This is so the PCs can't simply *raise* the Black Arrow or *speak with the dead*, which would circumvent the rest of the adventure.) In any case, the Black Arrow is unwilling to return to life, and his face is sufficiently damaged that *speak with dead* is not possible.

### Attempt to enter the Red Tower.

The PCs may attempt to enter the Red Tower to check on Nadaid's condition, but they are stopped by guards of the Lower Watch who have sealed off access to the Tower. The guards indicate that the people in the square need help. If the PCs refuse to help and insist on going into the Tower, this immediately precipitates the encounter with Arad Darkeye below.

### Other actions

The PCs may take other actions not listed above to help with the aftermath of this tragedy—putting out fires, helping the Lower Watch maintain order, etc. If the DM deems these actions to be constructive, then this is enough to trigger the encounter with Arad Darkeye.

## ARAD DARKEYE

Arad Darkeye was watching from a balcony of the Red Tower and rushed into the square immediately after the explosion. If the PCs do nothing constructive, or simply leave the scene, Arad ignores them and the adventure is over. Go to *Conclusion: Death*.

If at least one PC has done something constructive in the aftermath of the explosion, or if the PCs get into an argument with the Lower Watch over spellcasting or entering the Red Tower, then the adventurers come to the attention of Arad.

*A middle-aged military officer comes upon you. Someone else's blood streaks the uniform that marks him as a general in Nadaid's forces. The soot and sweat covering his face cannot hide an ancient scar running down his right cheek. His eyes—one slightly darker than the other—widen as he sees you.*

*"At last, a piece of good fortune on this most evil day. Of course I should have expected to find you where you are most needed. The situation in the square is under control now, but other events may not be. Bring your companions and meet me in the stables of the Red Tower in five minutes."*

*With that, he continues on, stopping here and there to direct newcomers to where help is needed the most, until he disappears from sight at the base of the Red Tower.*

All Citizens and residents of Ket recognize him as the Ketite hero Arad Darkeye. (Any non-resident who has played KET3-03 *Into Thin Air*, KET4-07 *The Darkeye Hour* or KET8-02 *Crossing the Threshold* also have met him. Anyone non-resident who does not know him but hears the name can glean from a DC 10

Knowledge (Local – VTF) that he is a military hero, and the right-hand man of Nadaid.)

If the PCs ask about the health of Nadaid or anyone else standing on the balcony of the Red Tower, Arad assures them that everyone was uninjured.

If the PCs are arguing with the Lower Watch over spellcasting, Arad indicates that they should comply with the Lower Watch's request and come to meet with him immediately. If they refuse and start to spellcast, they get into a fracas with the over-wrought Lower Watch guards. Regardless of the outcome, the opportunity to meet with Arad is lost, and the adventure is over—go to *Conclusion: Death*.

If all PCs refuse to meet Arad in the stables, the adventure is over. Go to *Conclusion: Death*.

If at least one PC agrees to meet with Arad, go to 2: *The Stables*.

## 2: THE STABLES

*The cool quiet dimness of the stables is a welcome respite from the harsh sunlight and the moans of the wounded. The decorated marble walls and tiled floors speak of luxury, and it is hard to believe that horses, not people, are housed in these beautiful quarters.*

*Arad Darkeye and a junior officer are waiting for you. Arad's eyes sweep over you with a concentrated intensity, and his body is coiled with anger. He comes straight to the point.*

*"This is Nadaid's order to me: 'Find out who did this. Follow the trail no matter where it leads, no matter whom it involves. Find out who is responsible and bring them before me.'"*

*"You are all well-known for your skill in these matters, and it is the will of the gods that I found you."*

*Arad signals to the other officer, who passes him a scroll. Arad holds out the scroll to you.*

*"You are hereby appointed to find the perpetrators of this crime. This warrant, signed by the Graf of Molvar, grants you full authority within the province of Molvar to enter any and all buildings without leave, and to question any and all people you deem to be persons of interest. You are given full powers of arrest and detention.*

*"It comes down to this: The Black Arrow's ride into Molvar was a surprise to all—to all except one person who knew the Black Arrow's plans. Find that person, and you will have found the cold-blooded traitorous reptile who murdered all of those people today, least among them the brother of Nadaid. Find that person, and bring him or her*

*before Nadaid, where just punishment according to the laws of Ket will meted out.*

*"Rank means nothing to your investigation. Even if the person behind this is a noble, a general or the closest friend of Nadaid, they shall not escape punishment.*

*"Nadaid realizes that some people may consider him complicit in this act, given his brother's traitorous dealings in removing Nadaid from the throne of Ket. In light of this, he is fully willing to be interviewed by you under a zone of truth or any other magical spell you deem fitting.*

*"For my part, I would suggest you begin your investigation by examining the crime scene."*

*At that moment, a horse gallops into the stables, and a Kaman lieutenant with the insignia of Nadaid's army on her shoulder flings herself from the saddle and salutes Arad.*

*"Sir, she has agreed to allow access to the camp, albeit with poor grace."*

*Arad acknowledges this bit of news and turns back to you.*

*"After you finish with the crime scene, I suggest you head out to the camp of the Army of the Righteous. Sylvana bint Zoltan herself has granted you permission to enter the camp. Secure the Black Arrow's possessions and see if there are any leads there. Find out who knew he was coming into Molvar this morning. His senior officers may know something. I suggest you also find a way to interview Sylvana. It is no secret that she and the Black Arrow were bitter rivals.*

*"Now, ask me any questions you may have quickly, for I have a hunch that events are moving apace, and if we delay, they will overtake us."*

## **Questions**

### **How much will we be paid?**

If this question (or similar) is asked or intimated, Arad cannot hide the look of disgust on his face.

*"The country is on the brink of civil war, a contender for the throne has been murdered along with hundreds of innocent Ketites and half a dozen horses, a mass murderer lurks in our midst, and you speak of money and rewards. Perhaps I have been mistaken in my estimation of your character. Nevertheless, I do not have time to find someone with more honor."*

If any PC has the AR item **Nadaid Owes Hextor** from KET8-03 *Blood of the True*.

*"Normally I'm sure Nadaid would be more than generous in offering you fair compensation for your*

*time and efforts. However, he has recently been forced to borrow money from the Church of Hextor in order to buy a rare and costly item before his enemies could buy it. This has left him seriously short of discretionary funds. You will have to content yourself with the thought that if Nadaid ever sits on the throne again, he will be most generous with those who have helped him."*

If no PC has the AR item in question:

*"Fear not, you will be rewarded handsomely for bringing the perpetrators of this crime to Nadaid."*

### **Why didn't Nadaid himself sign our authorization?**

*Nadaid has no legal standing in the city or province until such time as he has ascended the throne as Beygraf again.*

### **Do we have authority to deal lethal damage?**

*The laws of Ket still hold sway in the land, and you are no exception. Nonetheless, if you kill a Citizen in self-defense and you have absolute proof that the person was involved in this plot, I believe your punishment would be lenient.*

*However, understand that Nadaid wishes to look the murderer of his brother in the eye as he pronounces sentence upon that person, and will not look kindly upon you if you seek to dispense justice on your own.*

### **Do we have jurisdiction in the camp of the Army of the Righteous?**

*Nominally you do, and a Jurat would probably decide for you in a dispute. However, if the Army of the Righteous does not agree, they will not call for a Jurat to settle the argument. My advice would be to tread carefully and don't throw your weight around. Be respectful, and above all, do not anger Sylvana bint Zoltan, who is now in control of the entire army, and therefore holds the fate of Ket in her hands. If you anger the wrong people, I can neither guarantee your safety, nor can I rescue you without starting a civil war.*

*If you suspect someone in the camp, report back to me, and together we will decide what course of action to take.*

### **Are we allowed to wear weapons and armour within the city walls?**

*(Some hesitation.) Yes, all right. Desperate times call for desperate measures. I will authorize you to wear weapons and armour for the next two days. [Takes back commission, adds a sentence to the scroll authorizing adventurers to wear armour and weapons within the city walls for the next 48 hours and signs it.]*

**What was the Black Arrow about to announce?**

*A cleric would have to cast speak with the dead to say for certain. The two obvious choices were that he was here to claim the throne of Ket for himself, or to surrender himself to Nadaid and be tried for treason. Whatever he was about to say, obviously someone did not want him to say it.*

**Will the Black Arrow be resurrected?**

*That will be up to his sole surviving relative, his brother Nadaid.*

**I have been a member of the Quest for the Cup and Talisman [or] I support the Black Arrow for the throne of Ket [or] I support Sylvana for the throne of Ket. Should I remove myself from this investigation due to conflict of interest? [or] Will I be forced to compromise my beliefs during this investigation?**

*You do not have to support Nadaid to know that a heinous crime has been committed here today. In addition, one of the leaders of your Army has been brutally assassinated. As a supporter of Ket law, that alone should convince you of the need to find the person responsible.*

Once they are finished asking questions:

***“The day is still young—spend the rest of it working on this, then report back to me in the Red Tower tonight an hour after sunset. I will listen to your findings, and together we will decide what course of action to take from there.”***

## DEVELOPMENT

There are many avenues of investigation the adventurers can take, however, the three most obvious would be to go out to the army camp, to investigate Red Tower Square for clues, and to interview likely suspects not in those locations.

If the adventurers return to the square to look for clues, go to *3: Crime Scene*.

If the adventurers go to the Army of the Righteous camped outside the city, move to *4: Army Camp*.

If the adventurers choose to interview anyone not at the above locations, go to *5: Interviews*.

The adventurers may be highly creative in choosing another path to follow, however, the clues they need to continue the story are found in Encounters 3, 4 & 5. If the PCs go seriously off-track, the DM, by some means, should get them pointed to one of the above choices.

## INTERLUDE: INVESTIGATION ON DAY 1

Encounters 3, 4, & 5 may be done in any order, and some of them may even be skipped if the players wish. However, whichever of these encounters the PCs decide to do must be completed on Day 1, before the PCs report back to Arad that evening i.e. the PCs shouldn't complete one encounter, spend the rest of the day shopping and expect to do the other encounters the next morning—they are not given the opportunity.

The encounter that contains most of the relevant clues for the adventure is *4: Army Camp*, so the DM should find some means to ensure that it is not skipped.

*3: Crime Scene* contains some information that the PCs may find useful in putting together the pieces later on, as well as a potential AR reward. Not going here makes their jobs harder, but if the PCs show no inclination to visit Red Tower Square, it can be skipped.

*5: Interviews* is strictly optional, should the PCs feel the need to speak to anyone important in the city. Although no essential clues is divulged, talking with NPC suspects should allow the PCs to eliminate a few of them from their investigation.

In each of these encounters, possible questions and their respective answers are listed. This does not imply that the PCs must ask these questions, or that other questions are irrelevant. As always, the DM must roleplay using the facts as they are set out, the motivations of the NPCs, and the information that should that should be passed on in order for the PCs to continue their investigation. The answers that are given are a guide as to what information should be given to the PCs.

Keep in mind that, almost everyone in Sylvana's army believes that Nadaid is responsible for the explosion, and almost everyone in Molvar believes Sylvana is responsible. Answers should reflect those beliefs.

### 3: CRIME SCENE

***By the time you return to Red Tower Square, the crowds are gone, but the acrid scent of burnt flesh still clings to the air. The hundreds of wounded lying in the square are being treated by a few priests who have run to the scene. A few people are trying to set up a canvas shelter to shade the most seriously wounded from the sun.***

*Guards of the Lower Watch are gathering the dead and placing them in rows, each body covered with a blanket. A quick count places the number of dead at over a hundred people as well as the five horses ridden by the Black Arrow and his officers.*

*Occasionally a person bursts into the square, crying loudly for a spouse or child. Guards of the Lower Watch quickly intercept these people, and many times are able to reunite them with an injured person. Sometimes, however, it is their sad task to take them over to the rows of bodies and lift the corner of a blanket to reveal the face of a loved one. If there is a limit to how much grief can be contained in one place, the cries of sorrow tell you that it has not yet been reached.*

*Over in the corner, near the Lower Watch station, people convicted of minor crimes stand in the stocks and watch the scene unfold. One of them occasionally yells something.*

*Of the small wooden stage that served as a speaker's platform for public gatherings, only a few blackened timbers remain.*

As soon as the PCs start "investigating", a member of the Lower Watch stops them and asks who they are. Once they have established their authority here, they are allowed to continue their activities unhindered.

The PCs may choose to do anything in the square, but the three main clues they find here are found at:

- The remains of the wooden stage
- The Lower Watch in charge of the bodies
- The people in the stocks

## THE WOODEN STAGE

The "bomb" was a minor wondrous object crafted the previous day by one of the renegade clerics of True Faith/Hextor. They attached it to the bottom of the stage during the night, and Yshar al'Mullah, now a secret priest of Hextor, triggered it magically before the Black Arrow could complete his speech.

However, by the minimal clues left behind, the PCs are not likely able to piece this entire story together. If they uncover the clues that are here, they should realize that something was attached to the bottom of the stage, and that it likely was magical and explosive. However, there is no clue remaining as to how the "bomb" was triggered, or what exactly it was.

*Only a few blackened timbers remain of the small wooden stage where Citizens of the city could speak their mind on any topic. The timbers, large splinters and fragments were thrown outwards, all pointing away from where the stage stood,*

*confirming your first impression that the center of the explosion was the stage.*

Most of the heavier pieces of wood planking that survive are blackened and burnt on one side but almost untouched on the other side. The unburnt side is weathered by the sun and is dented by the heel marks of many boots that walked on the stage.

If the PCs wish to spellcast in the area of the stage, the Lower Watch guards have no objections as long as the PCs have established who they are.

If a *detect magic* is cast within an hour of the blast, it reveals a fading aura of evocation [fire], especially fixed on several small copper fragments, melted and blackened with heat, mixed in with the remains of the stage. One of the fragments is attached to the blackened side of a piece of planking by a screw. If more than an hour has passed, the magical aura has completely faded away, and finding the metal fragments requires a DC 22 Search check.

If the fragments are found or detected, a DC 14 Knowledge (architecture & engineering) can find no structural reason for the copper fragments to have been part of the wooden stage.

## THE LOWER WATCH

The Lower Watch guards are the city police force of Molvar, and have been summoned to guard the square and the bodies. They are also making notes of who was killed, and are escorting family members to identify the victims.

Once the party has identified themselves and their authority, the senior officer on the scene, Captain Halsheid, is co-operative about sharing what he knows. (Any PC that has played KET2-01 *Tale of One City* or KET2-06 *Valley of the Lost* recognizes him. During those adventures, he was assigned to the Foreign Quarter, but has recently been transferred to the nearby Bazaar District.)

The important clue that the PCs may uncover here is that mullahs of the True Faith (note, not priests of the new "combined" Faith of Al'Akbar) came and took away the bodies of the Black Arrow and his officers, claiming they were taking them back to the army camp. If the PCs have not yet visited the camp, this red herring may be useful in convincing them to go there next.

### How many were killed?

*One hundred and twelve people and five horses were killed in the blast, most of them by the explosion itself, some by splinters from the stage, two from being trampled in the panic afterwards. That number*

*includes the Black Arrow and the four officers that accompanied him, as well as seven of our fellow Lower Watch guards who were keeping the crowd back from the stage.*

**Do you know what caused the explosion?**

*We have not been able to determine that yet.*

**Who are those people that you are escorting to see the bodies?**

*Those are family members, who are being asked to identify the victims.*

**Do the priests need any help caring for the wounded?**

*Yes, they are very short of qualified healers.*

**Can we see the body of the Black Arrow and his officers?**

*No, some mullahs from the Army of the Righteous came and claimed the bodies and took them back to the army camp. You just missed them.*

**Mullahs? What mullahs?**

*They were... well... mullahs. You know, of the True Faith.*

**By whose authority did they take the body?**

*Since when do Mullahs need anyone's authority? Besides, they said they were acting on orders, we figured it was Nadaid or Graf Alvaro that had sent them.*

**Did anyone here know about the visit of the Black Arrow ahead of time?**

*I only wish that we had been given proper notice. By the time word reached us that the Black Arrow approached the city, he was already through the city gates and people were running ahead of him into the square. It's one reason so many people were killed—we were unable to get crowd control in place before the crowds arrived, and they had already packed the area around the stage by the time enough of my men arrived to deal with the situation. By then, it was too late.*

If the PCs wish to spellcast in the area of the bodies, the Lower Watch guards have no objections as long as the PCs have established who they are and have shown their letter of authority.

If the PCs cast *detect magic* cast on any bodies, the ones that had been closest to the stage reveal a faint and rapidly fading aura of evocation [fire]. The bodies

themselves bear the hallmarks of a massive explosion—flash burns and signs of blunt trauma.

An examination of the bodies of the horses finds nothing unusual.

If the PCs offer to help the priests with the wounded, they are thanked, however, they really need qualified healers (anyone with at least 4 ranks of Heal) to deal with the most serious injuries. If the PCs know of any healers, they are asked to send them to the priests. If any of the PCs have 4 ranks of Healing and wish to help, the Lower Watch tells them it is more important for them to find who is responsible for this before they strike again.

## THE STOCKS

Part of the square also serves as a “Thresher Square”, where those sentenced to stock time for lesser crimes stand in the stocks, their crime printed on a piece of paper above their heads.

There are about two dozen prisoners in the stocks, average for this time of year. One of the prisoners, Kamyar, saw something happening under the stage the previous night. However, the Lower Watch that normally guards the prisoners has had their hands full since the explosion, and Kamyar hasn't had anyone to tell.

Kamyar tries to attract attention by yelling, but the guards of the Lower Watch assumes he is just asking for water or food, and are ignoring him. Once the PCs are in the square, the PCs can hear him yelling, although it takes a DC 5 Listen check to make out that he is yelling for someone to come and release him so he can help the wounded.

*The man who was yelling quiets down as you approach, knowing that he has finally attracted your attention. The Baklunish man is dressed in well-to-do clothes, and the paper pinned to the stocks above his head reads “Kamyar the Healer. Simple assault of a Citizen, 14 days”.*

*“At last,” says the man. “I am a healer. I beg you, release me so that I can help tend to the wounded. I swear by the First Foot of the Dragon that I will return and finish my sentence when the work is done. If it takes the entire day, the Lower Watch can even increase my sentence by a day. But I cannot stay in these stocks and listen to the cries of the wounded anymore without doing something!”*

If the PCs release Kamyar, he rubs his wrists gratefully, and before he heads over to the wounded, he tells the PCs that he saw something over by the stage last night.

If the PCs do not release him, he answers any questions they have, but does not start the conversation by telling them that he saw something last night—the PCs have to ask him directly.

**Who are you, and what are you doing here?**

*My name is Kamyar the Healer. I was sentenced to 14 days of stock time for assault a week ago.*

**Why were you convicted of assault?**

*My brother-in-law is a drunkard and a beggar and has no honor. He threatened his sister—my wife—because she would not lend him 50 lances for a bottle of wine. Luckily I came home just then, and threw him across the room. Rather than face me, the coward called for help, and our neighbors called the Lower Watch. I was arrested and charged when they finished questioning us.*

**What did you see last night?**

*Given the circumstances, I am a light sleeper these days. A few hours before dawn, a noise caught my attention, and I was able to crane my neck enough to see two people sneak into the square. They obviously did not want to be seen. They snuck over to the stage and crept underneath it. Shortly after that, they reappeared and left the square.*

**Why didn't you tell someone about this?**

*I didn't think it was important at first. Just some kids fooling around in the square is what I figured. Then when the crowds started arriving and I found out what was going on, I tried to tell someone but the guards here had already left to help with crowd control and nobody else would listen to me.*

If the PCs release Kamyar, he keeps his word, and the PCs earn the AR reward **Kamyar the Healer**.

## 4: ARMY CAMP

The Army of the Righteous is camped several hundred yards outside the walls of Molvar. No matter what route the adventurers choose to enter the camp by—on foot, magically flying or by direct transportation magic, they are confronted by sentries. Modify the text to suit the circumstances:

*As you can see from the attitude of the sentries, news of the Black Arrow's violent death has reached the camp of the Army of the Righteous. The guards are clearly on high alert, and they point their weapons at you with both anger and fear as*

*they demand your identities and the reason you are here.*

It's important that the PCs see Sylvana before they explore the Black Arrow's tent (so they don't find his diary before they talk to Sylvana.)

Once the PCs give their names and show their papers:

*One of the sentries, a sergeant, orders one of his underlings to inform Colonel Dorabji. The man has only taken a few steps when the sergeant calls out, "Belay that! Dorabji is in a meeting with the senior staff. Run to Sylvana's tent and tell her. In any case, she was the one who granted permission in the first place."*

*The sentry runs off and returns in short order. Slightly out of breath from the run, she pants, "Beyess Sylvana bint Zoltan will see you immediately. I will show you the way."*

*As you walk through the camp, soldiers stop what they are doing and stare at you. Although their faces betray no emotion, there is hatred and anger in their eyes. As you pass by, several of them spit on the ground behind you.*

*To your surprise, Sylvana's pavilion is not at the centre of the immense camp but somewhat nearer the front ranks, suggesting a focus on proximity to Molvar, rather than defense.*

*The spacious tent brightly displays the colours of her family. Above it, standards of Ket and the True Faith flap feebly in the sparse breeze.*

*You are asked to wait outside the pavilion for a moment. When your escort returns, the flaps of the tent are held open, and Sylvana's guards stand to either side, allowing you to enter.*

*The scent of perfumed spice and honey greets you. Sylvana, sitting authoritatively on a divan embroidered with gold, looks every bit the part of Beygraf in waiting. She gestures for you to sit upon pillows arrayed in a semi-circle in front of her.*

*In addition to Sylvana's guard and your escort, there are three other men in the pavilion sitting to either side of Sylvana, dressed in fine silk robes. They do not stand up, or even acknowledge your entrance.*

[Any PC who has played KET7-07 *Balance of Ket* recognizes the men as Grafs of Polvar, Nehez and Durva. The only grafs missing are Graf Alvaro Aldeen of Molvar, who supports Nadaid, and Graf Nushadar Kiaresh of Falwur, who died of a wasting disease several months ago.]



***"I am Sylvana bint Zoltan. I know why you have entered the encampment of the Army of the Righteous—after murdering his brother this morning, Nadaid has sent you to find a scapegoat. I am here to tell you that I will not be his scapegoat—I had the utmost respect for the Black Arrow, and I had nothing whatsoever to do with his murder."***

The main clues that the PCs might get from this meeting:

- Sylvana's most fervent supporters, the Mullahs, have not left the True Faith, have no spells, and have not been seen in camp today.
- She did not send the Mullahs to get the bodies of the Black Arrow and his officers, and as far as she knows, the bodies were not brought back to the army camp.
- The Black Arrow had a meeting with her yesterday (although she does not divulge what they talked about, even if asked directly.)

**You would seem to be the most to gain from the death of the Black Arrow.**

*Nonsense. The Black Arrow and I were partners since the moment he joined my quest for the Cup and Talisman and tipped the balance against his own brother. We have been equal partners since then.*

**Rumor has it that you and the Black Arrow were rivals for the throne of Ket.**

*It is true that both of us were well-qualified to rule Ket. Naturally we would have listened to those around us as to who was the most qualified. The Mullahs of the True Faith and Threshers, for instance, have always been an influential voice in the circles of power. As I'm sure the head of the true Faith in Ket, Yshar al'Mullah, would be glad to share with you. [Looks around her as if expecting to see a Mullah standing nearby. She asks a nearby servant a murmured question, and when he whispers a response, PCs can hear her sharp reply, "Hasn't been seen all morning?" She turns back to the PCs with a smile.] No matter, all of Ket will hear of my qualifications in the coming days.*

**Mullahs of the True Faith? But we understood that Mullahs who do not join the new combined Faith of Al'Akbar have lost all their powers?**

*It is a temporary setback, yes. But I am sure the refusal of the Mullahs to join this travesty of a new religion will win them respect and prestige amongst the people of Ket. And in return for their continued support, they*

*will find me extremely grateful when I am sitting on the throne of Ket.*

**So you intend to claim the throne of Ket?**

*My father was the Beygraf—power runs in my blood. Of course, one needs more than that. I have the entire army at my back, as well as many of the beys and graf's of Ket [indicates the men sitting on the cushions]. The Mullahs of the True Faith to lead the people's spiritual lives, the Jurats to enforce the laws of our forefathers, the Threshers to police lawbreakers—I have everything I need. Nadaid, on the other hand... a few soldiers guarding the walls of Molvar, a few easily impressed people who cheered when the raggedy army of Bissel fled back to their mouseholes. Oh, and elves and hobgoblins. Yes, when the Black Arrow came to me yesterday, he seemed to give a lot of credence to these intelligence reports of new alliances. What a rag-tag army Nadaid has put together while I have been gone. I do not share the Black Arrow's estimation of their fighting worth, as if any good Ketite would ever trust elves or hobgoblins. And Nadaid has somehow convinced the Thorns to support him—all twenty of them that survived the fall of Lopolla. And apparently he has some impressive ruby that he lugs from place to place.*

*Do I have twenty Thorns or a pretty jewel? No, all I've got is a battle-hardened army. Face it, I am the one that has real power. Yshar al'Mullah has counselled me to allow the dust to settle from the Black Arrow's death before I do anything drastic. So I won't claim the throne today. But soon I shall proclaim myself Beygraf, and it will be over shortly after that. Tell Nadaid that if he is going to escape again this time, he should start running now.*

**The Black Arrow met with you yesterday?**

*Yes. He came to... share some intelligence reports, as I said.*

A DC 18 Sense Motive reveals that she is hiding something about their meeting. However, given her position of power, she cannot be Bluffed or Intimidated into revealing what it is she is not saying, even if asked directly if the Black Arrow shared his plans for this morning with her.

**Did you know that the Black Arrow planned to go into Molvar? Did he share his plans for this morning with you?**

*(She does not give a direct 'yes' or 'no' here.) The Black Arrow rarely shared any of his plans with me. I believe that is why we had so many disagreements. He would*

*make decisions and issue orders and I would only find out about them after the orders had been carried out.*

**Ket has already suffered greatly during the invasion of Bissel. Is it right to inflict a civil war on Ket?**

*There will not be a civil war. I have assembled a great army, while Nadaid has a rag-tag bunch of elves, palace guards and hobgoblins on his side. The fight will be over before it can even be called a civil war.*

**Why did you have the Mullahs bring the bodies of the Black Arrow and his officers back to camp?**

*I did not authorize anyone to retrieve the bodies. I don't know where my Mullahs and Threshers have gotten to since we arrived here yesterday—apparently they aren't in camp. So if they retrieved the bodies, they did not bring them back here.*

Once the PCs have finished questioning Sylvana, the PCs may think to ask the three graf questions. However, they simply indicate that after Nadaid's nefarious act in murdering his own brother, they intend to support Sylvana. They claim to have no political ambitions above their station as graf, and it is true that several of them are richer and perhaps even more powerful than Nadaid was when he was Beygraf. For them, becoming Beygraf would almost be a step down.

*Finally Sylvana smiles graciously, although the smile doesn't quite reach her eyes.*

*"I realize you likely wish to continue your investigation, and I too must move on to other things. I am making an important announcement tomorrow—OUTSIDE the walls of Molvar, of course—and the wording must be perfect.*

*"I give you leave to explore the camp and question anyone you please. If you wish to confirm that this army is under my total control, the general staff are meeting right now in the Black Arrow's tent."*

*With that, Sylvana gets up, and with her three guests, moves through an opening at the back of the chamber to another part of the pavilion. Her guards open the tent flaps, inviting you to leave.*

*Outside the pavilion, one of the sentries salutes.*

*"What is your pleasure? I can escort you to the meeting of the general staff that is taking place in Black Arrow's tent, I can take you elsewhere in the camp, or I can give you safe escort to the gates of Molvar."*

If the PCs choose to explore the camp, they can make a Gather Information check to simulate conversations with common soldiers.

**DC 5** The Black Arrow went to Molvar this morning to challenge Nadaid for the throne of Ket. Nadaid murdered him rather than face him in battle.

**DC 8** The Black Arrow's top three generals were killed with him this morning. The senior staff is meeting right now to fill those posts and plan out all of the staff changes that will happen as promotions ripple on down the entire chain of command. Colonel Dorabji is expected to become general of the army, at least until Sylvana becomes Beygraf and appoints her own choice.

**DC 10** Although Sylvana would not normally have been the first choice of many soldiers for Beygraf, they will not support a murderer like Nadaid.

**DC 15** Now that they don't have any spells, the older Mullahs have not been able to do any of the divine tasks they normally handle such as curing wounds and purifying food and drink. They mainly hang around Sylvana's tent, and give fiery sermons on Godsday about Al'Akbar's betrayal.

**DC 20** Nobody knows why the Black Arrow didn't claim the throne of Ket before this. With the army behind him, everyone expected him to become Beygraf as soon as he returned to Ket.

If the PCs wish to explore the tents of the Mullahs, see *The Mullahs* below.

If the PC decide to meet with the general staff of the army or look through the Black Arrow's tent:

*A banner with a black arrow on a silver background marks this as the pavilion of the Black Arrow, and likely the army's headquarters. It is easily five or six times as large as the tent that an entire patrol normally shares.*

*Entering the pavilion, you see why it is so large. The tent has been divided into several smaller "rooms". You are standing in an atrium that apparently serves as a conference room, and several "doorways" lead to other parts of the tent. A large table stands in the centre of the room, a map of Ket carved into its surface, while two dozen army officers stand around the table, apparently in the middle of a meeting.*

*One by one, the officers courteously introduce themselves to you. Each officer is of high rank, either commanding part of the army, or having important resource, strategic or tactical responsibilities.*

*A Baklunish officer with white hair and beard who introduced himself as General Dorabji seems to be their spokesman.*

*"You will excuse our lack of hospitality in not giving you a proper reception when you entered the camp. The deaths of our three senior generals, Hesam, Namvar and Kurush, who were with the Black Arrow this morning, have forced us to reorganize our chain of command, which is the purpose of our meeting right now.*

*"While we welcome an inquiry into the death of those generals, and of course the Black Arrow, we don't feel confident that any good can come of an investigation out of Molvar. So we ask, who are you, and under whose authority do you act? Everyone knows our commander was assassinated by his brother Nadaid. Is this a whitewash of the facts, some feeble attempt by Nadaid to find a scapegoat for his crime?" The other murmur in agreement.*

If the PCs reply in anger, this is tolerated up to a point, since the country is on the brink of civil war, and harsh words are expected. However, if the PCs insult the officers or the Black Arrow, they gain no information from the officers, and it requires a DC 20 Diplomacy check to get the meeting restarted. (Any PCs who were loyal to the quest for the Cup and Talisman—they played any or all adventures in the *Road to Righteousness* series and no adventures from the *Beygraf in Molvar* series—may each add a +2 Circumstance bonus to the primary roll in addition to attempting to aid the check.) Due to the fact that the PCs are in the middle of an "enemy" encampment, Intimidate and Bluff are not options during this meeting.

**What did the Black Arrow do this morning? Who did he meet recently?**

*You will have to ask his aide de camp, Yasmina, about his schedule of meetings. [Someone whispers in his ear.] Ah yes... I'm sorry, Yasmina was one of the victims this morning. Perhaps his personal servant can recall. I know he had a private meeting with Sylvana yesterday. This morning, he met with his three senior generals, and then called us—the rest of his senior staff—to a meeting. It was there that he told us that he would be entering Molvar under a flag of truce, taking Hesam, Namvar, Kurush... and young Yasmina... with him.*

*Naturally we tried to dissuade him from doing this—we assumed Nadaid would simply arrest him and have him hanging from the Red Tower, suffocated in a*

*blanket before sunset. But the Black Arrow was sure his brother would honour the flag of truce.*

**Did anyone here know about the Black Arrow's plan to ride into Molvar this morning?**

*[Everyone shakes their heads.] It came as a complete shock to all of us when he made his announcement this morning.*

**Did anyone in this camp have a motive for killing the Black Arrow/Who would want the Black Arrow dead?**

*No/Nobody. It is clear Nadaid killed his own brother.*

**What about one of you? With the Black Arrow out of the way, doesn't that clear the way for a new commander of the army?**

*The Black Arrow was going to become the Beygraf in the next couple of days, which would have left his position as commander of the army open. In other words, if that was the motive, it only moved forward an event that was going to happen anyways.*

**What about Sylvana?**

*If Sylvana wanted to kill him, she could have done so at any point in the past eight months, anytime on the road to Ekbir and back again.*

**But this way she can blame Nadaid**

*She could have found any number of scapegoats in Tusmit or Ekbir—the Caliph of Ekbir, mysterious assassins of the Exalted Faith, the Khund dwarves of the Yatils, agents of Iuz... Why wait until now when she could have had complete control of the army for many months?*

**Nadaid did not kill his brother, we are sure of that.**

*Who else then?*

**Did the Black Arrow truly wish to claim the throne of Ket?**

*Of course. That was his plan from the moment he deposed his brother. There is a long history of strong generals using a military campaign as a springboard to power. His brother Nadaid used this very strategy to gain the throne during the Greyhawk Wars.*

*That being said, we were surprised at his lack of action once we arrived at Molvar two days ago. We were sure that MOST of the army would stay loyal to him rather than following Sylva—...err... another leader. When he told us he planned to enter Molvar under a flag of truce, we counseled him not to go, but instead to send a herald to announce that he was claiming the throne for himself.*

**What will you do now that the Black Arrow is dead?**  
*Command of the army falls to Sylvana. We will follow her, of course, when she claims the throne. Although she is our second choice, after what Nadaid has done today, we will support anyone who opposes Nadaid.*

*In terms of chain of command, our three senior generals also died this morning, and we are in the process of promoting officers to fill those posts. However, those promotions will themselves create a need for someone to be promoted behind them, and those promotions will create openings, and so on all the way down the chain of command. It will be two or three days until our command structure is whole again.*

When the PCs run out of questions, the officers courteously excuse themselves. They have many duties to perform, but if the PCs wish to meet them again, they make time tomorrow morning.

*A halfling, short even for one of his race, but very neatly dressed, enters from one of the doorways and bows. As he straightens, you see that his eyes are red, as if he has been crying.*

*"My name is Frent Widebottom, I am... I mean, I was the Black Arrow's personal servant. I believe I know why you are here, and if there is anything I can do to help, please, tell me."*

*Frent gives you a quick tour of the pavilion to orient you. A quick exploration reveals an office, a bedroom, and a dressing room. There is even a door outside the dressing room to a small open-air "shower", complete with a small stepladder so that Frent could pour water over his master's head.*

*Once you have completed the tour, Frent asks you how he can be of assistance.*

### Questions for Frent

#### How long have you known the Black Arrow?

*I have been his valet and personal servant for 15 years. I originally was an ushdar, forced into debt over a failed business. But after I paid off that debt five years ago and regained my honor, the Black Arrow asked me to remain in his service.*

[An *ushdar* is a Citizen who is unable to pay off a debt, and becomes an indentured servant in order to both pay off the debt and regain honor.]

#### Did anyone know of his plan to ride into Molvar?

*I am only a servant, not a staff officer, and I am not privy to his meetings, so I cannot say for certain. I believe he only made up his mind to do so since we*

*encamped two days ago. In that time, he went to visit Sylvana yesterday—a fairly unusual occurrence, they really don't get along, you know—and he had his usual daily staff meeting yesterday. This morning, he met with his aide-de-camp and the three senior generals who rode into Molvar with him, and then had another staff meeting. If anyone knew, it would be one of those people.*

#### We have been authorized to secure the Black Arrow's personal belongings.

*I suspected someone would want to do that. I can have his things packed and ready to be carried into Molvar within two hours. The Black Arrow was an old army man—he packed light and carried little. However, you are welcome to look around before everything is packed up.*

*If you are hoping to find the Black Arrow's plans for strategy against Nadaid, you will be disappointed—Sylvana's men came an hour ago and cleaned off his desk. I suspected that might happen, and took care to hide his personal papers first.*

#### Personal papers? What personal papers?

[Move down to *The Office* where Frent brings back the Black Arrow's diary.]

## SEARCHING THE TENT

Because the pavilion is actually a series of rooms, a new Search check must be made for each room.

### Conference room

In addition to the large table with a map of Ket carved into it, a rack contains rolled-up maps in varying scales of each of the Ket provinces, as well as Bissel, Ekbir and Tusmit. A Search check reveals nothing of note here.

**Frent's comments:** *A daily staff meeting was usually held in here each day. The last conference the Black Arrow had was just this morning. First he had a meeting in his office with his aide-de-camp Yasmina and his three senior generals, and when that meeting ended, he summoned the rest of senior staff together. He announced he was riding into Molvar under a flag of truce, taking only Yasmina and the three generals with him. You could have heard a pin drop after he said this, and then everyone was telling him not to be crazy. He could declare himself Beygraf from the safety of the encampment and let Nadaid make the first move. The Black Arrow just let them talk themselves out, then issued standing orders for the camp while he was gone and adjourned the meeting.*

### The office

The office features a large desk and a comfortable chair. The desk is particularly clean, with no paperwork on it.

**Frent's comments:** [bitter] *This is the cleanest I have ever seen his desk. As soon as we heard the news that the Black Arrow had been killed, some of Sylvana's people came and cleared out all of his official paperwork and correspondence*

If the PCs notice the emphasis he places on the word "official" and ask about it, he looks worried for a moment, looks over his shoulder, then leans forward and whispers, "Will you promise... No, wait." He disappears into the dressing room portion of the tent and comes back with a large leatherbound folio. Frent explains that this was the Black Arrow's diary that he kept for his wife, Morsooth. Frent is sure that Sylvana will destroy all the diaries if she ever finds out about them, and begs the party to deliver them safely to Morsooth in Tusmit. If they agree, then he will let the PCs read the diary that he holds. Give the **Players Handout 2: Diary of the Black Arrow**.

The diary is locked with a good lock (DC 20 Open Locks), and Frent says that the Black Arrow carried the only key. However, if no one can pick the lock, it can be pried open, or the leather straps holding the lock cut off.

It is a DC 15 Knowledge (Local-VTF) check (automatic for residents of Ket or Tusmit) to know that four years ago, during the Siege of Vilayad in Tusmit, Morsooth, the head of the Vilayad council, worked with the Black Arrow to defend the town during a siege by forces of evil. After the siege, despite the fact that she was a Qadi of the Exalted Faith, and he was the brother of the Beygraf, Shield of the True Faith, they were married.

Frent explains that because of their duties, they were away from each other far more than they were together. Each of them would keep a diary for each other, and then exchange them when they saw each other. The folio that Frent holds only has about a month's worth of entries—the Black Arrow had recently visited his wife as the Ket army marched home from Ekbir.

If the PCs ask Frent about Morsooth's diaries that she must have given to the Black Arrow, he confirms that he also has all of those, but he tries to assure them that there is nothing of significance to Ket in them. If pressed, he agrees to show those to the PCs, and as he suggested, they are only personal in nature, and contain nothing that helps the PCs.

### The bedroom

The bedroom is simply furnished with a large bed, a chair and a small side table. The bedsheets are plain cotton, the blankets rough wool. The furniture is designed to be quickly taken apart and packed up.

### The dressing room

This small room doubles as Frent's living quarters. It holds the Black Arrow's clothes—his uniforms and civilian clothes, as well as turbans, shoes, boots, belts, jewellery, decorations and a small collection of personal weapons. There is also a full-length mirror, a wardrobe, boot-polishing gear, an ironing board, a rack of halfling-sized clothes, and a small cot in a corner that Frent sleeps on.

A DC 22 Search check finds a secret drawer in a wardrobe. If Frent has not shown them the diary that the Black Arrow keeps for his wife Morsooth, it and all of the diaries that the Black Arrow received from his wife are hidden here. If the PCs find this drawer and have not yet seen the diary, Frent explains what it is—see *The Office* above.

### Finishing with Frent

If the PCs finish their tour of the tent and Frent has not shown them the diary because they did not question Frent about personal papers, and they did not find the secret compartment in the wardrobe, then as long as they have treated Frent well and have not insulted the Black Arrow (called him a traitor, etc.), then Frent timidly asks if they will return something to Morsooth that he is afraid Sylvana will destroy if she hears about it. If the PCs agree, he then shows them the diary, as related above.

## THE MULLAHS

If the PCs think to question Yshar or any of Sylvana's Mullahs, no one has seen them since yesterday. A search of their tents reveals nothing except paraphernalia related to the True Faith.

## TRYING TO SEE SYLVANA OR THE OFFICERS AGAIN

If the PCs read the Black Arrow's diary and then wish to ask supplementary questions of Sylvana or the senior officers, the PCs are told that nobody is available to speak with them at the moment.

It is most desirable at this point that the PCs report back to Arad in *6: Report to Arad* so that the PCs may have a say in the direction of the storyline. However, if the PCs insist that they need to speak with either Sylvana or the generals about the fact that Sylvana knew the Black Arrow's plans, and they won't

take “no” for an answer, and their insistence is threatening to derail the adventure, then skip to *7b: Sneak into Camp and talk with Army Staff* with the following change. Arad meets them in the camp, having come to speak to the generals. Skip down to where Sylvana enters the tent and modify the encounter as necessary.

## 5: INTERVIEWS

The PCs may think to interview important persons in the city, using the authority that has been granted to them.

### EX-BEYGRAF NADAID

Nadaid is found in his office in the Red Tower, and readily agrees to being interviewed, even under a *zone of truth* or *detect lies*. His fiancée, Najmeh, is there with him, but excuses herself from the room if the PCs ask her to leave.

**Your brother, the Black Arrow, was instrumental in turning the army against you and was the ultimate reason you were deposed. He then left you to be tried and executed by the Jurats while he took the army to Ekbir, opening the way for an invasion by Bissel and the complete destruction of Lopolla. You must agree that you, of all people, would have reason to want your brother dead?**

*There is no question that I believe my brother is... was... a traitor to Ket, and should have paid the penalty for that. However, if I were going to kill my brother, it would not be under a flag of truce, and it would not be until I had heard what he was going to say. The people of Ket are both lawful and honorable. How could I hold my head up as their ruler if I killed my own brother in such an evil way? At least when my brother attempted to have me killed, he did so within the law by charging me with high treason. My brother was ambitious, but not evil.*

*No, the murder of my brother makes a bad situation in Ket even more precarious, which is why it is essential for you to find out who did this and why as quickly as possible.*

**Did you know your brother was planning to enter Molvar this morning?**

*No. Arad Darkeye came to me this morning with word that my brother approached the city under a flag of truce. When we learned he was making his way to Red Tower Square, we went out on the balcony to listen to him. I don't know what he was going to say. He had only just started, and had called up to me when there*

*was a massive explosion that hurled us back off the balcony into this room. Luckily we were far enough away and protected from the direct blast by the floor of the balcony, so none of us were injured. I immediately told Arad to find someone competent who could find out who did this, and Alvaro—Graf Alvaro—agreed to authorize it. I am heartened by Arad's choice in this matter.*

**Who was on the balcony with you?**

*In addition to my fiancée Najmeh, there was Graf Alvaro, Anoshan al'Hextor and Arad Darkeye.*

**Did you see anything suspicious or unusual this morning?**

*No.*

**Do you have any idea as to who would be behind this?**

*The other rival for the throne, Sylvana bint Zoltan, is an ambitious woman, and reportedly is ruthless as well. My intelligence reports indicate that my brother and Sylvana spent most of the time on the road to Ekbir and back again arguing about everything. I would hate to accuse anyone of this horrific crime, but she would seem to be a natural suspect. With my brother out of the way, she would seem to have command of their army to herself.*

*Other than that, perhaps a disaffected officer under his command? Or perhaps a noble who wishes to join the quest for the throne of Ket?*

**Nadaid makes one last comment before they leave**

*I would ask you to ensure that my brother's body is treated with respect—I will have him cremated tomorrow. I will then divide his ashes into four parts, and have four horsemen from his beloved Army of the Righteous ride to the four corners of Ket to scatter his ashes. For all his faults at the end, he loved Ket and served it honourably in his own way.*

If the PCs have already discovered that the Black Arrow's body has been taken away, he is upset and angered by this breach of Ketite law. He, as brother, alone has the authority to decide on final arrangements.

### GRAF ALVARO ALDEEN

The Graf of Molvar is also at the Red Tower in his office. (He lives on an estate on the edge of the city.) He greets the PCs and looks surprised when they ask to interview him, then starts to chuckle as he realizes that his commission that was given to the PCs does not exclude him from being questioned. However, he

quickly recovers and asks forgiveness for his show of levity during a grave crisis.

**Of all of the grafts of Ket, you were the only one who supported Nadaid after he was arrested for high treason. Would you not consider yourself a prime suspect in the Black Arrow's murder as revenge for the way Nadaid was treated?**

*If there was a way to kill the Black Arrow without involving anyone else, I would have been willing to hear about it. However, over a hundred innocent citizens of my city were also slaughtered by this explosion, as well as five horses, four Ketite officers who were under a flag of truce, and seven Lower Watch guards who were simply doing their job. If you believe that I would condone such a slaughter, tell me to my face, and then draw your weapon.*

**So you know of no plot on the part of Nadaid to kill his brother?**

*No. In fact, as we stood waiting on the balcony this morning, I counselled Nadaid that he should have his brother arrested for treason, even though he was under a flag of truce. However, Anoshan the Hextorite counselled against this, saying that the only honorable place for Nadaid to meet his brother was on the field of battle. To his credit, Nadaid shushed both of us and said we should hear what his brother had to say before deciding what action to take.*

**Did you know the Black Arrow was planning to enter Molvar this morning?**

*No. If I had known ahead of time, I would have had the Lower Watch out in strength at the gate and had him arrested as a traitor as he entered. As it was, Nadaid overruled me when I suggested arresting him in Red Tower Square.*

**Did you see or hear anything suspicious?**

*No.*

**Who would you consider a suspect?**

*His partner Sylvana—I don't believe it's news to anyone that she and the Black Arrow didn't see eye to eye on anything, and were rivals for the throne. She is ruthless, and a bit unhinged, if you ask me. I didn't like her father when he was Beygraf, and I don't like her any better.*

**Would you consider the Hextorites to be suspects?**

*I will be the first person to admit that I am not thrilled to have the Church of Hextor as an ally. But Anoshan provided soldiers and money when no one else would, and has lectured me on both the law and honour from*

*time to time. Somehow this cowardly act does not seem to be something he would do.*

## **ANOSHAN AL'HEXTOR**

Anoshan can be found at the Temple of Hextor, a building of dull black stone decorated with the six-pointed sword-burst of Hextor. The PCs are rapidly and politely shown to the antechamber outside Anoshan's office. His secretary, an Oeridian man, politely asks if he can get them some tea.

From within the office, they hear the tiny tinkle of a bell, and the secretary indicates they may enter.

The walls of the office are of the same dull black stone from which the outer walls of the temple are constructed. The floor is black marble flecked with veins of gold. A narrow window looks out on Molvar. Anoshan al'Hextor gets up from behind his desk—the only piece of furnishing in the in spartan chamber, other than a single bookshelf filled with dusty books and a half dozen uncomfortable wooden chairs. He shakes the PCs' hands, listens politely to their request, a serious look on his face, and rapidly agrees to be interviewed.

The DM should remember that Anoshan is aware that Yshar and his minions are responsible for killing the Black Arrow. So even if there is no *zone of truth* or *detect lies* up, he is still circuitous in his answers, as below.

**Do you have any reason to want the Black Arrow dead?**

*The fool brought Ket to the brink of destruction by falling for a plot that clearly had its origins in the twisted mind of the Old One. For that reason alone, he deserved to die. But he was a soldier and a good one, and I don't need to tell you that as a follower of Hextor, I believe death should both be sought and delivered on the battlefield. If the fool wanted to bring civil war on us, I believe Nadaid's forces were—and still are—equal to the task.*

[The "Old One" is a nickname for Iuz.]

**Did you know ahead of time that the Black Arrow was planning to enter Molvar this morning?**

*It surprised me that he would do so. It was a foolish move, but a brave one. I would have advised the Black Arrow to simply send a herald to Molvar to challenge his brother on the battlefield.*

**You were on the balcony of the Red Tower this morning?**

*Yes, Nadaid invited me to watch from there.*

**Who else was on the balcony with you?**

*Besides myself and Nadaid, there was his fiancée Najmeh, Graf Alvaro and Arad Darkeye.*

**Did you sense that Nadaid wanted his brother dead?**

*I would be surprised if he did not, and yet even as Graf Alvaro and I tried to convince him to take action against his brother, Nadaid counseled us to listen to what his brother had to say. Certainly I expected nothing more than a declaration of war, but Nadaid seemed to think that waiting until we had all the facts would be the best course of action. He seemed as surprised as anyone—and as furious as I have ever seen him—as he picked himself off the floor after the explosion.*

**Do you know of anyone who would want the Black Arrow dead (other than the people on the balcony with you?)**

*As a person in charge of a large organization, I can tell you that any person in command fosters all sorts of rivalries, rivalries that have to be recognized and put down with the appropriate means. As the general of a large army, the Black Arrow undoubtedly had a number of officers under him that lusted after his position. But to my mind, you would not have to go any further than his partner-in-treason, Beyess Sylvana bint Zoltan to find the perpetrator. Her father, Beygraf Zoltan, was a worshipper of Iuz [disgust in voice, spits this out] who sold Ket over to the Old One during the Greyhawk Wars. I shouldn't be surprised if the apple has not fallen far from that particular tree.*

**Did the Church of Hextor have anything to do with the death of the Black Arrow?**

*Although I cannot swear to the actions of every one of my minions, I can swear that I did not order the Black Arrow and all those people to be killed in that explosion. If I were planning to kill the Black Arrow, an explosion would not have been my weapon of choice. It would have been far better if he had been killed on the field of battle.*

**Did you see or hear anything suspicious this morning?**

*No.*

**NAJMEH**

Najmeh is a monk of Xan Yae who fell in love with Nadaid (and he with her) during KET7-06 *Balance of Peace* and KET7-07 *Balance of Ket*. Any PC who played

either of those will be warmly greeted by her with a hug, since she knows they are responsible for saving both her life and the life of Nadaid.

**Did you wish to see the Black Arrow dead?**

*No. The Black Arrow had his brother arrested for treason. The balance of life called for Nadaid to arrest his brother for treason and let the course of justice play out. Someone has interrupted the natural balance, and if you do not find the person very soon, Ket will suffer.*

**Did you know that the Black Arrow planned to come to Molvar this morning?**

*No. It came as a complete surprise to me and to Nadaid. We were expecting the Black Arrow to send a herald to announce that he was claiming the throne of Ket by right of arms.*

**Why were you on the balcony with Nadaid this morning?**

*I was in Nadaid's room this morning when Arad Darkeye arrived with word that the Black Arrow approached the city under a flag of truce. Nadaid invited me to watch from the balcony with him.*

**Do you know of anyone who would go to these lengths to kill the Black Arrow?**

*This is an act that defies honour and balance. Find desperate people who have lost their way, and you will find the people behind this.*

**Did you see or hear anything suspicious this morning?**

*A mourning dove, harbinger of grief, flew above the square as the Black Arrow started to speak, an omen sent from the gods that more suffering awaits us if you do not find the murderer.*

**ANYONE ELSE?**

The PCs may choose to interview anyone else in the city they wish, but no one else has any other personal knowledge of the Black Arrow, and thus can only relate their suspicions and theories, most of which revolve around Sylvana (although a few believe Nadaid took the politically expedient step of eliminating his brother.).

## 6: REPORT TO ARAD

Once the PCs have finished Encounters 3, 4 & 5—or as much of those encounters as they wish to do—they should return to Arad in the Red Tower one hour after sunset to make their report to him.



Once the PCs have made their report, Arad responds with some or all of the questions (unless the PCs have already provided answers to these questions).

If the PCs met Sylvana:

*What do you think Sylvana will do now that the Black Arrow is dead?*

If the PCs did not read the Black Arrow's diary:

*What do you think the Black Arrow started to say before he was killed?*

If the PCs did read the Black Arrow's diary (and shared this fact with Arad):

*So you are saying that the Black Arrow was coming to Molvar to surrender? Why would he do that?*

and

*So he told Sylvana what he was planning to do. Do you think she told anyone else, or is it possible that she is the only one who knew of his plans and therefore is the likely culprit?*

If the PCs visited the army staff:

*What was the feeling of the general staff? Will they follow Sylvana wholeheartedly?*

If the PCs mentioned that Yshar and the rest of the Mullahs were not in the camp:

*"Curious that Yshar has left the camp. Our reports indicate that he is always within a stone's throw of Sylvana. Where do you think he has gone?"*

After they have finished answering any or all of the above, Arad gets up and paces around for a few minutes, thinking, then comes and sits down again.

If the PCs feel that Sylvana is the likely suspect because she is the only one who knew about the Black Arrow's visit, then skip down to *If the PCs choose Nadaid*.

If the PCs have no strong feelings for a suspect yet:

*"Some of you may have gone on the quest for the Cup and Talisman. Some of you may even believe that Sylvana belongs on the throne of Ket. Others of you have supported Nadaid, and perhaps are even responsible for the new alliances and powers he has forged.*

*"I am going to ask you to set aside those loyalties for a moment, and think as a Ketite. I have always supported Nadaid, first when he was my commanding general during the Greyhawk Wars, and then as Beygraf. Even when I wrongly thought*

*that he had used me as a pawn in an evil game, I did not raise my hand against him. But even I will set aside my loyalty for a moment.*

*"A civil war between Nadaid and Sylvana will be disastrous for the country. The armies they command are almost equal in strength—it will not be a matter of one or two battles to decide this, but months or years of vicious unforgiving warfare. At the end of it, the victor will be whoever survives. Both armies will be decimated. The cities and towns of Ket will be smoking ruins, like Lopolla. And at that point, who would stop Bissel or Tusmit, or some other enemy from walking in and defeating the new Beygraf?*

*"For the sake of Ket, we must choose either Nadaid or Sylvana to become Beygraf, and ask the other to step aside. Otherwise, we will preside over the destruction of our country.*

*"I find myself conflicted, and I seek your council. Tell me – who would you support?"*

## IF THE PCS CHOOSE SYLVANA

Arad takes his time, looking in each of your eyes as if probing for the truth. The awkwardness of this long pause is finally broken.

*"It is not the advice I had hoped to hear. But it is the advice I must accept.*

*"I am honored to be one of Nadaid's closest advisors. While others speak to him with flattery and guile, he has come to expect the truth from me. Come with me."*

Five minutes later, you are standing in front of Nadaid. His fiancée Najmeh stands beside him.

Arad quickly summarizes the information you have gleaned so far. At the end, he pauses for a moment, and then he kneels.

*"My lord, it was you who resurrected me when I was murdered in the Bramblewood, and you also resurrected my murdered wife and children. I owe my life and my happiness to you.*

*"But, my lord, if you fight a war with Sylvana, Ket will cease to exist. We have come to humbly ask you to consider stepping aside and allowing Sylvana to take the throne. For the good of the country."*

Arad bows his head as he awaits his master's reply.

Nadaid narrows his eyes, and his mouth grows grim. With a curse, he turns and stalks to the far side of the room. Suddenly he turns, draws his scimitar and rushes at his kneeling general.

*"Traitor!" he yells.*

But Najmeh, as graceful as a panther, steps between them and takes a ready position, her eyes

*afire. Nadaid stops in mid-swing and they eye each other for a moment. Then the scimitar slides from his hand and hits the floor with a clatter. As Najmeh relaxes, Nadaid slowly draws her into an embrace. He looks over her shoulder at Arad.*

*"Very well. Go tonight to Sylvana in secret and negotiate with her—I care not for myself, she may do what she will with me—but ensure that any Ketite that supported me receives amnesty. Only with that guarantee will I step aside."*

*Arad rises, bows and gestures for you to follow him.*

Go to 7a: Sneak into Camp and talk to Sylvana.

### IF THE PCS CHOOSE NADAID

*"So be it. I suggest we sneak back into the army camp and convince the senior staff to come over to Nadaid. If they accept me as army commander in place of the Black Arrow, hopefully the soldiers of Ket will follow my orders. Sylvana will have no support and will be forced to surrender with no further bloodshed."*

Note that Arad does not countenance suggestions of an attack on Sylvana or a targeted assassination, saying that everything to gain Nadaid the throne must be done according to the laws of Ket.

Go to 7b: Sneak into Camp and Talk to the Army Staff.

### IF THE PCS ARE EVENLY SPLIT

*Arad looks around at you, then nods.*

*"It looks as if I am to be the deciding vote then. So be it. If you cannot decide that one is better than the other, I will cast my vote for Nadaid for many reasons, not the least of which is that he resurrected my family and me after I was murdered in the Bramblewood."*

*"If we are to do this, we must act quickly. I suggest we sneak back into the army camp and convince the senior staff to come over to Nadaid. If they will accept me as army commander in place of the Black Arrow, hopefully the soldiers of Ket will follow my orders. Sylvana will have no support and will be forced to surrender with no further bloodshed."*

Note that Arad does not countenance suggestions of an attack on Sylvana or a targeted assassination, saying that everything to gain Nadaid the throne must be done according to the laws of Ket.

Move to 7b: Sneak into Camp and Talk to Army Staff.

## INTERLUDE: WHAT IF THE PCS DO SOMETHING RASH?

There is always the possibility that the PCs do something violent, such as kill Sylvana, attempt to place her under arrest, knock her unconscious and spirit her out of the camp, attack the general staff of the army, etc.

If their actions completely take the rest of the adventure off the rails via a combat not started out here, then assume that the army remains loyal to Sylvana because they believe the actions of the PCs prove that Nadaid is a murderer. Regardless of whether Sylvana lives, the army attacks Molvar and plunges the country into civil war. Yshar assassinates Anoshan and takes over as head of the church of Hextor, then bides his time until someone emerges from the civil war as the exhausted victor. He then sends his Hextorite army forth, with the undead Black Arrow at its forefront as the Eternal Beygraf. Go to *Conclusion: Hextor Rules!*

## 7A: SNEAK INTO CAMP AND TALK TO SYLVANA

*You creep into a small copse of tree close to the outer edges of the camp. Arad silently signals for you to draw closer as he draws something from his belt. "This is a wand of mass invisibility. I propose we use it to sneak into Sylvana's tent, where we can then negotiate with her. If she does not agree to Nadaid's terms, we can exit the same way, leaving no one the wiser. Unless anyone has a better suggestion?"*

Arad listens to any viable alternative that gets them into Sylvana's tent unseen. If no one is able to come up with another idea, he asks if anyone can use the wand for him—he has minimal *use magical device* skills, and probably uses up a number of charges trying to get the wand to work.

Assuming either he (using five charges) or someone else successfully uses the wand, read the following text, modifying to fit circumstances:

*Thankfully, the army camp is still a hive of activity at this time of the evening. Messengers run here and there, sergeants are running extra sword drill, and off-duty soldiers sit around dinner fires, yarning as they polish their weapons and armour.*

*All of the activity helps to camouflage the noise your party makes, and you slowly sneak through the camp, finally drawing near to Sylvana's tent. Ducking through the doorway, one by one, you find yourselves in the tent of Beyess Sylvana bint Zoltan.*

Sylvana is there, accompanied by several servants. Assuming the party dispels the *invisibility* (or whatever spell got them through the camp safely), Arad appears, bows to Sylvana and apologizes for their sudden appearance. He asks the PCs to make Nadaid's proposal to her. Once they have finished:

*Sylvana's eyes glint with excitement.*

*"Beygraf Sylvana," she murmurs, and paces for a moment. Turning back to you, she comes to a decision. "Very well," she replies. "I accept Nadaid's offer to step aside in the face of my obvious military superiority." She gestures to one of her servants. "Call the generals and their staff, tell them I wish to speak to them immediately."*

*With alacrity, the servant exits the pavilion. Within minutes, the entire senior staff of the Army of the Righteous has assembled. With great poise and confidence, she speaks to the military leaders.*

*"I have news to share with you. Nadaid has seen the light of reason. He has agreed that the throne of Ket shall be returned to its rightful bloodline. As of this moment, I humbly stand before you as your Beygraf."*

*"Let it never be said that Sylvana bint Zoltan does not know mercy. Nadaid has requested amnesty for his followers. That shall be granted. Indeed, they shall live out their lives in the mines of Ket, safely protected there from those who would do them harm."*

*Her chief aide hands her a thick scroll, and she passes it to General Dorabji.*

*"As your first task, here is a list of Nadaid's supporters. Send your officers and men into Molvar to take all who are listed here into custody. They are to be sent to the copper mines tonight. And since he has been good enough to deliver himself into our hands, you may begin by arresting Arad Darkeye."*

*The officers stare at her for a moment, then at the hero of Ket, unsure of what to do.*

*Arad speaks up. "Do not start your reign like this, Beyess, I beg you. This was not part of our agreement."*

*Sylvana smiles, a calculated expression on her face. "That is merely a matter of legal opinion. You*

*shall have your amnesty – and a long life of soul-satisfying labour in support of your nation."*

Allow the PCs to react to this situation.

If they agree with Sylvana, and allow her to take the throne under these circumstances, go to *Conclusion: Life Under Sylvana*.

If they disagree, go to the point in *7b: Sneak into Camp and Talk to the Army Staff* where Sylvana enters the tent and use the confrontation in that encounter to resolve this issue.

## 7B: SNEAK INTO CAMP AND TALK TO THE ARMY STAFF

*You creep into a small copse of tree close to the outer edges of the camp. Arad silently signals for you to draw closer as he draws something from his belt. "This is a wand of mass invisibility. I propose we use it to sneak into General Dorabji's tent, where we can then negotiate with him. If he does not agree to support us, we can exit the same way, leaving no one the wiser. Unless anyone has a better suggestion?"*

Arad listens to any viable alternative that gets them into Dorabji's tent unseen. If no one is able to come up with another idea, he asks if anyone can use the wand for him—he has minimal *use magical device* skills, and probably uses up a number of charges trying to get the wand to work.

Assuming either he (using five charges) or someone else successfully uses the wand, read the following text, modifying to fit circumstances:

*Thankfully, the army camp is still a hive of activity at this time of the evening. Messengers run here and there, sergeants are running extra sword drill, and off-duty soldiers sit around dinner fires, yarning as they polish their weapons and armour.*

*All of the activity helps to camouflage the noise your party makes, and you slowly sneak through the camp, finally drawing near to Dorabji's tent. Ducking through the doorway, one by one, you find yourselves in the tent of General Dorabji.*

Dorabji is there alone, reading some reports. Assuming the party dispels the *invisibility* (or whatever spell got them through the camp safely), Arad appears, bows to the general and apologizes for their sudden appearance. He asks the PCs to explain their plan to avert a civil war. Once they have finished:

*Dorabji listens to your words carefully, then thinks for a moment.*

*"This is not my decision to make alone. It is less than a full day since the Black Arrow left this camp for the final time, and I have only been general of the army for a few hours. I cannot take responsibility for the fate of Ket by myself. The rest of the senior staff must be a part of this decision."*

*After Arad nods assent, Dorabji calls for his servant and asks him to have the senior staff meet him here.*

*Ten minutes later, Dorabji explains to his staff why you are here. When he finishes, there is silence in the tent. Suddenly the tent flap swirls open and Sylvana enters.*

*"Well done, Dorabji, you have brought me totally up-to-date as well. So Nadaid thinks to steal my army out from under me, does he? As if my soldiers would ever leave me!"*

The PCs can react to her presence.

If they point out that she is the only person who knew the Black Arrow was going into Molvar, and that he was going to surrender, and therefore she was the only person who could have planted the explosive device, she quickly replies.

*"Nonsense. I told Yshar al'Mullah, head of the True Faith, of the Black Arrow's foolish and dangerous plan yesterday. You all know Yshar as a holy and upright man, who will vouch that I planned no plot against the Black Arrow once I knew what he intended to do. Indeed, Yshar agreed that Nadaid would arrest his brother and execute him for treason, making my hand much stronger. With the Black Arrow out of the way, I would be able to force Nadaid to surrender to me. Therefore why would I bother killing him when Nadaid would do the job for me? Besides, I am sure that other people in the camp, and perhaps even in Molvar, knew of the Black Arrow's plan. I have never trusted that halfling servant of his—he looks like the type who would sell that sort of information for a mug of beer."*

If they ask her where Yshar al'Mullah and her other Mullahs are, she shrugs her shoulders angrily and says she has not seen them today.

Once the PCs have finished:

*Arad speaks.*

*"Since Sylvana seems so bent on splitting Ketites into those who are for her and those who are against her, I now turn to you, the army staff,*

*and ask you to recognize the cruelty and disaster that will be visited upon Ket by a civil war. But my friends here have been investigating the Black Arrow's death, and may be better positioned to convince you than I." Everyone turns to you, waiting to hear what you have to say.*

This is the PCs' opportunity to convince the general staff to reject Sylvana. The staff start as Unfriendly, and it is a standard DC 25 Diplomacy check (one rolling, others may aid) to move their attitude to Indifferent, and DC 35 to move it to Friendly.

If the PCs use any of these arguments, add the relevant Circumstance bonus to their roll:

- The people have already suffered through an invasion, should they also be made to suffer through a civil war?: +3
- The Black Arrow was going to surrender in order to avoid civil war: +5
- Nadaid offers a full amnesty to all who surrender: +3
- Nadaid did not murder his brother: +2 (For each different proof or example gained from their investigation that supports this: +1)
- The two armies are evenly matched. A civil war takes months or even years to resolve, destroying Ket and leaving it open to enemies from without: +5
- While the army was in Ekbir, Nadaid spent his time trying to save the country: +3
- Nadaid was responsible for ending the Bisselite occupation: +3
- Sylvana's call to take the entire army to Ekbir was a complete disaster: +2
- Sylvana does not have the true support of the ordinary soldier: +1
- Sylvana was the only one who knew of the Black Arrow's ride into Molvar, and either she or her Mullahs and Threshers must have been the ones to plant the explosive device: +5
- DM's discretion: For each good argument not listed here, the DM may add an appropriate bonus.

Sylvana also makes the following arguments. If, in the DM's estimation, the PCs do not satisfactorily refute each argument, then add the relevant Circumstance penalty to the PCs roll:

- We did not depose Nadaid just to let him gain back the throne: -1
- We deposed Nadaid to accomplish a holy mission. Just because we did not fulfill the

mission does not mean it was not a just mission: -2

- Nadaid murdered his brother while the Black Arrow was under a flag of truce. If he is willing to sacrifice the lives of hundreds of citizens just to kill his brother, won't he also unjustly punish everyone who may have marched in the Army of the Righteous?: -5
- Three of the grafts of Ket are still on our side—only Graf Alvaro did not recognize the justice of our cause: -1
- The priests of the True Faith, as well as many Jurats and Threshers, still support me.: -5 (unless a PC asks where the Mullahs and Threshers are, in which case this becomes a +5 bonus as it becomes obvious by her silence that apparently the Mullahs and Threshers have abandoned her.)
- If I gain the throne, I will turn the clock back to the glorious golden age of Ket, when the laws were obeyed, and the copper mines were full of criminals who dared to flout the law. : -2
- I have heard much talk that the two armies are evenly matched, but Nadaid has had to find support from elves and hobgoblins. They will run at the first sign of battle, leaving Nadaid alone on the battlefield: -3
- Nadaid plans to turn Ket into an unholy Hextorite state, as witnessed by his alliance with Anoshan al'Hextor: -5

In addition, if the PCs threaten or insult the army staff, they earn a -5 to their roll, and if they threaten or insult Sylvana, it is a -2 to their roll.

### Army remains Unfriendly

If the PCs do not manage to move the staff's attitude from Unfriendly, the army stays on Sylvana's side.

*Dorabji shakes his head.*

*"You have not convinced us. We have swum the river this far with Sylvana, we will continue to stay with her."*

*Sylvana laughs triumphantly, then her eyes turn icy cold.*

*"Get out!" she orders. "The next time we meet will be on the battlefield. Get back to Nadaid and tell him the true Beygraf of Ket attacks in the morning."*

Go to *Conclusion: Hextor Rules!*

### Army moves to Indifferent

If the PCs manage to move the staff's attitude to Indifferent, the army does not join Nadaid, but neither will they support Sylvana.

*Dorabji and the staff confer, but it is clear there is no consensus. Finally Dorabji turns back to you.*

*"We cannot decide. We will sleep on this and then make a decision in the morning."*

*Sylvana looks angry for a moment, then she smiles.*

*"Very well, General, let us meet again in the morning."*

*She swirls out of the tent, calling loudly to a servant, "Yshar al'Mullah! Where is Yshar? Someone find where in the Restorer's name he has gone to!"*

The possibility of civil war is suspended, pending the PCs' success in Encounters 9, 10 & 11. Go to *8: Temple*.

### Army moves to Friendly

If the PCs manage to move the staff's attitude to Friendly,

*Dorabji confers with his officers, then turns, pauses for a moment, and kneels before Arad.*

*"General Arad – While we may not have seen eye-to-eye this past year, by the Four Feet of the Dragon, you know I have the greatest respect for you. No one can question your integrity.*

*"You have exposed what has been hidden. We now see what we have been blind to. We pledge our support to our once and future Beygraf, Nadaid."*

*Arad rapidly takes on the role of commander.*

*"General, you will remain at your post under my command, as will all of your staff. Order your messengers to send word to the entire encampment that that this army is now willingly turned over to Nadaid—to the Beygraf Nadaid. All who have raised a hand against him are hereby granted amnesty on the condition that they swear an oath of fealty to the Beygraf tomorrow at noon." He turns to Sylvana. "All who have raised a hand against him will be granted amnesty... but those who do NOT swear fealty tomorrow will be charged with treason. Let those who do not wish to face a trial ride for the border and seek exile... tonight! Those that stay and help Nadaid may expect honors and positions of power in the new Ket."*

*Sylvana considers this carefully.*

*"Hmm, exile for life or a position of power in Nadaid's court. Perhaps we can work something out..."*

*Arad turns back to the general staff. "In addition, let riders be sent into the city, as well as to Polvar, Falwur, and the distant provinces with the news that Nadaid has once again ascended the throne, and that Ket is at peace."*

Go to 8: Temple.

## 8: TEMPLE

*Half an hour later, Arad stands on the edge of the camp, overlooking the darkened city. Although it is a cloudless night, distant thunder rumbles from the nearby mountains, and only the brightest stars shine dimly through the heat haze.*

*"You have done well today. I will remain in the camp to negotiate with Sylvana. I would prefer to see her stay in Ket in some capacity rather than live in exile and hatch plots against us. Return here tomorrow morning, and we will consider what next to do concerning the investigation into the explosion..."*

*Suddenly a tiara of dim white lights encircles a large shadowy dome rising from the middle of the city. Arad looks at the lights for a moment.*

*"The Temple of Al'Akbar has been dark and empty since the Mullahs left for Ekbir. Who has lit lanterns in the temple and why?"* [Opportunity for PCs to interject something here.]

*"Yshar and his Mullahs have been missing all day, and I think I know where they are. But why are they there? They have no spells to cast, no god to pray to. I must stay here for the night, but I have a hunch you should go and find out what they are up to."*

If the PCs refuse, go to *Conclusion: Death*.

If the PCs agree to investigate, and they did not ask permission of Arad to wear their arms and armor in the city before, he writes an authorization for them to do so now.

*It takes you some time to make it to the temple.*

Read this only if the PCs convinced the army to support Nadaid:

*The streets are filled with jubilant people, and makeshift street dances and festivals have started on every corner. Messengers have run from one corner of the city to the other, crying the news:*

*Nadaid is Beygraf once more. Peace has come to Ket.*

*The one place where there is no celebration is the street in front of the Temple of Al'Akbar. Whether no one chooses to celebrate here, or the party simply hasn't made it this far,*

Read for all:

*All is dark and silent. The torches in their wall sconces on either side of the main doors are dark. No lights shine anywhere except for the dim light shining through the tiny windows high in the dome.*

See **DM Map 1: Temple**. The main doors are locked (Good lock, requires DC 20 Open Locks.)

If the PCs chop their way through the main door, it alerts the acolyte who stands guard within in the temple. The PCs hear a whistle being blown from within, and by the time they enter, the sentry has fled, taking her lantern with her. Go to 9: Sanctuary.

If the PCs choose to reconnoitre the outside of the temple, they discover a much smaller delivery door in the side of the temple. It also has a good lock (DC 20 Open Locks), but chopping through this small door does not alert the acolyte sentry. If the PCs enter this door, they find themselves in the temple kitchen, and can make their way to the main hallway.

*At first glance, the great entrance hall is empty. The large brass doors leading to the sanctuary are closed. Then you see a hooded lantern sitting on the floor beside the doors, its dim light revealing a slim figure standing beside it. The person is restlessly playing with a whistle on a lanyard.*

From the far end of the hallway, it is a DC 18 Listen check to hear chanting and spellcasting (*create undead*) through the doors to the sanctuary.

Any PC who worships Al'Akbar and has completed any adventure in the city of Molvar, or has had reason to enter this temple in a previous adventure, knows the basic layout of the temple and can tell the other PCs that beyond the brass doors is a large circular domed sanctuary, with an altar placed directly below the center of the dome.

Unless the PCs take extraordinary or magical precautions in order to approach quietly, then they and the acolyte sentry sees each other at the same time.

**All APLs**

**Sareena:** acolyte of Hextor; *Appendix 1*.

## Tactics

The sentry is an untiered low-level unarmed acolyte of Hextor lent to the Mullahs by Anoshan. Her sole job is to blow the whistle loudly once if she sees strangers and then run away. Therefore if she gets an opportunity in the first round, she blows the whistle as a free action while picking up her lantern and moving towards the nearest hall to escape.

## Result of combat

If the acolyte is captured, a successful Intimidate or Bluff check makes her reveal that the priests are casting spells on the body of the Black Arrow and the other officers killed this morning. She doesn't know which spells. She does not wear any holy symbol—she is not yet worthy—and her fear of Hextor prevents her from telling the PCs whom she worships or that the Mullahs now worship Hextor.

# 9: SANCTUARY

If the acolyte managed to blow her whistle, or the PCs chose to chop through the front doors of the temple, the priests were alerted to their presence and have already fled. Skip down to *Priests Were Alerted* below.

If the PCs did not hear the chanting while they were at the far end of the hallway, now that they are beside the doors, it is a DC 8 Listen check to hear chanting and spellcasting through the doors to the sanctuary. When they open the brass doors of the sanctuary:

*The sanctuary of the temple is a large barrel-shaped room topped by a magnificent dome. The inside of the vast space is dimly lit, and the air is heavy with magic. On the altar lies the body of a young army officer, still in her scorched and bloodied dress uniform. You recognize it as the Black Arrow's aide-de-camp who was killed this morning. An icy blue miasma of light floats above the altar in the centre of the sanctuary*

*A number of Mullahs of the True Faith stand around the altar, praying and chanting. One of the Mullahs, dressed in heavy ceremonial robes, is instantly recognizable as Yshar al'Mullah, the high priest of the True Faith of Al'Akbar in Ket, a well-known public figure, and a vocal supporter of Sylvana and the quest for the Cup and Talisman.*

*You enter the sanctuary just as the prayers and chants reach a climax, and as you watch, the blue light plunges into the body of the army officer.*

*One of the priests was obviously assigned to watch for strangers, and his cry alerts Yshar al'Mullah, who screams at his new creation, "In the name of Hextor, I command you! Kill them!"*

*The young army officer lives again, but her once-attractive features have been hideously transformed. Two long, writhing, pale tentacles sprout from beneath her arms. Her long, spindly fingers end in sharp talons, and her open mouth reveals many sharp teeth, including half-a-dozen 6-inch fangs. The hairless, gray-skinned body that shows through the tears in her burnt uniform is covered in sores that weep a pale white fluid. With a hideous scream, she rushes at you.*

A DC 15 Spot check allows the PC to notice that all the paraphernalia of the True Faith has been removed from the sanctuary. Reaching DC 20 reveals that the holy symbols being worn by the Mullahs are the wrong shape to be those of Al'Akbar, although not enough detail can be easily seen in the dim light to make out what they are. Achieving a DC 24 reveals the symbols to be those of Hextor.

A DC 20 Knowledge (religion) check indicates that the prayers are not of the liturgy of Al'Akbar. (DC 10 for anyone who either currently receives or used to receive divine spells from Al'Akbar.) Making a DC 25 reveals that the priests are praying to Hextor.

A DC 23 Spellcraft check (DC 21 at APLs 2-6) reveals the spell being cast is a variation on the *create undead* spells.

There is an emergency escape route under the altar (See *Adventure Background* and *DM Map 2: Escape Tunnel*.) During the first round, as the undead creature engages the PCs, the priests climb on to the altar and use it to descend to the escape tunnel.

Skip down to *Tactics* below.

## PRIESTS WERE ALERTED

If the priests were expecting the PCs because the PCs either chopped through the front doors of the temple, or the acolyte sentry blew her whistle, then they have fled, but the last undead that they created has been left to kill the PCs.

*The sanctuary of the temple is a large barrel-shaped room topped by a magnificent dome. The inside of the vast space is dimly lit, and the air is heavy with magic. In front of you stands a young army officer in a scorched and bloodied army uniform. You recognize her as the Black Arrow's aide-de-camp who was killed this morning. Apparently she lives again, but her once-attractive*

*features have been hideously transformed. Two long, writhing, pale tentacles sprout from beneath her arms. Her long, spindly fingers end in sharp talons, and her open mouth reveals many sharp teeth, including half-a-dozen 6-inch fangs. The hairless, gray-skinned body that shows through the tears in her burnt uniform is covered in sores that weep a pale white fluid. With a hideous scream, she rushes at you.*

At APLs 8, 12 and 14:

*From across the room another similar undead form also moves to attack.*

**APL 6 (EL 6)**

**Bonedrinker:** hp 93; *Appendix 1.*

**APL 8 (EL 8)**

**Bonedrinkers (2):** hp 93, 93; *Appendix 1.*

**APL 10 (EL 10)**

**Advanced Bonedrinker:** hp 256; *Appendix 1.*

**APL 12 (EL 12)**

**Advanced Bonedrinkers (2):** hp 256, 256; *Appendix 1.*

**APL 14 (EL 14)**

**Advanced Elite Bonedrinkers (2):** hp 356, 356; *Appendix 1.*

## TACTICS

Bonedrinkers rush into melee combat, power attacking as seems appropriate, and attempt to Improved Grab (with a -20) and bonedrink anyone they can get their tentacles on. They aren't wonderfully smart, so they never back down.

## AFTER COMBAT

If the PCs search the body of the undead army officer, they find a symbol of Hextor on a chain around her neck.

It is a DC 18 Search check to find the secret escape route. (See *Adventure Background* for details.) If the PCs ride the altar down to the bottom of the escape shaft, then they find the escape tunnel 30 feet below the sanctuary floor. Every 50 feet along the tunnel, there is a locked door. This is a deliberate delaying tactic designed so that the priests can escape. The tunnel runs for a few hundred feet, and then enters the cellar of a small anonymous house, completely unfurnished. The house faces a narrow alleyway near a main street. There is no practical way to track the bad

guys once they make the main street, where their footprints blend in with hundreds of others.

## WAIT AND WATCH

If the PCs somehow do not alert the priests to their presence, and do nothing but watch, the priests transform the young officer into a horrible undead creature, then use the altar as their escape route, taking the undead creature with them. If this is the case, the undead officer accompanies the avatar of Hextor in *11: Endgame*—modify boxed text in that encounter to reflect this.

## YSHAR MUST ESCAPE

Make sure Yshar escapes from this encounter by whatever means necessary so that he can make his gloating confession and then be killed by the undead Black Arrow in the next encounter.

## DEVELOPMENT

Given the involvement of Hextorites, the PCs may think to go see Anoshan. Move to *10: Anoshan*.

If the PCs instead report to any authority figure (Nadaid, Graf Alvaro, back to the army camp to see Arad) and mention the involvement of Hextorites at the Temple, then they are ordered to go and arrest Anoshan immediately and return with him for questioning. Move to *10: Anoshan*.

If the PCs cannot be convinced to take this step by any NPC, or they set off on some other trail and cannot be dissuaded from it, or decide to wait until morning to deal with the situation, go to *Conclusion: Death*.

## 10: ANOSHAN

If the PCs convinced the army to support Nadaid:

*In contrast to the celebrations on the streets outside,*

Read for all:

*The administrative wing of the temple of Hextor is still and silent.*

*The small antechamber outside Anoshan's office is empty, and strangely, his secretary is not at his desk.*

See **DM Map 3: Anoshan's Office**. It is a DC 12 Spot check to see a corner of a robe peeking out from the secretary's desk. If the party investigates—or if the party searches the secretary's desk—they discover the body of Anoshan's secretary. A DC 15 Heal check



reveals that he died from slashing wounds very recently.

A DC 5 Listen check discerns the sounds of combat coming from Anoshan's office.

Once the PCs enter Anoshan's office:

*You enter Anoshan's office as a chaotic battle of one against many is ending. Anoshan, armed with a black mace, blood flowing from many wounds, staggers back against a wall and looks at the bodies of his enemies—at least a dozen Mullahs and Threshers lie at his feet. His mace drops from his nerveless fingers and he slowly slides down to the floor, leaving a long smear of blood on the wall as his killer—the Black Arrow—stands over him, a bloody falchion in his hand. The Black Arrow is now dressed in black armor with the shield of Ket on the breastplate. The skin of his face is blackened as if by a hot fire, and his eyes are points of red light.*

*Anoshan looks beyond the Black Arrow to where Yshar al'Mullah, the former chief priest of the True Faith in Ket, stands watching.*

*"Now you have truly become a Hextorite, Yshar," Anoshan whispers. "Perhaps I taught you too well." He falls over on his side and does not move again. Yshar sees you in the doorway and laughs.*

*"Greetings, friends! You were just in time to see me take over as the new high priest of Hextor. Yes, that's right, the Church of Hextor. After Al'Akbar abandoned me in Ekbir and Nadaid started consorting with elves in Ket, Anoshan recruited me to the worship of Hextor. We became partners. While he worked from within the Red Tower, I worked within the army camp to ensure that there would be a civil war. No matter who won the war, the winner would be easy pickings for us.*

*"But I could see that Anoshan didn't consider me an equal partner. He ignored the fact that it was me who brought word to him that the Black Arrow was going to surrender after Sylvana mentioned it to me. That would have ruined our efforts to promote a civil war. Yes, it was Anoshan's idea to kill the Black Arrow in such a way that Sylvana and Nadaid would suspect each other and start a civil war, but it was me and my priests who decided to kill him with a magically-triggered explosion, and it me and my priests who made the device and set it off to kill him.*

*"Yes, it was Anoshan's idea to raise the Black Arrow as undead so that he would rule as the Eternal Beygraf when we took control, but it was me and my priests who raised him.*

*"And this evening when you ruined our chance to start a civil war, although it was Anoshan's idea to call Hextor to Molvar to cleanse the city of all heretics, it is my servants who are in the sanctuary right now doing the calling.*

*"When I realized that I was doing all the heavy lifting, I decided that it was time for a change of management in the church of Hextor.*

*"The reason I am telling you all this is because in a few minutes the blessed Scourge of Battle will arrive right here in his temple. Kneel, you fools, and convert to the worship of Hextor, or you will die!"*

*He starts to laugh, then makes a high-pitched shriek as the Black Arrow drives his falchion into the priest's unprotected back.*

*"You murdered me, priest," the Black Arrow declares, his voice strangely distant, "and now I have murdered you." As Yshar slides to the floor, the Black Arrow turns to you. "I am the Eternal Beygraf. Once Hextor himself has cleansed the city of unbelievers, the Eternal Beygraf shall reign forever." And he advances towards you.*

APL 6 (EL 9)

The Black Arrow: hp 39; Appendix 1.

APL 8 (EL 11)

The Black Arrow: hp 52; Appendix 1.

APL 10 (EL 13)

The Black Arrow: hp 65; Appendix 1.

APL 12 (EL 15)

The Black Arrow: hp 90; Appendix 1.

APL 14 (EL 17)

The Black Arrow: hp 105; Appendix 1.

## TACTICS

The Black Arrow is a Death Knight. He'll open with his Abyssal Wrath ability, and then start a Dervish Dance (gaining all relevant bonuses while he maintains it). He has a variety of feats and class and racial abilities, so check his stat block carefully, he can be tricky to run effectively. He wears a locking gauntlet, so he is very difficult to disarm. He can also raise his armor class with Combat Expertise and (at APL 12 and 14) Elaborate Parry gives him a +7 to AC for a -4 to attack.

His goal is to incapacitate all who oppose him (although he refrains from attacking anyone who converts to the worship of Hextor). If all opponents fall, he'll stabilize the living and leave, they are no

further threat. The adventure is over, go to the *Conclusion: Death*.

## AFTER THE COMBAT

*The creature that was once the Black Arrow falls to his knees. For a moment his eyes look human again, his expression pleading.*

*“Hextor himself is being called to this place. Only you can save Ket. No time for—” He falls forward with a crash.*

## TREASURE

The personal equipment of the Black Arrow is confiscated by whichever government takes power at the end of the adventure.

## DEVELOPMENT

If the PCs flee the city, or try to go for help, or run to the Red Tower to consult with Arad or Nadaid, go to *Conclusion: Death*.

If the PCs go to the sanctuary in the temple, move on to *11: Endgame*.

# 11: ENDGAME

*The great doors of black stone that mark the entrance to the inner sanctuary of the Scourge of Battle stand open, and the reddish flickering light from dozens of torches splashes across the floor at your feet. A wild chanting of deep voices in some harsh and evil language seems to be reaching a climax.*

Anyone who speaks Infernal knows the words being spoken are some sort of calling.

### APL 6:

*Inside the massive sanctuary, eight humanoid figures with deep red skin surround the altar and cry out, their arms extended above their heads. Each one wears studded leather armor and a chain coif, and sports a vicious snarl that reveals sharp teeth. A longsword is sheathed on one hip, and one arm ends in a bloated, iron-studded forearm with a small, withered hand hanging from its end.*

Give PCs a moment to interrupt the ceremony on their own. If they do, the spell is clearly broken and the enraged devils engage them. If they do not:

*One of the figures sees you, and they all turn as one to face you, no visible warning having been exchanged between them.*

In either case:

*The spell being woven is clearly broken, and the enraged creatures then form up to face your onslaught.*

### APLs 8-14:

*Inside the massive sanctuary, figures surround the altar and cry out, their arms extended above their heads. Suddenly with a clap of thunder that shakes the foundations of the temple, a horrendous figure appears.*

APL 8 only:

*As he appears, the minions who summoned him cry out in horror and fear as they are consumed by a black fire. Then there is silence.*

APL 8-14:

*You have never seen him before in the flesh, but the gray skin, the black scale mail, the six hands all holding different weapons—everything matches the picture painted on the wall behind the altar—the picture of the god Hextor.*

*He looks at you and his mighty voice shakes the walls of the temple.*

*“Flee, mortals! I have been called to cleanse this city of all heretics. Bow down before me, or die.”*

*And he advances towards you, swinging all six weapons.*

APL 10-12:

*Flanking him are several hulking fiends with metal plates bolted directly to their flesh. The nails that fix the plates in place drip black blood that stains armor and body alike. The creatures have monstrous features, twisted in pain but filled with a primal cunning. Rotten tusks sprout from their lower jaws and maggots wriggle in their wounds.*

APL 14:

*Flanking him are two massive hulking fiends each sporting a pair of curving horns. Their black hides are thick, leathery, and covered in scars. They have huge underhung jaws filled with jagged teeth, and their feral eyes glow with flickering shades of red.*

#### APL 6 (EL 9)

**Legion Devils (8):** hp 19, 19, 19, 19, 19, 19, 19, 19;  
*Appendix 1.*

#### APL 8 (EL 11)

**Aspect of Hextor:** hp 114; *Appendix 1.*

#### APL 10 (EL 13)

**Aspect of Hextor:** hp 114; *Appendix 1.*

**Orthon Devils (3):** hp 87, 87, 87; *Appendix 1.*

#### APL 12 (EL 15)

**Advanced Aspect of Hextor:** hp 225; *Appendix 1.*

**Orthon Devils (4):** hp 87, 87, 87, 87; *Appendix 1.*

#### APL 14 (EL 17)

**Advanced Aspect of Hextor:** hp 225; *Appendix 1.*

**Malebranche (2):** hp 184, 184; *Appendix 1.*

### TACTICS

#### APL 6:

The Legion Devils fight in a disciplined manner, forming up and using flanking and tactics to best effect. Because of their unique abilities, the group of 8 of them share a single pool of 152 hit points, and each has a +28 to hit while they are in proximity (for a total bonus to hit of +36, and +29 with their shield bash). They also share saving throws to a great extent. One valid tactic is for one to rush forward, and the rest to use Legion's Advance to join the first and still attack.

If they succeed in defeating the party, they butcher any survivors and proceed to summon Hextor. The bodies of the PCs are assumed to be recovered, equipment intact, and can be Raised as normal, but the adventure ends in failure. Go to *Conclusion: Death*.

#### APL 8+:

Hextor fights viciously as befits the Scourge of Battle, using his feats to best effect. He is considered a Baatezu for any effects of his supporting Devils.

His minions support him and protect him as best they can, while taking advantage of their abilities. If Hextor is killed, any supporting devils remain for 4 more rounds before being recalled back to the Nine Hells.

Hextor and his minions are all Called, rather than Summoned, so the corpses of any slain remain (although Hextor the Deity recalls their bodies shortly after they are destroyed.)

### SUCCESS

If the PCs defeat Hextor, then regardless of whether the PCs were unable to convince the army to go over to Nadaid, he still becomes Beygraf and rule all of Ket. (Once it has been revealed that Nadaid was not responsible for the death of his brother, the army chooses to support Nadaid, and Sylvana realizes she has no support.) Go to *Conclusion: Success*.

### FAILURE

If the PCs convinced the army to side with Nadaid in encounter 7a or 7b, then go to *Conclusion: Death*.

If the army supported Sylvana in encounter 7a or 7b, go to *Conclusion: Sylvana on the Throne*

In either case, the PCs' bodies are eventually found, stripped of all gear, and can then be *raised* (and can take advantage of Charity of Friends as usual).

## CONCLUSION

### DEATH

*You fail to stop the Aspect of Hextor from coming to Molvar, and he rampages across the city. Anyone inside the city walls who does not worship Hextor (most of the 16,000 residents) is killed, and the entire army that was camped outside the walls is also destroyed. Minions of Hextor set up a harsh and unforgiving theocracy of terror and hard labor.*

### SYLVANA ON THE THRONE

*Sylvana's victory is short-lived, for even as she consults with her advisors about how to consolidate her power, news comes from the city that Hextor himself is destroying the city. Sylvana uses contingency magic to teleport to safety, but the rest of the army, and everyone in Molvar perishes. When Sylvana discovers that it was Yshar and Anoshan who did this, she gathers a private army and instigates a bitterly fought war against the Hextorites that goes on for years. In the meantime, the surrounding countries take huge chunks of Ket for themselves. In the end, Sylvana wins against the priests, but by that time, she has no country left to rule.*

### HEXTOR RULES

*You were unable to prevent civil war from breaking out. As Arad Darkeye feared, the armies of Sylvana and Nadaid are evenly matched. Battle after indecisive battle rolls across the country, leaving behind death and destruction.*

*In the end, Nadaid's experience finally wins the day, but his army is severely weakened, and his*

*victory is short-lived. A Hextorite army, led by the Eternal Beygraf—the Black Arrow now raised as a death knight—destroys Nadaid's tired forces in a single battle. The harsh rule of Hextor clamps an iron fist around the throat of Ket and a dark night descends on the country.*

## SUCCESS: NADAID ON THE THRONE AND CIVIL WAR AVERTED

*On the finest summer day anyone can remember, under a deep blue sky, the nearby snow-capped Yatil Mountains providing a majestic background, you stand with thousands of others on a hill overlooking the ruins of Lopolla.*

[If any PC has the AR item Royal Wedding from KET7-07 *Balance of Ket*]:

*Since you are perhaps most responsible for bringing Nadaid and Najmeh together, you are accorded places of honor on either side of them.*

[Continue for all]:

*Two week before, only hours after your harrowing battle in the temple of Hextor, the newly crowned Beygraf Nadaid accepted oaths of loyalty from the army and the nobles, while his loyal Molvar soldiers and new elven allies looked on.*

*The next day, the army dispersed to their normal posts along the borders, while across Ket, each town and village held joyous feasts to celebrate a return to peace. And then there was the announcement of the royal wedding, to which every Ketite of every rank was invited. Thousands made the trek to Lopolla, and now watch with you as Najmeh and Nadaid prepare to plight their troth.*

*Almost forgotten this past winter due to other large concerns, the Graf of Falwur, Nushadar Kiaresh, had died of a wasting disease. The post had remained open until a few days ago, when Beygraf Nadaid made a new appointment. Now the new Graf of Falwur, chosen to be the ring bearer, approaches the couple. Dressed in a gown of midnight blue, her golden chain of office glittering around her neck, Graf Sylvana bint Zoltan of Falwur kneels before the presiding Qadi of Al'Akbar, Abu al'Jurat, to present the rings. You recall a conversation with Nadaid a few days ago when he confirmed Sylvana's new rank. "Better to keep her where I can see her," he had growled, "then exile her and wonder what mischief she is causing. Besides, Falwur lies between Bissel and the*

*rest of Ket—dealing with border problems should keep her out of trouble for a few years."*

*You are invited to take a seat of honor in the royal pavilion after the ceremony, beside Dasan Farhunter, Bramblewood elf ambassador, and his daughter Kanti.*

*Later, under a canopy of bright stars, Widebottom halflings provide the finest food and drink in living memory.*

*Although several Granitelfist dwarves come close to unseating the champion during the celebratory games, in the end, Heyman Stonecudgel once again emerges victorious from the wrestling pit.*

*The legendary performers Cosima ibn Saed, Omar and Jahanabad perform the latest puppet show, leaving everyone in stitches as Poor Yazmin falls in love with Beygraf Nadaid—on his wedding day.*

*Arad Darkeye and his wife chat with their friends Tomaz and Jaz, while Telchar and Lanetar play "zombie tag" with Tomaz and Jaz's young children, Arad and Jessamine.*

*As you stand in the dark watching all this, the newly married couple walks over to you. Nadaid holds out his hand.*

*"Thank you. Without your courage, your skill, and your strength, none of this would have been possible. All of Ket owes you its very existence. I know that you have many years of the adventuring life before you, and I foresee many more exciting adventures for you. But when you have hung up your backpack on its peg in the closet for the final time, I will send word that you are to join my court as my closest advisors... and my most trusted friends. For the moment, let the title of Emir suffice as a sign of my gratitude."*

*Early the next morning, the sun only an hour in the sky, Nadaid and Najmeh stand at the edge of the ruined city. Not a single building stands except for the black spike of Rary's Tower. Nadaid picks up a sign on a pile of rubble and reads it: The Griffon's Nest Tavern. Smiling, he hands it to you. "Everything started at the Griffon's Nest. Let us make a new beginning at the same spot."*

*He turns to address the thousands gathered there, his voice magically amplified by Archon Rekah Granitelfist.*

*"It is a brand new day, a brand new story. Many more tales will be told of Ket in the coming years. But first, Lopolla must rise again, more beautiful than before." He takes a shovel from Brock Granitelfist. "Let's get started." And he begins to dig.*

## TREASURE

Nadaid pays out of the Ket Treasury a reward to those heroes who helped Ket in her hour of need. The reward totals to the adventure cap plus 1000 gp each (for overcap). There is no reward for failure.

**APL 6:** 1,900 gp

**APL 8:** 2,300 gp

**APL 10:** 3,300 gp

**APL 12:** 4,300 gp

**APL 14:** 7,600 gp

## EXPLANATION OF AR ITEMS

**Thanks of the Gaubaruvas:** For saving Marohk Gaubaruva's life

**Kamyar the Healer:** If he was released from the stocks

**A Grateful Beygraf:** Complete success.

**Advisor to the Beygraf:** Complete Success, for Citizens of Ket only.

**Morsooth's Diary:** If they agreed to deliver diary to Morsooth in Vilayad.

**The Faith United:** Anyone who receives divine spells from Al'Akbar.

**Ket in Ruins:** If they failed.

## THE END

## EXPERIENCE POINT SUMMARY

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

### Encounter 8: Temple

Successfully passing this encounter without the lookout raising the alarm.

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	240 XP

### Encounter 9: Sanctuary

Defeating the undead.

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

### Encounter 10: Anoshan

Defeating the undead Black Arrow.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### Encounter 11: Endgame

Stopping Hextor from completing his plan.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### Conclusion:

Success: Nadaid on the Throne and Civil War averted

APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP

### Total possible experience:

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP

## TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers,

removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

### Conclusion

**APL 6:** Coin 1,900; Total 1,900 gp.

**APL 8:** Coin 2,300; Total 2,300 gp.

**APL 10:** Coin 3,300; Total 3,300 gp.

**APL 12:** Coin 4,300; Total 4,300 gp.

**APL 14:** Coin 7,600; Total 7,600 gp.

### Treasure Cap

**APL 6:** 900 gp

**APL 8:** 1,300 gp

**APL 10:** 2,300 gp

**APL 12:** 3,300 gp

**APL 14:** 6,600 gp

### Total Possible Treasure

**APL 6:** 1,900 gp

**APL 8:** 2,300 gp

**APL 10:** 3,300 gp

**APL 12:** 4,300 gp

**APL 14:** 7,600 gp

## ADVENTURE RECORD ITEMS

**The Faith United:** The True and Exalted Faiths of Al'Akbar no longer receive any support from Al'Akbar. If you followed one of these faiths, write in below what deity you are now choosing to follow. Al'Akbar is the only choice that does not require an *atonement* for changing gods.

Deity: \_\_\_\_\_

**A Grateful Beygraf:** Nadaid is secure on the throne of Ket. In gratitude, he grants you access to all items on the access list below. Those who are not Citizens of Ket may choose to swear fealty to Ket now, giving up any other political loyalties to gain Citizenship in Ket (regardless of race or other factors).

**Advisor to the Beygraf:** Citizens of Ket who assisted Nadaid may choose to become part of his inner circle of advisors. You gain the title of Emir and a grant of land that grants enough income to pay for Rich upkeep in all adventure rounds henceforth. Once you retire from the campaign, you can begin a career in court politics, should you choose to.

**Thanks of the Gaubaruvas:** You have Open access to equipment made from Darkwood.

**Kamyar the Healer:** You may learn the following feats from *Complete Champion*: Healing Devotion, Holy Potency, Imbued Healing, Protection Devotion, Touch of Healing.

**Morsooth's Diary:** For the cost of 1 TU, Morsooth blesses you for bringing her the last words of her husband. For the next 5 adventures you begin under the effect of a *hero's feast*, cast at 12<sup>th</sup> level.

**Ket in Ruins:** Ket as you knew it no longer exists. You lose access to any MetaOrgs in Ket, as well as any favors granted by personages or organizations in Ket, and all Ket access is nullified. You may no longer play Ket adventures or interactives with this character.

### ITEM ACCESS

APLs 6-8:

All parts of the *five virtues* (Open; MIC 195)

All parts of the *raiment of the four* (Open; MIC 203)

All parts of the *regalia of the hero* (Open; MIC 207)

All parts of the *vestments of divinity* (Open; MIC 214)

*Bracers of retaliation* (Open; MIC 82)

*Memento magica* (any) (Open; MIC 164)

*Vanishing* weapon upgrade (Open; MIC 45)

APLs 10-12 (all of APLs 6-8 plus the following):  
All parts of the *fleet warrior's Array* (Open; MIC 197)  
All parts of the *seven veils* (Open; MIC 210)  
*Gloves of the titan's grip* (Open; MIC 107)  
*Parrying* weapon upgrade (Open; MIC 40)  
*Ring of wizardry* (any) (Open; MIC 233)  
*Wand bracelet* (Open; MIC 147)

APL 14 (all of APLs 6-12 plus the following):  
*Brilliant energy* weapon upgrade (Open; DMG 224)  
*Mantle of faith* (Open; MIC 261)  
*Robe of the archmagi* (Open, DMG 265)  
*Scarab of invulnerability* (Open; MIC 132)

## APPENDIX 1: ALL APLS

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### 8: TEMPLE

#### **SAREENA**

**CR 1**

Female human cleric 1

LN Medium humanoid (human)

**Init** -1; **Senses** Listen +4, Spot +4

**Languages** Common, Ancient Baklunish

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**AC** 9, touch 9, flat-footed 9

(-1 Dex)

**hp** 8 (1 HD);

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

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**Speed** 30 ft. (6 squares);

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

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

**Base Atk** +0; **Grp** +1

---

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

**SQ** Aura of Law and Evil, spellcasting (all used for the day), rebuke undead

**Feats** Alertness, Endurance

**Skills** Concentration +4, Diplomacy +6, Knowledge (religion) +5

**Possessions** dagger, wooden holy symbol



**9: SANCTUARY****BONEDRINKER****CR 6***\*Monster Manual III 18*

CE Medium undead

**Init** +3; **Senses** Darkvision 60 ft.; Listen +13, Spot +13**Languages** Common**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

**hp** 93 (11 HD); DR 5 silver or good**Immune****Resist** cold 10, fire 10, sonic 10**Fort** +3, **Ref** +6, **Will** +9**Speed** 30 ft. (6 squares);**Melee** 2 tentacles +10 (1d10+5) and  
2 claws +5 (1d8+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)**Base Atk** +5; **Grp** +14**Atk Options** bonedrink, cleave, combat reflexes,  
improved grab, pounce, power attack**Abilities** Str 21, Dex 16, Con, Int 8, Wis 14, Cha 15**SQ** undead traits, unholy toughness**Feats** Cleave, Combat Reflexes, Improved Natural  
Attack (claws), Power Attack**Skills** Hide +13, Listen +13, Move Silently +17, Spot  
+13

**Bonedrink (Su)** Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Constitution damage. Creatures reduced to 0 Constitution die, as the majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh.

Creatures without bones or Constitution scores are immune to the Constitution-damaging effects of the bonedrink ability.

**Improved Grab (Ex)** To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, above). Bonedrinkers have a +4 racial bonus on grapple checks.

**Pounce (Ex)** If a bonedrinker charges, it can make a full attack in the same round.

**Unholy Toughness (Ex)** A bonedrinker gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

**Skills** Bonedrinkers have a +4 racial bonus on Move Silently checks.

**10: ANOSHAN****THE BLACK ARROW****CR 9**

Male human deathknight fighter 5/dervish 1

*\*Monster Manual II pg 207*

LE Medium undead

**Init** +2; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Aura** Fear 15 ft. (Will DC 16)**Languages** Common, Baklunish**AC** 24, touch 13, flat-footed 22

(+2 Dex, +1 class, +6 armor, +5 natural)

**hp** 39 (6 HD); DR 10/magic**Immune** cold, electricity, polymorph, undead  
immunities, turn immunity**SR** 20**Fort** +4, **Ref** +5, **Will** +4 **Speed** 30 ft. in mithral  
breastplate (6 squares);**Melee** +1 falchion +13/+8 (2d4+10/18-20) or**Melee** touch +11(1d8+2 plus 1 Constitution)**Ranged** composite shortbow +8/+3 (1d6+5/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +11**Atk Options** Abyssal blast (6d6 damage, Reflex DC  
15), Combat Expertise, Dervish Dance (4 round  
duration, +1/hit, +1/damage), Improved Disarm,  
Power Attack, touch attack**Special Actions** Dodge, Mobility**Abilities** Str 20, Dex 14, Con -, Int 13, Wis 12, Cha 14**SQ** AC bonus +1, dervish dance 1/day, fear aura,  
movement mastery, slashing blades, turn immunity**Feats** Combat Expertise, Improved Disarm, Dodge,  
Mobility, Power Attack, Weapon Focus (falchion),  
Weapon Specialization (falchion)**Skills** Diplomacy +6, Knowledge (local) +5, Perform  
(dance) +10, Tumble +7**Possessions** +1 mithral breastplate +1 falchion, +5  
strength composite shortbow, locking gauntlets

**Abyssal Blast (Su)** Once per day, the death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of 400 feet + 40 feet per HD of the death knight. The blast deals 1d6 points of damage per HD of the death knight (maximum 20d6). Half the damage is fire damage, but the rest results directly from divine power. A Reflex save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) reduces the damage by half.

**AC Bonus (Ex)** You gain a +1 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

**Dervish Dance (Ex):** 1 time per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +1 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

**Fear Aura (Su):** Creatures of less than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) or be affected as though by a *fear* spell cast by a sorcerer of the death knight's level.

**Movement Mastery (Ex):** Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

**Slashing Blades:** You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

**Touch Attack:** The death knight's touch attack uses negative energy to deal damage equal to 1d8+ the death knight's Charisma bonus to living creatures. Each successful touch attack also deals 1 point of Constitution damage. A Will save (DC 10 +1/2 death knight's HD + death knight's Charisma modifier) reduces the damage by half and negates the Constitution damage.

**Turn Immunity (Ex):** A death knight cannot be turned. It can be banished with *holy word* just as if it was an evil outsider.

## 11: ENDGAME

### LEGION DEVIL

CR 3

*\*Fiendish Codex II page 122*

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +3; **Senses** see in darkness; Listen +0, Spot +0

**Languages** Infernal; telepathy 100 ft.

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**AC** 21, touch 13, flat-footed 18

(+3 Dex, +3 armor, +3 shield, +2 natural)

**hp** 19 (3 HD); **DR** 5/magic; legion's strength

**Immune** fire, poison, fear

**Resist** acid 10, cold 10, evasion

**Fort** +5, **Ref** +6, **Will** +5; legion's defenses, legion's mind

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**Speed** 30 ft. (6 squares)

**Melee** mwk longsword +8 (1d8+3/19-20) and shield arm bash +1 (1d6+1)

**Ranged** longbow +6 (1d8/x3)

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

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

**Atk Options** legion's battle skill

**Special Actions** legion's advance

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**Abilities** Str 17, Dex 17, Con 15, Int 6, Wis 10, Cha 10

**Feats** Iron Will, Mobility<sup>B</sup> Weapon Focus (longsword)

**Skills** Climb +8, Craft (weaponsmithing) +4, Heal +6, Intimidate +6, Jump +8, Ride +9

**Possessions** studded leather armor, masterwork longsword, longbow with 20 arrows

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**Legion's Strength (Su)** Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this hit point pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefits as long as it remains within 100 feet of the rest of the group. If any devil receives healing apply it to the devil's total pool.

**Legion's Defenses (Su)** If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result rolled by the group.

**Legion's Mind (Su)** If a mind-affecting spell or ability targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If they all fail, they all suffer the effects of a failed save.

**Shield Arm (Ex)** The left arm of a legion devil is enlarged and heavily armored, providing a +3 shield bonus to its Armor Class. A legion devil can also use this arm to make bashing attacks as a secondary weapon. A legion devil does not lose its arm's shield bonus when it attacks in this manner.

**Legion's Battle Skill (Su)** Legion devils gain a +4 bonus on attack rolls for every other legion devil within 60 feet.

**Legion's Advance (Su)** As a move action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 100 feet. The legion devil can continue its turn after using this ability as normal.

**9: SANCTUARY****BONEDRINKER****CR 6***\*Monster Manual III 18*

CE Medium undead

**Init** +3; **Senses** Darkvision 60 ft.; Listen +13, Spot +13**Languages** Common**AC** 17, touch 13, flat-footed 14  
(+3 Dex, +4 natural)**hp** 93 (11 HD); DR 5 silver or good**Immune****Resist** cold 10, fire 10, sonic 10**Fort** +3, **Ref** +6, **Will** +9**Speed** 30 ft. (6 squares);**Melee** 2 tentacles +10 (1d10+5) and  
2 claws +5 (1d8+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)**Base Atk** +5; **Grp** +14 **Atk Options** bonedrink,  
cleave, combat reflexes, improved grab, pounce,  
power attack**Abilities** Str 21, Dex 16, Con-, Int 8, Wis 14, Cha 15**SQ** undead traits, unholy toughness**Feats** Cleave, Combat Reflexes, Improved Natural  
Attack (claws), Power Attack**Skills** Hide +13, Listen +13, Move Silently +17, Spot  
+13

**Bonedrink (Su)** Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Constitution damage. Creatures reduced to 0 Constitution die, as the majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh.

Creatures without bones or Constitution scores are immune to the Constitution-damaging effects of the bonedrink ability.

**Improved Grab (Ex)** To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, above). Bonedrinkers have a +4 racial bonus on grapple checks.

**Pounce (Ex)** If a bonedrinker charges, it can make a full attack in the same round.

**Unholy Toughness (Ex)** A bonedrinker gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

**Skills** Bonedrinkers have a +4 racial bonus on Move Silently checks.

**10: ANOSHAN****THE BLACK ARROW****CR 11**

Male human deathknight fighter 5/dervish 3

*\*Monster Manual II 207*

LE Medium undead

**Init** +2; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Aura** Fear 15 ft. (Will DC 16)**Languages** Common, Baklunish**AC** 25, touch 13, flat-footed 23

(+2 Dex, +1 class, +7 armor, +5 natural)

**hp** 52 (8 HD); DR 10/magic**Immune** cold, electricity, polymorph, undead  
immunities, turn immunity**SR** 20**Fort** +5, **Ref** +6, **Will** +5**Speed** 35 ft. in mithral breastplate (7 squares);**Melee** +2 falchion +16/+11 (2d4+11/18-20) or**Melee** touch + (1d8+2 plus 1 Constitution)**Ranged** composite shortbow +10/+5 (1d6+5/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +13

**Atk Options** Abyssal blast (8d6 damage, Reflex DC 16), Combat Expertise, Dervish Dance (5 round duration, +2/hit, +2/damage), Improved Disarm, Power Attack, Spring Attack, touch attack

**Special Actions** Dodge, Mobility**Abilities** Str 21, Dex 14, Con, Int 13, Wis 12, Cha 14**SQ** AC bonus +1, dervish dance 2/day, fear aura,  
movement mastery, slashing blades, turn immunity

**Feats** Combat Expertise, Improved Disarm, Dodge, Mobility, Power Attack, Spring Attack<sup>B</sup>, Weapon Focus (falchion), Weapon Specialization (falchion)

**Skills** Balance +7, Diplomacy +6, Knowledge (local) +5, Perform (dance) +13, Tumble +12

**Possessions** +2 mithral breastplate, +2 falchion, +5 strength composite shortbow, locking gauntlets

**Abyssal Blast (Su)** Once per day, the death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of 400 feet + 40 feet per HD of the death knight. The blast deals 1d6 points of damage per HD of the death knight (maximum 20d6). Half the damage is fire damage, but the rest results directly from divine power. A Reflex save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) reduces the damage by half.

**AC Bonus (Ex)** You gain a +1 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

**Dervish Dance (Ex):** 2 times per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +2 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

**Fear Aura (Su):** Creatures of less than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) or be affected as though by a fear spell cast by a sorcerer of the death knight's level.

**Movement Mastery (Ex):** Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

**Slashing Blades:** You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

**Touch Attack:** The death knight's touch attack uses negative energy to deal damage equal to 1d8+ the death knight's Charisma bonus to living creatures. Each successful touch attack also deals 1 point of Constitution damage. A Will save (DC 10 +1/2 death knight's HD + death knight's Charisma modifier) reduces the damage by half and negates the Constitution damage.

**Turn Immunity (Ex):** A death knight cannot be turned. It can be banished with *holy word* just as if it was an evil outsider.

**Skills** Climb +18, Craft (weaponsmithing) +18, Diplomacy +8, Handle Animal +19, Jump +22, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (nobility) +18, Listen +18, Ride +5, Sense Motive +18, Spot +18

**Possessions** +1 scale mail, +1 flail, +1 longsword, +1 battleaxe, +1 heavy mace, +1 heavy pick, +1 scimitar

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**Weapons (Su)** Weapons wielded by an aspect of Hextor are treated as evil-aligned and lawful-aligned.

## 11: ENDGAME

### ASPECT OF HEXTOR

CR 11

\**Miniatures Handbook* 50

LE Large outsider (evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft.; Listen +18, Spot +18

**Languages** Common, Draconic, Infernal

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**AC** 22, touch 12, flat-footed 19

(-1 size, +3 Dex, +5 armor, +5 natural)

**hp** 114 (12 HD); DR 5/epic

**Fort** +13, **Ref** +11, **Will** +11

---

**Speed** 40 ft. (8 squares)

**Melee** +1 flail +18 (2d6+6) or

**Melee** +1 flail +14/+9/+4 (2d6+6) and  
+1 longsword +14 (2d6+3/19-20) and  
+1 battleaxe +14 (2d6+3/x3) and  
+1 heavy mace +14 (2d6+3) and  
+1 heavy pick +14 (2d6+3/x4) and  
+1 scimitar +14 (2d6+3/18-20)

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

**Base Atk** +12; **Grp** +22

**Atk Options** Power Attack

---

**Abilities** Str 22, Dex 17, Con 20, Int 17, Wis 17, Cha 18

**Feats** Blind-Fight, Cleave, Combat Reflexes, Multiweapon Fighting, Power Attack

**9: SANCTUARY****ADVANCED BONEDRINKER CR 10***\*Monster Manual III 18*

CE Medium undead

**Init** +7; **Senses** Darkvision 60 ft.; Listen +32, Spot +32**Languages** Common**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

**hp** 256 (27 HD); DR 5 silver or good**Immune****Resist** cold 10, fire 10, sonic 10**Fort** +9, **Ref** +12, **Will** +17**Speed** 30 ft. (6 squares);**Melee** 2 tentacles +21 (2d8+7) and  
2 claws +16 (1d8+3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)**Base Atk** +13; **Grp** +28**Atk Options** bonedrink, cleave, combat reflexes,  
improved grab, pounce, power attack**Abilities** Str 24, Dex 16, Con -, Int 8, Wis 14, Cha 16**SQ** undead traits, unholy toughness**Feats** Cleave, Combat Reflexes, Improved Grapple,  
Improved Initiative, Improved Natural Attack  
(claws, tentacles), Improved Unarmed Strike,  
Power Attack, Weapon Focus (claws, tentacles)**Skills** Hide +18, Listen +32, Move Silently +22, Spot  
+32

**Bonedrink (Su)** Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Constitution damage. Creatures reduced to 0 Constitution die, as the majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh.

Creatures without bones or Constitution scores are immune to the Constitution-damaging effects of the bonedrink ability.

**Improved Grab (Ex)** To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, above). Bonedrinkers have a +4 racial bonus on grapple checks.

**Pounce (Ex)** If a bonedrinker charges, it can make a full attack in the same round.

**Unholy Toughness (Ex)** A bonedrinker gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

**Skills** Bonedrinkers have a +4 racial bonus on Move Silently checks.

**10: ANOSHAN****THE BLACK ARROW CR 13**

Male human deathknight fighter 5/dervish 5

*\*Monster Manual II 207*

LE Medium undead

**Init** +2; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Aura** Fear 15 ft. (Will DC 17)**Languages** Common, Baklunish**AC** 26, touch 14, flat-footed 24

(+2 Dex, +2 class, +7 armor, +5 natural)

**hp** 65 (10 HD); DR 10/magic**Immune** cold, electricity, polymorph, undead  
immunities, turn immunity**SR** 20**Fort** +5, **Ref** +7, **Will** +6**Speed** 40 ft. in mithral breastplate (8 squares);**Melee** +2 falchion +20/+15 (2d4+13/18-20) or**Melee** touch +15 (1d8+2 plus 1 Constitution)**Ranged** composite shortbow +12/+7 (1d6+5/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +15**Atk Options** Abyssal blast (10d6 damage, Reflex DC  
17), Combat Expertise, dance of death, dervish  
dance (6 round duration, +3/hit, +3/damage),  
Improved Disarm, Power Attack, Spring Attack,  
touch attack**Special Actions** Dodge, Mobility**Abilities** Str 21, Dex 14, Con -, Int 13, Wis 12, Cha 14**SQ** AC bonus +2, dervish dance 3/day, fast  
movement +10 ft., fear aura, movement mastery,  
slashing blades, turn immunity**Feats** Combat Expertise, Improved Disarm, Dodge,  
Melee Weapon Mastery\* (slashing), Mobility,  
Power Attack, Spring Attack<sup>B</sup>, Weapon Focus  
(falchion), Weapon Specialization (falchion)**Skills** Balance +8, Diplomacy +6, Jump +17,  
Knowledge (local) +5, Perform (dance) +15,  
Tumble +16**Possessions** +2 mithral breastplate, +2 falchion, +5  
strength composite shortbow, boots of speed,  
locking gauntlets

**Abyssal Blast (Su)** Once per day, the death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of 400 feet + 40 feet per HD of the death knight. The blast deals 1d6 points of damage per HD of the death knight (maximum 20d6). Half the damage is fire damage, but the rest results directly from divine

power. A Reflex save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) reduces the damage by half.

**AC Bonus (Ex)** You gain a +2 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

**Dance of Death (Ex)** You gain the benefit of the Cleave feat while performing a dervish dance.

**Dervish Dance (Ex):** 3 times per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +3 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

**Fear Aura (Su):** Creatures of less than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) or be affected as though by a *fear* spell cast by a sorcerer of the death knight's level.

**Movement Mastery (Ex):** Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

**Slashing Blades:** You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

**Touch Attack:** The death knight's touch attack uses negative energy to deal damage equal to 1d8+ the death knight's Charisma bonus to living creatures. Each successful touch attack also deals 1 point of Constitution damage. A Will save (DC 10 +1/2 death knight's HD + death knight's Charisma modifier) reduces the damage by half and negates the Constitution damage.

**Turn Immunity (Ex):** A death knight cannot be turned. It can be banished with *holy word* just as if it was an evil outsider.

\* see Appendix 2: New Rules Items

## 11: ENDGAME

### ASPECT OF HEXTOR

CR 11

\**Miniatures Handbook* 50

LE Large outsider (evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft.; Listen +18, Spot +18

**Languages** Common, Draconic, Infernal

**AC** 22, touch 12, flat-footed 19

(-1 size, +3 Dex, +5 armor, +5 natural)

**hp** 114 (12 HD); DR 5/epic

**Fort** +13, **Ref** +11, **Will** +11

**Speed** 40 ft. (8 squares)

**Melee** +1 *flail* +18 (2d6+6) or

**Melee** +1 *flail* +14/+9/+4 (2d6+6) and  
+1 *longsword* +14 (2d6+3/19-20) and  
+1 *battleaxe* +14 (2d6+3/x3) and  
+1 *heavy mace* +14 (2d6+3) and

+1 *heavy pick* +14 (2d6+3/x4) and

+1 *scimitar* +14 (2d6+3/18-20)

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

**Base Atk** +12; **Grp** +22

**Atk Options** Power Attack

**Abilities** Str 22, Dex 17, Con 20, Int 17, Wis 17, Cha 18

**Feats** Blind-Fight, Cleave, Combat Reflexes, Multiweapon Fighting, Power Attack

**Skills** Climb +18, Craft (weaponsmithing) +18, Diplomacy +8, Handle Animal +19, Jump +22, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (nobility) +18, Listen +18, Ride +5, Sense Motive +18, Spot +18

**Possessions** +1 *scale mail*, +1 *flail*, +1 *longsword*, +1 *battleaxe*, +1 *heavy mace*, +1 *heavy pick*, +1 *scimitar*

**Weapons (Su)** Weapons wielded by an aspect of Hextor are treated as evil-aligned and lawful-aligned.

### ORTHON DEVIL

CR 8

\**Fiendish Codex II* 128

LE Large outsider (baatezu, evil, extraplanar, lawful)

**Init** +1; **Senses** see in darkness; Listen +12, Spot +12

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**AC** 24, touch 10, flat-footed 23

(-1 size, +1 Dex, +8 armor, +6 natural)

**hp** 87 (7 HD); DR 5/good or silver

**Immune** fire, poison

**Resist** acid 10, cold 10, stability (+4 against bull rush and trip); **SR** 18

**Fort** +13, **Ref** +6, **Will** +9

**Speed** 20 ft. (4 squares)

**Melee** hellspear +14/+9 (2d6+9/19-20x3)

**Ranged** hellfire crossbow +7ranged touch (2d6/19-20)

**Space** 10 ft.; **Reach** 10 ft., 20 ft. with hellspear

**Base Atk** +7; **Grp** +17

**Atk Options** hell stroke

**Special Actions** dimensional interference, formation fighting, maggot burst

**Spell-Like Abilities** (CL 7th):

At Will—*greater teleport* (self plus 50 pounds of objects only), *see invisibility* †

† Already cast

**Abilities** Str 22, Dex 13, Con 26, Int 8, Wis 15, Cha 11

**SA** dimensional interference, formation fighting, hell stroke, maggot burst

**Feats** Improved Critical (hellspear), Iron Will, Weapon Focus (hellspear)

**Skills** Balance +11, Climb +16, Intimidate +10, Jump +10, Listen +12, Search +9, Spot +12, Survival +2 (+4 to follow tracks)

**Possessions** hellspear, hellfire crossbow

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**Hellspear** This weapon is a longspear with a variety of sharp blades projecting along its shaft. This exotic weapon has reach but can also be used against opponents within its wielders normal reach. It is a masterwork cold iron weapon.

**Hellfire Crossbow** Built from brass and bone, this crossbow lacks a drawstring. Any devil can use a move action to focus the crossbow on a single target and let loose a stream of pure hellfire as a ranged touch attack. This energy appears as flame but it has no energy type (and thus ignores resistances and immunities). It has a maximum range of 400 feet and no range increment. It functions only in the hands of a baatezu.

**Hell Stroke (Ex)** When using a full attack action, an orthon can choose to make an extra attack at its highest attack bonus against an opponent adjacent to the target of its first attack. The orthon makes its first attack as normal and then decides if it wants to use its hell stroke ability. If it uses this option, it cannot make any of the extra attacks from its full attack action. Otherwise, it takes the as normal. The second target must be within the orthon's reach.

**Dimensional Interference (Su)** At will, as a swift action, an orthon can emit a 20-foot-radius field that disrupts dimensional movement. All creatures within the area are prevented from using any spell or spell-like ability that provides such movement, as if affected by a *dimensional anchor* spell. Each use of the field lasts for 4 rounds. There is no save against this ability.

**Formation Fighting (Ex)** If a square adjacent to an orthon is occupied by another orthon, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple orthons stack.

**Maggot Burst (Ex)** When an orthon is slain, maggots burst from its body in search of a new meal. Luckily, they cannot survive away from their original host for long. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 2d6 points of damage as the maggots swarm over the area, gnawing and biting all in their path.

**9: SANCTUARY****ADVANCED BONEDRINKER CR 10***\*Monster Manual III 18*

CE Medium undead

**Init** +7; **Senses** Darkvision 60 ft.; Listen +32, Spot +32**Languages** Common**AC** 17, touch 13, flat-footed 14  
(+3 Dex, +4 natural)**hp** 256 (27 HD); DR 5 silver or good**Immune****Resist** cold 10, fire 10, sonic 10**Fort** +9, **Ref** +12, **Will** +17**Speed** 30 ft. (6 squares);**Melee** 2 tentacles +21 (2d8+7) and  
2 claws +16 (1d8+3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)**Base Atk** +13; **Grp** +28**Atk Options** bonedrink, cleave, combat reflexes,  
improved grab, pounce, power attack**Abilities** Str 24, Dex 16, Con -, Int 8, Wis 14, Cha 16**SQ** undead traits, unholy toughness**Feats** Cleave, Combat Reflexes, Improved Grapple,  
Improved Initiative, Improved Natural Attack  
(claws, tentacles), Improved Unarmed Strike,  
Power Attack, Weapon Focus (claws, tentacles)**Skills** Hide +18, Listen +32, Move Silently +22, Spot +32

**Bonedrink (Su)** Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Constitution damage. Creatures reduced to 0 Constitution die, as the majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh.

Creatures without bones or Constitution scores are immune to the Constitution-damaging effects of the bonedrink ability.

**Improved Grab (Ex)** To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, above). Bonedrinkers have a +4 racial bonus on grapple checks.

**Pounce (Ex)** If a bonedrinker charges, it can make a full attack in the same round.

**Unholy Toughness (Ex)** A bonedrinker gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

**Skills** Bonedrinkers have a +4 racial bonus on Move Silently checks.

**10: ANOSHAN****THE BLACK ARROW CR 15**

Male human deathknight fighter 5/dervish 7

*\*Monster Manual II 207*

LE Medium undead

**Init** +4; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Aura** Fear 15 ft. (Will DC 19)**Languages** Common, Baklunish**AC** 28, touch 16, flat-footed 26

(+2 Dex, +2 class, +7 armor, +2 deflection, +5 natural)

**hp** 90 (12 HD); DR 10/magic**Immune** cold, electricity, polymorph, undead  
immunities, turn immunity**SR** 22**Fort** +6, **Ref** +8, **Will** +7**Speed** 40 ft. in mithral breastplate (8 squares);**Melee** +2 falchion +24/+19/+14 (2d4+16/18-20) or**Melee** touch +19(1d8+3 plus 1 Constitution)**Ranged** composite shortbow +14/+9 (1d6+7/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +19

**Atk Options** Abyssal blast (12d6 damage, Reflex DC 19), Combat Expertise, dance of death, dervish dance (7 round duration, +4/hit, +4/damage), elaborate parry, Improved Disarm, Power Attack, Spring Attack, touch attack

**Special Actions** Dodge, Mobility**Abilities** Str 24, Dex 14 Con -1 Int 13 Wis 12 Cha 16

**SQ** AC bonus +2, dervish dance 4/day, elaborate parry, fast movement +10 ft., fear aura, improved reaction, movement mastery, slashing blades, turn immunity

**Feats** Combat Expertise, Improved Disarm, Improved Toughness\*, Dodge, Melee Weapon Mastery\* (slashing), Mobility, Power Attack, Spring Attack<sup>B</sup>, Weapon Focus (falchion), Weapon Specialization (falchion)

**Skills** Balance +8, Diplomacy +7, Jump +27, Knowledge (local) +5, Perform (dance) +18, Tumble +18

**Possessions** +2 mithral breastplate, gauntlets of strength +2, cloak of charisma +2, ring of protection +2, +2 falchion, +7 strength composite shortbow, boots of speed, locking gauntlets

**Abyssal Blast (Su)** Once per day, the death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of 400 feet + 40 feet per HD of the death knight. The blast deals 1d6 points of damage per HD of the death knight (maximum 20d6). Half the damage is



fire damage, but the rest results directly from divine power. A Reflex save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) reduces the damage by half.

**AC Bonus (Ex)** You gain a +2 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

**Dance of Death (Ex)** You gain the benefit of the Cleave feat while performing a dervish dance.

**Dervish Dance (Ex):** 4 times per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +4 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

**Elaborate Parry (Ex):** You gain an extra +4 bonus to AC when you choose to fight defensively or use all-out defense in melee combat.

**Fear Aura (Su):** Creatures of less than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) or be affected as though by a *fear* spell cast by a sorcerer of the death knight's level.

**Improved Reaction (Ex):** You gain a +2 bonus to initiative rolls.

**Movement Mastery (Ex):** Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

**Slashing Blades:** You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

**Touch Attack:** The death knight's touch attack uses negative energy to deal damage equal to 1d8+ the death knight's Charisma bonus to living creatures. Each successful touch attack also deals 1 point of Constitution damage. A Will save (DC 10 +1/2 death knight's HD + death knight's Charisma modifier) reduces the damage by half and negates the Constitution damage.

**Turn Immunity (Ex):** A death knight cannot be turned. It can be banished with *holy word* just as if it was an evil outsider..

\* see Appendix 2: New Rules Items

## 11: ENDGAME

### ADVANCED ASPECT OF HEXTOR CR 14

\**Miniatures Handbook* 50

LE Huge outsider (evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft.; Listen +24, Spot +24

**Languages** Common, Draconic, Infernal

**AC** 24, touch 11, flat-footed 23

(-2 size, +3 Dex, +6 armor, +8 natural)

**hp** 225 (18 HD); DR 5/epic

**Fort** +18, **Ref** +14, **Will** +14

**Speed** 40 ft. (8 squares)

**Melee** +2 *flail* +28 (3d6+12) or

**Melee** +2 *flail* +24/+19/+14 (3d6+12) and  
+2 *longsword* +24 (3d6+7/19-20) and  
+2 *battleaxe* +24 (3d6+7/x3) and  
+2 *heavy mace* +24 (3d6+7) and  
+2 *heavy pick* +24 (3d6+7/x4) and  
+2 *scimitar* +24 (3d6+7/18-20)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +18; **Grp** +36

**Atk Options** Power Attack

**Abilities** Str 30, Dex 16, Con 24, Int 17, Wis 17, Cha 18

**Feats** Blind-Fight, Cleave, Combat Reflexes, Hold The Line\*, Improved Toughness\*, Multiweapon Fighting, Power Attack

**Skills** Climb +28, Craft (weaponsmithing) +24, Diplomacy +8, Handle Animal +25, Jump +32, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (nobility) +24, Listen +24, Ride +5, Sense Motive +24, Spot +24

**Possessions** +2 *scale mail*, +2 *flail*, +2 *longsword*, +2 *battleaxe*, +2 *heavy mace*, +2 *heavy pick*, +2 *scimitar*

**Weapons (Su)** Weapons wielded by an aspect of Hextor are treated as evil-aligned and lawful-aligned.

\* see Appendix 2: New Rules Items

### ORTHON DEVIL

CR 8

\**Fiendish Codex II* 128

LE Large outsider (baatezu, evil, extraplanar, lawful)

**Init** +1; **Senses** see in darkness; Listen +12, Spot +12

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**AC** 24, touch 10, flat-footed 23

(-1 size, +1 Dex, +8 armor, +6 natural)

**hp** 87 (7 HD); DR 5/good or silver

**Immune** fire, poison

**Resist** acid 10, cold 10, stability (+4 against bull rush and trip); **SR** 18

**Fort** +13, **Ref** +6, **Will** +9

**Speed** 20 ft. (4 squares)

**Melee** hellspear +14/+9 (2d6+9/19-20x3)

**Ranged** hellfire crossbow +7ranged touch (2d6/19-20)

**Space** 10 ft.; **Reach** 10 ft., 20 ft. with hellspear

**Base Atk** +7; **Grp** +17

**Atk Options** hell stroke

**Special Actions** dimensional interference, formation fighting, maggot burst

**Spell-Like Abilities** (CL 7th):

At Will—*greater teleport* (self plus 50 pounds of objects only), see *invisibility* ‡

‡ Already cast

**Abilities** Str 22, Dex 13, Con 26, Int 8, Wis 15, Cha 11

**SA** dimensional interference, formation fighting, hell stroke, maggot burst

**Feats** Improved Critical (hellspear), Iron Will, Weapon Focus (hellspear)

**Skills** Balance +11, Climb +16, Intimidate +10, Jump +10, Listen +12, Search +9, Spot +12, Survival +2 (+4 to follow tracks)

**Possessions** hellsphear, hellfire crossbow

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**Hellspear** This weapon is a longspear with a variety of sharp blades projecting along its shaft. This exotic weapon has reach but can also be used against opponents within its wielders normal reach. It is a masterwork cold iron weapon.

**Hellfire Crossbow** Built from brass and bone, this crossbow lacks a drawstring. Any devil can use a move action to focus the crossbow on a single target and let loose a stream of pure hellfire as a ranged touch attack. This energy appears as flame but it has no energy type (and thus ignores resistances and immunities). It has a maximum range of 400 feet and no range increment. It functions only in the hands of a baatezu.

**Hell Stroke (Ex)** When using a full attack action, an orthon can choose to make an extra attack at its highest attack bonus against an opponent adjacent to the target of its first attack. The orthon makes its first attack as normal and then decides if it wants to use its hell stroke ability. If it uses this option, it cannot make any of the extra attacks from its full attack action. Otherwise, it takes the as normal. The second target must be within the orthon's reach.

**Dimensional Interference (Su)** At will, as a swift action, an orthon can emit a 20-foot-radius field that disrupts dimensional movement. All creatures within the area are prevented from using any spell or spell-like ability that provides such movement, as if affected by a *dimensional anchor* spell. Each use of the field lasts for 4 rounds. There is no save against this ability.

**Formation Fighting (Ex)** If a square adjacent to an orthon is occupied by another orthon, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple orthons stack.

**Maggot Burst (Ex)** When an orthon is slain, maggots burst from its body in search of a new meal. Luckily, they cannot survive away from their original host for long. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 2d6 points of damage as the maggots swarm over the area, gnawing and biting all in their path.

**9: SANCTUARY****ADVANCED ELITE BONEDRINKER CR 12***\*Monster Manual III 18*

CE Medium undead

**Init** +8; **Senses** Darkvision 60 ft.; Listen +37, Spot +37**Languages** Common**AC** 18, touch 14, flat-footed 14  
(+4 Dex, +4 natural)**hp** 356 (31 HD); DR 5 silver or good**Immune****Resist** cold 10, fire 10, sonic 10**Fort** +10, **Ref** +14, **Will** +20**Speed** 30 ft. (6 squares);**Melee** 2 tentacles +25 (2d8+9/19-20) and  
2 claws +20 (1d8+4)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)**Base Atk** +15; **Grp** +32**Atk Options** bonedrink, cleave, combat reflexes,  
improved grab, pounce, power attack**Abilities** Str 29, Dex 18, Con, Int 8, Wis 16, Cha 20**SQ** undead traits, unholy toughness**Feats** Cleave, Combat Reflexes, Improved Critical  
(tentacles), Improved Grapple, Improved Initiative,  
Improved Natural Attack (claws, tentacles),  
Improved Unarmed Strike, Power Attack, Weapon  
Focus (claws, tentacles)**Skills** Hide +21, Listen +37, Move Silently +25, Spot  
+37

**Bonedrink (Su)** Once a bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, the bonedrinker must make a successful grapple check. If it pins its foe, it fastens onto the creature with its horrendous fangs. It then secretes a painful toxin into the victim that deals 1d6 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d6 points of Constitution damage. Creatures reduced to 0 Constitution die, as the majority of their bones become too brittle to support their bodies and they collapse into a sack of loose flesh.

Creatures without bones or Constitution scores are immune to the Constitution-damaging effects of the bonedrink ability.

**Improved Grab (Ex)** To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, above). Bonedrinkers have a +4 racial bonus on grapple checks.

**Pounce (Ex)** If a bonedrinker charges, it can make a full attack in the same round.

**Unholy Toughness (Ex)** A bonedrinker gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

**Skills** Bonedrinkers have a +4 racial bonus on Move Silently checks.

**10: ANOSHAN****THE BLACK ARROW****CR 17**

Male human deathknight fighter 5/dervish 9

*\*Monster Manual II 207*

LE Medium undead

**Init** +5; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Aura** Fear 15 ft. (Will DC 20)**Languages** Common, Baklunish**AC** 32, touch 18, flat-footed 29

(+3 Dex, +3 class, +7 armor, +2 deflection, +7 natural)

**hp** 105 (14 HD); DR 10/magic**Immune** cold, electricity, polymorph, undead  
immunities, turn immunity**SR** 24**Fort** +10, **Ref** +13, **Will** +11**Speed** 45 ft. in mithral breastplate (9 squares);**Melee** +2 falchion +27/+22/+17 (2d4+18/18-20) or**Melee** touch + (1d8+3 plus 1 Constitution)**Ranged** composite shortbow +17/+12 (1d6+8/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +14; **Grp** +22**Atk Options** Abyssal blast (14d6 damage, Reflex DC  
20), Combat Expertise, dance of death, dervish  
dance (8 round duration, +5/hit, +5/damage),  
elaborate parry, Improved Disarm, Power Attack,  
Spring Attack, touch attack**Special Actions** Dodge, Mobility**Abilities** Str 26, Dex 16, Con -, Int 13, Wis 12, Cha 16**SQ** AC bonus +3, dervish dance 5/day, elaborate  
parry, fast movement +15 ft., fear aura, improved  
reaction, movement mastery, slashing blades, turn  
immunity**Feats** Combat Expertise, Improved Disarm, Improved  
Toughness\*, Dodge, Melee Weapon Mastery\*  
(slashing), Mobility, Power Attack, Spring Attack<sup>B</sup>,  
Weapon Focus (falchion), Weapon Specialization  
(falchion)**Skills** Balance +9, Diplomacy +10, Jump +30,  
Knowledge (local) +5, Perform (dance) +20,  
Tumble +21**Possessions** +2 mithral breastplate, amulet of natural  
armor +2, belt of strength +4, cloak of charisma +2,  
gloves of dexterity +2, ring of protection +2, vest of  
resistance +3+2 falchion, +8 strength composite  
shortbow, boots of speed, locking gauntlets

**Abyssal Blast (Su)** Once per day, the death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of

400 feet + 40 feet per HD of the death knight. The blast deals 1d6 points of damage per HD of the death knight (maximum 20d6). Half the damage is fire damage, but the rest results directly from divine power. A Reflex save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) reduces the damage by half.

**AC Bonus (Ex)** You gain a +3 bonus to AC as long as you wear no or light armor and are not carrying a shield. You lose this bonus if immobilized or helpless.

**Dance of Death (Ex)** You gain the benefit of the Cleave feat while performing a dervish dance.

**Dervish Dance (Ex):** 5 times per day, you can take a single move action and still make a full attack, but you must move 5 feet between each attack and cannot return to a square you just exited. You gain a +5 bonus on attack and damage rolls when performing the dervish dance with a slashing weapon.

**Elaborate Parry (Ex):** You gain an extra +4 bonus to AC when you choose to fight defensively or use all-out defense in melee combat.

**Fear Aura (Su):** Creatures of less than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 10 + ½ death knight's HD + death knight's Charisma modifier) or be affected as though by a fear spell cast by a sorcerer of the death knight's level.

**Improved Reaction (Ex):** You gain a +2 bonus to initiative rolls.

**Movement Mastery (Ex):** Your movement is not affected by adverse conditions. When making a Jump, Perform (dance), or Tumble check you may take 10 even if stress or distractions would normally prevent you from doing so.

**Slashing Blades:** You treat a scimitar as a light weapon for all purposes including fighting with two weapons.

**Touch Attack:** The death knight's touch attack uses negative energy to deal damage equal to 1d8+ the death knight's Charisma bonus to living creatures. Each successful touch attack also deals 1 point of Constitution damage. A Will save (DC 10 + 1/2 death knight's HD + death knight's Charisma modifier) reduces the damage by half and negates the Constitution damage.

**Turn Immunity (Ex):** A death knight cannot be turned. It can be banished with *holy word* just as if it was an evil outsider.

\* see Appendix 2: New Rules Items

## 11: ENDGAME

### ADVANCED ASPECT OF HEXTOR CR 14

\**Miniatures Handbook* 50

LE Huge outsider (evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft.; Listen +24, Spot +24

**Languages** Common, Draconic, Infernal

**AC** 24, touch 11, flat-footed 23

(-2 size, +3 Dex, +6 armor, +8 natural)

**hp** 225 (18 HD); **DR** 5/epic

**Fort** +18, **Ref** +14, **Will** +14

**Speed** 40 ft. (8 squares)

**Melee** +2 *flail* +28 (3d6+12) or

**Melee** +2 *flail* +24/+19/+14 (3d6+12) and  
+2 *longsword* +24 (3d6+7/19-20) and  
+2 *battleaxe* +24 (3d6+7/x3) and  
+2 *heavy mace* +24 (3d6+7) and  
+2 *heavy pick* +24 (3d6+7/x4) and  
+2 *scimitar* +24 (3d6+7/18-20)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +18; **Grp** +36

**Atk Options** Power Attack

**Abilities** Str 30, Dex 16, Con 24, Int 17, Wis 17, Cha 18

**Feats** Blind-Fight, Cleave, Combat Reflexes, Hold The Line\*, Improved Toughness\*, Multiweapon Fighting, Power Attack

**Skills** Climb +28, Craft (weaponsmithing) +24, Diplomacy +8, Handle Animal +25, Jump +32, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (nobility) +24, Listen +24, Ride +5, Sense Motive +24, Spot +24

**Possessions** +2 *scale mail*, +2 *flail*, +2 *longsword*, +2 *battleaxe*, +2 *heavy mace*, +2 *heavy pick*, +2 *scimitar*

**Weapons (Su)** Weapons wielded by an aspect of Hextor are treated as evil-aligned and lawful-aligned.

\* see Appendix 2: New Rules Items

### MALEBRANCHE DEVIL

CR 14

\**Fiendish Codex II* 124

LE Huge outsider (baatezu, evil, extraplanar, lawful)

**Init** +3; **Senses** see in darkness; Listen +21, Spot +21

**Aura** Fear (20 ft., DC 18)

**Languages** Infernal; telepathy 100 ft.

**AC** 32, touch 7, flat-footed 32  
(-2 size, -1 Dex, +25 natural)

**hp** 184 (16 HD); regeneration 8; **DR** 15/magic

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 24

**Fort** +17, **Ref** +9, **Will** +12

**Speed** 40 ft. (8 squares), fly 120 ft. (average); Flyby Attack, Hover

**Melee** +1 *cold iron ranseur* +26/+21/+16/+11 (3d6+16) and gore +19 (2d6+5) or

**Melee** 2 claws each +24 (1d8+10) and  
gore +19 (2d5+5) or

**Melee** gore +24 (2d6+10 plus 3d6 with Powerful Charge) while charging

**Space** 15 ft.; **Reach** 15 ft., 30 ft. with ranseur

**Base Atk** +16; **Grp** +34

**Atk Options** Flyby Attack, Hover, Power Attack

**Special Actions** improved grab

**Abilities** Str 30, Dex 9, Con 25, Int 8, Wis 15, Cha 10

**SA** fear aura, improved grab

**Feats** Improved Initiative, Flyby Attack, Hover, Power Attack, Powerful Charge\*, Weapon Focus (ranseur), Wingover

**Skills** Balance +18, Escape Artist +18, Intimidate +19, Knowledge (planes) +18, Listen +21, Sense Motive +21, Spot +21

**Possessions** +1 cold iron ranseur

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**Fear Aura (Su)** At the end of each of a Malebranche's turns, creatures within 20 feet of it must succeed on DC 18 Will saves or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by that same malebranche's aura for 24 hours. Baatezu are immune to this aura.

**Improved Grab (Ex)** If a malebranche hits an opponent at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity.

### FEATS

#### Hold the Line [General]

You are trained in defensive techniques against charging opponents.

**Prerequisites:** Combat Reflexes, base attack bonus +2.

**Benefit:** You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

**Normal:** You only get an attack of opportunity against a character that exits a square you threaten.

**Source:** *Complete Warrior* 100

#### Improved Toughness [General]

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

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

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

**Source:** *Complete Warrior* 101

#### Melee Weapon Mastery

You have mastered a wide array of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisite:** Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

**Special:** You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

**Source:** *Player's Handbook II* 81

## APPENDIX 3: “UNSAVORY CONTACTS”

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

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

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

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

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

## APPENDIX 4: KET LAWS

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

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

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

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

### CRIMES OF DEBT

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

### MINOR CRIMES

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

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

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

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

Mitigating Circumstances: None

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

Mitigating Circumstances: None

### CRIMES AGAINST "MONSTERS"

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

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

### CRIMES AGAINST NON-RESIDENTS

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

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

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

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

**Kidnapping or Torture:** 10 TUs in stocks

Mitigating Circumstances: None

### CRIMES AGAINST RESIDENTS

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

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

**Aggravated Assault (lethal damage):** 5 TUs in stocks

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

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

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

**Kidnapping or Torture:** 1 year in mines\*\*

Mitigating Circumstances: None

**Manslaughter:** 1 year in mines\*\*

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



## CRIMES AGAINST HORSES

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

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

**Aggravated Assault (lethal damage):** 5 TUs in stocks

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

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

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

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

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

**Kidnapping or Torture:** 2 years in mines\*\*

Mitigating Circumstances: None

**Horseslaughter:** 2 years in mines\*\*

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

## CRIMES AGAINST CITIZENS

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

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

**Aggravated Assault (lethal damage):** 5 TUs in stocks

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

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

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

**Kidnapping or Torture:** Life in mines\*\*

Mitigating Circumstances: None

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

Mitigating Circumstances: Self defence. Effect: 26 TUs in mines\*\*

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

Mitigating Circumstances: None

## CRIMES AGAINST THE STATE

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

Mitigating Circumstances: None

**Impersonation for criminal purposes\*\*\*:** Execution

Mitigating Circumstances:

Impersonation of Resident: 1 TU in stocks

Impersonation of Citizen: 4 TUs in stocks

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

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

Impersonation of Bey or Graf: Life in mines\*\*

Impersonation of the Beygraf: Execution

**Attack on military officer, government official or Jurat:**

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

Mitigating Circumstances: None

**Theft of Beygraf's property:** Execution

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

**Crimes against the Beygraf:** Execution

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

**Treason:** Execution

Mitigating Circumstances: None

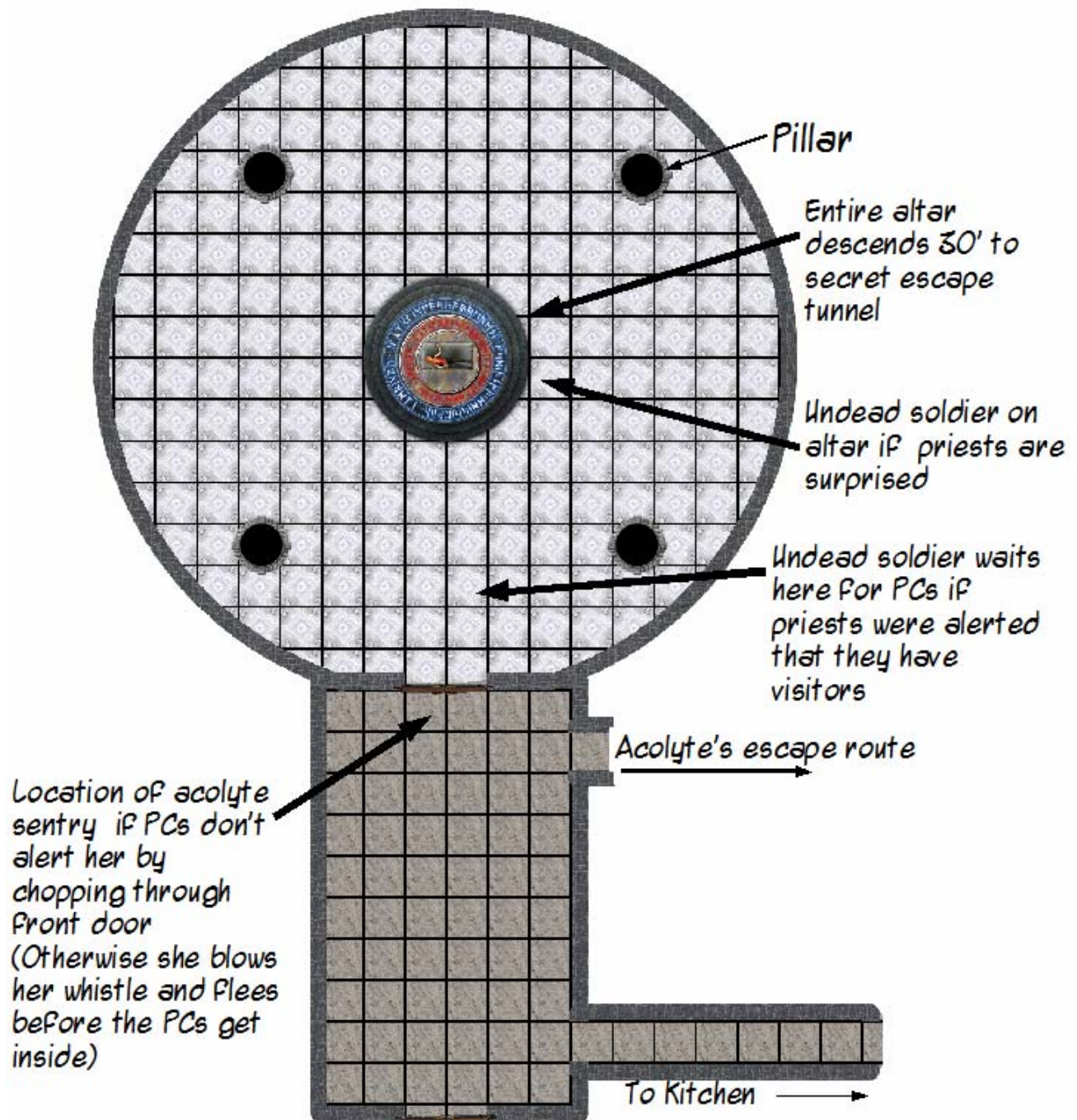
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\*Only a Citizen may become an ushdar (indentured servant). Residents and non-residents unable to pay fine are sentenced to labour in the mines, value of their work (minus cost of food) used to pay off fine. This typically works out to about 30 greatshields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

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

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

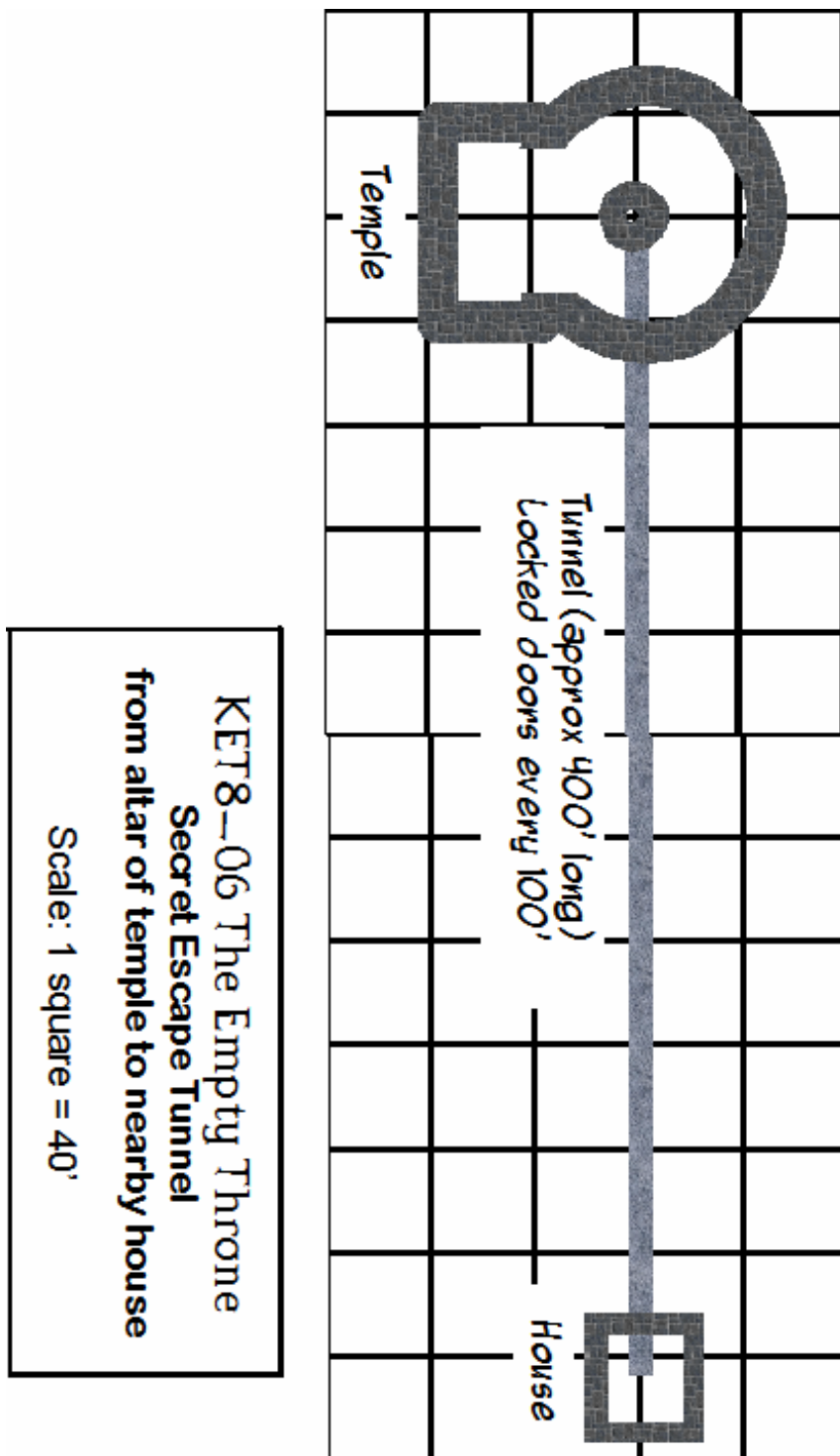
## DM MAP 1: TEMPLE OF AL'AKBAR



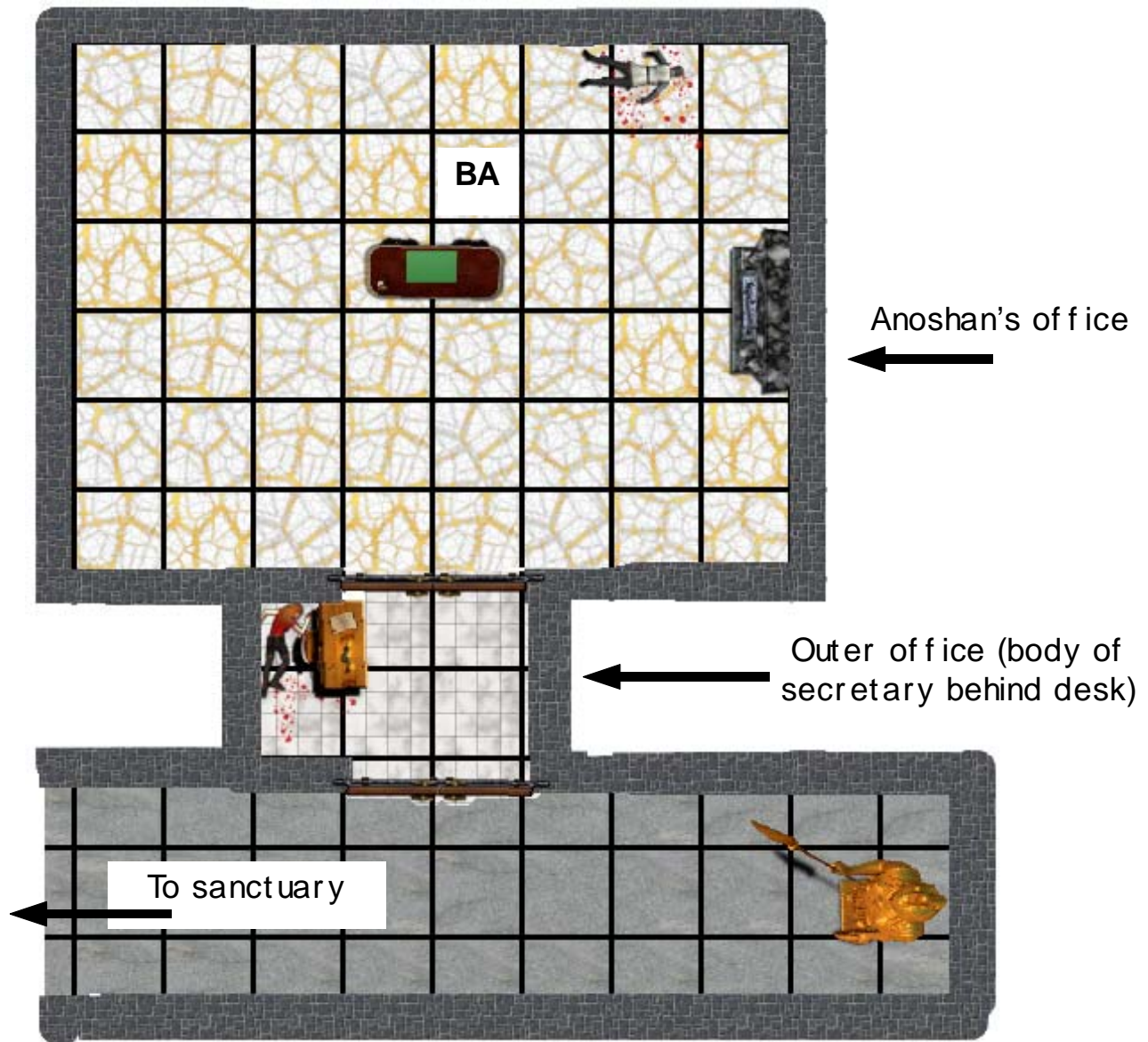
KET8-06 *The Empty Throne*  
8: Temple and 9: Sanctuary

Scale: 1 square = 5'

## DM MAP 2: SECRET TUNNEL



## DM MAP 3: ANOSHAN'S OFFICE



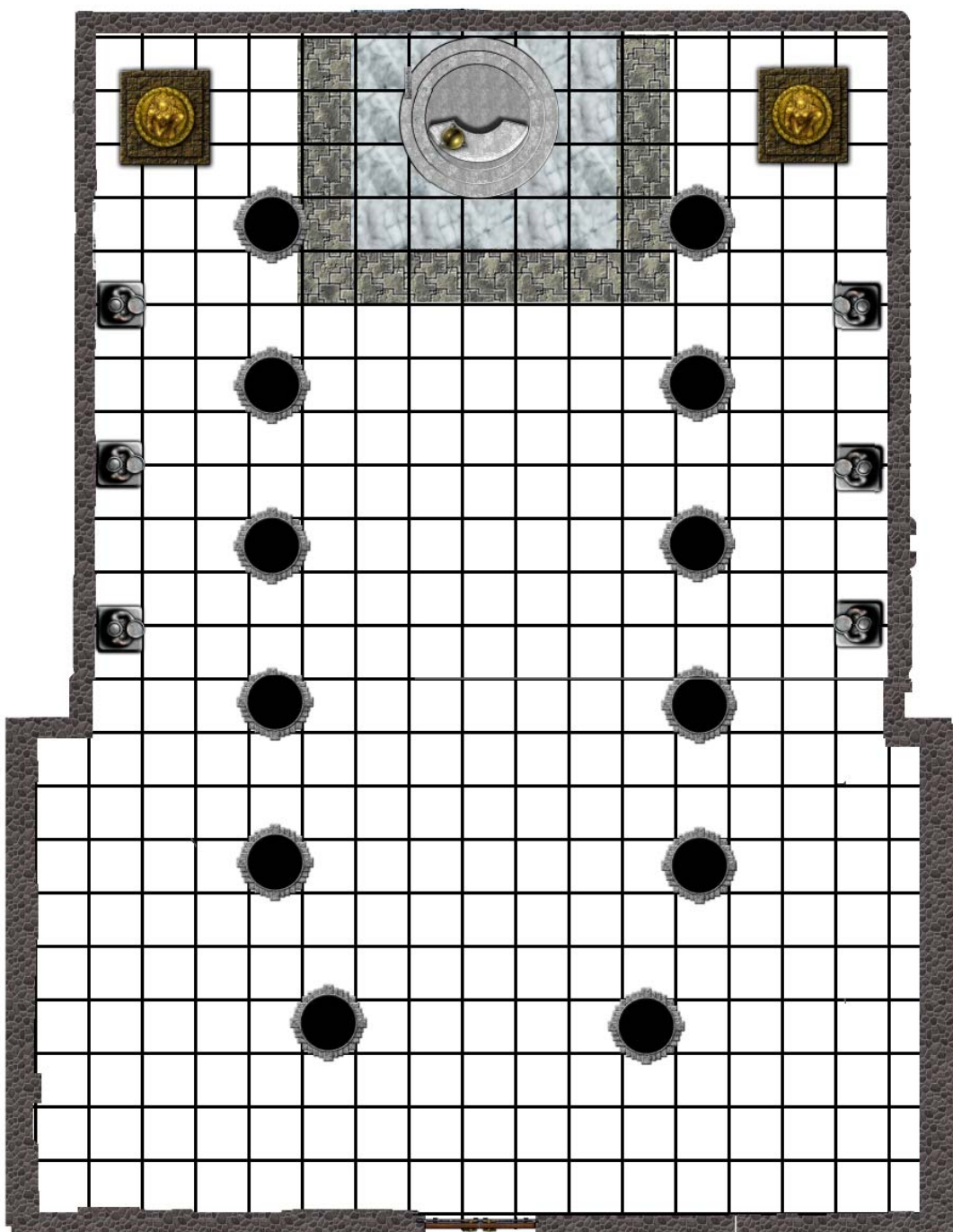
KET8-06 *The Empty Throne*  
10: Anoshan's Office  
(Admin wing of Temple of Hextor)

BA = Black Arrow

Scale: 1 square = 5'



## DM MAP 4: ENDGAME



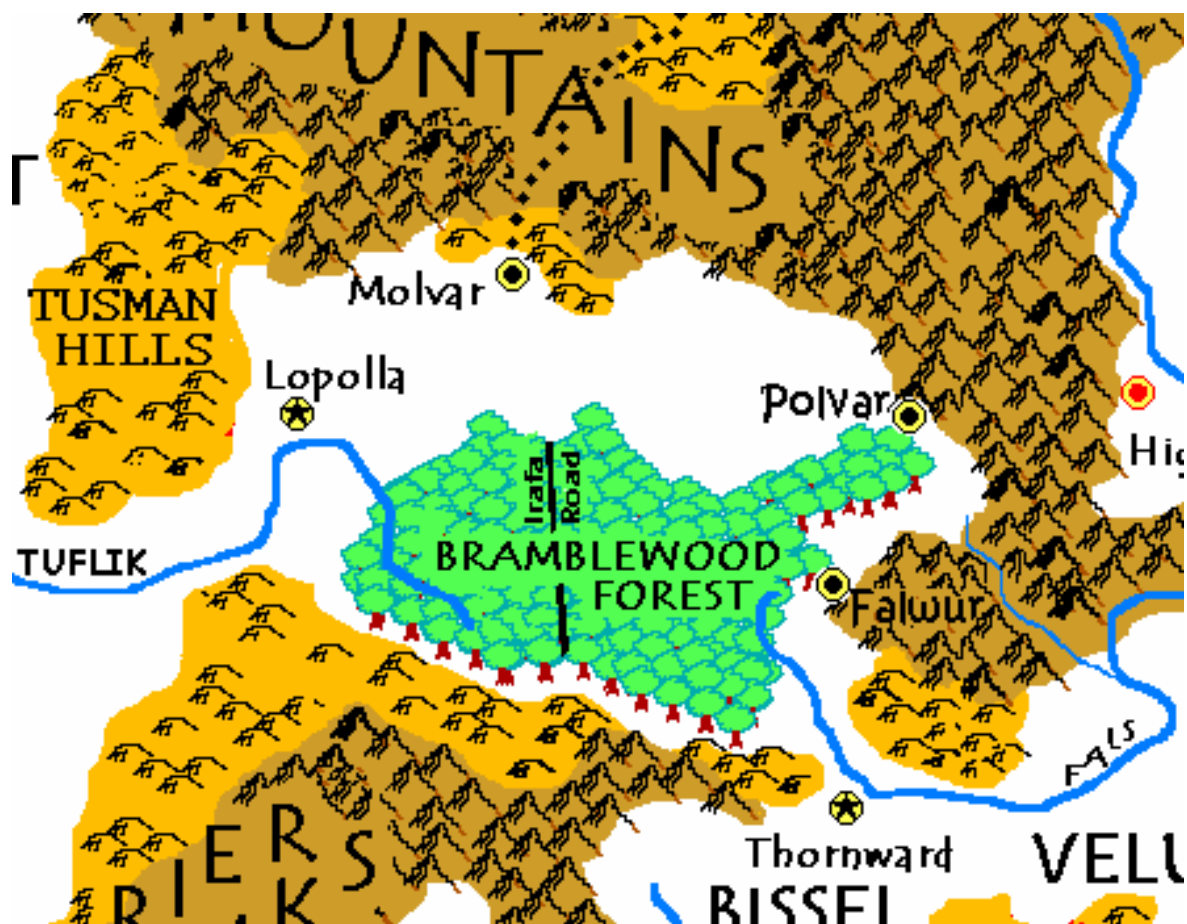
### KET8-06 *The Empty Throne* 11: Endgame

- Altar has two 6-inch high 5-foot wide steps
- Pillars are 5 ft in diameter

Scale: 1 square = 5'

## PLAYER HANDOUT 1: MAP OF KET

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KET8-06 *The Empty Throne*  
Map of Ket

## PLAYER HANDOUT 2: DIARY OF THE BLACK ARROW

This leatherbound journal has no markings on the outside. A good lock (DC 20 Open Locks) holds it closed, but can be easily forced open with a bit of time and effort. The first entry is dated 17 Wealsun 598 (about a month ago), and the final entry is marked 16 Reaping, today's date. The script is masculine but neat. Selected entries:

### 20 Wealsun 598: Sheikdom of Jaydah, Tusmit

My Dearest Wife,

I know that you converted to the new combined Faith of Al'Akbar without a second thought. So you may find it strange that the older Mullahs in our army have resisted this change. I find this curious, since they saw their god with their own eyes, and by resisting his orders, they now have no spells. The healing, purifications and consecrations have all fallen to those that did change—mainly the younger priests.

### 1 Richfest 598: Lopolla

It is one thing to read a report about the destruction of a city; but to see the sight myself was like a blow to my heart. The beautiful buildings, the mighty walls, the pleasant parks, the Copper Palace, the Gaubaruva Tower, the Temple of the Restorer, even the infamous Griffon's Nest Tavern—all broken, blackened ruins. On the first day of Richfest, we are supposed to celebrate all the good things the gods have given us—and instead we see all the things that the gods have taken from us. The destruction of Lopolla falls entirely on my shoulders.

### 2 Reaping 598: Province of Lopolla

The mark of war is everywhere upon Ket. But it is the people of Ket that are the most damaged. They give me a look as if to say "we have suffered through one war, when will the next one start?"

### 8 Reaping 598: Province of Molvar

My belief that when I returned, the throne would be mine for the asking has turned out to be a pipedream. My intelligence reports indicate that my brother has been very busy while we were gone. He has somehow gained the support of the Thorns. Although less than two dozen survived the siege of Lopolla, I cannot underestimate the symbolic impact of having the palace guards on his side. The people believe that the Thorns "know" who the Beygraf should be. To have the support of the Thorns is to have the support of the people.

In addition, Nadaid has discovered some ancient treaty with the elves of the Bramblewood. Some may question their combat abilities, but I saw them face the clockwork horrors and their allies during the Battle of

the Gateway and know they are savage and skilled fighters.

Nadaid has also reacquired many hobgoblin mercenaries from the Yatils. They are powerful soldiers, well-disciplined and battle-hardened from childhood.

If that wasn't enough, I have learned that Arad Darkeye has been put in charge of Molvar's defences. You will remember Arad as the officer who successfully broke the siege of Vilayad and came to our aid. He is a tough and demanding officer, and will leave no weak spots for us exploit.

### 10 Reaping 598: Province of Molvar

Yshar al'Mullah is very angry today—word has reached us that Nadaid has somehow recovered the Blood of the True, a hallmark of the Faith of Al'Akbar that was stolen from the Temple in Molvar some seven years ago, right out from under the noses of the Mullahs. I overheard several soldiers muttering that the blessings of Al'Akbar have shifted from the Mullahs to Nadaid.

But give the priests credit for trying—while out on a surprise inspection of sentries in the middle of the night, I came across one of the Mullahs praying under a tree. As soon as he saw me, he stopped and headed back to camp, a look of anger on his face. I feel badly that I had interrupted his fruitless exercise.

### 15 Reaping 598

We have reached Molvar. Now is the time for my decision—to claim the throne or not. Does the country deserve another war?

### 16 Reaping 598 [today's date]

My dearest Morsooth,

Forgive me, for I am about to destroy our dreams of spending our future days together. How I wish I could break the chains of duty in order to spend just one more day with you.

Now that I know the strength of Nadaid's forces, I foresee a long and bitter struggle for the throne. I believe I could win against both Nadaid and Sylvana. But the cost of a long civil war is no longer acceptable.

So, my love, the only honourable thing to do is to surrender to my brother. I will be tried for treason, and there is only one penalty for that.

I was hoping that this would bring Sylvana to her senses. I went to her yesterday morning and told her what I was going to do, but she mocked me when I told her civil war would ruin Ket. "Nadaid has an army of elves and goblins that will run at the first sign of real soldiers," she said. "Go and get yourself arrested, and then try to stall the trial until next week. I will claim the throne, smash his army and save you from execution in the same day." I tried reasoning with her, but her lust for power has closed her eyes to reality. All I can do is try to drain her strength as much as possible so that the ensuing battle with Nadaid's forces will be a short one. To do that, I will plead amnesty for the lives of my soldiers. I believe my brother will agree to this, and when he does, he will win the loyalty of the entire army. Sylvana will be left with nothing except her loyal Mullahs.

I have asked Frent to find someone who will bear this journal to you. Loyal soul that he is, I know he will find a way.

So, my love, this is goodbye for now. I once vowed that we would walk the same road together forever. Know that I have not broken my promise; I have only gone a bit further up the road and over the next hill. There I will wait for you, and when you finally catch up to me, I promise we will walk together, hand in hand forever, and I will never leave you again.