

TUS4-02

Grave Consequences

A One-Round D&D LIVING GREYHAWK[®]

Tusmit Regional Adventure

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Blashikdur is harboring many dark secrets. Adventure comes from many paths, and many more open up ahead. Which one will you take? Think quickly, the fate of many Tusmans is in your hands. An adventure for APLs 6 through 12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, 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 PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Mundane Animals Effect on		# of Animals			
		1	2	3	4
C R	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Adventure Background

A Man's Life

Ben-Salor is set to be executed for murdering Waffa Al' Azor'alq, a renowned priest in Baklishdur. But he did not commit the crime.

Ben-Salor had been on the trail of a well-mannered individual named Trenkat – a follower of Nerull out to unleash havoc on an unsuspecting Tusmit (Descent into Darkness, Light the Flame, and Rise of the Ur-Flan). Aware that Ben-Salor knows about his plans and is close on his tail, Trenkat had one of his associates, Nasheem, 'deal with him'.

What happens:

A letter was sent to Ben Salor detailing the sale of items, including the bones, belonging to an ancient Tusmit hero named Munthir Haddad. These bones were procured by unsuspecting adventurers out to do a good deed (Historical Restoration). The presentation of these bones holds the key to defeating Trenkat. However, verification of the legitimacy of these bones is crucial to the plans for Ben Salor's success, thus, he seeks to investigate their integrity.

He views the bones that are up for sale at a secret Mouqollad Consortium warehouse, along with two other prospective buyers, one of which is the archeologist Valois from "Rise of the Urflan" and the other a wealthy collector of rare and precious artifacts. Knowledge is key

– and Ben Salor is a wise man. He decides he must investigate the other prospective buyers.

This leads Ben Salor to investigate Valois, the Velunese archaeologist. He breaks into the embassy compound in Sefmur and steals the relevant information from the Veluna Ambassador. He succeeds and comes away with secret government papers on archaeological pursuits in Tusmit. He has unwittingly appropriated other documents of a more secretive nature along with the archaeological ones, encouraging the belief of espionage for militaristic purposes.

The Frame:

Nasheem has murdered and taken the place of Waffa, the high cleric of Azor'Alq more than a year ago. He did this to get closer to the information that Waffa had about the hero Munthir. In "Historical Restoration" he, posing as Waffa, convinced a group of adventurers to find and retrieve the body and possessions of the great Tusmit Hero. Now, Nasheem has been asked by Trenkat to dispose of his guise of Waffa and frame Ben Salor in the process.

Finding a fortune-teller from the slums district Nasheem poses as Ben Salor and kills her. He mutilates the body so that the appearance of being the dead body of Waffa can not be easily refuted. Nasheem then waits for the authorities to do the rest.

Pleased that his job is done Nasheem decides to break into the warehouse and steal the bones and items of Munthir and hold them until Trenkat pays him. He is hiding out in the cave where he has the previously disposed body of Waffa, the body of Munthir and other strange findings.

Now, Ben Salor is on trial and will be put to death unless the players can prove his innocence.

A Man's Business

The House of Joraffa was once a prominent house within the Mouqollad Consortium. But with the boycott of Galda fruit in the sheikdom of Dihn and the increased aggression with the elves the House has been struggling to continue their prolific lifestyle.

When the opportunity of a large black market sale came past their door, they could not refuse. They agreed to purchase the body and possessions of Munthir and put it out for sale to a select few for a large sum. What they did not realize, or chose to ignore was that this whole sale was a set up to draw out one of the buyers (Ben Salor).

The House of Joraffa also did not consider the religious significance of Munthir and in their greed advertised the sale too openly. The clerics of Azor'Alq who went to the

tomb of Munthir and discovered its theft learned of the sale. They have come to claim what they believe rightfully belongs to their order.

The clerics have been causing more financial distress for the House of Joraffa. Through an elaborate scheme to occupy the mullah the clerics have given themselves a window of unmolested time to harass the House and force out the information of where the body and possessions have been located.

Unfortunately for the clerics the representatives of the house truly don't know where the body has gone – it has been stolen.

The House has decided to investigate the death of Waffa as, according to them, she was the one who sold them the body. They are worried that they'll be blamed for her death, as their financial loss would certainly indicate motive.

The House of Joraffa was quite prominent in Tusmit and should it fail completely it would throw off the economic balance of the region.

A Man's Politics

The important papers taken from the Velunese embassy in Sefmur were on two topics. One was the archeological dig undertaken by Valois (and other papers related to him as an individual) and the second was papers definitely of a militaristic standpoint, although written in such a manner that much time would need to be spent deciphering the information.

This second category of papers was an error on the part of Ben-Salor. He did not intend to take them and it has made his situation worse.

Adventure Summary

The players start at the Persaud Estate after escorting a delegate to Baklishdur. They overhear guards talking about:

1. The Clerics of Azor'alq are up in arms with the Mouqollad
2. A riot is breaking out at the market square.

Before they leave to investigate one of the occurrences, they stumble onto an argument at the Persaud Estate involving a couple of foreign diplomats. There are now three choices for the players:

Encounter 1A: The Ket, Tusmit, Mouqollad, and Veluna diplomats are in an argument when a fight breaks out. Their guards attack the players as well as each other. The

players may become involved in the “Veluna hidden agenda” here.

Encounter 1B: Followers of Azor'alq are trying to lynch Ben-Salor. The players have a choice of saving him, just watching, or attacking the soldiers.

Encounter 1C: Clerics of Azor'alq are looking for the bones of Munthir. They found out that the Consortium is selling them and they want them back. Fight ensues

Encounter 2: Mullahs take custody of the players and ask them some questions. Raises some more questions for the players as well. Meet Ben-Salor. Converse with him while being given lashes

Encounter 3 Investigation:

- Waffa's place. The players investigate Waffa's residence. Evidence that it is not a cleric living there is possible. May find tracks of the shape shifter.
- Scene of crime. The characters explore the scene of the crime. May find tracks of shape shifter.
- Valois. The characters find Valois and find that he did meet Ben Salor. Ben Salor knew of his digs by the “Veluna hidden agenda” and the characters can find out about the papers here.
- The Temple of Azor'alq. The characters visit the temple to find answers to some questions. Can find out about the condition of the body of Waffa. Learn about Waffa's place.
- There are a few other possible leads described.

Encounter 4: Determine the Consortium's involvement. The players may become involved in the Mouqollad Consortium's hidden agenda. Fight trap house encounter.

Encounter 5: The abandoned farmhouse is a trap waiting to happen. Once the players are in and investigating the trap is sprung. A tunnel leads to Nasheem's lair.

Encounter 6: Nasheem's lair. Waffa's body is here and can prove Ben-Salor's innocence conclusively. The players face a few mummies.

Conclusion A: Ben-Salor is exonerated.

Conclusion B: Ben-Salor is executed.

Loose End: Veluna: Succeed at finding out who broke into Veluna embassy. Ben-Salor is sent to the mines for espionage.

Loose End: Mouqollad Consortium If the house of Joraffa is unable to sell the body of Munthir Haddad, it fails financially.

Loose End: Clerics of Azor'Alq The characters hand over the body of Munthir to the church. The order may continue to rebuild the old temple.

Introduction

Not many are privileged enough to find luxury accommodations in the Persaud Estate on the outskirts of Blashikdur, with a spectacular view of the Elanni river. It is an upscale inn and tavern and space is reserved mainly for diplomats and the extremely wealthy.

But, as adventurers, you are definitely not part of the 'many'. Your previous mission, bringing Fhirad ibn Ammar, a diplomat sent by the Pasha to discuss some sort of trade agreement with Veluna, Ket and the Mouqollad Consortium. Your mission over, he has paid you and you are now free of any obligations.

Your stay at this luxurious estate was his bonus to you from Ibn Ammar for your excellent care of his person.

Your morning is a lazy one and the sun is already established in the sky when you awake. While dressing up and donning your armor you see the late morning light illuminating the townscape outside. Having no need to rise early, the city has been busy for some time before you stirred from your slumber. Stepping over to the window, you can make out a city watch patrol beneath your window working in the street below.

This estate that you stayed in is rather lavish so that may help to explain why there was an ever-vigilant watch present, from your arrival last night to this morning. As you are studying their military dress, another, higher ranking watch member hurries over.

“Kimsef! Achmed! Listen up! A rowdy crowd has gathered at the square demanding justice for Waffa. Kimsef, take your squad there and give Affalah some back up.

Afzoul, take your men over to the square and find out what those clerics of Azor'alq are doing. I don't like what I'm hearing.

Yassir, keep your troop here as usual.” With that, the troupe of guards breaks off into small segments and disperses into the city streets.

The players are without weapons right now, as the house guards let no one carry arms onto the estate. A group of guards and a locked cabinet protect the weapons at the main gate. The players may retrieve them at any time.

Note: armor spikes are considered weapons and results in the armor being confiscated at the door with the rest of the weapons. Animal companions are resting in the barn unless they are size Tiny or smaller.

The players have a couple options to them. They have two disturbances in the city that they can go investigate but they have to get their gear and leave through the main gate regardless.

On their way to the main gate give the players a chance to hear a disturbance (Listen check [DC 13]). A success allows the players to understand:

"If it wasn't for your heavy taxation, I wouldn't have a reason to get upset, you stupid idiot!"

Otherwise they can hear the shouting but not make out the words. The argument is over taxation of the trade routes between Tusmit and Veluna, which passes along the Velderdyva River, through Ket territory. A Tusmit, Velunese, Ketite, and Mouqollad representative have engaged in a heated debate over the events when a barmaid mistook the Veluna envoy for the Ketite envoy, thus insulting the Velunese.

Gently inform the players that they now have three options to choose from; the mob at the square, the clerics of Azor'alq, and now this argument.

When the players decide which one to investigate, go to the appropriate Encounter 1 (A, B, or C).

Encounter One A Table Manners

The players have entered the area and can witness the following altercation.

"You are crass and dim witted, and that's the best I've seen from the Velunese so far!" the Ketite says.

"Please, be civil. We are here for talks, not insults", the Tusmite responds.

"Insulting is what he is to look at!" the Veluna envoy retorts.

" NO, insulting is being in the same room as a trumped up, simple minded, uncultured vagabond" returns the Ketite

"Watch your words you unskilled bandit, or I'll make you another facial opening to go with that large hole you call a mouth!" There is a brief silence after the Veluna envoy's last comment. Then you can hear the clanking of steel, then a chair hits to the floor. The

Ketite envoy stood up, quickly followed by everyone else.

A representative from the Mouqollad Consortium mutters something about how competent the Velunese can be if there was a break-in back in Sefmur, and though it was said under his breath the Veluna envoy heard it.

"You! You know something about that! Tell me what you know!" the Veluna envoy says accusingly, as he points to the Mouqollad member.

The Ketite and Velunese envoys each have two guards with them and they are also unarmed, but they are wearing armor. The Mouqollad and Tusmit representatives are also unarmed

With clenched fists, the two groups prepare for the immanent fight.

The players can step in and calm the disturbance with a Diplomacy Check [DC 20], a Bardic song, or some other non-violent means of calming the argument (some spell that is appropriate) otherwise any hesitation means that a fight breaks out.

Creatures:

ALL APL's (EL 10)

☛ **Ketite Ambassador:** male human Ari5; hp 33; see appendix One.

☛ **Ketite Guards (2):** male human Ftr3/Rog2; hp 32, 32; see Appendix One.

☛ **Veluna Ambassador:** male human Ari5; hp 28; see appendix One.

☛ **Veluna Guards (2):** male human Ftr3/Rog2; hp 41; see Appendix One.

☛ **Mouqollad Representative:** male human Rog4; hp 22; see appendix One.

☛ **Tusmit Ambassador:** male human Ari5; hp 33; see appendix One.

Tactics: The Veluna member grabs the Mouqollad representative, and the Ketite jumps in to defend him. Once the diplomats have made their grab for one another, the guards jump in to separate their masters.

Note: The guards are not armed and they try to defend their master through fisticuffs/improvised weapons. The guards attack anyone who gets within 10ft of their master.

Abandoning the power of words, the assembled diplomats decide to power themselves up for a physical confrontation. They pick up tankards as improvised clubs

and slug them around (as well as anything else that they can get their hands on: i.e. plates, bottles of wine, etc.)

Although these are minor diplomats, the ramifications of injuring them during this heated and physical debate are swift and extreme. Any hero knows that striking a diplomat receives imprisonment of up to 1 year. (6 months if injured to 1 year if hit points reduced to less than 0). (See the laws of Tusmit in the Tusmit Gazetteer)

The characters can improvise with weapons too. The following items are available and can be used. All improvised weapons incur a -4 penalty to use unless the hero has the appropriate feat.

Kitchen Knife: med; dam 1d3.

Ceramic Plate: med; 1d2 bludgeon; these items will break on a successful hit. Small plate (wooden or metal) 1 point bludgeon.

Bottle: med 1d4 bludgeon. Broken Bottle: med 1d4 lethal; break DC 8

Tankard: 1d4 small, bludgeon

Chair: (Strength check [DC 12] to get leg for use as a club for no 'to hit' penalties)

Drink in the eyes: Reflex save [DC 15] avoids being blinded for 1d3 rounds.

Room has 4 bottles, 1 large table, 6 chairs, 8 plates, 4 sets of cutlery, 4 tankards, 1 plate of dates.

After the fight, or calming down of the warring factions, the Ket and Tusmit members leave to cool off while the Mouqollad Consortium member heads outside for some air.

The characters may ask the Velunese about the "break-in". They are quietly asked who they are. If anyone has any Veluna influence points at this time they can deal with the Veluna diplomat in a private matter. If no one has any influence, then they can proceed on their way to one of the other two choices, as he does not trust them.

Development: Should the confrontation be quelled, the characters can try the Veluna Private Matter. The characters are only able to do one of the other two parts of Encounter One. Thus, the Velunese private matter with the Riot or the Velunese private matter with the Cleric disturbance before going on to Encounter 2: The Mullahs.

The Veluna private matter

The Veluna diplomat pulls the influential players aside and takes them in for some special talks. Those without

the influence are not allowed along. [Pull the influential player(s) aside to talk]

The Veluna diplomat will attempt to enlist the aid of the heroes.

Here is what he tells them:

- There was a break-in a week ago at the embassy and some sensitive papers were taken. They mostly dealt with archeological digs done by Valois. The other papers are of extreme confidentiality and he would prefer not to discuss them.
- He has no idea why anyone would take the archaeological papers, but anyone interested in the Ket-Tusmit intensification could be a suspect for the other papers.
- He would like for you to find out who did it.
- That is all the information that he can provide
- They will be rewarded handsomely should they uncover the culprit.

Make sure the character understands that this is a private matter and cannot be discussed to anyone for it would look bad on Veluna should news of the break-in get around. The authorities are 'looking into it' but so far this has produced no information.

After speaking with the Veluna diplomat, the characters have enough time to go to one of the other disturbances.

Encounter One B The Riot

The players have gone to investigate the riot gathering at the House of Justice where Ben-Salor is being brought.

A crowd has gathered outside the gates of the House of Justice in hopes of seeing the culprit. A line of Tusman Guard are keeping the crowd at bay.

A horse-drawn wagon appears at the other side of the square, escorted by one of the Tusman Guards. "THERE HE IS! BY AZOR'ALQ KILL THE ONE WHO TOOK OUR PRIESTESS! FOR WAFFA!!!" someone shouts. At first the crowd is content to throw rotten foods and manure at the man in chains, but the projectiles quickly turn to stones. One such stone hits the horse on the nose, and the horse collapses with a loud cry.

The guards quickly gather in formation, huge shields held up high, to keep the crowd back from the

wagons while another Guard takes a chained prisoner out of the wagon, heading to House of Justice.

A woman shouts out to the crowd that justice needs to be served right away. The crowd surges into action carrying clubs and other such improvised weapons. "FOR AZOR'ALQ! FOR WAFFA!"

Creatures:

All APLs:

☛ **Rioters (25):** hp 5 each; see appendix One.

☛ **Ben-Salor:** hp 37. AC 18, +4 hard cover (shields), +4 always counts as begin in full defense; see Appendix One.

☛ **Guards (4+6):** hp 32; see Appendix One.

APL 6 (EL 6)

☛ **Raashina:** female human Ftr3/Rog2; hp 35; see appendix One.

APL 8 (EL 9)

☛ **Raashina:** female human Ftr5/Rog3; hp 50; see appendix One.

APL 10 (EL 12)

☛ **Azrel Bin Garan:** male human Ftr5/Rog4; hp 60; see appendix One.

☛ **Raashina:** female human Ftr5/Rog3; hp 50; see appendix One.

APL 12 (EL 14)

☛ **Azrel Bin Garan:** male human Ftr6/Rog6; hp 72; see appendix One.

☛ **Raashina:** female human Ftr5/Rog5; hp 60; see appendix One.

Tactics:

Crowd: The crowd surges forward to the chained man but the guards stops many of them, so they shout and 1d6 of them throw stones each round (Ranged +1, 1d4). However, there are too many people for the guards to stop and the rioters make it into the gap between the soldiers and the man in custody.

Agitators: In the mob there are agitators, intent on killing Ben-Salor (the man in custody).

Guards: The man in custody is Ben-Salor and he has six guards protecting him as he is being brought in. Six other guards are at the courthouse and they move to intercept some of the rioters as they move in on the prisoner in an attempt to slow them down.

The guards with the prisoner use their shields to defend Ben Salor from stones, but this act reduces their total

move to 5 ft each round and they have 30 ft to cover till they get to the doorway of the courthouse and safety. They are considered to always succeed at bull-rushing the crowd. To best represent the situation, treat the two guards and Ben-Salor as a single, 10ft creature with a 5ft move only. Any attacks on the soldiers of Ben-Salor are resolved as having 20% concealment.

Do make a point to tell the character of the high level of discipline displayed by the soldiers. Under no circumstances will the guards attack the crowd.

Effects of the crowd

The crowd slows movement to 5 ft. bull rushing. The non-fanatics yield their ground 5 feet if possible. Otherwise anyone trying to pass through an occupied square must make a bullrush attempt. If successful the individual in the square moves back 5 feet max and, if it is not an open space, falls prone and gets trampled.

The Heroes

The starting point of the heroes is up to the DM. While the NPCs will act consistently with the description of their motives, the riot is meant to be confusing and chaotic. Give the heroes a good show. Feel free to enhance the chaos by adding some rioters who act at will. However, don't make this turn into a gorefest.

Unrousing the rabble

The heroes might decide to try and calm down the crowd. Doing this requires making an opposed Diplomacy roll against the agitators. If there are 2 agitators, one will try to sneak attack the player making the roll. All the following modifiers stack with each other. If the characters succeed at three consecutive checks, the rioters stop and start to disperse. At that point, the agitator will attack the party member who talks the best.

- -2/+2 good role-playing.
- -5 if one of the players attacks the crowd or the agitators.
- -5 if the players get attacked by the agitators
- +5 if the players are members of the Church of Al'Akbar or Azor'alq.
- -2 if one of the players are members of the Tusmit, Ket, Zeif or Ekbir military.
- -2 if one of the players is Sueloise.
- -2 if a player casts a spell and is seen

Helping the mob

The players may yet decide to help the mob. Try to discourage them, but go with the flow. They should be lashed accordingly later on.

Development: Should the players stop the rioters from knocking out Ben-Salor then they have an opportunity to talk to him. After the riot, the Mullahs, escorted by a large number of militiamen show up and arrest everyone. There is no escape. Go to encounter 2.

Encounter 1 C Clerics of Azor'alq

The players investigate the disturbance at the Mouqollad Consortium House of Joraffa. Clerics of Azor'alq are rampaging through the establishment clearly looking for something.

A crowd has gathered around the House of Joraffa. Before the open door stand (1, 2, 3 or 4 depending on APL) men, their scimitars are threatening the crowd with sword point should anyone approach. The image of a man standing on a stone summit is expertly painted on their armor and tunics.

Inside the open door the story is not as static. An angry man, armored heavily but otherwise dressed similarly to his comrades outside, paces furiously, overturning tables and opening drawers. The angry man is tearing through the place, eagerly looking for something. "I know its here", you hear one of them shout. He is shouting at the thin silhouettes of two individuals crouched in the corner by the window. Another more dominant silhouette looms over them, scimitar at the ready.

Anyone with Azor'alq as his deity (must be written his character sheet), or those who succeed at a Knowledge Religion check [DC 15], will recognize the armored men followers of Azor'alq.

If anyone can hear the man he is demanding to be told where 'it' is. The two men being berated are the owner and his assistant. No Listen check is required to hear the man shouting, only to understand what he is saying (Listen check [DC 15]). While he never comes out and says what it he is looking for, it should be clear to any character who makes a Sense Motive check [DC 15] that the shouting man is threatening bodily harm to those who run the establishment if he doesn't find it.

The devoted of Azor'alq searches the place, effectively taking a 20. He overturns every table and opens every drawer. Once in a while he picks up something that looks like it has some value and threatens to smash it.

One of the thin silhouettes tries to get up, only to be pushed back down by the one of the fanatics. The shouting man moves towards the sitting duo and slaps the bolder one. "I grow tired of this. Tell me now or by the Banisher of Darkness, you will feel my wrath! Tell me where IT is! NOW!"

The two figures inside are clerics of Azor'alq (Aram and Cira). The guards outside are Devoted of Azor'alq and tasked with protecting the clerics within. The cowering figures are the Mouqollad merchants (Mithras and Marad).

How this plays out depends on the characters actions. If the players try to break up what is going on they enter combat with the fanatics and their guard. The Mouqollad rogue (s) show up at the start of round two to take out the Azor'alq members if possible.

If the players do nothing then the Mouqollad rogue (s) show up invisible and he (they) take out the guard on round one with a sneak attack and then he tries to move on to the clerics inside.

Either way the place erupts into a wild melee in short order.

Knowing full well that the city guards would have interfered with the Cleric's plans, a ruse had been set up so that the guards arrive just after the fight ends.

Creatures:

All APLs

☛ **Aram and Cira:** male/female human Clr3 (Azor'alq): hp 21; see Appendix One.

☛ **Mithras and Marad:** Mouqollad Merchants Ari5: hp 33; see Appendix One.

APL 6 (EL 8)

☛ **Devoted of Azor'alq:** male human Ftr6; hp 46; see Appendix One.

☛ **Mouqollad Rogue:** male human Rog6; hp 32; see Appendix One.

APL 8 (EL 10)

☛ **Devoted of Azor'alq (2):** male human Ftr6; hp 46, 46; see Appendix One.

☛ **Mouqollad Rogue (2):** male human Rog6; hp 32, 32; see Appendix One.

APL 10 (EL 12)

☛ **Devoted of Azor'alq (3):** male human Ftr6; hp 46, 46, 46; see Appendix One.

☛ **Mouqollad Rogue (3):** male human Rog6; hp 32, 32, 32; see Appendix One.

APL 12 (EL 14)

☛ **Devoted of Azor'alq (4):** male human Ftr6; hp 46, 46, 46, 46; see Appendix One.

☛ **Mouqollad Rogue (4):** male human Rog6; hp 32, 32, 32, 32; see Appendix One.

Tactics: The rogues are invisible to start with and try to remain so until they can sneak-attack a target (player or guard).

They are trying to free the merchants, arm them is possible, and get away. Keep that in mind when figuring out their actions.

When the heroes enter the scene, both sides will think the party is there to help the other side. Everyone will turn on the party unless they can make it clear they do not wish to fight.

The main Clerics of Azor'Alq and the main Mouqollad Merchants will keep focused on fighting each other effectively ignoring the party unless cornered.

The whole rabble wraps up 2 rounds after the fight is over when the mullahs, backed by the city watch show up to arrest all those involved. In short, the heroes do not have the time to loot their vanquished foes.

Development: The heroes are taken, either as participants in the assault or as witnesses, to the Mullahs. Go to encounter 2

Encounter Two: The Mullahs

The heroes have been brought in for questioning. Either they participated in an assault or they are witnesses to the assaults.

Please note that it is not common practice for the mullahs to inquire about any problem unrelated to the event for which the players might be originally there. Special exceptions can be made for exceptional role-playing.

Three mullahs sit before you on a cushioned dais. They wear their heavy red and white robes of office draped neatly over styled cushions with the Four Feet of the Dragon embroidered upon them: Honour, Family, Generosity and Hospitality. Behind them on the lowered floor scribes are seated with stacks of papers and scattered inkwells.

You are escorted and made to stand in the center of a carefully embroidered carpet whose perimeter is accentuated with pillars and pointed arches. The mullahs look you over sternly.

The Mullahs ask these questions:

- Why were you at [insert location where the players were brought in]
- Who do you know at that location? Why were you there?
- What do you know of the victim, Waffa? (he will describe the position of the woman and her involvement with characters if they had met up with her in "Historical Restoration". Refer to Adventure Background).
- Any other relevant or flavourful questions.

She was a local cleric who, according to the mullahs, died two days ago by the hand of Ben-Salor, whom they have in custody.

The Mullahs converse amongst themselves after questioning the characters.

The Mullahs have tried speaking with the dead woman and have found out that they can't as her jaw is missing. The mullahs are unsure as to how to proceed with this information and by all circumstantial accounts feel that Ben-Salor is guilty. Out of respect for the 'process' they will entertain new information but unless some stunning and indisputable news manifests itself they condemn him of the crime based on the evidence.

If the players stopped the rioters from hurting Ben-Salor

- Do you know the man you were trying to save?
- Do you know what crime he is charged with?
- Do you know how he lost his finger? (referring to a missing pinky finger)
- What else can you tell us about his crime or those involved?

If the Players stopped the Cleric's rampage

- What do you know of the remains of Munthir Haddad?
- What do you know of House Joraffa?
- What do you know of the Clerics of Azor'alq and their current aggression?

The Mullahs after questioning

The mullahs question the heroes with these questions above and then cast a *zone of truth* to look for inconsistencies. Three *zone of truths* will be cast simultaneously requiring two [DC 14] Will saves and one [DC 16] Will save, require the characters to make the save if they plan on lying to the mullahs.

Then, the same questions are asked again to see if there are any falsehoods.

Diplomacy Checks

The following bonuses/penalties are all circumstance bonuses and as such stack with each other.

- If the heroes submit willingly to the zone of truth or generally show signs of submission to the Mullahs they gain a +10 to their diplomacy check when negotiating the terms of their involvement.
- Any Kettites have a -5 to their check.
- Offering assistance in the investigation (such as answering other questions before they are asked) gives a +2 per relevant information offered.
- Telling what they know about Ben-Salor from other encounters with him yields a +2.
- For every intelligent and relevant argument the players can make add +2.
- Showing an exemplary display of bravery, knowledge of the rules of Tusmit and helpfulness during their fighting add +5 to the diplomacy roll.
- Members of the Church of Al'Akbar, Supporters and Players of Tusmit all get +5 to the diplomacy roll.

On a successful Diplomacy check (DC 20 + APL), the hero is free to go. Each hero makes his or her own check. If not, they'll get lashings for participating in a riot/minor assault.

NOTE: If the character broke the law they are to be punished according to the standards in the Tusmit Gazetteer, regardless of their diplomacy roll.

Lashings with Ben-Salor

Those players that get lashings are being lashed when Ben-Salor is brought in for his lashings. While being lashed, Ben-Salor motions to the players.

If he has met the players before (the characters might've seen him in Descent into Darkness, adapted to Tusmit), he wishes to speak to them. When the guards aren't paying attention, he whispers:

"They must want me tenderized before they roll me into that carpet." He looks over at the guards drinking water, "I am not guilty of this crime. All of Tusmit is in danger if I am not allowed to continue my work. Free me".

Before you can respond, a guard moves over, apparently aware of the talking.

"Be quiet you. Thought you could hide your murderous pelt with your big, black cloak? Justice isn't so easy to escape!" one of the guards says as he picks up a whip to start a round of whippings.

The heroes are released after they receive the appropriate number of lashes. Ben-Salor is not available for questioning during any other time while he is in custody. The Mullahs won't let him have visitors.

Development: The heroes have met the mullahs and see that a larger picture of events is unfolding. Ben-Salor has made contact with the group. They can proceed on with their investigation in a couple of ways: go to Waffa's place, track down Valois or search the murder scene. Proceed to the appropriate choice.

Encounter Three: Investigation

Body of Waffa

The ashes of Waffa are being held at the courthouse. The heroes are not allowed to see them, however, with a Diplomacy check (DC 20+APL) should they inquire, and search it, they will find a small semi-melted spindle – a symbol of Istus not Azor'Alq. This spindle was a hairpin in the victim who is not Waffa but a vagabond fortune teller from the slums district. However, it had previously been identified as the body of Waffa.

The Word on the street

Any hero can try to garner what is being whispered in town these days and can talk to locals to find some information. All information is gained up to the highest check.

[DC 10]

- Waffa's murderer has been arrested.

[DC 15]

- Mouqollad Consortium is into shady dealings.
- Waffa had been acting strangely in the months before she died.
- Ben Salor was staying at the Hero's Repose, a local inn near where the murder took place.

[DC 20]

- There's rumor that trade talks are not going well and that trade is going to suffer.
- Valois is an archeologist from Veluna in charge of the excavations.

- Relics and other rare treasures have been going onto the black market.

[DC 30]

- There have been archeological excavations near Blashikdur.
- Something valuable was stolen from the Mouqollad Consortium before it could be sold. Some say that it's the body of a long dead hero.

[DC 35]

- Munthir's bones were found and being sold

[DC 40]

- Munthir's remains and items were put up for sale to a select group of buyers. They were recently stolen.

Waffa's Place

Intuitive players might go to Waffa's house to investigate her. They find her house empty, with flowers and wreaths outside her doorstep from friends and colleagues.

The front door is locked (Open Lock check [DC 20]) to open. There are two windows that can be opened, one of which is not locked.

🔒 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Her house looks used and lived in. There are papers scattered around the rooms.

After some time searching the players can find the following (Search DC results are cumulative).

[DC 5] - the place has been lived in

[DC 10] - the prayer wheel hasn't been used.

[DC 15] - her notes are not up to date. They are not written in for the last year. Previous entries were twice a month.

[DC 20] - the place looks more like someone lived carelessly; e.g. lids not on jars, cookery not cleaned properly or not at all, food gone to waste. Dirty floor. Dirt everywhere. No dusting or cleaning.

[DC 25] - Papers indicating the sale of the body and possessions of Munthir to the House of Joraffa. Mention to the house's warehouse is made also indicating how many guards there are. The writing on these papers is not the same as the journal entries, even though Waffa's name appears on them.

[DC 30] - A letter indicating the brilliant scheme of using unsuspecting do good players to break into the temple and retrieve the body is written to someone named Trenkat. In the letter it makes mention to a farmhouse east of the town with the words 'If you go there, you can get it back'. The letter has been scratched out, obviously a first draft.

There are strange tracks here; A Survival check (DC 15) notes odd biped tracks around the house. (Nasheem's uncleanness is his undoing as He leaves footprints in the dirty floor). It is a Knowledge (nature) check [DC 14 + APL] to recognize as the footprints of a monstrous humanoid [DC 19+APL] to recognize them as a doppelganger).

Nasheem lived here posing as Waffa but he didn't duplicate her routine 100%. Waffa was a cleric and the prayer wheel wasn't used. Her cookware wasn't washed nor were her foodstuffs. The whole place is uncharacteristically unkempt.

Development: Who ever lived here was careless about living here. The heroes have learned of the Joraffa warehouse and that it was somehow important to Waffa. There is the possibility of learning the connection to Trenkat and the revelation that the players were duped in their efforts to do good once upon a time.

Special Investigation: Valois

The heroes can find Valois with a successful Gather Information check (DC 20 + APL). A failed roll means they have spent an evening and haven't found anyone who knows his whereabouts. The heroes may try again the next evening.

Valois doesn't know why everyone has become so interested in his works and his digs. He does remember a strange man in dressed in a black cloak that approached him about a recent sale of a long dead flan body that he wanted to purchase for archeological research. The man never identified himself but he did inquire in length about his digs, how long he's been here, what does he hope to accomplish with his work. After his talk, which was odd due to its in depth nature, was quickly ended when the man got up and left in a hurry.

If the heroes can prove that they are participating in the Velunese Private Matter, Valois remembers to tell them about the dropped papers. In his haste to leave, Valois saw that the man in black had some papers with him and that one of those papers had fallen out as he was hastily repacking his bag. He distinctly remembers that it had a Velunese official seal on the back and it was indecipherable.

Development: They now know of a document belonging to the Veluna government was in the possession of the man in black. Valois does not know who the man in black is, and refers to him only as such. Attentive players might note that the guard whipping Ben-Salor remarked about his “big, black cloak”. The possibility of proving Ben-Salor’s innocence lies here. Should the players do so, they will be asked to investigate the murder to find the real culprit.

Investigation: The Temple of Azor’Alq

The characters go and visit with the clerics of Azor’Alq.

Your path through town has led you to the temple of Azor’Alq. A modest sized temple that seems to be bustling with activity.

The busy activity is for Waffa’s funeral. A lowly cleric does stop for the heroes to answer some questions that they might have. Here is what can they learn:

- The body of Munthir Haddad was discovered by a group of adventurers in an ancient temple in the Sorrowood (Historical restoration)
- However, the remains were stolen by these adventurers and have now ended up in the possession of a merchant house, House of Joraffa of the Mouqollad Consortium and that house was intent upon selling his remains
- Munthir’s body’s whereabouts is currently unknown, but the clerics are convinced that there must be a warehouse for the House of Joraffa, a prominent house of the Mouqollad Consortium that contains further information.
- Waffa was a renowned cleric of Azor’alq, but during this past year, she had been behaving oddly. She was rarely seen around the temple.
- If you have a gift for her you can leave it here, or drop it off at her house in town.
- Her murderer has been caught *cleric spits on the ground*.
- Waffa’s body was defaced and jawless. The crime was brutal and savage. She was identified by her holy symbol and clothes, as her body was unrecognizable.
- The assembly is trying to get things for her funeral in order, as well as hold a gathering for prayers. Players may attend the traditional ‘Ashes Ceremony’ in two days.

- The Clerics would be very grateful if the players would be willing to find and return the body and possessions of Munthir.

Development: The heroes have been asked to right the wrong that they (or others) have done to the clerics of Azor’Alq – retrieve the missing items. They are pointed to the House of Joraffa warehouse.

Investigation: the Murder Scene

The characters have chosen to investigate the murder scene, a hotel room at the Hero’s Repose.

Ben-Salor had chosen a single room with a normal bed up against the wall. There is a large, brown fur rug on the floor (stained with blood), a chest in the corner and a cloak rack with a black cloak on it near the door.

The characters can search around and may find the tracks in the fur rug of Nasheem as he changed shape (Survival check [DC 30]). A Knowledge [nature] check (DC 19+APL) roll identifies them as doppelganger’s footprints.

The tavern owner can show the path that Ben-Salor (actually Nasheem) took upon leaving the tavern. They all swear that it was a figure dressed in black, the occupant of the rented room, that they saw.

Development: Once again, evidence that all is not as it seems is the prevailing message. The murder was a frame.

In sum: After investigation the characters might learn these little pieces of information:

A doppelganger was living at Waffa’s house and was in Ben-Salor’s room. Ben-Salor, the man in black, was busy breaking in the Veluna Embassy at the time of the murder. Adventurers, an oddly behaving Waffa, and the House of Joraffa have wronged the clerics of Azor’Alq.

Encounter Four: House of Joraffa

Should the heroes wish to investigate the remains of Munthir Haddad, they must go to the Joraffa warehouse to do so.

Some characters may have allegiances with the Mouqollad Consortium. If they speak with the consortium they must first show consortium influence (this influence does not get used up for this) to find out a few things. [Pull the character aside for this] Remember characters without influence or who do not belong to the Consortium don’t get this information by talking with the Mouqollad Consortium. One point of influence point

from any Consortium house or person or belonging to the Mouqollad Consortium will suffice.

- The Consortium bought the remains of Munthir Haddad from a seller. They know Munthir Haddad is a holy warrior to Azor'alq but they need such a big sale as they are low on revenues, so low that the house might fail.
- They received the remains and the accompanying gear and put them up for sale.
- Three buyers emerged. One was Valois, another Ben-Salor, and a third unknown buyer.
- All viewed the articles four days ago.
- Bidding was to take place tonight.
- The remains were stolen last night.
- The clerics of Azor'alq found out about the sale and have been harassing us ever since. They wish to stop the sale.
- A tip they found in the warehouse indicates the importance of an abandoned farm somewhere east of the city. The House has not been able to investigate this due to being understaffed to handle the problems with the clerics.

The Consortium is willing to pay the heroes for their services in finding the remains of Munthir. They were going to hire a group before but that has been delayed due to financial problems. They can pay for the return of the remains from the sale should it go through.

The characters are given a seal giving them permission to see the warehouse, thereby bypassing the guards stationed there.

Development: The players learn where the Joraffa Warehouse is. They also learn that the House of Joraffa is an important house in the Mouqollad Consortium and more importantly that it is in bad financial shape. Failure could mean financial collapse throughout Tusmit.

or

The players can investigate the House of Joraffa without the help of the Consortium. The location of where the House of Joraffa stores its stuff can be learned on a successful Gather Information check (DC 13 + APL). Really gifted inquisitors may learn (Gather Information [DC 20 + APL]), should they specify, that the warehouse has been broken into and the thieves who did so were seen heading out east towards an old abandoned farm. Should the players go to the farm from their fantastic abilities in garnering the information they will surprise

the ambush. Otherwise, arriving at the Joraffa warehouse will tip off those waiting in ambush.

Encounter Five: The Joraffa Affair

There are a few Consortium guards here (Number of guards: APL / 2). They can be bribed (10gp each), negotiated with (Diplomacy check [DC 20]), charmed (will save equal to APL). If the players have sided with the House of Joraffa (see above) and they have the seal they enter without hassle.

There should be no fighting here, but should the players insist the fight should be relatively easy. The players should be punished for any broken laws according to the Tusmit Gazetteer.

Inside, they will see definite signs of a break-in and robbery. Many of the crates are overturned and a few of them emptied. Tracks on the floor (visible to all) reveal that wooden boxes have been dragged out of the warehouse recently.

Some of the tools used in the break-in have been left behind. They are rusted and in some cases even broken farm tools. A thorough Search (DC 35) will reveal a piece of rusted tool with a distinct symbol on it. A Gather Information (DC 20), a trip to the library or talking to one of the Consortium Guards outside the storehouse will reveal the symbol as belonging to the house of an old farmer on the east side of town. The farmer had no children, and by any reckoning he must be well past his 80s.... there isn't a chance that he could be alive still.

If the heroes go through this, the Joraffa Warehouse, then the sorcerer's familiar (of the next section) will have spotted them and flown ahead to the abandoned warehouse to tip off the cronies waiting there.

The Old Abandoned Farmhouse

The keynote here is; if the heroes went to the House of Joraffa warehouse then the ambush is ready and waiting for them. If the heroes arrived at the old abandoned farmhouse without first going to the House warehouse then they will surprise the ambushers.

This is where Nasheem has been hiding out. Through a trap door in the floor of the barn there is a tunnel that leads to Nasheem's lair.

But first, the players must pass the 'trap'. The trap is in an abandoned farmhouse. The house is 40 ft long by 25 ft wide. There are three floors and a thatched roof. The house has two holes at the base of the walls (small

characters can Escape Artist checks [DC 20] to make it through).

The front doors (double doors) are slightly odd. They seem to be brand new, while the rest of the building is rotting and decaying in many places.

A search on both doors will reveal an arrow trap. If an arrow hits a player, feel free to make them roll Fortitude saves. This, however, is just the decoy trap to make the players feel like their characters overcame the trap.

➦ **Arrow Trap:** CR 1/3; +5 ranged (1d6/x3); Search (DC 15); Disable Device (DC 16).

Inside there is a wooden table with some papers on it and a couple ratty chairs around it. The ceiling is the roof, 15ft to the rafters above and the floor is covered in old straw.

This is a trap for the characters. If the thieves have been alerted to the group's presence they will wait until the characters are inside and engaged with looking around before they spring into action.

If the cronies have not been alerted, then they are wasting time in the main house, and any loud noise will send them running out to attack.

Creatures:

APL 6 (EL 8)

♣ **Naheem, Jafar, Milad, Jaz (4):** male/female human Rog3; hp 17, 17, 17, 17; see Appendix One.

♣ **Bashir:** male human Clr3 (Olidammara); hp 21; see Appendix One.

♣ **Ha'Arim:** male human Sor3; hp 13; see Appendix One.

APL 8 (EL 10)

♣ **Naheem, Jafar, Milad, Jaz (4):** male/female human Rog4; hp 27, 27, 27, 27; see Appendix One.

♣ **Bashir:** male human Clr5 (Olidammara); hp 33; see Appendix One.

♣ **Ha'Arim:** male human Sor5; hp 21; see Appendix One.

APL 10 (EL 12)

♣ **Naheem, Jafar, Milad, Jaz (4):** male/female human Rog7; hp 37,37,37,37; see Appendix One.

♣ **Bashir:** male human Clr7 (Olidammara); hp 45; see Appendix One.

♣ **Ha'Arim:** male human Sor7; hp 29; see Appendix One.

APL 12 (EL 14)

♣ **Naheem, Jafar, Milad, Jaz (4):** male/female human Rog9; hp 47, 47, 47, 47; see Appendix One.

♣ **Bashir:** male human Clr9 (Olidammara); hp 57; see Appendix One.

♣ **Ha'Arim:** male human Sor9; hp 37; see Appendix One.

Tactics: This is an ambush (or at attempted one) on the adventurers. A listen check vs. the rogues move silently can detect them approaching the barn. Characters that make the check can act during the surprise round. Bashir and Ha'Arim, if aware with time, prior to their moving in to set off the trap, have cast all their prep spells.

Naheem and Jafar are on the roof *invisible* with their bows ready.. Milad and Jaz are on the side of the barn, hiding in hay. Bashir stands about 10 ft. or so in front of the door and Ha'Arim stands *invisible* close behind him. All the men are on the outside of the house.

Adjust as needed based on the player actions. They will do their best to get into an advantageous position before attacking but if that fails they will still attack.

Here is the recommended sequence of events for the ambushers:

Surprise round

Ha'Arim: casts *open/close* on the door to close it and moves into place. (see above)

Bashir: throws vial of alchemist fire into the building through a hole in the wall and moves into place (drawing his weapon).

Milad and Jaz (door): move to and put bar into place locking the door.

Naheem and Jafar (roof): move to edge and wait for a target

Round 1

Ha'Arim: readies a spell against first person through door, then readies against spell casters.

Bashir: readies an attack against first character out of door

Milad and Jaz (door): draw weapons and wait for a target

Naheem and Jafar (roof): delay and wait for a target

Goals

Ha'Arim: his goal is to target spellcasters and harass/eliminate them.

Bashir: his job is to protect Ha'Arim and block the door from an easy exit.

Milad and Jaz (door): They are there to sneak attack heroes coming out.

Naheem and Jafar (roof): Two thieves are hiding on the roof and they are armed with bows. They attack the players as they come out and remember if they are flat

footed they are within 30' and get their sneak attack damage.

The room takes 5 rounds to fill with smoke and the fire spreads inside by 5 ft. per round as a spread (catching on the straw on the floor and the wooden furniture inside) and after 5 rounds the warehouse interior is engulfed in flames (unless the characters take means to put out the fire). On rounds 6 and onwards the characters must make fort saves for heat and smoke (see DMG pg 303-304)

The group fights to the death if cornered.

Info from Thieves

The thieves know of the trapdoor underneath the barn. But they have never ventured forth. Their leader, an elf calling himself Elohir, often goes down, but tells them to wait in the house.

They do not know who Nasheem is. They were paid to sit and wait and follow instructions brought by Elohir. The money was good and the job was easy, until now, so they never thought to question anything.

If the entire house has burned down (i.e. a full day of burning), then the trap door is easy to spot. Otherwise it requires information from the thieves, or a Search [DC 30 + APL] through hot ashes. Hot ashes will inflict D4 points of damage per round. It takes 10 rounds to clear the debris, the players can take one round off the total per person helping clearing and another round if the characters are equipped with shovels or spades. Waiting a day will allow the ashes to cool (Ben Salor will then be dead).

Treasure:

Loot the bodies of the rogues

APL 6: L: 284 gp; C: 0 gp; M: *rod of extend (lesser)* (250 gp per character).

APL 8: L: 541 gp; C: 0 gp; M: *rod of extend (lesser)* (250 gp per character), *ring of protection +1* (167 gp per character)

APL 10: L: 476 gp; C: 0 gp; M: *rod of extend (lesser)* (250 gp per character), *ring of protection +1* (167 gp per character), *+1 breastplate* (113 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 scimitar* (193 gp per character), *+1 composite shortbow [4]* (194 gp per character/per Shortbow)

APL 12: L: 476 gp; C: 0 gp; M: *rod of extend (lesser)* (250 gp per character), *ring of protection +2* (667 gp per character), *+1 breastplate* (113 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 scimitar* (193 gp per character), *+1 composite shortbow [4]* (194 gp per character/per Shortbow)

Development: The players have found the entrance to Nasheem's lair.

Encounter Six: Nasheem's Hideout

Nasheem's hideout attaches to the barn house through a long tunnel. In it, there is Nasheem and some of his master's guards undead minions – a compliment from Nasheem's boss. When the mummies attack, Nasheem is aware (from his *detect thoughts* ability) and flees out a secret passageway.

The Hideout

The cave is 20ft wide by 50ft long, with stalactites and stalagmites (that are on average 4 inches thick) throughout making the whole cave difficult terrain. In this room are the mummy guards.

There is a small entrance at the far end of the cave opposite the main entrance. This second entrance leads to a small room, 15ft by 20 ft and only 4½ ft high. Medium sized characters are at half move through this second chamber. The second chamber is where Nasheem has his equipment, supplies, and the hidden body of Waffa. Another small passageway leads off into the darkness.

The small passageway is sized for small creatures. It is 2ft wide and 3 1/2 ft high and it leads 200 ft out into the wilderness. Nasheem escapes through this tunnel. The heroes should not catch Nasheem in this adventure.

Creatures:

APL 6 (EL 8)

☠ **Mummy (3):** hp 55, 55, 55; see Monster Manual

APL 8 (EL 10)

☠ **Mummy (2):** hp 55, 55; see Monster Manual

☠ **Mummy, Advanced (2):** hp 92, 92; see Appendix One.

APL 10 (EL 12)

☠ **Mummy (4):** hp 55, 55, 55, 55; see Monster Manual

☠ **Mummy, Advanced (3)** hp 92, 92, 92; see Appendix One.

APL 12 (EL 14)

☠ **Mummy (2):** hp 55, 55; see Monster Manual

☠ **Mummy, Advanced (3):** hp 92, 92, 92; see Appendix One.

☠ **Mummy Lord:** hp 87, see Appendix One.

Tactics: At all APL's, the regular and advanced mummies go after intruders. They move to and attack but do not exit the cave (their orders are to protect the cave. They take cover deeper in the cave if their targets move outside the cave).

APL 12: There is a Mummy Lord directing the defenses. He casts *spell immunity* and uses *protective ward (protection domain ability)* on himself first. He then waits for his enemies to close with his minions where he uses his *dispel magic* as targeted dispels to weaken enemies further. He uses his augment spells on himself as he can. He casts *hold person* on fighter types and *silence* on the area around casters. He *divine powers* and *poisons* himself always before closing into melee.

While the heroes face the mummies, Nasheem escapes out a secret passage in the back and flees town (they will meet/catch him in a later adventure).

The heroes can search around and they'll find letter's directing Nasheem to do his duties (refer to Introduction) as well as a desiccated body (of Waffa). There are robes of Azor'alq still being worn by the corpse. Around her neck is still her Phylactery of Faithfulness.

Treasure:

APL 6: L: 0 gp; C: 0 gp; M: *phylactery of faithfulness* (83 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *phylactery of faithfulness* (83 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: *phylactery of faithfulness* (83 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: *phylactery of faithfulness* (value 83 gp per character); *ring of minor energy resistance [fire]* (1,000 gp per character), *+2 half-plate* (396 gp per character), *cloak of resistance +2* (333 gp per character), *brooch of shielding* (125 gp per character).

Development: The heroes have found several important items. The first is the possessions and body of Munthir. As well, there is the decayed body of Waffa – her body intact and can be easily identified from her holy symbol (which no one wanted to touch), her dress clothes are that of a cleric of Azor'Alq and many illustrations of her on ripped and used papers lie about her remains. Clerics of Azor'Alq can confirm her identity without a doubt from the scars on the bones from battles she was in, etc.

As well in the cave, there are pictures of elves, their facial features in detail. There is also a portrait of Commodore Kazarai whom the players might have met in Forest of Retribution or Flames of War.

Conclusion A

The players have found the body of Waffa after defeating Nasheem's minions. Ben Salor is freed and cleared of the murder and funeral preparations are underway for the burning of the real remains of Waffa Al' Mullah. The clerics of Azor'alq are very grateful for your help.

Conclusion B

The players have not found the body of Waffa and were unable to clear Ben-Salor. In the morning, as justice demands, he has been put to death.

Loose End: Veluna

If the heroes were involved in the Velunese Hidden Agenda, and inform the Velunese diplomat that Ben-Salor is behind the affair. The Veluna diplomat is pleased to find that you tracked the spy to be the man in black. Ben Salor is sent to the mines, convicted of espionage (assuming he was cleared for murder). The diplomat as a sign of his appreciation gives the players some baubles he no longer has use for.

Loose End: House Joraffa

If the heroes hand over the bones of Munthir to the Church of Azor'alq. The house of Joraffa is unable to sell the possessions of Munthir. As a result their house fails financially and dramatic consequences await Tusmit.

If the heroes hand over the bones of Munthir to the House of Joraffa. The house of Joraffa has been able to retrieve the possessions of Munthir and has sold them to the unknown buyer.

If the heroes hand the bones over to the mullah and other state officials both the House of Joraffa will fail and the clerics of Azor'Alq will turn their efforts on the state. Neither conclusion will profit Tusmit.

Loose End: Munthir

If the body of Munthir has been returned to the clerics of Azor'Alq they will begin to build a new shrine to Munthir in Azor'Alq. In the months to come, worship soars to new highs. Their attacks against the Mouqollad Consortium cease.

If the Body of Munthir is not returned to the clerics of Azor'Alq. They continue their search and to act out.

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 role-playing) to each character.

Encounter One (B)

Defeat rioters by combat (they didn't expect full XP for beating up commoners did they?)

APL 6	160 xp
APL 8	200 xp
APL 10	240 xp
APL 12	280 xp

Defeat riots through diplomacy

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

Or Encounter One (C)

Defeating Followers of Azor'Alq and the Consortium men:

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

Encounter Five

Defeating Naheem's goons

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

Encounter Seven

Defeat the Mummies

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

Story Award

Find Waffa & Munthir's Body:

APL 6	90 xp
APL 8	112 xp
APL 10	135 xp
APL 12	157 xp

Discretionary role-playing award

APL 6	90 xp
APL 8	113 xp
APL 10	135 xp
APL 12	158 xp

Total possible experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five: Trap House

Loot the bodies of the rogues

APL 6: L: 284 gp; C: 0 gp; M: *rod of extend (lesser)* (250 gp per character).

APL 8: L: 541 gp; C: 0 gp; M: *rod of extend (lesser)* (250 gp per character), *ring of protection +1* (167 gp per character)

APL 10: L: 476 gp; C: 0 gp; M: *rod of extend (lesser)* (250 gp per character), *ring of protection +1* (167 gp per character), *+1 breastplate* (113 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 scimitar* (193 gp per character), *+1 composite shortbow [4]* (194 gp per character/per Shortbow)

APL 12: L: 476 gp; C: 0 gp; M: *rod of extend (lesser)* (250 gp per character), *ring of protection +2* (667 gp per character), *+1 breastplate* (113 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 scimitar* (193 gp per character), *+1 composite shortbow [4]* (194 gp per character/per Shortbow)

Encounter Seven: Nasheem's Hideout

APL 6: L: 0 gp; C: 0 gp; M: *phylactery of faithfulness* (83 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *phylactery of faithfulness* (83 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: *phylactery of faithfulness* (83 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: *phylactery of faithfulness* (value 83 gp per character); *ring of minor energy resistance [fire]* (1,000 gp per character), *+2 half-plate* (396 gp per character), *cloak of resistance +2* (333 gp per character), *brooch of shielding* (125 gp per character).

Loose End: Veluna

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

Loose End: House Joraffa

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

APL 8: L: 0 gp; C: 200 gp; M: 0 gp

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

Total Possible Treasure

APL 6: 800 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Special

☛ **Mouqollad Consortium Influence:** For having saved the House of Joraffa, this character received an Influence point from the Tusmit Mouqollad Consortium and the ability to purchase the below items from them at a future date.

Cloak of Resistance +3 (Frequency: Regional; DMG)

Cape of Mountebank (Frequency: Adventure; DMG)

Gloves of Dexterity (Frequency: Adventure; DMG)

☛ **Blessings of Azor'Alq:** For having brought back the body of Munthir Haddad, the church of Azor'alq offer you to upgrade any one weapon to become *merciful* or one piece of armor/shield can be upgraded with the *Fortification, light*. This costs the difference between the old weapon/armor and the new weapon/armor market value. Frequency: Regional.

Appendix One: NPCs

Encounter One A: Table Manners

All APL's (EL 10)

♣**Tusmit Ambassador: Fhirad ibn Ammar:** Male human (Baklunish); Ari 5; CR 4; Medium-Size humanoid; HD 5d8+5; hp 33; Init:+1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +3 melee (1d4-1 Masterwork Dagger) or +2 melee (1d3-1 fist); AL LG; SV Fort +2, Ref +2, Will +5; Str 8, Dex 13, Con 12, Int 13, Wis 13, Cha 16.

Skills and Feats: Diplomacy +13, Gather Information +11, Knowledge (local – Tuflik, Fals & Velderdyva) +9, Sense Motive +11; Combat Expertise, Improved Unarmed Strike, Negotiator

Possessions: Noble's Outfit, Masterwork Dagger

♣**Ket Ambassador: Omar Al'Tharad:** Male human (Baklunish); Ari 4; CR 3; Medium-Size humanoid; HD 4d8; hp 33; Init:+1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +3 melee (1d4 Dagger) or +3 melee (1d3 fist); AL LN; SV Fort +1, Ref +2, Will +7; Str 10, Dex 13, Con 10, Int 13, Wis 16, Cha 13.

Skills and Feats: Bluff +10, Gather Information +8, Knowledge (History) +8, Sense Motive +12; Improved Unarmed Strike, Negotiator, Persuasive

Possessions: Noble's Outfit, Dagger

♣**Veluna Ambassador: Timothy Greymantle:** Male human (Oerdian/Flan); Ari 5; CR 4; Medium-Size humanoid; HD 5d8; hp 28; Init:+2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4-1 Masterwork Dagger) or +2 melee (1d3-1 fist); AL LN; SV Fort +1, Ref +3, Will +5; Str 9, Dex 14, Con 10, Int 13, Wis 13, Cha 16.

Skills and Feats: Diplomacy +13, Gather Information +13, Knowledge (local – Tuflik, Fals & Velderdyva) +9, Sense Motive +11; Improved Unarmed Strike, Investigator, Negotiator

Possessions: Noble's Outfit, Masterwork Dagger

♣**Mouqollad Representative:** Male Human (Baklunish); Rog 4; CR 4; Medium-Size Humanoid (5'9"); HD 4d6+4; hp 22; Init +2 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Masterwork Buckler +1, Dex +2) [touch 12, flat footed 17]; Atks +6 melee (Masterwork Rapier 1d6+1/18-20) +6 ranged (Masterwork Shortbow 1d6), or +4 grapple; SA: Sneak Attack +2d6; SQ: Evasion, Trap Sense +1, Uncanny

Dodge; AL LN; SV Fort +2, Ref +6, Will +1, Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +11, Disable Device +6, Escape Artist +9, Hide +9, Jump +10, Listen +7, Move Silent +9, Open Locks +5, Search +8, Spot +7 Tumble +11; Point Blank Shot, Weapon Finesse

Possessions: Masterwork Chain Shirt, Masterwork Buckler, Masterwork Rapier, Masterwork Shortbow, Quiver of 20 Arrows, Masterwork Thieves Tools.

♣**Guards (all nations):** Male Human (Baklunish or Oeridian); Ftr 3/Rog2; CR 5; Medium-Size Humanoid (5'7"); HD 3d10+2d6+5; hp 35; Init +1 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Heavy Steel Shield +2, Dex +1) [touch 11, flat footed 16]; Atks +7 melee (Masterwork Scimitar 1d6+1/18-20) or +7 melee (unarmed strike 1d3+2), +6 ranged (Masterwork Longbow 1d8), or +11 grapple; SA: Sneak Attack +1D6 SQ: Evasion, Trapfinding, AL N; SV Fort +5, Ref +5, Will +5, Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 15.

Skills and Feats: Climb +8, Ride +6, Swim +7; Dodge, Improved Unarmed Strike, Negotiator, Weapon Focus (Unarmed Strike)

Possessions: Masterwork Chain Shirt, Heavy Steel Shield, Masterwork Scimitar, Masterwork Longbow, Quiver of 20 Arrows.

Encounter One B: The Riot

All APL's

♣**Rioters (25):** Male or Female Human (Baklunish); Com 1; CR 1/2; Medium-Size Humanoid; HD 1d4+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat footed 10); Atks +1 melee (1d6+1 club); AL N; SV Fort +1, Ref +1, Will +1, Str 11, Dex 13, Con 13, Int 9, Wis 13, Cha 11.

Skills and Feats: Handle Animal +6, Profession (Farmer) +5, Skill Focus (Handle Animal)

Possessions: Travelers' Outfit, Club.

♣**Guards:** Male Human (Baklunish); Ftr 4; CR 4; Medium-Size Humanoid (6'1"); HD 4d10+4; hp 32; Init 0; Spd 20 ft.; AC 17 (Masterwork Breastplate +5, Heavy Steel Shield +2) [touch 10, flat footed 17]; Atks +9 melee (Masterwork Scimitar 1d6+5/18-20) +5 ranged (Masterwork Composite Longbow 1d8), or +7 grapple; AL LN; SV Fort +5, Ref +1, Will +1, Str 16, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +10, Jump +10, Swim +10; Cleave, Improved Bull Rush, Power Attack, Quick Draw, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Possessions: Masterwork Breastplate, Heavy Steel Shield, Masterwork Scimitar, Masterwork Composite Longbow, Quiver of 20 Arrows.

☛ **Ben-Salor:** Male human (Baklunish) Wiz 9; CR 9; Medium-Size humanoid; HD 9d4+9; hp 37; Init: +1 (Dex); Spd 30 ft.; AC 10 [touch 10, flat-footed 10]; Atks +3 melee (1d3-1 Fist) or +3 Grapple; AL N; SV Fort +5, Ref +3, Will +7; Str 8, Dex 10, Con 14, Int 18, Wis 12, Cha 8

Skills and Feats: None of these will be of use during this adventure.

Possessions: Chains and rags.

APL 6 (EL 6)

☛ **Raashina;** Female Human (Baklunish); Ftr 3/Rog 2; CR 5; Medium-Size Humanoid (5'7"); HD 3d10+2d6+5; hp 35; Init +1 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Heavy Steel Shield +2, Dex +1) [touch 11, flat footed 16]; Atks +7 melee (Masterwork Scimitar 1d6+1/18-20) or +7 melee (unarmed strike 1d3+2), +6 ranged (Masterwork Longbow 1d8), or +11 grapple; SA: Sneak Attack +1D6 SQ: Evasion, Trapfinding, AL N; SV Fort +5, Ref +5, Will +5, Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 15.

Skills and Feats: Climb +8, Diplomacy +9, Ride +6, Swim +7; Dodge, Improved Unarmed Strike, Negotiator, Weapon Focus (Unarmed Strike)

Possessions: Masterwork Chain Shirt, Heavy Steel Shield, Masterwork Scimitar, Masterwork Longbow, Quiver of 20 Arrows.

APL 8 (EL 9)

☛ **Raashina;** Female Human (Baklunish); Ftr 5/Rog 3; CR 8; Medium-Size Humanoid (5'7"); HD 5d10+3d6+8; hp 50; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Chain Shirt +5, Heavy Steel Shield +2, Dex +1) [touch 11, flat footed 16]; Atks +9/+5 melee (+1 Scimitar 1d6+3/18-20) or +9/+5 melee (unarmed strike 1d3+4), +11/+6 ranged (Masterwork Longbow 1d8), or +13 grapple; SA: Sneak Attack +2D6 SQ: Evasion, Trapfinding, Trapsense+1; AL N; SV Fort +6, Ref +3, Will +5, Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +10, Diplomacy +14, Ride +8, Swim +9; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Negotiator, Weapon Focus

(Unarmed Strike), Weapon Specialization (Unarmed Strike)

Possessions: +1 Chain Shirt, Heavy Steel Shield, +1 Scimitar, Masterwork Longbow, Quiver of 20 Masterwork Arrows.

APL 10 (EL 12)

☛ **Azrel Bin Garan;** Male Human (Baklunish); Ftr 5/Rog 5; CR 10; Medium-Size Humanoid (5'7"); HD 5d10+5d6+10; hp 60; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Chain Shirt +5, Heavy Steel Shield +2, Dex +1) [touch 11, flat footed 16]; Atks +10/+6 melee (+1 Scimitar 1d6+3/18-20) or +10/+6 melee (unarmed strike 1d3+4), +11/+6 ranged (Masterwork Longbow 1d8), or +13 grapple; SA: Sneak Attack +3D6 SQ: Evasion, Uncanny Dodge, Trapfinding, Trapsense+1; AL N; SV Fort +6, Ref +3, Will +5, Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +10, Diplomacy +14, Ride +8, Swim +9; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Negotiator, Toughness, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike)

Possessions: +1 Chain Shirt, Heavy Steel Shield, +1 Scimitar, Masterwork Longbow, Quiver of 20 Masterwork Arrows.

☛ **Raashina;** Female Human (Baklunish); Ftr 5/Rog 3; CR 8; Medium-Size Humanoid (5'7"); HD 5d10+3d6+8; hp 50; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Chain Shirt +5, Heavy Steel Shield +2, Dex +1) [touch 11, flat footed 16]; Atks +9/+5 melee (+1 Scimitar 1d6+3/18-20) or +9/+5 melee (unarmed strike 1d3+4), +11/+6 ranged (Masterwork Longbow 1d8), or +13 grapple; SA: Sneak Attack +2D6 SQ: Evasion, Trapfinding, Trapsense+1; AL N; SV Fort +6, Ref +3, Will +5, Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +10, Diplomacy +14, Ride +8, Swim +9; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Negotiator, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike)

Possessions: +1 Chain Shirt, Heavy Steel Shield, +1 Scimitar, Masterwork Longbow, Quiver of 20 Masterwork Arrows.

APL 12 (EL 14)

☛ **Azrel Bin Garan;** Male Human (Baklunish); Ftr 6/Rog 6; CR 12; Medium-Size Humanoid (5'7"); HD 5d10+5d6+10; hp 60; Init +1 (Dex); Spd 30 ft.; AC 18 (+1

Chain Shirt +5, Heavy Steel Shield +2, Dex +1) [touch 11, flat footed 16]; Atks +10/+6 melee (+1 Scimitar 1d6+3/18-20) or +10/+6 melee (unarmed strike 1d3+4), +11/+6 ranged (Masterwork Longbow 1d8), or +13 grapple; SA: Sneak Attack +3D6 SQ: Evasion, Uncanny Dodge, Trapfinding, Trapsense+2; AL N; SV Fort +6, Ref +3, Will +5, Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +10, Diplomacy +19, Ride +8, Swim +9; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Negotiator, Toughness, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike)

Possessions: +1 Chain Shirt, Heavy Steel Shield, +1 Scimitar, Masterwork Longbow, Quiver of 20 Masterwork Arrows.

☛ **Raashina**; Male Human (Baklunish); Ftr 5/Rog 5; CR 10; Medium-Size Humanoid (5'7"); HD 5d10+5d6+10; hp 60; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Chain Shirt +5, Heavy Steel Shield +2, Dex +1) [touch 11, flat footed 16]; Atks +10/+6 melee (+1 Scimitar 1d6+3/18-20) or +10/+6 melee (unarmed strike 1d3+4), +11/+6 ranged (Masterwork Longbow 1d8), or +13 grapple; SA: Sneak Attack +3D6 SQ: Evasion, Uncanny Dodge, Trapfinding, Trapsense+1; AL N; SV Fort +6, Ref +3, Will +5, Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +10, Diplomacy +14, Ride +8, Swim +9; Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Negotiator, Toughness, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike)

Possessions: +1 Chain Shirt, Heavy Steel Shield, +1 Scimitar, Masterwork Longbow, Quiver of 20 Masterwork Arrows.

Encounter 1 C: Clerics of Azor'alq

All APL's

☛ **Aram / Cira**: Male / Female human (Baklunish) Cleric of Azor'Alq 3; CR 3; Medium-Size humanoid; HD 3d8+3; hp 21; Init: +0; Spd 20 ft (Breastplate), normal 30 ft.; AC 17 (Breastplate +5, Large Steel Shield +2) [touch 10, flat-footed 17]; Atks +5 melee (1d6+1/18-20 Masterwork Scimitar) or +2 ranged (Light Crossbow 1d8/19-20), or +3 Grapple; SA: Turn Undead; AL NG; SV Fort +4, Ref +3, Will +6; Str 12, Dex 10, Con 12, Int 11, Wis 15, Cha 13

Skills and Feats: Concentration +7, Heal +8; Knowledge (Religion) +6; Combat Casting, Improved Turning, Lightning Reflexes

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—[Detect Magic, Guidance, Light, Resistance]; 1st—[Bless, Divine Favour, Magic Weapon*, Shield of Faith]; 2nd—[Bulls Strength, Sound Burst, Spiritual Weapon*].

*Domain spell. *Domains:* [Sun (Once per day, you can perform a greater turning against an undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead)]; [War (Free Martial Weapon Proficiency (Scimitar) and Weapon Focus (Scimitar))].

Possessions: Breastplate, Heavy Steel Shield, Masterwork Scimitar, Light Crossbow, Case of 20 Bolts, Healers Hit.

☛ **Mithras / Marad**; Male human (Baklunish); Ari 5; CR 5; Medium-Size humanoid; HD 5d8+5; hp 33; Init:+1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +3 melee (1d4-1 Masterwork Dagger) or +2 melee (1d3-1 fist); AL LG; SV Fort +2, Ref +2, Will +5; Str 8, Dex 13, Con 12, Int 13, Wis 13, Cha 16.

Skills and Feats: Diplomacy +13, Gather Information +11, Knowledge (local – Tuflik, Fals & Velderdyva) +9, Sense Motive +11; Combat Expertise, Improved Unarmed Strike, Negotiator

Possessions: Noble's Outfit, Masterwork Dagger

APL 6 (EL 8)

☛ **Devoted of Azor'Alq**: Male Human (Baklunish); Ftr 6; CR 6; Medium-Size Humanoid (6'1"); HD 6d10+6; hp 46; Init 0; Spd 20 ft.; AC 18 (+1 Breastplate +6, Masterwork Heavy Steel Shield +2) [touch 10, flat footed 18]; Atks +11/+6 melee (+1 Scimitar 1d6+6/18-20) +7/+2 ranged (Masterwork Composite Longbow 1d8), or +9 grapple; AL LN; SV Fort +6, Ref +2, Will +2, Str 16, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +12, Jump +12, Swim +12; Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Quick Draw, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Possessions: +1 Breastplate, Masterwork Heavy Steel Shield, +1 Scimitar, Masterwork Composite Longbow, Quiver of 20 Arrows.

☛ **Mouqollad Rogue**: Male Human (Baklunish); Rog 6; CR 6; Medium-Size Humanoid (5'9"); HD 6d6+6; hp

32; Init +2 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Masterwork Buckler +1, Dex +2) [touch 12, flat footed 17]; Atks +7 melee (Masterwork Rapier 1d6+1/18-20) +7 ranged (Masterwork Shortbow 1d6), or +5 grapple; SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL LN; SV Fort +3, Ref +7, Will +2, Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +12, Disable Device +7, Escape Artist +10, Hide +10, Jump +11, Listen +8, Move Silent +10, Open Locks +6, Search +9, Spot +8 Tumble +12; Point Blank Shot, Precise Shot, Weapon Finesse

Possessions: Masterwork Chain Shirt, Masterwork Buckler, Masterwork Rapier, Masterwork Shortbow, Quiver of 20 Arrows, Masterwork Thieves Tools.

APL 8 (EL 10)

☛ **Devoted of Azor'Alq:** Male Human (Baklunish); Ftr 6; CR 6; Medium-Size Humanoid (6'1"); HD 6d10+6; hp 46; Init 0; Spd 20 ft.; AC 18 (+1 Breastplate +6, Masterwork Heavy Steel Shield +2) [touch 10, flat footed 18]; Atks +11/+6 melee (+1 Scimitar 1d6+6/18-20) +7/+2 ranged (Masterwork Composite Longbow 1d8), or +9 grapple; AL LN; SV Fort +6, Ref +2, Will +2, Str 16, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +12, Jump +12, Swim +12; Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Quick Draw, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Possessions: +1 Breastplate, Masterwork Heavy Steel Shield, +1 Scimitar, Masterwork Composite Longbow, Quiver of 20 Arrows.

☛ **Mouqollad Rogue:** Male Human (Baklunish); Rog 6; CR 6; Medium-Size Humanoid (5'9"); HD 6d6+6; hp 32; Init +2 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Masterwork Buckler +1, Dex +2) [touch 12, flat footed 17]; Atks +7 melee (Masterwork Rapier 1d6+1/18-20) +7 ranged (Masterwork Shortbow 1d6), or +5 grapple; SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL LN; SV Fort +3, Ref +7, Will +2, Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +12, Disable Device +7, Escape Artist +10, Hide +10, Jump +11, Listen +8, Move Silent +10, Open Locks +6, Search +9, Spot +8 Tumble +12; Point Blank Shot, Precise Shot, Weapon Finesse

Possessions: Masterwork Chain Shirt, Masterwork Buckler, Masterwork Rapier, Masterwork Shortbow, Quiver of 20 Arrows, Masterwork Thieves Tools.

APL 10 (EL 12)

☛ **Devoted of Azor'Alq:** Male Human (Baklunish); Ftr 6; CR 6; Medium-Size Humanoid (6'1"); HD 6d10+6; hp 46; Init 0; Spd 20 ft.; AC 18 (+1 Breastplate +6, Masterwork Heavy Steel Shield +2) [touch 10, flat footed 18]; Atks +11/+6 melee (+1 Scimitar 1d6+6/18-20) +7/+2 ranged (Masterwork Composite Longbow 1d8), or +9 grapple; AL LN; SV Fort +6, Ref +2, Will +2, Str 16, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +12, Jump +12, Swim +12; Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Quick Draw, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Possessions: +1 Breastplate, Masterwork Heavy Steel Shield, +1 Scimitar, Masterwork Composite Longbow, Quiver of 20 Arrows.

☛ **Mouqollad Rogue:** Male Human (Baklunish); Rog 6; CR 6; Medium-Size Humanoid (5'9"); HD 6d6+6; hp 32; Init +2 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Masterwork Buckler +1, Dex +2) [touch 12, flat footed 17]; Atks +7 melee (Masterwork Rapier 1d6+1/18-20) +7 ranged (Masterwork Shortbow 1d6), or +5 grapple; SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL LN; SV Fort +3, Ref +7, Will +2, Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +12, Disable Device +7, Escape Artist +10, Hide +10, Jump +11, Listen +8, Move Silent +10, Open Locks +6, Search +9, Spot +8 Tumble +12; Point Blank Shot, Precise Shot, Weapon Finesse

Possessions: Masterwork Chain Shirt, Masterwork Buckler, Masterwork Rapier, Masterwork Shortbow, Quiver of 20 Arrows, Masterwork Thieves Tools.

APL 12 (EL 14)

☛ **Devoted of Azor'Alq:** Male Human (Baklunish); Ftr 6; CR 6; Medium-Size Humanoid (6'1"); HD 6d10+6; hp 46; Init 0; Spd 20 ft.; AC 18 (+1 Breastplate +6, Masterwork Heavy Steel Shield +2) [touch 10, flat footed 18]; Atks +11/+6 melee (+1 Scimitar 1d6+6/18-20) +7/+2 ranged (Masterwork Composite Longbow 1d8), or +9 grapple; AL LN; SV Fort +6, Ref +2, Will +2, Str 16, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +12, Jump +12, Swim +12; Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Quick Draw, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Possessions: +1 Breastplate, Masterwork Heavy Steel Shield, +1 Scimitar, Masterwork Composite Longbow, Quiver of 20 Arrows.

☛ **Mouqollad Rogue:** Male Human (Baklunish); Rog 6; CR 6; Medium-Size Humanoid (5'9"); HD 6d6+6; hp 32; Init +2 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Masterwork Buckler +1, Dex +2) [touch 12, flat footed 17]; Atks +7 melee (Masterwork Rapier 1d6+1/18-20) +7 ranged (Masterwork Shortbow 1d6), or +5 grapple; SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL LN; SV Fort +3, Ref +7, Will +2, Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +12, Disable Device +7, Escape Artist +10, Hide +10, Jump +11, Listen +8, Move Silent +10, Open Locks +6, Search +9, Spot +8 Tumble +12; Point Blank Shot, Precise Shot, Weapon Finesse

Possessions: Masterwork Chain Shirt, Masterwork Buckler, Masterwork Rapier, Masterwork Shortbow, Quiver of 20 Arrows, Masterwork Thieves Tools.

Encounter 5: The Joraffa Affair

APL 6 (EL 8)

☛ **Ha'Arim:** Male human (Baklunish) Sorcerer 3; CR 3; Medium-Size humanoid; HD 3d4+3; hp 13; Init: +1 (Dex); Spd 30 ft.; AC 11 (Dex+1) [touch 11, flat-footed 10]; Atks +0 melee (1d6-1 Shortspear) or +0 Grapple; AL CN; SV Fort +1, Ref +1, Will +3; Str 8, Dex 12, Con 12, Int 10, Wis 10, Cha 16

Skills and Feats: Concentration +7, Knowledge (Arcana) +6, Spellcraft +6; Combat Casting, Eschew Materials, Extend Spell.

Spells Known (6/6; base DC = 13 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Light*, *Read Magic*, *Resistance*]; 1st—[*Color Spray*, *Magic Missile*, *Shield*]

Possessions: Shortspear, Spell Component Pouch, scroll of *invisibility* x3 (used at the start of the encounter).

☛ **Bashir:** Male human (Baklunish) Cleric of Olidammara 3; CR 3; Medium-Size humanoid; HD 3d8+3; hp 21; Init: +0; Spd 20 ft (Breastplate), normal 30 ft.; AC 17 (Breastplate +5, Large Steel Shield +2) [touch 10, flat-footed 17]; Atks +4 melee (1d6+1/18-20 Masterwork Scimitar) or +2 ranged (Light Crossbow 1d8/19-20), or +3 Grapple; SA: Turn Undead; AL CN; SV Fort +4, Ref +3, Will +6; Str 12, Dex 10, Con 12, Int 11, Wis 15, Cha 13

Skills and Feats: Concentration +7, Heal +8; Knowledge (Religion) +6; Combat Casting, Improved Turning, Lightning Reflexes

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—[*Detect Magic*, *Guidance*, *Light*, *Resistance*]; 1st—[*Bless*, *Protection from Law**, *Magic Weapon*, *Shield of Faith*]; 2nd—[*Bulls Strength*, *Shatter**, *Spiritual Weapon*].

*Domain spell. *Domains:* [Chaos (cast Chaos spells at +1 caster level)]; [Luck (Allows one reroll per day)].

Possessions: Breastplate, Heavy Steel Shield, Masterwork Scimitar, Light Crossbow, Case of 20 Bolts, Healers Hit, Rod of Extend(Lesser).

☛ **Naheem/ Jafar/ Milad/ Jaz;** Male/ female Human (Baklunish); Rog 3; CR 3; Medium-Size Humanoid (5'9"); HD 3d6+3; hp 17; Init +2 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Masterwork Buckler +1, Dex +2) [touch 12, flat footed 15]; Atks +5 melee (Masterwork Rapier 1d6/18-20) +4 ranged (Shortbow 1d6), or +2 grapple; SA: Sneak Attack +2d6; SQ: Evasion, Trap Sense +1; AL NE; SV Fort +2, Ref +5, Will +1, Str 11, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +10, Disable Device +5, Escape Artist +8, Hide +8, Jump +8, Listen +6, Move Silent +8, Open Locks +5, Search +7, Spot +6 Tumble +10; Point Blank Shot, Weapon Finesse

Possessions: Chain Shirt, Masterwork Buckler, Masterwork Rapier, Shortbow, Quiver of 20 Arrows, Thieves Tools.

APL 8 (EL 10)

☛ **Ha'Arim:** Male human (Baklunish) Sorcerer 5; CR 5; Medium-Size humanoid; HD 5d4+5; hp 21; Init: +1 (Dex); Spd 30 ft.; AC 13 (Bracers of Armor +1, Ring of Protection +1) [touch 12, flat-footed 12]; Atks +2 melee (1d6-1 Masterwork Shortspear) or +1 Grapple; AL CN; SV Fort +2, Ref +2, Will +4; Str 8, Dex 12, Con 12, Int 10, Wis 10, Cha 17

Skills and Feats: Concentration +9, Knowledge (Arcana) +8, Spellcraft +8; Combat Casting, Eschew Materials, Extend Spell.

Spells Known (6/7/5; base DC = 13 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Light*, *Mage Hand*, *Read Magic*, *Resistance*]; 1st—[*Color Spray*, *Expeditious Retreat*, *Magic Missile*, *Shield Resistance*]; 2nd—[*Invisibility*, *Scorching Ray*]

Possessions: Ring of Protection +1, Masterwork Shortspear, Spell Component Pouch.

☛ **Bashir**: Male human (Baklunish) Cleric of Olidammara 5; CR 5; Medium-Size humanoid; HD 5d8+5; hp 33; Init: +0; Spd 20 ft (Breastplate), normal 30 ft.; AC 17 (Masterwork Breastplate +5, Masterwork Heavy Steel Shield +2) [touch 10, flat-footed 17]; Atks +5 melee (1d6+1/18-20 Masterwork Scimitar) or +4 ranged (Masterwork Light Crossbow 1d8/19-20), or +4 Grapple; SA: Turn Undead; AL CN; SV Fort +5, Ref +3, Will +7; Str 12, Dex 10, Con 12, Int 11, Wis 16, Cha 13

Skills and Feats: Concentration +9, Heal +15; Knowledge (Religion) +8; Combat Casting, Improved Turning, Lightning Reflexes

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*Detect Magic, Guidance, Light, Resistance x2*]; 1st—[*Bless, Divine Favor, Magic Weapon, Protection from Law**, *Shield of Faith*]; 2nd—[*Bulls Strength, Hold Person, Shatter**, *Spiritual Weapon*]; 3rd—[*Dispel Magic, Prayer, Protection from energy**].

*Domain spell. *Domains*: [Chaos (cast Chaos spells at +1 caster level)]; [Luck (Allows one reroll per day)].

Possessions: Masterwork Breastplate, Masterwork Heavy Steel Shield, Masterwork Scimitar, Masterwork Light Crossbow, Case of 20 Bolts, Masterwork Healers Hit, Rod of Extend (lesser)

☛ **Naheem/ Jafar/ Milad/ Jaz**; Male Human (Baklunish); Rog 5; CR 5; Medium-Size Humanoid (5'9"); HD 5d6+5; hp 27; Init +2 (Dex); Spd 30 ft.; AC 17 (Masterwork Chain Shirt +4, Masterwork Buckler +1, Dex +2) [touch 12, flat footed 17]; Atks +6 melee (Masterwork Rapier 1d6+1/18-20) +6 ranged (Masterwork Shortbow 1d6), or +4 grapple; SA: Sneak Attack +3d6; SQ: Evasion, Trap Sense +1, Uncanny Dodge; AL NE; SV Fort +2, Ref +6, Will +1, Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +11, Disable Device +6, Escape Artist +9, Hide +9, Jump +10, Listen +7, Move Silent +9, Open Locks +6, Search +8, Spot +7 Tumble +11; Point Blank Shot, Weapon Finesse

Possessions: Masterwork Chain Shirt, Masterwork Buckler, Masterwork Rapier, Masterwork Shortbow, Quiver of 20 Arrows, Masterwork Thieves Tools.

APL 10 (EL 12)

☛ **Ha'Arin**: Male human (Baklunish) Sorcerer 7; CR 7; Medium-Size humanoid; HD 7d4+7; hp 29; Init: +1 (Dex); Spd 30 ft.; AC 12 (Ring of Protection +1) [touch 12, flat-footed 11]; Atks +3 melee (1d6-1 Short spear) or +2 Grapple; AL CN; SV Fort +4, Ref +4, Will +6; Str 8, Dex 12, Con 12, Int 10, Wis 10, Cha 17

Skills and Feats: Concentration +11, Knowledge (Arcana) +10, Spellcraft +10; Combat Casting, Eschew Materials, Extend Spell, Improved Counterspell.

Spells Known (6/7/7/5; base DC = 13 + spell level): 0—[*Acid Splash, Detect Magic, Light, Mage Hand, Open/Close, Read Magic, Resistance*]; 1st—[*Color Spray, Expeditious Retreat, Feather Fall, Magic Missile, Shield*]; 2nd —[*Cat's Grace, Invisibility, Scorching Ray*]; 3rd —[*Fireball, Haste*]

Possessions: Ring of Protection +1, Masterwork Short spear, Spell Component Pouch.

☛ **Bashir**: Male human (Baklunish) Cleric of Olidammara 7; CR 7; Medium-Size humanoid; HD 7d8+7; hp 45; Init: +0; Spd 20 ft (Breastplate), normal 30 ft.; AC 19 (+1 Breastplate +6, +1 Heavy Steel Shield +3) [touch 10, flat-footed 19]; Atks +7 melee (1d6+2/18+20 +1 Scimitar) or +6 ranged (+1 Light Crossbow 1d8+1/19-20), or +4 Grapple; SA: Turn Undead; AL CN; SV Fort +6, Ref +4, Will +8; Str 12, Dex 10, Con 12, Int 11, Wis 16, Cha 13

Skills and Feats: Concentration +11, Heal +17; Knowledge (Religion) +9; Combat Casting, Improved Turning, Lightning Reflexes

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[*Detect Magic, Guidance, Light, Resistance x2, Virtue*]; 1st—[*Bless, Create Water, Devine Favor, Magic Weapon**, *Protection from Chaos, Shield of Faith*]; 2nd—[*Aid, Bulls Strength, Hold Person, Shatter**, *Spiritual Weapon*]; 3rd—[*Blindness/Deafness, Dispel Magic, Prayer, Searing Light**]; 4th—[*Chaos Hammer**, *Divine Power*].

*Domain spell. *Domains*: [Chaos (cast Chaos spells at +1 caster level)]; [Luck (Allows one reroll per day)].

Possessions: +1 Breastplate, +1 Heavy Steel Shield, +1 Scimitar, Masterwork Light Crossbow, Case of 20 Masterwork Bolts, Masterwork Healers Hit, Rod of Extend (lesser).

☛ **Naheem/ Jafar/ Milad/ Jaz**; Male/ female Human (Baklunish); Rog 7; CR 7; Medium-Size Humanoid (5'9"); HD 7d6+7; hp 37; Init +2 (Dex); Spd 30 ft.; AC 17 (MW Chain Shirt +4, MW Buckler +1, Dex +2) [touch 12, flat footed 17]; Atks +8 melee (Rapier 1d6+2/18-20) +10 ranged (Masterwork Composite Shortbow 1d6), or +6 grapple; SA: Sneak Attack +4d6; SQ: Evasion, Trap Sense +2, Uncanny Dodge; AL NE; SV Fort +3, Ref +7, Will +2, Str 12, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +13, Disable Device +7, Escape Artist +11, Hide +11, Jump +12, Listen +9, Move Silent +11, Open Locks +7, Search +10, Spot +9 Tumble

+13; Dodge, Point Blank Shot, Precise Shot, Weapon Finesse

Possessions: Masterwork Chain Shirt, Masterwork Buckler, Masterwork Rapier, +1 Composite Shortbow, Quiver of 20 Masterwork Arrows, Masterwork Thieves Tools.

APL12 (EL 14)

☛ **Ha'Arim:** Male human (Baklunish) Sorcerer 9; CR 9; Medium-Size humanoid; HD 9d4+9; hp 37; Init: +1 (Dex); Spd 30 ft.; AC 13 (Ring of Protection +2) [touch 13, flat-footed 14]; Atks +4 melee (1d6-1 Shortspear) or +3 Grapple; AL CN; SV Fort +6, Ref +6, Will +8; Str 8, Dex 12, Con 12, Int 10, Wis 10, Cha 18

Skills and Feats: Concentration +13, Knowledge (Arcana) +12, Spellcraft +12; Combat Casting, Eschew Materials, Extend Spell, Improved Counterspell, Spell Penetration.

Spells Known (6/7/7/7/5; base DC = 14 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Light*, *Mage Hand*, *Open/Close*, *Ray of Frost*, *Read Magic*, *Resistance*]; 1st—[*Color Spray*, *Expeditious Retreat*, *Feather Fall*, *Magic Missile*, *Shield Resistance*]; 2nd — [Blindness/Deafness, *Cat's Grace*, *Invisibility*, *Scorching Ray*]; 3rd —[*Fireball*, *Greater Magic Weapon*, *Haste*]; 4th —[*Greater Invisibility*, *Ice Storm*]

Possessions: Ring of Protection +2, Masterwork Shortspear, Spell Component Pouch.

☛ **Bashir:** Male human (Baklunish) Cleric of Olidammara 9; CR 9; Medium-Size humanoid; HD 9d8+9; hp 57; Init: +0; Spd 20 ft (Breastplate), normal 30 ft.; AC 21 (+2 Breastplate +7, +2 Heavy Steel Shield +4) [touch 10, flat-footed 21]; Atks +9/+4 melee (1d6+3/18-20 +2 Scimitar) or +8/+3 ranged (+1 Light Crossbow 1d8+1/19-20), or +7/+2 Grapple; SA:Turn Undead; AL CN; SV Fort +7, Ref +5, Will +9; Str 12, Dex 10, Con 12, Int 11, Wis 17, Cha 13

Skills and Feats: Concentration +13, Heal +13, Knowledge (Religion) +11; Combat Casting, Improved Turning, Lightning Reflexes, Spell Penetration

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—[*Detect Magic*, *Guidance*, *Light*, *Resistance* x2, *Virtue*]; 1st—[*Bless*, *Divine Favor* x2, *Magic Weapon*, *Protection from Law**, *Shield of Faith*]; 2nd—[*Aid*, *Bulls Strength*, *Hold Person* x2, *Shatter**, *Spiritual Weapon*]; 3rd—[*Protection from energy**, *Dispel Magic*, *Invisibility Purge*, *Prayer*, *Searing Light*];

4th—[Chaos Hammer*, Divine Power, *Spell Immunity* (*Magic Missile*, *Rainbow Pattern*)]; 5th—[*Dispel Law**, *Flame Strike*]

*Domain spell. *Domains:* [Chaos (cast Chaos spells at +1 caster level)]; [Luck (Allows one reroll per day)].

Possessions: +1 Breastplate, +1 Heavy Steel Shield, +1 Scimitar, Masterwork Light Crossbow, Case of 20 Masterwork Bolts, Rod of Extend (lesser), Masterwork Healers Hit.

☛ **Naheem/ Jafar/ Milad/ Jaz;** Male Human (Baklunish); Rog 9; CR 9; Medium-Size Humanoid (5'9"); HD 9d6+9; hp 47; Init +2 (Dex); Spd 30 ft.; AC 17 (MW Chain Shirt +4, Buckler +1, Dex +2) [touch 12, flat footed 17]; Atks +8/+3 melee (MW Rapier 1d6+1/18-20) +9/+4 ranged (+1 Composite Shortbow 1d6+2), or +7 grapple; SA: Sneak Attack +5d6; SQ: Evasion, Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge; AL NE; SV Fort +4, Ref +8, Will +3, Str 12, Dex 15, Con 12, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +15, Disable Device +8, Escape Artist +13, Hide +13, Jump +14, Listen +11, Move Silent +13, Open Locks +8, Search +12, Spot +11, Tumble +15; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse, Dodge.

Possessions: Masterwork Chain Shirt, Masterwork Buckler, Masterwork Rapier, +1 Composite Shortbow, Quiver of 20 Masterwork Arrows, Masterwork Thieves Tools.

Encounter 6: Nasheem's Hideout

APL 8 (EL 10)

☛ **Advanced Mummy:** CR 7; Medium-Size Undead; HD 16d12+3; hp 92; Init 0 Spd 20 ft.; AC 20 [+10 Natural] (touch 10, flat-footed 20); Atk +15/+10 melee (slam 1d6+10/19-20 plus Mummy Rot) or +15/+10 Grapple; SA Despair, Mummy Rot; SQ Damage Reduction 5/-, Darkvision 60 ft., Undead Traits, Vulnerability to Fire; AL LE; SV Fort +7, Ref +5, Will +14; Str 25, Dex 10, Con —, Int 6, Wis 14, Cha 16.

Skills and Feats: Hide +11, Listen +12, Move Silently +11, Spot +12; Alertness, Great Fortitude, Improved Critical (Slam), Power Attack, Toughness.

Despair (Su): As Mummy in Monster Manual, p.190

Mummy Rot (Su): As Mummy in Monster Manual, p.190

APL 10 (EL 12)

✦**Advanced Mummy:** CR 7; Medium-Size Undead; HD 16d12+3; hp 92; Init 0 Spd 20 ft.; AC 20 [+10 Natural] (touch 10, flat-footed 20); Atk +15/+10 melee (slam 1d6+10/19-20 plus Mummy Rot) or +15/+10 Grapple; SA Despair, Mummy Rot; SQ Damage Reduction 5/-, Darkvision 60 ft., Undead Traits, Vulnerability to Fire; AL LE; SV Fort +7, Ref +5, Will +14; Str 25, Dex 10, Con —, Int 6, Wis 14, Cha 16.

Skills and Feats: Hide +11, Listen +12, Move Silently +11, Spot +12; Alertness, Great Fortitude, Improved Critical (Slam), Power Attack, Toughness.

Despair (Su): As Mummy in Monster Manual, p.190

Mummy Rot (Su): As Mummy in Monster Manual, p.190

APL 12 (EL 14)

✦**Advanced Mummy:** CR 7; Medium-Size Undead; HD 16d12+3; hp 92; Init 0 Spd 20 ft.; AC 20 [+10 Natural] (touch 10, flat-footed 20); Atk +15/+10 melee (slam 1d6+10/19-20 plus Mummy Rot) or +15/+10 Grapple; SA Despair, Mummy Rot; SQ Damage Reduction 5/-, Darkvision 60 ft., Undead Traits, Vulnerability to Fire; AL LE; SV Fort +7, Ref +5, Will +14; Str 25, Dex 10, Con —, Int 6, Wis 14, Cha 16.

Skills and Feats: Hide +11, Listen +12, Move Silently +11, Spot +12; Alertness, Great Fortitude, Improved Critical (Slam), Power Attack, Toughness.

Despair (Su): As Mummy in Monster Manual, p.190

Mummy Rot (Su): As Mummy in Monster Manual, p.190

✦**Mummy, Lord :** CR 13; Medium-Size Undead; HD 8d12 plus 8d8 (cleric of Nerull); hp 87; Init +5 Spd 15 (+2 half plate) or 20ft; AC 30 [+1 Dex,+10 Natural, +9 +2 half plate] (touch 11, flat-footed 29); Bab/Grp: +10/+18; Atk +19 melee (slam 1d6+12/19-20 plus Mummy Rot) or +18 Grapple; SA Despair, Mummy Rot, Rebuke Undead, Spells; SQ Damage Reduction 5/-, Darkvision 60 ft., Undead Traits, Resistance to Fire 10 (ring), Vulnerability to Fire; AL LE; SV Fort +12, Ref +7, Will +13; Str 26, Dex 12, Con —, Int 8, Wis 20, Cha 17.

Skills and Feats: Concentration +8, Knowledge Religion +4, Listen +17, Move Silently +5, Spot +17; Ability Focus (Mummy Rot), Alertness, Combat Casting, Improved Critical (Slam), Improved Initiative.

Spells Prepared (6/4+1/3+1/3+1/2+1; base DC = 15 + spell level): 0—[*Detect Magic* (2), *Guidance*, *Read Magic*, *Resistance*, *Virtue*]; 1st—[*Divine Favor*, *Doom*, *Protection from good**, *Sanctuary*, *Shield of Faith*]; 2nd—[*Bull's Strength*, *Invisibility**, *Silence*, *Spiritual Weapon*]; 3rd—[*Bestow Curse*, *Dispel Magic* (2), *Magic circle of Protection vs Good**]; 4th—[*Poison*, *Spell immunity* (fireball, flaming sphere), *Unholy Blight**].

*Domain spell. *Domains:* [Evil (cast evil spells at +1 caster level (9th))]; Trickery (Bluff, Disguise and Hide are class skills).

*Equipment: +2 *half-plate*, *cloak of resistance* +2, *Ring of minor energy resistance* (fire), *Brooch of Shielding*.

Despair (Su): The Will save DC for seeing a Mummy Lord is 17. (see Monster Manual I, p. 191.

Mummy Rot (Su): The Fortitude save DC from a mummy lord is 17.

Appendix Two: Textes Français

Introduction

Vous être parmi les rares qui ont le privilège de pouvoir obtenir une chambre au domaine Persaud. Situé dans les faubourgs de Blashikdur, avec une vue superbe sur la rivière Elanni, l'auberge est réservée aux diplomates, aux gens fortunées et à la noblesse de passage.

En tant qu'aventuriers, vous ne faites pas partie des rares élus. Votre aventure précédente, amener Fhirad ibn Ammar, un diplomate envoyé par le Pasha pour discuter un quelconque traité commercial avec des diplomates de Ket, de Veluna et du Consortium Mouqollad. Votre mission est terminée et vous êtes libre d'aller et venir comme bon vous semble.

Votre séjour dans ce domaine luxueux est un bonus d'Ibn Ammar pour avoir pris bien soin de sa personne.

Après avoir fait la grasse matinée et que le Soleil est bien haut dans le ciel lorsque vous vous tirez hors de vos lits. Prennant le temps de vous habiller et de mettre vos armures, la lumière de cette fin de matinée illumine la ville à l'extérieur. La ville elle, grouillait déjà d'activité lorsque vous vous êtes réveillé. Jetant un oeil à l'extérieur, vous pouvez voir une patrouille de la garde de Blashikdur qui s'affaire dans la rue. L'opulence du lieu justifie la présence de troupes.

Alors que vous regardez sans nonchalamement les habits des soldats qui défilent, un officier évidemment plus gradé s'approche rapidement. Trois officiers de patrouille s'approchent de lui en le saluant.

"Kimsef! Achmed! Écoutez-moi! Une foule s'accumule devant le Palais de Justice, réclamant justice pour Waffa. Kimsef, rends-toi sur place aider Affalah."

"Achmed, amène tes hommes au marché et va voir ce que ces prêtres y font. Ce que j'ai entendu ne me dises rien qui vaille."

"Yassir, garde tes hommes ici et garde l'oeil ouvert." Avec cela, les officiers amènent leur hommes et disparaissent dans les rues de Blashikdur.

"Si ce n'était de vos taxes ridicules, je n'aurais aucune raison de me mettre en colère, espèce d'imbécile!"

Encounter 1A

"Tu es un idiot et un retardé, tu es mieux que tout ce que j'ai vu de Velunnas à date" dit le Ketite.

"Restons poli, nous sommes ici pour discuter, pas s'insulter." Répond Ibn Ammar.

"L'insult c'est de le regarder!" envoi le Velunnais.

"NON, l'insult c'est de rester dans la même pièce que ce vagabond sans culture à peine capable de savoir qu'il existe!" retorque le Ketite.

"Surveille ta langue, bandit sans talent, ou je te ferai une nouvelle ouverture faciale pour accompagner ce trou béant que tu appelles bouche!"

Un bref silence suit la déclaration du Velunnais. Vous entendez ensuite le son métallique d'armures, puis une chaise qui tombe sur le dos. Le Ketite se lève le premier et tous les autres l'imitent.

Le représentant du Consortium Mouqollad dit quelquechose sur la compétence des Velunnais qui ont laissé leur ambassade à Sefmur se faire cambrioler. Même si le commentaire fut dit tout bas, tous l'ont entendu, particulièrement l'envoyé de Veluna.

"VOUS! Vous savez quelquechose sur cette affaire?! Dites-moi ce que vous savez!" clame le diplomate Velunais pointant le marchand du doigt.

Les poings serrés, les deux groupes se préparent pour un combat imminent.

Encounter 1B

Une foule s'est massée devant le Palais de Justice dans le but de voir le coupable. Une ligne de soldats de la garde Tusman garde la foule à distance.

Une charette tirée par un cheval et escortée par des membres de la garde Tusmane apparaît de l'autre côté de la place. "LE VOILA! PAR AZOR'ALQ VENGEONS CELUI QUI NOUS A PRIS NOTRE PRETRESSE! POUR WAFFA!!!" crie une femme dans la foule. La foule se satisfait initialement de lancer des fruits pourris et du crotin à l'homme

enchaîné, mais rapidement les pierres deviennent les projectiles de choix. Une pierre frappe le cheval sur le nez et celui-ci s'écroule en poussant un grand cri.

Les gardes se mettent rapidement en formation, leurs immenses boucliers gardant la foule à distance alors qu'un autre garde tire le prisonnier pour l'amener vers le Palais de Justice.

Une femme arrange la foule, réclamant que justice soit faite sur-le-champs. La foule tire alors des gourdins et d'autres armes improvisées. "POUR AZOR'ALQ! POUR WAFFA!"

Encounter 1C

Nombre de gens sont réunis devant la Maison Joraffa. Devant les portes ouvertes se dressent des hommes, cimetière au clair et menaçant la foule à la pointe de l'épée. Sur leur tunique et armures, l'image d'un homme debout sur un pic rocheux est clairement apparent.

A l'intérieur, la scène est très différente. Un homme en colère, vêtu comme ses collègues dehors fouille la pièce retournant tables et ouvrant tiroirs. L'homme en colère est en train de démolir l'endroit, cherchant activement quelque chose qu'il ne trouve pas. "Je sais que vous l'avez." Vous l'entendez répéter aux deux silhouettes recroquevillées sur elle-même tentent de rester hors du chemin du chercheur. Un homme se tient près d'eux, les menaçant de son cimetière.

Encounter 2

Trois mullah prennent place devant vous sur un dais coussiné. Portant leur lourdes robes rouges et blanches qu'ils arrangent sur de luxueux coussins brodés sur lequel apparaissent les Quatre Pieds du Dragon: l'Honneur, la Famille, la Générosité et l'Hospitalité. Derrière eux sur le plancher se trouve nombre de scribes avec des piles de papiers et de pots d'encre.

On vous escorte sur un tapis magnifiquement brodé dont le pourtour montre des piliers et des arches en pointes. Les mullah vous regardent d'un air sévère.

"Ils me veulent attendri avant de me rouler dans ce tapis." Jetant un oeil sur le garde qui se désaltère, il ajoute. "Je ne suis pas coupable de ce crime. Tusmit en entier est en danger si on ne me permet pas de terminer ma mission. Libérez-moi."

Avant que vous puissiez répondre, un garde s'approche, s'étant rendu compte que vous parliez.

"Silence! Tu pensais pouvoir cacher ta sale peau sous cette grosse cape noire? La justice n'est pas si facile à échapper!" dit le garde alors qu'il ramasse le fouet pour vous donner votre châtiment.

Encounter 3: Investigation: The Temple of Azor'Alq

Traversant la ville vous parvenez au temple d'Azor'Alq. Modeste, il est cependant grouillant d'activité.