

Spy games

A One-Round D&D Living Greyhawk® Tusmit Regional Adventure

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Tusmit is at war with itself, even if two Tusman armies have not faced off on the field. Yet. Both sides eye each other trying to determine who will strike the first blow, trying to make sure they have the advantage in any conflict. Sort out your loyalties. How far are you willing to go to give your side the upper hand? This adventure is best enjoyed with a party with the same loyalty: rebel or loyalist, but can be enjoyed by all. This adventure, set in Dihl and Suvii, is composed of different adventures: "*On His Exalted Splendor's secret service*" and "*From Suvii with love*". A Tusmit regional adventure designed for APLs 2-8 set in Dihl and Suvii.

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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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

| Mundane Animals Effect on APL | | # of Animals | | | |
|-------------------------------------|-----------|--------------|---|----|----|
| | | 1 | 2 | 3 | 4 |
| CR of Animal | 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 |

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Tusmit. Characters from Tusmit pay one (1) Time Unit per round, while all other characters pay two (2) 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may

restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In the winter of 594CY a number of factions declared themselves in open rebellion to the government of the Pasha Muammar Quaran. The reasons for this uprising were numerous: the army of Elisam rebelled because they did not receive their dues, the elves of the Udgru due to the extensive logging caused by the war effort in the south, many local bandits seized the opportunity to carve small kingdom.

Over the course of 595CY, more would join this rag-tag group. Some were ideological opponents to the regime, others were attracted by the promise of gold or advancement, and some simply joined for the chaos they could cause chaos upon the normally ordered Tusman society.

In the summer of 595CY, the rebel cause gained a leader, someone with the charisma and political savvy to rally people to his white banner. This leader is Jadhim-Orem, former Pasha of Tusmit who was exiled when Muammar Quaran took power in 579CY.

Elohir and his elves, the sheikdom of Dihn and Elisam flew to the returned Pasha's white banner. Many soldiers also joined the ranks of the rebel army.

Neither of the leaders wants to be the one to strike the first military blow against the other and be the one blamed for the country-wide bloody battle that is certain to follow. War is not the Tusman way. But underhand strikes, diplomacy and underhand tricks are all perfectly acceptable.

A stalemate has fallen over the borders as both sides observe each other, preparing for the fights that are certain to come.

On one side: Muammar Quaran is an experienced military officer. Therefore military action would certainly go in his favor. However, the reliability of his army is uncertain. Therefore he dares not strike first.

On the other side: Jadhim-Orem is an experienced politician. He has many contacts and is better at playing the political field. While his army is quite loyal to him, the number of troops at his disposal is small and his forces scattered across Tusmit. While the situation persists, striking out would certainly lead to disaster.

This adventure has the heroes perform a series of tricks on the enemy to give their side an advantage.

WHAT'S A THIEF TO DO?

Many organizations in Tusmit have not declared themselves for either of the two men, and instead work both sides of the fence. This is very risky business, but for the Tear of the Marid, risk and danger are constant companions.

The Sefmur-based organization has contacts, spies and friends throughout Tusmit. The Tears are one of the most powerful organizations in Tusmit whose control extends from Dihn to Farhini.

One of the Tears' goals is to maintain the integrity of Tusmit. To that end, they want to prevent a civil war as best they can. The Tears are using the current conflict to obtain favors from adventurers and extend their web of control and influence.

Both sides of the conflict try to turn the Tears to join their side. The leaders of the Tears have therefore agreed to help both sides of the conflict, thus endearing themselves to everyone. Both paths in this adventure feature the Tears actively assisting both sides of the conflict.

WARNING! CONFLICTING LOYALTIES

Before you begin play, you must determine the loyalties of the party. Some heroes may have clearly declared their allegiances and may never join either the rebels or the loyalists (or may not join either side).

If possible, try to form a party with a common loyalty as it involves them more into the story. Having cross-loyalty parties make little sense, try to impart this on the players before starting the game.

For the purpose of determining loyalties, suppose that everyone who has campaign documentation (this could be a cert or a reward) branding them as rebels, loyalists or unaligned is public knowledge. The branding may not please some heroes, but their choices have resulted in this. Without documentation every hero is considered not to be aligned with a given faction (personal choice does NOT matter on this).

One thing to keep in mind is that the heroes (or just SOME) of the heroes can elect willing to have the party fail their mission. THAT IS ACCEPTABLE for this scenario. Do not punish a hero who was "enlisted" by the other side who elects to make the mission fail.

TUSMIT LOYALISTS

Throughout the adventure, the following groups or people should be considered loyal to Muammar Quaran.

- Loyalist soldiers

TUSMIT REBELS

Throughout the adventure, the following groups or people should be considered rebels supporters.

- Rebel troops

INDIFFERENT

Throughout the adventure, the following people should be considered neutral.

- Everyone else

BEFORE BEGINNING

Before starting to play the adventure, you must select which of the three paths they are to take. Remember that campaign documentation supersedes personal preferences. Both the rebel and loyalist leaders do not suffer clowns, so if one of the heroes openly speaks against the path taken in front of any important NPC, that hero WILL be put in jail for the duration of this adventure. DO NOT SUFFER FOOLS.

If the party is too divided, think of running the mixed party adventure.

Make sure the heroes understand the tense climate that exists on the Dihn-Suvii border. This climate should be somewhat reminiscent of the heydays of the Cold War where both sides would keep spying on each other, neither side willing to start the hostilities.

PATH ONE: ON HIS EXALTED SPLENDOR'S SECRET SERVICE

BACKGROUND ADDENDUM

PATH ONE: ON HIS EXALTED SPLENDOR'S SECRET SERVICE (REBELS)

The rebel leaders want to force the Sheik of Suvii, Hamamar Qu'aldid al-Mullah min-Suvii to declare himself openly for the rebels. To that end, they plan to kidnap the Sheik's daughter. The Sheik's daughter called Salima is an ardent supporter of Jadhim, which the heroes don't know ahead of time.

The heroes meet with the Sheik of Dihn, Omar Saladish who explains the situation. The heroes are to enter the winter pavilion in Hash'Esar and bring back Salima. They are NOT to harm her in anyway, or that will be considered attempted regicide, punishable by death.

Omar Saladish explains that should the heroes fail, he has a number of military units ready to attack Suvii, but that he would prefer convince the sheik through diplomacy rather than force. Jadhim-Orem has already approved the plan.

Informants in the Sheik of Suvii's entourage have given him a series of uniforms of servants that should allow for an easy entry into the pavilion. Once inside the pavilion, the heroes must find the girl and take off with her.

If they can, they are to try and gather information on the forces of the Pasha present in Suvii. Finding out what people around the sheikdom are saying.

THOKK THE RED AL-NAQEEB

Thokk the red al-Naqeeb is a hulking half-orc with an unblinking faith in the High Cleric and a strong disdain for the "weak" folk of Suvii who aren't able to police themselves. Thokk is highly prejudiced against Bisselites and people from Suvii. He respects Ketites and still has his old Ketite uniform.

Thokk is an experienced warrior and a veteran guard member who has fought in many campaigns, going back to the Greyhawk wars, where he was a volunteer in the Ketite army and he served in the Bissel occupation force, he is a Holy Crusader of Tusmit where he fought against the Undead in the Sorrow wood, fought the Worldburners when bin-Khadij and Prince Muazzar Quaran sent a relief expedition to break the siege. After joining the Crusaders for a while, he returned to active duty in Keruz, only to be promoted to Naqeeb and given command of a small garrison of Keruzian troops to occupy Suvii.

ADVENTURE SUMMARY

Introduction The heroes are summoned by the Shiek of Dihn in Dwur'Ayhand. The party is told they must reach Hash'Esar and take the daughter of the Sheik and bring her back unharmed to Dihn.

Encounter One: The party searches for information.

Encounter Two: The heroes meet some locals who help them against the loyalist soldiers. They may be attacked by a group of loyalist soldiers OR face the dangers of a difficult underground river.

Encounter Three: The heroes are attacked by some creatures of the Tusman wilderness.

Encounter Four: The heroes arrive in Hash'Esar where they can learn of the situation in town and meet some locals. They also learn a secret way into the winter pavillion.

Encounter Five: The heroes explore one story of the winter pavilion.

Encounter Six: To get the Sheik's daughter to leave, they must fight some Sefmurian soldiers.

Encounter Seven: The heroes enter the daughter's apartments, where they get a chance to speak to the Sheik and his daughter for a while.

Conclusion: The heroes return to Dihn and meet with Jadhim-Orem and the Sheik once again. They learn of the great fire that ravaged the grain stores of Dihn. Jadhim-Orem and the daughter of the Sheik of Suvii get married. Suvii openly rebels.

INTRODUCTION

BEFORE WE BEGIN

Ask each hero who wears their white armband and who doesn't.

NOW WE BEGIN

Note that the Sheik of Dihn and most rebels refer to Jadhim-Orem as His Exalted Splendor and they refer to Muammar Quaran as The Usurper.

Dwur'Ayhand, capital of Dihn, capital of the White Tusman army and current capital of returned Pasha Jadhim-Orem.

Around the city, tents are pitched everywhere, hastily-built stables house the many horses of the army, and smiths are making weapons, armor, barding and horseshoes. Banners of Dihn and the flag of Tusmit on a field of white are visible everywhere. The army camped here is composed mostly of dwarves, elves and

humans. Nobles have brought their household troops and form the core of the rebel army. The nobles' banners fly in the wind forming a colored mosaic. As a sharp contrast to the military encampment outside, the city seems unaffected by the turmoil. Inside the stone walls, dwarf soldiers wearing heavy metal armor patrol the streets, lead by the mullahs of the True Faith or priests of Moradin.

You have been waiting all day in a side chamber of the palace. When a dwarf maiden enters and calls your name, she leads through a series of well-guarded room. Finally you enter a small room where the Sheik of Dihn, the dwarf named Omar Saladish sits alone looking at a map of southern Dihn. The white armband is clearly visible on his rich purple velvet outfit. A stern-looking Baklunish mullah with a bald head stands next to the dwarf. The mullah keeps looking at the map and does not look at you.

"Ah... Friends it warms my heart to see you. I have asked you because I need people who can keep a secret and accomplish a mission of great importance for our just cause."

Allow the heroes to introduce themselves to each other. The Sheik asks each hero who does not wear the white armband why they do not wear their allegiance proudly. The cause of Jadhim-Orem is just and fair.

"His Exalted Splendor's informants have received word that we have a lot of support in the Sheik of Suvii's palace. The Usurper has sent one of his faris to lead his army in Suvii to occupy. He even went so far as to ask Hamamar to follow his general's order as if he was speaking himself. While Hamamar is extremely angry with the situation, he dares not openly side with us against the Usurper."

"Now this is where His Exalted Splendor shines. He has managed to negotiate with the Sheik of Suvii a deal where Hamamar would be forced to side with us. And this is where you come in. Are you willing to help our cause and to prevent a war in beautiful Dihn and Suvii?"

The Sheik allows each of the heroes to answer him. He then ask every hero to swear upon the holy symbol of the Restorer of Righteousness that they will maintain the utmost secrecy about what they are about to do. If one doesn't agree, he imprisons that hero for the duration of the adventure.

The Sheik may ask them if they volunteer, but they have been volunteered already, refusing is not an option.

THE PLAN

In simple details, the heroes are to:

- The heroes are to head to Hash'Esar, using only horses as extensive use of magic would most likely attract the attention of the Usurper's mages.
- They are to infiltrate the Sheik's winter pavilion. A local contact named Lapa the heroes must meet at the Headless Genie in Hash'Esar will provide them a way in.
- Then proceed to the rooms of the Sheik's daughter.
- Take her back to Dwur'Ayhand using any means at their disposal (magic is acceptable)
- Any injury caused upon the princess will be considered an attempt on her life and punishable by death.
- The heroes are allowed to use non-damaging magic to ensure the Sheik's daughter's cooperation.

If some heroes object to the plan, or express moral objections, the Sheik replies to them.

"Some of you may have reservations about this but let me explain to you that this mission serves the greater good by preventing military action. Should you not be successful in your mission, we will have to launch a full-scale invasion of Suvii and many will die. The freedom of one or the lives of hundreds that is the decision you must weigh. Should some of you refuse, you are invited to stay as my guest until such time as others succeed in securing the peaceful surrender of Suvii."

If the heroes have questions

Who are your informants? For your safety and theirs, their names are to be kept secret.

Does His Exalted Splendor approve of this plan? Yes, he was the one who proposed it.

What if we get caught? Don't get caught. We may not be able to help you if you do.

Is there any way we can prevent the war? Yes, by bringing the Usurper in chains to His Exalted Splendor.

Why do you recommend we do not use magic to get there? Many in Tusmit are still loyal to the Usurper. Use of magic is almost certain to be detected, especially in and around the palace and the adjoining pavilions.

Why can we use magic to escape? Because once you have secured the Sheik's daughter, we care not that they know she is safely with us.

Why not send soldiers? Groups of adventurers and mercenaries can be found everywhere. Adventurers are more likely to pass undetected than a troop of soldiers.

Where is his Exalted Splendor? I don't know, somewhere in the Palace.

What do we get in return? His Exalted Splendor has not said, but he is anything but an ingrate and he pays his friends well.

When should we leave? As soon as possible, time is running short, buy what you need and head out as soon as possible.

Who is that Mullah? A friend of mine, his name is unimportant.

Before leaving, the Sheik reminds the heroes that their lives rely on secrecy. The Usurper does have a number of spies and that they should be very careful. Note that the Sheik is forthcoming with the information.

ENCOUNTER ONE: DWUR'AYHAND

WORD ON THE STREET

When the heroes want to go around asking questions, use the following table for their Gather Information checks. As usual, the heroes receive a +1 circumstance bonus for each fountain (gp) they give away up to a maximum of +6. Heroes from Dihn automatically know the information listed under DC15.

DC5 You are in Dwur'ayhand in Dihn.

DC10 The Pasha of Tusmit, Jadhim-Orem has set up his temporary capital here.

DC13 The Usurper has gathered an army of mercenaries from Perrenland and Paynims. He won't pay Tusmans, but he spends his gold on foreigners.

DC15 Suvii is occupied by forces loyal to the Usurper, but the populace resents the occupation by troops from other

DC16 Arjed al-Faris al-Fareeq leads the army of the Usurper in Suvii. He led a unit of Faris during the battle of the Sorrow wood against the undead. He is a highly-decorated Holy Crusader of Tusmit.

DC17 Muammar Enquea al-faris al-qadi sacrificed himself to the Red Dragon Kerridzar so it wouldn't destroy Hesuv. That is one great hero.

DC18 Everyday, more people desert the Usurper's army and join the white banner.

DC20 The Sheik of Suvii is angered because the Usurper sent one of his men to take control of the Sheikdom.

DC21 Sheik Omar is angry that the Khund ambassador has refused to side with him.

DC22 Sefmur, Jaydah, Keruz, Eysami, Nahim and Khalid have declared their allegiance to the Usurper. This gives him a

DC23 Khalid, Nahim, Farhini and Malimar are thrown in near ever-present rebellion with neither side taking the advantage. These sheikdoms have not clearly

DC25 Suvii has many problems with supporters of His Exalted Splendor

DC30 The Udgru elves are busy with some evil forces in the Udgru. These forces are allied to the Usurper.

DC40 Salima Qu'aldid, daughter of the Sheik of Suvii, heiress to the Sheikdom of Dihn has openly declared herself for His Exalted Splendor.

MEETING THE ARMY

There are many soldiers here, mostly former members of the militia, the Tusman guard of Dihn and member of the non-human units like the Arvdal (who mostly come from Suvii), the Dekros who are mostly from Dihn and who feel greatly motivated by the return of Jadhim-Orem. Most of those present expect to become rich of at least advance their lot in society by supporting Jadhim.

ENCOUNTER TWO

You cross into Suvii without problem. Unlike the rolling hills of Dihn, northern Suvii is a bleak and desolate landscape. Though blades of grass are growing in patches here and there, the area is still feeling the effects of the Wave of Fire that ravaged it just over 2 years ago.

For the whole afternoon, you have been playing a game of cat-and-mouse with a small group of griffon-riding faris. It seems every time you thought you lost them, they re-appear flying in the sky. So far, they seem only interested in following you, but you know they are gathering their strength for an attack.

Shortly before nightfall, you spot a small village in the distance a painted sign next to the road reads "Razul".

As you cross the first houses, a half-orc woman calls to you from a nearby house. "Hei you, come in here quick! I have a way you can escape your pursuers. Quick come inside!"

Allow the heroes a chance to respond. The woman, Akrija al-XanYae invites the heroes inside her house. If they take too long, she closes the door and the heroes are on their own. In that case proceed to "The Village of Razul".

ENTERING THE HOUSE

The inside the house looks like a martial arts training facility. Lotus flowers are growing in many flower beds. Anyone making a Knowledge (religion) check [DC20], heroes from Baklunish countries receive a +5 circumstance bonus to their check and worshippers or Xan Yae or Zuoken automatically know this information. Akrija pulls open a heavy trap door and goes down the 40-foot ladder leading down to a small cavern. Akrija then turns to face the heroes and stands ready to answer

questions. A river with a strong current opens on the north side of the room and exits on the south side.

The room is decorated with drawings of various people practicing martial arts. Knowledge (history or religion) checks [DC15] identifies the people as well-known devoted of Xan Yae throughout Tusman history.

A number of gems have been embedded in the walls. Heroes making Knowledge (arcane) checks [DC15] can identify the crystal as gems used by some devoted of the Lady to enhance their mental prowess. *Detect scrying* cast in this room shows that somehow every crystal seems to be

Rules note: The holy site of Xan Yae is a mystical and strange site. Some of the powers affecting it are beyond the usual magic of the Living Greyhawk campaign. Any divination cast on the areas shows it is somehow magical, but not in the usual sense. Its magic cannot be *dispelled*.

AKRIJA AL-XANYAE

Akrija is an average-looking woman, despite her half-orc heritage. She speaks in a calm tone, but with a deep, throaty voice common to her species. She carries no weapons.

Anyone casting a *detect magic* spell on her sees that her right hand radiates faint divination magic. Heroes who are members of the Xan Yae's ghost automatically see the lotus flower on top of her fist.

Unlike many people, Akrija does not volunteer information. Play her as a something like the old Kung Fu master from the master Hong Kong movies. Her speech is quick, with sharp punctuation. She also speaks in a strange almost cryptic manner.

Who are you? My name is Akrija al-XanYae.

Why are you helping us? I wish for you to succeed at your mission.

How do you know of our mission? Nothing is secret in Tusmit and if you wish to know something, you should have your ear pressed to the right door.

Who do you work for? I work for the Perfect Lady. You should know.

What is this place? It's a holy site for those devoted to the Lady.

Where do we go from here? Take this river until it empties into the lake. There you will be safe.

Is the river dangerous? The Lady will test you as you travel down.

What do you want in return? The Lady demands perfection, accomplish your task, and we will consider ourselves repaid. Fail and failure will be with you.

Akrija al-XanYae: clr3/mnk3, N.

Akrija has no valuables on her. Anyone who attacks her will be arrested later and condemned according to the law of Northern Tusmit.

Development: The heroes have the choice of following the risky path indicated by Akrija (proceed to "the underground river") or they can elect to return outside.

THE UNDERGROUND RIVER

The river has a strong current, but there is air all the way the heroes have to travel. There is little risk of drowning while one goes down the river.

However, swimming down the river is risky and dangerous. To represent this, the swim down the river is represented as a series of "traps" the heroes can escape by doing a series of check. Unlike usual traps, these cannot be disarmed.

However, use of magic spells like *control water* can significantly reduce the dangers.

The dangers are written in the order the heroes encounter them as they go down the river. First the sharp rock(s) then the sharp turning and finally, the river opens up on a cliff face throwing the heroes out like cannonballs into a lake below. The lake is about 50ft wide and no more than 30ft deep. Any hero who gets thrown into the lake is automatically washed up on the shore of the lake, face up. In short, they cannot drown here. Similarly, any equipment thrown in the river ends up on the banks of the lake.

Heroes wishing to cast spells between traps must succeed at a Concentration check DC 13+APL. Between traps, there is a stretch of "safe" river where the heroes can cast a single spell requiring a casting time no longer than 1 standard action. Taking and using any item requires a Swim check DC 13+APL.

In the case of the sharp rocks and turn, making the check allows a hero to avoid the obstacle completely.

For the cannonball exit, successfully making one of the checks indicated removes 10ft of fall per check made. If the hero succeeds at the Reflex save, that hero manages to attach himself to the rock face and then has to climb down.

APL2 (EL5)

Sharp rock: CR 1; mechanical; touch trigger; automatic reset; Atk +10 melee (2d4/x4, scythe); Swim DC15 or Tumble DC20.

Turns in the river: CR 1; mechanical; touch trigger; automatic reset; Atk +10 melee (2d6, rock); Swim DC20 or Tumble DC15

Cannonball exit: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); Jump DC15 or Tumble DC15 or Swim DC15.

APL4 (EL7)

Sharp rock: CR 3; mechanical; location trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Swim DC17 or Tumble DC 22

Turns in the river: CR 3; mechanical; location trigger; automatic reset; Atk +10 melee (4d6, stone blocks); Swim DC22 or Tumble DC17.

Cannonball exit: CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); Jump DC17 or Tumble DC17 or Swim DC17.

APL6 (EL9)

Sharp rock (2): CR 3; mechanical; location trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Swim DC17 or Tumble DC 22

Turns in the River : CR 5; mechanical; location trigger; automatic reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares);

Cannonball exit: CR 7; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); Jump DC19 or Tumble DC19 or Swim DC19.

APL8 (EL11)

Sharp rock (4): CR 3; mechanical; location trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Swim DC17 or Tumble DC 22

Turns in the River (2): CR 5; mechanical; location trigger; automatic reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares);

Cannonball exit: CR 9; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Jump DC21 or Tumble DC21 or Swim DC21.

Development: Once the heroes are out of the lake, they should rest where they are before heading to Hash'Esar. They have managed to evade the pursuit of the Griffon-riding faris.

THE VILLAGE OF RAZUL

No other peasant opens their doors for the heroes. The heroes must either go to the Inn, the barracks or the temple.

The small village has the usual conveniences: an inn that doubles as the general store, a military barracks upon which fly the red banner of Tusmit and the flag of Keruz and finally, the temple of the True Faith of Al'Akbar.

The Inn: The inn is informally known as "Ali's". Ali is an aging Baklunish/Oeridian man who belongs to the Mouqollad Consortium. His store contains any item found in the PHB and any magical item the heroes have access to from the DMG, as long as it costs less than 100 fountains (gp).

Ali is being paid by the local commander of the Keruz forces to report anyone he finds suspicious or who may

be rebel spies. He is also quite good at locating spies or enemy agents.

During the meal, Ali sits with the heroes (who are the only one in the inn) and has a meal with them. He exchanges pleasantries and complains that with the presence of the Keruzian forces in town his business is slow because most locals don't want to come because the soldiers often drink here.

Unless the entire party has high Bluff skills, it is assumed that one of the heroes lets out something that leads Ali to believe they are rebel agents. Heroes wearing the white armbands are also immediately assumed to be rebels.

Ali says that soldiers and officers are occupying all of the private rooms but they should have the common room all to themselves.

Proceed to "The loyalist forces attack".

The Barracks: The barracks are of typical Tusman build: a fortified enclave surrounded by a low wall containing a stable and the main barrack. This particular outpost is manned by troops from the Sheikdom of Keruz. The men are highly loyal to their commander, Thokk the red al-Naqeeb.

Anyone learning of Thokk is allowed to make a Bardic Knowledge or Knowledge (local/vtf or history) [DC15] to know the information contained in the Background addendum at the start of the adventure.

Thokk is no fool; he knows that direct confrontation with adventurers is risky at best. Therefore he takes no action against them while they are in town. The griffon-riding faris have already warned him about the coming of the heroes. Thokk is polite to them (except to Bisselites and Suvii-folk).

If asked about the possibility of adventure or bounty, he says there are a few wolves who threaten the outlying farms and there is a bounty of one fountain (1gp) per wolf pelt brought back. What Thokk says is true.

Proceed to "The loyalist forces attack".

The Temple: The temple is currently locked. The Mullah has been called away on other business. A sign on the door reads "Back in two weeks" without any additional information. There is nothing for the heroes to do here, other than break the law.

THE LOYALIST FORCES ATTACK

When the heroes are recognized as rebel agents, whether because they spoke to Thokk or because they spent time with Ali Thokk prepares an assault during the night. Thokk decides to send in his most experienced warrior to try and take down the heroes. Thokk's goal is to prevent spellcasters from regaining their spells before the fight.

APL 2 (EL 5)

Tusman Soldier: Male human Ex-Mnk2/ Ftr3; hp51, see appendix 1.

APL 4 (EL7)

Tusman Soldier: Male human Ex-Mnk2/Ftr4/War1/Rgr1; hp79, see appendix 1.

APL 6 (EL9)

Tusman Soldier: Male human Ex-Mnk2/Ftr6/War1/Rgr1; hp109, see appendix 1.

APL 8 (EL 11)

Tusman Soldier: Male human Ex-Mnk2/Ftr8/War1/Rgr1; hp131, see appendix 1.

Tactics: On the surprise round the soldier enters the inn from the back and tries to stun the person on watch. He uses non-lethal damage only, until one of the heroes inflict lethal damage upon him. At that point, he uses whichever does most damage (if he has a *merciful* guisarme, he continues to use the *merciful* ability).

The soldier mixes his ability with the reach weapon and unharmed attack to maximize his hits.

Treasure:

APL2: L: 26 gp; C: 0 gp; M: *mithral breastplate* (350gp);

APL4: L: 0 gp; C: 0 gp; M: +1 *mithral breastplate* (433gp); +1 *guisarme* (192gp); *cloak of resistance* +1 (83gp); *gauntlets of ogre power* +2 (333gp); *potion of lesser vigor* (4gp);

APL6: L: 0 gp; C: 0 gp; M: +2 *mithral breastplate* (683gp); +1 *merciful guisarme* (692gp); *cloak of resistance* +1 (83gp); *gauntlets of ogre power* +2 (333gp); *potion of lesser vigor* (4gp); *amulet of health* +2 (333gp);

APL8: L: 0 gp; C: 0 gp; M: +3 *mithral breastplate* (1100gp); +2 *merciful guisarme* (1526gp); *cloak of resistance* +1 (83gp); *gauntlets of ogre power* +2 (333gp); *potion of lesser vigor* (4gp); *amulet of health* +2 (333gp); *ring of protection* +1 (167gp);

Development: If the soldier subdues the entire party and someone used lethal damage on him, the heroes are found guilty of using life-threatening force upon a member of the Tusmit military (see Appendix Three). If they used only non-lethal force, they are instead simply arrested and held for 2TUs and released after the Mullah returns. Of course, this ends the adventure for the heroes.

If the heroes defeat the soldier, they ought to leave the village as soon as possible. Doing so immediately allows the heroes to escape without problems. They have managed to have evaded the Griffon-riding faris.

If they killed the soldier they receive the "Wanted for murder" AR Reward.

If they elect to stay, two soldiers identical to the one they just faced comes to arrest them shortly after dawn. These men are unhappy and attack the heroes on sight. If the

heroes manage to defeat this second round of soldiers, but still refuse to leave, another two arrive a few hours later and attack the heroes.

ENCOUNTER THREE

The heroes proceed towards Hash'Esar. As they move south, the land slowly changes from a burned desert to what Suvii used to look like: verdant groves, thick hedges, labored fields.

A few hours out of the capital of Suvii, they are attacked by a pack of hungry wolves. This encounter occurs in a lightly forested area. The wolves are very hungry and are itching for a fight.

APL2 (EL3)

Wolves (3): hp13 each, see Monster Manual p. XX

APL4 (EL5)

Wolves (3): hp13 each, see Monster Manual p. XX

Dire Wolf: hp 51, see Monster Manual p. XX

APL6 (EL7)

Dire Wolves (4): hp51, see Monster Manual p. XX

APL8 (EL9)

Advanced Dire Wolves (4): hp102, see Appendix One

Tactics: The wolves are used to pack tactics and try to take advantage of flanks and converge on a single target should one of them manage to trip a hero.

ENCOUNTER FOUR

Hash'Esar has much changed these last few years. Whereas it used to be a beautiful city, two years of war have reduced this city to a military base. Stables and other defensive structure are being constructed around the city and the governmental buildings.

Gnomish architects, numerous in the sheikdom, direct crews composed mostly of dwarves and Halflings. Using local grey stones they are turning the once beautiful capital into a military fort.

Red flags of Tusmit can be seen everywhere. Soldiers patrol the streets and the clanking of their heavy boots can be heard throughout the city. Many of them wear colors of Keruz or Nahim or foreign mercenaries from the lands of the Paynims or Perrenland are formed in patrols with the local troops.

The mood in the streets is grave and somber. More than once, you catch a glimpse of a peasant pulling his tongue at some of the soldiers after they pass nearby. Young children occasionally throw dung or rotten vegetables at the soldiers as they pass.

The one oasis of peace in town is the Market. Though not the largest in Tusmit; the Hash'Esar market is vital to the sheikdom. Merchants and traders have their stores and stalls opened to the public. The symbols of many houses of the Mouqollad

Consortium are visible around the market. Inside the market, it seems that all signs of the outside world disappear for a moment on these holy grounds of Mouqol.

Ask the heroes what they wish to do. There are a number of things they may wish to do.

WORD ON THE STREET

When the heroes want to go around asking questions, use the following table for their Gather Information checks. As usual, the heroes receive a +1 circumstance bonus for each fountain (gp) (up to +6) they give away. Heroes from Suvii automatically know the information listed under DC15.

DC5 The Pasha of Tusmit, Muammar Quaran has sent an occupying force to ensure the peace of the sheikdom

DC8 The Temple of Azor'alq here in town actively recruits members for the Crusade.

DC10 Muammar Enquea al-faris al-qadi sacrificed himself to the Red Dragon Kerridzar so it wouldn't destroy Hesuv. That is one great hero.

DC12 The Sheik, Hamamar Qu'aldid al-Mullah min-Suvii married the daughter of one of the Beys of Ket over 20 years ago. The union was blessed by Al'Akbar himself. They have two children: a son who will become Sheik (Hadrim al-Mullah) and a daughter (Salima).

DC13 Muammar Quaran has placed Arjad al-faris al-Fareeq in charge of the Sheikdom and enforced a near-martial law. Most of the locals were initially happy to see the troops come in to reinforce their own. But this has turned into an occupation force.

DC14 Many people avoid taking sides and instead have turned to worship of the gods to keep their minds off of their daily worries. The Temples of Geshtai, Farlanghn Al'Akbar, Azor'alq and Mouqol all see a lot of faithful.

DC15 The Sheik is perceived by most as the only person who should lead the Sheikdom. He enjoys a large popular following.

DC16 Arjed al-Faris al-Fareeq leads the army of the Usurper in Suvii. He led a unit of Faris during the battle of the Sorrow wood against the undead. He is a highly-decorated Holy Crusader of Tusmit.

DC17 Most locals now believe that Jadhim-Orem and his army are the only one who can help them now.

DC18 Everyday, more people desert the Suviiian army and join the white banner or join the Crusade.

DC19 Hadrim al-Mullah, the son of the Sheik used to lead the faris, but quit his post following the occupation of the sheikdom by Loyalist forces. He enjoys a great popularity among the common folk.

DC20 The Sheik's envoys to Sefmur weren't even received by Muammar Quaran.

DC21 Hadrim al-Mullah has since left to meet his mother's family in Ket.

DC22 The Head Merchant of Mouqol disappeared a few days ago. People think the faris have taken his prisoner.

DC25 Rebel activity is on the rise in Suvii. They most lead raids against army supply lanes.

DC30 Salima Qu'aldid, daughter of the Sheik of Suvii, heiress to the Sheikdom of Dihn has openly declared herself for Jadhim-Orem, such talk could get her and her entire family executed for treason.

DC35 One of Salima's handmaiden was heard talking about a possible wedding between her mistress and Jadhim-Orem.

CHURCH OF GESHTAI

Situated at the confluent of the Suvii River and two smaller streams, the temple of Geshtai stands out by the luxuriant garden around it. The sound of water flowing gets louder as you approach, though the origin of the sound isn't obvious.

The church of Geshtai is home to Kalima al-Geshtai, a beautiful matron in her mid-20s. She welcomes the heroes inside her house and offers them some warm tea and a few cakes.

Kalima teaches a number of young girls the art of herbal healing. She admits that many of them never attended the temple before the troubles began.

Kalima does say that while she doesn't mind Muammar or Jadhim, her major concern is for the people who will certainly suffer. She asks that politics do not enter the temple of the Daughter of the Oasis.

SHRINE OF FARLANGHN

The Shrine is tended by a young Flan boy from Perrenland calling himself Walker Jerrod. Andreas, the previous Walker left late last year for parts unknown. Jerrod now works as a cobbler to pay for his keep.

Jerrod is overwhelmed by the current events and lives for the moment, thanking the Dweller on the Horizon for giving him the opportunity to experience such incredible times. Jerrod knows only that many young people have decided to leave the city to join the Crusade.

TEMPLE OF AL'AKBAR

The temple of Al'Akbar is a low granite structure, of obvious dwarven craftsmanship. Two granite columns hold the overhanging roof, forming a covered entrance. Symbols of the Cup and Talisman are visible everywhere on the temple.

The Temple inside is built like an amphitheater. A Mullah sits on a bench, reading a book. He is in his early 60s with greasy combed-over hair. Upon hearing the

heroes, he stands and asks them what they want. His name is Youssouf bin Abdous al-Mullah.

Youssouf al-Mullah knows Hadrim al-Mullah very well and he resents the fact that his protégé left his promotion in the faris. He says that this incites rebellion and encourages opposition to the regime. The mullah is a strong supporter of Muammar Quaran but his loyalty lies with the Sheik of Suvii.

TEMPLE OF AZOR'ALQ

The temple of Azor'alq has just been recently completed and sits near the market. It is easy to identify because of the bright flame burning on the roof. In the courtyard, a number of young people are practicing their skills with the scimitar. Supervising the youths is a priest clad in the usual purple and gold of the Tusman priests of Azor'alq. The priest is named Arreha al-Azor'alq. He walks with a cane, has a very nasty limp and his face is covered with scars. His limp is an old battle scar that didn't heal right. Arreha will not elaborate on that.

Arreha has heard of any hero who has an influence point or the thanks of the church of Azor'alq, is a "Crusader" or belongs to the church of Azor'alq. He asks the hero to show a few moves to his trainee.

He treats anyone who has received "Refused eternal glory" with disdain.

Arreha is strongly in favor of the rebellion, especially since Munthir Haddad joined the movement. He is one of the few who can openly speak out this way. The fact that the most experienced army in Tusmit is led and formed at its core by worshippers of Azor'alq does protect him. Arjed al-faris al-fareeq is not stupid enough to antagonize the clergy of the Banisher of Darkness.

TEMPLE OF MOUQOL

Situated on the marketplace, the temple of the Merchant is filled with merchants, servants and other dealers here with complaints or demands for arbitration. Unlike what one would normally expect, there is no head priest (called a Head Merchant) here. The Head Merchant vanished a few days before the adventure. (His whereabouts are beyond the scope of his adventure but divination magic used points to him being alive, but on a different plane).

The acolytes do their best to assist the populace but they lack the appropriate knowledge and spell power. NPC Spellcasting is NOT available at the temple of Mouqol for the duration of the adventure. The acolytes are too busy to answer questions.

Any hero present who is a member of the church of Mouqol is immediately swarmed by the acolytes and offered the position of Head Merchant. If the hero agrees, that hero receives "Head Merchant of Hash'Esar"

AR Reward. Note that the hero need not take office immediately during the adventure.

THE HEADLESS GENIE

This small out-of-the-way tavern is known to any members of the Tears of the Marid as meeting place. To all others, the place does seem quite seedy. The name comes from a bronze statue of a genie next to the door. Inside, the place is crawling with unsavory types, (many of them radiating faint evil).

The barman is an ugly-looking Halfling, with an eye patch and disgustingly greasy hair. A long grayish scar runs across his face hidden partly by his eye patch. His name is "Dud". If the heroes ask for Lapa, he points to a rather plain-looking female half-elf with dreadlocked hair tied into a ponytail.

The half-elf woman sitting in the booth with her legs stretched across the seat isn't particularly attractive. Her copper hair has been dreadlocked before being tied in a ponytail. Her tight-fitting clothes show you that her body is athletic and in excellent physical shape. A rapier hangs at her side.

As you approach, she smirks at you. "You sure took a lot of time getting here. How hard can it be to outrun a small group of knuckle-headed Sefmurians? I've done it many a times... Enough of that, my name is Lapa, that's all you need to know. I have no need of your names. Let's get you to your precious lovebird inside shall we?"

Lapa is an accomplished thief who is also one of the leaders of the Tears of the Marid in Suvii. Lapa isn't a criminal mastermind, but one of the best thief-acrobat in Suvii. Lapa does not want to know the heroes' names in case she gets captured.

The heroes can make a Knowledge (local/VTF) check [DC20] (heroes from Suvii get a +5 to the check) to know the authorities are actively looking for her for a series of robberies spanning the last 3 years. Most of her thefts are targeted towards rich noblewomen and their jewelry. Heroes from the Tears of the Marid automatically know Lapa.

Note that a particularly comely or charming hero may be able to sway Lapa. Role-play the encounter and have fun, but do not drag this out too long. Write the encounter in the play notes.

LAPA'S PLAN

Lapa explains to the heroes that the Winter Pavillion is known that way because it is the only part of the palace that does not have the tall open air balconies and windows. Arjed al-faris al-fareeq has decided to set the Sheik's family there "for their own protection" and has

the Sheik protected some of his Sefmurian faris instead of the Sheik's own men.

She warns the heroes that these men can fanatically loyal to Muammar Quaran and cannot be bribed or duped. They are usually accompanied by a priest who is also from Sefmur.

Lapa's plan is simple:

- Wait for night
- Have the heroes who can climb the wall (it is not easy), climb it. Other heroes are offered *potions of spider climb*. She sells the potions at the usual cost in the DMG (300 fountains).
- To enter the palace, the heroes will have to open a hole into the walls. This will require use of many acid-based spells (digging through using tools or weapons would make too much noise (a stone of silence would not stop the noise inside the house)). Luckily, she has a wand of Melf's acid arrow she is willing to sell to the heroes for the usual price (4,500gp). However, she is willing to give them to the heroes in return for a "future favor". If the heroes agree to the deal, they receive "Tears of the Marid I-O-U" AR reward.
- Once inside, the heroes are to head directly to the location of the "prize" (she never says who or what it is). She never says who or what it is, instead referring to the Sheik's daughter as "the prize" or "the mark".
- For added flavor, you can hand-draw a map of the second-story showing only rooms A-H-E. However Room H does not have the subdivisions for rooms D (those are recent additions made by the Sefmurian priests to give the faris –and the Shieks' family- some added privacy).
- She reckons the same way can be used to escape, should the heroes need it. She will be waiting at the northern gate with horses ready for the heroes to depart.

Under no circumstance does Lapa accompany the heroes. Should the heroes cast an enchantment spell that would compel her to accompany them, one of the thieves in the room casts a *dispel magic* and this seriously angers Lapa, proceed to Troubleshooting.

Lapa: female half-elf Rog5/Thief-Acrobat3, N

Development: Once the heroes are ready to try and enter the palace, proceed to Encounter Five.

TROUBLESHOOTING: ANGERING LAPA

Lapa is doing this for her own enjoyment, and sees little to gain from pulling this off. She does not suffer rude or

confrontational heroes. Lapa gives a single warning, before simply leaving the heroes to their fortune. This does not end the adventure, but definitely makes it a lot harder for them. These heroes earn the "Enmity of the Tears" AR reward.

ENCOUNTER FIVE

ENTERING THE WINTER PAVILLION

The winter pavilion looks more like a fortified manor house than a part of the palace. It is roughly rectangular in shape with minarets stabbing at the sky on every corner and is made of stone an off-white limestone.

Unlike the main palace, it is located inside the city rather than on one of the walls. There is plenty of hiding places around the area.

If the heroes are with Lapa, she brings them close to the main gate and tell the heroes to climb in a corner sheltered from the guards' view. She wishes them good luck.

If Lapa is not with the heroes, they easily locate the same location if they look for a shelter spot.

Climbing the walls is a Climb check [DC13+APL]. The walls are better maintained at higher APLs, offering fewer grips.

Do not tell the heroes, but the guards are being distracted by some of Lapa's allies and thus unless the heroes willfully do a lot of noise, the guards do not come to investigate.

The heroes arrive in room A on the DM's map.

EXPLORING THE WINTER PAVILION

The entire winter pavilion is under a *hallow* spell tied to a *dimensional anchor*. None of the members of the Sheik's family are restricted by the *dimensional anchor* spell.

Room A

This room serves as a music room and a general sitting room, a harpsichord sits on the wall opposite the door while the middle of the room are filled with plush cushions.

A puppet theater imported from Ket occupies most of the north wall. Many puppets of genies, knights, maiden and wizards can be found in there.

When the heroes enter the room, they find the Sheik and his Daughter in the room enjoying a puppet show. Proceed to Encounter Seven.

Room B

This is a storage closet. Many drape-covered chairs, tables, wardrobes and others are stored here. No one has come here in months as the unmoved dust can attend to.

There is no light in the room.

Room C

This room is the library. Many books of religion, poetry, philosophy and history can be found here. None of these tomes are magical. Comfortable sofas and plush straight chairs allow one to read comfortably in this room. Next to each sofa or chair is a drape-covered everburning candle.

Light can be seen under the door to room H.

Room D

These rooms are of recent built and were made by one of the Faris' mullah. These rooms allow the Faris to guard the Sheik and his family while staying out of sight. Each room has 2 beds, a reading table and are illuminated by everburning torches.

Room E

This room is Salima Qu'aldid's bedroom. The room smells of heavy feminine perfumes and is decorated in a heavy Ketite fashion, with heavy rugs and tapestry. Only a single handmaiden is here, readying the room for night. The handmaiden makes no obstacle to the heroes and keeps silent. She is aware of her mistress's plan. When the heroes enter, she humbly heads to a corner of the room, and lower her gaze, obviously being unobtrusive. Salima's bag is located under the bed.

Room F

This is the Sheik's private chapel where he and his family worship the Restorer of Righteousness. This chapel has a lot of gold.

The room has a *forbiddance* spell tied to it. It affects anyone not of the True Faith who tries to enter the room. (The alignment it is tied to is Lawful Neutral).

The chapel contains the Sheik's most prized possession: a tunic given to him by the Grand Mufti before he took the mantle of Sheik of Suvii, almost 30 years ago. The mantle is red with white, black and gold trim and is obviously magical. Anyone foolish enough to try and take the mantle triggers a series of alarms all through Hash'Esar. The Sheik is outraged and has that hero executed for stealing a family relic.

The mantle is not a relic in the game term sense, but it is for the Sheik and his family.

Room G

This is the Sheik and his wife's bedroom. At the time of the adventure, the Sheik's wife is sleeping, having retired early. She is a woman with a strong Ketite accent in her mid 50s. Not particularly attractive (as most Ketites), she still has a strong personality. Entering this room is foolish

Room H

This is now the main guard room. However, it used to be the grand ballroom. The decorations and plants have been removed and the room turned into a guard post.

Four soldiers are currently stationed here, and are lead by a Mullah. (At APL2, the Mullah is away on other business. A group of faris are constantly on watch in this room. Because of the Tears, they have managed to attract the other guard elsewhere in the palace and so no reinforcements will come to their aid. Proceed to Encounter six.

When the soldiers are down, Salima exits the Music room (room A) and heads to her own room (Room E), picks up a *bag of holding* under the bed and announces she is ready to leave. When that happens, proceed to the Conclusion.

ENCOUNTER SIX

These men were chosen for their loyalty to Muammar Quaran and are military veterans. Some of them (especially at the lower APLs) have been promoted or purchased their commissions into the faris by corrupt means and so aren't the most elite soldiers of Tusmit.

Few of them could be legally entered into the faris, but Arjed al-faris al-Fareeq has given them the status of faris.

The Mullah leading the soldiers on the other hand is more experienced and a veteran of the Suvii Campaign of 595CY.

APL2 (EL4)

Sefmurian Soldier (4): Ftr1/War1, hp21 each, see Appendix One

APL4 (EL6)

Sefmurian Mullah: Clr4, hp31, see Appendix One

Sefmurian Soldier (4): Ftr1/War1, hp21 each, see Appendix One

APL6 (EL8)

Sefmurian Mullah: Clr6, hp45, see Appendix One

Sefmurian Soldier (4): Ftr2/War1, hp33 each, see Appendix One

APL8 (EL10)

Sefmurian Mullah: Clr8, hp59, see Appendix One

Sefmurian Soldier (4): Ftr4/War1, hp51 each, see Appendix One

Tactics: The soldiers move in, trying to inflict as much damage as they can. They use intelligent tactics and take advantage of flanks and any opportunity given to them. They attack with lethal damage, but respect an honorable surrender.

Treasure:

APL 2: L: 132gp; C: ogp; M: ogp;

APL 4: L: 277gp; C: ogp; M: *periapt of wisdom* +2 (333gp);

APL 6: L: 156gp; C: ogp; M: +1 *heavy mace* (193gp); +1 *Lance* x4 (193gp per character); *scale mail* +1 x4 (183gp per character); *periapt of wisdom* +2 (333gp); *cloak of protection* +1 (83gp);

APL 8: L: 18gp; C: 0gp; M: +1 *heavy mace* (193gp); +1 *Lance* x4 (193gp per character); *full plate* +1 x4 (221gp per character); *periapt of wisdom* +2 (333gp); *cloak of protection* +1 (83gp);

Development: Return to Encounter Five under Room H if the heroes are victorious. The Sheik forbids anyone from being put to death.

On the other hand, if the heroes are captured by the faris, Arjed al-faris al-Fareeq submits them to three consecutive interrogations under three *zones of truth* spells (Will save [DC16]). If anyone fails or resist, he finds them guilty of treason and has them executed. Their heads are sent to Sefmur to be placed on a pike. These heroes may only be brought back to life with a *resurrection* spell, plus they receive the "My head on a pike" AR reward.

ENCOUNTER SEVEN

The room is dimly lit but you can nonetheless see on the far wall that a puppet show is currently being given. The action seems to resolve around one large warrior and a priest.

Watching the puppet show is a Baklunish man in his 50s with graying temples. He wears a red and white tunic with a Cup and Talisman holy symbol made of platinum hanging from his neck. A heavy falchion hangs at his belt.

Next to him is a young Baklunish woman, with a rather fair skin complexion barely into her twenties and dressed in a long white silk dress with red ribbons forming bows around the upper body.

The man turns to face you and with an authoritarian voice asks. "State your purpose. I have but one word to say and this room fills with guards."

The man is obviously the Sheik, Hamamar Qu'aldid al-Mullah min-Suvii and the girl is his daughter Salima. The Sheik speaks in a certain and clear tone. He allows the heroes to explain themselves. As long as they do not take hostile actions, they are fine. The Sheik does not allow magic to be cast in his presence.

Hamamar al-Mullah min-Suvii casts a *zone of truth* spell (Will save [DC16] to resist) to ensure the heroes respond truthfully to his enquiries. The Sheik asks the following questions to the heroes.

- Who are you?
- Where are you from?
- Why are you here?
- What is your mission?
- Why did you agree to this mission?
- What is your plan to leave the palace?

- Where do you plan to bring Salima?
- Where does your loyalty lie?
- Do you intend to allow any harm to come to Salima?
- Where you really sent by agents of Jadhim-Orem?

The Sheik betrays little emotion as to the heroes' answers. Unless one of the heroes answers something foolish, the Sheik should be satisfied with the party's answers.

When the Sheik is satisfied as to the identity of the heroes, he invites the heroes to sit and watch the puppet show with him and his daughter. A small indulgence, he says, his wife brought from Ket and that he has grown quite fond of over the years. Hand them Player Handout One: the Puppet Show.

Allow them to read it before proceeding to Talking to the Sheik, below.

TALKING TO THE SHEIK

Son of the previous Sheik, Hamamar Qu'aldid began his life in the Suviiian guard before entering the priestly orders. Respected as a man of faith and a warrior, Hamamar is well-liked by his subjects.

The current situation leaves him very torn inside. On the one side, he has sworn an oath to Muammar Quaran, on the other side, his sheikdom is being occupied by other forces and he feels that Muammar Quaran plans to replace him at the head of his sheikdom. This angers the Sheik very much.

Hamamar has heard the plight of his people and thus has decided that he should ally himself with Jadhim-Orem. The Sheik does not realize that his daughter has pushed him towards this realization.

His daughter, Salima is a far better politician than her father, and with a lot less scruples. It was she who has arranged through intermediaries to arrange a marriage between herself and Jadhim-Orem. This would not only make her the wife of the Pasha of Tusmit, but would increase her family's prestige greatly. She acts as a demure young lady, but with a glint of intelligence in her eye.

Salima is used to and expects to be treated with deference with regards to her social status (she's quite snobbish). Nobles and Suviians, she treats with respect, but she maintains a formal distance between herself and the heroes.

The heroes should get the idea of a cultured woman with a cool head on her shoulders, not a ditzy airhead.

Development: Allow the heroes to interact and get to know the Sheik and his daughter a little. When the conversation dies down, Salima says that she is ready to

leave, but that she left her personal effect in her room. She insists on getting them before leaving.

Salima and her father both refuse to enter Room H and help the heroes fight the Sefmurian soldiers. They inform the heroes of their numbers, so the heroes should be able to enter the room and fight them. Proceed back to Encounter Five to continue. When the soldiers are down, Salima exits the Music room and heads to her own room, picks up a bag of holding under the bed and announces she is ready to leave.

CONCLUSION

Note: The following boxed text assumes the heroes travel overland to return to Dihn. With the number of possibilities available to the heroes (especially at the higher APLs), you may need to change the boxed text.

Leaving Suvii is somewhat anti-climactic. Salima proves oddly resourceful and you receive help from almost every Suviiian you meet. Obviously, she is well-liked by the local populace, and she in turn is kind and friendly to them, much friendlier than she is to those of you not from Suvii. With the help of the local populace, you easily avoid the Loyalist patrols.

You have barely crossed the border of Dihn, that a group of twenty faris wearing white armbands and bearing glowing lances and shields with the white shield of Tusmit aboard you and ask you to follow them.

In Dwur'Ayhand, the calm military camp that existed upon your departure has since changed into a chaotic scene. The grain stores of Dihn have been burned down by agents of the Usurper. The army is now threatened with famine.

Upon hearing of Salima's departure, Arjed al-faris al-fareeq has stripped the Sheik of Suvii of his titles and rank, in the name of the Usurper. This has sparked many riots and wide-spread chaos among the populace of the sheikdom. Many white flags are being hoisted and the occupation force is constantly harassed by guerilla.

Once in the palace, you are brought into the apartments of the Sheik. There, you see the Dwarven Sheik of Dihn Omar Saladish, along with a balding man dressed in a ceremonial white robe, a crown upon his head and three priests: a Mullah, a Qadi and a dwarven woman wearing a holy symbol displaying 2 intertwined golden rings.

The crowned man steps forward and kisses Salima's hand gently. "Welcome, my Lady. Welcome to Dihn and to freedom from the Usurper's grasp." To which Salima responds "My father and his people are not yet free. My father sends to you an offering and requests

your goodwill and consideration to the people of Suvii. Their suffering and freedom are now in your hands."

Jadhim-Orem smiles and so does Salima. Taking the girl by the hand, he walks her to the assembled priests. In short order the two are married according to Tusman and Khund traditions.

At the end of the ceremony, Jadhim-Orem takes a small diadem and places it on a kneeling Salima's head. "Tusmit now has a queen, says the Pasha." Salima simply smiles and adds "And Suvii becomes white."

AR REWARDS

If one of the heroes belongs to the church of Mouqol at the time of the adventure and he agreed to take on the mantle of Head Merchant, that hero receives "Head Merchant of Hash'Esar." However, only one hero per table may receive this award.

If the heroes angered Grim, they receive the "Enmity of the Tears of the Marid" AR Reward.

If the heroes angered Lapa, or they agreed to owe him one, they receive the "Tears of the Marid I-O-U" AR Reward.

If the heroes brought Salima to Jadhim-Orem AND they are NOT Tusman Loyalists or Unaligned, they have earned the "Thanks of Queen Salima" AR Reward.

If the heroes (or some of the heroes) were captured by Loyalist agents, they receive the "My head on a pike" AR Reward.

If the heroes (or some of the heroes) killed the Sefmurian Soldiers, they earn the "Wanted for Murder" AR Reward, note that this only applies to heroes who used lethal damage, not just the one who inflicted the killing blow.

Under no circumstance can the heroes receive the "Thanks of Arjed al-faris al-Fareeq" or "Mines for life" AR Reward as those can only be earned by playing the other path.

The End

PATH TWO: FROM SUVII WITH LOVE

BACKGROUND ADDENDUM

PATH TWO: FROM SUVII WITH LOVE (LOYALISTS)

The loyalists on the other hand are tasked with stealing the grain for the rebel garrison stationed near the border of Dihn and Suvii.

The heroes meet with one of the Faris general (Arjed al-faris al-fareeq) sent to oversee the Dihn/Suvii front. The general tells them the number of troops along the border of Dihn is insufficient but that loyal forces should arrive from the south within the next few days. Should the rebels attack Suvii, the Pasha's troops would easily be overwhelmed.

To prevent such an attack, and to take the opportunity to strike a blow to the enemy's morale, the Fareeq has decided that the best way to prevent an attack from Dihn was to destroy the enemy's supply of grain. Because of the scorched state of northern Suvii, any army passing through there would have a much tougher time and would have to transport food and supplies from Dihn.

As a side-mission, they are to spy on the enemy and bring back as much information they can about the rebel forces on the Dihn border.

ADVENTURE SUMMARY

Introduction The heroes are summoned by Arjed al-faris al-Fareeq to the palace of Hash'Esar. He explains the situation to them and tells them about his plan to disrupt the rebel army.

Encounter Eight: The heroes get a chance to find out more information about the current situation while in Hash'Esar.

Encounter Nine: Before reaching the border of Dihn, the heroes are attacked by a hungry pack of wolves.

Encounter Ten: Crossing the border of Dihn, the heroes are attacked by a group of Rebel soldiers

Encounter Eleven: The heroes arrive at the Rebel army camp and get a chance to discover more information about the current situation.

Encounter Twelve: As the heroes ready to burn the grain stores, they are caught by a rebel soldier.

Conclusion: The heroes return and meet with Arjed al-faris al-fareeq once again.

INTRODUCTION

You were having breakfast at a local inn in Hash'Esar on an early morning when two soldiers wearing the

livery of the Sefmurian faris walked in. They pointed at you, called you by name and ordered you to follow them.

The soldier headed to the walls and escorted you into the Palace. The palace is obviously being reinforced and serves as the barracks of many soldiers, few of them from Suvii. Red banners are visible everywhere.

Crossing a series of posts, you end up in a great open-air hall so common in the Palace. A scarred man and a group of soldiers are looking at maps of the Dihn/Suvii border.

One of your escorts heads to the fareeq and says something to him. "Ah! Excellent! Finally they have arrived! Approach! State your names and station, orders the fareeq."

Allow the heroes the opportunity to introduce themselves. Note that the fareeq is not given to pleasantries.

"As you all know, I have been given supreme command of this troubled Sheikdom by His Exalted Splendor himself. You all know that we are at war with the Traitor and his forces and as such, we have to take immediate action to stop the growing of the gangrene that is this rebellion."

"It has been brought to my attention that all of you have served His Exalted Splendor much in the past. Are you ready to serve your country and you Lord once again?"

Allow the heroes a chance to answer. Any hero who refuses is immediately shackled and detained until the adventure is over. At that time, the hero is released without further ado.

"Good. You see, the Sheikdom's forces under my command keep the land free of bandits, goblinoids and monsters but we could not offer any serious resistance should the Traitor's forces launch an attack upon us. Therefore, we must cut their supplies and prevent such an attack before it becomes a serious threat."

"The Traitor is amassing his army around Dwur'Ayhand. From there, they can launch an attack on us, Khalid or Malimar. Khalid is weak and refuses to strengthen its border while Blashikdur is currently deadlocked due to the large number of Rebel soldiers in town."

"We need you to go into Dihn and burn their grain store here; he says pointing at a location on the map. This will paralyze their army for at least a month, time for us to prepare our defenses and perhaps mount a counterattack. We have an operative in Dwur'Ayhand

who will help you find the right location. His name is Grim Flatrock, a dwarf you can find at the Miner's Refuge."

"One last thing, the Traitor and his men no doubt have magical detection spells active that will detect any teleportation-type magic. You are free to use any such spells once your task is completed."

Does His Exalted Splendor approve of this plan? Yes, he follows this affair very closely.

What if we get caught? Don't get caught. We may not be able to help you if you do.

Is there any way we can prevent the war? Yes, by bringing the Traitor in chains to His Exalted Splendor.

Why do you recommend we do not use magic to get there? Many in Suvii are still loyal to the Traitor. Use of magic is almost certain to be detected, especially in and around the palace and the adjoining pavilions.

Why can we use magic to escape? Because once the grain stores have been burned, we care not that they know we did it.

Why not send soldiers? Groups of adventurers and mercenaries can be found everywhere. Adventurers are more likely to pass undetected than a troop of soldiers.

Where is the Sheik of Suvii? He and his family are kept in the Winter Pavillion for their own protection.

What do we get in return? His Exalted Splendor has not said, but he is anything but an ingrate and he pays his friends well.

When should we leave? As soon as possible, time is running short, buy what you need and head out as soon as possible.

Who are these soldiers with you? My command staff. Once the heroes are done with the fareeq, proceed to Encounter One.

ENCOUNTER EIGHT

Hash'Esar has much changed these last few years. Whereas it used to be a beautiful city, two years of war have reduced this city to a military base. Stables and other defensive structure are being constructed around the city and the governmental buildings.

Gnomish architects, numerous in the sheikdom, direct crews composed mostly of dwarves and Halflings. Using local grey stones they are turning the once beautiful capital into a military fort.

Red flags of Tusmit can be seen everywhere. Soldiers patrol the streets and the clanking of their heavy boots can be heard throughout the city. Many of them wear colors of Keruz or Nahim or foreign mercenaries from the lands of the Paynims or Perrenland are formed in patrols with the local troops.

The mood in the streets is grave and somber. More than once, you catch a glimpse of a peasant pulling his tongue at some of the soldiers after they pass nearby. Young children occasionally throw dung or rotten vegetables at the soldiers as they pass.

The one oasis of peace in town is the Market. Though not the largest in Tusmit; the Hash'Esar market is vital to the sheikdom. Merchants and traders have their stores and stalls opened to the public. The symbols of many houses of the Mouqollad Consortium are visible around the market. Inside the market, it seems that all signs of the outside world disappear for a moment on these holy grounds of Mouqol.

Ask the heroes what they wish to do. There are a number of things they may wish to do.

WORD ON THE STREET

When the heroes want to go around asking questions, use the following table for their Gather Information checks. As usual, the heroes receive a +1 circumstance bonus for each fountain (gp) (up to +6) they give away. Heroes from Suvii automatically know the information listed under DC15.

DC5 The Pasha of Tusmit, Muammar Quaran has sent an occupying force to ensure the peace of the sheikdom

DC8 The Temple of Azor'alq here in town actively recruits members for the Crusade.

DC10 Muammar Enquea al-faris al-qadi sacrificed himself to the Red Dragon Kerridzar so it wouldn't destroy Hesuv. That is one great hero.

DC12 The Sheik, Hamamar Qu'alddid al-Mullah min-Suvii married the daughter of one of the Beys of Ket over 20 years ago. The union was blessed by Al'Akbar himself. They have two children: a son and heir (Hadrin al-Mullah) and a daughter (Salima).

DC13 Muammar Quaran has placed Arjad al-faris al-Fareeq in charge of the Sheikdom and enforced a near-martial law. Most of the locals were initially happy to see the troops come in to reinforce their own. But this has turned into an occupation force.

DC14 Many people avoid taking sides and instead have turned to worship of the gods to keep their minds off of their daily worries. The Temples of Geshtai, Farlanghn Al'Akbar, Azor'alq and Mouqol all see a lot of faithful.

DC15 The Sheik is perceived by most as the only person who should lead the Sheikdom. He enjoys a large popular following.

DC16 Arjed al-Faris al-Fareeq leads the loyalist army in Suvii. He led a unit of Faris during the battle of the Sorrow wood against the undead. He is a highly-decorated Holy Crusader of Tusmit.

DC17 Many locals now believe that Jadhim-Orem and his army are the only one who can help them now.

DC18 Everyday, more people desert the Suviiian army and join the white banner or join the Crusade.

DC19 Hadrim al-Mullah, the son of the Sheik used to lead the faris, but quit his post following the occupation of the sheikdom by Loyalist forces. He enjoys a great popularity among the common folk.

DC20 The Sheik's envoys to Sefmur weren't even received by Muammar Quaran.

DC21 Hadrim al-Mullah has since left to meet his mother's family in Ket.

DC22 The Head Merchant of Mouqol disappeared a few days ago. People think the faris have taken his prisoner.

DC25 Rebel activity is on the rise in Suvii. They most lead raids against army supply lanes.

DC30 Salima Qu'alddid, daughter of the Sheik of Suvii, heiress to the Sheikdom of Dihn has openly declared herself for Jadhim-Orem, such talk could get her and her entire family executed for treason.

DC35 One of Salima's handmaiden was heard talking about a possible wedding between her mistress and Jadhim-Orem.

CHURCH OF GESHTAI

Situated at the confluent of the Suvii River and two smaller streams, the temple of Geshtai stands out by the luxuriant garden around it. The sound of water flowing gets louder as you approach, though the origin of the sound isn't obvious.

The church of Geshtai is home to Kalima al-Geshtai, a beautiful matron in her mid-20s. She welcomes the heroes inside her house and offers them some warm tea and a few cakes.

Kalima teaches a number of young girls the art of herbal healing. She admits that many of them never attended the temple before the troubles began.

Kalima does say that while she doesn't mind Muammar or Jadhim, her major concern is for the people who will certainly suffer. She asks that politics do not enter the temple of the Daughter of the Oasis.

SHRINE OF FARLANGHN

The Shrine is tended by a young Flan boy from Perrenland calling himself Walker Jerrod. Andreas, the previous Walker left late last year for parts unknown. Jerrod now works as a cobbler to pay for his keep.

Jerrod is overwhelmed by the current events and lives for the moment, thanking the Dweller on the Horizon for giving him the opportunity to experience such incredible times. Jerrod knows only that many young people have decided to leave the city to join the Crusade.

TEMPLE OF AL'AKBAR

The temple of Al'Akbar is a low granite structure, of obvious dwarven craftsmanship. Two granite columns hold the overhanging roof, forming a covered entrance. Symbols of the Cup and Talisman are visible everywhere on the temple.

The Temple inside is built like an amphitheater. A Mullah sits on a bench, reading a book. He is in his early 60s with greasy combed-over hair. Upon hearing the heroes, he stands and asks them what they want. His name is Yousouf bin Abdous al-Mullah.

Yousouf al-Mullah knows Hadrim al-Mullah very well and he resents the fact that his protégé left his promotion in the faris. He says that this incites rebellion and encourages opposition to the regime. The mullah is a strong supporter of Muammar Quaran but his loyalty lies with the Sheik of Suvii.

TEMPLE OF AZOR'ALQ

The temple of Azor'alq has just been recently completed and sits near the market. It is easy to identify because of the bright flame burning on the roof. In the courtyard, a number of young people are practicing their skills with the scimitar. Supervising the youths is a priest clad in the usual purple and gold of the Tusman priests of Azor'alq. The priest is named Arreha al-Azor'alq. He walks with a cane, has a very nasty limp and his face is covered with scars. His limp is an old battle scar that didn't heal right. Arreha will not elaborate on that.

Arreha has heard of any hero who has an influence point or the thanks of the church of Azor'alq, is a "Crusader" or belongs to the church of Azor'alq. He asks the hero to show a few moves to his trainee.

He treats anyone who has received "Refused eternal glory" with disdain.

Arreha is strongly in favor of the rebellion, especially since Munthir Haddad joined the movement. He is one of the few who can openly speak out this way. The fact that the most experienced army in Tusmit is lead and formed at its core by worshippers of Azor'alq does protect him. Arjed al-faris al-fareeq is not stupid enough to antagonize the clergy of the Banisher of Darkness.

TEMPLE OF MOUQOL

Situated on the marketplace, the temple of the Merchant is filled with merchants, servants and other dealers here with complaints or demands for arbitration. Unlike what one who normally expects, there is no head priest (called a Head Merchant) here. The Head Merchant vanished a few days before the adventure. (His whereabouts are beyond the scope of his adventure but divination magic used points to him being alive, but on a different plane).

The acolytes do their best to assist the populace but they lack the appropriate knowledge and spell power. NPC Spellcasting is NOT available at the temple of Mouqol for the duration of the adventure. The acolytes are too busy to answer questions.

Any hero present who is a member of the church of Mouqol is immediately swarmed by the acolytes and offered the position of Head Merchant. If the hero agrees, that hero receives "Head Merchant of Hash'Esar" AR Reward. Note that the hero need not take office immediately during the adventure.

ENCOUNTER NINE

The heroes proceed towards Dihn. As they move north, the land slowly changes to a burned desert from what southern Suvii looks like: verdant groves, thick hedges, labored fields.

A few hours out of the capital of Suvii, they are attacked by a pack of hungry wolves. This encounter occurs in a lightly forested area. The wolves are very hungry and are itching for a fight.

APL2 (EL3)

Wolves (3): hp13 each, see Monster Manual p. XX

APL4 (EL5)

Wolves (3): hp13 each, see Monster Manual p. XX

Dire Wolf: hp 51, see Monster Manual p. XX

APL6 (EL7)

Dire Wolves (4): hp51, see Monster Manual p. XX

APL8 (EL9)

Advanced Dire Wolves (4): hp102, see Appendix One

Tactics: The wolves are used to pack tactics and try to take advantage of flanks and converge on a single target should one of them manage to trip a hero.

ENCOUNTER TEN

The heroes cross into Dihn. Coming up to a small bridge, the heroes see a group of mounted soldiers. The soldiers stop the heroes and ask them questions.

- Who they are?
- Where are they from?
- Where are they going?
- Who they are affiliated to?

The heroes can try to Bluff their way through the soldiers. The soldiers are not stupid. Any false answer requires a Bluff (or Forgery) check [DC20+Level of the highest level party member]. The guards are more aware of higher-level adventurers.

Note that answering that one supports Muammar Quaran or failing the Bluff check instigates combat with the soldiers.

APL2 (EL4)

Dihnian Soldier (4): Ftr1/War1, hp21 each, see Appendix One

APL4 (EL6)

Dihnian Mullah: Clr4, hp31, see Appendix One

Dihnian Soldier (4): Ftr1/War1, hp21 each, see Appendix One

APL6 (EL8)

Dihnian Mullah: Clr6, hp45, see Appendix One

Dihnian Soldier (4): Ftr2/War1, hp30 each, see Appendix One

APL8 (EL10)

Dihnian Mullah: Clr8, hp59, see Appendix One

Dihnian Soldier (4): Ftr4/War1, hp48 each, see Appendix One

Tactics: The soldiers move in, trying to inflict as much damage as they can. They use intelligent tactics and take advantage of flanks and any opportunity given to them. They attack with lethal damage, but respect an honorable surrender.

Treasure:

APL 2: L: 132gp; C: ogp; M: ogp;

APL 4: L: 277gp; C: ogp; M: *periapt of wisdom +2* (333gp);

APL 6: L: 156gp; C: ogp; M: *+1 heavy mace* (193gp); *+1 Lance* x4 (193gp per character); *scale mail +1* x4 (183gp per character); *periapt of wisdom +2* (333gp); *cloak of protection +1* (83gp);

APL 8: L: 18gp; C: ogp; M: *+1 heavy mace* (193gp); *+1 Lance* x4 (193gp per character); *full plate +1* x4 (221gp per character); *periapt of wisdom +2* (333gp); *cloak of protection +1* (83gp);

ENCOUNTER ELEVEN

WORD ON THE STREET

When the heroes want to go around asking questions, use the following table for their Gather Information checks. As usual, the heroes receive a +1 circumstance bonus for each fountain (gp) (up to +6) they give away. Heroes from Dihn automatically know the information listed under DC15.

DC5 You are in Dwur'Ayhand in Dihn.

DC10 Jadhim-Orem has set up his temporary capital here.

DC13 Muammar Quaran has gathered an army of mercenaries from Perrenland and Paynims. He won't pay Tusmans, but he spends his gold on foreigners.

DC15 Suvii is occupied by forces loyal to the Muammar Quaran, but the populace resents the occupation by troops from other

DC16 Arjed al-Faris al-Fareeq leads the loyalist army in Suvii. He led a unit of Faris during the battle of the Sorrow wood against the undead. He is a highly-decorated Holy Crusader of Tusmit.

DC17 Muammar Enquea al-faris al-qadi sacrificed himself to the Red Dragon Kerridzar so it wouldn't destroy Hesuv. That is one great hero.

DC18 Everyday, more people desert the loyalist army and join the white banner.

DC20 The Sheik of Suvii is angered because the Usurper sent one of his men to take control of the Sheikdom.

DC21 Sheik Omar is angry that the Khund ambassador has refused to side with him.

DC22 Sefmur, Jaydah, Keruz, Eysami, Nahim and Khalid have declared their allegiance to the Usurper.

DC23 Khalid, Nahim, Farhini and Malimar are thrown in near ever-present rebellion with neither side taking the advantage.

DC25 Suvii has many problems with rebel supporters.

DC30 The Udgru elves are busy with some evil forces in the Udgru. These forces are allied to Muammar Quaran.

DC40 Salima Qu'aldid, daughter of the Sheik of Suvii, heiress to the Sheikdom of Dihn has openly declared herself for His Exalted Splendor.

MEETING THE ARMY

There are many soldiers here, mostly former members of the militia, the Tusman guard of Dihn and member of the non-human units like the Arvdal (who mostly come from Suvii), the Dekros who are mostly from Dihn and who feel greatly motivated by the return of Jadhim-Orem. Most of those present expect to become rich of at least advance their lot in society by supporting Jadhim.

THE MINER'S REFUGE

When the heroes decide to meet with their contact in town, they heroes should head to the Miner's refuge. The Miner's Refuge is a little tavern with an almost exclusively dwarven clientele. Humans rarely frequent the area. It is located a short distance from the market.

Entering the Miner's Refuge, you are assailed by the strong smell of ale and sweat. The room falls silent as the heavily armored dwarves stare at you disapprovingly. A more-than-portly dwarf barman busies himself behind a counter.

When asked for Grim Flatrock, the barman first stares at the heroes, before pointing to a table where a group of Dwarves plays dice.

Grim Flatrock is one of the dwarves there. He has obviously not bathed in many days and smells heavily of sweat. He leaves the game of dice and with a friendly smile, he ushers the heroes into a small room in the back. "The fareeq said you'd be showing up..."

Grim is a thug and an enforcer for the Tears, though he does not reveal this fact to the heroes.

He explains that the place the heroes are to "take down" is heavily guarded. But he has managed to arrange for the heroes to be on-guard tonight, with their watch ending just after morning prayers. This he says should give the heroes the most time to destroy the grain and escape before they can be captured.

Granaries are easy to burn down with a single spark, or so Grim says. A Survival or Knowledge (architecture or nature) check [DC10] confirms his say. To that end, the place has been warded against fire-based spells.

However, the wards and glyphs are not protected against acid. Grim tells the heroes that he has a wand of Melf's acid arrow he could sell them. However, if they do not have the funds (4,500gp), he is willing to give them to the heroes in return for a "future favor". If the heroes agree to the deal then they receive "Tears of the Marid I-O-U" AR reward.

Once the glyphs are destroyed (it will take a number of charges before destroying the glyphs completely), the heroes need only to cast a spell with the fire descriptor or throw a torch inside. The resulting column of flame should be visible all the way to Sefmur, or so chuckles Grim.

Grim offers the heroes a series of papers assigning them to guard the granaries. These papers HAVE been signed by the commanding officers and so are not forgeries. Grim does not leave the Miner's refuge.

Once the heroes are ready to go, proceed to Encounter Twelve.

TROUBLESHOOTING: ANGERING GRIM

Grim is doing this for future considerations from friendly loyalist parties and has nothing immediate to earn from this. Therefore, should the heroes use any enchantment magic upon him or anger him, Grim INSISTS on the heroes owing him one... He refuses to give the heroes the wand he offered until they ALL agree to owe him one. If the heroes agree to the deal then they receive "Tears of the Marid I-O-U" AR reward. The heroes also earn the "Enmity of the Tears" AR reward.

ENCOUNTER TWELVE

This encounter uses Map 2 Granary and protections. The "protections" is the guard post and where the heroes are expected to report. When the heroes arrive, they are met

by soldiers wearing the livery of the Dihnian Dailami (heavy infantry). The Raqeeb reviews the heroes' paperwork before formally turning over the granary to the heroes.

THE GRANARY

The granary is a brick and wood structure measuring 20ft x 20ft and rising 50 feet high. Inside sacks of grain are stored in piles with a half floor every 5 feet, meaning the place is full of grain.

Sacks are raised and lowered by a crane that occupies the center of the room.

THE PROTECTIVE GLYPHS

The protective glyphs are located on every wall of the granary. They are invisible to the naked eye, but appear quite easily under a *detect magic* spell.

Destroying a glyph requires 30 points of acid damage. Simply using the wand at the correct location is sufficient. A Spellcraft or Knowledge (arcana) check [DC15] allows the hero to know that fact.

The glyphs effectively cast a *dispel magic* (CL10th) on every spell with the fire descriptor affecting the granary. Note that for this purpose, any summoned creature with the fire descriptor is targeted by the *dispel* attempt, even if summoned outside the granary.

For every destroyed glyph, the caster level of the *dispel magic* lowers by 3. Destroying the 4th glyph completely destroys the protection.

Therefore, it is possible to cast spells with the fire descriptor inside the granary, but it should be difficult.

Alternatively, the heroes may wish to *dispel* the glyphs. That is also possible. Each glyph was created by a caster level 10 (so DC 21 for *dispel magic*).

OOPS! FIRE IN THE HOLD

While the granary has been protected against fire spells, it was not protected against other sources of fire. Oversight? Maybe or maybe the act of unscrupulous individuals...

Should the heroes bring an actual flame (such as a torch, a lantern, an active flaming weapon) inside the granary then the granary blows up like a burst balloon, sending fire high into the night sky and all around.

Remember that Grim told the heroes to send the fire in from a distance. He had no idea of just how far the effects would be. Heroes who study the inside and outside with the idea of how big an explosion this would create should be allowed a Survival or Knowledge (architecture) [DC15] to guess the size of the explosion.

ALL APLS (EL9)

Exploding Granary: CR 9; 4d6/round for 15 rounds and affects every target within 20 feet of the edges of the granary; DC 22 Reflex save half damage each round.

DOUBTS

However, the Raqeeb who turned over the granary to the heroes has strong doubts about the heroes and their paperwork. So he returns to investigate while the heroes begin to destroy their second glyph. He surprises the heroes if they have no sentries keeping an eye outside.

Otherwise, the heroes can see him approach, mounted on his horse and approach the granary. The Raqeeb tries to pull rank and enter.

This fight can take place in a number of locations and conditions. Adapt the situation to the heroes' actions and placement.

If one of the heroes is a member of the Dihn, Eysami or Farhini military and has a higher rank, the Raqeeb insists on coming in, but gives in to the chain of command. He does not respect the ranks of members of the military not from one of the Rebel Sheikdom.

APL 2 (EL 5)

Rebel Raqeeb: Male human Ex-Mnk2/ Ftr3; hp51, see appendix 1.

APL 4 (EL 7)

Rebel Raqeeb: Male human Ex-Mnk2/Ftr4/War1/Rgr1; hp79, see appendix 1.

APL 6 (EL 9)

Rebel Raqeeb: Male human Ex-Mnk2/Ftr6/War1/Rgr1; hp109, see appendix 1.

APL 8 (EL 11)

Rebel Raqeeb: Male human Ex-Mnk2/Ftr8/War1/Rgr1; hp131, see appendix 1.

Tactics: Seeing the destroyed glyphs, the Raqeeb immediately takes action. He uses non-lethal damage only, until one of the heroes inflicts lethal damage upon him. At that point, he uses whichever does most damage (if he has a *merciful* guisarme, he continues to use the *merciful* ability).

The soldier mixes his ability with the reach weapon and unharmed attack to maximize his hits and attacks of opportunity.

Treasure:

APL2: L: 26 gp; C: 0 gp; M: *mithral breastplate* (350gp);

APL4: L: 0 gp; C: 0 gp; M: +1 *mithral breastplate* (433gp); +1 *guisarme* (192gp); *cloak of resistance* +1 (83gp); *gauntlets of ogre power* +2 (333gp); *potion of lesser vigor* (4gp);

APL6: L: 0 gp; C: 0 gp; M: +2 *mithral breastplate* (683gp); +1 *merciful guisarme* (692gp); *cloak of*

resistance +1 (83gp); gauntlets of ogre power +2 (333gp); potion of lesser vigor (4gp); amulet of health +2 (333gp);

APL8: L: 0 gp; C: 0 gp; M: +3 mithral breastplate (1100gp); +2 merciful guisarme (1526gp); cloak of resistance +1 (83gp); gauntlets of ogre power +2 (333gp); potion of lesser vigor (4gp); amulet of health +2 (333gp); ring of protection +1 (167gp);

Development: If the Raqeeb subdues the entire party, or if some of the heroes fled and left comrades behind they are found guilty of spying and treason (see Appendix Three). Those heroes are first tortured and then put to death, those raised as sentenced to the mines for life. Those heroes receive the “Mines for life” AR Reward.

If the heroes defeat the soldier, they ought to leave the area as soon as possible. Doing so immediately allows the heroes to escape without problems.

If they killed the soldier they receive the “Wanted for murder” AR Reward.

If they elect to stay longer, two soldiers identical to the one they just faced come shortly after dawn, and immediately recognize the heroes. These men are unhappy and attack the heroes on sight. If the heroes manage to defeat this second round of soldiers, but still refuse to leave, another two arrive a few hours later and attack the heroes.

CONCLUSION

Note: The following boxed text assumes the heroes travel overland to return to Hash'Esar. With the number of possibilities available to the heroes (especially at the higher APLs), you may need to change the boxed text.

Leaving Dihn is a lot easier than to enter it. Crossing the border, you feel elated. Just across the border, you are accosted by a group of ten Keruzian faris riding on griffons. Their leader orders you to hop on the back of their mounts because they have orders to fly you to Hash'Esar with all haste.

With a few flaps of the beasts' great wings, they are airborne, and you reach for the sky. The countryside below looks quite distant and quickly, the parched earth gives way to verdant hills and just before sunset, Hash'Esar.

In the palace, things are not as you left them. Soldiers now line the walls and a number of Suviiian Faris are being rounded up in the central courtyard and shackled.

The leader of the griffon-riding faris seems as puzzled as you are about this new development, but wastes no time and orders you to follow him.

As you once again enter the Grand Hall of the palace, you find Arjed al-faris al-fareeq pacing the room, an angry look on his face. Before him stand a mullah in

his 50s with graying temples. He wears a red and white tunic with a Cup and Talisman holy symbol made of platinum hanging from his neck. A heavy falchion hangs at his belt.

The mullah delivers a speech. “YES! I have helped my daughter to escape. YES! I gave her the Restorer of Righteousness' blessing to head to Dihn and marry His Exalted Splendor. What are you going to do now? Kill me for treason? If you do so, you are more of a fool than I thought. this sheikdom with turn so white that you and your lord with think it turned to eternal winter. HA! HA! HA!”

“Hamamar, neither His Exalted Splendor nor I have any desire to kill you. But you will pay. As of this date, you and your family are stripped of all title and rank forever. Also, you and your son are to report to Sefmur to be judged for your treacherous action by His Holy Excellency Sinbad ibn Hadad al-Mullah, says the fareeq.”

“I have little to fear from a church tribunal. I have followed the Four Feet of the Dragon. I have upheld and supported my Family and looked upon the future of my son and daughter. I have always been generous to the people under my care...”

“What about your oath of loyalty to His Exalted Splendor? The fareeq interrupts.”

The former Sheik remains silent, his head lowered in shame.

At that time, the fareeq sees you. “Ah! I take it you were successful. That is good. However we have been played for fools by this disgraced mullah... Congratulations you have my thanks. Go and rest now... I will have further need of you.”

At that time, a Perrenlander mercenary runs in “Lord Fareeq, the population is rioting! A group of ambassadors are here to demand the withdrawal of all non-Suviiian troops from the town and the liberation of their Sheik.

“Tell them, they have no sheik and we'll not leave.”

“Once again you are being outplayed Arjed...His Exalted Splendor has you cornered, laughs the former Sheik of Suvii.”

AR REWARDS

If one of the heroes belongs to the church of Mouqol at the time of the adventure and he agreed to take on the mantle of Head Merchant, that hero receives “Head Merchant of Hash'Esar.” However, only one hero per table may receive this award.

If the heroes angered Grim, they receive the “Enmity of the Tears of the Marid” AR Reward.

If the heroes angered Grim, or they agreed to owe him one, they receive the “Tears of the Marid I-O-U” AR Reward.

If the heroes completed the adventure successfully (whether they return or not) AND they are NOT Tusman Rebels or Unaligned, they have earned the “Thanks of Arjed al-faris al-Fareeq” AR Reward.

If the heroes (or some of the heroes) were captured by the Raqeeb as they tried to destroy the granarie, they receive the “Mines for life” AR Reward. For the purpose of being rescued, the entire table can pool their influence points. If more than one hero is sent to the mines, spending the influence points rescues ALL the heroes in a single go (so 10 IPs get everyone out of the mines). Also, if the heroes pull strings to get out, the option of using IPs MUST be resolved at the table.

If the heroes (or some of the heroes) killed the Rebel Raqeeb, they earn the “Wanted for Murder” AR Reward.

Under no circumstance can the heroes receive the “Thanks of Queen Salima” or “My head on a pike” AR Reward as those can only be earned by playing the other path.

The End

EXPERIENCE POINT SUMMARY

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

ON HIS EXALTED SPLENDOR'S SECRET SERVICE

Encounter Two

Defeating the Tusman soldier –OR– surviving the underground river

| | |
|------|--------|
| APL2 | 150 xp |
| APL4 | 210 xp |
| APL6 | 270 xp |
| APL8 | 330 xp |

Encounter Three

Defeating the wolves

| | |
|------|--------|
| APL2 | 90 xp |
| APL4 | 150 xp |
| APL6 | 210 xp |
| APL8 | 270 xp |

Encounter Six

Defeating the Sefmurian soldiers

| | |
|------|--------|
| APL2 | 120 xp |
| APL4 | 180 xp |
| APL6 | 240 xp |
| APL8 | 300 xp |

FROM SUVII WITH LOVE

Encounter Nine

Defeating the wolves

| | |
|------|--------|
| APL2 | 90 xp |
| APL4 | 150 xp |
| APL6 | 210 xp |
| APL8 | 270 xp |

Encounter Ten

Defeating the Dihnian soldiers

| | |
|------|--------|
| APL2 | 120 xp |
| APL4 | 180 xp |
| APL6 | 240 xp |
| APL8 | 300 xp |

Encounter Twelve

Defeating the Tusman soldier –OR– surviving the underground river

| | |
|------|--------|
| APL2 | 150 xp |
| APL4 | 210 xp |
| APL6 | 270 xp |
| APL8 | 330 xp |

Story Award

Succeeding at the mission:

| | |
|------|--------|
| APL2 | 90 xp |
| APL4 | 135 xp |
| APL6 | 180 xp |
| APL8 | 225 xp |

Total possible experience:

| | |
|------|----------|
| APL2 | 450 xp |
| APL4 | 675 xp |
| APL6 | 900 xp |
| APL8 | 1,125 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 (sell value)

ON HIS EXALTED SPLENDOR'S SECRET SERVICE

Encounter Two

APL2: L: 26 gp; C: 0 gp; M: *mithral breastplate* (350gp);

APL4: L: 0 gp; C: 0 gp; M: *+1 mithral breastplate* (433gp); *+1 guisarme* (192gp); *cloak of resistance +1* (83gp); *gauntlets of ogre power +2* (333gp); *potion of lesser vigor* (4gp);

APL6: L: 0 gp; C: 0 gp; M: *+2 mithral breastplate* (683gp); *+1 merciful guisarme* (692gp); *cloak of resistance +1* (83gp); *gauntlets of ogre power +2* (333gp); *potion of lesser vigor* (4gp); *amulet of health +2* (333gp);

APL8: L: 0 gp; C: 0 gp; M: *+3 mithral breastplate* (1100gp); *+2 merciful guisarme* (1526gp); *cloak of resistance +1* (83gp); *gauntlets of ogre power +2* (333gp); *potion of lesser vigor* (4gp); *amulet of health +2* (333gp); *ring of protection +1* (167gp);

Encounter Five

APL 2: L: 132gp; C: 0gp; M: 0gp;

APL 4: L: 277gp; C: 0gp; M: *periapt of wisdom +2* (333gp);

APL 6: L: 156gp; C: 0gp; M: *+1 heavy mace* (193gp); *+1 Lance* x4 (193gp per character); *scale mail +1* x4 (183gp per character); *periapt of wisdom +2* (333gp); *cloak of protection +1* (83gp);

APL 8: L: 18gp; C: 0gp; M: *+1 heavy mace* (193gp); *+1 Lance* x4 (193gp per character); *full plate +1* x4 (221gp per character); *periapt of wisdom +2* (333gp); *cloak of protection +1* (83gp);

FROM SUVII WITH LOVE

Encounter Ten

APL 2: L: 132gp; C: 0gp; M: 0gp;

APL 4: L: 277gp; C: 0gp; M: *periapt of wisdom +2* (333gp);

APL 6: L: 156gp; C: 0gp; M: *+1 heavy mace* (193gp); *+1 Lance* x4 (193gp per character); *scale mail +1* x4 (183gp per character); *periapt of wisdom +2* (333gp); *cloak of protection +1* (83gp);

APL 8: L: 18gp; C: 0gp; M: *+1 heavy mace* (193gp); *+1 Lance* x4 (193gp per character); *full plate +1* x4 (221gp per character); *periapt of wisdom +2* (333gp); *cloak of protection +1* (83gp);

Encounter Twelve

APL2: L: 26 gp; C: 0 gp; M: *mithral breastplate* (350gp);

APL4: L: 0 gp; C: 0 gp; M: *+1 mithral breastplate* (433gp); *+1 guisarme* (192gp); *cloak of resistance +1* (83gp); *gauntlets of ogre power +2* (333gp); *potion of lesser vigor* (4gp);

APL6: L: 0 gp; C: 0 gp; M: *+2 mithral breastplate* (683gp); *+1 merciful guisarme* (692gp); *cloak of resistance +1* (83gp); *gauntlets of ogre power +2* (333gp); *potion of lesser vigor* (4gp); *amulet of health +2* (333gp);

APL8: L: 0 gp; C: 0 gp; M: *+3 mithral breastplate* (1100gp); *+2 merciful guisarme* (1526gp); *cloak of resistance +1* (83gp); *gauntlets of ogre power +2* (333gp); *potion of lesser vigor* (4gp); *amulet of health +2* (333gp); *ring of protection +1* (167gp);

Total Possible Treasure

APL2: 450 gp

APL4: 650 gp

APL6: 900 gp

APL8: 1,300 gp

Special

Head Merchant of Hash'Esar: You have been elected to be the head priest of Mouqol in Hash'Esar. Contact the Tusmit Triad for more information, and the special certification that goes with it all.

Enmity of the Tears of the Marid: You have angered high-ranking members of the Tear. For the next 52TUs, anytime you want to use an Influence point with a non-religious organization in Tusmit, you must spend an additional influence point.

Tears of the Marid I-O-U: You owe one to the Tears. If you are ever called to perform a task for them in the future, you MUST complete the task, or worse things will happen to you.

Thanks of Queen Salima: You are now considered a Tusman Rebel. Also, this counts as two influence points with the rebels. Cross off once used. You can exchange one of these influence point for one of the following items: *ring of arcane might* (CA), *Phoenix helm* (CA), *Horn of the Rider* (HoB), *Standard of the Galloping Steed* (HoB) or a single weapon made of Thinaun (CW).

[] []

Thanks of Arjed al-faris al-Fareeq: You are now considered a Tusman Loyalist. Also, this counts as two influence points with the loyalists. Cross off once used. You can exchange one of these influence point for one of the following items: *ring of arcane might* (CA), *Phoenix helm* (CA), *Horn of the Rider* (HoB), *Standard of the Galloping Steed* (HoB) or a single weapon made of Thinaun (CW).

[] []

Wanted for Murder: You killed a soldier and are wanted for his murder. This only applies for lands under the control of the following faction. If you are ever caught by the authorities, you face punishment for your crime. You cannot call upon the self-defense clause on this one. Check where you are wanted.

[] Rebels

[] Loyalist

Mines for life: You were found guilty of spying and were sent to the mines for life. Your character is out of play forever. There are only 2 ways out.

1. If you can muster 10 influence points with the loyalists. (to mount a rescue)
2. You may request a special mission from the Tusmit Triad

My head on a pike: You were executed for treason and your head left to rot. You may only be returned to life through a *resurrection* spell.

ITEMS FOR THE ADVENTURE RECORD

ITEM ACCESS

APL2:

- Mithral breastplate (adventure, DMG)
- Wand of Melf's acid arrow (CL 3rd, adventure, DMG)

APL4:

- APL2 Items
- Potion of lesser vigor (CL 1st, regional, DMG & CD)

APL6:

- APL2 & 4 Items
- +2 mithral breastplate (adventure, DMG)
- +1 merciful guisarme (adventure, DMG)

APL8:

- APL2, 4 & 6 Items
- +3 mithral breastplate (adventure, DMG)
- +2 merciful guisarme (adventure, DMG)

APPENDIX ONE: NPCs AND CREATURES

ALL APLS

ENCOUNTER SEVEN

Salima Qu'aldid: Female Baklunish Ari3; CR 2; Medium Humanoid; HD 3d8+6; hp 24; Init +0; Spd 30 ft; AC 10 touch 10, flat-footed 10; BAB +2; Grp +2; Atk/Full Atk +4 melee (1d4+2, +2 Dagger); AL NG; SV Fort +3, Ref +1, Will +6; Str 10, Dex 10, Con 14, Int 18, Wis 12, Cha 16;

Skills and Feats: Bluff +11, Diplomacy +15, Gather Information +9, Knowledge (arcana) +5, Knowledge (arch & eng) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (nobility) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Perform (Puppeteer) +6, Ride +6, Sense Motive +9, Spot +7. Iron Will, Negotiator, Persuasive.

Languages: Baklunish, Common, Dwarven, Elven, Halfling, Gnomish, Old Oeridian

Possessions: *Dagger* +2, *Cloak of Charisma* +2, *Amulet of Health* +2, *Headband of intellect* +2

ENCOUNTER TWO

Tusman Soldier: Male Baklunish Ftr3/Ex-Mnk2; CR 5; HD 2d8+3d10+20; hp 51; Init +6; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (2d4+3, Masterwork guisarme), +6 melee (1d6+2, Unarmed Strike); SA Stunning Fist (DC12, 2/day); SQ Evasion; AL N; SV Fort +9, Ref +6, Will +4; Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Hide +6, Jump +11, Listen +5, Ride +5, Sense Motive +5, Tumble +8. Improved Initiative, Power Attack, Cleave, Weapon Focus (Guisarme), Improved Toughness**, Improved Unarmed Strike, Stunning Fist, Combat Reflexes,

Possessions: Mithral breastplate, masterwork guisarme

ENCOUNTER FIVE

Sefmurian Soldier: Male Baklunish Ftr1/War1; Medium Humanoid; CR 1; HD 1d8+1d10+6; hp 21; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16; BAB +2; Grp +5; Atk/Full Atk +7 melee (1d6+3, Scimitar) or +5 melee (1d6+3, lance); AL LN; SV Fort +7, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +2, Handle Animal +4, Ride +8. Cleave, Power Attack, Weapon focus (scimitar).

Possessions: scale mail, heavy steel shield, masterwork scimitar, turban, lance

ENCOUNTER TEN

Dihnian Soldier: Male Baklunish Ftr1/War1; Medium Humanoid; CR 1; HD 1d8+1d10+6; hp 21; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16; BAB +2; Grp +5; Atk/Full Atk +7 melee (1d6+3, Scimitar) or +5 melee (1d6+3, lance); AL LN; SV Fort +7, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +2, Handle Animal +4, Ride +8. Mounted Combat, Power Attack, Weapon focus (scimitar).

Possessions: scale mail, heavy steel shield, masterwork scimitar, turban, lance

ENCOUNTER TWO

Tusman Soldier: Male Baklunish Ftr3/Ex-Mnk2; CR 5; HD 2d8+3d10+15; hp 51; Init +6; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (2d4+3, Masterwork guisarme), +6 melee

(1d6+2, Unarmed Strike); SA Stunning Fist (DC12, 2/day); SQ Evasion; AL N; SV Fort +9, Ref +6, Will +4; Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Hide +6, Jump +11, Listen +5, Ride +5, Sense Motive +5, Tumble +8. Improved Initiative, Power Attack, Cleave, Weapon Focus (Guisarme), Improved Toughness**, Improved Unarmed Strike, Stunning Fist, Combat Reflexes,

Possessions: Mithral breastplate, masterwork guisarme

ENCOUNTER TWELVE

Rebel Raqeeb: Male Baklunish Ftr3/Ex-Mnk2; CR 5; HD 2d8+3d10+20; hp 51; Init +6; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk/Full Atk +8 melee (2d4+3, Masterwork guisarme), +6 melee (1d6+2, Unarmed Strike); SA Stunning Fist (DC12, 2/day); SQ Evasion; AL N; SV Fort +9, Ref +6, Will +4; Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Hide +6, Jump +11, Listen +5, Ride +5, Sense Motive +5, Tumble +8. Improved Initiative, Power Attack, Cleave, Weapon Focus (Guisarme), Improved Toughness**, Improved Unarmed Strike, Stunning Fist, Combat Reflexes,

Possessions: Mithral breastplate, masterwork guisarme

ENCOUNTER TWO

Tusman Soldier: Male Baklunish Ftr4/Ex-Mnk2/Rgr1/War1; CR 7; HD 4d8+4d10+32; hp 79; Init +6; Spd 30 ft; AC 18, touch 12, flat-footed 16; Base Atk +7; Grp +11; Atk +13 melee (2d4+9, +1 Guisarme) or +11 melee (1d6+4, Unarmed Strike); Full Atk +13/+8 melee (2d4+9, +1 Guisarme) or +11 melee (1d6+4, Unarmed Strike); SA Stunning Fist (DC14, 3/day), Favored enemy (human); SQ Evasion, Wild Empathy; AL N; SV Fort +15, Ref +9, Will +5; Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Handle Animal +5, Hide +7, Jump +13, Listen +5, Ride +9, Sense Motive +5, Survival +5, Tumble +8. Improved Initiative, Power Attack, Cleave, Weapon Focus (Guisarme), Weapon Specialization (Guisarme), Close-Quarters Fighting**, Improved Toughness**, Improved Unharmed Strike, Stunning Fist, Combat Reflexes, Track

Possessions: +1 Mithral breastplate, +1 guisarme, cloak of resistance +1, gauntlets of ogre power, potion of lesser vigor

ENCOUNTER FIVE

Sefmurian Mullah: Male Baklunish Clr4; Medium Humanoid; CR 4; HD 4d8+8; hp 31; Init -1; Spd 20 ft; AC 19, touch 9, flat-footed 19; BAB +3; Grp +2; Atk/Full Atk +2 melee (1d8-1, Heavy Mace) or +2 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +6, Ref +0, Will +9; Str 8, Dex 8, Con 14, Int 12, Wis 21, Cha 10;

Skills and Feats: Concentration +9, Diplomacy +9, Heal +12, Knowledge (religion) +6, Spellcraft +3. Combat Casting, Spell Focus (Evocation), Divine Spellpower.

Possessions: club, heavy mace, 2 holy symbols of Al'Akbar, Masterwork full plate mail, heavy wooden shield, periapt of wisdom +2

Spell Prepared: Caster level 4th; (5/5+1/3+1 DC=15+spell level, DC=16+spell level for evocation spells) 0-[create water, detect magic, detect poison, light, read magic]; 1-[bane, bless, doom, obscuring mist, protection from evil*, sanctuary]; 2-[aid*, hold person, resist energy, sound burst];

Domains: Good [good spells are cast at +1 caster level] and Healing [healing spells are cast at +1 caster level]

Sefmurian Soldier: Male Baklunish Ftr1/War1; Medium Humanoid; CR 1; HD 1d8+1d10+6; hp 21;

Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16; BAB +2; Grp +5; Atk/Full Atk +7 melee (1d6+3, Scimitar) or +5 melee (1d6+3, lance); AL LN; SV Fort +7, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +2, Handle Animal +4, Ride +8. Cleave, Power Attack, Weapon focus (scimitar).

Possessions: scale mail, heavy steel shield, masterwork scimitar, turban, lance

ENCOUNTER FIVE

Dihnian Mullah: Male Baklunish Clr4; Medium Humanoid; CR 4; HD 4d8+8; hp 31; Init -1; Spd 20 ft; AC 19, touch 9, flat-footed 19; BAB +3; Grp +2; Atk/Full Atk +2 melee (1d8-1, Heavy Mace) or +2 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +6, Ref +0, Will +9; Str 8, Dex 8, Con 14, Int 12, Wis 21, Cha 10;

Skills and Feats: Concentration +9, Diplomacy +9, Heal +12, Knowledge (religion) +6, Spellcraft +3. Combat Casting, Spell Focus (Evocation), Divine Spellpower.

Possessions: club, heavy mace, 2 holy symbols of Al'Akbar, Masterwork full plate mail, heavy wooden shield, periapt of wisdom +2

Spell Prepared: Caster level 4th; (5/5+1/3+1 DC=15+spell level, DC=16+spell level for evocation spells) 0-[create water, detect magic, detect poison, light, read magic]; 1-[bane, bless, doom, obscuring mist, protection from evil*, sanctuary]; 2-[aid*, hold person, resist energy, sound burst];

Domains: Good [good spells are cast at +1 caster level] and Healing [healing spells are cast at +1 caster level]

Dihnian Soldier: Male Baklunish Ftr1/War1; Medium Humanoid; CR 1; HD 1d8+1d10+6; hp 21; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16; BAB +2; Grp +5; Atk/Full Atk +7 melee (1d6+3, Scimitar) or +5 melee (1d6+3, lance); AL LN; SV Fort +7, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +2, Handle Animal +4, Ride +8. Mounted Combat, Power Attack, Weapon focus (scimitar).

Possessions: scale mail, heavy steel shield, masterwork scimitar, turban, lance

ENCOUNTER TWELVE

Rebel Raqeeb: Male Baklunish Ftr4/Ex-Mnk2/Rgr1/War1; CR 7; HD 4d8+4d10+32; hp 79; Init

+6; Spd 30 ft; AC 18, touch 12, flat-footed 16; Base Atk +7; Grp +11; Atk +13 melee (2d4+9, +1 GUISARME) or +11 melee (1d6+4, Unarmed Strike); Full Atk +13/+8 melee (2d4+9, +1 GUISARME) or +11 melee (1d6+4, Unarmed Strike); SA Stunning Fist (DC14, 3/day), Favored enemy (human); SQ Evasion, Wild Empathy; AL N; SV Fort +15, Ref +9, Will +5; Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Handle Animal +5, Hide +7, Jump +13, Listen +5, Ride +9, Sense Motive +5, Survival +5, Tumble +8. Improved Initiative, Power Attack, Cleave, Weapon Focus (GUISARME), Weapon Specialization (GUISARME), Close-Quarters Fighting**, Improved Toughness**, Improved Unharmed Strike, Stunning Fist, Combat Reflexes, Track

Possessions: +1 Mithral breastplate, +1 guisarme, cloak of resistance +1, gauntlets of ogre power, potion of lesser vigor

ENCOUNTER TWO

Tusman Soldier: Male Baklunish Ftr6/Ex-Mnk2/Rgr1/War1; CR 9; HD 4d8+6d10+50; hp 109; Init +6; Spd 30 ft; AC 19, touch 12, flat-footed 17; Base Atk +9; Grp +13; Atk +15 melee (2d4+9, +1 merciful guisarme) or +13 melee (1d6+4, Unarmed Strike); Full Atk +15/+10 melee (2d4+9, +1 merciful guisarme) or +13/+8 melee (1d6+4, Unarmed Strike); SA Stunning Fist (DC15, 4/day), Favored enemy (human); SQ Evasion, Wild Empathy; AL N; SV Fort +17, Ref +10, Will +8; Str 18, Dex 14, Con 18, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Handle Animal +5, Hide +7, Intimidate +6, Jump +13, Listen +5, Ride +9, Sense Motive +5, Survival +5, Tumble +8. Improved Initiative, Deflect Arrows, Iron Will, Power Attack, Cleave, Weapon Focus (Guisarme), Weapon Specialization (Guisarme), Close-Quarters Fighting**, Improved Toughness**, Improved Unharmed Strike, Stunning Fist, Combat Reflexes, Track

Possessions: +2 Mithral breastplate, +1 merciful guisarme, cloak of resistance +1, gauntlets of ogre power, amulet of health +2, potion of lesser vigor

ENCOUNTER FIVE

Sefmurian Mullah: Male Baklunish Clr6; Medium Humanoid; CR 6; HD 6d8+12; hp 45; Init -1; Spd 20 ft; AC 19, touch 9, flat-footed 19; BAB +4; Grp +3; Atk/Full Atk +4 melee (1d8, +1 Heavy Mace) or +3 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +8, Ref +2, Will +11; Str 8, Dex 8, Con 14, Int 12, Wis 21, Cha 10;

Skills and Feats: Concentration +11, Diplomacy +11, Heal +12, Knowledge (religion) +6, Spellcraft +7. Combat Casting, Spell Focus (Evocation), Divine Spellpower, Augment Healing.

Possessions: club, heavy mace +1, 2 holy symbols of Al'Akbar, Masterwork full plate mail, heavy wooden shield, cloak of protection +1, periapt of wisdom +2

Spell Prepared: Caster level 6th; (5/5+1/4+1/3+1 DC=15+spell level, DC=16+spell level for evocation) 0-[create water, detect magic, detect poison, light, read magic]; 1-[bane, bless, doom, obscuring mist, protection from evil*, sanctuary]; 2-[aid*, hold person, resist energy, sound burst, spiritual weapon]; 3-[blindness, detect thoughts*, dispel magic (x2)];

Domains: Good [good spells are cast at +1 caster level] and Healing [healing spells are cast at +1 caster level]

Sefmurian Soldier: Male Baklunish Ftr2/War1; Medium Humanoid; CR 2; HD 1d8+2d10+12; hp 33; Init +5; Spd 20 ft; AC 18, touch 11, flat-footed 17; BAB +3; Grp +6; Atk/Full Atk +8 melee (1d6+4, +1 Scimitar) or +6 melee (1d8+3, lance) or +4 ranged (1d8, composite longbow); AL LN; SV Fort +8, Ref +1, Will +0; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +4, Handle Animal +5, Ride +9. Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (scimitar).

Possessions: scale mail +1, heavy steel shield, +1 scimitar, lance, composite longbow, turban

ENCOUNTER TEN

Dihnian Mullah: Male Baklunish Clr6; Medium Humanoid; CR 6; HD 6d8+12; hp 45; Init -1; Spd 20 ft; AC 19, touch 9, flat-footed 19; BAB +4; Grp +3; Atk/Full Atk +4 melee (1d8, +1 Heavy Mace) or +3 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +8, Ref +2, Will +11; Str 8, Dex 8, Con 14, Int 12, Wis 21, Cha 10;

Skills and Feats: Concentration +11, Diplomacy +11, Heal +12, Knowledge (religion) +6, Spellcraft +7. Combat Casting, Spell Focus (Evocation), Divine Spellpower, Augment Healing.

Possessions: club, heavy mace +1, 2 holy symbols of Al'Akbar, Masterwork full plate mail, heavy wooden shield, cloak of protection +1, periapt of wisdom +2

Spell Prepared: Caster level 6th; (5/5+1/4+1/3+1 DC=15+spell level, DC=16+spell level for evocation) 0-[create water, detect magic, detect poison, light, read magic]; 1-[bane, bless, doom, obscuring mist, protection from evil*, sanctuary]; 2-[aid*, hold person, resist energy, sound burst, spiritual weapon]; 3-[blindness, detect thoughts*, dispel magic (x2)];

Domains: Good [good spells are cast at +1 caster level] and Healing [healing spells are cast at +1 caster level]

Sefmurian Soldier: Male Baklunish Ftr2/War1; Medium Humanoid; CR 2; HD 1d8+2d10+9; hp 30; Init +5; Spd 20 ft; AC 18, touch 11, flat-footed 17; BAB +3; Grp +6; Atk/Full Atk +8 melee (1d6+4, +1 Scimitar) or +6 melee (1d8+3, lance) or +4 ranged (1d8, composite longbow); AL LN; SV Fort +8, Ref +1, Will +0; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +4, Handle Animal +5, Ride +9. Mounted Combat, Improved Initiative, Power Attack, Ride-by-Attack, Weapon Focus (scimitar).

Possessions: scale mail +1, heavy steel shield, +1 scimitar, lance, composite longbow, turban

ENCOUNTER TWELVE

Rebel Raqeeb: Male Baklunish Ftr6/Ex-Mnk2/Rgr1/War1; CR 9; HD 4d8+6d10+50; hp 109; Init +6; Spd 30 ft; AC 19, touch 12, flat-footed 17; Base Atk +9; Grp +13; Atk +15 melee (2d4+9, +1 merciful guisarme) or +13 melee (1d6+4, Unarmed Strike); Full Atk +15/+10 melee (2d4+9, +1 merciful guisarme) or +13/+8 melee (1d6+4, Unarmed Strike); SA Stunning Fist (DC15, 4/day), Favored enemy (human); SQ Evasion, Wild Empathy; AL N; SV Fort +17, Ref +10, Will +8; Str 18, Dex 14, Con 18, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Handle Animal +5, Hide +7, Intimidate +6, Jump +13, Listen +5, Ride +9, Sense Motive +5, Survival +5, Tumble +8. Improved Initiative, Deflect Arrows, Iron Will, Power Attack, Cleave, Weapon Focus (Guisarme), Weapon Specialization (Guisarme), Close-Quarters Fighting**, Improved Toughness**, Improved Unharmed Strike, Stunning Fist, Combat Reflexes, Track

Possessions: +2 Mithral breastplate, +1 merciful guisarme, cloak of resistance +1, gauntlets of ogre power, amulet of health +2, potion of lesser vigor

ENCOUNTER TWO

Tusman Soldier: Male Baklunish Ftr8/Ex-Mnk2/Rgr1/War1; CR 11; HD 4d8+8d10+60; hp 131; Init +6; Spd 30 ft; AC 21, touch 13, flat-footed 19; Base Atk +11; Grp +15; Atk +19 melee (2d4+10; 19-20/x3, +1 merciful guisarme) or +15 (1d6+4, Unarmed Strike); Full Atk +19/+14/+9 melee (2d4+10; 19-20/x3, +1 merciful guisarme) or +15/+10/+5 melee (1d6+4, Unarmed Strike); SA Stunning Fist (DC15, 4/day), Favored enemy (human); SQ Evasion, Wild Empathy; AL N; SV Fort +18, Ref +10, Will +8; Str 19, Dex 14, Con 18, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Handle Animal +5, Hide +7, Intimidate +9, Jump +13, Listen +5, Ride +12, Sense Motive +5, Survival +5, Tumble +8. Improved Critical (Guisarme), Improved Initiative, Deflect Arrows, Iron Will, Power Attack, Cleave, Weapon Focus (Guisarme), Weapon Specialization (Guisarme), Greater Weapon Focus (Guisarme), Close-Quarters Fighting**, Improved Toughness**, Improved Unharmed Strike, Stunning Fist, Combat Reflexes, Track

Possessions: +3 mithral breastplate, +2 merciful guisarme, +1 cloak of resistance, gauntlets of ogre power +2, +2 amulet of health, potion of lesser vigor, +1 ring of protection, potion of lesser vigor

ENCOUNTER THREE

Advanced Dire Wolf: large animal; CR5; HD 12d+36; hp 102; Init +6; Spd 50ft; AC 14, touch 11, flat-footed 12; BAB +8; Grp +19; Atk/Full Atk Bite +16 melee (2d8+12); Space/Reach 10ft/5ft; SA Trip; SQ low-light vision, scent; SV Fort +12, Ref +10, Will +9; Str 26, Dex 15, Con 18, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +2, Listen +7, Move Silently +4, Spot +7, Survival +6*. Alertness, Improved Initiative, Improved Natural Attack (bite), Run, Track, Weapon Focus (bite)

ENCOUNTER FIVE

Sefmurian Mullah: Male Baklunish Clr8; Medium Humanoid; CR 8; HD 8d8+16; hp 59; Init -1; Spd 20 ft; AC 21, touch 9, flat-footed 21; BAB +6; Grp +5; Atk +6 melee (1d8, +1 Heavy Mace), +5 melee (1d6-1, Club); Full Atk +6/+1 melee (1d8, +1 Heavy Mace), +5/+0 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +9, Ref +2, Will +13; Str 8, Dex 8, Con 14, Int 12, Wis 22, Cha 10;

Skills and Feats: Concentration +13, Diplomacy +13, Heal +13, Knowledge (religion) +6, Spellcraft +11. Combat Casting, Spell Focus (Evocation), Divine Spellpower, Augment Healing.

Possessions: club, heavy mace +1, 2 holy symbols of Al'Akbar, full plate mail +1, heavy wooden shield +1, cloak of protection +1, periapt of wisdom +2

Spell Prepared: Caster level 8th; (6/6+1/5+1/4+1/3+1 DC=16+spell level, DC=17+spell level for evocation) 0-[create water, detect magic, detect poison, light, read magic, guidance]; 1-[bane, bless, doom, obscuring mist, protection from evil*, sanctuary,, shield of faith]; 2-[aid*, hold person, resist energy, sound burst (x2), spiritual weapon]; 3-[blindness, detect thoughts*, dispel magic (x2), prayer]; 4-[death ward, freedom of movement, holy smite*, recitation**];

Domains: Good [good spells are cast at +1 caster level] and Healing [healing spells are cast at +1 caster level]

Sefmurian Soldier: Male Baklunish Ftr4/War1; Medium Humanoid; CR 4; HD 1d8+4d10+18; hp 51; Init +5; Spd 20 ft; AC 22, touch 11, flat-footed 21; BAB +5; Grp +8; Atk/Full Atk +10 melee (1d6+6, Scimitar) or +8 melee lance (1d8+3) or +7 ranged (1d8, Masterwork composite longbow); AL LN; SV Fort +9, Ref +2, Will +1; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +4, Handle Animal +7, Ride +11. Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: full plate +1, heavy steel shield, +1 scimitar, lance, masterwork composite longbow, turban

ENCOUNTER NINE

Refer to Encounter Three.

ENCOUNTER TEN

Dihnian Mullah: Male Baklunish Clr8; Medium Humanoid; CR 8; HD 8d8+16; hp 59; Init -1; Spd 20 ft; AC 21, touch 9, flat-footed 21; BAB +6; Grp +5; Atk +6 melee (1d8, +1 Heavy Mace), +5 melee (1d6-1, Club); Full Atk +6/+1 melee (1d8, +1 Heavy Mace), +5/+0 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +9, Ref +2, Will +13; Str 8, Dex 8, Con 14, Int 12, Wis 22, Cha 10;

Skills and Feats: Concentration +13, Diplomacy +13, Heal +13, Knowledge (religion) +6, Spellcraft +11.

Combat Casting, Spell Focus (Evocation), Divine Spellpower, Augment Healing.

Possessions: club, heavy mace +1, 2 holy symbols of Al'Akbar, full plate mail +1, heavy wooden shield +1, cloak of protection +1, periapt of wisdom +2

Spell Prepared: Caster level 8th; (6/6+1/5+1/4+1/3+1 DC=16+spell level, DC=17+spell level for evocation) 0-[*create water, detect magic, detect poison, light, read magic, guidance*]; 1-[*bane, bless, doom, obscuring mist, protection from evil*, sanctuary, shield of faith*]; 2-[*aid*, hold person, resist energy, sound burst (x2), spiritual weapon*]; 3-[*blindness, detect thoughts*, dispel magic (x2), prayer*]; 4-[*death ward, freedom of movement, holy smite*, recitation***];

Domains: Good [good spells are cast at +1 caster level] and Healing [healing spells are cast at +1 caster level]

Sefmurian Soldier: Male Baklunish Ftr4/War1; Medium Humanoid; CR 4; HD 1d8+4d10+15; hp 48; Init +5; Spd 20 ft; AC 22, touch 11, flat-footed 21; BAB +5; Grp +8; Atk/Full Atk +10 melee (1d6+6, Scimitar) or +8 melee lance (1d8+3) or +7 ranged (1d8, Masterwork composite longbow); AL LN; SV Fort +9, Ref +2, Will +1; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Climb +4, Handle Animal +7, Ride +11. Mounted Combat, Improved Initiative, Power Attack, Ride-by-Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: full plate +1, heavy steel shield, +1 scimitar, lance, masterwork composite longbow, turban

ENCOUNTER TWELVE

Rebel Raqeeb: Male Baklunish Ftr8/Ex-Mnk2/Rgr1/War1; CR 11; HD 4d8+8d10+60; hp 131; Init +6; Spd 30 ft; AC 21, touch 13, flat-footed 19; Base Atk +11; Grp +15; Atk +19 melee (2d4+10; 19-20/x3, +1 merciful guisarme) or +15 (1d6+4, Unarmed Strike); Full Atk +19/+14/+9 melee (2d4+10; 19-20/x3, +1 merciful guisarme) or +15/+10/+5 melee (1d6+4, Unarmed Strike); SA Stunning Fist (DC15, 4/day), Favored enemy (human); SQ Evasion, Wild Empathy; AL N; SV Fort +18, Ref +10, Will +8; Str 19, Dex 14, Con 18, Int 10, Wis 10, Cha 10;

Skills and Feats: Craft (Weaponsmithing) +3, Handle Animal +5, Hide +7, Intimidate +9, Jump +13, Listen +5, Ride +12, Sense Motive +5, Survival +5, Tumble +8. Improved Critical (Guisarme), Improved Initiative, Deflect Arrows, Iron Will, Power Attack, Cleave, Weapon Focus (Guisarme), Weapon

Specialization (Guisarme), Greater Weapon Focus (Guisarme), Close-Quarters Fighting**, Improved Toughness**, Improved Unharmed Strike, Stunning Fist, Combat Reflexes, Track

Possessions: +3 mithral breastplate, +2 merciful guisarme, +1 cloak of resistance, gauntlets of ogre power +2, +2 amulet of health, potion of lesser vigor, +1 ring of protection, potion of lesser vigor

APPENDIX TWO: NEW RULES - FEATS

CLOSE-QUARTERS FIGHTING [GENERAL]

(Complete Warrior)

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

DIVINE SPELL POWER [DIVINE]

(From Complete Divine)

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisite: Ability to turn undead or rebuke undead, able to cast 1st level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of your turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

IMPROVED TOUGHNESS [GENERAL]

(Complete Warrior)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats

APPENDIX TWO: NEW RULES - FEATS

RECITATION

(From Spell Compendium)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you.

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, attack rolls and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

APPENDIX THREE: THE LAW IN NORTHERN TUSMIT

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the Tusmit triad at tusmittriad@yahoo.com.

LASHINGS

All lashings are given in public where the criminal can be showered by manure and rotting vegetables. The number of lashes given should be noted on the AR.

HORSES

A horse qualifies as a person for the charges wherever it might be applicable (murder, assault).

HIGH FINES

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains per week (one TU) in the mines.

Full responsibility of the law is expected and enforced by the Qadi and Mullahs, regardless of the circumstances.

The military and the nobles, however, understand the concept of excessive force used in self-defence.

THE SELF-DEFENSE CLAUSE

A clause of self-defence can be claimed and the good military or noble presiding official(s) will hear your plea.

A Diplomacy check (or Bluff) can be made, at 20 + the APL to convince the presiding official that the act was done in pure self-defence.

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

Ignorance of the law is no reason to call upon this clause.

Assault (govt. official, noble, or church member)

Threat or use of lethal force that results in bodily harm upon a person a lawful representative of the Tusman Government, a Tusman noble or member of an organized Tusman Church.

Sentence: Confiscation of weapon used and imprisonment of up to 1 year (52 TUs).

Assault (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to six time units and 10d10 lashes.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of three time units and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

- Government official, noble, military, or church official: Imprisonment of four time units and loss of seventy-five percent of property.
- Other: Fine of one and a half times the blackmail price

Vandalism

Wilful destruction or defacement of any structure, object, thing, or place.

Sentence: 1d10 lashes per one hundred fountains and a fine equalling three times the cost of reparation.

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.

- Other: Death.

Spying

Any activity that results in foreign powers learning secrets or information about the nation of Tusmit.

Sentence: Sent to mines for life or death

Theft

Possession, sale, or acquisition of an object without permission.

Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information.

500 fountains worth or more: severing of the hand after previous sentence is served.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Death.

Treason

Any activity that weakens or gives an edge to a foreign power against the good of the nation of Tusmit.

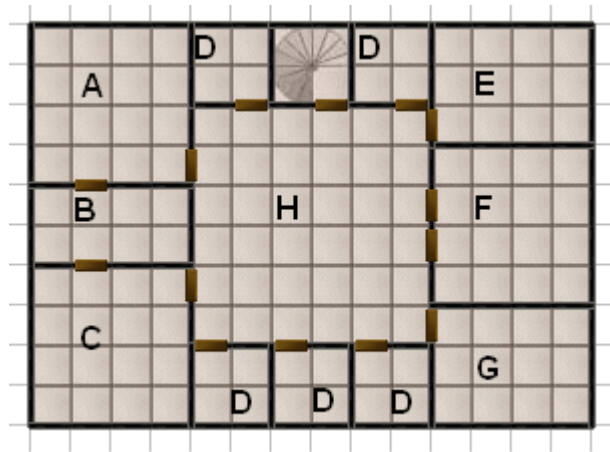
Sentence: Torture and death

Trespass

Illegal entry into any building when one is not solicited.

Sentence: Imprisonment of up to 1 week and fine of 100 gp (doubled for repeated offenses)

APPENDIX FOUR: DM'S MAPS



Map 1 Winter Pavilion: Second Story



Map 2 Granary and protections

APPENDIX FIVE: TEXTES FRANÇAIS

INTRODUCTION

NOW WE BEGIN

Dwur'Ayhand, capitale de Dihn, capitale de l'armée des Tusman Blancs et capitale actuelle du Pacha revenu Jadhim-Orem.

Partout autour de la ville, des tentes sont plantées, des écuries rapidement construites contiennent les nombreux chevaux de l'armée; des forgerons s'affairent à produire des armes, des armures, des carapaces et des fers à chevaux. Des bannières de Dihn et la bannière de Tusmit à fond blanc sont visibles partout. L'armée campée ici est composée en majorité d'humains, d'elfes et de nains. Des nobles ont ajouté leur troupes personnelles pour former le cœur de l'armée. Leurs bannières flottent au vent pour former une mosaïque multicolore.

Formant un fort contraste au camp militaire à l'extérieur, l'intérieur de la ville ne semble pas être affectée par le tumulte à l'extérieur. À l'intérieur des murs de pierre, des soldats nains en armure lourde patrouille les rues, menés par des mullahs de la Foi Véritable ou des prêtres de Moradin.

Vous avez attendu toute la journée dans une antichambre du palais. Une naine est entrée pour vous mener au travers d'une série de salles fortement gardée. Finalement, vous êtes entré dans une petite pièce où le Sheik de Dihn, le nain appelé Omar Saladish est assis seul devant une carte montrant le sud de Dihn. Le brassard blanc clairement visible sur son riche habit de velours pourpre. Un mullah Baklunien à la mine sévère au crâne rasé se tient à côté du nain. Le mullah a les yeux rivés sur la carte et ne vous prête aucune attention.

« Ah... Mes amis, mon cœur se réjouit de vous voir. Je vous ai fait venir car j'ai besoin de gens qui peuvent garder un secret et accomplir une mission de grande importance pour notre juste cause. »

« Des informateurs de Sa Splendeur Exaltée ont eut vent que notre cause avait grand support dans le palais du Sheik de Suvii. L'Usurpateur a envoyé une de ses faris pour mener l'occupation de Suvii. Il a même poussé l'audace jusqu'à demander à Hamamar de suivre les ordres de son Fareeq (general) comme s'il était là en personne. Hamamar est extrêmement mécontent de la situation, mais n'ose pas s'allier ouvertement avec nous contre l'Usurpateur. »

« Et voilà où Sa Splendeur Exaltée brille. Il est parvenu, par différents intermédiaires à faire une alliance avec le Sheik le Suvii, une alliance qui forcerait Hamamar à s'allier avec nous. Et voilà où vous entrez en scène. Êtes-vous prêts à aider notre cause et ainsi empêcher que la guerre ne ravage Dihn et Suvii ? »

THE PLAN

« Certains parmi vous pouvez avoir des objections à propos de cette mission, mais laissez-moi vous assurer que cette mission est pour le plus grand bien et qu'elle empêchera une action militaire. Si vous échouez, nous devons lancer une invasion de Suvii, ce qui causera la mort de plusieurs. La liberté d'une personne ou la vie de centaines est la décision que vous devez peser. Si vous refusez, vous serez mes hôtes jusqu'à ce que d'autre réussissent à obtenir la reddition pacifique de Suvii. »

ENCOUNTER TWO

Vous avez franchi la frontière sans problèmes. Contrairement aux collines luxuriantes de Dihn, le nord de Suvii est une terre dévastée. Même si quelques brins d'herbes commencent à apparaître ici et là, le Sheikat n'est pas complètement rétabli de la Vague de Feu de 594CY.

Toute l'après-midi, vous avez joué au chat et à la souris avec un petit groupe de faris montés sur des griffons. Il semble que chaque fois que vous croyez les avoir perdus, ils réapparaissent, volant dans le ciel. Jusqu'à maintenant, ils semblent seulement intéressés à vous suivre, mais vous savez qu'ils se regroupent pour lancer une attaque.

Un peu avant la tombée de la nuit, vous apercevez un petit village au loin et un petit panneau peint sur lequel vous pouvez lire « Razul ».

Passant les premières maisons, une demi-orque vous interpelle d'une maison tout proche. « Vous, venez ici vite ! J'ai un moyen qui peut vous permettre d'échapper à vos poursuivants. Entrez vite ! »

ENCOUNTER FOUR

Hash'Esar a beaucoup changé ces dernières années. Ce fut autrefois une superbe cité mais deux années de campagne militaire ont réduit la ville à un grand camp militaire. Des écuries et structures défensives sont en construction autour de la ville et des édifices gouvernementaux.

Des architectes gnome, nombre dans le Sheikat, dirigent des groupes de nains et d'Halflings. Utilisant la pierre grise local, ils transforment la capitale en forteresse.

La bannière rouge de Tusmit est visible partout. Les bottes des soldats qui patrouillent la ville résonnent partout en ville. Plusieurs des soldats portent les couleurs de Keruz, de Nahim ou sont des mercenaires étrangers des terres des Paynims ou du Perrendland, sont formés en patrouille avec des soldats locaux.

Les gens ont la mine basse. Plusieurs fois, vous voyez un paysan tirer la langue à des soldats qui viennent juste de les passer dans la rue. Parfois, de jeunes enfants poussent la bravade jusqu'à lancer du crottin ou des légumes pourris aux soldats qui passent.

Le seul oasis de paix en ville est le Marché. Même s'il n'est pas le plus grand de Tusmit, le marché de Hash'Esar est vital au Sheikat. Marchands et commerçants ont leur échoppes ou leur kiosques ouverts au public. Les pavillons de plusieurs maisons du Mouqollad Consortium sont visibles autour du marché. A l'intérieur du marché, tout signe du monde extérieur disparaît pour un instant sur ce lieu sacré dédié à Mouqol.

THE HEADLESS GENIE

La demie elfe assise les jambes étendues sur une banquette n'est pas particulièrement attirante. Ses cheveux cuivrés sont tressés en dreadlocks avant d'être attaché en queue de cheval derrière sa tête. Son habit moulant dévoile un corps athlétique en excellente condition physique. Une rapière pend à son côté.

Alors que vous approchez, elle vous lance un sourire narquois. « Z'en avez mis du temps pour venir ici. C'est pourtant pas difficile d'échapper à un petit groupe de Sefmuriens sans cervelle ! Je l'ai fait tellement des fois... Bon ça suffit, mon nom est Lapa, et c'est tout ce que vous avez besoin de savoir. Je veux pas savoir vos noms. Allons vous chercher une petite colombe emprisonnée ! »

ENCOUNTER SEVEN

La pièce n'est que légèrement illuminé mais vous parvenez quand même à voir qu'à l'autre bout de la pièce, un spectacle de marionnettes est en cours. Il semble l'action tourne autour d'un large guerrier et un prêtre.

Regardant le spectacle est un Baklunien dans la 50aine avec les tempes grisonnantes. Il porte un

tunique rouge et blanche avec un pendentif de la Coupe et du Talisman en platine autour de son cou. Un falchion lourd est suspendu à sa ceinture.

A son côté est une jeune Baklunienne au teint particulièrement pâle à peine dans la 20aine, elle est vêtue d'une longue robe blanche en soie avec des boucles de ruban rouge autour de sa poitrine.

L'homme se tourne pour vous faire face et d'un ton autoritaire demande. « Que faites-vous ici. Je n'ai qu'un mot à dire et la pièce se remplit de gardes. »

CONCLUSION

Quitter Suvii est beaucoup plus simple que d'y entrer. Salima se montre pleine de ressources et vous recevez de l'aide de presque toute personne de Suvii que vous croisez. Il est clair qu'elle est très appréciée de la population. A son tour, elle est amicale et pleine de compassion à leur égard. Plus amicale encore qu'envers ceux qui parmi vous ne sont pas de Suvii. Avec l'aide de la population locale, vous évitez les patrouilles loyalistes.

Vous avez à peine franchi la frontière de Dihnn, qu'un groupe de 20 faris portant les brassards rouges et portant des lances magiques avec des boucliers montrant le bouclier blanc de Tusmit vous approche et vous ordonnent de les suivre.

A Dwur'Ayhad, le tranquille camp militaire qui existait à votre départ est remplacé par une scène chaotique. Les entrepôts à grains de Dihnn ont été incendiés par des agents de l'Usurpateur. L'armée est maintenant menacée de famine.

Ayant appris la nouvelle, du départ de Salima, Arjed al-faris al-fareeq, a retiré tout titre et rang au Sheik de Suvii, au nom de l'Usurpateur. La population a immédiatement explosé et des émeutes ont mené la ville au chaos. Des bannières blanches de Tusmit ont été vues à plusieurs endroits et l'armée d'occupation est constamment harcelée par la guérilla.

Une fois rentre au palais, vous êtes menés directement aux appartements du Sheik de Dihnn. La, vous retrouvez le Sheik Omar Saladish en compagnie d'un homme chauve vêtu d'une robe de cérémonie avec une couronne sur la tête ainsi que trois prêtres : un Mullah, un Qadi et une naine portant un symbole de 2 anneaux entrelacées.

L'homme couronné fait un pas dans votre direction et embrasse doucement la main de Salima. « Bienvenue madame. Bienvenue à Dihnn et à la liberté du cruel règne de l'Usurpateur. » A quoi Salima répond « Mon père et son peuple ne sont pas encore libres. Mon père vous envoie une offrande et

implore votre bonne volonté au nom du peuple de Suvii. Leur souffrance et leur liberté sont maintenant entre vos mains. »

Jadhim-Orem et Salima se sourient. Prenant la fille par mains, il l'amène devant le triumvirat de prêtres. Peu de temps après, ils sont mariés selon les coutumes Tusmane et Khund.

Une fois les cérémonies terminées, Jadhim-Orem prend un diadème et le place sur la tête Salima agenouillée devant lui. « Tusmit a maintenant une reine dit Sa Splendeur Exaltée » Salima sourit et ajoute « Et Suvii devient blanc. »

Fin

PATH TWO: FROM SUVII WITH LOVE

INTRODUCTION

Vous étiez assis tranquillement à déjeuner dans une auberge d'Hash'Esar tôt le matin lorsqu'un soldat vêtu des habits des Faris de Sefmur est entré. Vous pointant du doigt, il a appelé vos noms et vous a ordonné de le suivre.

Le soldat vous a mené aux murs puis vous a escorté dans le palais. Le palais est évidemment renforcé et converti en baraques pour plusieurs soldats, dont bien peu sont de Suvii. Des bannières rouges sont visibles partout.

Passant nombre de postes de gardes, vous finissez dans un grand hall ouvert sur l'extérieur communs dans le palais. Un homme couvert de cicatrices et un group de soldats regardent des cartes de la frontière entre Dihn et Suvii.

Votre escorte se dirige vers le fareeq et lui chuchote quelque chose. « Ah! Excellent! Finalement ils sont arrivés! Approchez! Vos noms et titres, vous ordonne le Fareeq. »

« Comme vous le savez, j'ai reçu de la part de Sa Splendeur Exaltée le commandement suprême de ce Sheikdom. Vous savez tous que nous sommes en guerre avec le Traître et ses suivants. Pour cette raison, nous avons décidé de prendre immédiatement action pour empêcher la croissance de cette gangrène qu'est la rébellion. »

« On m'a fait savoir que vous avez, de par le passé servi Sa Splendeur Exaltée. Etes-vous prêts à servir votre pays et votre Seigneur une fois de plus ? »

« Parfait. Vous voyez, les troupes de ce Sheikat qui sont sous mon commandement protègent les

citoyens contre les bandits, les goblinoïdes et les monstres, mais nous ne pourrions pas résister à une offensive sérieuse. C'est pourquoi nous devons couper leur ravitaillement et empêcher une telle attaque avant qu'elle ne devienne une menace sérieuse. »

« Le Traître amasse ses forces autour de Dwur'Ayhand. De là, ils peuvent lancer une attaque sur nous, Khalid ou Malimar. Khalid est faible et refuse de renforcer ses frontières alors que Blashikdur est paralysée par le grand notre de soldats rebelles dans la ville. »

« Vous devez vous rendre à Dihn et brûler leurs entrepôts de grain, dit-il pointant un point sur la carte. Cela devrait paralyser leur armée pour au moins un mois, le temps qu'il nous faudra pour préparer nos défense et peut-être monter une contre-offensive. Nous avons un agent a Dwur'Ayhand qui vous aidera à trouver le bon endroit. Son nom est Grim Flatrock, un nain que vous pourrez trouver au Refuge du Mineur. »

« Une dernière chose, le Traître et ses hommes auront sans doute des moyen magiques de détecter toute magie de téléportation. Si vous avez de tels sortilèges à votre disposition, n'hésitez pas à les utiliser pour rentrer. »

ENCOUNTER EIGHT

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ENCOUNTER ELEVEN

THE MINER'S REFUGE

Entrant au Refuge du Mineur, vous êtes assailli par la forte odeur de bière et de transpiration. La pièce devient silencieuse alors que vous entrez et plusieurs nains en armure lourde vous jettent des regards désapprobateurs. Un nain tavernier plus que gros s'affaire derrière le comptoir.

CONCLUSION

Il est plus facile de quitter Dihn que d'y entrer. Une fois la frontière franchie, vous vous sentez soulagé. Vous n'avez fait que quelques lieues dans Suvii que vous êtes approchés par un groupe de dix faris de Keruz montés sur des griffons. Leur chef vous ordonnent de monter derrière un des cavaliers car ils ont ordre de vous ramener à Hash'Esar le plus rapidement possible.

Quelques battements d'ailes plus tard, vous flottez dans les airs, vous dirigeant directement vers les cieux. La contrée brûlée loin en bas laisse rapidement place à des collines verdoyantes et juste avant que le Soleil ne se couche loin au-dessus d'Ekbir, vous apercevez Hash'Esar.

Au palais, les choses ont bien changé depuis votre départ. Des soldats patrouillent activement les murs et les faris de Suvii sont regroupés dans la cour centrale avant d'y être menottés et amené vers les prisons.

Le chef des faris semble aussi surpris que vous de ce développement, mais il ne perd pas un instant et vous ordonne de le suivre.

Alors que vous entrez une fois de plus dans de Grand Hall du palais, vous trouvez Arjed al-faris al-fareeq faisant les cents pas, il semble être d'une humeur massacrant. Devant lui se tient un mullah dans la 50aine avec des tempes grisonnantes. Il porte une tunique rouge et blanche avec à son cou un symbole de platine montrant la Coupe et le Talisman. Il porte un lourd falchion à sa ceinture.

Le mullah est en train de parler. « OUI! J'ai aidé ma fille à s'enfuir. OUI! Je lui ai donné la bénédiction de Celui qui amène la Rectitude pour qu'elle se rende à Dihn et se marrie avec Sa Splendeur Exaltée. Que vas-tu fait maintenant? M'exécuter pour trahison? Si tu le fais, tu es un plus grand idiot que je pensais. Ce Sheikat va devenir tellement blanc que toi et ton maître allez croire que Suvii est devenu la terre de l'hiver éternel ! HA! HA! HA! »

« Hamamar, ni Sa Splendeur Exaltée ni moi avons quelque désir de te tuer. Mais tu vas payer. A partir de ce jour, toi et ta famille êtes radié de tout titre et rangs à jamais. De plus, toi et ton fils devez vous rapporter à Sefmur pour que vos actes de trahison puissent être jugés par Sa Sainte Excellent Sinbad ibn Hadad al-Mullah, dit le fareeq. »

« Je n'ai pas peur d'un procès ecclésiastique. J'ai suivi les Quatre Pieds du Dragon. J'ai soutenu et protégé ma Famille et j'ai assuré le futur de mon fils et de ma fille. J'ai toujours été bon et généreux envers ceux qui étaient sous ma charge... »

« Qu'en est-il de ton serment de fidélité envers Sa Splendeur Exaltée ? Interrompt le fareeq. »

L'ancien cheik demeure silencieux pour un instant, la tête baissée.

A ce moment, le fareeq vous voit. « Ah ! Je suppose que votre mission a été couronnée de succès. Excellent. Cependant nous avons été la proie de ce mullah disgracié... Félicitation, acceptez mes remerciements. Allez vous reposer... Je vais avoir besoin de vous bientôt. »

A ce moment, un mercenaire Perrenlandais entre à la course. « Seigneur Fareeq, la population se révolte ! Un groupe d'ambassadeurs est ici pour demander le retrait de toute troupe étrangères et la libération de leur cheik. »

« Dites-leur qu'ils n'ont pas de cheik et que nous ne partirons pas. »

« Une fois de plus, tu t'es fais avoir par plus brillant que toi, Arjed... Sa Splendeur Exaltée t'as mis dans un coin, ricane l'ancien Sheik de Suvii. »

Fin

PLAYER HANDOUT ONE: THE PUPPET SHOW

The puppet show details the adventure of two adventurers in the days of the Baklunish Empire: a warrior called Kadesh and a priest of Azor'alq name Ahmet.

The show is comical and deals with Ahmet having to constantly rescue Kadesh from a series of monsters and other situations the warrior keeps getting into. Kadesh is shown as a reckless devil-may-care adventurer who agrees to any chance of adventure offered to him while Ahmet constantly has to remind his friend of the virtue of obeying the gods and the benefits of wisdom. More than once, do you find yourself laughing at the actions of poor Kadesh, falling in traps of having to face dragons and other dangerous beasts.

The moral of the story is that one should enjoy life and live a quiet and peaceful life, obeying the gods and performing one's duty.

Quite enjoyable, the two Polvarian puppeteers who gave the performance were very talented and for but a moment, your worries and the world around you faded into the universe of the show. Obviously, the Sheik and his daughter were also taken by the story.