

Arcane Fate

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in Tusmit

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When dreams, conspiracies and harsh laws mingle, the result can be... explosive. A one-round regional adventure set in Sefmur for characters level 4-14 (APLs 6-12).

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

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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
		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 the County of Urnst. Characters from the County of Urnst 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

The conflict that currently engulfs Tusmit tears the entire fabric of its society. Everywhere people are either taking sides, or they vehemently avoid taking sides in the conflict. The Sefmur College of the Arts is one faction that has remained distant from politics and who have announced their neutrality in the current conflict.

Though the College as a faction has wished to remain neutral, some of its members have taken sides. Arguments amongst members of the College are common between the three factions: those who support Muammar, those who support Jadhim and those who wish to remain neutral.

THE DEDICARI FLOWER

Up to 593CY, the wand merchant known as Torquann was believed to be just an eccentric old man from Blashikdur. However, over the next 2 years, he became one of the most notorious villains in the West.

Torquann was an evil worshipper of Tharizdun and a leader of the cult known as the Worldburners.

Working with forces in Ket, Torquann and his leaders wanted to start a war between Tusmit and Ket.

To this end, he has researched intensively into lost books of arcana until he found what he was looking for: the Dedicari flower, a flower that can only be found some of the most isolated jungles of the Abyss. The flower, when ground, induces abnormal behaviour in arcane spellcasters. (For game-term effects, refer to appendix 5: The Dedicari flower.)

The first tests of the flower were held successfully in Molvar by an agent of the Worldburners. Though the agent was defeated, the tests proved more than successful. (*KET3-07 Burned Flour in High Dough*)

Torquann and the Worldburners released the Dedicari powder in Lopolla, leading to wide-scale chaos and destruction in the Ketite capital. Having a large illusory flag of Tusmit fly in the sky forced the Ketite to war. (*VTF4-01 Flicker*)

Torquann consolidated his findings and the result of his original tests into a journal. Upon his death in 594CY, the journal, and most of Torquann's possessions were seized by the College of the Arts and stored in its library.

Note that until the climax of the adventure, there is no Dedicari powder anywhere in Sefmur.

BEN SALOR

Ben Salor is a wizard from the College who spent years tracking down the necromancer Trenkat. He almost succeeded in 594CY but Trenkat's allies managed to frame him. Though Ben Salor was saved by adventurers before he was executed (*TUS4-02 Grave Consequences*); Ben Salor was never the same. He spent months in drinking houses and wandering around Tusmit. He barely rejoiced when he learned of Trenkat's demise.

Ben Salor wandered from Blashikdur to Sefmur to Dwur'Ayhand to Vilayad. Though many times, he tried to regain his dignity, he always returned to the bottle. Ben Salor could never find peace. He kept being haunted by dreams of Trenkat.

One night as he was out drinking, he heard the news. "JADHIM HAS RETURNED!" Maybe it was the alcohol granting him revelation or maybe it was divine inspiration, but Ben Salor realized what had been wrong all this time: the corrupt government of Muammar Quaran. They were the ones who caused him all this pain and gave all the rewards to other adventurers while forgetting all the years of sacrifice he undertook tracking the elven necromancer.

Oddly enough, when he sobered up in the morning, his resolution still held firm: he would make sure Jadhim won... by any means necessary. So he returned to the College of the Arts, expecting to be received as a bringer of light. But the Archmages refused to change their position. The College was to remain neutral.

Ben Salor left, infuriated. Once again he returned to the bottle and to his life of vagrancy.

FATE INTERVENES

One night as he was out looking for a drink in Darnav, he stumbled upon a gray-clad priestess of Istus. He caught the eye of the priestess and her words are still burned into his mind today.

"Ben Salor, the strands of Fate are many around you. Return to Sefur. Return to where it all started."

Ben Salor remained still long after the woman had left. He was stunned. Her prophetic words made so much sense! Of course! The source of the problem... Where it all started... Ben Salor returned to the inn where he stayed, picked up his spellbook, his big black cloak and began to study once again.

The next day, he was in Sefmur, standing in front of the College with a defiant look in his eyes. The wizard thought to himself. "No longer will you stand behind your books and ignore the outside world. It is time you joined the real world. Walking inside, he set out to find Torquaan's journal."

A few hours later, Ben Salor left the College with a smirk on his face. He would have his revenge. From his laboratory in Kamier in Jaydah, he went to the Abyss and brought back the flowers he needed. Hiring a Tusman nomad druid to keep watch over the flowers, Ben Salor began investigating the wizards of the College for a pawn...

THE PAWN

Ben Salor's quest was crowned with success at the moment he met Arna el-Berel. Arna, a young wizardess freshly returned from an extensive adventure in the eastern Flanaess. She quickly dismissed the returned Jadhim as more than a localized rebellion.

Ben Salor approached her and began explaining that he was working for the Pasha and that he believed that a rebel plot to destroy the College was afoot. Preying on the good old adventurer's paranoia, Ben Salor turned Arna into a willing pawn, seeing plots and conspiracies everywhere. Through her, he would show the College that Muammar's administration was corrupt and needed to be taken down.

From the safety of a house in Jaydah, Ben Salor leads Arna towards destruction. At the beginning of the adventure, Arna has just received Ben Salor's dedicari powder to be released in the College.

THE TEARS

Arna has secured the help of a few tears of the Marid. She has promised them a lot of money to keep their mouths shut and to place an incense dispenser full of Dedicari powder. The Tears plan to use an elemental gem to enter the College.

Using contacts of theirs, the Tears have gotten an order to clean up the sewers to give themselves an easy ride to the College.

THE CLERGY OF ISTUS

The clergy (but not the faithful) of Istus is composed almost exclusively of women. Because of their direct relation with Fate and the feeling it can only be changed in minor ways, many of them are cynical or stoic. They are also prone to being brutally honest, something which often shocks most of the non-initiates who deal with them.

It should be noted that in the ordered Tusman society, the Clergy of Istus is neither a force of Good nor a force of Law. They are clearly Neutral in all sense of the word.

SEFMUR

The capital of Tusmit is currently in the grip of a wave of fanaticism. Ever since rebel agents tried to kidnap and

murder crown prince Muazzar Quaran in the summer of 595CY (*TUSINT5-06 Festival of the Harvest*) the capital has massively swung to support Pasha Muammar Quaran and his government. Rebel agents are perceived everywhere. Then early in 596CY (*TUSINT6-01 Spy vs Spy*), adventurers caused all kinds of disturbance in town. Many of the soldiers and clergymen were appalled by what they considered "lax justice". Making pressure on the Pasha, a set of harsh laws was put in place to ensure the peace of Sefmur.

The once beautiful and cosmopolitan city has degenerated into a police state. Soldiers from the loyal Sheikdoms of Jaydah and Keruz patrol the surrounding area while Sefmurian troops patrol the streets more so than usual.

The Pasha has recalled his elite soldiers, his faris, and has placed them in strategic location around the city. Everyone one travels in the city, soldiers should be visible.

Sefmurians believe that Pasha Muammar Quaran will lead them to victory, but so far, the Crown Prince Muazzar has been the most active and made frequent public appearances.

THE LAW IN SEFMUR: Because of the current climate, the laws in Sefmur have been severely tightened and the nobles and military factions, fearing for their lives and power have passed a series of laws, with the support of the Prince. Refer to Player handout #1.

Note that if a hero gets executed, they can only be brought back to life with a *resurrection* spell. Though no one in Sefmur would cast such a spell, the heroes can find clerics who can elsewhere in Tusmit.

Also, the module is NOT designed for the heroes to break any laws, so while this may sound harsh, it is pretty much flavor text and background. However, through their actions or their choices, the heroes may be forced to break the law.

Allow them a chance to escape, rather than simply killing them outright. The goal of the adventure is NOT to kill all of the heroes.

RUMORS OF CONSPIRACY

Sefmur is filled with rumors of conspiracies. Most of these involve a Jadhim-Orem depicted as a devil. Don't be afraid of creating your own stories. As long as the heroes don't go chasing red herrings based on your rumors, you can do whatever you want.

THE CHURCH OF AZOR'ALQ

For the duration of this adventure, the worship of Azor'alq, though not illegal is under suspicion from the authorities. Because their head priest, Kahzaa Al'aron al-

Azor'alq has spoken against the Pasha saying the following:

"The laws of Tusmit have always been a beacon of light and purity amidst the chaos of our lives, but we, the church of Azor'alq, will not bow to such perversion of the law and turn it into a tool of oppression!" (Taken from the 7 Readying 596CY dispatch on Tusmit.org)

As a result, the temple of Azor'alq is closed, the high priest missing and all of their priests wanted for questioning.

If a hero belongs to the church of Azor'alq (or is a worshipper of the Banisher of Darkness), he will be asked by a trio of priests of Al'Akbar a series of questions as to the whereabouts of Khazaa Al'Aron al-Azor'alq. After some intense questioning, the hero is set free with a stern warning not to incite rebellion.

TUSMIT LOYALISTS

The following people should be considered Tusman Loyalists for the purpose of this scenario.

- Arna el-Berel
- The population of Sefmur

TUSMIT REBELS

The following people should be considered Tusman rebels for the purpose of this scenario.

- Ben Salor
- The followers of Azor'alq

INDIFFERENT

The following people should be considered neutral in the conflict for the purpose of this scenario.

- Parsis al-Geshtai
- The merchants of the Mouqollad Consortium
- The followers of Zuoken
- Everyone else

ADVENTURE SUMMARY

Introduction: The heroes enter Sefmur and are told of the harsh laws in place.

Encounter One: The heroes meet with Martha al-Istus.

Encounter Two: The heroes learn of the many plots currently going on in the city. This includes a number of mini-encounters.

Encounter Three: The heroes head to the College of the Arts and meet archmage Iramet Treeshadow.

Encounter Four: The heroes are contacted by Ananas Homus with a mission to clear part of the sewers.

Encounter Five: The heroes meet with a number of inhabitants of the Sefmur sewers.

Encounter Six: As they leave the sewers, the heroes are attacked by a group of Tears who think the heroes are investigating them.

Encounter Seven: The heroes decide to go after Arna, who hired the Tears.

Encounter Eight: The heroes decide to try and cut the delivery of the Dedicari powder.

Conclusion: The aftermath

SOURCE ACKNOWLEDGEMENT

This adventure draws on a number of adventures.

First off, the main character, Ben Salor appeared in *ADP2-01 Descent into darkness* (by Neil Ikerd adapted to Tusmit by Bradley Fenton). He later appeared in *TUS4-02 Grave Consequences* (by Telquenariel).

The Dedicari flower appeared in 2 other mods: *KET3-07 Burned Flour in High Dough* (by JP Chapleau) and *VTF4-01 Flicker* (by Steve Baker & Telquenariel).

A number of Tusmit NPCs in this adventure have appeared in a long list of adventures too long to list here: Martha al-Istus, Wassid of House Kamal

PREPARATION FOR PLAY

During the adventures, the heroes will be forced to make a number of difficult decisions.

Ask which hero has played *ADP2-01 Descent into darkness* or *TUS4-02 Grave Consequences*. These heroes may have meet or at least seen Ben Salor.

Ask to see the AR of any hero who has played either *KET3-07 Burned flour in High Dough* or *VTF4-01 Flicker*. Look for heroes who are either vulnerable to the Dedicari and who have knowledge of it.

INTRODUCTION

Sefmur, capital of Tusmit, has changed much in the last year. From an open city with a thriving market, the place now looks like a military camp. You had not yet crossed the gates that heralds bearing the red tri-starred livery made sure you knew of the new laws that were passed in Sefmur.

Hand over player handout one: Sefmur.

The once over-crowded streets with merchant calling for your attention have given way to deserted alleys patrolled by soldiers from Jaydah and Nahim. Each of them led by a stern-looking priest of Al'Akbar wearing armor and armed with weapons. Red banners are raised over every house proudly displaying the

city's allegiance to its ruler: His Exalted Splendor Pasha Muammar Quaran.

A few places still maintain a semblance of the old days. The market itself is still very active, for though a civil war is going on, trade goods are still passing through the city. Priests of Mouqol are like buzzing bees and seem to be everywhere. The number of soldiers on duty here is significantly larger than it was a year ago.

Another such place is the Rusted Falchion inn, near the river. This place, favored by adventurers is a great place to exchange tales of adventure and have drinks for all tastes.

Allow the heroes to introduce themselves at this point before proceeding to Encounter one.

ENCOUNTER 1: VISION OF A BLIND WOMAN

As you exchange stories and rumors from Tusmit or foreign lands, you almost do not notice the two priestesses approach your table. Both wear rather common and drab gray robes with a spindle on their breast. Both are veiled with smoke-gray veils that hide little of their faces. One of them is significantly old than the other woman.

"The Lady has not lied. Her dreams were true, she almost whispers to the young woman standing next to her. Good day to you adventurers, my name is Martha al-Istus, and here is my pupil Perna. We have received dreams in which each of your faces appeared... You are..."

[Martha then proceeds to correctly name all the heroes].

"Are you willing to listen to an old priestess of the Lady of our Fate?"

Some heroes may have either the enmity or the favor of Martha. If that is brought to her attention, she plays it down. "My own feelings don't matter... All that matters is what Fate has in store for you."

THE HEROES AGREE

Martha takes a seat and sends Perna to fetch her some herbal tea. "I receive dreams and visions from my Lady. I choose to act upon these, even when my own clergy refuses."

Hand over player handout two: Martha's dream.

- Do you know who the man is? No, but I think some of you have crossed his path in the past.
- What did he bring back? I don't know. That is for you to find out.

- **Is the man evil?** I don't think so... What he seeks to do does serve the cause of evil.
 - **When will he strike?** The Lady remained unclear about this. But it seemed imminent.
 - **Who is the man of pure evil?** The man was killed, but he left writings... and the writings are the key to it all.
 - **What do we get out of this?** Nothing... at least nothing from me... I was but a messenger.
 - **Where do you think the man is?** That is for you to find out.
 - **Did you go to the College before coming here?** Yes I did, but they refused to hear me out.
- Martha knows little more. However, she tells the heroes that she may be found at the temple of Istus.

THE HEROES REFUSE

If the heroes refuse, Martha scoffs at them. "You'll come asking. You will." She says to them before leaving. Proceed to Encounter Two.

ENCOUNTER 2: SEFMUR

From this point on, the adventure really becomes non-linear. This encounter includes a series of links and mini-encounters the heroes can have. Heroes are a surprising bunch so you may have to do a little improvisation. Whatever they do, keep up the pace and don't let the party fall asleep. There is no definite timeline. The heroes can return to talk to the same NPCs as often as they like.

TIMELINE

For the duration of this encounter, there is no fixed timeline, any date given by the NPCs or information bubbles suppose the heroes get the information the day after they meet Martha. There is no time crunch or deadline, but don't tell the heroes.

As long as the heroes don't head off somewhere incredibly out of the line, they should be fine. This adventure requires some detective work. Unless stated otherwise, every section takes about 4 hours. Note that the heroes have about 12 hours per day to investigate (that means 3 or 4 encounters per day). After that, most people retire for the night and cannot be found. Note that time passing is an important factor. As long as they keep moving and they aren't forced to spend an amount of time in jail or under investigation, time passing is to keep the heroes on their toes.

WORD ON THE STREET

In this section, the heroes can get some hints as to where to look for information by making a Gather Information check with a variable DC. Ketites get a -4 regional

circumstance penalty because many Tusman resent them after the war. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

The goal of this gathering of information is to lead the heroes to follow a number of leads.

Note that heroes "Hailing from Sefmur" automatically receive all information up to DC15.

- **DC5** You are in Sefmur, the Capital of Loyalist Tusmit.
- **DC6** The College of the Arts boasts greater wizards than the Circle of Eight.
- **DC7** The Rebel movement has been growing steadily since the return of Jadhim-Orem. The Traitor has set up his capital in the Rebel Sheikdom of Dihn.
- **DC8** Despite the fact there are 2 pashas in Tusmit, and that skirmishes have been occurring on a regular basis, no major military engagement have taken place, YET. People here are certain the Pasha Muammar Quaran will have the upper hand in any military conflict.
- **DC9** Kidnappings, assassination, theft and gambling, are all done by the Tears of the Marid (not quite true, but not quite wrong either).
- **DC10** The Mouqollad Consortium has dealings with nearly everyone across the Flanaess. They have to know something.
- **DC11** His Exalted Splendor will soon lead an army on the field to teach the Rebels a lesson. We have to make more bridges to hang their heads.
- **DC12** The temple of Azor'alq has been closed and its leading priests are all wanted for treason. The High Priest spoke openly against the Pasha. He must be in league with the Traitor.
- **DC14** Whenever I have any questions about plants, the church of Geshtai is the place to go. Their priest is quite knowledgeable in these things.
- **DC15** A few days ago, an old woman was thrown out of the College. She stood up and said the College would fall prey to its own folly and arrogance.
- **DC16** Ever since the Pasha's investigators found them guilty of theft, many followers of Zuoken have withdrawn from the world. However, they have begun to spread their teachings again. You can find them near Candlespire.
- **DC17** A Conclave of Al'Akbar has been called to gather at the Temple of the Dragon in rural Jaydah.
- **DC18** Recently, a war broke out between the Tears of the Marid and the Brotherhood of Basharaat. Both these groups tried to assassinate the leaders of the other group.

- **DC19** The Crusaders of Tusmit are about ready to launch their assault upon the lair of the Great Red Dragon Kerridzar.
- **DC20** Jadhim-Orem the Traitor is clearly winning the on-going conflict through devious political schemes. His Exalted Splendor's troops have so far managed to placate the Rebel forces.
- **DC25** The Elven kingdom of the Udgru forest is currently at war with the dark forces of the Ekbirrian Udgru.

FINDING MARTHA AL-ISTUS

Finding Martha isn't very difficult and requires a Gather Information check DC 15 and a few hours of asking around.

If the heroes previously refused her offer, she answers their questions with a sneer. "No one can escape Fate". Refer to Encounter 1 for more information about what Martha knows.

THE LIBRARY OF THE COLLEGE OF THE ARTS

Refer to Encounter 3

HOUSE KAMAL OF THE MOUQOLLAD CONSORTIUM

Any spellcaster (or anyone making a Knowledge (Local/VTF) [DC15]) knows that an important house of the Tusman consortium is House Kamal; a house specializing in the sale of spell components. Other heroes may spend a few hours looking for a house that may have information before crossing path with House Kamal.

It is very likely that one of them would have had dealings with any spellcaster traveling to other planes.

A Knowledge (nobility or local/VTF) [DC20] informs the heroes of the following. The war with Ket destroyed a number of key family assets, leaving House Kamal near bankruptcy. The peace promised by the end of the war did not last very long. However, the current civil war has done little for the House, even if they sell components to both sides, the situation mean they must pay more guards, pay for protection and all kinds of taxes.

Wassid, a merchant who fled Vilayad during the battle, greets the heroes. DM note: He fled during *TUSInt4-03 22 Short Mods about Tusmit*. Wassid also sold a number of spell components to Trenkat a few years ago (but he won't admit to it).

If the heroes are willing to pay him (10 times APL gp OR spend an influence point with the Mouqollad Consortium OR if they have an unspent influence point with House Kamal (they don't need to spend it, House Kamal remembers its friends) OR if the party includes a member of the Consortium then Wassid opens up and

admits that he has indeed sold the following to a man wearing a black cloak. He did not see the man's face, but he could tell the man was of Tusman (Baklunish) descent (from his accent).

- A planar fork the following to the Abyss (he refers people to the temple of Boccob for any additional questions)
- Four of the largest bags of holding he had (he's waiting for a shipment)
- The man also asked for ploughs, shovels and other equipment. Not having any, Wassid told him that he might find it elsewhere in the market.

OTHER MERCHANTS OF THE CONSORTIUM

With a Gather Information check DC15 the heroes can find that the man in a black cloak bought a number of gardening equipment.

DIVINATION MAGIC

The Temples of Boccob, Celestian or Al'Akbar are available to give divinations at the standard price (see LGCS). If the heroes head to the temple of Istus, instead refer to "The Temple of Istus", below.

Any divination around the current plot yields the following:

"Wrapped in a white veil of darkness, the spores of evil will bring madness and chaos."

THE TEMPLE OF AL'AKBAR

The temple of Al'Akbar in Sefmur is right by the Exalted Palace. It is a beehive of activity: priests, scribes, and soldiers all dart in and out constantly. Messengers ride almost to the entrance and hold out saddlebags full papers, wait a few moments for another bag to be handed over to them and they ride back.

The activity is linked to the Conclave of Al'Akbar currently being held near the Temple of the Dragon (ref *VTF6-02 Touched by an angel*). However, despite all this activity, the heroes can be received politely by either a Mullah or a Qadi (their choice).

The priests of Al'Akbar have little to say about the events in the adventure, other than they support His Exalted Splendor. The priests are polite, with their usual touch of aloofness.

NPC spellcasting is available at the standard cost indicated in the latest LGCS.

THE TEMPLE OF AZOR'ALQ

The temple of Azor'alq is closed and the flame that used to burn on top of the building has been extinguished. The temple is kept under tight scrutiny by the Pasha's

faris. No one is allowed inside, and those who enter are arrested by the faris.

THE TEMPLE OF BOCCOB

The temple of the Uncaring One is almost deserted, only a handful of initiates remain. The initiates, though well-intentioned know little. The priests of Boccob are not repulsed by people wishing to deal with demons or other dark forces.

- **Do you know of a man with a dark cloak?** This represents about half the adventurers I know.
- **Do you know of a female wizard who may be looking to cause harm to Sefmur?** The city is rampant with rumors of conspiracies, I wouldn't be surprised.
- **What can someone do with a planar fork to the Abyss?** Open a gate perhaps. Or maybe one simply wished to travel there to meet with some of the local denizens.
- **Did anyone ask for any strange component?** No... With the war going on, many people have asked us for golems and the like, but we don't have the capabilities here to do this.

THE TEMPLE OF GESHTAI

If the heroes wish to find a druid in town, the best place is usually near a shrine of Geshtai, the heroes can deduce this either by making a Knowledge (religion), Bardic Knowledge or a Gather Information check [DC15], automatic for members of the church of Geshtai.

The local priest of Geshtai is a young half-elf named Parsis al-Geshtai. Somewhat charming, Parsis is not a druid himself, but he has a decent knowledge of plants and nature. He has a special liking for druids and other nature worshippers.

If asked, he tells the heroes that a man in a long black cloak did come and see him, asking about plants, and especially extra-planar plants. Parsis tried to know more, but the man, left, refusing to answer questions. Parsis did not see the man's face as it was hidden under the cowl, but he's pretty sure the man was Baklunish and had the distinct accent of Jaydah.

Parsis al-Geshtai: Male half-elf (Baklunish/High Elf) Clr3 AL N.

THE TEMPLE OF ISTUS

The Temple of Istus in Sefmur is abuzz with activity. Young acolytes run around delivering messages. It seems the Exalted Palace makes extended use of the oracle capacities of the priestesses.

Lara El'Anir, the Pasha Vizier on the Khund, is not present at the Temple during the adventure. However,

the heroes can meet with Seree al-Istus, an old priestess who has recently taken the leadership of the temple. Seree receives the heroes in an informal manner, like one would be received by an old aunt (Picture Jessica Fletcher from 'Murder she wrote' ('Elle écrit au meurtre')).

The priestess is an aging woman in her 60s with white thinning hair and a heavily creased face. Her long black dress is covered in a fine lace made of grey silk.

"Ah you have arrived... I'm happy we can talk. I take it you met with Martha..."

Seree is not really interested in whom the heroes are; and thus does not introduce herself unless asked; nor does she ask who the heroes are. When playing the priestesses of Istus, most of them are of neutral alignment. As such, they do not feel compelled to act for good or law. They tend to come off as cynical or completely detached from reality.

She lets the heroes ask their questions.

- **Who are you?** I am Seree al-Istus.
- **What position do you hold in this temple?** I am a priestess of the Lady.
- **Can you tell us about Martha?** Martha was stripped of her membership in the clergy when she overstepped her bounds and tried to prevent the action of Fate a year ago.
- **You mean she's not a priestess anymore?** The Clergy punished her... but if she had a dream, obviously, the Lady has a purpose for her to serve.
- **Why did Martha contact us?** The strands of fate are strong around you. You have some kind of destiny to fulfill. Martha sees the strands as well as I do.
- **What does Martha's dream mean?** I'm not sure... She did not tell you?
- **Can you tell us about the future?** That would be contrary to my vows to the Lady. I cannot interfere when Fate has decided something.
- **But people will die?** Death comes to us all one day or another. In the fate when one's strand of fate comes to an end, we all face the judgment of the gods.
- **Are you going to sit here and do nothing?** Yes.

THE TEMPLE OF ZUOKEN

The temple of Zuoken is located in Candlespire. Ever since the disbanding of the Order of the Inner Flame in 592CY (*TUS2-06 Light the Flame*), the church of Zuoken have taken Candle Spire and turned it into a training ground.

The place looks more like a training ground for monks than a place of worship. Devotees train in all practices: some try to pass through walls, some leap from

the tower. Many elderly are sitting down, looking at the young ones practice.

The heroes are approached by Falah al-Zuoken. The old monk who organized the pilgrimage to free Zuoken in 592CY is now but a shell of his former self. He now walks stooped over a rugged walking stick. His memory is failing and he does not recognize any hero he may have met in the past. His assistant Said al-Zuoken, a young man in his mid-20s assists the old priest.

- **Why are you becoming more active?** It is not the will of Zuoken that we confine ourselves to our tower. The Servant of the Lady teaches us that we are to wander the land test against the hardships of the world.
- **Hardships of the world?** Yes. With the current situation, we must strive for perfection. We must strive for balance in the world. When balance is achieved, perfection is not far.
- **Why did you withdraw from the world?** We didn't. After the disbanding of the Order of the Inner Flame, our faith slowly rebuilt itself and we mediated to find what errors we had done in the past.
- **Why was the Order of the Inner Flame disbanded?** Because some of us... In our folly we were tricked by some unscrupulous thieves... The Pasha's men jailed most of our members. Eventually, we decided to disband the Order. But the goals we had: find Zuoken still stand today.
- **Find Zuoken?** The Servant of the Lady disappeared in 505CY. Since then, we, his servants have tried to find him and release him from his prison.
- **Do you know anything about a plot against the College of the arts?** Strange that you should ask... but not more than a month ago, a woman, a very beautiful one at that, came here asking if one of us were willing to enter the College of the Arts.
- **A woman, was she a priestess of Istus?** No... I'd say she was an adventuring wizard from the looks of her. Oh she used illusions to hide herself, but with mental discipline, I pierced her disguise. I sent her away, telling her that we were not a thieves' guild.

A FRIEND

Unlike the other mini-encounters of this encounter, this one is triggered whenever the heroes begin to run out of leads. By this time, the heroes have attracted the attention of a number of people.

Proceed to Encounter 4.

OTHER AVENUES OF INVESTIGATION

For the duration of this adventure, Pasha Muammar Quaran, the Crown Prince Muazzar and the high priests of the Exalted and True Faith are not available to see the heroes.

ENCOUNTER 3: THE COLLEGE

At the entrance, the heroes meet Amilla, a young frail-looking woman in her early teens wearing long purple robes. Amilla has a pale complexion (for a Baklunish) and her Common is heavily tinted with Baklunish. She welcomes them and asks them what their business is.

Normally, in the case of divinations and the like, the heroes would be referred to Karam Fateil, the head diviner, but he is currently extremely busy doing research for something else, and is not to be disturbed.

Amilla looks a little confused for a moment. She ponders before asking you to follow her. She leads you through a maze of corridors, meditation rooms, summoning rooms and study rooms where a number of wizards are either practicing or discussing metamagical theory.

Amilla passes before the two great doors of the Library. On the right door, a silver-lined dragon seems to rise towards the heavens while the left door hordes of humans, elves, dwarves and gnomes all walk towards a Sun with a parchment inside.

Amilla passes the library to enter a small corridor. She knocks on a door and an elven voice invites her in.

Inside is an aging elf, wearing the usual robes. He casts a quick spell as you enter and the many scrolls and books all fly towards the bookshelves.

"Yes, what is it?" asks the elf.

"These adventurers have questions, and I thought you might help them."

"Ah! Very well! Come in and take a seat... Where ever you can. The College is a great repository of knowledge, but clearly meeting facilities are lacking. I'm Iramet Treeshadow, archmage of the College, what can I do for you?"

Iramet doesn't ask the heroes' names. Iramet is using a mass servant spell.

- **Did Martha al-Istus come here a few days ago?** Yes, she did. She was professing a number of curses and predicted doom against the College.
- **And you ignored her?** Not entirely. A number of diviners are working hard trying to divine what she meant. I'm happy to report that they are progressing.
- **Can you tell us what they've learned?** Let me find their report (a paper flies from the bookshelf to his

hand). Ah yes...Who ever is doing this has its fate linked to that of Trenkat. But he's no undead... I think he is trying to hide from our divinations, and so far he has managed to do just that. Whoever is doing this is doing it for political reasons, I'm sure.

- **What are YOU working on?** I'm a specialist of elven history. I'm happy to say that it was my research that led to the re-discovery of Zaneren, the capital of the Udgru Elves. I am currently involved with some ancient texts that were found there.
- **Are you from the Udgru yourself?** No, I'm from the Sorrow Woods.
- **What is your opinion on the Udgru?** I don't care about politics. I'm a wizard and a scholar, not an aristocrat. King Elohir has surprised me more than once with his open-mindedness, but only since he became king. Before that, he was little more than a thug and a bandit.

All APLs

Iramet Treeshadow: WIZ12, ALN.

ENCOUNTER 4: A MEAL WITH ANANAS

A young boy approaches the heroes and hands them a letter. Hand them Player handout #3. He only knows that he was given a half-fountain by a man to deliver this letter.

This encounter happens whenever the heroes head to the meeting point.

The house where you were asked to meet Ananas is nondescript to say the least. As you approach, the sweet smell of pot roast assails your nostrils. Its earthy and homely smell brings back memories of a time before you left on adventure.

As you knock on the door, a Halfling female replies. "Come on in! The food is almost ready..."

The room beyond is filled with even more smells. Freshly-baked bread is cooling on a table with a small bowl of galda jam next to it. The scent is almost intoxicating.

A young Halfling female walks out of the kitchen, wiping her hands on her apron. "Please sit down... have some bread. The appetizers are coming, then the soup, then the roast, then the salad, then the cheese, then the second entrée and finally, three desserts. Hi, I'm Ananas Homus. I work with the Royal Investigator here in Sefmur."

Ananas DOES work for the Royal Investigator. She works as a field investigator, akin to a detective. She usually works with Moga Vishnu "al-qadi". Ananas is quite straightforward in her answers (unlike Moga).

Over an elaborate Halfling 10-course meal (she cooked herself). She is willing to answer any question the heroes may have.

- **Where is Moga?** He is off on other errands. I haven't seen him in a while.
- **What about your sister?** She is off to the County of Urnst for a cooking competition. (Ref *URC6-04 Whose cuisine reigns supreme*)
- **Are you wanted?** Me!? NO! (true)
- **Why did you call us here? Mixing eating and business is not very fun. After the meal, we'll talk. Until then, let's enjoy each other's company.**
- **Are you looking for a husband?** No. (True)

Ananas points and explain each dish (you can come up with the meal, as long as it is exquisite and extensive, Ananas is trying to impress the heroes). Proceed to "The Offer".

THE OFFER

"I was given a task by the Royal Investigator himself to clear up a part of the sewer. While the Sefmur sewers aren't as expansive as that of other towns, it still needs to be cleaned once in a while."

"Now I know that none of you wish to break the law, so I have a writ giving the bearer the right to be in the sewers for the purpose of clearing them of refuse and any dangerous beasts."

"If you accept to clean up a portion of the sewers, I'll hand over the writ. It is from the Royal Investigator himself. Travel this part of the sewers and kill any monster you find. Simple enough?"

- **Why should we do this, we're kind of busy?** Because, you are the most capable people I could find. And having a governmental writ allowing you to bear weapons in town is something I thought you might be interested in.
- **What does it pay?** For adventurers of your stature... 300 fountains, of course, anything you might find is yours to keep, as long as it does not belong to the Pasha's government. Payment will be made once the section has been cleared.
- **You want us to clear the entire sewer system of Sefmur?** No... Just a few
- **You seem to have something in the back of your mind...** With the new laws put in place, there has recently been a lot of activity down there. I know you are looking into some kind of activity against the College. The sewers are where you'd find most conspirators these days. So by helping me, you're helping yourself! Just tell me what you found.

- **Why don't you go?** Because I'm held on another affair. (Ananas doesn't want to travel through the sewers, they're disgusting)

Before leaving, Ananas gives each hero a special cake for the road. She also gives them a map of the sewers with an itinerary plotted out, and the writ (Player handout #4).

ENCOUNTER 5: THE SEWERS

This encounter takes place as the heroes travel through the sewers. Most tunnels are round measuring 10ft wide by 10ft high. A constant flow of waste covers the floor.

THE OOZES

At one point, they pass a large (60x60ft) room and there, they are attacked by a series of jellies. There is no surprise here as the heroes easily spot the oozes.

APL6 (EL8)

Ochre Jellies (3): hp69 each, see Monster Manual p.XX

APL8 (EL10)

Black pudding (3): hp115 each, see Monster Manual p.XX

APL10 (EL12)

Elder black pudding: hp290, see Monster Manual p.XX

APL12 (EL14)

Elder black pudding (2): hp290 each, see Monster Manual p.XX

THE HOLY FLAME IN THE SEWERS

The heroes see an open flame further down the path. The area is otherwise quite dark. If they approach, they find a small shrine to Azor'alq. Two warriors guard the entrance.

As long as none of them have the enmity of the Church, they are allowed in. They are escorted to meet Pavol al-Azor'alq, a Holy Liberator of the church. If one of the heroes has the enmity of the Church, the warriors refuse entrance and ask the heroes to be on their way.

Pavol, a man of mixed human heritage greets the heroes and is polite.

- **Why are you in the sewers?** Our temple has been closed by the faris. We cannot allow the holy light of the flame to extinguish itself here in Sefmur. Therefore, we brought the light into the darkness below.
- **Are you rebels?** No, but we now have a less sympathies for Pasha Muammar.
- **Did you see anything strange in the sewers?** There are many strange things down here. I've seen wizards, monsters, thieves... which one do you want?

- **Wizards?** Yes, actually a wizardess came by with a group of ruffians about 2 days ago. No doubt they were from the Tears. Anyway they headed further into the tunnels and talked for a while. Then they all left by different ways.
- **They talked about what?** Apparently the wizardess wants to bring something through the Sewers. She did not specify what, but I think she plans on having the Tears bring it in for her.
- **What did she look like?** Pavol can give the heroes a good description of Arna.
- **Can you show us where they stopped? Yes. I can, do you have a map? (Pavol points it out on the heroes' map, he does not leave the temple).**
- **Thieves?** Yes, all kind of unsavory characters use the sewers as a means of passing all kinds of things into town. Smuggling is big here in the sewers.
- **Monsters?** Yes, there are many of them down here. We try to cleanse them, but it's like these things multiply themselves. There are oozes, aberrations and we even saw a few ghouls. Mind you everything we encountered is dead.
- **And you didn't report it to the authorities?** If I did, I would be immediately placed under arrest and executed for treason. I am not that stupid. Plus, if the Pasha's men really wanted to stop the traffic, they would come down here themselves.

Before the heroes leave, he asks them to keep the secret of the location of the hidden temple. He has no means of enforcing it.

THE MEETING POINT

The heroes can find this area a number of ways, using the Track feat (DC 14+APL) or by having Pavol show them the location on their map. The area has little waste flow here and tracks remain longer before being swept away.

A Knowledge (geography) check DC20 identifies this area as being right under the College of the Arts.

Use of the Track feat DC25 reveal that a group of 4 men and a woman, all humans, were here for about 2 hours about 2 days ago. They walked around not caring about the tracks they left. They all left together. (The worshipper of Azor'alq saw an illusion)

ENCOUNTER 6: LEAVING THE SEWERS

Before the heroes leave the sewers, they are attacked a group of Tears of the Marid. These Tears were the ones who Arna hired. The Tears believe the heroes knew of their plan.

APL6 (EL7)

Tears Chaplain: Male Baklunish, Clr4 (Olidammara) hp31, see Appendix One

Tears Thug: Male Baklunish, Ftr2/Rog2, hp30, see Appendix One

Tears Brute: Male half-orc, Bar4 hp49, see Appendix One

APL8 (EL9)

Tears Chaplain: Male Baklunish, Clr6 (Olidammara) hp45, see Appendix One

Tears Thug: Male Baklunish, Ftr3/Rog3, hp44, see Appendix One

Tears Brute: Male half-orc, Bar6 hp71, see Appendix One

APL10 (EL11)

Tears Chaplain: Male Baklunish, Clr8 (Olidammara) hp59, see Appendix One

Tears Thug: Male Baklunish, Ftr4/Rog4, hp58, see Appendix One

Tears Brute: Male half-orc, Bar8 hp93, see Appendix One

APL12 (EL13)

Tears Chaplain: Male Baklunish, Clr10 (Olidammara) hp73, see Appendix One

Tears Thug: Male Baklunish, Ftr5/Rog5, hp72, see Appendix One

Tears Brute: Male half-orc, Bar10 hp115, see Appendix One

Tactics: The Tears use non-lethal damage (if they have merciful weapons). Normally they would not act this way, but feel desperate with the current laws. Each of them is already actively wanted by the authorities for other crimes. While they fear death, they think the heroes are representatives of the government.

Treasure: (elemental gem)

Development: the Tears are more than willing to talk in exchange for being set free. They remind the players that because of the new laws, THEY are also in violation of the laws. (The players are NOT in violation of the law, if they have the writ).

The Tears know the content of player handout #5 (found on one of the Tears). They can give the heroes a good description of Arna, as well as the location of her house.

The heroes now have a choice to make. Either, they intercept the package or they try to talk to Arna. Tell them that it is very doubtful they could be at both locations, without splitting the party. If they decide to go after Arna, proceed to Encounter 7. If they decide to go after the contact, proceed to Encounter 8.

ENCOUNTER 7: ARNA

Arna's house is a white-washed two-story house common in the Foreign Quarter of Sefmur. Arna is out until sundown (she is making purchases for her trip to Greyhawk).

The neighbors know her as a kind person, though rarely present. She spends most of her time adventuring.

From out of nowhere nightmarish creatures materialize. They radiate intense malevolence. Among them, the ghostly image of a woman with many arms appears and points to Ben Salor. Giving a quick glance around the room he does not seem to find who she is looking for. "Kill them! Kill them all!"

The image of the woman also disappears.

Arna uses a *dimension door* spell to head for safety. If the heroes decide to flee the scene, the demons attack the local population.

The woman can be recognized as a Marilith demon with a Knowledge (planes) check DC26. The Marilith only projected an image of itself. Note that the demons are *gated* in and not *summoned* to the prime material plane.

Arna uses the chaos of battle to *teleport* away and out of this adventure.

All APLs

Arna: Wiz9, AL N.

APL6 (EL9)

Babau (3): hp66 each, see Monster Manual p.XX

APL8 (EL11)

Babau (3): hp66 each, see Monster Manual p.XX

Vrock: hp115, see Monster Manual p.XX

APL10 (EL13)

Retriever: hp115, see Monster Manual p.XX

Vrock (3): hp115 each, see Monster Manual p.XX

APL12 (EL15)

Glabrezu: hp174, see Monster Manual p.XX

Retriever (2): hp135 each, see Monster Manual p.XX

Tactics: the Demons attack with all the power at their disposals, hoping to kill the heroes.

OFF-CAMERA: BEN SALOR'S REVENGE

While the heroes are busy with Arna, Ben Salor opens the bag himself near the College and *teleports* away. Proceed to the Conclusion.

ENCOUNTER 8: THE RUSTED FALCHION

If the heroes follow the instructions on the letter, the innkeeper tells the heroes to head into the sewers

through a nearby grate. He then gives the heroes a series of easy-to-follow directions to a meeting point.

Assuming the heroes follow them, they end up in a large chamber (30ft by 40ft) relatively clear of refuse. Ben Salor waits there, *invisible*. When the heroes arrive, he appears before them.

Note that should the heroes initiate combat with Ben Salor, proceed to “We’ve found you now”.

From the shadow, a man wearing a heavy black cloak seems to materialize. He looks at you for a moment. He is of Baklunish descent, but the cowl hides most of his features. A salt and pepper goatee is visible as he speaks. His voice is rasp but firm.

“I didn’t know Arna would’ve chosen you. I’m surprised to see adventurers. (If any hero met him in the past, then he addresses them by name). My name is Ben Salor, former member of the College of the Arts. I take it Arna has briefed you on what to do.”

Ben Salor expects the heroes to answer “yes”. Otherwise, he explains they are to deliver an incense burner to the College of the Arts. Once, there, they are you leave in on the ground anywhere in the College.

- **Why are we doing this?** They failed to recognize my accomplishment and through their policy of non-involvement have allowed great evil to befall upon Tusmit. All they care about is their stupid research. I saved Tusmit from Trenkat long before they knew he was evil. And even AFTER he was wanted, they STILL allowed him in. The College breeds evil and misery.
- **What is in the incense burner?** My revenge for the years of work they rejected with the back of their hands. My revenge for them rejecting what they called “unfinished work”. My revenge for laughing at me many, many times...
- **Is that poison?** No... It’ll make them more powerful! Power they always wanted to wield. I will give it to them.
- **What does it do?** It increases one’s magical power.
- **Can I try it?** If you want to do so, wait until you are in the College.
- **Did you go to the Abyss?** Yes, I did. I fought many demons there before I came back here.
- **Why did you go there?** I was looking for components.
- **Why did you need gardening tools?** Some of the components I brought back required them.
- **Where will you be?** Around.
- **What does it pay us if we bring it in?** The agreed price was 500 fountains each. No bad for a prank.

Ben Salor does not reveal he has Dedicari powder. Once the heroes run out of questions for him, proceed to “We’ve found you now”.

All APLs

Ben Salor: WIZ11, AL N (going on NE).

WE’VE FOUND YOU NOW

Either when the heroes attack Ben Salor or when they run out of question, this encounter triggers.

From out of nowhere nightmarish creatures materialize. They radiate intense malevolence. Among them, the ghostly image of a woman with many arms appears and points to Ben Salor. “Ben Salor, at last we’ve found you. You won’t escape this time. Kill them, kill them all!”

Not waiting for the creatures to obey their mistress, Ben Salor has vanished. The image of the woman also disappears.

Ben Salor used a *Sudden Quickened dimension door* spell to leave, requiring a Spellcraft check DC19 to recognize.

If the heroes decide to flee the scene, the demons attack the local population.

The woman can be recognized as a Marilith demon with a Knowledge (planes) check DC26. The Marilith only projected an image of itself. Note that the demons are *gated* in and not *summoned* to the prime material plane.

APL6 (EL9)

Babau (3): hp66 each, see Monster Manual p.XX

APL8 (EL11)

Babau (3): hp66 each, see Monster Manual p.XX

Vrock: hp115, see Monster Manual p.XX

APL10 (EL13)

Retriever: hp115, see Monster Manual p.XX

Vrock (3): hp115 each, see Monster Manual p.XX

APL12 (EL15)

Glabrezu: hp174, see Monster Manual p.XX

Retriever (2): hp135 each, see Monster Manual p.XX

Tactics: the Demons attack with all the power at their disposals, hoping to kill the heroes. Ben Salor does not involve himself in the fight. However, he returns later and brings back the dead to a local temple.

NOW WHAT WAS THAT ALL ABOUT?

After the battle is over and the heroes had a chance to heal themselves, Ben Salor returns. He apologizes for the troubles. He says that he has to leave. He asks the heroes if they are willing to enter the College and leave a surprise in there for the wizards.

He refuses to answer questions stating that “she knows where I am... And she will bring in more demons.”

The heroes must decide what they want to do. Keep the pressure on them; don't give them the luxury of long discussions. Either they do it or they don't.

If they take too much time to decide (DM's call), Ben Salor supposes they refuse and he *teleports* away. Proceed to “Conclusion”.

If they agree, (splitting the party is a possibility at this point), Ben Salor hands over a sealed bag made of rugged leather containing the incense burner.

“Bring it into the College but nearby will do, open the bag and simply leave it there. They'll soon get the joke.”

Some heroes may decide to agree with Ben Salor but then refuse to go through with the plan. That is also a possibility. If the heroes have the bag with them, make sure the heroes decide who they should give it to. If given to any NPC, then the bag is opened by that NPC to look at the content.

Ways to avoid the bag being opened include burying it, bringing it to another country or sheikdom, *plane shifting* it. Basically anything that would bring it away from Sefmur for a time.

CONCLUSION

There are a number of different conclusions to this adventure.

If the heroes opened the package, proceed to “Surprise!”

If the heroes have not delivered Ben Salor's package, and are not in possession of the Dedicari powder, proceed to “Sefmur Party”

If the heroes have not delivered Ben Salor's package, and are in possession of the Dedicari powder, proceed to “Unhappy wizard”.

Surprise!

SURPRISE!

It makes little difference where the heroes open the bag: the College, the Sewers, the park, as long as they are in the vicinity of Sefmur, the same thing happens.

Opening the bag causes Ben Salor to immediately *teleport* away.

Whenever they open the bag; read the following.

As you break the seal, a loud POOF is heard as a jet of powder fills the air around you. The thin particles of powder quickly scatter as if moved by their own winds. More powder exits from the bag with each passing seconds.

At this time, any hero who has Knowledge of the Dedicari flower recognizes its dark powder. Ask for any

arcane spellcaster to make a Fortitude save DC₁₀+APL (the DC goes up to DC₂₀+APL if they have the curse of the Dedicari. Note that only heroes with arcane caster class levels are affected.

Heroes who fail the save by 10 or more (or who roll a natural 1 on the save) receive the Curse of the Dedicari.

Proceed to “Sefmur Party!”

SEFMUR PARTY!

It all started rather innocently... At first a few shouts. But when you saw that fireball explode you immediately knew something was wrong, then another one, then another one. Then people caught in tentacles of inky blackness begin to scream for help. There was something in the air... flecks of something... powder perhaps...

At this time, any hero who has Knowledge of the Dedicari flower recognizes its dark powder. Ask for any arcane spellcaster to make a Fortitude save DC₅+APL (the DC goes up to DC₁₅+APL if they have the curse of the Dedicari. Note that only heroes with arcane caster class levels are affected. Note that the Save DC is much lower than the previous location due to the distance the heroes are from the main center of dispersion.

Heroes who fail the save by 10 or more (or who roll a natural 1 on the save) receive the Curse of the Dedicari.

The heroes are free to try and help the people run them through a few small encounters, if time permits, but don't hurt any of the heroes at this time. This is just flavor.

Proceed to “A Fiery Epilogue”.

UNHAPPY WIZARD

Having prevented whatever was in the bag from escaping, you have gone to the Rusted Falchion for a well-deserved rest.

As you enter, the innkeeper says he has a message for you as he hands a letter. “You may have foiled my plan, but I will have my revenge on the College and on you... Ben Salor”

Proceed to “The blind priestess”.

A FIERY EPILOGUE

Pretty soon, you can hear the shouts of people as arcane casters begin to send out their most potent spells all around them. The city of Sefmur soon descends into chaos. The soldiers and priests of Al'Akbar restore order by subduing the wizards before bringing them bound and gagged into the prisons.

As the Qadi are about to order the first series of execution, the Royal Investigator, Jabaar al-Mullah orders them to remit judgment. The assembled priests

are aghast. Did the Royal Investigation just defy the orders of His Exalted Splendor?

The Royal Investigator declares the wizards innocent of the crimes of causing chaos and panic but fines them so they have to make restitution for the damage done.

Arna el-Berel and Ben Salor, the two masterminds behind scheme are found guilty of creating chaos and wanted posters are put up in all of Loyalist Tusmit. Dead or alive.

Proceed to "The blind priestess".

THE BLIND PRIESTESS

This takes place after the dust has settled over Sefmur.

Things have returned to normal in Sefmur following the events of the last few days. The streets are still heavily patrolled, the harsh laws still in effect. Walking in the market, you find Martha al-Istus, standing there, as if waiting for you.

"It is good to see you have avoided the pitfalls and the traps Fate had set for you. Your Fate touches that of many. More things you have to do. But for now, take these spindles. They may help you in the future."

Leaving you a spindle in hand, she turns and walks away.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 5

Defeating the oozes

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

Encounter 6

Defeating the Tears

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 7

Defeating the Demons

APL 6	270 XP
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APL 8	330 XP
APL 10	330 XP
APL 12	450 XP

Encounter 8

Defeating the Demons

APL 6	270 XP
APL 8	330 XP
APL 10	330 XP
APL 12	450 XP

Story Award

Meet with Argen

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total possible experience:

APL 2	900 XP
APL 4	1,125 XP
APL 6	1,350 XP
APL 8	1,575 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the

adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter 6: Introduction

APL 6: Loot: 22 gp; Coin: 0 gp; Magic: *+1 falchion* x2 (198gp per character); *+1 full plate* (221gp); *+1 heavy mace* (193gp); *+1 heavy wooden shield* (96gp); *+1 mithral chain shirt* x2 (175gp per character); *cloak of resistance +1* x3 (83gp per character);

APL 8: Loot: 22 gp; Coin: 0 gp; Magic: *+1 falchion* (198gp); *+1 full plate* (221gp); *+1 heavy mace* (193gp); *+1 heavy wooden shield* (96gp); *+1 merciful falchion* (698gp); *+1 mithral chain shirt* x2 (175gp per character); *cloak of resistance +1* x3 (83gp per character); *gauntlets of ogre power* (333gp); *periapt of wisdom +2* (333gp); *ring of protection +1* (167gp);

APL 10: Loot: 22 gp; Coin: 0 gp; Magic: *+1 full plate* (221gp); *+1 heavy wooden shield* (96gp); *+1 keen falchion* (698gp); *+1 merciful falchion* (698gp); *+1 merciful heavy mace* (693gp); *+1 mithral chain shirt* (175gp); *+2 mithral chain shirt* (425gp); *cloak of resistance +1* (83gp); *cloak of resistance +2* x2 (333gp per character); *gauntlets of ogre power* (333gp); *periapt of wisdom +2* (333gp);

APL 12: Loot: 22 gp; Coin: 0 gp; Magic: *+1 keen falchion* (698gp); *+1 merciful falchion* (698gp); *+1 merciful heavy mace* (693gp); *+1 mithral chain shirt* (175gp); *+2 full plate* (471gp); *+2 heavy wooden shield* (346gp); *+2 mithral chain shirt* (425gp); *cloak of resistance +1* (83gp); *cloak of resistance +2* x2 (333gp per character); *gauntlets of ogre power* (333gp); *periapt of wisdom +2* (333gp);

Total Possible Treasure

APL 6: Total: 900 gp

APL 8: Total: 1,300 gp

APL 10: Total: 2,300 gp

APL 12: Total: 3,300 gp

Special

Knowledge of the Dedicari flower: The character is familiar with the Dedicari flower, extra-planar origin and potential use as an anti-wizard drug.

Curse of the Dedicari flower: The character has been affected by the ground Dedicari flower, and suffered its effects. From now on, he is more vulnerable to the powder.

Right of access to the sewers: This writ, signed by the Royal Investigator gives you the right to bear arms in the Sewers of Sefmur.

Favor of Ben Salor: Because you helped him get his revenge on the College, Ben Salor offers to craft a series of wands for you, at a caster level of your choice (you to 10th): *disrupt undead*, *mage armor*, *magic weapon*, or *shield*. At the usual costs from the DMG.

Ire of Ben Salor: Ben Salor knows you foiled his plan. Because of this, the first night you rest in any adventure set in Tusmit, you are the target of a *nightmare* spell (Will DC20). You can have this removed by spending two influence points with a Tusman church or the College of the Arts.

Contacts: Heroes who belong to the Tears of the Marid, the Church of Olidammara or the Brotherhood of Basharaat treat all items marked with '#' as frequency regional.

Martha's Spindle: if worn either on the head, neck or bracer slot, the spindle will magically protect you from a critical hit. If worn, the next critical hit scored against you is cancelled (you still get hit, it just doesn't count as a critical hit). Cross off once used.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 6:

- *+1 mithral chain shirth* (#,Adventure; DMG)

APL 8 (all of APL 6 plus the following):

- *+1 merciful falchion* (#,Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following):

- *+1 merciful heavy mace* (#,Adventure; DMG)
- *+1 keen falchion* (#,Adventure; DMG)
- *+2 mithral chain shirt* (#,Adventure; DMG)

APPENDIX 1: APL 6

Possessions: +1 mithral chain shirt, cloak of resistance +1, +1 falchion, longbow, 60 arrows

ENCOUNTER 6: LEAVING THE SEWERS

Tears Chaplain: Male Baklunish Clr4; CR 4; Medium Humanoid; HD 4d8+8; hp 31; Init +1; Spd 20 ft; AC 23 (+9 armor, +3 shield, +1 dex), touch 11, flat-footed 22; Base Atk +3; Grp +3; Atk/Full Atk +4 melee (1d8+1, +1 Heavy Mace) or +4 ranged (1d8, Light Crossbow); AL CN; SV Fort +7, Ref +3, Will +9; Str 11, Dex 12, Con 14, Int 10, Wis 18, Cha 8;

Skill and Feats: Concentration +12, Diplomacy +2, Heal +9, Knowledge (religion) +5, Spellcraft +1. Augment Healing**, Skill Focus (Concentration), Sudden Widen**.

Possessions: +1 heavy mace, +1 full plate, +1 heavy wooden shield, 2 holy symbols of Olidammara, elemental gem (earth), cloak of resistance+1, light crossbow, 20 bolts

Spells prepared (5/4+1/3+1, DC=14+spell level) 0-[cure minor wounds, detect magic, guidance, light, resistance]; 1-[bless, doom, protection from law, protection from law*, shield of faith]; 2-[aid*, bear's endurance, silence, sound burst]

Domains: Chaos (all chaos spell cast at +1 caster level); Luck (one reroll once/day)

Tears Thug: Male Baklunish Ftr2/Rog2; CR 4; Medium Humanoid; HD 2d6+2d10+8; hp 30; Init +3; Spd 30 ft; AC 18 (+5 armor, +3 dex), touch 13, flat-footed 15; Base Atk +3; Grp +6; Atk/Full Atk +8 melee (2d4+5, +1 Falchion) or +6 ranged (1d8, Composite Longbow); SA Sneak attack (+1d6); SQ evasion, trapfinding; AL CN; SV Fort +6, Ref +7, Will +2; Str 17, Dex 16, Con 14, Int 10, Wis 8, Cha 8;

Skill and Feats: Escape Artist +8, Intimidate +6, Listen +4, Move Silently +8, Open Lock +8, Ride +7, Sense Motive +4, Spot +4, Tumble +8, Use Magic Device +4. Iron Will, Power Attack, Cleave, Weapon Focus (Falchion), Close-Quarters Fighting**.

Possessions: +1 Falchion, +1 mithral chain shirt, cloak of resistance +1, composite longbow, 60 arrows

Tears brute: Male Half-Orc Bbn4; CR 4; Medium Humanoid; HD 4d12+12; hp 49; Init +2; Spd 40 ft; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 17; Base Atk +4; Grp +8; Atk/Full Atk +9 melee (2d4+7, +1 Falchion) or +6 ranged (1d8, Longbow); SA Rage (2/day, 8 rounds); SQ fast movement, illiteracy, trap sense (+1), uncanny dodge; AL CN; SV Fort +8, Ref +4, Will +2; Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 6;

Skill and Feats: Climb +11, Intimidate +5. Improved Toughness**, Power Attack.

ENCOUNTER 6: LEAVING THE SEWERS

Tears Chaplain: Male Baklunish Clr6; CR 6; Medium Humanoid; HD 6d8+12; hp 45; Init +1; Spd 20 ft; AC 24 (+9 armor, +3 shield, +1 dex, +1 deflection), touch 12, flat-footed 23; Base Atk +4; Grp +4; Atk/Full Atk +5 melee (1d8+1, +1 Heavy Mace) or +5 ranged (1d8, Light Crossbow); AL CN; SV Fort +8, Ref +4, Will +11; Str 11, Dex 12, Con 14, Int 10, Wis 20, Cha 8;

Skill and Feats: Concentration +14, Diplomacy +4, Heal +10, Knowledge (religion) +5, Spellcraft +3. Skill Focus (Concentration), Augment Healing**, Sudden Maximize**, Sudden Widen**.

Possessions: +1 heavy mace, +1 full plate, +1 heavy wooden shield, 2 holy symbols of Olidammara, elemental gem (earth), cloak of resistance+1, ring of protection +1, periapt of wisdom +2, light crossbow, 20 bolts

Spells prepared (5/4+1/4+1/3+1, DC=15+spell level) 0-[cure minor wounds, detect magic, guidance, light, resistance]; 1-[bless, doom, protection from law, protection from law*, shield of faith]; 2-[aid*, bear's endurance, silence, sound burst, spiritual weapon]; 3-[dispel magic, invisibility purge, magic circle vs law*]

Domains: Chaos (all chaos spell cast at +1 caster level); Luck (one reroll once/day)

Tears Thug: Male Baklunish Ftr3/Rog3; CR 6; Medium Humanoid; HD 3d6+3d10+12; hp 44; Init +3; Spd 30 ft; AC 18 (+5 armor, +3 dex), touch 13, flat-footed 15; Base Atk +5; Grp +9; Atk/Full Atk +11 melee (2d4+7, +1 Falchion) or +8 ranged (1d8, Composite Longbow); SA Sneak attack (+2d6); SQ evasion, trapfinding, trap sense (+1); AL CN; SV Fort +7, Ref +8, Will +4; Str 19, Dex 16, Con 14, Int 10, Wis 8, Cha 8;

Skill and Feats: Escape Artist +9, Intimidate +8, Listen +5, Move Silently +9, Open Lock +9, Ride +9, Sense Motive +5, Spot +5, Tumble +9, Use Magic Device +5. Blind-Fight, Iron Will, Power Attack, Cleave, Weapon Focus (Falchion), Close-Quarters Fighting**.

Possessions: +1 Falchion, +1 mithral chain shirt, cloak of resistance +1, gauntlets of ogre power, composite longbow, 60 arrows

Tears brute: Male Half-Orc Bbn6; CR 6; Medium Humanoid; HD 6d12+18; hp 71; Init +2; Spd 40 ft; AC 17 (+5 armor, +2 dex), touch 12, flat-footed 17; Base Atk +6; Grp +10; Atk +11 melee (2d4+7+1d6 non-lethal, +1 merciful falchion) or +8 ranged (1d8, Longbow); Full Atk +11/+6 melee (2d4+7+1d6 non-lethal, +1 merciful

falchion) or +8/+3 ranged (1d8, Longbow); SA Rage (2/day, 8 rounds); SQ fast movement, illiteracy, improved uncanny dodge, trap sense (+2), uncanny dodge; AL CN; SV Fort +9, Ref +5, Will +3; Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 6;

Skill and Feats: Climb +13, Intimidate +7. Power Attack, Intimidating Rage**, Improved Toughness**.

Possessions: +1 mithral chain shirt, cloak of resistance +1, +1 merciful falchion, longbow, 60 arrows

ENCOUNTER 6: LEAVING THE SEWERS

Tears Chaplain: Male Baklunish Clr8; CR 8; Medium Humanoid; HD 8d8+16; hp 59; Init +1; Spd 20 ft; AC 24 (+9 armor, +3 shield, +1 dex, +1 deflection), touch 12, flat-footed 23; Base Atk +6; Grp +6; Atk +7 melee (1d8+1, +1 merciful heavy mace) or +7 ranged (1d8, Light Crossbow); Full Atk +7/+2 melee (1d8+1, +1 merciful heavy mace) or +7 ranged (1d8, Light Crossbow); AL CN; SV Fort +10, Ref +5, Will +13; Str 11, Dex 12, Con 14, Int 10, Wis 21, Cha 8;

Skill and Feats: Concentration +16, Diplomacy +6, Heal +10, Knowledge (religion) +5, Spellcraft +5. Skill Focus (Concentration), Augment Healing**, Sudden Maximize**, Sudden Widen**.

Possessions: +1 merciful heavy mace, +1 full plate, +1 heavy wooden shield, 2 holy symbols of Olidammara, elemental gem (earth), cloak of resistance+2, ring of protection +1, periapt of wisdom +2, light crossbow, 20 bolts

Spells prepared (6/5+1/4+1/4+1/3+1, DC=15+spell level) 0-[cure minor wounds, detect magic, guidance, light, resistance, virtue]; 1-[bless, doom, protection from law, protection from law*, resurgence**, shield of faith]; 2-[aid*, bear's endurance, silence, sound burst, spiritual weapon]; 3-[dispel magic (x2), invisibility purge, magic circle vs law*, prayer]; 4-[dimensional anchor, divine power, freedom of movement*, poison, recitation**]

Domains: Chaos (all chaos spell cast at +1 caster level); Luck (one reroll once/day)

Tears Thug: Male Baklunish Ftr4/Rog4; CR 8; Medium Humanoid; HD 4d6+4d10+16; hp 58; Init +3; Spd 30 ft; AC 18 (+5 armor, +3 dex), touch 13, flat-footed 18; Base Atk +7; Grp +12; Atk +14 melee (2d4+10; 15-20/x2, +1 keen falchion) or +10 ranged (1d8, Composite Longbow); Full Atk +14/+9 melee (2d4+10; 15-20/x2, +1 keen falchion) or +10/+5 ranged (1d8, Composite Longbow); SA Sneak attack (+2d6); SQ evasion, trapfinding, trap sense (+1), uncanny dodge; AL CN; SV Fort +8, Ref +9, Will +4; Str 20, Dex 16, Con 14, Int 10, Wis 8, Cha 8;

Skill and Feats: Escape Artist +10, Intimidate +10, Listen +6, Move Silently +10, Open Lock +10, Ride +11, Sense Motive +6, Spot +6, Tumble +10, Use Magic Device +6. Blind-Fight, Iron Will, Power Attack, Cleave, Weapon Focus (Falchion), Weapon Specialization (Falchion), Close-Quarters Fighting**.

Possessions: +1 keen Falchion, +1 mithral chain shirt, cloak of resistance +1, gauntlets of ogre power, composite longbow, 60 arrows

Tears brute: Male Half-Orc Bbn8; CR 8; Medium Humanoid; HD 8d12+24; hp 93; Init +2; Spd 40 ft; AC 18 (+6 armor, +2 dex), touch 12, flat-footed 18; Base Atk +8; Grp +14; Atk +15 melee (2d4+10, +1 flaming falchion) or +10 ranged (1d8, Longbow); Full Atk +15/+10 melee (2d4+10, +1 flaming falchion) or +10/+5 ranged (1d8, Longbow); SA Rage (3/day, 8 rounds); SQ DR 1/-, fast movement, illiteracy, improved uncanny dodge, trap sense (+2), uncanny dodge AL CN; SV Fort +11, Ref +6, Will +4; Str 22, Dex 14, Con 16, Int 6, Wis 10, Cha 6;

Skill and Feats: Climb +17, Intimidate +9. Power Attack, Intimidating Rage**, Improved Toughness**.

Possessions: +2 mithral chain shirt, cloak of resistance +2, +1 merciful falchion, longbow, 60 arrows

ENCOUNTER 6: LEAVING THE SEWERS

Tears Chaplain: Male Baklunish Clr10; CR 10; Medium Humanoid; HD 10d8+20; hp 73; Init +1; Spd 20 ft; AC 26 (+10 armor, +4 shield, +1 dex, +1 deflection), touch 12, flat-footed 25; Base Atk +7; Grp +7; Atk +8 melee (1d8+1, +1 merciful heavy mace) or +8 ranged (1d8, Light Crossbow); Full Atk +8/+3 melee (1d8+1, +1 merciful heavy mace) or +8 ranged (1d8, Light Crossbow); AL CN; SV Fort +11, Ref +6, Will +14; Str 11, Dex 12, Con 14, Int 10, Wis 21, Cha 8;

Skill and Feats: Concentration +18, Diplomacy +6, Heal +10, Knowledge (religion) +7, Spellcraft +7. Skill Focus (Concentration), Eyes in the Back of Your Head, Augment Healing**, Sudden Maximize**, Sudden Widen**.

Possessions: +1 merciful heavy mace, +2 full plate, +2 heavy wooden shield, 2 holy symbols of Olidammara, elemental gem (earth), cloak of resistance+2, ring of protection +1, periapt of wisdom +2, light crossbow, 20 bolts

Spells prepared (6/5+1/5+1/4+1/4+1/3+1, DC=15+spell level) 0-[cure minor wounds, detect magic, guidance, light, resistance, virtue]; 1-[bless, doom, protection from law, protection from law*, resurgence**, shield of faith]; 2-[aid*, bear's endurance (x2), silence, sound burst, spiritual weapon]; 3-[dispel magic (x2), invisibility purge, magic circle vs law*, prayer]; 4-[dimensional anchor, divine power, freedom of movement*, poison, recitation**, summon monster IV]; 5-[break enchantment*, flame strike, insert plague, wall of stone]

Domains: Chaos (all chaos spell cast at +1 caster level); Luck (one reroll once/day)

Tears Thug: Male Baklunish Ftr5/Rog5; CR 10; Medium Humanoid; HD 5d6+5d10+20; hp 72; Init +7; Spd 30 ft; AC 19 (+6 armor, +3 dex), touch 13, flat-footed 19; Base Atk +8; Grp +13; Atk +15 melee (2d4+10; 15-20/x2, +1 keen falchion) or +11 ranged (1d8, Composite Longbow); Full Atk +15/+10 melee (2d4+10; 15-20/x2, +1 keen falchion) or +11/+6 ranged (1d8, Composite Longbow); SA Sneak attack (+3d6); SQ evasion, trapfinding, trap sense (+1); AL CN; SV Fort +8, Ref +9, Will +4; Str 20, Dex 16, Con 14, Int 10, Wis 8, Cha 8;

Skill and Feats: Escape Artist +11, Handle Animal +0, Intimidate +11, Listen +7, Move Silently +11, Open Lock +11, Ride +13, Sense Motive +7, Spot +7, Tumble +11, Use Magic Device +7. Blind-Fight, Improved

Initiative, Iron Will, Power Attack, Cleave, Weapon Focus (Falchion), Weapon Specialization (Falchion), Close-Quarters Fighting**.

Possessions: +1 keen Falchion, +2 mithral chain shirt, cloak of resistance +1, gauntlets of ogre power, composite longbow

Tears brute: Male Half-Orc Bbn10; CR 10; Medium Humanoid; HD 10d12+30; hp 115; Init +2; Spd 40 ft; AC 18 (+6 armor, +2 dex), touch 12, flat-footed 18; Base Atk +10; Grp +16; Atk +18 melee (2d4+11, +2 merciful falchion) or +12 ranged (1d8, Longbow); Full Atk +18/+13 melee (2d4+11, +2 merciful falchion) or +12/+7 ranged (1d8, Longbow); SA Rage (3/day, 13 rounds); SQ DR 2/-, fast movement, illiteracy, improved uncanny dodge, trap sense (+3), uncanny dodge; AL CN; SV Fort +12, Ref +7, Will +5; Str 22, Dex 14, Con 16, Int 6, Wis 10, Cha 6;

Skill and Feats: Climb +19, Intimidate +11. Power Attack, Intimidating Rage**, Extend Rage**, Improved Toughness**.

Possessions: +2 mithral chain shirt, cloak of resistance +2, +2 merciful falchion, longbow, 60 arrows

APPENDIX 2: NEW RULES - FEATS

AUGMENT HEALING [GENERAL]

(From Complete Divine)

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the healing domain and this feat casting *cure moderate wounds* would restore 2d8+13hp (9 for his caster level and +4 for the feat). A 13th-level druid casting *heal* would restore 144hp (130 for the spell +14 for the feat since *heal* is a 7th-level druid spell).

CLOSE-QUARTERS FIGHTING [GENERAL]

(From 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.

EXTEND RAGE [GENERAL]

(From Complete Warrior)

You are able to maintain your rage longer than most.

Prerequisite: Rage or frenzy ability.

Benefit: Each of the uses of your rage or frenzy ability lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times. Its effects stack.

IMPROVED TOUGHNESS [GENERAL]

(From Complete Warrior)

You are significantly tougher than normal

Prerequisite : Base Fortitude save bonus +2.

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

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

INTIMIDATING RAGE [GENERAL]

(From Complete Warrior)

Your rage engenders fear in your opponent.

Prerequisite: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill in the PHB). A foe you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

SUDDEN MAXIMIZE [METAMAGIC]

(From Complete Arcane)

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

SUDDEN WIDEN [METAMAGIC]

(From Complete Arcane)

You can cast a spell to affect a larger area of without special preparation.

Benefit: Once per day, you can apply the effect of the Widen spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

APPENDIX 2: 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.

RESURGENCE

(from Spell Compendium)

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*, if the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against, if the subject succeeds at the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

APPENDIX 3: THE LAW IN SOUTHERN 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@yahoogroups.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. (Noble, Church or Gov Official)

Threat or use of force that results in bodily harm upon a member of a legal church, noble or government official

Sentence: Confiscation of weapon used and imprisonment of 2 to 6 months.

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 four time units.

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 two time units.

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 two time units and loss of fifty 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 five 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.

Theft

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

Sentence: Imprisonment for one time unit and 2d10 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.

Theft (Horse)

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

Sentence: Sent to the mines for 5 years, 2d10 lashes, the fine (as above) and severance of the main hand in public.

Worship of a banned religion

Holding worshipping ceremonies to gods banned in Tusmit: the Fire God, the Elder Elemental Eye, Hextor, Iuz, Pyremious, Tharizdun, Vecna, (List longer than this)

Sentence: Sent to exile, sent to mines for life if caught in Tusmit again.

APPENDIX 4: TEXTES FRANÇAIS

PLAYER HANDOUT #1: SEFMUR

Following the kidnapping attempt on our beloved Prince Muazzar Quaran, and the subsequent unrest caused by roguish adventurers, the following laws have been put in place with the blessing of His Exalted Splendor, Pasha Muammar Quaran to ensure the safety and peace within the city of Sefmur.

1. Any Tusman rebel caught breaking the law within the confines of Sefmur will be found guilty of spying and treason. The sentence will be to be first tortured in public followed by a public execution.
2. Anyone caught taking action detrimental in any way to the forces of His Exalted Splendor will be found guilty of spying and treason. The sentence will be to be first tortured in public followed by a public execution.
3. Anyone showing mercy or pardoning a criminal will be found guilty of treason. The sentence will be a public execution.
4. Anyone caught creating chaos or disrupting the peace will be found guilty of inciting riots. The sentence will be imprisonment for 6 weeks and fine equaling 2x any damage caused
5. Anyone not a member of His Exalted Splendor's military forces or government caught with a non-peace bound weapon in hand will be found guilty of major assault. The sentence will be confiscation of the weapon and imprisonment for 4 weeks.
6. Following any execution for treason, the bodies will be burned while the head will be placed on a pike in front of the Exalted Palace without the jaw bone.
7. Anyone caught defiling or otherwise tampering with the heads of the executed will be found guilty of vandalism. The sentence will be a fine of 500 fountains and 25 lashes given in public.

Such are the Righteous laws given to us by His Most Exalted Splendor, Pasha Muammar Quaran. May peace soon return to our glorious and peaceful land.

PLAYER HANDOUT #2: DREAMS OF A BLIND PRIESTESS

Martha sits back. Taking a deep breath she begins.

“The lady showed me an individual, a man I’d say, cloaked in inky blackness, as if he were draped in it like a cloak wraps around a traveler...”

“That man opened a gate to a place that is dark, evil and almost forgotten by all. A sweltering jungle, a dark place where plants eat souls like a dog finishes table scraps. He traveled there on his own and brought something back with him. The man in darkness followed the instruction of a man of pure evil to create something that will bring ruin to Sefmur.”

“His plans are almost ready and soon, he will unleash his creation onto the world, and many will die in Sefmur. The man works through devious means as he will himself stay away from Sefmur while the destruction occurs...”

“The Lady then showed me your faces and the numerous strands of fates that link you to this story. You are the ones who will decide whether or not the man succeeds. Your own decision shall seal the fate of many.”

PLAYER HANDOUT #3: THE INVITATION

Martha sits back. Taking a deep breath she begins.

Dear friends,

I invite you to my mansion at 22 Efreeti Way in the temple quarter. It is right next to the temple of Al'Akbar. I have something I have to ask you.. Come at your earliest convenience.

Payment in coin and gems.

Legal job, writ given

Ananas Homus

PLAYER HANDOUT #4: THE ROYAL INVESTIGATOR'S WRIT

To all forces loyal to His Exalted Splendor,
Pasha Muammar Quaran,

The bearer of this writ has been ordered to clear out part of the sewers. For that purpose, they are allowed to carry weapons, as long as they are in the sewer system.

This writ is valid for one year.

Jabaar al-mullah,
Royal Investigator

PLAYER HANDOUT #5: THE LETTER ON THE TEARS

Guys,

My contact will have the package ready for delivery at the Rusted Falchion, just after sundown. Ask the Bartender for the Righteous Package and he will point you the right way. The messenger won't wait around, so be there on time.

I will be leaving Sefmur at that time, heading for Greyhawk City. I don't expect to be back for at least a year. I will monitor the situation through divination.

If you fail me... Well you won't fail me...

Death to the Traitor and his minions!
Long Live Pasha Muammar Quaran!

Arna El-Berel