

TUSo4-05

Daoud, Where's my cart?

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

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A bard's tale often leads to adventure. Sometimes it leads to adventures that are already over. Sometimes the sign over the door reads "Obey the Law, Offer asylum, Suffer thy duty". A role-playing intensive adventure for APL's 2-8.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

fewer animals of this type, and animals with different CRs are added separately.

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

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

Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

Adventure Background

A long time ago, four brave adventurers set out to find a powerful artifact said to make one invulnerable. Such an artifact would be extremely useful and profitable to say the least. Many factions were interested in the artifact.

With it, nobles would never need fear an assassin's blade. The Mouqollad Consortium could profit greatly by having guardsmen that could never be defeated, thus ensuring safe arrival of all their shipments. Even factions still unknown to the general populace of Tusmit dreamed of putting their hands on the artifact.

After much consultation with priests of many religions, many divinations being cast, and some hardy investigation work it was discovered that the ancient ruins lie right here in Tusmit, within their own borders of all things. It really couldn't be much simpler.

The band was assaulted by many of the foulest things on Oerth. With luck, blade and spell they made their way out. Sooner or later, their luck was about to run out. What they weren't able to withstand was the constant bombardment of insanity spells, confusion triggers, and combined with their already growing dementia's and weaknesses from the crypt's other denizens and traps, the band finally succumbed to the curse of the crypt.

What they didn't know was that another had taken interest in the item as well. A powerful wizard,

believed to be Trenkat, learned of their expedition and through scrying discovered their whereabouts. With the information trapped within the brains of these four warriors, the Wizard retrieved the now-comatose bodies (lucky for him they were still alive) and brought them to a place where they can be treated. He has cured them of all magical afflictions, yet they still remain in a state of a childlike stupor. The wizard is reluctant to use a *wish* spell because he realizes it is a purely natural dysfunction that affects them still, only time would heal these wounds. The wizard did not wish to unbalance the delicate thread that may be holding the last part of their brains intact. He believes any further attempt on his behalf at magical curing will simply result in the complete destruction of their brains and the lore of this immensely powerful magic item will be lost yet again to him.

He placed the four of them under the care of a local order of priests dedicated to Daoud, the Simple Order. The monastery, located a few leagues outside the town of Gallam, was perfect. It is isolated, calm and well defended due the large presence of the Tusman Military in these parts.

History of the Simple Order

About 50 years ago, a group of priest of Daoud found the old abandoned fortress. They were looking for a place to establish a hospital for the poor. When they arrived in Gallan, they found the old fortress in abandoned and in serious need of repairs. The place was filled with mad bandits.

They joined their efforts and got rid of the dangers inside. They were granted by the Tusman Government the right to care for those afflicted by insanity. With the establishment of the fort as a base, the Simple Order was founded. The founders of the Order decided on eight simple rules, the simplicity of these rules led to the order' name, the Simple Order.

The Order enjoyed a good reputation until Bajaj arrived in town.

The current High Cleric, Bizan al-Daoud has took over the Order when the previous and last founder died at the venerable age of 87.

The Secret history of the Simple Order

What the founders never said to anyone, was that during the days of the occupation one of the Ekbirrian occupants had inadvertently opened a portal to the plane of Pandemonium. While the portal was sealed long before their arrival, Padat Root, a plant indigenous to that plane had started to grow in the torture chamber of the fortress.

The last Head Cleric told Bizan of the portal and the torture chamber. A curious Bizan explored the chamber and turned it into a laboratory.

Something awakened in the Roots when Bajaj's friends were brought to the Order. Head Cleric Bizan brought them to the torture chamber to further isolate them from the residents. The Roots affected Head Cleric Bizan al-Daoud and made him go insane. He has been feeding the roots, which he turned into a spice to both his priests and residents. The large concentration of chaotic effect makes for a number of bizarre effects on the minds of those living inside.

Eating Padat Root

Padat Root is not known to be dangerous. However, no one ever had a large group of people eat it outside of its native plane of Pandemonium (where the highly-chaotic nature of the plane hides the side effects). When eaten, the Root mixes with the acid in the stomach of living things it produces a chaotic effect. When a large number of people generate that chaotic effect, the results can be quite surprising. Creatures appear and form up out of chaos. The effects appear 5-20 minutes after the ingestion.

Adventure Summary

Introduction: The Heroes attend a local play at a local pub. The bard who tells a tale of brave heroes secreted away by a wizard and hidden away in the deepest recesses of a terrible monastery.

After the tale, the bard talks to the heroes about bizarre happenings at the madhouse.

Encounter 1: As they are ready to strike a deal with the bard, the local militia arrive, led by a priest of Daoud. The bard flees asking the heroes to stall the militia. The priest tells the heroes that the bard has been telling lies about his religion and that such slander must not be tolerated.

Because they have nothing against the heroes, the militia moves on after telling them to stay away from such agitators.

Encounter 2: If the heroes try to find the bard, they should eventually get to meet him. He informs them that his brother left with the band whom his tale is fashioned after, but never returned. Through some contacts of his (read: bardic knowledge) he learned that someone brought the adventurers, who all seemed quite insane, to the monastery. However the monks

deny they were ever there. He wishes to have the characters either free the adventurers (and his brother) or to obtain a book kept by the headman. This book most certainly contains all the information the head cleric obtained from the adventurers, either is fine with him.

Talking to the rest of the assembled crowd may give further insight on the bard. Most people do indeed have a positive view of the Simple Order and the monastery, because they tend to the sick and the poor. However recently there have been rumors of strange happenings at the monastery, though many will admit they are not sure if it's not just a rumor started by the bard.

Encounter 3: A young initiate opens the door and welcomes the heroes inside. He shows the heroes around the monastery, always being very courteous. At one time, the meal bell rings and the characters are invited to eat with everyone. The initiates and priests eat at one table while all the guests and inmates (most of whom indeed seem to be quite calm).

During the meal the heroes witness one of the inmates having a fit of insanity. The priests move and restrain him, bringing him to solitary isolation. The man rants while he is dragged away.

The heroes have a chance to talk to the inmates who inform them that they are well treated here, but that isolation is the worst because it is very scary.

Following the meal the heroes will slowly fall prey to hallucinations caused by the mixing of Padat Root mixing in the stomach of the residents

Encounter 4: The heroes are returned to their room for a quick rest. "Hospitality sometimes imposes upon us." As they rest (or not) they fall prey to their first hallucination. One of the inmates (the same one who left for isolation earlier) tries to enter the room and attacks them. The heroes are now heavily drugged. So they will see a demon trying to attack them. This is of course all hallucinatory. If the heroes win, they have managed to break the drug's effect over them.

Leaving their room should be easy. They can see everyone is also under the influence of the drug. While most merely stand in place with a stupid look upon their face, many fight each other, while others begs and plead to some imaginary figure.

Their clothes though are a mess and their gear seems to have been searched by a wild beast.

Encounter 5: The party may explore the monastery but eventually should make their way down to the cellar and from there, to the catacombs.

Face off with the Head Cleric of the Order. The cleric is completely mad, and he frees the adventurers and sends them to fight for him against the heroes.

It is possible that the heroes decide not to fight everyone but instead just try to swipe the book and make a run for it. This is entirely acceptable.

Conclusion: Bajat meets them just before they enter town. If they have saved the adventurers, then he takes them with him, otherwise, he asks for the book and leave.

Introduction

It was a rough trip, but you finally near your goal. At last, the artifact you have sought for so many long weeks is but a few steps away.

It took many long nights of research in the University of Sefmur, the College of the Arts, and the archives of the Temples of the Restorer of Righteousness or the Lady of Our Fate. You had to travel as far as the Gem of the Flannaess and the distant colonies of Zeif on the Dramidj Ocean. Imagine your surprise when you found it to be located right here, in Tusmit in an old tomb dating back to the days before the Baklunish took over the country.

Soon the glory of your discovery will make you even richer than the Pasha himself, stronger than a cloud giant and more invulnerable than a golem in an anti-magic field.

Checking your weapons, adjusting your armor, readying your spell component and saying short prayers, you make your way in.

Do not tell the heroes yet that this is but a story told by a bard. Allow them to introduce each other.

With force and spells you manage to succeed at going through the terrors hidden in the tomb, beasts born of nightmares, chaos and evil, slimes and deadly traps. Until finally you get to the door where the object of your quest is held. You know it lies just beyond this last door, just beyond this one lock.

However those who made the tomb wished the artifact to remain locked away forever. Green beams of lights and insanity spells come from all directions. They disintegrate burn, freeze and

render insane everything and everyone in their path.

Someone was looking out for you, his motives for doing so are his own. But because of him, you escaped the tomb. After healing your bodies and trying to take the knowledge locked away in your minds, he placed you in a madhouse, a place where crazy people are sent to spend their days in quiet simplicity. There you remain still, locked away to be forgotten. But what if one of the priests who was taking care of you insane and tortured you to discover the secrets of the Artifact, What would you do?

Now break the illusion.

“Now I have entertained you my friends, will you NOW pay me that meal and cold drink you have promised?” finishes Bajat.

You are between adventures in the town of Gallan, in the Sheikdom of Eysami, a poor sheikdom where the military is present everywhere. Its position on the meeting of the Blashikmund and Tuflik rivers makes the Sheikdom one of high strategic importance. It also has a river border with both Ekbir and Zeif.

This nice early autumn day is unseasonably warm. Sitting at an outdoor table you were approached by Bajat. Bajat, a Sefmur bard who is not entirely Baklunish, offered to sell you a story in return for a meal. His brilliant performance has attracted more than a few people and a small crowd has gathered to hear the story. The quality of the distraction makes for a very deserved meal.

If the heroes refuse to pay for the meal (the fee is included in their upkeep), then the adventure is over for them, as Bajat does not want to hire people who can't stay true to their word.

Bajat eats with good appetite, stuffing his mouth as if he was pursued by every fiend in the Nine Hells. His mouth full of food, he asks you. “Did you like the story? It's true you know!”

Bajat explains that he knew the adventurers who participated in the expedition. If asked how he knows these things he will say “I just hear things here and there and draw my own conclusions.” Read: he knows this through Bardic Knowledge. Allow any heroes with Bardic Knowledge make a DC 20 to have heard of a similar story.

“You know, I heard that those poor sods are near here. There is a monastery where a group of clerics

of Daoud, the Humble One keeps those who are crazy. It's just a league or so outside of town.”

Knowledge (Velverdyva, Tuflik & Fals), Bardic Knowledge or Knowledge (Religion) DC 15 will confirm the existence of the madhouse near here. Members of a Church of Daoud automatically know the information.

Allow the heroes to ask him a few questions. Bajat won't go into any specifics right now. Depict him as someone with a good head, but perhaps with a touch of untrustworthiness. His eyes are shifty and he is a bit evasive. After a little bit of chatter, Bajat will move closer and give them the following offer.

“Say would you guys be willing to help out a poor bard who has to sell stories to live? Would you guys be able to free my old friends from a dangerous cleric? It would indeed be bad if their knowledge was to pass to the wrong hands. Leaving now you could be back before sunset. Whaddya say?”

Encounter One

Give the party a moment to respond or ask a question but before Bajat answers, continue with the following.

“Guards! Seize that rabble-rouser!” calls out a voice from across the street. There, a priest dressed in a simple robe leads a group of armed militiamen directly towards the inn where you are sitting.

“Olidammara no! Stall them for a moment” Bajat leaps out of the terrace and disappears down the street. A few militiamen start running after the bard. The priest approaches you.

Call for Spot checks (give a +2 competence bonus to members of the Brotherhood, the Tears of the Marid, Xan Yae's Ghost or members of churches of Olidammara, Mouqol or the Mouqollad Consortium) [DC 15] they notice that a group of cloaked fellows “suddenly” appear dragging a cart and block the path of the militia, a common tactic to allow someone to escape...

Knowledge (religion) DC 15 (Tusman characters get a +4 competence bonus) identifies the man as dressed as a priest of Daoud.

“Greeting good folks... I am Porein al-Daoud, a mere priest of the Humble One. I wonder if that wanted criminal has told lies about my faith again. Please disregard his slander. This rogue has been trying to sully our good works among the poor of

money and simple of mind.”The priest doesn’t know much about the monastery except where it is and that the people there are treated with dignity and compassion, according to the teachings of their faith.

Do you belong to that order ? While he is from the same faith, he is not from that order. Porein al-Daoud lives in town and works out of the temple here. He himself does not belong to the Simple Order.

Who was that man ? Porein al-Daoud says that Bajat has been in town for about a month and he has so far managed to escape the militia. He keeps spreading rumors about the clergy of Daoud and that undermines their efforts. Note that Porein is very honest; Bajat’s smearing campaign is affecting the church of Daoud. Porein has been to the monastery on occasion and has not seen anything weird.

Is there a temple of Daoud here ? Yes, there is a small shrine that he tends to himself. If asked, he can give directions to the characters.

It is very possible that the heroes believe the priest and agree to hunt after the bard. Proceed to Encounter Two.

After a short chat, the priest goes to rejoin the militiamen who failed to find Bajat. The crowd disperses as the heroes talk with Porein. The heroes may try to talk to them. Have them make Gather Information rolls. (see **Encounter Two**)

The heroes may now try to find information in town or head directly to the monastery. **Encounter Two** assumes they stay in town. Otherwise, move on to **Encounter Three**.

Encounter Two

A- Finding Bajat

Finding Bajat shouldn’t be very difficult, after all, he expects the heroes to try and find him. A Gather Information [DC10+APL] is all that is required. Members of the Church of Olidammara, members of the Brotherhood, Tears of the Marid, Xan Yae’ Ghosts or those of the Mouqollad Consortium get a +4 circumstance bonus. Success on the roll means they find Bajat within the hour. A failure means Bajat finds the heroes just after nightfall.

If the heroes wish to arrest him and bring him to the authorities, Bajat will ask that they first hear him. Bajat is not hostile, but any attempt to bring him to justice will fail.

Let the heroes question him. Remember Bajat’ goal is to have the heroes investigate for him, he is a smooth liar but doesn’t want or need to trick them.

Who are the adventurers of your story?“We are very close, like brothers. We did a lot of adventuring together. You may know them as well, They are Alihad Az-Anak, Arma’an al-Mullah, Ghaffar of Eysami and Narlan al-Faris. I’m sure you will recognize them when you’ll see them.”

Those with Knowledge Local (Metaregion-2) or Knowledge (Nobility) or Bardic Knowledge, will recognize the four men as Alihad Az-Anak (Alihad is a brother of Aziz Az-Anak from “TUS4-04 *My Big Fat Tusman Wedding*”), Arma’an Al-Mullah, Ghaffar of Eysami and Narlan al-Faris, all of them Heroes of Tusmit. No rolls are necessary. They were on a quest to become Legendary Heroes of Tusmit, but have not been heard from for almost a year.

Why should we go there? It is the moral thing to do.“

Why don’t you go? or ***Why don’t you come with us?*** “I’m having a few troubles with their priest these days... I could not get near the monastery without having a regiment come down on me. I’d be more of a burden than helpful.”

What does it pay us? “The adventurers you would be going to save are all rich. Plus I’m sure some of our friends in Sefmur would find ways to make it worth your while.“

What do you want us to do? “Get my brothers back or find out what the priests extracted from their memories.”

Should we kill all the priests? “I don’t think that’s warranted. They have good standing and priests of

Daoud are usually quite friendly and their works are to be respected.”

What is that artifact? “The artifact is supposed to render one invulnerable, or so I think. My friends know more and that’s why I need to get them out of that place.”

What do you get out of this? “Another story (smiles and winks). Well okay... but you have to promise this stays within these walls” Bajat waits for the heroes to agree. “A few months back, a Velunese archeological dig found something in the Hills. You remember the artifact in my story? Well, that’s what they found and it has fallen into foul hands. A wretched elven wizard named Trenkat managed to steal it away and rid himself of the dig team. Well that foul wizard now has the artifact in his possession. In the hands of a necromancer of power, Tusmit’ reputation as being free of the undead may soon end. The only clues that remain as to where it now lies is locked away inside the minds of my friends, or with Trenkat.”

Eventually, Bajat leaves and let the heroes to decide what they do next. Should they choose not to help him, the adventure ends here.

Is the Artifact in Trenkat’s hands? “Yes, but I’m don’t think he knows how to unlock its full power, at least not just yet.”

Why did Trenkat simply kill them? “I think he needs the information locked away in my friends’ mind.”

Once the heroes are done move to **Encounter 2B** or **Encounter Three** depending on what they want to know.

B- Word on the street

If the heroes wish to get the word on the street or just ask around. A Gather Information check yields:

[DC3]: You are in Tusmit.

[DC5]: Bajat has been telling the tale to many adventurers coming into town. Few are ever seen again. (These adventurers simply walked away, being on other adventures)

[DC7]: There is a madhouse run by priest of Daoud in the Area. They are known as the “Simple Order”.

[DC9]: The priests have a good reputation, as they treat everyone in their care with compassion, especially the poor.

[DC11]: Upon the door is a motto of the order: “Obey the law. Offer asylum. Suffer your duty”

[DC13]: People are starting to believe that something wrong may be going on at the monastery. However, they have no proof of anything, nor can they say what leads them to believe that. If asked, they all say they listened to Bajat more than a few times...

[DC15]: Priests of Daoud have been very touchy recently.

[DC17]: The order teaches the inmates how to grow vegetables.

[DC19]: The head priest is rarely seen outside the monastery wall.

[DC21]: A few months back, a limping elven wizard went to the Asylum with a group of insane-looking adventurers. None were ever seen again.

Encounter Three

What was referred to you as a monastery resembles an old border fortress. Built in typical Ekbirian style during the days of the war against Airain’s Horde. Located on an easily defensible hill overlooking the Blashikmund River. While it shows it had some repairs, it is obviously not battle-ready anymore. The three stars of Tusmit fly from the top of the keep. Another flag, displaying an open-hand over the rainbow colors of Daoud flies lazily in the wind.

The front portal military oak doors have been carved with the symbol of Daoud. In bright yellow letters, is something written in Ancient Baklunish over the door.

Any hero who can read Ancient Baklunish can read the motto “Obey the law. Offer Asylum. Suffer thy duty.”

On a Knowledge (History) or (Local, Metaregion-2) [DC 15] inform the character that Airain’s Horde appeared from beyond Zeif around 300 years ago (298CY/2957BH). They laid waste to Zeif, and conquered Ket. Tusmit was spared because of the alliance with Ekbir. The price to pay was a military occupation of Tusmit by Ekbir. The occupation brought the faith of Al’Akbar. Eventually the Ekbirians left leaving Pashas friendly to Ekbir.

There are no lookouts and the heroes are free to approach without any chances of being spotted, but do not tell them that. When they enter, they will be approached by a young priest of Daoud.

A young priest dressed in the drab colors of Daoud, a pendant with the open-handed over a rainbow symbol carved from simple local pinewood at his

neck appears before you. He cannot be past puberty by more than a few months. He looks at you for a moment before asking. "Greetings, my name is Dapor al-Daoud. Welcome to the Simple Order' monastery. Is there anything I can do for you? Do you need anything? Are you seeking shelter? Do not suffer to answer me. Follow me, I will find you a room where you can rest for the night."

From mixed Flan/Baklunish origin, Dapor seems to be reasonably well educated. His face is open and he is very friendly. He is very humble and helpful. Dapor is honest and has no evil intentions about the party. Dapor is the doorman, and is the one who opens the monastery doors to everyone.

☛ **Dapor:** Flan/Baklunish Clr1 (Daoud); hp 8

Dapor insists on assigning a room to the party. Unless magically coerced, he insists on bringing all the party to a room (remember these are the tenants of his order, so bluffing will not work).

Once a room has been found for the heroes (it is on the fourth floor of the central tower), he becomes much more talkative about the monastery and insists on showing the monastery to the heroes.

First, he points out the rules to them, and he insists they know them by heart. After you have them repeat the maxims out loud, give them the **Player Handout #1**.

1. "Obey the law. Offer Asylum. Suffer thy duty"
2. "Humility is born of work, rest and prayer."
3. "Humility is so much harder to achieve with a full belly."

After every meal, every resident has to retire to his rooms for rest and meditation.

4. "Humility comes naturally to the working man".

One should try to make his stay here as useful as possible. Residents in isolation are not to be disturbed and access to the isolation area is restricted to priests of the Humble One or priests of any religion recognized in Tusmit, and only with approval of the Head Cleric.

5. "One dangerous to others cannot be humble".
Any resident found breaking the rules will be placed in isolation to pray for humility.
6. "Humility does not pay taxes."
7. "Humility is knowing one's place."

The word of the Head Cleric must be followed in both letter and spirit, as long as they do not break the code of the Order.

The Head Cleric's rooms are only for the Head Cleric. "For obvious reasons", he will say

but not elaborate upon (the chambers of the masters is where the orders' money is kept).

8. "Humility does not impose restraints, the law does."

Unless sentenced to stay here by law, one is free to come or go as they wish.

Dapor is the doorman at the monastery. Everyone they meet, priest and residents, are very friendly and forthcoming. Despite all being under influence of the pandemonic effect, none of them have any exterior signs of the effects of madness.

Dapor does not use inmates, patient, crazy or crackpot to refer to those under the care of the Simple Order, he humbly refers to them as residents.

Dapor then asks the heroes to leave their arms in their room. He encourages them to leave their armor, but won't insist on it. He does not search the heroes, but shows that he himself is not armed. If a hero wishes to hide a dagger or other small weapon on him, Dapor won't notice it. He notices anyone carrying a greatsword or a rapier, though. Use your judgment. This is not an excuse to remove equipment from the heroes, but just common courtesy.

Talking to Dapor (Before Mealtime)

Dapor knows the story of the Simple Order almost by heart, however he won't elaborate unless the heroes ask him about it.

Dapor excuses the Head Cleric saying he is "deep in prayer and may not be disturbed". When prompted when they might see him, Dapor responds "very likely at mealtime". But he does not elaborate further. Don't make him look suspicious; Dapor simply doesn't know where the Head Cleric is at this time.

Dapor offers them to take the heroes on the tour of the monastery. He will first show them the central tower. If they refuse, he tells them that will return to his post in front of the outer doors and stands ready to answer any questions they may have.

Refer to **Appendix 2** for a detailed tour of the monastery.

Using divination magics

Any *detect spells* except *detect chaos* will not reveal anything.

After the meal, *detect chaos* shines with a faint aura all over the fortress, everyone who ate radiates a moderate aura. A *true seeing* spell registers threads of wild colors linking everyone and everything. Casting a *protection*

from chaos spell protects from the effects of the Padat Root.

Staying inside the room (Before Mealtime)

Heroes staying in the room see residents occasionally passing in front of their door, few stop to look inside. The floor priest warns any residents tempted to snoop around to stay away.

Meeting the residents (Before Mealtime)

If the heroes express a desire in meeting some of the residents, tell them that most residents seems to be lost in their mind (call Heal checks to identify a number of mental illnesses). A few residents sport a few bruises, any priest will say these wounds are self-inflicted. Making Heal checks [DC15] confirms this to be the case for most of the residents however others have bruises that could not be self-inflicted. Most of these residents have a priest nearby helping them to move.

Shouting or making loud noises is heavily frowned upon by the priests, calm and serenity are valued, as loud noises often scare off some of the residents. The place should be reminiscent of one's local public library, mostly silent with the occasional discussion. If a member of the party cannot understand that basic concept, a priest comes and asks the hero to leave the monastery.

This is the first occasion the heroes have to talk directly to the residents. Some of them flat out refuse to talk, others don't even register the existence of the heroes and others are talkative enough. The talkative residents are happy and all are well treated. None will mention the isolation chambers, unless asked about them by the heroes, all have been placed there once in a while, and all are quite afraid of the place. None of them really know why they are so afraid of these chambers but they are.

For your convenience, here is a list of sample residents. Feel free to come up with other ones, just remember that calm and serenity, no raving mad lunatic running around. The residents described here appear again at mealtime.

- 1 - **The Conspiracy Theorist (male Baklunish):** He sees everything has weird thing going on for it.
 - Tusman horses descend from polymorphed dwarves. (False)
 - The food is covered with pixie dust (not quite so false).
 - The walls of the monastery are filled with demons (not true, unless you're drugged).

- The Pasha is a doppelganger spawned in the deepest pits of Hell. (False)
- Rary comes here every other week to rest. (False)
- He saw a bird that flew towards the southwest, must be a messenger bird heading to Ket (most likely not true)

Have fun with him... if the heroes believe him, he keeps making these stories. Make the stories as outlandish as you want, none of them are true anyway, or are they?

- 2 - **The Schizo (male Baklunish):** The Schizo talks to himself half of the time. He isn't really good at holding long conversations. Instead he keeps talking to the hero but changes subject without introduction. His conversation is very difficult. He never answers any questions, being always in his own world.
- 3 - **The Argumentress (female Flan):** This woman always takes the opposite view. The most annoying thing she does is to return the question in the negative way. Eg: "Are you well treated here?" and she would reply "Aren't YOU well treated here?" The Argumentress always defends the opposite point of view. This guest radiates as being evil, (she is of NE alignment).
- 4 - **The Eggshell (male half-elf):** This half-elf lives within his shell... he does not talk and if touched or prompted a bit forcefully, he begins to wail and scream, and he will need to be removed to isolation by the priests.
- 5 - **The Simple (male Rhenee):** This Rhenee was found on the doorstep of the Monastery when he was five. He talks of boats a lot and one day dreams about heading out and taking one. Though slightly retarded, he has a high resistance to the pandemonic effect and hasn't been affected too much. He likes the priests, but is afraid of the conspiracy theorist and isolation, of course. If the party is nice to him, he follows them around.
- 6 - **The Wildman (male half-orc):** More of a beast than a man, the wildman eats like an animal and tends too look around like a predator. Because of the effect on the monastery he has been given, he became even more feral. He will not recognize anyone and simply concentrate on what he is doing at the time (eating, observing) and merely grunt when talked to. It is not the same person as Bramish from "Big Troubles in Little Tusmit"

Staying inside the room (At Mealtime)

When the meal bell rings, the floor priest comes and informs the heroes in the room that food is being served. If the heroes insist on staying in the room, the priest asks if the heroes would like their meal in their room. If they agree, the priest offers his own meal to the heroes then asks the initiate who delivers meals to bring him another one.

No one comes to disturb the heroes who stay in the room.

Mealtime

Allow the party to talk to at least two of the residents before ringing the mealtime bell.

The heroes have another chance to talk to the residents at this time. The heroes are all sitting near each other, but they all have one of the residents described above sitting next to them.

The priests eat and drink like everyone else, their meals being served from the same large gruel pot as everyone else. The Conspiracy Theorist and the Simple encourage the heroes to eat just so they don't end up in isolation.

When playing the scene with the residents, make sure you mime the act of eating, and see which hero eats. The place is mostly quiet with a few hushed conversations. The priests do not encourage conversations, but do not repress it either, as long as the overall noise level is quite low. Encourage the players to speak in hushed tones, all the residents, will.

When the conversations are beginning to die off (except with the conspiracy theorist who's never out of topics) continue with the following.

Suddenly at the far end of the dining hall, a man stands up, tears off his shirt and shouts "NO VECNA! YOU WON'T TAKE MY SOUL! I'll dip my heart in the Blessed Cup before you can take me! Your devils cannot harm me!" The man thrashes about, as if fighting with something invisible.

A few of the more robust priests move nearby and pin him to the ground.

"I HAVE FOLLOWED THE FOUR FEET OF THE DRAGON! EVEN SENDING YOUR DEVILKIN WILL NOT SEE ME STRAY! PRAISE BE AL'AKBAR! PRAISE TO THE RESTORER OF RIGHTEOUSNESS!"

The man screams as he is dragged away by the priests.

Whoever sits next to the Simple will hear him say: *"Shouting is bad. He always screams. He not good."* The Simple will refuse to say anything else, except to answer *"I will not go to isolation"*. Fear obvious on his face. None of the others will say anything about what is going on. They all remain silent.

This scene is important because it makes the heroes think about devils.

Allow the party to talk a little more about what happened with the residents.

Once the meal is over one of the priests will stand up and say. "Now everyone return to their room for prayer and rest." Everyone stands up and heads back to their room, give the party an opportunity to talk to the priests or the residents as they are going upstairs.

Do your best to get the players back to their room. If a hero refuses, the priests mention they have been informed of the tenants of the Order when they arrived. There is a mandatory one-hour rest and prayer time after every meal.

Encounter Four

Once they reach their room, they will hear the unmistakable sound of a door locking. Ask them what they wish to do next. None of their equipment was searched or touched in any way. The priests lock the door and tell the heroes that is customary that way so no one wanders the halls. Before the heroes can act however begin with the below boxed text.

If they knock on the door, the priest answers that this is for their safety, orders of High Cleric Bizan (the priest on their floor locks all the doors.

🔒 **Iron-Reinforced Strong Wooden Door:** 2in thick; hardness 8; hp 40; AC 5; Break DC 25, Open Lock 25

Before they actually get to do anything, draw the map of the room, it is 40 feet long by 20 feet wide. The proximity and mix of the Padat root and gastric acid produces an odd mix, chaos begins to freely reign for an hour or two. Insanity and nightmares take form. The heroes witness the folly.

Through the far wall, a man seems to emerge from the wall. Dressed like the residents of the Simple Order' Monastery, he speaks in a voice slowly deepening.

"Ah... you have fallen into my trap... I will now devour your souls and take them back to Hell with

me! PAIN AWAITS YOU! SUFFERING COMES! DEATH TO AL'AKBAR!"

You watch in horror as the man changes in front of your eyes. What is now before you is a creature right out of hell.

Any *detect* spells except *detect chaos* will not reveal anything. After the meal, *detect chaos* shines with a faint aura all over the fortress, everyone who ate radiates a moderate aura. A *true seeing* spell only registers the faint outline of the devil with threads of wild colors everywhere. Casting a *protection from chaos* spell immediately gets rid of the devil and the effects inside the room.

Do not tell the heroes they are being the target of hallucinations. It is very possible that the characters all “die” here, and that is quite “acceptable”, they will merely have been subdued (took all their hit points in non-lethal damage).

APL 2 (EL 5)

☛ **Bearded Devil:** hp 45, see *Monster Manual*

APL 4 (EL 7)

☛ **Hellcat:** hp 60, see *Monster Manual*

APL 6 (EL 9)

☛ **Bone Devil:** hp 95, see *Monster Manual*

APL 8 (EL 11)

☛ **Barbed Devil:** hp 126, see *Monster Manual*

Tactics: Very simple, cause as much “death” as possible. Do not tell them but all damage they get is non-lethal damage. The devil will not use any of its abilities to summon more devils. The party should have their weapons nearby, but may have to spend a moment to pick them up.

If a party member becomes dying and that person ate the food, inform the player on his next turn that he has stabilized and is no longer dying.

Development: If the heroes manage to open the door and flee during combat, then the creature does not pursue them. Allow for 2 full rounds before the creature vanishes into thin air.

After the fighting is over, the heroes whether victorious or not will shake off the effect of the hallucinations. Making a Heal check [DC 14] on any party member reveals that the effect, whatever it was has been cleared from one’s body by the adrenaline rush caused by combat.

Encounter Five

Heading back to Gallan to meet Bajat

If the heroes already talked to Bajat, he is nowhere to be found at this time. Bajat does not want the militia to find him by tailing the heroes.

If they have not talked to him, continue go to **Encounter Two**, Bajat still waits for them.

When they return, it will be a short while before mealtime.

Staying in the room while the monastery is under the grips of insanity

If they remain in their room, they hear shouts, banging on door, wails and the occasional person running around in front of their room.

After about an hour, things calm down as suddenly as they started a priest will come and open the doors with a smile. Oddly enough, no one remembers anything that happened, except that they had restless sleep or that they were deep in prayer.

Leaving the room while the monastery is under the grips of insanity

For the statistics of the doors, see **Encounter Four**.

Leaving their room, they will find the place to be in serious disarray. The priest guarding their floor is clapping his hands as if he was seeing a play. Nothing they do will draw him from his madness.

Some of the residents wail from within their room, others bang on their doors. Some have even managed to exit and are running around. The place has turned from seriously ordered to completely chaotic. This is now a place gripped by insanity. Because they were able to overcome the drug’s effect on them, the heroes are now free of its influence. If they were all defeated by the devil, you can freak them out by having a few words to remind them that maybe all is still not right. But don’t push it.

Anyone with Knowledge (Planes) [DC 15] realizes that creating chaos and insanity is not the usual modus operandi of devils, the method is more akin to demons. devils tend to work more with fear.

While under the grips of insanity, none of the residents or priests acknowledges the presence of the heroes. Even attacking them will not change this.

Residents in their room: (Roll D6)

- 1- Residents wail like a banshee. If the door is opened D6 residents run out of their run and head in random direction. Room is empty.
- 2- Residents bang on the door. If the door is opened D6 residents run out of their run and head in random direction. Room is empty.
- 3- Residents call out for help. If the door is opened D6 residents run out of their run and head in random direction. Room is empty.
- 4- Residents seem to be deep in prayer, praying out loud to Daoud, Al'Akbar or Istus.
- 5- Room is silent, the residents seemingly deep in prayer. If the heroes disturb the residents, roll D4 on this table.
- 6- Room is silent, the residents are sleeping. If the heroes disturb the guest, roll D4 on this table.

Priests: (Roll D6)

- 1- Claps and laughs to some invisible play or joke.
- 2- Prays to Daoud out loud
- 3- Stares at the wall in fascination
- 4- Prances around like a pixie
- 5- Spins on him/herself.
- 6- Sleeps

Visiting the monastery while it is under the grips of insanity

The monastery doesn't change from their previous trip. The priests however are all under the effect of insanity.

The kitchen: Going to the kitchen yields that much more insanity from the kitchen staff. The heroes may find a spice they might identify with Knowledge (the Planes) [DC 25] to recognize a Padat Root, a plant living only in the plane of Pandemonium. When moved around, the Padat Root spice glows like a rainbow, reminiscent of the symbol of Daoud. Padat Root is not poisonous and is not known to have any side effects. In fact it has no taste at all.

The cellar: Going down to the cellar, they will see the woman in her wolf-hybrid form, wriggling and writhing in agony, the chaotic effect having bizarre effects on Lycanthropes.

The man they saw being forced out of the dining room by the monks is here, as they pass before him he will call out to them.

“Hail to you O Azor'alq Banisher of Darkness! You have broken the Curse that Vecna has sent upon us. The Archlich is here, hiding in the darkness, trying to make us stray from the path of the Four Feet of the Dragon. You have come to defeat him, to smite

him down with your Thousand Immortals. You understand why the Holy Talisman held within these walls must be found and plunged in the pure waters of the Blessed Cup. Find the Cup! Lift the curse! There is a door there... that is where the Overfiend hides the Cup.”

This man is completely insane and taken into his fantasy. Note that the Holy Cup & Talisman are NOT in this temple. He doesn't respond. He only rants.

Even in his insanity, he gives a +10 circumstance bonus to find the secret door. Search [DC15+APL] finds the door.

Passing the secret door, you enter the catacombs under the monastery. There are no bodies but small alcoves have been built and rotting possessions fill them. While the bodies were most likely burned, the small niches must be used to make small shrines to the deceased. It is not long before you find yourself standing in front of a large oak door.

The door has been heavily trapped. Head Cleric Bizan had it trapped so he wouldn't be bothered during his experiments. Bizan is now quite insane. He had some expert trap makers build these traps for him. That is how Bajat knew of

APL 2 (EL 3)

↗ **Acid Arrow Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

APL 4 (EL 5)

↗ **Doorknob Smear with Contact Poison:** CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19.

APL 6 (EL 7)

↗ **Fusillade of Greenblood Oil Darts:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

APL 8 (EL 9)

↗ **Drawer Handle Smear with Contact Poison:** CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save

resists, 2d6 Con/2d6 Con); Search DC 18; Disable Device DC 26.

Once they've gone through the trap, read the following.

The room beyond was clearly designed as a torture chamber and it seems to be in use. A very pungent odor floats around. Four men of arms wearing tattered rags and armor are chained to a single ring on the wall. One of them is wearing the colors of a priest of Al'Akbar and one wearing a ragged Tusman military uniform. They seem to be enraged. A pile of easily accessible longswords lies just out of their grasp.

At the far side of the room, a gaunt man, dressed as a cleric of Daoud stands hunched over a cauldron where boils a viscous green liquid. Raising his head, he turns to you, his eyes yellow with sickness. "What is it you want? I told you the spice won't be ready until tonight."

The four chained men are the adventurers the party is looking for.

This is where the heroes get to shine. As long as they act submissive to the Head Cleric Bizan, he will not take any action against them. He won't even notice the fact that they are wearing the wrong outfits.

If they succeed at a Spot [DC15+APL], they can locate the Bizan notebook without problem. They can leave with it without being bothered.

However if they make any move towards the chained prisoners, read the following:

Head Cleric Bizan turns to you. "You were warned NOT to approach them! Now catch them if you can! Disobedient son of vanity!" With that, he pulls a lever and the rings open, freeing all the prisoners.

APL 2 (EL 4)

☛ **Alihad, Arma'an, Ghaffar, Nar'lan:** Ftr1; hp 15 each; See Appendix One

APL 4 (EL 6)

☛ **Alihad, Arma'an, Ghaffar, Nar'lan:** Ftr2; hp 23 each; See Appendix One

APL 6 (EL 8)

☛ **Alihad, Arma'an, Ghaffar, Nar'lan:** Ftr4; hp 42 each; See Appendix One

APL 8 (EL 10)

☛ **Alihad, Arma'an, Ghaffar, Nar'lan:** Ftr6; hp 58 each; See Appendix One

Tactics: The adventurers move in and attack, grabbing their swords as they approach. They target Elves and wizards first. Once the four men are defeated or if they snap out of their rage, move to the conclusion.

In their drugged state are not as formidable as they would otherwise be. The four men attack any elves or wizards to shouts of "DIE TRENKAT DIE!"

Quick thinking characters may try to play dead. After being attacked once (whether the hero was hit or not), lying down and playing dead will work, the adventurers will ignore the party member. The adventurers will not attack anyone who is down (unless someone was never attacked and immediately fell down, one of the adventurer's attacks once and moves on). Once all the party is down or playing dead, the men will snap out of their rage. Just like they did after killing the poor resident earlier.

Note that these are the friends of Bajat, so the heroes should do their best not to kill them. They came to save these four guys.

The Head Cleric does not take part in the combat. During combat, he will only look around, sending out random phrases from the tenants of the Order.

Note to DM: Bajat's friends were not all fighters but for the purpose of this encounter, they are treated as such. Because of the constant exposure to the drug, their fighting skills have been dulled considerably.

Conclusion

Bajat meets them with four horses a short distance away from the monastery and town.

Head Cleric Bizan

The Head Cleric isn't evil, but he is dangerous and thoroughly insane. A Diplomacy check [DC10+APL] has the priests recognize that Bizan is insane and that following him goes against the tenants of the Order. Give good bonuses for role-playing. The priests thank the heroes and offer their apologies. The priests offer to sell the heroes a Periapt of Health anytime they come nearby.

Killing Bizan is possible but serves no real purpose, and the order does not offer the Periapt.

Only Bizan's Notes

If the heroes left only with the Head Cleric's notes, then Bajat will meet them as they leave the monastery, and thank them. He is very sorry the heroes couldn't save his friends, he offers them the "Friends in Sefmur" and "Call the Mullah" reward, but none of the others.

The Adventurers

Depending on the number of them saved, Bajat will reward the characters with more rewards. If only one survived, then he offers the "I owe you one", "Friends in Sefmur" and "I heard of you". If there are two, he adds "One for the Road". If there are three or more, he adds "I know a guy". He offers the entire items available on the AR, except the *periapt of health*.

Each of the adventurers offers a monetary reward for their safe return.

"In the end"

From his horse, Bajat looks down to you. "You have done well my friends. I will not forget it. Many tales will be told of your actions here."

Read the following if at least one of the adventurers returned alive to Bajat.

"I owe you one my friends. I may call upon you once more. That vile Trenkat is still out there trying to destroy Tusmit and all that we stand for. Find him and destroy any of his foul works you may come across."

"Some highly-placed people in Tusmit want his head. If you get it before us... well lets just say that the race is on!"

With that, Bajat winks at you, throws a heavy purse in your direction and gallops away in the direction of Sefmur with his [number of adventurers saved] recently rescued friends.

If they have only brought back the book, read them the following.

"Looks like I'm going to have many nights of study ahead of me. In the meantime, stay out of trouble! Should you meet the Wizard named Trenkat, come tell me immediately. I want a piece of him."

With that, he winks at you, throws a heavy purse in your direction and gallops away in the direction of Sefmur.

The End

Experience Point Summary

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

Encounter Four

Fighting the hallucinatory devil

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp

Encounter Five

Surviving or bypassing the trap

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp

Fighting or Bluffing (playing dead) with the Adventurers

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Story Award

Completing the mission (bringing the book or at least one adventurer to Bajat)

APL 2	30 xp
APL 4	60 xp
APL 6	90 xp
APL 8	120 xp

Discretionary roleplaying award

APL 2	60 xp
APL 4	75 xp
APL 6	90 xp
APL 8	105 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp

Treasure Summary

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

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

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

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

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

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 75% of book price).

Conclusion:

Bringing the book or at least one adventurer to Bajat

APL 2: L: ogp; C: 50gp; M: ogp

APL 4: L: ogp; C: 150gp; M: ogp

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

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

Per adventurer brought alive to Bajat

APL 2: L: ogp; C: 150gp; M: ogp

APL 4: L: ogp; C: 200gp; M: ogp

APL 6: L: ogp; C: 250gp; M: ogp

APL 8: L: ogp; C: 300gp; M: ogp

Proving Head Cleric Bizan can no longer lead the Order

APL 2: L: ogp; C: 100gp; M: ogp

APL 4: L: ogp; C: 150gp; M: ogp

APL 6: L: ogp; C: 200gp; M: ogp

APL 8: L: ogp; C: 250gp; M: ogp

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

Appendix One: Non-Player Characters

Introduction:

All APLs

☛ **Bajat (Not his real name):** Baklunish/Oeridian, Brd15; CR 15; Medium Humanoid; HD 15d6+3; hp 65; Init +2; Spd 30 ft/x4; AC 24(+9 armor, +3 shield, +2 dex); Base Atk +11; Grp +11; Atk +16/+11/+6 melee (1d6+3, *short sword* +3); Full Atk +16/+11/+6 melee (1d6+3, *short sword* +3); AL NG; SV Fort +5, Ref +11, Will +9; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 20;

Skills & Feats: Appraise +7, Balance +9, Bluff +18, Concentration +4, Diplomacy +18, Gather Information +20, Hide +8, Knowledge (arcana) +7, Knowledge (architecture & engineering) +7, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (history) +12, Knowledge (nature) +7, Knowledge (nobility & royalty) +7, Knowledge (religion) +7, Knowledge (the planes) +7, Knowledge (Metaregion-2) +12, Listen +4, Perform (TaleTelling) +15, Sense Motive +13, Spellcraft +13, Tumble +7, Use Magic Device +13. Combat Expertise, Deceitful, Eschew Materials, Negotiator, Spell Penetration, Toughness, Weapon Finesse

Spells Known (4/5/4/4/3/2; base DC = 15 + spell level): 0—[*daze, detect magic, lullaby, mage hand, message, summon instrument*]; 1st—[*animate rope, charm person, expeditious retreat, unseen servant*]; 2nd—[*cure moderate wounds, locate object, mirror image, tongues*]; 3rd—[*charm monster, confusion, dispel magic, leomund's tiny hut*]; 4th—[*break enchantment, freedom of movement, legend lore, modify memory*]; 5th—[*dispel magic, greater, heroism, greater, suggestion, mass*].

☛ **Cleric of the Simple Order:** Mostly Bak or Bak/Flan, Clr1; CR 1; Medium Humanoid; HD 1d8; hp 8; Init -1; Spd 30 ft/x4; AC 9(-1 dex); Base Atk +0; Grp +0; Atk +0 melee (1d6, club); AL N; SV Fort +2, Ref -1, Will +6; Str 10, Dex 9, Con 10, Int 12, Wis 18, Cha 12;

Skills & Feats: Concentration +2, Diplomacy +5, Heal +10, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (religion) +5, Knowledge (the planes) +2, Spellcraft +2, Negotiator, Self-Sufficient

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—[*cure minor wound, mending, light*]; 1st—[*Nystul's magic aura**, *remove fear, sanctuary*].

Encounter Five:

APL 2 (EL 4)

☛ **Alidad, Arma'an, Ghaffar, Nar'lan:** Male Baklunish, Ftr1; CR 1; Medium Humanoid; HD 1d10+5; hp 15; Init +6; Spd 30 ft/x4; AC 12(+2 dex); Base Atk +1; Grp +4; Atk +4 melee (1d8+3, longsword); AL N; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10;

Skills & Feats: Climb +7, Intimidate +4, Jump +5, Ride +4. Improved Initiative, Power Attack, Toughness

APL 4 (EL 6)

☛ **Alidad, Arma'an, Ghaffar, Nar'lan:** Male Baklunish, Ftr2; CR 2; Medium Humanoid; HD 2d10+7; hp 23; Init +6; Spd 30 ft/x4; AC 17(+5 armor, +2 dex); Base Atk +2; Grp +5; Atk +7 melee (1d8+4, *longsword* +1); AL N; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10;

Skills & Feats: Climb +6, Intimidate +4, Jump +5, Tumble +3. Improved Initiative, Power Attack, Toughness, Weapon Focus (Longsword)

APL 6 (EL 8)

☛ **Alidad, Arma'an, Ghaffar, Nar'lan:** Baklunish, Ftr4; CR 4; Medium Humanoid; HD 4d10+14; hp 42 each; Init +6; Spd 30 ft/x4; AC 17(+5 armor, +2 dex); Base Atk +4; Grp +7; Atk +11 melee (1d8+8, *longsword* +3); AL N; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10;

Skills & Feats: Climb +6, Intimidate +7, Jump +6, Tumble +4. Improved Initiative, Power Attack, Toughness, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword)

APL 8 (EL 10)

☛ **Alidad, Arma'an, Ghaffar, Nar'lan:** Baklunish, Ftr6; CR 6; Medium Humanoid; HD 6d10+18; hp 58; Init +2; Spd 30 ft/x4; AC 19(+7 armor, +2 dex); Base Atk +6; Grp +9; Atk +13 melee (1d8+8, *longsword* +3); Full Atk +13/+8 melee (1d8+8, *longsword* +3); AL N; SV Fort +7, Ref +4, Will +2; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +6, Intimidate +7, Jump +6, Ride +6, Tumble +5. Dodge, Mobility, Spring Attack, Power Attack, Toughness, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Appendix Two: A tour of the monastery

The Monastery

The monastery was built about over century ago by the Ekbirrian invaders during the first weeks of the invasion. The place was quickly abandoned in favor of more strategically important places. Just over two decades ago, the Simple Order moved in, made some repairs, had the local folk help them in exchange from spellcasting. The Monastery could not withstand any kind of military action. For all intent and purposes it is a repaired ruin, where the ravages of time are still visible.

The Tour

The Tower has 6 floors.

The top 5 floors are all identical. A central circular staircase opens to an open area where the rooms of the residents are all located. Whenever the residents are resting (nighttime and after meals), one priest is always on watch at every floor. He has a bell in hand so he can summon help if one of the residents requires to be placed under isolation. Every floor has a sculpted symbol of Daoud. Any of the priests can point out that they were gifts from former residents, all of whom remain anonymous.

The fifth floor is reserved for the female residents. Under no circumstances do the priests allow male and female to sleep together, no matter their relation.

The ground level is a bit more extended and houses the kitchens, the dining room the priests' dormitory (only the Head Cleric sleeps apart from the others). There is also a small library containing mostly poetry books and treatises on agriculture and the treatment of ailments of the mind. There is nothing of real value here.

Going down the stairs leads one to the isolation chambers. It is long row of 6 cells. For more details on the prisoner present there when the heroes pass, see "The Prisoners" section. A priest also oversees the patients and makes sure none of the hurt themselves (he has a number of *Calm Emotions*, *Create Water*, *Command*, *Daze*, *Hold Person*, *Sanctuary* and *Silence* spells. He is there to calm or immobilize anyone trying to hurt themselves or escape. At the end of the line of cells is an oak door with the symbol of Daoud. Dapor may tell them that the Head Cleric meditates over there, but that none are to go there. He should emerge soon, disturbing him is a high sin.

The Head Cleric' house is located in a small building that used to be the stables. His house is in a mess. Other than the order's money, there is nothing of

interest here. The only thing the heroes may discover is that the Head Cleric hasn't lived here in a few days. Dust has begun to settle on the kitchen table and the chairs.

The main courtyard has been converted into a large garden where the residents are working the soil and growing various vegetables. The priests work alongside the residents and can sometimes be seen marveling over a patch of red pickles.

The first impression of this place should be that everyone is very nice, but stubbornly devout.

The Isolated Prisoners (for a reason)

The locks on each of the cells are of good quality. The doors are made of dark ebony wood reinforced with iron bars. Open Lock DC 30, or break DC 28, only one person can assist. Only a small grilled window gives access to the cell inside. Most of the prisoners are there for a reason. Remember, unless they find a way to bypass the priest on watch, they will not be allowed to approach the prisoners and will be told to keep well away from them.

Cell One: The old man

He is completely catatonic at this time. He will not acknowledge the heroes' presence, nor resist if they pick his cell door and escort him out. But that would not be a good idea, as he would simply attack anyone in sight.

All APLs (EL ½)

♣ **Old man:** Com 1 hp 4.

Cells Two, Five: Empty

Cell Three: The Suel

Sitting in the corner of his cell, a blond suel man is bound by the fingers and the toes using thumb traps.

Once he sees the heroes he will call out to them to free him. He claims his name is Marius, but he cannot remember his last name. He says he was captured by Derro raiders in northern Dihn. He was forced to work in their mines. However he managed to escape somehow and he woke up here. He says that he used to be a spellcaster, but doesn't remember any of his powers. He pleads and begs to be freed.

Sense motive DC 25 senses that he is a little agitated, although that could just be because he's been here so long. Detect Thoughts will not reveal anything because he is within a *Permanent Anti-Magic Shell*.

Marius' cell is protected by a permanent antimagic field. Once Marius steps out of the confines of his cell, casts *Teleport* and leaves.

All APLs (EL 11)

♣ **Marius:** Suel Evoker 11th, hp 34, AL: NE

Cell Four: The Rabid Woman

Unlike the other cages, the woman in this room doesn't seem to have been cleaned. The room has a fine mesh covering the door, walls, ceiling and floor. Examining the meshing closely reveals it to be made of silver. The woman inside begs to be let out. She is a werewolf who has given in to the curse. If let out, she transforms to hybrid form and attacks.

All APLs (EL3)

♣ **Werewolf woman:** Werewolf, hp20 see Monster Manual p.175

Cell Six: The Religious man

Before the meal, this cell will be empty. After the meal the man who was brought here will be in this cell. See details above for all the details.

Appendix Three: Textes Français

Introduction

Ce fut un long voyage, mais vous touchez finalement au but. Enfin, l'Artefact que vous avez cherché de si longues semaines n'est plus qu'à quelques pas.

Plusieurs longues nuits de recherche à l'Université de Sefmur, au Collège des Arts et dans les archives des temples d'Al'Akbar et d'Istus. Vous avez voyagé aussi loin que le joyau de la Flannaess et les distantes colonies de Zeif sur l'Océan Dramidj. Imaginez votre surprise lorsque vous avez découvert qu'elle était ici, à Tusmit. Dans une vieille tombe, datant d'avant les migrations Bakluniennes.

Bientôt la gloire de votre découverte vous rendra plus riche que le Pasha, plus puissant qu'un géant des nuages et plus invulnérable qu'un golem dans un champs anti-magique.

Vous vérifiez vos armes, ajustez vos armures, préparez vos composants de sorts et dites une courte prière avant de procéder.

Par la force et par magie, vous avez vaincu les horreurs de la tombe: bêtes sorties de cauchemars, du chaos et du mal, et des pièges meurtriers. Finalement, vous arrivez à la porte qui cache l'objet de votre quête. C'est finalement derrière cette ultime porte, derrière cette ultime serrure.

Cependant ceux qui ont construit cette tombe voulaient que l'Artefact y reste pour toujours. Des rayons verts de lumière, des sorts de folies viennent de toutes les directions. Ils désintègrent, brûlent, gèlent et causent la folie sur tout ce qui se trouve sur leur chemin.

Quelqu'un veillait sur vous, ses motifs vous sont inconnus. Mais grâce à lui, vous avez pu échapper à la tombe. Après avoir guéri vos corps et tenté de prendre le contenu de vos esprits, il vous a placé dans un asyle, un endroit où les fous sont envoyé pour passer leur jours dans une simple quiétude. Vous y êtes toujours, enfermés pour y être oublié. Mais, si un des prêtres qui devait vous soigner était fou et vous torturerait pour découvrir les secrets de l'Artefact. Que feriez-vous?

"Maintenant que je vous ai divertis mes amis, me paierez-vous ENFIN ce repas et ce breuvage que vous m'avez promis?" termine Bajat.

Vous êtes entre deux aventures dans la ville de Gallan, dans le Sheikat d'Eysami, un endroit pauvre où l'armée est présente partout. Sa position sur la rencontre de la Blashikmund et de la Tuflik donne au Sheikat une grande importance stratégique. Possédant une frontière riverinne avec Ekbir et Zeif ajoute à son importance.

Cette superbe journée du début de l'automne est particulièrement chaude. Assis à une terrasse, vous avez été approché par Bajat. Bajat, un barde de Sefmur pas entièrement Baklunien vous a offert de vous conter une histoire en retour d'un repas. Sa performance a attiré plus d'un curieux. La qualité de son histoire font qu'il a certainement mérité son repas.

Bajat mange avec appétit, se goinfrant comme s'il était poursuivi par tous les diables des enfers. Sa bouche pleine de nourriture, il vous demande. "Avez-vous aimé mon histoire? Elle est vraie, vous savez?"

"Savez, j'ai entendu dire que ces pauvres types sont près d'ici. Il y a un monastère tenu par un groupe de prêtres de Daoud qui enfermes les fous. C'est à peine une lieue hors de la ville."

"Dites... seriez-vous prêts à aider un pauvre barde qui doit vendre ses histoires pour vivre ? Voudriez-vous sauver mes vieux frères d'arme d'un dangereux prêtre? Ce serait vraiment mal si la connaissance qu'ils ont tombait entre de mauvaises mains. Si vous partez maintenant, vous pourrez certainement être de retour avant la nuit. Qu'en dites-vous?"

Encounter One

"Gardes! Emparez-vous de cet agitateur!" cri une voix de l'autre côté de la rue. Un prêtre vêtu de robe simple dirige un groupe de militiens armées. Ils se dirigent droit sur vous.

"Olidammara non! Retenez-les un moment." Sur ce, Bajat saute hors de la terrasse et disparaît dans la rue. Le prêtre s'approche de vous.

“Bonjour bonnes gens... je suis Porein al-Daoud, un simple prêtre de Daoud. Je me demandais si ce criminel vous a raconté des mensonges sur mon église. Veuillez ignorer ses ragots. Ce criminel essaie de souiller nos bonnes oeuvres parmi les pauvres et les simples d'esprit.”

Encounter Three

Ce qui vous a été référé comme un monastère ressemble à une vieux fort-frontière. Construit dans le style Ekbirrien durant les jours de la guerre contre la Horde d'Airain. Situé sur une colline facilement défendable offrant une vue superbe sur la Blashikmund. Même si elle montre des signes de réparations, le fort n'est évidemment, pas prêt pour une utilisation militaire. Les trois étoiles de Tusmit flotte au-dessus du donjon. Un autre drapeau sur lequel on peut voir une main ouverte sur les couleurs arc-en-ciel de Daoud.

Les lourdes portes de chêne ont été sculptés avec le symbole de Daoud. Au-dessus, on peut lire une inscription en Baklunien, peint avec des lettres jaunes éclatantes.

Un jeune prêtre vêtu des couleurs drabe avec un pendantif où l'on peut voir une main ouverte sur un signe arc-en-ciel le tout gravé sur du bois de pin local. Il ne peut avoir passé la puberté que depuis quelques mois. Il vous regarde un instant. “Bonjour, mon nom est Dapor al-Daoud. Bienvenu au monastère de l'Ordre Simple. Puis-je faire quelque chose pour vous? Avez-vous besoin d'aide? Voulez-vous un refuge? Ne souffrez pas plus longtemps. Suivez-moi, je vous trouverai une chambre où vous pourrez vous reposer pour la nuit.”

Soudain, de l'autre bout de la salle à diner, un homme se lève, arrache ses vêtements et hurle. “NON VECNA! TU NE ME PRENDRAS PAS MON ESPRIT! Je tremperai mon coeur dans la Sainte Coupe avant que tu ne me prennes! Tes diables ne peuvent m'atteindre!” L'homme se débat, comme s'il combattait quelque chose d'invisible.

Quelques uns des prêtres les plus costauds, s'approchent et immobilisent l'homme.

“J'AI SUIVI LES QUATRES PIEDS DU DRAGON! MEME ENVOYER TES DIABLES NE ME FERONT

DEVIER DE LA VOIE! LOUE SOIT AL'AKBAR! LOUE SOIT CELUI-QUI-AMENE-LA-RECTITUDE!”

L'homme crie alors qu'il est amené hors de la pièce par les prêtres.

Encounter Four

Du mur du fond, un homme semble émerger du mur. Vêtu comme les autres résidents, il parle d'une voix de plus en plus profonde.

“Ah... vous êtes tombé dans mon piège... Je vais maintenant dévorer vos âmes et les amener avec moi en enfer! LA DOULEUR VOUS ATTEND! D'HORRIBLE SOUFFRANCES ARRIVENT! MORT A AL'AKBAR!”

Vous ne pouvez que voir avec horreur alors que l'homme se transforme devant vos yeux. C'est maintenant une créature sortie droit de l'enfer qui se tient devant vous.

Encounter Five

“Louanges à toi ô Azor'alq, Banisseur des ténèbres! Tu as brisé la malédiction que Vecna nous avait envoyé. L'Archliche est ici, se cachant dans les ténèbres, cherchant à nous tirer du droit chemin des Quatre Pieds du Dragon. Tu es venu pour le défaire, pour le terrasser avec des Mille Immortels. Tu comprends pourquoi le Saint Talisman gardé en ces murs doit être trouvé et plongé dans les eaux pures de la Coupe Bénie. Trouve la Coupe! Lève la malédiction! La porte est là... c'est là que l'archenemi a caché la Coupe.”

Passant la porte secrète, vous pénétrez dans le catacombes sous le monastère. Les corps furent sans doute brûlés, mais les petites alcôves ont été construites contiennent des objets pourrissant les remplissent. Ces niches servent sans doute de sortes de chapelles aux disparus. Ce n'est pas très long avant que vous vous trouviez devant une immense porte de chêne.

La pièce au-delà fut jadis une salle de torture, elle semble toujours en usage. Une odeur poignante flotte ici. Quatre hommes d'arme portant des haillons et des restants d'armure sont enchainés à un anneau unique sur le mur. Un d'entre eux porte les couleurs des prêtres d'Al'akbar et un porte un habit militaire Tusman. Tous semble enragé. Une pile d'épée longues

facilement atteignable est sur une table juste hors de leur portée.

Au fond de la pièce, un homme mince vêtu des robes d'un prêtre de Daoud, se tient au-dessus d'un chaudron dans lequel bouillonne un liquide verdâtre. Levant la tête, il se tourne vers vous, ses yeux jaunes de maladie. "Que voulez-vous? Je vous ai déjà dit que l'épice sera prêt ce soir!"

Le Haut Clerc Bizan se tourne vers vous. "Vous avez été avertis de ne PAS vous approcher d'eux! Maintenant attrapez-les si vous le pouvez! Fils désobéissant de la vanité!" Sur ce, il tire un levier, l'anneau s'ouvre et les prisonniers sont libres.

Conclusion

"In the end"

Du haut de son cheval, Bajat vous regarde. "Vous avez bien fait mes amis. Je ne l'oublierais pas. Plusieurs histoires seront contées sur vos actions ici."

"Je vous en dois une mes amis. Je risque de faire appel à vous de nouveau. Ce vil Trenkat est toujours en liberté, et il tente toujours de détruire Tusmit et tout ce que nous représentons. Trouvez-le et détruisez chacun de ses ouvrages qui pourrait croiser votre chemin."

"Des hauts-placés de Tusmit veulent sa tête. Si vous la trouvez avant nous... et bien, disons que la course est lancée!"

Sur ce, Bajat, vous fait un clin d'oeil, vous lance une lourde bourse avant d'éperonner son cheval en direction de Sefmur pour rejoindre ses [nombre d'amis sauvés] amis.

"On dirait que j'ai plusieurs nuits d'études devant moi. Entre-temps, restez loin des problèmes! Si vous rencontrez un mage appelé Trenkat, dites-le-moi immédiatement. J'ai un compte à régler avec lui."

Sur ce, Bajat, vous fait un clin d'oeil, vous lance une lourde bourse avant d'éperonner son cheval en direction de Sefmur.

Fin

Player Handout #1: The Precepts of the Simple Order

1. **"Obey the law. Offer Asylum. Suffer thy duty"**

2. **"Humility is born of work, rest and prayer."**

3. **"Humility is so much harder to achieve with a full belly."**

After every meal, every resident have to retire to their rooms for rest and meditation.

4. **"Humility comes naturally to the working man".**

One should try to make his stay here as useful as possible. Residents in isolation are not to be disturbed and access to the isolation area is restricted to priests of the Humble One or priests of any religion recognized in Tusmit, and only with approval of the Head Cleric.

5. **"One dangerous to others cannot be humble".**

Any resident found breaking the rules will be placed in isolation to pray for humility.

6. **"Humility does not pay taxes."**

The Head Cleric's rooms are only for the Head Cleric. "For obvious reasons", he will say but not elaborate upon.

7. **"Humility is knowing one's place."**

The word of the Head Cleric must be followed in both letter and spirit, as long as they do not break the code of the Order

8. **"Humility does not impose restraints, the law does."**

Unless sentenced to stay here by law, one is free to come or go as they wish.