

TUS5-o8

Injustice for All

A One-Round D&D[®] LIVING GREYHAWK[™]

Tusmit Regional Adventure

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“Public execution to be held on Godsdlay. The beheading of the murderer of Chief Remic ibn Fahad will be held at high sun, all welcome, bring your friends.” A Tusmit regional adventure for PC levels 1 to 10. (APLs 2 to 8)

Thanks to Paul Lippincott from studiocreature.com for the beautiful 3d rendering of Standing Warrior Rock
and to Stephen Baker for his always good advice.

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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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 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 PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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 PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC 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 PC 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 PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs 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 PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC 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 PCs 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 PCs 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 PCs to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Tusmit. PCs 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. PCs 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 scenario.

A PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC 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 PC 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 Tusman Hills

The lawlessness of the Tusman Hills is well known to any that lives in Tusmit or Ket. The hills are home to the Tusman nomads, rugged folks who scavenge in the bleak hills by drawing on their knowledge of the terrain. Whatever they cannot get that way they obtain by raiding both Tusman and Ketite settlements on both sides of the hills.

Rumors of deceit and treachery are prevalent about that area of Tusmit. Rebel support is quite powerful in the hills where a bright general can easily hide troops in the many ravines and few wooded areas.

However the support of the Nomads that really control the area is far from decided. Like in most things, the nomads remain discreet about their true allegiances.

Since the end of the siege of Vilayad, most of the army in the south is concentrated around the capital of Farhini, leaving the hills at the mercy of the nomads. The Worldburners and other humanoid tribes can also be found in the area. While the government in Sefmur would like nothing more than to strike and lead a campaign against the rebels; the loyalty of the local military cannot be ascertained.

This adventure resolves around a village in the Tusman Hills of the sheikdom of Jaydah called Ishakdur. The village was originally settled by Tusman nomads as a trading point near a small lake. At the center of the village is a large vaguely humanoid statue. Ishakdur is like many villages in the area in that only a quarter of its population is composed of permanent residents while the rest are transients and nomads.

A scapegoat

Aldan ibn Ket (or "The Ketite") served in the Ketite army under the Black Arrow during the Siege of Vilayad. Aldan was not sent home when the Black Arrow sent most of his men home (Ket Interactive: *Relief*). Aldan was enraged and after staying for a few additional months in Tusmit, he began to enjoy the Tusman way of life and the lax system of laws. When the siege was broken (**TUSInt5-01** *The Dirty Half-Dozen*), and the Ketite army marched home, Aldan deserted. After all, his own army had deserted him first. He decided to settle down in Southern Tusmit.

Not being overly devout, he adopted the principles of the Exalted Faith, prevalent in Southern Tusmit. He adapted

quickly, converted and began looking for a place to live. Aldan visited Keruz, Sefmur, Jaydah and Farhini.

Aldan is the perfect example of a man at the wrong place at the wrong time. When he walked into Ishakdur, he unknowingly became a pawn in a grand game much larger than any one man.

A murder

Chief Remic ibn Fahad bin Ishakdur was a very popular leader, possibly the most popular in the history of the village. That is why some of the nobles and other nomad chieftains were easily coerced into the coloring of the guilt of the accused.

A local guard (Noni) found him. The damage was quite severe and the chief was covered in blood, the killing blow quite obviously having landed against his head. The local commander Busadi el'taziq al-Raqeeb was second on the scene and ordered a town search for the murderer. A group of nomads took the body to the chief's house to allow his family to grieve.

The funeral of the chief was held a day after his death. The chief was burned according to Tusman custom. The dead do not wait long for their ascension to the afterlife.

The trial

With the chief dead and the Qadi absent, the responsibility of the trial fell on the local military commander, Busadi el'taziq al-Raqeeb. Busadi saw the opportunity to gain more power for himself. Since he was the highest-ranking official in town, he could easily name himself constable and replace the chief. Therefore, it was in his best interest to conduct the trial quickly and publicly before the Qadi returned and before someone else could be dispatched from Sefmur.

The primary piece of evidence that they used to convict Aldan (the Ketite) was a brooch found on his person shortly after the discovery of the chief's body. The brooch was known to belong to the Chief and Aldan having it in his possession was used as proof against him during his trial since he had said he hadn't come into contact with the chief on the night of his death.

Aldan claimed that he was sold the brooch by a peddler that he met at the crossroads that splits the road to Vilayad and Ishakdur. The court, however, dismissed these claims stating that no merchant had come to town recently and a wandering peddler would have been seen by someone other than Aldan.

Aldan was found guilty of the murder of Chief Remic ibn Fahad bin Ishakdur and was sentenced to death for

murder of a government official, a decision that was met with enthusiastic public approval.

Because Aldan's family is still in Ket and they haven't yet joined him, Aldan is alone.

Doubts

The local Qadi, a nomad named Arjed bin-Geloshi al-Qadi, was absent at the time of the murder, so he could not judge the Ketite. Like the PCs he saw the notice for the execution and came to see what it was all about.

Arjed has known of the poor-conduct of the head of the militia for a while and knows how power-hungry he is. Arjed believes, based upon what he himself has witnessed, that Aldan's is not guilty of murdering the chief. The few times he met the young Ketite have cleared his thoughts on the matter and truly lent credence to the theory that he was unfairly prosecuted by Busadi. He even went so far as to cast *zone of truth* on Aldan (to which he submitted freely) and he detected no lies on Aldan's part when he was questioned about the chief's murder.

Arjed would like nothing more than to prove the Ketite's innocence but he knows that his intuition about him could be wrong and be colored by his feelings about Busadi. This is why he enlists the help of the PCs who have no vested interest in the situation either way. If Aldan is guilty of the crime Arjed wants him punished.

What Arjed knows for certain is that Aldan's trial was unfair. It was obvious that the court considered him to be guilty from the outset which contravenes the law but Arjed cannot act unless he has clear and undeniable proof that the Ketite is innocent, not just his own suspicions about the man's character and his knowledge of Busadi.

A cover-up

What the Qadi, the people, and the Raqeeb don't know, is that the Chief is not dead! He faked his own death and is very much alive. He used a *potion of disguise self* especially brewed by an ally to last longer than the usual potions to make himself appear dead. The ruse fooled everyone. From the guard who did not even touch him to the commander who immediately tried to seize power. Some loyal acolytes (who were also in on the deal carried the body to his house).

Unknown to most of the villagers, he is also one of the high-ranking rebel officers in the Tusman Hills and has in fact been one of Jadhim-Orem's generals. He has been ordered to rouse the nomads of the south to Jadhim's cause.

The Ketite was just a convenient tool. His history and shady past made him an easy scapegoat. The chief knew that the head of the militia would attempt to consolidate his own power and expedite the trial. With the murderer of the chief dead at his hands, the people would easily support their new leader the head of the militia and his bid for power.

The title of chieftain is hereditary and can only be passed on at a chieftain's death, he suspected that the people would rally around his re-emergence and returned his chiefdom to him.

He would proclaim the Ketite was not his murderer and would present evidence toward his innocence thereby crushing the support gained by the militia head in the chief's absence and destroying the faith in the Pasha's hand chosen official thereby weakening his power base overall in Ishakdur.

Tusmit Loyalists

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

- ◇ Aldan the Ketite.
- ◇ Busadi el'taziq al-Raqeeb

Tusmit Rebels

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

- ◇ Chief Remic

Indifferent

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

- ◇ Arjed bin-Geloshi al-Qadi
- ◇ Everyone else

Adventure Summary

Introduction: The PCs are introduced to Arjed the Qadi of Ishakdur and are presented with his request. He asks that they investigate the guilt of a man whose trial seemed slightly suspicious in how it was conducted. He is accused of killing the chieftain but it seemed the trial was conducted improperly.

Encounter One: Information: The PCs are introduced to the town of Ishakdur in the Tusman Hills and some of the personages that live there. They can gather as much

info on the town, the political realm it lives in, and on the crime itself.

Encounter Two: Color of Guilt: Meet with Aldan the accused and get his side of the story. Gather some threads as to how to continue the investigation and where they might go to gain a deeper insight into the truth of this matter.

Encounter Three: Red Tape: Meet with Busadi the presiding official in the case and question him. Perhaps noting a suspicious exchange with him and an associate in the town archive.

Encounter Four: On the Road Again: Traveling to the crossroads where Aldan claims the peddler sold him the main evidence used against him for cheap the PCs are attacked by avian predators.

Encounter Five: Secrets and Lies: Encounter the peddler Aldan claims he met and interrogate him.

Encounter Six: Down the Rabbit Hole: Rush past Busadi into the town archive and find Noni's hiding place outside of town.

Encounter Seven: Revelations: Encounter the Chief, still alive, and interrogate him, finding out the true nature of the tangled web in which the small town of Ishakdur is caught. PCs must decide to either support the chief or turn him in.

Encounter Eight: Last Call: Final confrontation with Busadi. Either condemning his actions or supporting them.

Encounter Nine: Veils: Final encounter with Arjed telling him all that the PCs have discovered.

Conclusion A: The PCs have supported Busadi and have turned the chief in.

Conclusion B: The PCs have supported the chief, ousted Busadi from power, and saved Aldan from execution.

Conclusion C: The PCs have supported the chief, ousted Busadi from power, but did not save Aldan from execution.

Introduction

Any PC who played **TUSInt5-01** *Riders of the Tusman Hills* and has received the "Friendship of the bin-Geloshi" is greeted by name. PCs who have married into the bin-Geloshi tribe are greeted with a warm hug and are called brother.

PCs that have played the adventure (whether or not they received the Friendship) nevertheless recognize the brother of the chieftain of the bin-Geloshi tribe.

The large signpost was difficult to miss. "Public execution to be held on Godsdag (3 days from now). The beheading of the murderer of our beloved Chief Remic ibn Fahad will be held at high sun, all welcome, bring your friends."

Allow the PCs to introduce themselves to each other at this time.

The first and most obvious sight is the nomad tent camp around the permanent structures of the village itself. An almost exclusively human population lives on this rise and it seems that tied up outside of each tent is a beautiful horse that is obviously well maintained.

A standing stone with a vaguely humanoid form dominates the central plaza and the marketplace. The plaza is dotted with numerous small buildings but is dominated by a few larger ones built in a grand style that seems almost misplaced in this small town. The first is a chapel that outwardly bears the cup and talisman, the symbol of the restorer of righteousness. The second is a large barracks that is only overshadowed by a grand and aged manor built in the old style of Tusman architecture. The red flag of Tusmit flies over each of these structures clearly displaying Ishakdur's allegiance to Muammar Quaran.

A man dressed in white and red with a scimitar at his belt and a holy symbol displaying the Cup and Talisman exits the chapel. He is dressed in a white shirt but wide riding pants favored by the nomads. He heads in your direction.

"Greetings, my name is Arjed bin-Geloshi al-Qadi, I am the Qadi of this district and I have a matter that I must discuss with you urgently." The Qadi adds in a low tone, careful not to be overheard by anyone, "But not here... Come with me into the chapel." Not awaiting your reply he turns towards the chapel.

Allow the PCs a chance to react. Arjed does not make a scene if they refuse to follow him the adventure does not end there, but it seriously limits their chances for reward.

Once inside, Arjed invites you to take a seat in the simple decorated church. "I'm sure you have heard about the execution. Chief Remic ibn Fahad bin Ishakdur was murdered a few nights ago. That is when things began to go wrong."

"Aldan ibn Ket, was arrested, tried and found guilty faster than I finish this sentence. I do not know if

this Aldan is guilty or not; but I do know that the truth of his guilt was not fully explored by the court."

"Would you consider investigating the guilt of Aldan the Ketite? It is imperative that you either validate the verdict of guilty or prove beyond a doubt he is innocent so that true justice can be served. Will you help me?"

Arjed al-Qadi hopes the PCs agree to help him. If they find sufficient proof either way, Arjed can call another trial he would preside and administrate proper justice.

Who is the murderer? His name is Aldan ibn Ket, as his name implies he hails from Ket, not Tusmit. : He was a soldier in the Ketite army but deserted shortly before the Ketite army pulled out of Tusmit. He converted to the Exalted Faith this past summer.

Where is Aldan now? He is currently being held at the jail in the court of magistrate's offices and can be visited from high sun until dusk.

What did people think of the Chief / Did he have any enemies? Chief Remic ibn Fahad bin Ishakdur was very popular. He has no known enemies, was well-liked, and well respected throughout the community. He was known as a man of the people.

Why don't you investigate yourself? I cannot investigate this matter because I could not be impartial should another trial be convened. Honor is one of the Four Feet of the Dragon.

Can you be more precise about your suspicions about the trial? He was found guilty within two hours of the opening of his trial, the fastest verdict ever handed down in a murder case. The crowd roared and cheered the verdict.

Who presided over the trial? Busadi al-Raqeeb, the commander military commander passed judgment. Normally the Chief or myself would have judged Aldan.

Why didn't you preside over the trial? I was hunting in the hills with my brothers. (He was out of town as nomads are wont to do).

What was the evidence against Aldan? He was found in possession of a brooch that belonged to Chief Remic.

What else was irregular about the trial? The court did not investigate his alibi nor did it investigate his explanation for his possession of a brooch that belonged to the deceased. I have long suspected many in Tusmit to put their interests ahead of law and justice but never before have they done it so blatantly.

Do you think he is innocent? After meeting with him and using some divination magic, I'm pretty certain he is,

but I need hard evidence. Guilty, or innocent as I suspect, justice must be served.

Who benefited from the chief's death? Busadi el'taziq al-Raqeeb, the military commander has assumed command of the town. However I too could make a bid for power in town but I am not one for politics. (Arjed is not interested in running the town, he's a nomad and becoming sedentary is not sometimes he likes).

Why do you want a retrial? I believe the military and the nobles too often act in their own best interests, and not towards justice. They often take steps to preserve their own authority even if it means going against justice and honor.

Isn't what you are doing exactly what you accuse the nobles & military of doing? Yes, but I really want to see justice be served. (Arjed *knows* he is using the law to serve the law, which he would normally frown upon)

What do we get out of this? You serve justice and law. Generosity is one of the Four Feet of the Dragon.

Are there any rebels in town? Most of the nomads don't care about whoever wins; very few of the tribes would join one side or the other. However, we will oppose any army trying to take over our lands or our way of life.

Are YOU a rebel? No, I serve only the High Cleric and my clan, the bin-Geloshi.

This is all the relevant information he has for the PCs. Remember that Arjed wants the PCs' help, so the information he has, he should share with the PCs.

Arjed can easily give the PCs directions to any of the major places mentioned above.

Development: Continue with Encounter one.

Encounter One: Information

From this point on, the adventure really becomes non-linear. This encounter includes a series of links and mini-encounters the PCs can have. PCs are a surprising bunch so you may have to improvise. Whatever they do, keep up the pace. The execution happens in 3 days. The PCs can return to talk to the same NPCs as often as they like. Don't forget to allow for some time to pass

Timeline

Any dates or timeframe given by the NPCs during this encounter suppose the PCs get the information the day they arrive in town.

This adventure requires a lot of detective work. Unless stated otherwise, every section takes about 1 hour. Note that the PCs have about 12 hours per day to investigate.

After that, most people retire for the night and cannot be found, or they simply wave them off. Note that time passing is an important factor.

About Ishakdur

A Knowledge (local - VTF) or (geography) check [DC 20] reveals the following information about Ishakdur. PC members of the Tusman army or Tusman nomads receive a +2 circumstance bonus on the roll:

- The village was built upon the ruins of a small stone fortress that was built ages ago (the building or purpose of the fort is lost to history)
- Some of the structures of the old fortress still exist throughout the village and can be seen (but not touched) across wooden barriers. A testament to the rich history of the place.
- The village was built with its focal point as the "Standing Warrior Rock" a large stone that is called thus because of its posture, standing upright with a hand upraised in triumph. At this time give the PCs **Player's Handout Two: The Stone.**
- Standing Warrior Rock is much revered and many local legends revolve around the stones' origin and history. A Knowledge (religion), (history) or (local - VTF) or Bardic Knowledge check [DC 15] reveals that a legend surrounds the origin of the stone. Give them **Player's Handout One: The Legend of the Stone.**
- The village serves as a staging point for the army. A small garrison is stationed there, with mounted troops constantly coming in and out on patrol.
- The village was built by the Tusman army and still has a military vocation today.
- The village was founded over 600 years ago.

About the stone

After hearing the legend about the standing stone, the PCs may try to investigate it. The stone has NO magical property. It is simply an oddly shaped rock formation eroded into a strange shape by time and the elements.

Is the warrior known as Ishak really in there until the day Azor'alq calls to him? As far as they can determine for the scope of this adventure, the stone is a stone.

If the players did not receive **Player's Handout One** and **Two** give these handouts to the players at this time.

What every villager knows

If asked, any of the villagers (including Aldan) can tell the PCs the following:

- They can tell the party the legend of the stone (hand them **Player's Handout Two: Legend of the Stone**).
- They can tell most of the information found in About Ishakdur, above.
- The location of any house in town or common nearby landmarks (such as the crossroads).
- The only person in the village that has clearly declared their allegiance is Busadi al-Raqeeb and he is a staunch supporter of Pasha Muammar Quaran. Everyone else's public position is "we don't care". Their private position may differ greatly from their publicly stated one.
- The barracks have a very complete civic archive that covers nearly every legal case in the town's history, along with other important civic documentation.
- They can give the commonly known details of the murder and the trial that can be found in the Adventure Background.
- The funeral of the chief was held a few days ago. It was a very private service attended by his closest family members. He was burned in the ancient cemetery across from Standing Warrior Rock in the center of town. (Actually a very life-like dummy was burned).

Word on the street

The following is the DC table for Gather Information checks made by the PCs:

DC 10 Remic ibn Fahad was a very popular man. He did good things for the people of the town and there was much anger about his death.

DC 12 Most of the nomads don't care about the current rebellion and they don't care who wins as long as they are left in peace.

DC 15 There was almost an uprising in the village until Aldan the Ketite was apprehended.

DC 18 Most locals are happy the Ketite was convicted and consider it "justice rendered." All plan on attending the execution.

DC 20 There is a small minority in the village that feels the verdict was achieved by the court a bit too fast. Nobody is too interested in saying that too loudly or too publicly, however.

DC 21 The blacksmith and the Raqeeb aren't on friendly terms

DC 25 Ever since the chief died Busadi el'taziq al-Raqeeb has been walking around town as if he owned it.

The town square

The town-square is as bustling as the center of a small village can be. It serves as the town market and public meeting place. The most interesting feature is the Standing warrior rock (see About the stone, above). During the day, local farmers and nomads sell all kind of wares (all non-magical). The chapel, the blacksmith, the barracks and the chief's house are all on the main plaza.

When the PCs arrive, the preparations for the beheading are almost done.

The blacksmith

Jelinal az'fahin is a simple man who likes to keep his nose firmly rooted in his own business and not in the business of others. The one thing that is clear in talking to him, however, is that he doesn't like Busadi el'taziq al-Raqeeb, the local commander.

He does not talk about his personal feelings about the commander unless the PCs succeed on a Diplomacy check [DC 20]. Jelinal shares a strong distrust for Busadi that stems from a past business dealing. Busadi ordered 14 suits of chain mail armor for use by the men of the garrison. When he finished the armor, he sent a notice to the commander alerting him to their completion. A week passed and the commander gave no word. It turns out that Busadi el'taziq al-Raqeeb had, in the interim, found a cut-rate deal on lower quality armor (non-masterwork) and purchased it without telling Jelinal. So the smith was stuck with fourteen high-end suits of chain mail with no market to sell them in the village. To Jelinal that is the height of dishonesty in business. There are so many alternate methods by which Busadi could have handled the situation but chose not to do so. Jelinal curses Busadi for not following the Four Feet of the Dragon, especially honor.

Jelinal speaks highly of Chief Remic. Chief Remic was nice enough to purchase the armors from him. He gave the suits to members of his family and to friends.

The barracks

Refer to **Encounter Three**: Red Tape.

The house of the chief

There is very little information to be gained from the house of the chief. The doorman is very subdued but polite when answering the door. The PCs cannot gain entry to the house nor is any member of his family willing to come out to speak with them. The family is mourning and has no intention of doing anything to exonerate their patriarch's killer. It should be made clear to the PCs that the family of the chief just wants to be left alone.

The chief's house is a two-story building. The windows on the bottom floor are shuttered and require an Open Lock check [DC 25] to pry open. The top floor windows are easily opened and require no check to do so.

There is nothing but bereaved family members in the house of the chief. The chief left no evidence in his house.

If caught, (the guards have a Spot check equal to 7+APL), the PCs are arrested and found guilty of trespassing which carries a sentence of imprisonment for up to one week and a 50 gp fine. Their punishment happens immediately and so by the time they are released Aldan is dead. Proceed to the Conclusion.

The chapel

The Qadi has very little additional information to pass along to the PCs. Refer to the introduction for the information he knows.

He would like to see the matter settled as soon as possible. Arjed is available to cast spells if the PCs ask him. However, he is worried about transparency so he is very reluctant to associate publicly with the PCs until they have found proof of Aldan's guilt or innocence.

Obviously, Arjed's instincts and nomad blood tells him to find the facts himself, but he tempers himself because a man's life is at stake.

The Qadi does not respond well to threats of any kind so "you'd better help us or..." sort of threats are likely to be met with "I thought you were more resourceful than that." If the PCs continue on this train of thought, the Qadi dismisses them. Their adventure ends here. The Qadi begins to look for other adventurers and looks into the affair himself (unfortunately he fails and Aldan is executed). Then proceed to the Conclusion.

If the PCs ask Arjed al-Qadi for support through divination magic regarding Aldan's innocence, the Qadi

replies that he has already done so. All his spells pointed to Aldan being innocent (he won't cast the spell again for that reason).

Divination magic (cast by the PCs)

If the PCs use any divination magic to discover Aldan's innocence in the murder of chief Remic, they should be pointed to his innocence.

If they ask about the chief's death they receive the following answer.

"Death is sometimes an excuse and a way for corruption to uncover corruption."

The Jail (Aldan)

Refer to **Encounter Two**: Color of guilt.

The Peddler or the crossroads

Refer to **Encounter Four**: On the road again.

Encounter Two: Color of Guilt

The jail is a wooden building covered in plaster and painted white. However it is in a sorry state of disrepair and wind sneaks in through visible and hidden holes alike.

Inside, a young and beautiful Baklunish young woman (Seliya) is seated behind a desk, knitting something and warming herself near a large stove. She politely asks them what they are here for.

If the PCs tell the girl that they wish to speak to Aldan, she asks if they are related to him in anyway or if they are nobles, members of the army, or from a church.

PCs who are members of the Church of Al'Akbar, the Tusman army and Tusman nobles (NOT foreign nobles or Khund leaders) are allowed in with their entourage (the other PCs). These people are those who could be placed in a position to judge Aldan.

Otherwise, a Bluff or Forgery check [DC 10+APL] to pass as a member of Aldan's family allows them in (done only by a human, elf, half-elf or half-orc PC; all other races she cannot believe).

Any other PCs need to spend one influence point (only one for the whole party) with the Tusman military, the Tusman nobles or the Church of the Exalted Faith to be allowed in to see Aldan. OR they can spend two

influence points (for the whole party) with two other non-rebel factions.

Note that though the girl is highly impressed by any members of the PC of Tusmit meta-orgs, she refers these people to Busadi al-Raqeeb.

PCs who are unable (for whatever reason) to get in to speak with Aldan are sent by the young girl to Busadi al-Raqeeb, who can authorize them.

Once they gain access to Aldan once, Seliya always welcomes them in.

Aldan

Once the PCs get to meet Aldan, read or paraphrase:

The cellblock is dimly lit, perhaps to keep out the harsh light of the afternoon sun. The cellblock is empty, except for one cell at the end.

A weak voice with a thick Ketite accent breaks the silence, "I could use some more water." The man presses his face against the bars and looks strangely at you as you approach, "You're not guards...what do you want?"

If the PCs explain to Aldan that they are here to investigate the facts of his case, read aloud the following:

His hands grip the bars tightly as you speak and he closed his eyes likewise, "The High Cleric be praised," he says as he looks up to the ceiling, "I have prayed for a chance to be heard...and now perhaps...it is you whom I shall set on the path toward my redemption."

Aldan claims that he is innocent that he has not killed the chief. He had no reason to so. Have the PCs think about what they want to ask. If they get stuck, have Aldan volunteer some information.

About you: Refer to Adventure Background under A scapegoat.

About your alibi: When Aldan came into Ishakdur from Vilayad, Aldan met and spoke with Noni who was guarding the gate. They spoke for 10 or so minutes before they both heard a scream. Noni took off to see what was the matter and Aldan walked home (it is not his place to investigate such things and he'd rather not become involved if he can). Unfortunately nobody saw him on the way to his house and in the morning he was picked up for murder.

About Noni: a Flan-Baklunish man that is one of the town guardsmen who works at the gate. Of the people in the town he is one of the ones to whom Aldan is closest.

He doesn't know what happened to Noni. The last time Aldan saw Noni was that day. In fact, he'll chuckle as he says it; he's almost surprised he wasn't accused of killing Noni based upon the way he was treated during the trial. Noni has brown hair and slightly feminine features. He's hard to miss as he's nearly 6'3".

Noni is Aldan's best friend but if pressed slightly Aldan admits he isn't a very good guard. He's had a lot of problems with mistakes such as losing evidence in cases, telling people of secret case details, etc. He is very careless and often lets things slip under his notice. But, being a bad guard doesn't make someone a bad person and he hopes that Noni is okay.

About the brooch: Aldan claims he bought the brooch from a peddler he met at the crossroad earlier in the day. He thought, in purchasing it, he was getting an excellent deal. Only later, when the authorities picked him up, that he learned it was a family heirloom belonging to the chief. Aldan can tell the PCs where he met the peddler.

About the peddler: The peddler was a short man, was very dirty, wore a long brown cloak with many patches, and pushed around a cart full of various trinkets and knick-knacks. Aldan had seen the peddler a few times before. As he speaks to the PCs, it occurs to Aldan that he always saw the peddler in the morning, just after sun up and always before high sun, always at the crossroads.

Enemies or ill-wishers: He doesn't have any enemies that he knows of and doesn't know why anyone would want to frame him. He seriously doubts the Ketite government would go through all this trouble to get back at him. If they'd be behind this, they would have simply kidnapped him and brought him back to Ket for trial.

Using divination or detection magic: Any successful truth detection or divination spells point to Aldan's innocence ON THAT MATTER. If the PCs are too generic "is Aldan guilty" gives a fuzzy answer. While Aldan does not offer it, he does not resist any *zone of truth* spells. However, you may want to increase the PCs' paranoia about Aldan by making him look shifty and nervous.

About his judge: Busadi al-Raqeeb judged him. Being the local head of the militia and a vocal supporter of the Pasha, Busadi has assumed the leadership of the village while the family squabbles over who Remic's heir should be. Aldan noticed that Busadi did not listen to him when he was presenting evidence against his guilt.

About the rebellion: He doesn't know of any rebel sympathizers in the area.

Encounter Three: Red Tape

The barracks proudly fly the red flag of Tusmit atop a single mast in front of the building. The inside of the building is lavishly decorated with ornate objects of art and furniture from Sefmur. At the rear of the room stands a short Baklunish man dressed in elaborate robes. He is speaking to someone through a door to the rear of the building.

Hearing you enter, the man in the room shuts the door quickly and clears his throat. "Uh, hello, I wasn't expecting anyone this late in the day," he sits down at his desk. "I'm Busadi el'taziq al-Raqeeb, head of this little town. How may I help you?"

If the PCs wish to make a Spot check to identify the man behind the door they may do so the DC is 20+APL. If they succeed give them the following information: the man had brown hair and brown eyes and does not look "fully Baklunish". The description does not exactly fit Noni but it seems possible that it could fit him.

While talking to Busadi

As they speak with Busadi, DO NOT prompt the PCs for Sense Motive checks. If they request one allow them an opposed roll. It is extremely important that the PCs decide for **themselves** not to trust Busadi.

NOTE: If Busadi is caught in a lie he acts outraged and tells the PCs that they have no right to question him. He is a nobleman, head of the village and he tells the PCs that they are nothing to him. If he gets caught in multiple lies feel free to improvise his response along the same lines as above. It is important to note that even if Busadi admits he rushed the trial, he has to admit the evidence does go against the Ketite.

A Sense Motive check DC 13 + APL indicates to the PCs that Busadi al-Raqeeb is slightly nervous in their presence. The DC goes down to [DC 10+APL] if the party is accompanied by a member of the church of Al'Akbar (either) or members of the army.

Information from Busadi

Busadi has the following information that he is willing to share with the PCs. Remember that the man is now the head of the village. Busadi has little interest in having the PCs find anything therefore he does not try to assist them in their investigation.

If the PCs try and push past Busadi to meet with Noni, see troubleshooting later.

☛ **Busadi el'taziq al-Raqeeb:** Brd5; Bluff 9+APL; AL N.

How was the chief murdered? Chief Remic was killed with a heavy bludgeoning weapon (most likely a club or possibly a heavy mace) outside his home three days ago. If the PCs bring up the murder weapon and **ONLY** if they bring it up he'll add that the murder weapon itself was not recovered.

How was Aldan identified as the murderer? Aldan was seen wearing the Chief's brooch the day after the chief's body was found. He was arrested shortly thereafter.

What about Aldan's alibi? Aldan had a ridiculous alibi that he was home alone when the chief's body was discovered and claimed that he was with Noni when the chief's death cry was heard throughout the village.

When is the execution for/ why wasn't the execution more immediate? Aldan is to be beheaded in the square on Godsdag. His execution is the day before the chief's public memorial where his memory and the sacrifices of his family will be honored.

What do people think of the verdict? Everyone in town is happy that the killer of chief Remic was found AND quickly. The speedy trial did help to keep the impulsive nomads calm.

Who was that man you were talking to? Oh, just one of the pages from the chamber of magistrates. He's nobody important. (False)

Can we speak to him? No, he's in the process of working on a vital assignment for me. (False)

What happened to Noni? I don't know. (false)

Was that Noni? What? No, certainly not. He looks nothing like Noni. (False)

Why was Aldan convicted so quickly? The evidence against him was irrefutable. (True and false, the evidence DOES show the Ketite to be somewhat guilty).

What was the evidence? He was in possession of a unique item that was owned by the chief. That coupled with his inability to provide an alibi that we could corroborate for his whereabouts around the time of the chief's murder were the primary pieces of evidence that convicted him.

What about his claims of his innocence? His only defense could not be corroborated by anyone and thus it was deemed it unnecessary to investigate it.

What about the peddler he claims to have met? There is no evidence that this peddler exists. (True and false. Some people have claimed to have seen this peddler but

did not do so 'officially' and thus it was easy for Busadi to say there was no evidence for his existence.)

Are there rebels in Ishakdur? No one has rallied to that foul white banner. People here in town are all loyal citizens. Well as loyal as the nomads can be.

What about the escaped rebel? It was an unfortunate accident. One of the newer guards, and not one of our brighter ones, accidentally left the gate open after he brought the prisoner dinner. It was not until the next day we realized what had happened and by the time we realized it our trackers lost the trail. He was gone without a trace. (false)

Was it Noni? No. (False)

Can we see the body? No. Chief Remic is dead and the cause of his death was clear, a strong blow to the head made by a heavy blunt object. His family burned his body shortly after he was found.

Can we see the archive? No. My compatriot is finishing off his assignment and cannot in anyway be disturbed. If you come back tomorrow we will likely be finished. (False since Noni isn't actually in there but true since he won't be in there tomorrow)

Once the PCs are done talking to Busadi, sunset should be coming pretty soon. He tells the PCs to head to the inn. He tries to rid himself of them as fast as he can.

The PCs did not get in to talk to Aldan and PCs of Tusmit

If the PCs did not get in to speak with Aldan they may request entry from Busadi. He says that speaking to the criminal is pointless but allows PCs to speak with him if they are willing to sacrifice two influence points (for the whole party) with a Tusman military meta-orgs, an influential Tusman noble, or a Tusman government official/ organization.

If any of the PCs are members of the Hero of Tusmit meta-orgs (any level) Busadi does not want to get on their bad side because of how well known they are in Tusmit. He gives them a pass to enter the cellblock without hindrance.

The Town archive

This room is a stark contrast from the previous one. Along the walls are crates of old court cases piled 5-feet high.

There are no windows or doors in this back room. There is also no sign of the man to whom Busadi was speaking to earlier.

Searching the room itself requires a Search check [DC 20+APL] to find a secret door in the floor. The secret door is concealed as one of the many crates in the room but once the top of that crate is open a ladder leads down beneath the room into what appears to be a system of tunnels.

If the PCs spend 3 hours looking through the town archives and succeed at a Profession (lawyer/administrator) or Knowledge (local) check [DC 20] to identify a number of minor inconsistencies. There are a number of small thefts reported by Busadi, especially shortly after heavy fines are collected. These can only place doubt on Busadi's character makes sure the PCs understand this does NOT provide proof of any wrongdoing. If these are pointed out to Busadi, he admits to nothing, states that all crimes were documented as the required. (In short, they can't pin anything on him simply based on these reports.)

Note that the case file for Aldan's trial contains the basic information Busadi can give the about the case (see above).

Development: If the PCs open the secret passage proceed to **Encounter Six:** Down the rabbit hole. Troubleshooting: Rebels

Troubleshooting: Tusman Rebels

Should any of the PCs be obvious rebel sympathizers (wearing white armbands or being PCs of Tusmit AND being a rebel), Busadi warns them: "If you break but a single law, you'll be found guilty of treason against the nation of Tusmit. Just give me an excuse."

Busadi does not joke and threatening him is a **BAD** idea. Busadi is ambitious and he wants desperately to hold onto his position.

If a rebel is arrested, Busadi convicts them of treason and orders them to be executed at the same time as Aldan. Now Arjed may override the sentence, but not before Aldan's execution. The law is on Busadi's side, and he has no fear of using it.

Troubleshooting: Rushing past Busadi

If the PCs try and push past Busadi into the back office he raises the alarm (if he is able). A number of guards (equal to the APL) arrive within 10 rounds. If the PCs are out of the room (they found the secret door) by that time, they can escape punishment.

Note that Busadi only judges those PCs who take action against him. Action against him includes physical assault (non-lethal or otherwise) or use of magic. Pushing past him does not constitute assault. The PCs must

consciously decide to take an attack action against him. PCs that did not take action against him are set free (the other PCs can continue the adventure if they want).

If the PC found guilty is a noble, member of the army or the church, he can have his sentence reduced by expanding 3 influence points or favors with any of the groups mentioned above. Note that Olidammara does NOT have a recognized church for that purpose.

Obviously, the PCs can worsen their predicament by attacking the soldiers who come to see what is happening.

However, keep in mind that the actions of the PCs and their investigative skill may result in Busadi's replacement at the end of the module. If this occurs Busadi falls into disgrace and the PCs he charged will have their verdicts overturned and will have to pay no cost at all.

🔪 **Good Wooden Door:** 1-1/2 in. thick; hardness 5; hp 15; AC 5; Break DC 18.

Keep track of how much time the PCs spend in the room before they start Tracking Noni. If the PCs rush straight past Busadi, Noni has a 3 round head start. Factor in bypassing the door, finding the secret entrance, etc.

Development: If the PCs choose to follow Noni's trail beneath the commander's office advance to **Encounter Six:** down the rabbit hole.

Encounter Four: On the Road Again

This encounter only occurs once; the first time the PCs try to meet the Peddler.

Before beginning the encounter call for Spot checks [DC 10+APL]. Don't tell the PCs what this is for.

The road leading back to the fork is much the same as it was before. No signs of activity distinguish this trip from the one previous. Read aloud the following to any PC who succeeded on the Spot check

Out of the corner of your eye you notice a small dot dancing upon the horizon. Wait...WINGS! Winged beasts gliding through the air menacingly heading right for you!

If the PCs spot the winged beasts they have two rounds to prepare before the flight is upon them. If a PC does not succeed upon the Spot check he loses his ability to act

until they are warned. If none of the PCs spot the creature, then there are allowed a second Spot check [DC 5+APL] one round later.

The EL of the encounter was reduced (by 1(per APL)), because the time to prepare and pre-cast spells beforehand.

APL 2 (EL 3)

🐉 **Hippogriffs (2):** hp 25 each; see *Monster Manual* page 152.

APL 4 (EL 5)

🐉 **Griffon:** hp 59; see *Monster Manual* page 139.

🐉 **Griffon young (2):** hp 25 each; use hippogriff entry in the *Monster Manual* page 152.

APL 6 (EL 6)

🐉 **Manticores (2):** hp 55 each; see *Monster Manual* page 179.

APL 8 (EL 8)

🐉 **Yrthak:** hp 102; see *Monster Manual* page 262.

Tactics: The tactics of these animals at all APLs is simple. They are hungry and have spotted the PCs and want to eat them. They do not fly away with any dead PC until all of the resistance is dead and then they only fly away with one PC each. Roll randomly to determine which PC is taken. At APL 6, each manticore will only use one volley of tail spikes at the PCs. After this initial volley they will engage the characters in melee.

Treasure: Once the creatures are defeated, allow non-Tusman PCs a Knowledge (local - VTF) or Bardic Knowledge check [DC 15]. Tusman PCs do not have to make this check as they are assumed they would know this. The government offers a bounty of in gold for killing these creatures, with proof of death (usually a head).

All APLs: L: ogp; C: 100gp; M: ogp;

Development: After the flight of beasts is defeated if the PCs still desire to meet the Peddler proceed to **Encounter 5.**

Encounter Five: Secrets and Lies

The PCs reach the crossroads. There is no one or anything of particular interest. If the PCs are here in the morning, then continue. Otherwise, nothing happens until morning.

After a few moments, tinkling and rattling echo on the breeze. A small man of highly mixed origin pushing a small cart moves into view over a small hillock. He pushes his cart without taking notice of his surroundings at all. The man appears dirty, disheveled and focused on what he's doing.

You may be questioning the logic of Dannae still being around after purposely framing Aldan by selling him the token. His superiors believe that were he to disappear it might lend some credence to the idea that Aldan was set up, i.e. some people might see conspiracy in this peddler's disappearance. They trust his skills should convince most investigators that he did not see Aldan the morning of the chief's murder.

The "highly mixed origin" means that Sarif has traits from many of the human races (he's a racial mutt).

APL 2 (EL 3)

☛ **Dannae as Sarif:** Rog4; hp 18; see Appendix 1.

APL 4 (EL 5)

☛ **Dannae as Sarif:** Rog6; hp 26; see Appendix 1.

APL 6 (EL 7)

☛ **Dannae as Sarif:** Rog5/SpyMaster3; hp 42; see Appendix 1.

APL 8 (EL 9)

☛ **Dannae as Sarif:** Rog5/SpyMaster5; hp 50; see Appendix 1.

Treasure:

APL2: L: 19gp; C: 0 gp; M: 0 gp

APL4: L: 30 gp; C: 0 gp; M: +1 studded leather (97gp);

APL6: L: 30 gp; C: 0 gp; M: +1 studded leather (97gp); +1 ring of protection (167gp); amulet of health +2 (333gp); cloak of charisma +2 (333gp);

APL8: L: 30 gp; C: 0 gp; M: +1 studded leather (97gp); +1 ring of protection (167gp); amulet of health +2 (333gp); cloak of charisma +2 (333gp);

If the PCs choose to question the Peddler, he can provide answers to the following questions

Again, DO NOT PROMPT the PCs for Sense Motive checks. If they distrust Dannae's words let them ask for a check. Dannae speaks with a thick and strange accent. It

is very foreign sounding yet impossible to pinpoint its origin.

If the entire party wears white armbands Sarif ask them why they support the rebellion. If the PCs have valid reasons (DM's choice), go to Sarif talks, below.

Who are you? My name is Sarif al'Hazir. (False) pleased to make your acquaintance.

Do you know/have you met Aldan the Ketite? Can you describe him? Hmmm... No, doesn't sound like anyone I've met, and I have knack for remembering faces. (False, but the last part is true)

Did you sell him a trinket? Hard to since I don't recall having met him. (False)

Why do you travel on this road? I go between the Nayya Gap and the villages pretty frequently and sell various Ketite products; rugs and such. Business has been slow since the invasion. Lately Ketite products have gotten a lot of bad rap, all undeserved if you ask me. (True)

Have your heard of the death of chief Remic? Yes. It's the most current piece of gossip in the hills. (True) (Add if they have already mentioned Aldan's name) Wait...isn't Aldan the name of the fellow who killed him?

Where are you from? I was born in Blashikdur, but have found the climate of the hills to be more to my liking. (True)

Are you with the Mouqollad Consortium? Not anymore. I spent some time with them but they tried to take a bigger share of my earnings than they were promised and so I left. They're crooks and bandits - all of them. (Not quite true, but Dannae does believe it).

What do you know of his death? Nothing much. I heard he was killed earlier this week by a man they call Aldan the Ketite. A traitor, I've heard. Doesn't surprise me he would do something so horrible. (False)

Attacking Sarif

Dannae as Sarif tries to convince the PCs as best he can that he is telling the truth and that he has never met Aldan before. If he is attacked for non-lethal damage he cowers for one round (taking the total defense standard action) and attempts to suggest that he doesn't know what is going on and his inaction should be evidence of that.

He only attacks if it is obvious that the PCs have no intention of hearing him out. Then again, he only uses lethal damage if the PCs use that kind of force on him.

Sarif talks

Sarif will talk if any of the following conditions are met:

- He is subdued and successfully intimidated (as per the Intimidate rules in the *Player's Handbook*)
- He is successfully enchanted with magic or bardic abilities
- Every member in the party wears a white armband, or at least 3 of the PCs wear the white armband and the others are all neutral
- Making a Diplomacy check DC 30+APL is made. The party receives a +4 circumstance bonus to their check for every PC who wears a white armband AND has documentation proving he belongs to the rebels.

If any of the above conditions are met he admits to being a rebel trying to further the righteous cause of those who oppose the Usurper. Hidden on him beneath two or three cloaks is the typical white armband of a rebel.

Under no situation does he admit being anyone else than Sarif the merchant.

Tell us about Aldan:

- He says he was ordered to deny all knowledge or previous contact with Aldan.
- Aldan was selected as a scapegoat because he's a Ketite and a known traitor to Ket.
- He deserted the Ketite army but he also recently switched religions from the True to the Exalted Faith.
- His past in Ket is also rumored to be shady. He hints that Aldan may have belonged to a thieves' guild.
- Aldan has very few friends except Noni and only recently arrived in Ishakdur
- The people only needed someone that they believed COULD commit the heinous crime. Aldan was perfect because of his past. We would plant the seed and let the public's thirst for justice take over.

Who is the chief really? Whose side is he on? Chief Remic is a high-ranking general in the rebellion and one of Jadhim-Orem's staunchest supporter

Are you sure that Aldan killed the Chief? Chief Remic is not dead. He is currently in hiding.

Why? I don't know. His plan is beyond me.

Where is the chief now? I don't know. I know he isn't at his house because for his plan to work Remic said that his

family must believe that he is truly dead. When I met with him, the only time he and I ever spoke face to face, we met at a small fowling farm a mile outside of town. The farm was razed by the Worldburners. Sarif can give directions to this farm if the PCs so desire. They require a DC 14 Knowledge (geography) check to follow since there is no road, otherwise they can acquire a guide in town for 2 silver pieces.

If the PCs want to bring Sarif back to Arjed, Sarif refuses. He suggests instead that they all go investigate the fowling farm in the hopes that Remic is still using it as his base so they can talk the situation out.

Development: If the PCs choose to bring Dannae to Arjed for questioning, advance to **Encounter 10**. If the PCs instead agree that they should see what the chief has to say advance instead to **Encounter Seven: Revelations**.

Encounter Six: Down the Rabbit Hole

This encounter occurs if the PCs find the secret passage in the town archive.

The secret door opens to a ladder descending fifty feet into the ground and into what looks to be an old escape tunnel. It is very old and obviously predates the village (it dates back to the original fortress upon which Ishakdur is built). Allow the PCs to make Knowledge (history or dungeoneering) check [DC 15] to guess that most escape tunnels exit near a small tributary or stream from a concealed entrance. Tunnels like this were used, and still are, in fortifications to draw water during extended sieges.

The stillness of the tunnel is broken only by the occasional water-drop. After a few hundred feet there is a light at the end of the tunnel. Exiting the tunnel, it is easy to see why the tunnel was built here. It is built into a blind corner. Making it nearly impossible to see even from only ten feet away.

After the PCs have all gotten themselves outside ask them to make a Spot check [DC 20+APL]. Noni had suspected he might be followed and so he hid in the hopes he could catch his pursuers off-guard – he hasn't survived so long without developing an uncanny knack for getting out of tight spots.

Noni

Noni is waiting here (he has a small camp a few hundred feet away in another small cave. No matter when the PCs arrive, Noni waits for them. He would've heard them coming through the tunnel and hid.

Noni is a man who used to believe in the ideals of law and justice in Tusmit. However, his idealism and spirit was slowly crushed by the ever-present –and tolerated– corruption. Noni believes that Busadi is honest and not corrupt.

Fighting Noni

The EL has been lowered by 1 because Noni has no intention of killing the PCs.

APL 2 (EL 4)

♣**Noni:** Mnk2/Ftr3; hp 46; see Appendix 1.

APL 4 (EL 6)

♣**Noni:** Mnk2/Ftr4/War1/ExoticWeaponMaster1; hp 72; see Appendix 1.

APL 6 (EL 8)

♣**Noni:** Mnk2/Ftr6/War1/ExoticWeaponMaster1; hp 96; see Appendix 1.

APL 8 (EL 10)

♣**Noni:** Mnk2/Ftr8/War1/ExoticWeaponMaster1; hp 110; see Appendix 1.

Tactics: On the surprise round Noni steps out of his hiding spot and moves to the nearest enemy with a five foot step and readies to attack them should he be attacked by anyone. Noni uses non-lethal damage only.

If he subdues the entire party and someone used lethal damage on him, he takes their most valuable magical item and leaves the area. Noni cannot be found for the duration of the adventure. Check their MIL and remove their most expensive (gp value) item.

Noni mixes his ability with the reach weapon and unarmed attack.

Treasure:

APL 2: L: 90 gp; C: 0 gp; M: *quiver of ehlonna* (150 gp), *mithral breastplate* (350gp);

APL 4: L: 207 gp; C: 0 gp; M: +1 *mithral breastplate* (433gp), +1 *cloak of resistance* (83gp), *quiver of ehlonna* (150 gp), +1 *warmace* (200 gp), *gauntlets of ogre power* (333gp), *ring of sustenance* (208 gp), *potion of lesser vigor* (4gp)

APL 6: L: 207 gp; C: 0 gp; M: +2 *mithral breastplate* (683gp), +2 *cloak of resistance* (333gp), *quiver of ehlonna* (150 gp), +1 *merciful warmace* (700 gp), *gauntlets of ogre power* (333gp), *ring of sustenance* (208 gp), *potion of lesser vigor* (4gp), *amulet of health* +2 (333gp);

APL 8: L: 207 gp; C: 0 gp; M: +3 *mithral breastplate* (1100gp), +3 *cloak of resistance* (750gp), *quiver of ehlonna* (150 gp), +1 *merciful warmace* (700 gp), *gauntlets of ogre power* (333gp), *ring of sustenance* (208 gp), *potion of lesser vigor* (4gp), *amulet of health* +2 (333gp), *ring of protection* +1 (167gp);

Note that giving Noni his weapon back does not hurt the PCs' treasure.

Reasoning with Noni

There are a number of ways that PCs can diffuse the attack of Noni and turn the combat into a discussion. Noni drops his aggressive stance and talk to the PCs if any of the following conditions are met:

- None of the PCs wear a white armband
- He is successfully enchanted with magic or bardic abilities
- He is subdued and successfully Intimidated (as per *Player's Handbook*)
- The PCs succeed at a Diplomacy check DC 22+APL is made. For each PC who wears a white armband, the party receives a –4 circumstance penalty.

If he can be successfully: intimidated (as per the *Player's Handbook* rules), enchanted, or if the PCs successfully cast speak with dead or if the PCs succeed at the above Diplomacy check. Noni has the following information to share:

- As far as he knows Aldan is guilty. Busadi said that in order to return the town to normal order they would need to do everything they could to expedite the trial.
- Noni disappeared because Busadi asked him to do so. He said it would make it easier on the final proceedings if Noni wasn't around.
- Noni did in fact see Aldan the night the chief was killed. He was with Aldan when he first heard the scream that led him to the body. If pressed he admits he believes Aldan is guilty but doesn't know how he pulled off the crime. Perhaps using a double to provide him an alibi? He didn't know Aldan was capable of such deception but Busadi sounds so certain of his guilt.

- Noni believes the chief may have been raised from the dead and was about to go back and investigate. He thinks the chief is hiding in a small fowling farm that was mostly razed by the Worldburners though when Noni went there he found no evidence. He had planned to go there secretly again today but felt that he might be followed so he laid in wait for his would-be pursuers.
- The PCs can backtrack Noni's path with a DC 15 Tracking check (Survival skill + the Track feat); they can just follow his directions with a DC 14 Knowledge (geography check). Noni is willing to lead the PCs himself on one condition: that the PCs return his sword to him. The rest of his equipment is theirs but he would very much like to keep his sword. He promises not to use it except in self-defense. Noni intends to keep his word.
- If the evidence for Aldan's innocence is presented to Noni he is somewhat shocked at how compelling it may in fact be. He believes in Busadi though and explains that there must be another reason that Aldan is guilty...one that he hasn't made public! At that point it sounds like Noni is raving – and he is. He is very distraught at this point and agrees to cooperate in any way with the PCs to prove Aldan's innocence. For the Judge's reference Noni's alignment shifted (slightly) toward good at this point.

Development: If the PCs choose to backtrack Noni's trail to the chief's hiding place advance to **Encounter Seven: Revelations**.

Encounter Seven: Revelations

Cresting a hill you see a group of ruined buildings. The few standing ruins were destroyed by fire some time in the past. One house still stands intact amidst the others.

One structure is still largely intact near the rear of the compound and four largely destroyed buildings. Refer to **Appendix Five** for the map of the area.

Tracks

A Tracking check [DC 17+APL] is required to notice a trail made by humanoids leading to one of the destroyed structures (see the chief's hideout below).

The Intact structure

If the PCs go into the largely intact structure read aloud the following:

The building, short of a small hole burned in the roof is more or less intact although very little remains inside. The one room structure stands alone – a silent testament to the enduring spirit of the Tushman people.

If the PCs succeed on a Search check [DC 15] in this house they find that there is a small amount of charring in the center of the floor. A Survival check DC 15 tells the PCs it was likely the site of a small cooking fire (this has no link to the adventure).

If the PCs' Search check succeeds at [DC 25] they also find a dagger that appears to have slipped between the floorboards. The dagger radiates magic and is a unique +1 *dagger of last resort* as presented in *Complete Warrior*. It appears as Darien's dagger on the AR.

Give **Player Handout #3**: the Vision to the first person to touch the dagger. Only the first person to touch the dagger receives the vision.

Other than the dagger, there is nothing else of interest in this house.

The empty destroyed structures

Three of the burned out structures have nothing of interest. These buildings were burned during 594CY, shortly before they began the siege of Vilayad. The Worldburners destroyed them and chased away the inhabitants.

The chief's hideout

The structure contains nothing but broken furniture. A Search check [DC 20+APL] reveals a secret door in the center of the floor. The secret door reveals a series of iron bar forming a ladder leading down into darkness.

This trapdoor has an alarm spell on it.

✦ **Alarm trap:** CR 0; magic device; touch trigger (*alarm*); automatic reset; spell effect alarm (audible), 3rd level caster; Search DC 26; Disable Device 26;

The trap raises a loud alarm alerting the chief and his men. They position themselves in defensive positions.

If Noni is with the PCs AND they returned his sword to him he promises to guard the trapdoor from the outside to ensure that nobody surprises them. It is very likely the PCs refuse and argue. In case an argument begins here, the chief and his men are alerted.

The trapdoor opens into the gloom of the subterranean corridor below. A ladder descends ten feet into the darkness. Once down, the corridor goes forward in only one direction. There is no light here.

The corridor ends 50 feet further in a thick wooden door. Light can be seen from under the door. Refer to Appendix Five for the map of the hideout.

🔪 **Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Open Lock DC: 25;

Beyond the door is a simple room with a table, three small cots, a table and four chairs. The room is lit with two *everburning torches*.

If the PCs did not trigger the *alarm* spell, two Baklunish men are seated at a table arguing with each other over a card game.

If the *alarm* has been raised, the table is overturned and put in front of the door so as to make entering the room difficult and the two guardians stand on either side of the door, weapons readied. They will attempt to set up flanks for each other so they can use their sneak attack to their best advantage.

APL 2 (EL 4)

🔪 **The Bodyguards** (2): Bbn1/Rog1/War1; hp 30 each; see Appendix 1.

APL 4 (EL 6)

🔪 **The Bodyguards** (2): Bbn1/Rog3/War1; hp 51; see Appendix 1.

APL 6 (EL 8)

🔪 **The Bodyguards** (2): Bbn1/Rog3/Ftr2/War1; hp 73 each; see Appendix 1.

APL 8 (EL 10)

🔪 **The Bodyguards** (2): Bbn1/Rog3/Ftr4/War1; hp 104 each; see Appendix 1.

Tactics: The bodyguards fight to the best of their abilities. They rage and are desperate to protect Chief Remic at all costs.

During the fight, they remind the PCs they are attacking the bodyguards of a Tusman noble and that has a serious penalty. If they stop immediately, the guards promise to be lenient and only keep them until after Remic's return in triumph.

Dannae refuses to participate in any fight. He cowers in the corner, having already been thoroughly bested by the PCs.

Note: It is important to note that at APL 8 each of the bodyguards possesses a *ring of counterspells*. The spell stored into the ring is a *calm emotions* spell.

Aftermath

If the PCs defeat the bodyguards they may enter the back room where the chief is currently hiding. Move to the "dealing with the chief" section, below.

If the PCs are being beaten badly and take up the guards' offer of mercy they are kept until the day after Aldan's execution when Remic's plan is revealed to the people of Ishakdur. In this case Aldan dies and the PCs are powerless to stop it. Proceed to the Conclusion.

APL 2: L: 126 gp; C: 0 gp; M: mithril shirt (x2) (182 gp)

APL 4: L: 56 gp; C: 0 gp; M: +1 mithril shirt (x2) (350 gp), +1 great axe (x2) (386 gp), +1 cloak of resistance (x2) (166 gp), eyes of the eagle (x2) (416 gp), +2 amulet of health (x2) (665 gp)

APL 6: L: 56 gp; C: 0 gp; M: +1 glamerd mithril shirt (x2) (800 gp), +1 great axe (x2) (386 gp), +1 cloak of resistance (x2) (166 gp), eyes of the eagle (x2) (416 gp), +2 amulet of health (x2) (665 gp), gauntlets of ogre power (x2) (665 gp), +2 gloves of dexterity (x2) (665 gp)

APL 8: L: 56 gp; C: 0 gp; M: +1 glamerd mithril shirt (x2) (800 gp), +1 great axe (x2) (386 gp), +2 cloak of resistance (x2) (665 gp), eyes of the eagle (x2) (416 gp), +2 amulet of health (x2) (665 gp), gauntlets of ogre power (x2) (665 gp), +2 gloves of dexterity (x2) (665 gp), ring of counterspells (x2) (665 gp)

Dealing with the chief

Read the following if the PCs open the door at the back of the bodyguards' chamber after defeating them.

The door opens soundlessly into a dimly lit room. A man of obvious nomadic descent stands in the center of the room. He is dressed in typical nomad garb. An ornate falchion is slung over his shoulders. On his neck hangs the symbol of the Cup and Talisman.

"I take it you are here to reveal my presence to my people?" He asks quite directly. "You have defeated what remains of my guards and..." he pauses looking at each of you in turn, "I cannot fight you. And so," he draws his falchion and rests flat across his palms, "I offer my surrender with two conditions. First that you allow me to keep my honor and not take my sword from me. And second that you hear me out."

The chief waits for your response.

Remic is obviously a very proud man. He speaks plainly to the PCs, whether loyalists or rebels. He can answer most questions about the conspiracy in the Adventure Background, but volunteers little that would make him look bad.

He was and still is quite willing to let Aldan die to rally the nomad tribes to the rebel cause. Remic is not a cruel man but understands that sacrifices must be made for the good of all Tusmit.

The chief wants to find out what the PCs want to do with him. The PCs have to make a choice about what to do with him. The entire party should make this choice. It is very likely that some PCs may disagree with the decision so allow them some time to discuss it. Don't rush the decision.

The PCs can make a deal with the chief or drag him forcibly back to town to which he protests, but not mount a fight.

- The chief refuses to confess publicly for what he did. However, he stands ready to be questioned by Arjed al-qadi in private under a *zone of truth*. This private meeting is more than enough evidence to convict Remic who is ready to stand trial with honor as a proud servant of Jadhim-Orem.
- The chief has no problem to having the PCs proving that Aldan is innocent so long as it doesn't hurt his plans to bring Busadi down and to bring the tribes to the White banner.
- The chief asks the PCs to keep secret the fact that he is alive, at least until he returns to town.
- The chief CAN be persuaded to reveal himself on the day of the execution instead of the day after during his honor ceremony. (After all, everyone is going to be present).
- If the PCs attacked him, he points out that they have committed an act that is punishable by a hefty fine until Tusman law (assaulting a noble). Only noble PCs can have their sentence reduced. (Yes he is blackmailing the PCs, if pointed out he says he is more than willing to pay the 50gp fine).

If the overall plan has a net (planned) result of having Busadi ousted in disgrace and the chief back in power, then he agrees.

If the PCs hatch a particularly good plan and it involves Remic coming out of hiding to accuse Busadi of wrongdoing in Aldan's case he is willing to do it. He knows that his presence coupled with the evidence the

PCs by now have collected against Aldan is more than enough to bring Busadi down.

If the PCs are dead set on turning Remic in to Arjed he accepts their decision but tries to impress upon them that his trial would rouse the tribes against the Usurper and his forces (while that is not the case, the Chief firmly believes it).

Fighting the Chief

Some people just want blood. There is no experience to be gained from this encounter, and should the PCs take any of the chief's belonging, they are arrested for theft.

All APLs (EL 11)

♣ **Chief** **Remic:** Male Baklunish
Bbn3/Ftr4/Ari2/HorizonWalker3; hp 45 (wounded); see Appendix 1.

Tactics: At APL 2 and 4 the chief would be more than a match for those parties. He has been wounded to make his death seem more realistic and has not had time to heal properly. The chief attempts to defend himself at all costs. He knows he is in a fragile state and worries more about defending against attacks than making them.

Finished with the Chief

There are two parts to the last bit of this encounter. If the PCs were accompanied by Noni and he was left to defend the entrance he when they emerge from the trapdoor, he is still there.

If the PCs **did not** encounter Noni in **Encounter Six** then something slightly different happens. Remic emerges from the trapdoor with the PCs and looks at the ground. The chief reports something strange. He points out to some tracks. Following the trail requires a Tracking check (Survival check with the Track feat) DC 15. This trail will lead right to Noni's hiding spot. Proceed to **Encounter Six** under Noni.

If the PCs possess no one that can track, Chief Remic tells them that the tracks likely come out near the river and they that should travel in that direction to see if they can find anything of interest. The PCs have a fifty-percent chance to find Noni by following Remic's directions. Secretly, roll a percentile die to see if they successfully find him.

To aid them, a PC may make a Knowledge (geography) check. Their result (after die roll and modifiers) is added to the percentage chance they come upon Noni's hiding place. For instance if a PC rolls a 12 on their Knowledge (geography) check they must roll 62 or less on their percentile chance. PCs may make this special Knowledge

(geography) check untrained but the maximum they can add to their percentile chance is 10.

If the PCs do not successfully make the percentile roll they are unable to track down Noni. After an hour (game time, not real time) or so of looking around tell the PCs they have can't really find anything and have them head back to town in order to enact whatever plan they've decided. Noni decides to ambush them. Refer to **Encounter Six** under Noni except Noni surprises the PCs and ambushes them from a Rocky formation.

Development: If the PCs wish to go and confront Busadi, advance to **Encounter Eight:** Last Call.

If the PCs instead wish to bring forward what they learned with Arjed advance to **Encounter Nine:** The Right Thing to Do.

Encounter Eight: Last Call

This encounter has the PCs confronting Busadi. There are many ways this encounter can go, depending on when they confront him, what they know and what they do.

Remember that Busadi wants to keep the power he has gathered and does everything in his power to keep it. Make sure you are familiar with the law, for Busadi is.

WARNING: If the PCs confront Busadi with only supposition and no one to back their story (Sarif, Noni or chief Remic) it could be very hazardous for their health. Busadi has all the legal power in town. While few support his position, legal power should not be underestimated.

PCs are on Busadi's Side

If the PCs tell Busadi everything they know about the case, they have proof of Remic's involvement and Remic's dedication to the rebel cause, Busadi is ecstatic! This is exactly what he needed to assure his power.

Busadi quickly signs a death warrant for chief Remic on charges of treason, blackmail of government official, inciting a riot and spying. All of these charges amount to a death penalty and Busadi getting 50% of the chief's possessions (a sizeable amount). Busadi sends three riders with the warrant to report to Daouda.

Busadi thanks the PCs for their loyalty to the real Pasha, Muammar Quaran.

PCs are on Remic's Side

When the PCs accuse Busadi of wrongdoing he is at first defiant. He claims that he was well within the law to assign the verdict of guilty to Aldan. He admits it may not have been within the realm of goodness...but the law isn't good. It is order. It is neither good nor evil.

If the PCs relent and agree with him, Busadi is smug and asks them to leave his village and never return.

If, the PCs press onward with all the evidence they have gathered and ESPECIALLY if they have brought Noni along Busadi becomes nervous and agitated. He starts stuttering as he sees that his career is slowly melting away. He offers to bribe the PCs in exchange for not telling Arjed about his mishandling of Aldan's case. If the PCs choose to support Busadi's bid to power, Busadi gives them his favor and allows them access to some of his most prized possessions. He is genuinely afraid of being ousted from power. This should come across in his manner and voice. He says that if he were to be expelled from Ishakdur that the rebellion would flourish in the hills and that might give it the strength it needs to penetrate all the way into the heart of Tusmit. This is quite true, though he has no way of knowing it.

He claims that Tusmit will fall into a never-ending civil war. This will then give rise to anarchy and eventually war throughout the West (Busadi is spreading it on a bit thick). He genuinely believes this though whether it is true or not remains to be seen.

Busadi is no longer articulate at this point. He sees the writing on the wall and is slightly frantic at the possibility of returning to Sefmur in disgrace, displaced by the rabble of this new rebellion.

If the PCs cut a deal with Busadi that allows him to stay in power, he agrees to almost everything, as long as they leave Ishakdur.

Development: The PCs have only left to inform Arjed of their findings. Advance to **Encounter Ten:** Veils.

Encounter Nine: Veils

Like the previous encounter, the way this encounter runs depends heavily on the PCs and their point of view.

Note that unlike Busadi, Arjed al-Qadi is willing to receive the PCs as often as they want, but he stresses that no proof of guilt can be found in his church.

If the PCs bring Remic to Arjed's chapel Remic makes a last ditch effort to sway their opinion and let him go.

Proving Aldan's innocence

To prove Aldan's innocence, the PCs need one of the following:

- Sarif's testimony
- The Chief's testimony or his confession to Arjed al-qadi.
- Noni testifies that he was with Aldan when the chief's death scream was heard.

Bringing chief Remic

Arjed al-Qadi listens to the chief's story under a *zone of truth* spell. By the end of it he is completely red with rage.

Hearing the tale of the chief, the Qadi turns red with anger. A second later, the nomad priest leaps on the chief, his hands wrapped around the chief's neck.

"How dare you sacrifice even a single life! For some stupid ideal! You selfish cur! The High Cleric will punish you for this!"

Allow the PCs to separate the two men. If they don't Arjed al-Qadi stops a few seconds later.

"Take this criminal away. Busadi will enjoy reading his sentence. And I shall be there watching."

As Remic turned away, Arjed al-Qadi spits at the chief's feet. A sign of disrespect for a man Arjed al-Qadi once greatly respected.

PCs do not bring Remic

Arjed al-Qadi does not put a *zone of truth* on the PCs unless their behavior leads him to believe something is wrong.

Arjed al-Qadi hears the PCs out and is particularly appalled if:

- They spoke to the peddler and he admitted that he sold Aldan the brooch and was instructed by Chief Remic to do so
- They found Noni and he tells Arjed everything he knows about the expedited verdict, his being sent away by Busadi to get rid of Aldan's alibi, etc
- Coupled with what Arjed had already seen of Busadi's conduct of late Arjed knows that Aldan's guilt was obfuscated by Busadi's desire for a quick trial.

Arjed concludes that Busadi has done something wrong. While he has no proof of what Busadi has done, it is sufficient to get him to re-try Aldan and find him innocent.

PCs support Remic and let Aldan die

The PCs return and tell Arjed al-Qadi that they have found no evidence to support Aldan's innocence and so they feel his execution should stand. Arjed al-Qadi is slightly surprised but supposes that such a result was possible though unlikely.

Unless the PCs are VERY unsure of themselves while talking to Arjed al-Qadi in this encounter he has no reason to think that they aren't telling him the complete truth. If he suspects something, he does not hesitate to cast a *zone of truth* on them.

Note: Allowing Aldan to die may at first seem like an unlawful or an evil act. It is not and should never be construed as such or held against the PCs. If the PCs have chosen this option it is because they feel that Aldan's death is for the greater good of Tusmit and that the current Pasha himself was installed unlawfully. So from the perspective of the PCs this act is neither unlawful nor evil. Let the PCs decide the morality of this action. If you believe that good PCs take this decision in a way that would be seen as non-good, don't be afraid to put down they have done an evil action. Letting Aldan become a martyr is not an evil act, letting him die because he's a Ketite is.

Proving Aldan's innocence

If the PCs prove Aldan's innocence, the Ketite is released upon Arjed's re-trying him fairly. He thanks the PCs profusely saying he will never forget what they have done for him. If told how the chief used him he is very angry and rightly so.

Treasure:

APL2: L: ogp; C: 100gp; M: ogp

APL4: L: ogp; C: 150gp; M: ogp

APL6: L: ogp; C: 200gp; M: ogp

APL8: L: ogp; C: 250gp; M: ogp

Development: If the PCs chose to bring Remic in to face his crimes advance to Conclusion Fading hope

If the PCs chose to bring Busadi's crimes to Arjed al-Qadi's knowledge advance to Conclusion Rebel Nomads

If the PCs chose to allow Aldan to die for the greater good of Tusmit advance to Conclusion Birth of a Martyr.

Conclusion

If the PCs get Remic arrested, read Fading Hope. If the PCs get Busadi arrested, read Rebel Nomads. If the PCs allow Aldan to die, read them through Birth of a Martyr.

Fading Hope

Read this conclusion if the PCs get Remic arrested.

Like Aldan's trial, Remic ibn Fahad bin Ishakdur's trial was similarly quick. Busadi had the courtroom filled with soldiers, most of them from Daouda.

"On the charge of treason against the lawful nation of Tusmit, you are found guilty. The sentence is death!"

"On the charge of blackmail against the lawful representative of the nation of Tusmit, you are found guilty. The sentence is a fine equaling half of your possessions!"

"On the charge of spying for a wanted traitor and criminal in the lawful nation of Tusmit, you are found guilty. The sentence is death!"

"From this day forth you are stripped of all hereditary claims to rulership in this land and your family loses the rights and privileges granted to them by the Pasha as befitted their station. Your name shall never again be spoken with reverence. I doom you to become a footnote in the history of a great nation as befits your heinous crimes,"

"The sentence is to be carried out in the shadow of Standing Warrior Rock at high sun tomorrow. In addition, due to the appalling nature of your crimes, I mandate that your ashes be scattered both over the Tuflik river and in the most remote hills so that you can never be raised. May the High Cleric have pity on you...for the loyal children of Ishakdur will not."

The sentence is greeted with tears and whispers from the assembly of nomads. Busadi exits the barracks with a group of soldiers in tow.

Standing on a podium, Busadi addresses the crowd. "A good friend has betrayed us all. I too weep for the sentence I had to pass. May the High Cleric bless our nation, may the High Cleric bless our tribes!" The locals rally to Busadi but the nomads simply leave.

A condemned man was spared; his life traded for the life of another. Small victories were won for some...but at what cost?

Rebel Nomads

Read this conclusion if the PCs supported Remic in his bid to reclaim power.

The crowd assembled, awaiting the execution of the Ketite. A reverent silence descends on the crowd as Chief Remic, riding a superb black horse appears at the edge of the crowd. Raising his hand to command attention, he speaks.

"Friends," he calls out to the crowd, "my brave and noble friends," his body, his voice, his eyes were all highly impassioned and his words burn with fire.

"The High Cleric has seen a grave injustice be done in our small town and he has brought me back to life in order to right it."

"It is the injustice committed against the tribes by Busadi el'taziq al-Raqeeb that I have come to rectify," the crowd, already hostile toward Ishakdur's military official and the Pasha's handpicked emissary to the Tusman Hills now boo louder and grow more agitated in the wake of Remic's words.

"Busadi knowingly sentenced this man to die so that you would support his bid to power in Ishakdur." he says as he jabbed his finger decisively toward Aldan, "Only the High Cleric knows what else he might have done."

The crowd grows loud and rowdy again and once more with a casual raise of his hand they are reduced to silence. "By the laws of this land he has committed no crime, therefore he will live, but forever will he be an outcast in our beloved hills."

"The High Cleric told me in a dream that we would serve his will under a white blanket. Now I know what this means." The Chief points to the barracks where the red banner is slowly lowered and replaced by a white flag with 3 stars.

"JADHIM! JADHIM! JADHIM!" the crowd begins to chant.

Arjed al-Qadi comes up to you and spits on the ground. "Busadi has already fled, obviously unwilling to fight the tide of furor that rages against him. He is a coward and will forever be," Arjed's eyes drift toward the noble sight of Remic atop a magnificent black steed, his fist raised upward in triumph.

A condemned man was spared; his life traded for the career of another. Small victories were won for some...but at what cost?

Birth of a Martyr

Use this conclusion if the PCs allow Aldan to die (through action or inaction).

The crowd assembled to honor the dead chief. A reverent silence descends on the crowd as Chief Remic, riding a superb black horse rides into the crowd. Raising his hand to command attention, he speaks.

"Friends," he called out to the crowd, "my brave and noble friends," his body, his voice, his eyes were all are highly impassioned and his words burn with fire.

"The High Cleric has seen a grave injustice be done in our small town and he has brought me back to life in order to right it. Aldan the Ketite was NOT my assassin."

"It is the injustice committed against the tribes by Busadi el'taziq al-Raqeeb that I have returned to rectify," the crowd, already hostile toward Ishakdur's military official and the Pasha's handpicked emissary to the Tusman Hills now boo louder and grow more agitated in the wake of Remic's words.

"Busadi knowingly sentenced this man to die so that you would support his bid to power in Ishakdur." he says as he jabbed his finger decisively in the air, "Only the High Cleric only knows what else he might have done."

The crowd grows loud and rowdy again and once more with a casual raise of his hand they are reduced to silence. "By the laws of this land he has committed no crime, therefore he will live, but forever will he be an outcast in our beloved hills."

"My brother Aldan," he spoke to the heavens, "we shall never forget your name OR your deeds...and we shall never, ever forget your death," he was driving hard to the climax his voice getting louder and more powerful, "And we shall fight unto our last breath to avenge it! Al'Akbar has welcomed you into his celestial garden. Hail Aldan, martyr of Ishakdur!" The crowd roars in agreement clearly appreciative of Remic's skillful oration.

"The High Cleric told me in a dream that we would serve his will under a white blanket. Now I know what this means." The Chief points to the barracks where the red banner is slowly replaced by a white flag with 3 stars.

"JADHIM! JADHIM! JADHIM!" the crowd begin to chant.

Arjed al-Qadi comes up to you and spits on the ground. "Busadi has already fled, obviously unwilling to fight the tide of furor that rages against him. He is a coward and will forever be," Arjed's eyes drift toward the noble sight of Remic atop a magnificent black steed, his fist raised upward in triumph.

An innocent man slain; and the power of another bolstered. Small victories were won for some...but at what cost?

Rewards

If the PCs found Darien's dagger in the mostly intact building, then only one at the table gets the chance to purchase the dagger. Cross it off all other PCs' AR.

If the PCs had friendly relations with Dannae (Sarif) and chief Remic returns in triumph, they are offered "From Tusmit with love" AR reward.

If the PCs supported Busadi, he offers to sell a few items he claimed from the chief. They receive the "Order restored" AR reward. To rebel PCs, he gives NOTHING.

If the PCs defeat Noni but return his sword to him during the adventure, he is very thankful. They receive "Favor of Noni" AR reward.

If the PCs proved Aldan was innocent, they earn the Favor of "Arjed al-Qadi" AR reward.

If Busadi was forced to leave town in disgrace, the PCs earn "Ire of Busadi" AR reward.

If Aldan's life was saved, the PCs receive "Aldan's thanks" AR reward.

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 PC.

Encounter Four: On the Road Again

Experience objective: Defeat the Flight of Beasts

APL 2	90xp
APL 4	150 xp
APL 6	180 xp
APL 8	240 xp

Encounter Five: Secrets and Lies

Experience objective: Defeat Sarif in combat or succeed through Diplomacy

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

Encounter Six: Down the Rabbit Hole

Experience objective: Defeat Noni in combat or succeed through Diplomacy

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

Encounter Seven: Revelations

Defeat the chief's bodyguard

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

Story Award

Bring Arjed al-Qadi proof of Aldan's innocence

APL 2	60 xp
APL 4	90 xp
APL 6	120 xp
APL 8	150 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, PCs 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 PC 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure. Many times PCs 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 PCs 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, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L:Looted gear from enemy

C:Coin, Gems, Jewelry, and other valuables

M:Magic Items (sell value)

Encounter Five

APL 2: L: 19gp; C: 0 gp; M: 0 gp

APL 4: L: 30 gp; C: 0 gp; M: +1 *studded leather* (97gp);

APL 6: L: 30 gp; C: 0 gp; M: +1 *studded leather* (97gp); +1 *ring of protection* (167gp); *amulet of health* +2 (333gp); *cloak of charisma* +2 (333gp);

APL 8: L: 30 gp; C: 0 gp; M: *+1 studded leather* (97gp); *+1 ring of protection* (167gp); *amulet of health +2* (333gp); *cloak of charisma +2* (333gp);

Encounter Six

APL 2: L: 90 gp; C: 0 gp; M: *quiver of Ehlonna* (150 gp), *mithral breastplate* (350gp);

APL 4: L: 207 gp; C: 0 gp; M: *+1 mithral breastplate* (433gp), *+1 cloak of resistance* (83gp), *quiver of ehlonna* (150 gp), *+1 warmace* (200 gp), *gauntlets of ogre power* (333gp), *ring of sustenance* (208 gp), *potion of lesser vigor* (4gp)

APL 6: L: 207 gp; C: 0 gp; M: *+2 mithral breastplate* (683gp), *+2 cloak of resistance* (333gp), *quiver of ehlonna* (150 gp), *+1 merciful warmace* (700 gp), *gauntlets of ogre power* (333gp), *ring of sustenance* (208 gp), *potion of lesser vigor* (4gp), *amulet of health +2* (333gp);

APL 8: L: 207 gp; C: 0 gp; M: *+3 mithral breastplate* (1100gp), *+3 cloak of resistance* (750gp), *quiver of ehlonna* (150 gp), *+1 merciful warmace* (700 gp), *gauntlets of ogre power* (333gp), *ring of sustenance* (208 gp), *potion of lesser vigor* (4gp), *amulet of health +2* (333gp), *ring of protection +1* (167gp);

Encounter Nine

APL2: L: 0gp; C: 100gp; M: 0gp

APL4: L: 0gp; C: 150gp; M: 0gp

APL6: L: 0gp; C: 200gp; M: 0gp

APL8: L: 0gp; C: 250gp; M: 0gp

Total Possible Treasure

APL 2	450 gp
APL 4	675 gp
APL 6	900 gp
APL 8	1,300 gp

Appendix One: NPCs and Creatures

ALL APLS

Encounter 2

Aldan; Male Human Commoner1/Warrior2; CR 2; HD 1d4+2d8+0; hp 17; Init +1; Spd 30 ft.; AC 11 touch 11, flat-footed 10; Base Atk +1; Grp +1; AL N; SV Fort +5, Ref +1, Will +2; Str 11, Dex 12, Con 12, Int 14, Wis 15, Cha 8.

Skills and Feats: Handle Animal +5, Profession (Soldier) +7, Ride +6, Spot +5, Swim +5; Endurance, Great Fortitude

Encounter 3

Busadi al-Raqeeb; Male Baklunish Ftr4/Rog3; CR 7; HD 3d6+4d10+14; hp 59; Init +1; Spd 20 ft; AC 20, touch 11, flat-footed 19; Base Atk +6; Grp +8; Atk +10 melee (1d6+5, +1 *scimitar*) or +8 melee (1d4+2, dagger) or +7 ranged (1d8, composite longbow); Full Atk +10/+5 melee (1d6+5, +1 *scimitar*) or +8/+3 melee (1d4+2, dagger) or +7/+2 ranged (1d8, composite longbow); SQ Sneak Attack (+2d6); SQ Evasion, Trapfinding, Trap Sense +1; AL N; SV Fort +7, Ref +5, Will +4; Str 14, Dex 12, Con 14, Int 11, Wis 14, Cha 12;

Skills and Feats: Bluff +7, Diplomacy +11, Intimidate +11, Jump -3, Listen +8, Perform (Oratory) +7, Profession (Military) +8, Ride +6, Search +6, Sense Motive +8, Spot +8. Mounted Combat, Ride-By Attack, Power Attack, Cleave, Weapon Focus (Scimitar), Weapon Specialization (Scimitar), Improved Toughness*

Possessions: breastplate +1, scimitar +1, dagger, composite longbow, many arrows

* see Appendix 2: New Rules Items

Encounter 7

Chief Remic; Male Baklunish Bbn3/Ftr4/Ari2/HorizonWalker3; CR 11; HD 5d8+4d10+3d12+24; hp 45 (wounded); Init +7; Spd 40 ft; AC 11, touch 11, flat-footed 10; Base Atk +11; Grp +14; Atk +16 melee (2d4+5+1d6 non-lethal, +1 *merciful falchion*/18-20) or +14 melee (1d4+4, Dagger); Full Atk +16/+11/+6 melee (2d4+5+1d6 non-lethal, +1 *merciful falchion*/18-20) or +14/+9/+4 melee (1d4+4, Dagger); SA Rage (1/day (used)); SQ Fast Movement, Trapsense

+1, Uncanny Dodge; AL N; SV Fort +14, Ref +6, Will +8; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Diplomacy +13, Handle Animal +9, Intimidate +9, Jump +11, Knowledge (geography) +8, Listen +9, Perform (Oratory) +10, Ride +15, Sense Motive +5, Spot +4, Survival +11. Diehard, Endurance, Improved Initiative, Leadership, Mounted Combat, Negotiator, Power Attack, Ride-By Attack, Weapon Focus (Falchion)

Possessions: +1 *merciful falchion*, circlet of persuasion, 2 daggers, holy symbol of Al'Akbar, *pearl of power* (1st), *pearl of power*, 2nd

Terrain Mastery: You have selected the below terrain masteries:

- **Desert:** You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.
- **Hills:** You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.
- **Plains:** You gain a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

APL 2

Encounter 5

Dannae; Male Baklunish Rog4; CR 4; HD 4d6; hp 18; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Base Atk +3; Grp +4; Attack melee +4 (1d6+1, rapier); SA Sneak attack +2d6; SQ Trapfinding, evasion, trap sense+1, uncanny dodge; AL CN; SV Fort +1, Ref +7, Will +1; Str 12, Dex 16, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +10, Disguise +15, Escape Artist +9, Forgery +7, Gather Information +10, Intimidate +5, Sense Motive +7, Sleight of Hand +9 Persuasive, Skill Focus (bluff), Skill Focus (disguise)

Possessions: Masterwork studded leather armor, rapier, masterwork disguise kit, white armband

Physical Description: This small human fellow appears to be 5'4 inches tall and weigh about 120 pounds. He is wrapped tightly in various robes and garments that completely overlap with one another making the man's outfit a strange assortment from faraway lands each with its own different style.

Encounter 6

Noni; Male Human (Half-Flan, Half-Baklunish); Mnk2/Ftr3; CR 5; Medium Humanoid; HD 2d8+3d10+15; hp 46; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 mithril breast plate]; Base Atk +3; Grp +5; Atk/Full Atk +7 melee (1d12+4, masterwork warmace) or +7 ranged (1d8+2, masterwork composite longbow); Full Atk +7 melee (1d12+3, masterwork warmace) or +7 ranged (1d8+2, masterwork composite longbow); SA: Flurry of blows; SQ evasion; AL CN; SV Fort +9, Ref +6, Will +5; Str 15, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmithing) +3, Listen +9, Ride +3, Sense Motive +5, Tumble +10; Combat Reflexes, Exotic Weapon Proficiency (Warmace), Improved Grapple, Improved Initiative, Improved Toughness, Improved Unarmed Strike, Power Attack, Weapon Focus (Warmace)

Possessions: Mithril breast plate, *quiver of ehlonna*, masterwork warmace, masterwork cold iron warmace, masterwork composite longbow (+2 strength), 60 arrows

Encounter 7

Bodyguard (2); Male Human (Baklunish); Bbn1/Rog1/War1; CR 2; Medium Humanoid; HD

1d6+1d12+1d8+12; hp 30; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14) [+1 dexterity, +4 mithril chain shirt]; Base Atk +2; Grp +5; Attack +7 melee (1d12+4, masterwork greataxe); Full Atk +7 melee (1d12+4, masterwork greataxe); SA Rage 1/day; SQ Fast movement 10 ft' (Ex), sneak attack 1d6 (Ex), Trapfinding (Ex); AL N; SV Fort +7, Ref +3, Will +1; Str 16, Dex 12, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +5, Disable Device +3, Listen +7, Search +3, Sense Motive +5, Spot +5, Tumble +9; Improved Toughness, Skill Focus (Tumble), Weapon Focus: Greataxe

While Raging: AC 13; hp 36; Fort, +9, Will +3; Attack +9 melee (1d12+7, masterwork greataxe); Full Atk +9 melee (1d12+7, masterwork greataxe);

Possessions: Mithril shirt, masterwork great axe, masterwork cold iron great axe,

APL 4

Encounter 5

Dannae: Male Baklunish Rog5/Spymaster1; CR 6; HD 6d6; hp 26; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +4; Atk +5 melee (1d6+1, masterwork rapier); SA Sneak attack +2d6; SQ Trapfinding, evasion, trap sense+1, uncanny dodge, cover identity the peddler, undetectable alignment; AL CN; SV Fort +1, Ref +9, Will +1; Str 12, Dex 16, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Diplomacy +12, Disguise +17, Escape Artist +11, Forgery +9, Gather Information +12, Intimidate +7, Sense Motive +9, Sleight of Hand +9 Persuasive, Skill Focus (bluff), Skill Focus (disguise), Weapon Finesse;

Possessions: Masterwork rapier, masterwork disguise kit, +1 studded leather armor, white armband

Physical Description: This small human fellow appears to be 5'4 inches tall and weigh about 120 pounds. He is wrapped tightly in various robes and garments that completely overlap with one another making the man's outfit a strange assortment from faraway lands each with its own different style.

Cover Identity (Ex): A spymaster has one specific cover identity (such as Sarif al'Hazir Tusman peddler). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster's mind makes it impossible to detect her alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell except it is always active.

As Sarif al'Hazir: Bluff +19, Disguise +19, Gather Information +14

Encounter 6

Noni: Male Human (Half-Flan, Half-Baklunish); Mnk2/Ftr4/War1/ExoticWeaponMaster1; CR 7; Medium Humanoid; HD 2d8+4d10+1d8+1d10+24; hp 72; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +6; Grp +12; Atk +12 melee (1d12+11, +1 warmace) or +9 ranged (1d8+4, masterwork composite longbow); Full Atk +12/+7 melee (1d12+11, +1 warmace) or +9/+4 ranged (1d8+4, masterwork

composite longbow); SA: Flurry of blows, Exotic Weapon Stunt (Uncanny Blow); SQ evasion; AL CN; SV Fort +15, Ref +7, Will +8; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmithing) +3, Listen +9, Ride +3, Sense Motive +5, Tumble +10; Combat Reflexes, Exotic Weapon Proficiency (Warmace), Improved Grapple, Improved Initiative, Improved Toughness*, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (Warmace), Weapon Specialization (Warmace)

Possessions: +1 Mithril breast plate, +1 warmace, +1 cloak of resistance, gauntlets of ogre power, potion of lesser vigor, ring of sustenance, quiver of ehlonna, masterwork cold iron warmace, masterwork composite longbow (+4 strength), 60 arrows

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the PC can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

* see Appendix 2: New Rules Items

Encounter 7

Bodyguard (2): Male Human (Baklunish); Bbn1/Rog3/War1; CR 4; Medium Humanoid; HD 3d6+1d12+1d8+25; hp 51; Init +1; Spd 40 ft.; AC 16 (touch 11, flat-footed 15) [+1 dexterity, +5 for +1 mithril chain shirt]; Base Atk +4; Grp +7; Attack +9 melee (1d12+5, +1 greataxe); Full Atk +9 melee (1d12+5, +1 greataxe); SA Rage1/day (Ex); SQ Fast movement 10 ft' (Ex), sneak attack 2d6 (Ex), trapfinding (Ex), evasion (Ex), trap sense +1 (Ex); AL N; SV Fort +9, Ref +5, Will +3; Str 16, Dex 12, Con 19, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +5, Disable Device +6, Listen +7, Search +3, Sense Motive +9, Spot +14, Tumble +12; Improved Toughness, Skill Focus (Tumble), Weapon Focus: Greataxe

While Raging: AC 14; hp 61; Fort, +11, Will +5; Attack +11 melee (1d12+8, +1 *great axe*); Full Atk +11 melee (1d12+8, +1 *great axe*);

Possessions: +1 *Mithril shirt*, +1 *great axe*, +2 *amulet of health*, +1 *cloak of resistance*, *eyes of the eagle*, masterwork cold iron great axe

APL 6

Encounter 5

Dannae: Male Baklunish Rog5/Spymaster3; CR 8; HD 4d6+3d6; hp 42; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 14); Base Atk +5; Grp +6; Atk +9 melee (1d6+1, masterwork rapier); SA Sneak attack +3d6; SQ Trapfinding, evasion, trap sense+1, uncanny dodge, cover identity the peddler, undetectable alignment, quick change, scrying defense, *magic aura*; AL CN; SV Fort +2, Ref +10, Will +2; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 19.

Skills and Feats: Bluff +20, Diplomacy +15, Disguise +20, Escape Artist +13, Forgery +11, Gather Information +15, Intimidate +10, Sense Motive +11, Sleight of Hand +9 Persuasive, Skill Focus (bluff), Skill Focus (disguise), Weapon Finesse

Possessions: Masterwork rapier, masterwork disguise kit, +1 *studded leather armor*, +1 *ring of protection*, *amulet of health* +2, *cloak of charisma* +2, white armband

Physical Description: This small human fellow appears to be 5'4 inches tall and weigh about 120 pounds. He is wrapped tightly in various robes and garments that completely overlap with one another making the man's outfit a strange assortment from faraway lands each with its own different style.

Cover Identity (Ex): A spymaster has one specific cover identity (such as Sarif al'Hazir Tusman peddler). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster's mind makes it impossible to detect her alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell except it is always active.

Scrying Defense (Ex): Starting at 2nd level, a spymaster adds her class level to her Will saves against divination (scrying) spells, as well as spot checks made to notice the sensors made by such spells.

Magic Aura (Sp): At 3rd level, a spymaster gains the ability to use *Nystul's magic aura* at will with a caster level equal to her class level. Most spymasters use this ability to shield their own magic items from detection.

As Sarif al'Hazir: Bluff +22, Disguise +22, Gather Information +17

Encounter 6

Noni: Male Human (Half-Flan, Half-Baklunish); Mnk2/Ftr6/War1/ExoticWeaponMaster1; CR 9; Medium Humanoid; HD 2d8+6d10+1d8+1d10+40; hp 96; Init +6; Spd 30 ft.; AC 19 (touch 12, flat-footed 17) [+2 dexterity, +7 for +2 *mithril breast plate*]; Base Atk +9; Grp +17; Atk +16 melee (1d12+12+1d6 non-lethal, +1 *merciful warmace*/19-20 x2) or +12 ranged (1d8+4, masterwork composite longbow); Full Atk +16/+11 melee (1d12+12+1d6 non-lethal, +1 *merciful warmace*/19-20x2) or +12/+7 ranged (1d8+4, masterwork composite longbow); SA: Flurry of blows, Exotic Weapon Stunt (Uncanny Blow); SQ evasion; AL CN; SV Fort +16, Ref +8, Will +9; Str 18, Dex 14, Con 18, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmithing) +7, Listen +9, Ride +7, Sense Motive +5, Tumble +10; Combat Reflexes, Exotic Weapon Proficiency (Warmace), Improved Critical (Warmace), Improved Grapple, Improved Initiative, Improved Toughness*, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (Warmace), Weapon Specialization (Warmace)

Possessions: +2 *Mithril breast plate*, +1 *merciful warmace*, +2 *cloak of resistance*, *gauntlets of ogre power*, +2 *amulet of health*, *potion of lesser vigor*, *ring of sustenance*, *quiver of ehlonna*, masterwork cold iron warmace, masterwork composite longbow (+4 strength), 60 arrows

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the PC can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

* see Appendix 2: New Rules Items

Encounter 7

Bodyguard (2): Male Human (Baklunish); Bbn1/Rog3/Ftr2/War1; CR 6; Medium Humanoid; HD 3d6+1d12+1d8+2d10+35; hp 73; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [+2 dexterity, +5 for *+1 glamerred mithril chain shirt*]; Base Atk +6; Grp +10; Atk +12 melee (1d12+7, *+1 great axe*); Full Atk +12/+7 melee (1d12+7, *+1 greataxe*); SA Rage 1/day (Ex); SQ Fast movement 10 ft' (Ex), sneak attack 2d6 (Ex), trapfinding (Ex), evasion (Ex), trap sense +1 (Ex); AL N; SV Fort +12, Ref +8, Will +3; Str 18, Dex 12, Con 19, Int 8, Wis 12, Cha 8.

Skills and Feats Balance +5, Disable Device +6, Listen +7, Search +3, Sense Motive +9, Spot +14, Tumble +15; Blind-Fight, Improved Toughness*, Lightning Reflexes, Quick Draw, Skill Focus (Tumble), Weapon Focus: Greataxe

* see Appendix 2: New Rules Items

While Raging: AC 15; hp 97; Fort, +14, Will +5; Atk +14 melee (1d12+10, *+1 great axe*); Full Atk +14/+9 melee (1d12+10, *+1 great axe*);

Possessions: *+1 glamerred mithril shirt, +1 great axe, +2 amulet of health, +1 cloak of resistance, gauntlets of ogre power, +2 gloves of dexterity, eyes of the eagle, masterwork cold iron great axe*

APL 8

Encounter 5

Dannae: Male Baklunish Rog5/Spymaster5; CR 10; HD 5d6+5d6; hp 50; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 14); Base Atk +5; Grp +6; Atk/Full Atk +9 melee (1d6+1, masterwork rapier) SA Sneak attack +3d6; SQ Trapfinding, evasion, trap sense+1, uncanny dodge, cover identity the peddler, undetectable alignment, quick change, scrying defense, *magic aura*, AL CN; SV Fort +2, Ref +11, Will +2; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 19.

Skills and Feats: Bluff +22, Diplomacy +17, Disguise +22, Escape Artist +15, Forgery +13, Gather Information +17, Intimidate +10, Sense Motive +13, Sleight of Hand +11; Improved Initiative, Persuasive, Skill Focus (bluff), Skill Focus (disguise), Weapon Finesse

Possessions: Masterwork rapier, masterwork disguise kit, +1 studded leather armor, +1 ring of protection, amulet of health +2, cloak of charisma +2, white armband

Physical Description: This small human fellow appears to be 5'4 inches tall and weigh about 120 pounds. He is wrapped tightly in various robes and garments that completely overlap with one another making the man's outfit a strange assortment from faraway lands each with its own different style.

Cover Identity (Ex): A spymaster has one specific cover identity (such as Sarif al'Hazir Tusman peddler). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

A spymaster can add an additional cover identity to her repertoire at 4th level.

Undetectable Alignment (Ex): The web of different identities and agendas inside a spymaster's mind makes it impossible to detect her alignment by means of any form of divination. This ability functions like an *undetectable alignment* spell except it is always active.

Quick Change (Ex): By 2nd level, a spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

Scrying Defense (Ex): Starting at 2nd level, a spymaster adds her class level to her Will saves against divination (scrying) spells, as well as spot checks made to notice the sensors made by such spells.

Magic Aura (Sp): At 3rd level, a spymaster gains the ability to use *Nystul's magic aura* at will with a caster level equal to her class level. Most spymasters use this ability to shield their own magic items from detection.

Slippery Mind (Ex): Starting at 4th level, a spymaster has a second chance to wriggle free from any enchantment spells and effects. See the rogue class feature, page 51 of the *Player's Handbook*.

Dispel Scrying (Ex): At 5th level and higher a spymaster can dispel a scrying sensor as if casting a targeted *greater dispel magic*. Her caster level is equal to her class level +10. She can use this ability a number of times per day equal to 3 + her Intelligence modifier.

As Sarif al'Hazir: Bluff +24, Disguise +24, Gather Information +19

Encounter 6

Noni: Male Human (Half-Flan, Half-Baklunish); Mnk2/Ftr8/War1/ExoticWeaponMaster1; CR 11; Medium Humanoid; HD 2d8+8d10+1d8+1d10+48; hp 110; Init +6; Spd 30 ft.; AC 21 (touch 13, flat-footed 19); Base Atk +11; Grp +19; Atk +18 melee (1d12+13+1d6 non-lethal, +1 *merciful warmace*/19-20 x2) or +14 ranged (1d8+4, masterwork composite longbow); Full Atk +18/+13/+8 melee (1d12+13+1d6 non-lethal, +1 *merciful warmace*/19-20 x2) or +14/+9/+4 ranged (1d8+4, masterwork composite longbow); SA Flurry of blows, Exotic Weapon Stunt (Uncanny Blow); SQ evasion; AL CN; SV Fort +20, Ref +12, Will +11; Str 18, Dex 14, Con 18, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmithing) +11, Listen +9, Ride +7, Sense Motive +5, Tumble +5; Combat Reflexes, Exotic Weapon Proficiency (Warmace), Greater Weapon Focus (Warmace), Improved Critical (Warmace), Improved Grapple, Improved Initiative, Improved Toughness*, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Warmace), Weapon Specialization (Warmace)

Possessions: +3 Mithril breast plate, +1 *merciful warmace*, +3 cloak of resistance, gauntlets of ogre power, +2 amulet of health, potion of lesser vigor, +1 ring of protection, ring of sustenance, quiver of

ehlonna, masterwork cold iron warmace, masterwork composite longbow (+4 strength), 60 arrows

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the PC can focus the power of his attack so that he deals extra damage equal to this Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus damage on rolls.

* see Appendix 2: New Rules Items

Encounter 7

Bodyguard (2): Male Human (Baklunish); Bbn1/Rog3/Ftr4/War1; CR 8; Medium Humanoid; HD 3d6+1d12+1d8+4d10+54; hp 104; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15) [+2 dexterity, +5 for *+1 glamerred mithril chain shirt*]; Base Atk +8; Grp +12; Atk +15 melee (1d12+10, *+2 great axe*); Full Atk +15/+10 melee (1d12+10, *+2 greataxe*); SA Rage 1/day (Ex); SQ Fast movement 10 ft' (Ex), sneak attack 2d6 (Ex), trapfinding (Ex), evasion (Ex), trap sense +1 (Ex); AL N; SV Fort +15, Ref +10, Will +7; Str 18, Dex 12, Con 20, Int 8, Wis 12, Cha 8.

Skills and Feats Balance +5, Disable Device +6, Listen +7, Search +3, Sense Motive +9, Spot +14, Tumble +16; Blind-Fight, Improved Toughness*, Iron Will, Lightning Reflexes, Quick Draw, Skill Focus (Tumble), Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

While Raging: AC 15; hp 122; Fort, +17, Will +9; Atk +17 melee (1d12+13, *+2 great axe*); Full Atk +17/+12 melee (1d12+13, *+2 great axe*);

Possessions: *+1 glamerred mithril shirt*, *+2 great axe*, *+2 amulet of health*, *+2 cloak of resistance*, *gauntlets of ogre power*, *+2 gloves of dexterity*, *eyes of the eagle*, *ring of counterspells (calm emotions)*, masterwork cold iron great axe

* see Appendix 2: New Rules Items

Appendix Two: New Rules Items

Improved Toughness [General] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

Appendix Three: The Law in Northern/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 triad at tusmittriad@yahoo.com.

Lashings

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

Horses

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

High Fines

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

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

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

The Self-Defense Clause

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

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

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

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

Assault (Government official, noble, or church member)

Threat or use of lethal force upon the person of a legal representative of the Tusmit government, any Tusman noble or church official.

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

Note: this makes no mention of the type of assault. DON'T TOUCH THESE PEOPLE. People of equal ranks have this sentence lowered.

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.

Treason

Any activity that threatens the sanctity, independence, integrity, and unity of the Tusman state, through action or inaction.

Sentence: Torture and death

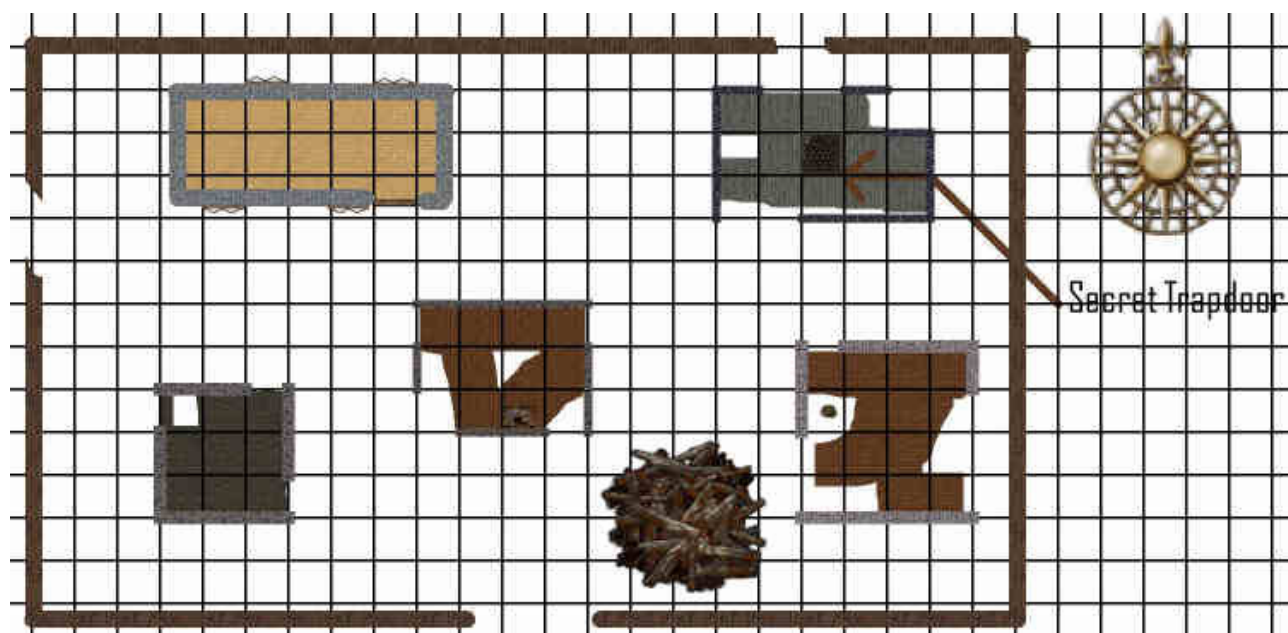
Trespass

Entering a private property without being invited in by the lawful owner.

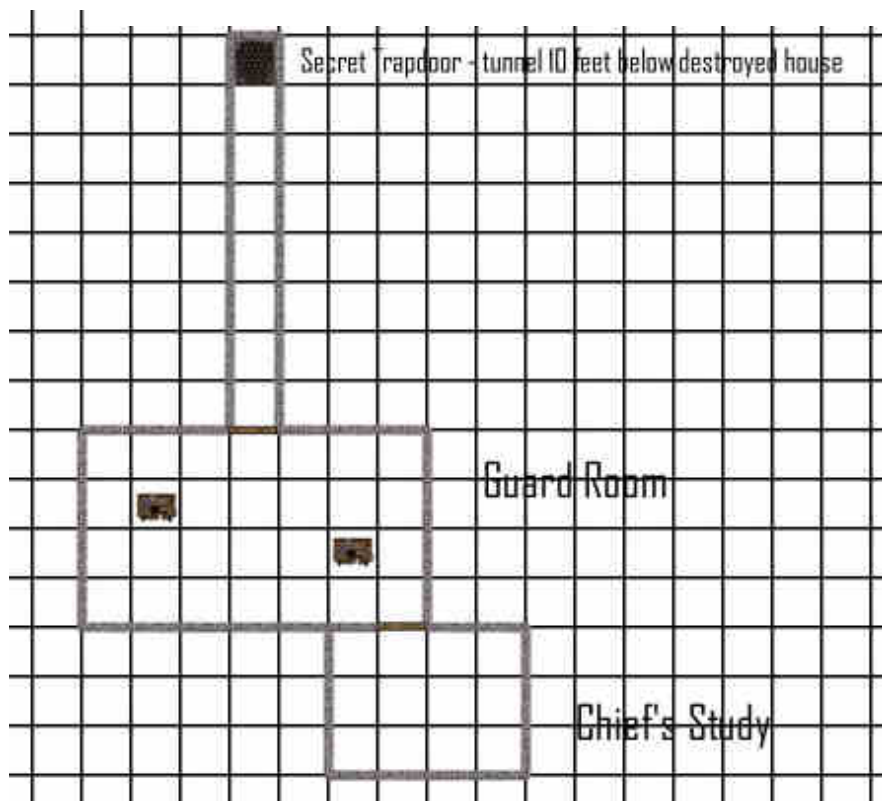
Sentence: Imprisonment of up to 1 week and fine of 50 gp (doubled for repeated offenses)

Appendix Four : DM's Maps

Map 1: The Ruined buildings



Map 2: The Chief's hideout



Appendix Five: Textes Français

Introduction

Le large panneau était difficile à manquer. "Une exécution publique prendra place Godsday (dans 3 jours). La décapitation du meurtrier de notre bien-aimé Chef Remic ibn 'Fahad aura lieu au zénith. Tous sont bienvenus, amenez vos amis."

Entrant dans le petit village d'Ishakdur dans le sheikdom de Jaydah, vous voyez d'abord les tentes des nomades autour des structures permanentes du village. Une population presque exclusivement humaine habite sur ce plateau. Il semble que tous ici possèdent leur propre cheval.

La place centrale et le marché sont dominés par une pierre debout aux formes vaguement humanoïdes. Autour de la place se dressent une chapelle portant le symbole de la Coupe et du Talisman, les baraques de l'armée Tusmane et une imposante maison. Le drapeau rouge de Tusmit flotte au-dessus de chacune de ces trois structures montrant à tous l'allégeance du village au Pacha Muammar Quaran.

Un homme vêtu de blanc et rouge avec un cimeterre à la ceinture et un symbole de la Coupe et du Talisman sort de la chapelle. Vêtu comme les nomades d'une ample tunique et des larges culottes d'équitation. Montant à cheval, il se dirige dans votre direction.

"Bonjour étranger, mon nom est Arjed bin-Geloshi al-Qadi. Je suis le qadi de ce territoire et j'ai une affaire urgente dont je dois vous parler." Baissant la voix, il ajoute. "Mais pas ici. Suivez-moi dans la chapelle." Sans attendre votre réponse, il se dirige vers la chapelle.

Une fois à l'intérieur, Arjed vous invite à vous asseoir dans la chapelle décorée très simplement. "Je suis certain que vous avez entendu parlé de l'exécution. Le chef Remic ibn Fahad bin Ishakdur a été assassiné quelques nuits auparavant. Et c'est à ce moment que les choses ont commencé à mal aller."

"Aldan ibn Ket fut arrêté, jugé et trouvé coupable plus vite qu'il ne m'en a fallu pour prononcer cette phrase. Je ne sais pas si cet Aldan est coupable ou

non, mais je sais que la vérité de sa culpabilité n'a pas été explorée par la cour."

"Voudriez-vous investiguer la culpabilité d'Aldan le Ketite? Il est impératif que vous prouviez le verdict de culpabilité ou l'innocence pour la justice puisse être servie. Voulez-vous m'aider?"

Encounter One: Information

Divination magic (cast by the PCs)

"La mort est parfois une excuse et un moyen pour que la corruption dévoile la corruption."

Encounter Two: Color of guilt

La prison est une bâtisse couverte de plâtre et peinte en blanc. Cependant, elle est dans un triste état et le vent y pénètre au travers de trous visibles.

Aldan

La rangée de cellule est faiblement éclairée, peut-être pour cacher la rude lumière du soleil de l'après-midi. Les cellules sont vides excepté la cellule du fond.

Une voix faible avec un fort accent Ketite brise le silence. "J'aurais besoin d'un peu d'eau." L'homme presse son visage contre les barreaux et vous jette un drôle de regard alors que vous approchez. "Vous n'êtes pas des gardes... que me voulez-vous?"

Ses mains agrippent les barreaux alors que vous parlez. Il ferme les yeux. "Le Grand Clerc soit béni, dit-il regardant vers le ciel. J'ai prié pour une chance d'être entendu... et maintenant peut-être... c'est vous qui me menez sur le chemin de la rédemption."

Encounter Three: Red Tape

Les baraques flottent fièrement le drapeau rouge de Tusmit au-dessus d'un mat planté devant. L'intérieur est richement décoré avec des objets d'art et des meubles de Sefmur. A l'arrière de la pièce se tient un Baklunien vêtu élégamment. Il parle à quelqu'un derrière une porte menant à l'arrière.

Vous entendant entrer, l'homme ferme la porte rapidement et s'éclaircit la gorge. "Huh, bonjour, je n'attendais personne aussi tard dans la journée. Il s'assied à un bureau. "Je suis Busadi el'taziq al-Rageeb, chef de ce village. Comment puis-je vous aider?"

Encounter four: On the Road Again

Du coin de votre oeil vous apercevez un petit point qui danse à l'horizon. Mais... DES AILES! Des créatures ailées foncent droit vers vous!

Encounter Five: Secrets and Lies

Après quelques instants, des cliquetis et des cognement se font entendre. Un petit homme d'origine hautement diverse pousse un petit chariot au-dessus d'une colline tout près. Il pousse son chariot sans prêter attention aux environs. L'homme paraît sale, mal rasé et très concentré sur sa tâche actuelle.

Encounter Six: Down the Rabbit Hole

La tranquillité du tunnel est brisée seulement par la chute occasionnelle d'une goutte d'eau. Quelques centaines de pieds plus loin, vous voyez de la lumière au bout du tunnel. Sortant vous pouvez voir pourquoi un tel tunnel a été construit ici. Il mène à un coin caché, ce qui fait que la sortie est presque impossible à voir même à une distance de 10 pieds.

Encounter Seven: Revelations

Du sommet d'une colline, vous pouvez voir un groupe de bâtisses en ruine. Les ruines semblent avoir été détruites par le feu. Une seule maison semble intacte parmi les autres.

The Intact structure

Cette bâtisse est intacte hormis un petit trou dans le toit. La pièce unique est quant à elle une véritable ruine. La bâtisse se dresse seule – témoin silencieux de l'esprit du peuple Tusman.

The chief's hideout

La trappe s'ouvre sur la noirceur du corridor sous terrain plus bas. Pas plus que 5 pieds vers le bas avant que le corridor ne parte que dans une direction. Il n'y a pas de lumière dans ce tunnel.

Encounter Nine: Veils

Bringing chief Remic

Ayant écouté l'histoire du chef, le qadi vire au rouge. Un instant plus tard, le prêtre nomade se jette sur le chef, ses mains se fermant autour du cou du chef.

"Comment oses-tu sacrifier une vie! Pour un stupide idéal! Chien égocentrique! Le Grand Clerc te punira pour ce que tu as fait!"

"Amenez ce criminel hors de ma vue. Busadi va aimer lui lire sa sentence. Et je vais m'assurer qu'il reçoive son châtement."

Alors que Remic se retourne, Arjed lui crache aux pieds. Manque de respect flagrant pour un homme qu'Arjed al-Qadi a autrefois grandement admiré.

Conclusion

Fading hope

Comme le procès d'Aldan, Remic ibn Fahad bin Ishakdur fut aussi rapide. Busadi avait la salle de court remplie de soldats arrivées de Daouda.

"Pour le crime de trahison contre la loyale nation de Tusmit, vous êtes reconnu coupable. La sentence est la mort!"

"Pour le crime de chantage contre les représentant de la loyale nation de Tusmit, vous êtes reconnu coupable. La sentence s'élève à la moitié de vos possessions!"

"Pour le crime d'espionnage au profit d'un traître et d'un criminel de la loyale nation de Tusmit, vous êtes reconnu coupable. La sentence est la mort!"

"A partir de ce jour, vous êtes privé de tout titre héréditaire sur ses terres et votre famille perd tous droits et privilèges qui vous ont été accordés par Sa Splendeur Exaltée. Votre nom ne sera plus jamais prononcé avec respect. Je vous condamne à devenir une note de bas de page dans l'histoire de cette grande nation à cause de vos crimes haineux."

"La sentence sera exécutée devant la Pierre du Guerrier Debout lorsque le soleil atteindra son zénith. Vos centres seront répandus à travers les collines et à moitié dans la exclusivement pour que vous ne puissiez jamais être ramené à la vie. Puisse le Grand Clerc avoir pitié de vous."

La sentence est accueillie avec des pleurs et des murmures pas l'assemblée de nomades. Busadi sort des baraques escorté d'un groupe de soldats

Debout sur l'échafaud, Busadi s'adresse à la foule. "Un bon ami nous a tous trahi. Je pleure moi aussi pour la sentence que j'ai du passer. Puisse le Grand Clerc bénir notre nation, puisse le Grand Clerc bénir nos tribus!" Les Tsmans se rallient à Busadi, mais les nomades se contentent de partir la tête basse.

Un homme condamné fut épargné; sa vie échangée pour celle d'un autre. De petites victoires furent obtenues... mais à quel prix?

Rebel nomads

La foule s'est assemblée attendant l'exécution du Ketite. Un silence révérencieux descend sur la foule alors que le Chef Remic, monté sur un destrier noir apparaît sur la place. Levant la main pour commander le silence, il s'adresse à la foule.

"Mes amis, il dit à la foule, mes braves et nobles amis..." Sa posture, sa voix et ses yeux brillent de passion et ses mots brûlent comme le feu.

"Le Grand Clerc a vu une grave injustice être commise dans notre petite ville et il m'a ramené à la vie pour la réparer."

"C'est une injustice qui a été commise contre les tribus par Busadi el'taziq al-Raqeeb que je viens rectifier." La foule déjà hostile envers le chef militaire d'Ishakdur et l'envoyé que le Pacha lui-même a choisi se met à huer et s'agite aux mots de Remic.

"Busadi a volontairement condamné un homme à mourir pour que vous supportiez son ascension au pouvoir à Ishakdur. Dit le Chef le doigt dans le airs. Seul le Grand Clerc sait ce qu'il a fait d'autre."

La foule est extrêmement agitée mais le chef lève la main pour une fois de plus imposer le silence. Selon les lois de ce pays, il n'a commis aucun crime, et donc il ne sera pas exécuté, mais il sera pour toujours un paria dans nos collines bien-aimées."

"Le Grand Clerc m'a dit en rêve que ne pouvons servir sa volonté sous une couverture blanche." Le

chef pointe le mat devant les baraques où la bannière rouge est remplacée par un droit blanc à 3 étoiles."

"JADHIM! JADHIM! JADHIM!" la foule se met à chanter.

Arjed al-Qadi vient vous voir et crache sur le sol. "Busadi a déjà fuit, ne voulant pas affronter contre la fureur contre lui. C'est un lâche et le sera toujours."

Un homme condamné fut épargné; sa vie échangée pour celle d'un autre. De petites victoires furent obtenues... mais à quel prix?

Birth of a Martyr

La foule s'est assemblée pour porter un dernier hommage au chef décédé. Un silence révérencieux descend sur la foule alors que le Chef Remic, monté sur un destrier noir apparaît sur la place. Levant la main pour commander le silence, il s'adresse à la foule.

"Mes amis, il dit à la foule, mes braves et nobles amis..." Sa posture, sa voix et ses yeux brillent de passion et ses mots brûlent comme le feu.

"Le Grand Clerc a vu une grave injustice être commise dans notre petite ville et il m'a ramené à la vie pour la réparer. Aldan le Ketite n'est PAS mon assassin."

"C'est une injustice qui a été commise contre les tribus par Busadi el'taziq al-Raqeeb que je viens rectifier." La foule déjà hostile envers le chef militaire d'Ishakdur et l'envoyé que le Pacha lui-même a choisi se met à huer et s'agite aux mots de Remic.

"Busadi a volontairement condamné un homme à mourir pour que vous supportiez son ascension au pouvoir à Ishakdur. Dit le Chef le doigt dans le airs. Seul le Grand Clerc sait ce qu'il a fait d'autre."

La foule est extrêmement agitée mais le chef lève la main pour une fois de plus imposer le silence. Selon les lois de ce pays, il n'a commis aucun crime, et donc il ne sera pas exécuté, mais il sera pour toujours un paria dans nos collines bien-aimées."

"Mon frère Aldan, dit-il s'adressant aux cieux. Nous n'oublierons jamais ton nom ni tes oeuvres... et nous n'oublierons jamais, jamais ton sacrifice," sa voix s'élevant graduellement pour mettre de l'emphase. "Et nous lutterons jusqu'à notre dernier souffle pour te venger! Al'Akbar t'a accueilli dans

son jardin céleste! Vive Aldan, martyr d'Ishakdur!"
La foule exclame son accord aux paroles du chef.

"Le Grand Clerc m'a dit en rêve que ne pouvons servir sa volonté sous une couverture blanche." Le chef pointe le mat devant les baraques où la bannière rouge est remplacée par un drapeau blanc à 3 étoiles."

"JADHIM! JADHIM! JADHIM!" la foule se met à chanter.

Arjed al-Qadi vient vous voir et crache sur le sol.
"Busadi a déjà fui, ne voulant pas affronter contre la fureur contre lui. C'est un lâche et le sera toujours."

Un homme condamné fut épargné; sa vie échangée pour celle d'un autre. De petites victoires furent obtenues... mais à quel prix?

The End

Player Handout One: The Legend of the Stone

The nomads of the Tusman Hills say that on the hill where Ishakdur stands today was once the site of a great battle between the forces of good and the forces of darkness.

In the days of the Baklunish Empire, a great warrior headed into the hills, looking to force the goblins beyond the hills into what is now Ket. This warrior was a proud worshipper of Azor'alq and flew his banner unabashedly.

The warrior came to this place where he was ambushed by a countless horde of goblins. For thirty days and thirty nights the warrior fought the goblins, and, in the end, the goblin hordes were routed and fled eastward.

Mortally wounded, the warrior then ascended the mountain of goblin corpses so that he might be nearer to the son of light when the warrior called to him.

"My lord, I stand victorious in your name. I stand dying yet holding your holy banner to my heart. I beg of you to allow me to sail to the Pinnacles and join the Thousand Immortals."

The Son of Light looked down onto his servant. Sensing there was no way to save the warrior's life, the Son of Light appeared before the warrior in all his splendor.

"You have done a great deed. The legend of your deed will live forever in this land. Your name shall forever be linked to the site of your victory. Ishak, my son, this land shall bear your name."

"Your courage shall be remembered. Though I cannot save your life nor bring you with me to the Pinnacles. Your deeds have made you worthy of the Thousand Immortals. I turn you to stone. When I call upon you once again, you shall rise from the stone and ride with the Thousand Immortals. Such is my will."

Thus the Standing Warrior Rock appeared in what is now the village of Ishakdur. And the stone will stand tall on top of the hill where Ishak defeated the goblin hordes there waiting until the Banisher of Darkness has need of his great PC once more.

Player Handout Two: The Stone



Player Handout Three: The Vision

You pick up the dagger...and the world around you begins to dim. After a moment, all is dark. A distorted voice breaks the silence brought on by the shadows that surround you but the words it speaks are unlike anything you've heard. After a moment a dim light illuminates the room in tones of black and white and your friends are gone.

You haven't left the small house on the fowling farm but it doesn't seem to be the same...time?

In the center of the room a small fire is burning and is surrounded by four men warming their hands by it. One man speaks to another, "If we haven't found him by now, we never will Darien!"

The man answers, his features more compelling than the others shakes his and strokes his thick beard. "He's not here, we've looked. But we'll find him – he wasn't accepted into the Pinnacles which mean that he's still on this plane...somewhere. We'll find him. We won't rest until we do. And then...with what we know...our power in the West shall be unrivaled..."

With his final words he stood and walked beyond the door into a veil darkness that is beyond anything your vision can penetrate.

The firelight licks against the walls ominously and your eye is drawn to a single flash from beneath the floorboards something...metallic?

The room darkens and once again you're in the company of your compatriots. The dagger now tightly clenched in your hand. Was it a dream? Or...something more?