

VTF6-02

Touched by an Angel

A One-Round D&D® LIVING GREYHAWK®

Meta-Regional Adventure set in Tusmit

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based on material by the Tusmit, Ekbir, Ket and Zeif Triad

Circle Edit: Tim Sech

A conclave of the greatest thinkers of all faiths of Al'Akbar is gathering in Tusmit. One of the faith's holiest sites has been convened for this unique event: the Temple of the Dragon. Thinkers from Tusmit, Ket, Ekbir, Zeif, distant Ull, the Paynims and the Nomads have sent representatives. Adventurers who can both talk and reason are in high demand these days. Careful, the gods may be watching. This adventure is for character levels 2 to 15. APLs 4-16 part four of the "Faith and Truth" series. Having played the previous chapters of the Faith and Truth series is recommended.

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.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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 character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
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 character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level 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 Meta-Regional adventure, set in Tusmit. PCs native to the VTF Meta-Region 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 character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

The Conclave

Ever since Mostephe El'Anir disappeared, many of Tusmit's theologians and philosophers have been trying to find the location of the holy relics by peering through ancient texts and prophecies. They hoped to find the key. However the solution has so far eluded them. To that end, they have decided to call upon a number of important scholars from the Baklunish west to gather in Tusmit and try to find the solution.

This conclave is both unique and important because, for the first time since the schism in the Faith, such a gathering is being attempted. For the first time, members of the True Faith, the Exalted Faith and the minor cults have all been invited, and for the first time, a contingent from all groups and nation has decided to show up.

The more optimistic think that this is the first step towards a reunification of the Faith, but any realist should come to the conclusion that it should not be seen as more than it is: a theological discussion.

What happened at the Conclave

When the Conclave opened, the many priests began discussing certain aspects of the faith. However, political, personal and ideological rivalries quickly formed. The situation has gotten bad enough that a good number of priests are just moments away from getting into a fight.

To prevent the situation from further deteriorating, the Tusman priests have decided to put a halt to the Conclave and sent each group of priest to study and meditate on their own.

The situation is very explosive and this great opportunity could easily be ruined by brutish or uncaring adventurers.

The Angel

Assouadbal'Azrel (Assouad for short), a Trumpet archon serving Al'Akbar was charged to deliver a message. His exact mission is to hand a sealed document to a conclave of the faith of Al'Akbar. This conclave is gathering in Akbar en'Mura, a small village that has grown around the Temple of the Dragon in the hills of Tusmit.

It seems that many in the heavens take great interest in what will happen at the Temple of the Dragon. Assouad says that the PCs are to be tested by Al'akbar and his envoys. He says that he carries a letter containing the words of Al'Akbar and that they must be delivered to the conclave to allow them to be studied.

When the PCs are done, they are to report back to Assouad.

The REAL WILL of Al'Akbar?

Whether Assouad was really sent by Al'Akbar or not is beyond the scope of this adventure. For all intent and purposes consider that YES, this is the divine will of Al'Akbar. Whether or not it is, we keep for a future adventure. Any divination spell cast points to that option.

The Letter

The letter is written on paper that cannot get dirtied or wet. It is sealed by a simple-looking seal. The seal cannot break accidentally, but breaks with the lightest of touch if the bearer wishes to open it. If the PCs open the letter, the following can be read in common. "You are not ready". They also immediately receive the "Not Ready" AR reward.

The player handouts

Make sure you familiarize yourself with the content of the player handouts. Many of them have information about the faith of Al'Akbar that may allow you to make the adventure more vibrant and come alive.

The Four Feet of the Dragon

To quote the words of Khefer al-Qadi, a Tusman priest of the High Cleric.

"Honor leads to respect. To be honorable, one must be loyal to his patrons, to his god, to his country and to his family. Family leads to safety. It comes with rights and responsibilities, be true to one's family, tribe or clan and it will always be a safe haven in this troubled world. Generosity leads to happiness. Giving to the less fortunate soothes the heart and feeds the soul. It is also a private matter and making a show of a generous gift is a shame to both giver and receiver. Faith, or piety, leads to the afterlife. Pious alms and services to the church are the way to find one's place among his ancestors, a place that will be his for all of eternity. These are the Four Feet of the Dragon."

Non-Tusman DMs

This adventure draws from many Tusmit regional adventures. Capturing the feel of the region may be difficult for those who have never played in Tusmit. For the DM, a special appendix was added in to capture the feeling of Tusmit. It is strongly recommended the DM familiarize yourself with Appendix Four: Tusmit at a glance.

Tusmit Loyalists

Throughout the adventure, the following groups or people are considered loyal to Muammar Quaran, one of the Pashas of Tusmit.

- Sinbad ibn Hadad al-mullah

Tusmit Rebels

Throughout the adventure, the following groups or people are considered rebels supporters who supports the returned Pasha, Jadhim-Orem.

- Qwimby Fallafel al-raqueeb

Indifferent

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

- Assouadbal'Azrel the trumpet archon
- Every non-Tusman
- Everyone else

Adventure Summary

Note: Like **VTF3-05 Firestorm**, Encounter one happens BEFORE the introduction to the adventure. The action begins *in media res* with little introduction.

Encounter One: The PCs have nearly completed clearing an abandoned mine. They only have one last room to clear out.

Introduction: The PCs are summoned by a priest of Al'Akbar. The priest introduces Assouad, a trumpet Archon to the PCs.

Encounter Two: As the PCs travel to the Akbar en'Mura, they are approached by a group of Paynims who ask they be handed the letter. The Paynims are ready to fight, if they do not cooperate (which we doubt they will).

However, it is possible to Bluff or use some other trick to get the Paynims to leave them alone...

Encounter Three: The PCs stop for the night in the woods. There, a hermit comes to them and questions them about the faith, about the Four Feet of the Dragon and about the relations of Al'Akbar to the Cup and the Talisman.

Encounter Four: Before reaching the small town, the PCs are attacked by some forest beasts or some escaped extra-planar creatures at higher level.

Encounter Five: The PCs reach the village of Akbar en'Mura, which they find in a state of turmoil. Everyone is at every one's throat. The PCs have a number of choices as to what they wish to do right now.

Conclusion: Depending on their actions and choices, different things happen. Assouad appears in the PCs' current and thanks them. If they acted well, they are rewarded.

Encounter One: The Derro Colony

This adventure begins somewhat abruptly as the PCs are finishing a previous adventure. They have to fight against a group of derro and their slaves. Some PCs may think this is just a joke on your part, but when the damage starts piling up, they should realize that this is no joke. Draw the map and ask the PCs to set themselves up before beginning the adventure.

The PCs are expecting to fight derros and can have long-term spells (spell lasting more than 1 hour) cast upon them at the start of the adventure.

Well it wasn't easy, but you made it through, four levels of mines where the derro ambushed you at every corner. The derro colony should soon be a thing of the past. Their slave raids in the sheikdom of Keruz will soon be a thing of the past.

APL 4 (EL 7)

🔪 **Pit Trap (3):** CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20.

👤 **Derro (2):** male derro; hp 16; see *Monster Manual* Page 49.

APL 6 (EL 9)

🔪 **Spiked Pit Trap(3):** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20

🔪 **Stone Blocks from Ceiling (1):** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

👤 **Derro (4):** male derro; hp 16; see *Monster Manual* Page 49.

APL 8 (EL 11)

🔪 **Pit Traps (3):** CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20.

🔪 **Spiked Pit Trap (2):** CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

👤 **Derro (4):** male derro; hp 16; see *Monster Manual* Page 49.

👤 **Derro Savant:** male derro Sor4; hp 36; see Appendix One

APL 10 (EL 13)

🔪 **Pit Trap (3):** CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20.

🔪 **Spiked Pit Trap (2):** CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

🔪 **Spiked Blocks from Ceiling (3):** CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20.

👤 **Derro (4):** male derro Ftr2; hp 35 each; see Appendix One

👤 **Derro Savant:** male derro Sor6; hp 44; see Appendix One

APL 12 (EL 15)

🔪 **Pit Trap (3):** CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20.

✂ **Spiked Blocks from Ceiling (2):** CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20.

✂ **Energy Drain Trap (2):** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +14 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

♣ **Derro (4):** male derro Ftr4; hp 49 each; see Appendix One

♣ **Derro Savant:** male derro Sor8; hp 52; see Appendix One

APL 14 (EL 17)

✂ **Greased Pit Trap (6):** CR 7; mechanical, location trigger; manual reset; DC 30 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20.

✂ **Energy Drain Trap (2):** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +14 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

✂ **Destruction Trap (2):** CR 10; magic device; location trigger (*detect magic*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 30 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32.

♣ **Derro (4):** male derro Ftr6; hp 60 each; see Appendix One

♣ **Derro Savant:** male derro Sor10; hp 60; see Appendix One

APL 16 (EL 19)

✂ **Greased Pit Trap (4):** CR 12; mechanical, location trigger; manual reset; DC 30 Reflex save avoids; 200 ft. deep (20d6, fall); Search DC 20; Disable Device DC 20.

✂ **Energy Drain Trap (2):** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +14 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

✂ **Finger of Death Trap (2):** CR 10; magic device; location trigger (*detect magic*); automatic reset; spell effect (13th-level cleric, DC 30 Fortitude save or die); Search DC 32; Disable Device DC 32.

♣ **Derro (8):** male derro Ftr6; hp 60 each; see Appendix One

♣ **Derro Savant (2):** male derro Sor10; hp 60 each; see Appendix One

Tactics: the derro's goal is to slow down and/or split the party with their traps. You can refer to Appendix Eight for a map of the derro's lair. Dark areas represent trapped area and Xs show the location of the derro warriors. Other derros can be placed in a location of your choice.

The derro focus their attacks on the weaker PCs, preferring to stay back with their repeating crossbows. They are utterly vicious and WILL make coup-de-grace if given the chance.

In short, be as vicious as you possibly can with them. The derro are NASTY, evil creatures. They hate everyone. If you think of a tactic that would work well against your party, run it. The derro are aware of the PCs' arrival and are ready for them.

Treasure:

APL 4: L: 120gp; C: 60gp; M: *Ring of protection +2* (666gp).

APL 6: L: 120gp; C: 60gp; M: *Ring of protection +2* (666gp).

APL 8: L: 120gp; C: 60gp; M: *Ring of protection +2* (666gp).

APL 10: L: 150gp; C: 110gp; M: *Ring of protection +3* (1500gp).

APL 12: L: 100gp; C: 160gp; M: *Ring of protection +3* (1500gp), *+1 repeating light crossbows* x4 (212gp each).

APL 14: L: 116gp; C: 210gp; M: *Ring of protection +4* (2666gp), *+1 repeating light crossbows* x4 (212gp each).

APL 16: L: 332gp; C: 420gp; M: *Ring of protection +4* x2 (2666gp each), *+1 repeating light crossbows* x8 (212gp each).

Introduction

Before we REALLY begin

Find out if any PC has performed an evil act and requires an *atonement* spell.

Assuad hands over the letter later in the Encounter to PCs who fit in the following order (highest level or xp score are chosen first). This PC is referred to as "the chosen".

1. Divine caster worshipper of Al'Akbar (Cleric then Paladin then any other)
2. Worshipper of Al'Akbar
3. Divine caster of a Baklunish deity (Azor'alq then Istus then Geshtai then Xan Yae then Mouqol then Zuoken)
4. Worshipper of a Baklunish deity (Azor'alq then Istus then Geshtai then Xan Yae then Mouqol then Zuoken then Pelor)
5. Paladins
6. Divine caster of a Lawful good deity
7. Worshipper of a Lawful good deity
8. Whoever seems to be the most trustworthy (by this time you should have a good idea of who should be most trustworthy)

Now we begin

Flushed with victory over the derro forces you return to civilization with bagsful of loot and a sentiment of a job well done.

You are in the sheikdom of Keruz in southern Tusmit. Everywhere red flags of Tusmit can be seen, showing the Sheik's support to Pasha Muammar Quaran. You and your fellow adventurers will be quite happy to find a warm bed and a good merchant willing to change your new-found loot into gold.

Allow the PCs to introduce themselves to each other. Note down their proper names and titles (if any).

You had just passed the walls of the fortified city of Legor, capital of the Sheikdom of Keruz and were about to start looking for an inn when this ball of light appeared in front of you.

Its crystal-clear almost childlike voice echoed into your mind in your native tongue, despite it not having a mouth.

"Greetings, I am an envoy from Kamal bin-Assad al-Qadi. I was sent to escort you to the temple of High Cleric. Please, follow with me. The Qadi insists that you do not waste anytime. However, if you so desire, I may take you to the river or the Temple of Geshtai so you can clean up."

The "little ball of light" - Knowledge (planes) check [DC 11] - is a lantern archon called Kwidget. It was summoned to Oerth via a *lesser planar ally* spell in the temple of the High Cleric. Kwidget serves Al'Akbar (it makes no differentiation between the faiths and does not

enter a theological debate). The archon knows nothing about what the Qadi wants with the PCs. The Qadi did ask it to have the PCs clean up themselves before coming to the temple but has not said any more.

The temple is simple but quite large, able to comfortably seat 200 faithful. In front of the altar stands a well-dressed Qadi. His outfit would be more at home at the palace than in the middle of an empty church. Upon entering the church, the lantern archon vanishes.

"Ah at last there you are! Praise the High Cleric you have arrived. I am about to bring you to my own home. However, before I must make sure that you are pure and have not committed any sin against the High Cleric."

Kamal draws a clear diamond from a pouch on his belt and puts it to his eye.

This gem allows Kamal to see if any of the PCs require an *atonement* spell. If Kamal can cast the spell (from a scroll) that would remove the taint on a PC's soul, he does so, without asking for a fee. He is deemed to be successful on the casting and has sufficient amount for the entire party.

- Kamal does not allow the following PCs in to see Assouad. These PCs he asks they wait in the main temple until they return shortly. Kamal would not dare bring anyone who has the taint of evil upon them in close proximity to a holy herald of his god. He's not interested in stories. They have the taint, they stay out. From a game mechanic perspective, if the PCs radiate evil, they are not getting in. (Kamal casts a *detect evil* spell).
- PCs who require an *atonement* spell he cannot provide.

When Kamal takes the PCs in, continue.

Kamal leads you through a side door into his own home. He sits you down around his small dining room table. "You are indeed truly blessed, for you have been called upon by the High Cleric himself for a mission. Let me present to you Assouadbal'Azrel, herald of the High Cleric."

A humanoid creature with female features materializes in the room, next to the qadi. She stands as tall as a man, her head is completely bare. Her feathery wings are folded on her back. In her left hand, she holds a long trumpet and a letter in its right hand. She exudes great presence and an aura of good and serenity surrounds the trumpet archon. She holds out the sealed letter to [the chosen].

"Your names were mentioned in the Heavens and I was sent as a herald. You are to travel overland to the Conclave currently being held at the Temple of the Dragon. There, you are to hand over this letter to the leaders of the Faith. This letter is not meant for you. When your task is complete report back to Kamal al-Qadi." With that, the Archon vanishes, leaving you with the qadi.

Kamal al-Qadi is ready to answer questions. At this point, he asks the PCs left behind to join the others.

What is this Conclave? The Conclave has been called to discuss the importance and significance of a number of texts that were found in the Temple of the Dragon.

What is the Temple of the Dragon? Hand them **Player Handout One: the Temple of the Dragon**.

What about the faith of Al'Akbar? Hand them **Player handout Two: The Faith of Al'Akbar**.

Where is it? Kamal al-Qadi can provide the PCs with directions to the temple (take the stone road to the lake up in the mountains).

Why us? If the High Cleric has called upon you, I have no reason to ask why. My duty in this is clear, and so is yours.

Where did Assouad go? I don't know and it's not meant for us to know, or she would have said something. Since her task is done for now, I think she may have returned to report to his superiors.

Did you summon him? No, he appeared in my church and told me to fetch you, which I have done.

You blindly obey any creature that appears in your church? Piety is one of the Four Feet of the Dragon. I have been blessed by the High Cleric to have received a visit from one of his heralds. Who am I to challenge the will of the High Cleric?

What do we get out of this? You are asking the question the wrong way... what will happen if you do not perform this divinely-assigned quest? I have no money to offer you. If the High Cleric wants you to do something, then it is in the best interest of Oerth that you do. At the very least, it is in your best interest. Note: this may seem like a veiled threat and in some way, it is. Kamal knows that to defy the gods is a sure way to end up dead, or worse. His threat is to make the PCs realize the folly of opposing the will of the gods.

Are sure it's not a fake? No, Assouadbal'Azrel is one of the heralds of the High Cleric (can be confirmed using a Knowledge (the planes or religion) check [DC 25]. However the same check at [DC 15] reveals that Archons

of all types are often used as heralds or envoys of Al'Akbar.

How long do we have to do this mission? I wouldn't wait too long. However, you weren't given any specific deadlines. But do hurry.

What does she mean by "travel overland": I'd travel on horseback or on foot.

Kamal and followers of the True Faith: Like a number of qadi, Kamal considers followers of the True Faith to be something like misguided children. If brought into a theological argument, Kamal smiles and speaks to members of the True Faith in a paternalistic tone.

What about the rebellion in this sheikdom? Keruz is strongly allied with His Exalted Splendor, Muammar Quaran. Jaydah (where the temple is located) is also allied to His Exalted Splendor but their dedication to the cause is somewhat limited.

Kamal knows little else. He was not informed of the mission until the PCs met with Assouad. When playing him, think of him as a very obedient priest and extremely faithful (that is why he was selected by the celestial servants of Al'Akbar).

♣ **Kamal bin-Assad al-Qadi:** male Baklunish; LG; Clr6 (Exalted faith).

Word on the street

Before setting out to the Conclave, the PCs may wish to ask a few questions about the event while in town. Unlike most Tusmit-based adventure, this does not branch out to small, mini-encounters.

When the PCs want to go around asking questions, use the following table for their Gather Information checks. Every fountain (gp) the PCs pay, increase the roll by +1 up to a maximum of +4.

DC 5 You are in Legor, in the sheikdom of Keruz in Southern Tusmit

DC 10 This sheikdom actively opposes the Rebels and anyone found guilty of opposing the will of His Exalted Splendor Pasha Muammar Quaran is executed for Treason.

DC 11 In 593CY, adventurers re-discovered the Temple of the Dragon in the Tusman Hills of Jaydah.

DC 12 The Qadis and Walkers of Fharlanghn made a stone road using magic to allow easy access to the temple. The road cuts down the time to reach the Akbar en'Mura (the village by the lake wherein lies the Temple) by half, and horses finally can access the Temple.

DC 13 In 594CY adventurers recovered artifacts from the Temple and caused much tension between the two Faiths.

DC 14 Our Qadi, Kamal al-Qadi is a very devout man. I wouldn't be surprised if Al'Akbar made a saint out of him when he reaches the Celestial Gardens in the Heavens

DC 15 Earlier this year, a group of adventurers recovered a number of religious texts by scholar present at the time the Grand Mufti split from the Faith.

DC 17 The Sheik has sent a number of militia unit to support His Exalted Splendor's attempts to stabilize and secure Suvii.

DC 18 Some of the highest ranking priests from Tusmit, Ket, Ekbir and Zeif have come to the Conclave.

DC 19 There are priests from other religions present. I know that a priest of Boccob attended.

DC 20 The priests from [Ekbir/Zeif/Ket] (choose one that is NOT the region you are playing this adventure in) are causing trouble at the Conclave. They refuse to work with the others.

DC 22 Why did people invite those fanatical fools from the True Faith? What good can come of having these fanatics here? Our Qadi are more than adequate to decide what those text means.

DC 23 I heard that a barbarian from the North and a half-ogre from Ull are also present. (Not quite false: the "barbarian" is a Tiger Nomad and the "half-ogre" is a very large Ullite with orc blood).

DC 25 (Only if the PC making the roll is a Tusman Rebel) His Exalted Splendor Jadhim-Orem has a number of insurgents in the south. They are waiting for the right time to strike. (True but with little impact on this adventure: the rebels have no intentions of disrupting the Conclave.)

DC 25 (If the PC making the roll is a Tusman Loyalist) There are rebel agents everywhere. I'm sure they'll try to sabotage the Conclave. (Not quite true: the rebels have no intentions of disrupting the Conclave.)

DC 30 Most of the priests present at the Conclave support the Exalted Faith, I think the Caliph is trying to move in people and take over the sheikdom for his friend Jadhim-Orem.

Encounter Two: Getting there

Traveling to Akbar en'Mura

Traveling to Akbar en'Mura and the Temple of the Dragon takes about 4 days on horseback by the road (7 day on foot). However it is possible to take one day off the foot journey by taking a boat upriver. Both of these ways are reputed to be safe.

If the PCs use *teleportation* magic to reach the temple quicker, proceed to **Encounter Five**.

The Paynims

On the second day of their journey, the PCs meet a group of Paynims. These nomadic horsemen are not uncommon in Tusmit being used as mercenaries and as hired muscle. This group of Paynims has been tasked with obtaining the message being delivered by the PCs.

The encounter takes place on a mostly open piece of terrain. This should allow the Paynims to use their cavalry abilities to the best of their abilities.

Cresting yet another hill, you spot a small group of horsemen traveling in your direction. These men wear rugged clothes over their metallic armor. They are clearly not Tusman in origin. Their outfit betrays their nomadic origin. Perhaps they are Paynims or nomads from Zeif.

As they get within arrow shot, one of them raises a hand in challenge. "By the Receiver of the Holy Relics, stop. We have business with you. We know you bear a message from the Celestial Heavens. Hand it over to us, your quest has ended. You may go on your way with the blessing of the Receiver of the Holy Relics."

Allow the PCs a Knowledge (local/VTF or nobility or religion) check [DC 15] (+5 to PCs from a Baklunish nation) to know these men are Paynims. The Paynims are the only ones, along with a few isolated Tiger and Wolf Nomad to use the title of "Receiver of the Holy Relics" to designate Al'Akbar – it is a more modern variation on the various names given to Al'Akbar and used to denote their differing theological views. These men follow a more traditional faith, more in line with the Exalted Faith (doctrine-wise), but recognizing neither the authority of the Grand Mufti or the Caliph.

While the men are in good spirits, none of them want to die for a piece of paper. The PCs have a number of options open to them. Here our a list a few of the ways to

deal with the Paynims. Unlike their Qadi, the men aren't too keen on doing this job (they have heard stories of the PCs' previous exploits).

Conning the Paynims: The Paynims are not sure what they are looking for, other than a piece of paper. So a PC hands over a sealed parchment (blank or not) and backs it up with a Bluff or Forgery check [DC 30+APL – the increase in difficulty comes from the increase in the basic level of the opponents at each APL], they can convince the Paynims the paper they hand over is the correct item. Play out the scene but if the PCs succeed at the roll, the Paynims let them be without a fight. Qwami is opposed to this but the other men all agree to not fight and Qwami is not stupid enough to take on a party of adventurers on his own.

Paying the Paynims: The Paynims are mercenaries at heart. Paying them a sum of APLx100gp in coin or item (the Paynims drive a hard bargain and give only half price for pre-owned items). If the PCs come up with the money, the Paynims let them be without a fight. If the PCs offer double what the Paynims want, the Paynims are willing to inform them that they were hired by a man in black and red with a funny accent. However, they are not sure of his origin. A Knowledge (local/VTF, nobility or religion) check [DC 10] tells the characters these men were hired by a priest of Al'Akbar from outside of Tusmit.

Fighting the Paynims: The PCs can simply decide to fight. The Paynims are ready for this. As soon as a PC declares he takes an offensive action: casting a spell, attacking or counting the squares on the battle mat for a spell effect, call for initiative.

APL 4 (EL 6)

☛ **Qwami El'baresh:** Clr4; hp 31; see Appendix One

☛ **Paynim Warrior of the El'baresh clan (4):** Ftr1/War1; hp 21 each; see Appendix One

APL 6 (EL 8)

☛ **Qwami El'baresh:** Clr6; hp 45; see Appendix One

☛ **Paynim Warrior of the El'baresh clan (4):** Ftr2/War1; hp 30 each; see Appendix One

APL 8 (EL 10)

☛ **Qwami El'baresh:** Clr8; hp 59; see Appendix One

☛ **Paynim Warrior of the El'baresh clan (4):** Ftr4/War1; hp 48 each; see Appendix One

APL 10 (EL 12)

☛ **Qwami El'baresh:** Clr10; hp 73; see Appendix One

☛ **Paynim Warrior of the El'baresh clan (4):** Ftr6/War1; hp 75 each; see Appendix One

APL 12 (EL 14)

☛ **Qwami El'baresh:** Clr12; hp 87; see Appendix One

☛ **Paynim Warrior of the El'baresh clan (3):** Ftr9/War1; hp 113 each; see Appendix One

APL 14 (EL 16)

☛ **Qwami El'baresh:** Clr13/Hierophant1; hp 101; see Appendix One

☛ **Paynim Warrior of the El'baresh clan (3):** Ftr11/War1; hp 135 each; see Appendix One

APL 16 (EL 17)

☛ **Qwami El'baresh:** Clr13/Hierophant3; hp 131; see Appendix One

☛ **Paynim Warrior of the El'baresh clan (3):** Ftr13/War1; hp 157 each; see Appendix One

Tactics: The Paynims try to use their riding abilities to give them the most advantage. Note that unlike most Tusmans, the Paynims WILL use lethal force, but respect an honorable surrender or a fallen comrade. They do NOT take advantage of opportunities on obvious clerics who heal fallen comrades. However if a fallen PC stands up to fight again, the Paynim considers that person without honor and will not hesitate to kill that PC. They will not attack clerics or anyone displaying a holy symbol of Al'Akbar unless attacked first.

Note that each of the Paynims is mounted on a light warhorse. Should the PCs kill one of the horses, the Paynim target that PC to the best of his ability. They do not hesitate to kill and even coup-de-grace fallen PCs (after all, the PCs have killed their brother). Killing a horse is one of the worse crimes for them.

Also note that by attacking using lethal force, these Paynims make themselves outlaws in Tusmit.

Treasure:

APL 4: L: 325gp; C: ogp; M: *periapt of wisdom* +2 (333gp);

APL 6: L: 162gp; C: ogp; M: *heavy mace* +1 (193gp); *cloak of protection* +1 (83gp); *lance* +1 x4 (193gp per character); *breastplate* +1 x4 (450gp per character); *periapt of wisdom* +2 (333gp); *mace* +1 (193gp); *cloak of protection* +1 (83gp);

APL 8: L: 43gp; C: ogp; M: *heavy mace* +1 (193gp); *cloak of protection* +1 (83gp); *lance* +1 x4 (193gp per character); *breastplate* +1 x4 (450gp per character); *heavy*

steel shield +1 x4 (390gp per character); full plate +1 (221gp); heavy wooden shield +1 (96gp); periapt of wisdom +2 (333gp); heavy mace +1 (193gp); cloak of protection +1 (83gp);

APL 10: L: 143gp; C ogp; M: *heavy mace +1 (193gp); cloak of protection +1 x5 (417gp per character); lance +2 x4 (693gp per character); breastplate +1 x4 (450gp per character); heavy steel shield +1 x4 (390gp per character); full plate +1 (221gp); heavy wooden shield +1 (96gp); periapt of wisdom +2 (333gp); heavy mace +1 (193gp); cloak of protection +1 x5 (417gp per character);*

APL 12: L: 143gp; C: ogp; M: *heavy mace +1 (193gp); cloak of protection +1 x5 (417gp per character); lance +2 x4 (693gp per character); breastplate +1 x4 (450gp per character); heavy steel shield +1 x4 (390gp per character); full plate +1 (221gp); heavy wooden shield +1 (96gp); periapt of wisdom +2 (333gp); heavy mace +1 (193gp); cloak of protection +1 x5 (417gp per character); amulet of health +2 x4 (1333gp per character); gauntlet of ogre power x4 (1333gp per character);*

APL 14: L: 143gp; C: ogp; M: *heavy mace +1 (193gp); cloak of protection +1 x5 (417gp per character); amulet of health +2 x4 (1333gp per character); gauntlet of ogre power x4 (1333gp per character); ring of protection +1 x4 (667gp per character); lance +3 x4 (1526gp per character); breastplate +1 x4 (450gp per character); heavy steel shield +1 x4 (390gp per character); full plate +1 (221gp); heavy wooden shield +1 (96gp); periapt of wisdom +4 (1333gp); heavy mace +1 (193gp); cloak of protection +1 x5 (417gp per character); amulet of health +2 x4 (1333gp per character); gauntlet of ogre power x4 (1333gp per character); ring of protection +1 x4 (667gp per character);*

APL 16: L: 11gp; C: ogp; M: *heavy mace +1 (193gp); cloak of protection +1 x5 (417gp per character); amulet of health +2 x4 (1333gp per character); belt of giant strength +4 x4 (5333gp per character); ring of protection +1 x4 (667gp per character); lance +3 x4 (1526gp per character); breastplate +1 x4 (450gp per character); heavy steel shield +1 x4 (390gp per character); full plate +1 (221gp); heavy wooden shield +1 (96gp); periapt of wisdom +4 (1333gp); heavy mace +1 (193gp); cloak of protection +1 x5 (417gp per character); amulet of health +2 x4 (1333gp per character); belt of giant strength +4 x4 (5333gp per character); ring of protection +1 x4 (667gp per character);*

Development: Once the PCs have dealt with the Paynims, proceed to **Encounter Three**.

Encounter Three: The Hermit

NOTE: If the PCs have already opened the letter Assouad gave them, skip this encounter. They automatically earn the “Failed test of the Hermit” AR Reward.

Shortly after nightfall on the night before the PCs reach the village, just as they are about to set up camp, a man dressed in the Tusman red and white of a priest of Al'Akbar approaches the PCs' camp. From a safe distance, he hails the party before approaching.

The man looks like a hermit. His clothes are tattered and ragged. On his neck hangs a holy symbol of Al'Akbar (a Knowledge (religion) check [DC 15], automatic for priests of Al'Akbar, identifies the symbol as an archaic symbol, using colors sometimes used before the schism). His feet are callused and his hands dirty. He radiates a powerful aura of calm and peace. He seems to be in good health and quite eloquent. He introduces himself simply as “a hermit”. If pressed, he says that he made an oath not to utter his name until the High Cleric sent him a sign from the Heavens.

The Hermit sits with the PCs and offers to spend the night but does not ask for any food, but does not refuse any that is offered, thanking the giver for his generosity.

He says he requires little sleep and that he has rested before meeting the PCs, therefore he is willing to stay up all night, looking at the stars and keeping watch.

The Theological question

Select one of the PCs based on the following order. That PC will have a special encounter with the Hermit.

1. Divine caster worshipper of Al'Akbar (Cleric then Paladin then any other)
2. Worshipper of Al'Akbar
3. Divine caster of a Baklunish deity (Azor'alq then Istus then Geshtai then Xan Yae then Mouqol then Zuoken then Pelor)
4. Worshipper of a Baklunish deity (Azor'alq then Istus then Geshtai then Xan Yae then Mouqol then Zuoken then Pelor)
5. Paladins
6. Divine caster of a Lawful good deity
7. Divine caster of a Lawful OR Good deity

8. Someone else (DM's call)

When the chosen PC's watch comes up, take him aside and give him **Player Handout Four: The Hermit's Tale**. Allow him time to read and respond. If the PC wishes to wake up the others, the Hermit lets him.

There is no right answer (however anything rejecting the faith, Al'Akbar or the Holy Relics or answering that one cares little about such things is considered a wrong answer). This is a philosophical question and thus can be debated.

Allow the PCs time to debate about this point if they enjoy it. The goal of this encounter is to get the PCs thinking about theological implications of their current quest. Have fun with this, but don't let it drag on too long.

The Hermit does not respond to questions other than by stating the Four Feet of the Dragon in some obscure way (see Adventure Background for information about the Four Feet of the Dragon) or by describing the content of **Player Handout Two: The Faith of Al'Akbar**.

Development: If they are cordial and polite and give good answers to the Hermit, they have earned the "Passed test of the Hermit" AR Reward. At the first light of morning, the Hermit stands and leaves.

Troubleshooting: Paranoid and over-insistent

If the party does not welcome him among them, the Hermit stands and takes his leave. He leaves the PCs with the statement "Generosity is one of the Four Feet of the Dragon." The Hermit leaves at that point.

If the PCs press the Hermit too much for his name, he stands and leaves the PCs with "Honor is one of the Four Feet of the Dragon." The Hermit leaves at that point. Once the Hermit has left, he does not return. The PCs all earn the "Failed test of the Hermit" AR Reward.

Troubleshooting: true seeing

At higher APLs, some PCs may have access to spells (such as *true seeing*) that allows them to pierce *polymorph* spell and perceive the Hermit's true nature.

The Hermit is not a man at all, but a *polymorphed* hound archon. If the PCs pierce his disguise, the archon takes no action against them, but instead calmly continues his discussion.

If the PCs press the Hermit for him to reveal more about himself being an archon, he stands and leaves the PCs with "Family is one of the Four Feet of the Dragon." The Hermit leaves at that point. Once the Hermit has left, he

does not return. The PCs all earn the "Failed test of the Hermit" AR Reward.

Troubleshooting: wrong answer

If the PCs give a wrong answer to the Hermit's philosophical question, he stands and leaves the PCs with "Piety is one of the Four Feet of the Dragon." The Hermit leaves at that point. Once the Hermit has left, he does not return. The PCs all earn the "Failed test of the Hermit" AR Reward.

Troubleshooting: Attacking the hermit

Obviously that is a very stupid move. If that is the case, the Hermit uses a *stone of recall* as an immediate action (he is not surprised and acts out of regular initiative sequence) to leave for parts unknown, with one last utterance: "Generosity is one of the Four Feet of the Dragon." Under no circumstances will the Hermit turn to dragon form and fight the PCs. The PCs all earn the "Failed test of the Hermit" AR Reward.

Encounter Four: Dangers of the Woods

As the PCs travel into the woods about a day before reaching their destination, wild creatures attack the PCs. No map is provided for this encounter. This fight takes place along a patch of road in a lightly forested area.

The locals

At APLs 4-10, these creatures are from the forest in the hills. With the Worldburners and the goblinoid invasions of 595CY, many creatures have had a difficult time finding food, making them more and more desperate.

APL 4 (EL 5)

👹 **Troll:** hp 63; see *Monster Manual* p. 247

APL 6 (EL 7)

👹 **Bulette:** hp 94; see *Monster Manual* p. 30

APL 8 (EL 9)

Bulette (2): hp 94 each; see *Monster Manual* p. 30

APL 10 (EL 11)

👹 **Troll Hunter:** hp 130; see *Monster Manual* p. 247

Tactics: The creatures charge in and try to take down a party member as fast as they can. To that end, they avoid anyone in metal armor. The creatures are desperate and quite hungry, so they do not withdraw and fight to the death.

Development: Once the creatures are defeated, proceed on to Encounter Five.

The slaad

At APLs 12+ these creatures have escaped from the Vaste's summoning circle near Vilayad (the circle appeared in **TUS4-08 & KET 4-09** *All's fair* and **TUSINT5-01** *The dirty half-dozen*).

While the Tusman army has managed to kill most of the slaadi, these slaadi have managed to elude pursuit and have been hiding in these woods until now, passing as wandering priests of Al'Akbar.

The PCs being the smallest group they have seen in weeks, the slaadi have decided to have a little fun.

APL 12 (EL 13)

☠ **Death Slaad:** hp 142; see *Monster Manual* p. 231

APL 14 (EL 15)

☠ **Death Slaad (2):** hp 142 each; see *Monster Manual* p. 231

APL 16 (EL 17)

☠ **Death Slaad (4):** hp 142 each; see *Monster Manual* p. 231

Tactics: Before the PCs arrive, the slaadi cast *invisibility*, *see invisibility*, *detect magic*, *dispel law* and *magic circle against law* on themselves before engaging. At the moment the PCs pass nearby, they ALL first begin by trying to summon additional slaadi, to soak up the original attacks from the PCs while they stay hidden themselves. The death slaadi then cast *implosion* and use their other spells to try and hamper the PCs as much as possible before engaging the PCs in close combat.

Development: Once the slaadi are defeated, proceed on to **Encounter Five**.

Encounter Five: The Conclave

Finally the PCs reach their final destination. Normally, this would be the end of their journey, but this is where the real problems start. Refer to the adventure

background under "What happened at the Conclave" for more details.

The PCs are walking into a bee's nest. None of the leaders are on speaking terms. This is where the PCs step in.

The small village by the lake is a collection of polished marble buildings. On every surface are images of the Cup and Talisman.

Banners from every country in the West fly lazily in the wind. The tri-stars over a field of red of Tusmit fly in the air from the top of a large. The cross of Ekbir, the Falchion of Ket, the elaborate flag of Zeif, a Tiger skin, three wolves, and some other heraldry can be seen. It seems the entire Baklunish world has gathered here. Each banner flies above a different building. Soldiers from every country stand guard in front of what can only be describes as an embassy.

Dominated by an onion-domed temple of Al'Akbar topped by the banner of Tusmit, a series of buildings are built around a plaza with 5 large statues.

From across the lake, the famed Temple of the Dragon appears. It is in the shape of a colossal stone dragon seemingly sitting the water of the lake. Its eyes seem to stare at you wherever you go.

The streets of Akbar en'Mura themselves however are deserted. Not quite what one would expect from a major gathering of the faiths of Al'Akbar. Only a few people walk around, and they seem to avoid the delegations.

Here the adventure becomes extremely non-linear and a lot rests on the PCs actions. The mission the PCs were given by Assouad states that they should give the note to the leader of the Conclave. There is no clear path to finding a leader here.

Do not give out **Player Handout Three Dramatis Personae** to the PCs until they discover who is present. You will have to refer to Appendix Six: DM's Dramatis Personae for more details on the personalities and the special rules that affects them. Note that a Very High Level character = lvl15+, High=10-14, Mid=6-9, Low 1-5. The statistics for these NPCs are not provided.

The laws in Akbar en'Mura are harshly enforced. Anyone arrested receives the maximum sentence possible. This is a very sensitive affair (both religiously and politically) and the Tusman government does not wish to look foolish or weak. After all, because of the current situation with the rebellion, the government of Pasha Muammar Quaran would not wish to see foreign powers making political openings towards Jadhim-Orem's government. Refer to Appendix Three: The laws of Southern Tusmit

for some details. Also refer to the Tusmit website for a full list of laws.

Spell available

Akbar en'Mura has special availability for spells, the number of priests of Al'Akbar present allow for a greater pool of spells available. Any cleric spell up to 5th-level is readily available at the usual LGCS cost. Spells up to 7th-level are available if the PCs spend ONE influence point with the appropriate group.

Note that priests of Al'Akbar who belong to a church of Al'Akbar meta org (from any of the represented country (Ekbir/Ket/Tusmit/Zeif) receive any spellcasting for free during the Conclave (for themselves only). The PCs must however still cover the cost of XP and any material component, at the usual costs.

Corruption in Akbar en'mura

Unlike everywhere else in Tusmit, corruption here has no effect. This means the self-defense clause can NOT be invoked here and all judgments are final.

Any attempt at bribing anyone results in the PC being first warned then thrown in jail, then lashed 1d10 times before being released.

What the PCs have to do

Obviously there is much to be done. However, the PCs can make this encounter very short or very long.

1. Have the leaders agree to support a single recognized leader.
2. Hand the letter to the leader
3. Convoke the Conclave and have their leader elected.

Finding out what's going on

The PCs have a number of ways to find out what is happening. If they head to one of the delegate, have the version of the event they get be very tainted by the opinion of that NPC. For example if they meet with Sinbad al-Mullah, he tells them the others refuse to acknowledge his leadership.

The easiest way to obtain unbiased information is by talking to either Jered al-Boccob or Palq bin-Wamman the bard at the inn.

Alternatively, they may simply wish to make a Gather Information check [DC 15] to find the information. Unlike most Tusmit adventures, gold is not a factor here. None of the guards would be stupid enough to accept money.

Getting a leader

Both Palq the bard and Jered al-Boccob can tell the PCs that a single leader should be found. The reason both of these men want to see the Conclave succeed are many but it all comes down to the following. Palq is a scholar, and a bard devoted to Azor'alq. Glory and fame are his goals. As for Jered, it is a question of personal choice. At the moment, both are idle and doing little.

Refer to **Appendix Seven: Tracking sheet** for the motivations.

To have one leader, the PCs need to obtain the support of 5 of the leaders. When they obtain the required support of 5 members, they can call a meeting of the faith.

Convincing the leaders to support can be done in a number of ways. Here, we have a number of means the PCs can accomplish their mission. By no means should this be considered a complete list. Reward creativity with some measure of success.

1. Find an acceptable solution to their problem (see Appendix Seven). These do not require any rolls.
2. Pulling strings: If the PCs spend an influence point with an appropriate group, then the NPC is willing to give in to the PCs.
3. Convincing them through flattery. This can be easy or difficult, depending on how they approach the NPC. Refer to Appendix Seven. The Diplomacy check to convince the NPC is as follows:
 - a) If the offer from the PC's is something that fits into the plans of the NPC, the check is [DC 20+APL];
 - b) If the offer from the PC's is something that does not help the NPC or runs counter to their ideals, the check is [DC 40+APL].

PCs are permitted up to a +4 circumstance bonus, while the check gets harder at higher APLs as far more is expected of the PCs and their abilities (and the NPC's become more intransigent when faced with the increasing prestige of the PCs).

Map Legend

A Tavern and Trading Post

This establishment is the only one that does not display holy symbols of Al'Akbar. "House Mustapha, member of the Mouqollad Consortium, goods and foods" appears over a painted set of scales.

A Knowledge (religion) check [DC 15] (automatic for members of the Mouqollad Consortium and priests of

Mouqol) identifies the set of scales as a holy symbol of Mouqol. A Knowledge (nobility or local/vtf) [DC 15] identifies the Mustapha family as an aggressive company based in Vilayad. PCs who succeed at the check and have played **TUS4-01** *Spoils of war*, recognize the Mustapha family as being the family to which belonged Anjum Mustapha (the man who leads the ambush outside the Al-Vareshi compound).

This trading post serves a double purpose as being the only inn in town and the general store. Here the PCs can find Pomal Mustapha. The Innkeeper is present almost all the time and his cuisine is quite spicy but otherwise quite good. Pomal has hired most of the local girls to work his cuisine.

Any non-magical goods from the *Player's Handbook* can be found here except horses.

Jered al-Boccob and Palq bin-Wamman both stay here, and can usually be found here. Both also express the opinion that a single leader should be clearly designated.

B Boathouse to temple

This small marble house has a dock in the back and a few barges tied to a pier in the back. A sign in common reads: "By authority of Sinbad ibn Hadad al-Mullah, no crossing"

The boatman is but a boy. However, he fears Sinbad al-mullah a lot and refuses to cross anyone to the temple. He warns the PCs that anyone caught in the temple will be arrested for trespassing.

C Stable

The stable is a large building where a series of boys busy themselves. Magnificent horses adorn each stall and are treated with care by the boys.

One of the boys walks to the PCs and asks them what they want. The boys work for Pomal Mustapha who can be found at the inn (area A). The stable has nothing of interest.

D Grand Temple (Tusman delegation)

This large onion domed structure is the largest in town. The front door is guarded by a pair of Tusman faris wearing the livery of Pasha Muammar Quaran's own household. They wear splint mails, cloaks, heavy shields and scimitars. Their turban covers their faces leaving only a slit through which their eyes can be seen.

The faris are very business-like and aren't interested in talking. They were dispatched from Sefmur to protect the two highest-ranking priests in Tusmit. The faris refuse

the entrance of the temple to any "traitors" (anyone bearing the white armband of the Tusman Rebels). All others, must announce clearly to the faris who they wish to see either: Sinbad ibn Hadad al-Mullah or Paffon Halid al-qadi.

The inside of the grand temple strongly resembles a modern-day parliament. All the pews are arranged in a semi-circle around a central stand.

Sinbad al-Mullah and Paffon al-qadi both live in apartments built at the opposite side of the temple. Both of the men are open and friendly, if a little aloof.

E Ketite Delegation

The Ketite delegation is guarded by two guards carrying crossbows and falchions. They wear burgundy livery with the falchion of Ket clearly visible on the front. The building itself is nondescript.

The guards allow anyone inside, provided they peacebond their weapons and place all spell component pouches in backpacks.

Salima is an austere woman and she welcomes the PCs politely. She is almost rude with anyone who displays allegiance to the Exalted Faith.

F Ekbirrian Delegation

The Ekbirrian delegation is garrisoned by two Ekbirrian soldiers carrying scimitars and wearing breastplate armors. Their outfits are brightly-colored and contrast sharply with the surrounding marble buildings. Crosses of Ekbir and Cups and Talisman are clearly displayed on their cloaks.

The soldiers are members of the order of faris of the Cup and Talisman of Ekbir. They ask for the PCs' names, titles and reason of their visit. One of the faris escorts the PCs inside the delegation at all times.

Qafil Sharazim al-qadi al-Kadim welcomes the PCs by offering them some spice tea. He listens to them, and offers little information himself, other than to make reference that he is the head of the Conclave, by the divine will of Al'Akbar.

G To Tiger and Wolf Nomad's camp

A simple tent made of fur forms the camp. A magnificent horse grazes nearby, untied. A man of mixed origin sits next to a smoking fire, wrapped in a wolf fur coat.

A short distance away another, much larger camp has been erected. About 5 or six men are busy doing

various chores around camp. A snow tiger's pelt serves as the camp's only banner.

The Wolf nomads

The man is Gara Barha. He welcomes the PCs by having them first state their names before inviting them to take a seat next to the fire. Gara speaks openly of his dissatisfaction with the Conclave.

The Tiger nomads

Khan Telajon al-qadi of the Tiger Nomads sleeps in a similar but significantly larger tent about 50 yards away. The place is somewhat chaotic with horses mingling freely with men give the place a pungent smell. One of the guards informs the PCs about the proper method of addressing the Khan. The Khan likes to be treated like royalty and addressed as "Your Horselord".

The reception the PCs get from the Khan depends on how they address him. If they are polite, then he orders a boar roasted and refuses to speak with them until the animal is ready to be eaten.

H Statue: Piety

This statue is made of white marble. It depicts a man kneeling with his eyes to the skies. An inscription written in Baklunish appears on the pedestal. The inscriptions appear in **Player Handout Five: the Statues**.

I Statue: Generosity

This statue is made of green marble. It depicts a woman planting seeds into the ground. An inscription written in Baklunish appears on the pedestal. The inscriptions appear in **Player Handout Five: the Statues**.

J Statue: Family

This statue of yellow marble depicts a woman holding her child in her arms, shielding the child. An inscription written in Baklunish appears on the pedestal. The inscriptions appear in **Player Handout Five: the Statues**.

K Statue: Honor

This status of black marble depicts a man in full military regalia. An inscription written in Baklunish appears on the pedestal. The inscriptions appear in **Player Handout Five: the Statues**.

L Statue: Al'Akbar receiving the Holy Artifacts

This statue depicts Al'Akbar kneeling and looking up to the Heavens. In his outstretched hands, he holds the Cup

and the 8-pointed star that is the Talisman. He is portrayed as a middle-age man with a short beard and modern Tusman-style pantaloons, large shirt and turban. An inscription written in Baklunish appears on the pedestal. The inscriptions appear in **Player Handout Five: the Statues**.

M Road to Legor

This is the road the PCs most likely took to reach the temple. It is made of stone and rather plain. Most druids would be appalled by the road's presence. The road is unguarded.

N Zeifian Delegation

This building flies the flag of Zeif has its door flanked by 2 long banners that hang from the roof to just about the ground. Two soldiers stand watch in front of the door dressed with the livery of Zeif stand guard.

The two guards are well disciplined and do not forbid the entrance to anyone who seems official or who is willing to peace bond their weapons.

Pir Qadi Nerrim welcomes the PCs a little curt to start but quickly warms to the PCs if they seem intelligent.

O Tusman military barrack

This serves as the headquarters of the Tusman guard for the duration of the Conclave. A squadron of askari (Tusman medium cavalry) is based here. All of these men are of exceptional quality, if of somewhat dubious loyalty to the Pasha.

Two men dressed in the livery of the Sheikdom of Jaydah stand before the door. They carry scimitars, shields and wear scale mails. "Halt, state your purpose". Calls out one of the men.

The two soldiers are under orders to allow only members of the Clergy of Al'Akbar, members of the Jaydah military and members of the Tusman faris. Everyone else is turned away. Spending an influence point with the Tusman army also gives a PC entry.

Those allowed in are quickly shown to a small trim (some Halflings might say sickly) looking halfling named Qwimby Fallafel al-raqueeb. Qwimby has little time to waste in meaningless chitchat.

Qwimby is a convinced rebel but he is trying to hide his loyalty by both working very hard and putting his men loyal to Muammar Quaran in all the most dangerous assignment. Qwimby does NOT wear the white armband. Qwimby tries to get rid of all loyalists as fast as possible but he is very friendly towards rebels.

The Jaydah army is fighting the Tusmit Nomads in the hills, ever since the nomads joined the rebels, the commanders in Jaydah and Keruz have been pretty hard-pressed to contain the nomad threat. Qwimby gathers someone at the Conclave is feeding information to the nomads, which is why they have not attacked the area. Qwimby promises anyone who asks that he is looking into it, but has little intention of doing anything.

♣ **Qwimby Fallafel al-naqeeb:** Male Halfling Ftr6; NG.

P Paynims Delegation

The Paynim delegation is off to the side. Unguarded, the building serves only as sleeping quarters. The Paynims are all either playing in the lake's waters or they ride their horses in the countryside.

A simple yellow and red flag of flies above the door. The building is otherwise unadorned. As you approach the building, a turbaned man wearing a yellow with blue and red flower patterned djellabah waves you forward. "Approach! I'm sure you are here to meet with the emir. Is that right?"

The man is a warrior of the el'Amaran clan serving under Emir Jadan el'Amaran. He is surprised if the PCs claim to come for a different purpose.

The Emir and his warriors are all sitting by an open fire on the lakeside. The Emir sits on a large number of cushions surrounded by Baklunish dancing girls.

Q Ulli Delegation

Located on the central plaza, the Ulli delegation is very small composed of only a single man: Garrash Groshva al-qadi. However, he is not alone. He has a celestial invisible stalker bound to the house to protect him and warn him of approaching people. Garrash is not very trusting.

This building appears abandoned were it not for the yellow and black flag serving as a door cover. The flag flies as if moved by an unfelt wind.

Garrash is inside the house reading a book of Tusman history.

Troubleshooting: Not selecting a leader

If the PCs do not create a majority leader of the Conclave, then proceed to the **Conclusion** under No Leader.

Troubleshooting: Creating more chaos

Some PCs are really good at making things worse. Aggravating or openly antagonizing any of the delegates is a bad idea. Of course, some of the delegates are

aggravating. Use your judgment when judging this matter.

If that is the case, have that PC arrested by the Tusman authorities (under Sinbad al-Mullah) and charged with inciting a riot and charged for the maximum sentence (6TUs).

Troubleshooting: Going to the Temple

If the PCs go to the temple in the lake, the priests inside the temple have them arrested. They are arrested and charged with Trespassing.

Conclusion

If the PCs concluded **Encounter Five** without having found a leader, proceed to "No leader". If they managed to get a leader selected, then proceed to "Elected a leader". The leaders of the faith don't care whether the letter has been opened or not.

No Leader

The Conclave disintegrates shortly after. Without having a clear leader the many factions of the faith of Al'Akbar quickly lost interest in the Conclave. As the days go by, one by one the priests head for their homes. The Conclave dissolves. Soon it will only be a footnote in the history of the world.

Proceed to "AR Rewards"

Elected a leader

A few days later, you stand inside the great temple of Al'Akbar. All of the heads of the delegations are assembled in a Circle around an altar. [Name of the leader] speaks "Praise be Al'Akbar! He has sent to us an Archon with a message. Will the bearer of the message please step up and deliver the words of Al'Akbar."

The newly elected leader takes the letter from [bearer of the letter (a PC or an NPC who was promised this)] and holds it like a sacred relic of the faith. He/she opens the letter and reads it. "Brothers and sisters in the faith. I hold the words from Al'Akbar himself. Let us pray and meditate on his wishes. Praise be Al'Akbar!"

Turning to you, the leader says. "Your part here is done, at least for now. You have much to do still. Return to Legor and tell whoever sent you that you

have completed your mission. Leave with the blessing of Al'Akbar, and mine."

The Conclave agrees to re-create the order of mystics and thinkers from all the countries present and take care of the village and Temple.

At this point, the PCs receive the "Blessing of the Conclave" AR Reward.

Ask the PCs if they return to Legor. If they do, continue with the following. Otherwise, proceed to "AR Rewards"

Once back in Legor you head to the temple. Passing the doors, you see standing in the center of the temple, in a ray of light beaming down from the ceiling, Assouadbal'Azrel the Trumpet Archon stands.

"Approach." He says. "You have done well. There are many in the Heavens who are happy with you. Take these gifts from my superiors. Use them wisely. The Heavens are watching you. You are being judged, remember the Four Feet of the Dragon, they will guide you on the path you have chosen for yourself. Be blessed."

With that the Trumpet Archon vanishes, leaving you alone in the temple.

The PCs receive "Celestial pebbles" and "Assouad's blessing" AR rewards.

Proceed to "AR Rewards"

AR Rewards

If the PCs opened the letter given to them by Assouad, they receive "Not ready". Note that if one of the PCs opposed the decision to open the letter and a few (or even just one) PCs simply "out-voted" him, then that PC doesn't receive this award. This is done to prevent an unscrupulous PC from ruining it for the party.

If the PCs passed the night with the Hermit and answered his questions adequately, they receive "Passed test of the Hermit". If they failed the test, they receive "Failed test of the Hermit"

If the PCs managed to get a leader elected and the Conclave to reach decisions, they receive "Blessing of the Conclave".

If they returned to Legor and met with Assouad once again, they receive "Celestial pebbles" and "Assouad's blessing" AR rewards.

The End

Experience Point Summary

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

Encounter One

Defeating the Derro

APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp;
APL 14	510 xp;
APL 16	570 xp;

Encounter Two

Dealing with the Paynims

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp;
APL 14	450 xp;
APL 16	510 xp;

Encounter Four

Defeating the forest dangers

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp;
APL 14	480 xp;
APL 16	540 xp;

Story Award

Passing the test

APL 4	135 xp
APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp
APL 14	360 xp
APL 16	405 xp;

Total possible experience:

APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp
APL 14	1,800 xp
APL 16	2,025 xp

Treasure Summary

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

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

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

treasure, the coin total is subtracted from the encounter totals given below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One: The Derro

APL 4: L: 120gp; C: 60gp; M: *Ring of protection* +2 (666gp).

APL 6: L: 120gp; C: 60gp; M: *Ring of protection* +2 (666gp).

APL 8: L: 120gp; C: 60gp; M: *Ring of protection* +2 (666gp).

APL 10: L: 150gp; C: 110gp; M: *Ring of protection* +3 (1500gp).

APL 12: L: 100gp; C: 160gp; M: *Ring of protection* +3 (1500gp), +1 *repeating light crossbows* x4 (212gp each).

APL 14: L: 116gp; C: 210gp; M: *Ring of protection* +4 (2666gp), +1 *repeating light crossbows* x4 (212gp each).

APL 16: L: 332gp; C: 420gp; M: *Ring of protection* +4 x2 (2666gp each), +1 *repeating light crossbows* x8 (212gp each).

Encounter Two: The Paynims

APL 4: L: 325gp; C: 0gp; M: *periapt of wisdom* +2 (333gp);

APL 6: L: 162gp; ; C: ogp; ; M: *heavy mace +1* (193gp); *cloak of protection +1* (83gp); *lance +1 x4* (193gp per character); *breastplate +1 x4* (450gp per character); *periapt of wisdom +2* (333gp); *mace +1* (193gp); *cloak of protection +1* (83gp); APL 8: L: 43gp; ; C: ogp; ; M: *heavy mace +1* (193gp); *cloak of protection +1* (83gp); *lance +1 x4* (193gp per character); *breastplate +1 x4* (450gp per character); *heavy steel shield +1 x4* (390gp per character); *full plate +1* (221gp); *heavy wooden shield +1* (96gp); *periapt of wisdom +2* (333gp); *heavy mace +1* (193gp); *cloak of protection +1* (83gp);

APL 10: L: 143gp; ; C: ogp; ; M: *heavy mace +1* (193gp); *cloak of protection +1 x5* (417gp per character); *lance +2 x4* (693gp per character); *breastplate +1 x4* (450gp per character); *heavy steel shield +1 x4* (390gp per character); *full plate +1* (221gp); *heavy wooden shield +1* (96gp); *periapt of wisdom +2* (333gp); *heavy mace +1* (193gp); *cloak of protection +1 x5* (417gp per character);

APL 12: L: 143gp; ; C: ogp; ; M: *heavy mace +1* (193gp); *cloak of protection +1 x5* (417gp per character); *lance +2 x4* (693gp per character); *breastplate +1 x4* (450gp per character); *heavy steel shield +1 x4* (390gp per character); *full plate +1* (221gp); *heavy wooden shield +1* (96gp); *periapt of wisdom +2* (333gp); *heavy mace +1* (193gp); *cloak of protection +1 x5* (417gp per character); *amulet of health +2 x4* (1333gp per character); *gauntlet of ogre power x4* (1333gp per character); APL 14: L: 143gp; ; C: ogp; ; M: *heavy mace +1* (193gp); *cloak of protection +1 x5* (417gp per character); *amulet of health +2 x4* (1333gp per character); *gauntlet of ogre power x4* (1333gp per character); *ring of protection +1 x4* (667gp per character); *lance +3 x4* (1526gp per character); *breastplate +1 x4* (450gp per character); *heavy steel shield +1 x4* (390gp per character); *full plate +1* (221gp); *heavy wooden shield +1* (96gp); *periapt of wisdom +4* (1333gp); *heavy mace +1* (193gp); *cloak of protection +1 x5* (417gp per character); *amulet of health +2 x4* (1333gp per character); *gauntlet of ogre power x4* (1333gp per character); *ring of protection +1 x4* (667gp per character);

APL 16: L: 11gp; C: ogp; ; M: *heavy mace +1* (193gp); *cloak of protection +1 x5* (417gp per character); *amulet of health +2 x4* (1333gp per character); *belt of giant strength +4 x4* (5333gp per character); *ring of protection +1 x4* (667gp per character); *lance +3 x4* (1526gp per character); *breastplate +1 x4* (450gp per character); *heavy steel shield +1 x4* (390gp per character); *full plate +1* (221gp); *heavy wooden shield +1* (96gp); *periapt of wisdom +4* (1333gp); *heavy mace +1* (193gp); *cloak of protection +1 x5* (417gp per character); *amulet of health +2 x4* (1333gp per character); *belt of giant strength +4 x4* (5333gp per character); *ring of protection +1 x4* (667gp per character);

Total Possible Treasure

APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp
APL 16:	9,900 gp

Appendix One: NPCs

APL 4

Encounter Two

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

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

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

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

Domains: Good (all good spells are cast as +1 Caster level); Inquisition (+4 bonus on all dispel checks)

Languages: Ancient Baklunish, Common

Paynim Warrior: Male Human Ftr1/War1; CR 1; Medium Humanoid; HD 1d8+1d10+4; hp 20; Init +3; Spd 20ft; AC 20 (+5 armor, +2 shield, +3 dex), touch 12, flat-footed 17; Base Atk +2; Grp +5; Atk/Full Atk +6 melee (1d8+4, Masterwork Lance), +5 melee (1d6+3, Scimitar), +5 melee (1d4+3, Sling); AL LN; SV Fort +6, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +4, Ride +10; Mounted Combat, Power Attack, Ride-By Attack.

Possessions: masterwork lance, breastplate, heavy steel shield, scimitar, sling, stones

APL 6

Encounter Two

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

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

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

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

Domains: Good (all good spells are cast as +1 Caster level); Inquisition (+4 bonus on all dispel checks)

Languages: Ancient Baklunish, Common

** see Appendix Two: New Rules Items

Paynim Warrior: Male Human Ftr2/War1; CR 2; Medium Humanoid; HD 1d8+2d10+6; hp 28; Init +3; Spd 20ft; AC 21 (+6 armor, +2 shield, +3 dex), touch 12, flat-footed 18; Base Atk +3; Grp +6; Atk/Full Atk +8 melee (1d8+5, +1 lance) or +6 melee (1d6+3, Scimitar) or +6 melee (1d8, Composite Longbow); AL LN; SV Fort +7, Ref +3, Will +0; Str 16, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +5, Ride +11; Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (Lance).

Possessions: lance +1, breastplate +1, heavy steel shield, scimitar, composite longbow, enough arrows

APL 8

Encounter One

Derro Savant; CR 7; Small Monstrous Humanoid; Sor4; HD 3d8+4d4 +7; hp 36; Init +6; Spd 20 ft; AC 19 (+4 armor, +2 deflection, +2 Dex, +1 size), touch 15, flat-footed 17; Base Atk +5; Grp +1; Atk or Full Atk +6 melee (1d4 plus poison, shortsword) or +8 ranged (1d6 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight AL CE; SV Fort +3, Ref +6, Will +10; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 17*.

Skills and Feats: Bluff +9, Concentration +15, Hide +10, Listen +1, Move Silently +8; Blind-Fight, Improved Initiative, Combat Casting.

Possessions: Short sword, repeating light crossbow, 5 Bolts (5), *ring of protection* +2, spell component pouch, ~~scroll of mage armor~~

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Sorcerer Spells: (6/7(6 left)/4), DC is 13+Spell Level): 0th Lvl – *acid splash*, *detect magic*, *ray of frost*, *ghost sound*, *touch of fatigue*, *read magic*, 1st – *magic missile*, *ray of enfeeblement*, *feather fall*, 2nd – *glitterdust*

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is

exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Encounter Two

Qwami El'baresh: Male Baklunish Clr8; Medium Humanoid; CR 8; HD 8d8+16; hp 59; Init -1; Spd 20 ft; AC 21 (+9 armor, +3 shield, -1 Dex), touch 9, flat-footed 21; Base Atk +6; Grp +5; Atk +6 melee (1d8, +1 *heavy mace*) or +5 melee (1d6-1, Club); Full Atk +6/+1 melee (1d8, +1 *heavy mace*) or +5/+0 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +9, Ref +2, Will +13; Str 8, Dex 8, Con 14, Int 12, Wis 22, Cha 10;

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

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

Spell Prepared: (6/6+1/5+1/4+1/3+1 DC=16+spell level; DC=17+spell level for evocation) 0—*create water*, *detect magic*, *detect poison*, *light*, *read magic*, *guidance*, 1—*bane*, *bless*, *doom*, *obscuring mist*, *protection from evil**, *resurgence***, *sanctuary*, 2—*aid**, *curse of ill fortune***, *hold person*, *resist energy*, *sound burst* (x2); 3—*blindness*, *detect thoughts**, *dispel magic* (x2), *prayer*; 4—*death ward*, *holy smite**, *recitation***, *revenge***;

Domains: Good (all good spells are cast as +1 Caster level); Inquisition (+4 bonus on all dispel checks)

Languages: Ancient Baklunish,

** see Appendix Two: New Rules Items

Paynim Warrior: Male Baklunish Ftr4/War1; Medium Humanoid; CR 4; HD 1d8+4d10+10; hp 44; Init +3; Spd 20ft; AC 22 (+6 armor, +3 shield, +3 dex), touch 12, flat-footed 19; Base Atk +5; Grp +8; Atk/Full Atk +10 melee (1d8+7, +1 *lance*) or +8 melee (1d6+3, Scimitar) or +8 melee (1d8, Composite Longbow); AL LN; SV Fort +8, Ref +4, Will +1; Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +5, Intimidate +1, Ride +13; Mounted Combat, Power Attack, Ride-By

Attack, Spirited Charge, Weapon Focus (Lance),
Weapon Specialization (Lance).

*Possessions: lance +1, breastplate +1, heavy steel
shield +1, scimitar, composite longbow, enough arrows*

APL 10

Encounter One

Derro (4); CR 5; Small Monstrous Humanoid; Ftr2; HD 3d8+2d10+5; hp 35; Init +6; Spd 20 ft; AC 18 (+4 armor, +1 shield, +1 size, +2 Dex), touch 13, flat-footed 16; Base Atk +5; Grp +1; Atk or Full Atk +6 melee (1d4 plus poison, shortsword) or +8 ranged (1d6 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight DR 10/magic versus ranged attacks (*protection from arrows*) AL CE; SV Fort +5, Ref +5, Will +6; Str 11, Dex 15, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +5, Hide +10, Listen +1, Move Silently +8, craft (traps) +4; Blind-Fight, Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: Short sword, repeating light crossbow, 5 Bolts (5), chain shirt, buckler.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Derro Savant; CR 9; Small Monstrous Humanoid; Sor6; HD 3d8+6d4 +9; hp 44; Init +6; Spd 20 ft; AC 20 (+4 armor, +3 deflection, +1 Dex, +2 Dex), touch 16, flat-footed 18; Base Atk +6; Grp +2; Atk +7 melee (1d4 plus poison, shortsword) or +9 ranged (1d6 plus poison, repeating light crossbow); Full Atk Short sword +7/+2 melee (1d4 plus poison, shortsword) or +9/+4 ranged (1d6 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight DR 10/magic versus ranged attacks (*protection from arrows*) AL CE; SV Fort +5, Ref +7, Will +11; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 18*.

Skills and Feats: Bluff +8, Concentration +17, Hide +10, Listen +1, Move Silently +8, Spellcraft +4; Blind-Fight, Improved Initiative, Combat Casting, Practiced Spellcaster**.

Possessions: Short sword, repeating light crossbow, 5 Bolts (5), *ring of protection* +3, spell component pouch, ~~scroll of *mage armor*~~.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Sorcerer Spells: (6/7(6 left)/6 (1 left)/4), DC is 14+Spell Level) 0th – *acid splash*, *detect magic*, *ray of frost*, *ghost sound*, *touch of fatigue*, *mage hand*, *read magic*; 1st – *magic missile*, *ray of enfeeblement*, *silent image*, *feather fall*; 2nd – *glitterdust*, *protection from arrows*; 3rd – *stinking cloud*;

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

** see Appendix Two: New Rules Items

Encounter Two

Qwami El'baresh: Male Baklunish Clr10; Medium Humanoid; CR 10; HD 10d8+20; hp 73; Init -1; Spd 20 ft; AC 21 (+9 armor, +3 shield, -1 Dex), touch 9, flat-footed 21; Base Atk +7; Grp +6; Atk +7 melee (1d8, +1 heavy mace), +6 melee (1d6-1, Club); Full Atk +7/+2 melee (1d8, +1 heavy mace) or +6/+1 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +10, Ref +5, Will +14; Str 8, Dex 8, Con 14, Int 12, Wis 22, Cha 10;

Skills and Feats: Concentration +15, Diplomacy +13, Heal +13, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +14; Combat Casting, Spell Focus (Evocation), Widen Spell, Augment Healing, Divine Metamagic (Widen).

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

Spell Prepared: (6/6+1/6+1/4+1/4+1/3+1 DC=16+spell level; DC=17+spell level for evocation) 0-create water, detect magic, detect poison, light, read magic, guidance, 1-bane, bless, doom, obscuring mist, protection from evil*, resurgence**, sanctuary, 2-aid*, curse of ill fortune**(x2), hold person, resist energy, sound burst (x2), 3-blindness, detect thoughts*, dispel magic (x2), prayer, 4-death ward, greater magic weapon, holy smite*, recitation**, renaissance**, 5-greater command, flame strike, true seeing*

Domains: Good (all good spells are cast as +1 Caster level); Inquisition (+4 bonus on all dispel checks)

Languages: Ancient Baklunish, Common

** see Appendix Two: New Rules Items

Paynim Warrior: Male Baklunish Ftr6/War1; CR 6; Medium Humanoid; HD 1d8+6d10+14; hp 60; Init +7; Spd 20ft; AC 22 (+6 armor, +3 shield, +3 dex), touch 12, flat-footed 19; Base Atk +7; Grp +10; Atk +13 melee (1d8+8, +2 Lance) or +10 melee (1d6+3, Scimitar) or +11 ranged (1d8, Masterwork composite longbow); Full Atk +13/+8 melee (1d8+8, +2 Lance) or +10/+5 melee (1d6+3, Scimitar) or +11/+6 ranged (1d8, Masterwork

composite longbow); AL LN; SV Fort +10, Ref +6, Will +3; Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +5, Intimidate +3, Ride +15; Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance).

Possessions: lance +2, breastplate +1, heavy steel shield +1, scimitar, composite longbow, enough arrows, cloak of protection +1

APL 12

Encounter One

Derro (4); CR 7; Small Monstrous Humanoid; Ftr4; HD 3d8+4d10 +7; hp 49; Init +6; Spd 20 ft; AC 19 (+5 armor, +1 shield, +2 Dex, +1 size), touch 13, flat-footed 17; Base Atk +7; Grp +3; Atk +8 melee (1d4 shortsword) or +12 ranged (1d6 +1 plus poison, +1 *repeating light crossbow*); Full Atk +8/+3 melee (1d4 shortsword) or +10/+10/+5 ranged (1d6 +1 plus poison, +1 *repeating light crossbow*); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight DR 10/magic versus ranged attacks (*protection from arrows*) AL CE; SV Fort +6, Ref +6, Will +7; Str 11, Dex 15, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +5, Hide +10, Listen +1, Move Silently +8, craft (traps) +8; Blind-Fight, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (repeating crossbow).

Possessions: Short sword, +1 *repeating light crossbow*, 5 Bolts (5), Breastplate, buckler.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the

rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Derro Savant; CR 11; Small Monstrous Humanoid; Sor8; HD 3d8+8d4 +11; hp 52; Init +6; Spd 20 ft; AC 20 (+4 armor, +2 Dex, +1 size, +3 deflection), touch 16, flat-footed 19; Base Atk +7; Grp +3; Atk: +8 melee (1d4 plus poison, shortsword) or +10 ranged (1d6 plus poison, repeating light crossbow); Full Atk: +8/+3 melee (1d4 plus poison, shortsword) or +10/+5 ranged (1d6 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight DR 10/magic versus ranged attacks (*protection from arrows*) AL CE; SV Fort +5, Ref +7, Will +12; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 18*.

Skills and Feats: Bluff +10, Concentration +19, Hide +10, Listen +1, Move Silently +8, Spellcraft +4; Blind-Fight, Improved Initiative, Combat Casting, Practiced Spellcaster**.

Possessions: Short sword, repeating light crossbow, 5 Bolts (5), *ring of protection* +3, spell component pouch, ~~scroll of mage armor~~

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Sorcerer Spells: (6/7(6 left)/7 (2 left)/6/4), DC is 14+Spell Level) 0th— *acid splash*, *detect magic*, *ray of frost*, *ghost sound*, *touch of fatigue*, *mage hand*, *read*

magic, open/close, 1st – *magic missile, ray of enfeeblement, silent image, feather fall, animate rope*, 2nd – *glitterdust, protection from arrows, scorching ray*, 3rd – *stinking cloud, haste*, 4th – *confusion*;

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

** see Appendix Two: New Rules Items

Encounter Two

Qwami El'baresh: Male Baklunish Clr12; Medium Humanoid; CR 12; HD 12d8+24; hp 87; Init -1; Spd 20 ft; AC 21 (+9 armor, +3 shield, -1 Dex), touch 9, flat-footed 21; Base Atk +9; Grp +8; Atk +9 melee (1d8, +1 *heavy mace*) or +8 melee (1d6-1, Club); Full Atk +9/+4 melee (1d8, +1 *heavy mace*) or +8/+3 melee (1d6-1, Club); SQ Spontaneous casting, turn undead; AL LN; SV Fort +11, Ref +4, Will +16; Str 8, Dex 8, Con 14, Int 12, Wis 25, Cha 10;

Skills and Feats: Concentration +15, Diplomacy +13, Heal +14, Knowledge (arcana) +6, Knowledge (religion) +14, Spellcraft +14; Combat Casting, Spell Focus(Evocation), Empower Spell, Widen Spell, Augment Healing, Divine Metamagic(Widen Spell).

Possessions: club, *heavy mace* +1, 2 holy symbols of Al'Akbar, *full plate mail* +1, *heavy wooden shield* +1, *cloak of protection* +1, *periapt of wisdom* +4

Spells Prepared: (6/7+1/6+1/6+1/4+1/4+1/3+1 DC=17+spell level; DC=18+spell level for evocation) 0-*create water, detect magic, detect poison, light, read magic, guidance*, 1-*bane, bless, doom, obscuring mist, protection from evil**, *resurgence***, *sanctuary*; 2-*aid**, *curse of ill fortune**(x2)*, *hold person, resist energy, sound burst (x2)*; 3-*blindness, detect thoughts**, *dispel magic (x2)*, *prayer*; 4-*death ward, greater magic weapon, holy smite**, *recitation***, *revenge***; 5-*greater command, flame strike, true seeing**; 6-*blade barrier**, *harm, PCs' feast, mass bear's endurance*;

Domains: Good (all good spells are cast as +1 Caster level); Inquisition (+4 bonus on all dispel checks)

Languages: Ancient Baklunish, Common

Paynim Warrior: Male Baklunish Ftr8/War1; CR 8; Medium Humanoid; HD 1d8+8d10+27; hp 94; Init +7; Spd 20ft; AC 22 (+6 armor, +3 shield, +3 dex), touch 12, flat-footed 19; Base Atk +9; Grp +14; Atk +17 melee

(1d8+11; +2 *Lance*/19-20/x3) or +14 melee (1d6+5, Scimitar) or +13 ranged (1d8, Masterwork composite longbow); Full Atk +17/+12 melee (1d8+11; +2 *Lance*/19-20/x3) or +14/+9 melee (1d6+5, Scimitar) or +13/+8 ranged (1d8, Masterwork composite longbow); AL LN; SV Fort +12, Ref +6, Will +3; Str 20, Dex 16, Con 16, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +5, Intimidate +5, Ride +17; Improved Critical (Lance), Improved Initiative, Improved Toughness**, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance), .

Possessions: *lance* +2, *breastplate* +1, *heavy steel shield* +1, scimitar, composite longbow, enough arrows, belt of giant strength +4, *amulet of health* +2, *cloak of protection* +1

** see Appendix Two: New Rules Items

APL 14

Encounter One

Derro (4); CR 9; Small Monstrous Humanoid; Ftr6; HD 3d8+6d10+9; hp 63; Init +7; Spd 20 ft; AC 19 (+6 armor, +1 shield, +1 Dex, +1 size), touch 12, flat-footed 18; Base Atk +9; Grp +5; Atk +10 melee (1d4 plus poison, shortsword) or +13 ranged (1d6+3 plus poison, +1 repeating light crossbow/17–20); Full Atk +10/+5 melee (1d4 plus poison, shortsword) or +13/+13/+8 ranged (1d6+3 plus poison, +1 repeating light crossbow/17–20); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight DR 10/magic versus ranged attacks (*protection from arrows*) AL CE; SV Fort +7, Ref +8, Will +8; Str 11, Dex 16, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +5, Hide +10, Listen +1, Move Silently +8, craft (traps) +12, Blind-Fight, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (repeating crossbow), Weapon specialization (repeating crossbow), Improved critical (repeating crossbow).

Possessions: Short sword, +1 repeating light crossbow, 5 Bolts (5), Banded Mail, buckler.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is

exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Derro Savant; CR 13; Small Monstrous Humanoid; Sor10; HD 3d8+10d4+13; hp 60; Init +6; Spd 20 ft; AC 21 (+4 armor, +2 Dex +1 size, +4 deflection), touch 17, flat-footed 19; Base Atk +8; Grp +4; Atk +9 melee (1d4 plus poison, shortsword) or +11 ranged (1d6 plus poison, repeating light crossbow); Full Atk +9/+4 melee (1d4 plus poison, shortsword) or +11/+6 ranged (1d6 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight DR 10/magic versus ranged attacks (*protection from arrows*) AL CE; SV Fort +6, Ref +8, Will +13; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 19*.

Skills and Feats: Bluff +12, Concentration +21, Hide +10, Listen +1, Move Silently +8, Spellcraft +4, Blind-Fight, Improved Initiative, Combat Casting, Practiced Spellcaster**, Point Blank Shot.

Possessions: Short sword, repeating light crossbow, 5 Bolts (5), *ring of protection* +4, spell component pouch, ~~scroll of mage armor~~

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Sorcerer Spells: (6/7(6 left)/7 (2 left)/7/6/3), DC is 14+Spell Level) 0th – *acid splash, detect magic, ray of frost, ghost sound, touch of fatigue, mage hand, read magic, open/close, mending*; 1st – *magic missile, ray of enfeeblement, silent image, feather fall, animate rope*; 2nd – *glitterdust, protection from arrows, scorching ray, web*; 3rd – *stinking cloud, haste, dispel magic*; 4th – *confusion, greater invisibility*; 5th – *cone of cold*;

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

** see Appendix Two: New Rules Items

Encounter Two

Qwami El'baresh: Male Baklunish Clr13/Hie1; Medium Humanoid; CR 14; HD 14d8+28; hp 101; Init -1; Spd 20 ft; AC 21 (+9 armor, +3 shield, -1 Dex), touch 9, flat-footed 21; Base Atk +9; Grp +8; Atk +9 melee (1d8, +1 *heavy mace*) or +8 melee (1d6-1, Club); Full Atk +9/+4 melee (1d8, +1 *heavy mace*) or +8/+3 melee (1d6-1, Club); SQ Divine reach, spontaneous casting, turn undead; AL LN; SV Fort +13, Ref +4, Will +18; Str 8, Dex 8, Con 14, Int 12, Wis 25, Cha 10;

Skills and Feats: Concentration +19, Diplomacy +13, Heal +14, Knowledge (arcana) +6, Knowledge (religion) +18, Spellcraft +14. Combat Casting, Spell Focus (Evocation), Empower Spell, Widen Spell, Augment Healing, Divine Metamagic (Widen Spell).

Possessions: club, *heavy mace* +1, 2 holy symbols of Al'Akbar, *full plate mail* +1, *heavy wooden shield* +1, *cloak of protection* +1, *periapt of wisdom* +4.

Spell Prepared: (6/7+1/6+1/6+1/5+1/4+1/3+1/2+1 DC=17+spell level; DC=18+spell level for evocation) 0 – *create water, detect magic, detect poison, light, read magic, guidance*; 1st – *bane, bless, doom, obscuring mist, protection from evil**, *resurgence***, *sanctuary*; 2nd – *aid**, *curse of ill fortune*** (x2), *hold person, resist energy, sound burst* (x2); 3rd – *blindness* (x2), *detect thoughts**, *dispel magic* (x2), *prayer*; 4th – *death ward, inflict critical wounds, greater magic weapon, holy smite**, *recitation***, *revenge***, 5th – *greater command, flame strike* (x2), *true seeing**, 6th – *blade barrier**, *harm, PCs' feast, mass bear's endurance*; 7th – *widen flame strike, empowered flame strike, holy word**

Domains: Good (all good spells are cast as +1 Caster level); Inquisition (+4 bonus on all dispel checks)

Languages: Ancient Baklunish, Common

Divine Reach (Su): You can use spells with a range of touch on a target up to 30 feet away.

** see Appendix Two: New Rules Items

Paynim Warrior: Male Baklunish Ftr10/War1; CR 10; Medium Humanoid; HD 1d8+10d10+33; hp 102; Init +7; Spd 20ft; AC 23 (+6 armor, +3 shield, +3 dex, +1 deflection), touch 13, flat-footed 20; Base Atk +11; Grp +16; Full Atk +20 melee (1d8+12; +3 *Lance*/19-20/x3) or +16 melee (1d6+5, Scimitar) or +15 ranged (1d8, Masterwork composite longbow); Full Atk +20/+15/+10 melee (1d8+12; +3 *Lance*/19-20/x3) or +16/+11/+6 melee (1d6+5, Scimitar) or +15/+10/+5 ranged (1d8, Masterwork composite longbow); AL LN; SV Fort +14, Ref +8, Will +5; Str 20, Dex 16, Con 16, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +5, Intimidate +7, Ride +19. Improved Critical (Lance), Improved Initiative, Improved Toughness**, Mounted Combat, Mounted Mobility**, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance).

Possessions: *lance* +3, *breastplate* +1, *heavy steel shield* +1, scimitar, composite longbow, enough arrows, *belt of giant strength, amulet of health* +2, *cloak of protection* +1, *ring of protection* +1.

** see Appendix Two: New Rules Items

APL 16

Encounter One

Derro (8); CR 9; Small Monstrous Humanoid; Ftr6; HD 3d8+6d10+9; hp 63; Init +7; Spd 20 ft; AC 19 (+6 armor, +1 shield, +1 Dex, +1 size), touch 12, flat-footed 18; Base Atk +9; Grp +5; Atk +10 melee (1d4 plus poison, shortsword) or +13 ranged (1d6 +3plus poison, +1 *repeating light crossbow*/17–20); Full Atk +10/+5 melee (1d4 plus poison, shortsword) or +13/+13/+8 ranged (1d6+3plus poison, +1 *repeating light crossbow*/17–20); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight DR 10/magic versus ranged attacks (*protection from arrows*) AL CE; SV Fort +7, Ref +8, Will +8; Str 11, Dex 16, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +5, Hide +10, Listen +1, Move Silently +8, craft (traps) +12, Blind-Fight, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (repeating crossbow), Weapon specialization (repeating crossbow), Improved critical (repeating crossbow).

Possessions: Short sword, +1 *repeating light crossbow*, 5 Bolts (5), Banded Mail, buckler.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is

exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

** see Appendix Two: New Rules Items

Derro Savant; CR 13; Small Monstrous Humanoid; Sor10; HD 3d8+10d4+13; hp 60; Init +6; Spd 20 ft; AC 21 (+4 armor, +2 Dex +1 size, +4 deflection), touch 17, flat-footed 19; Base Atk +8; Grp +4; Atk +9 melee (1d4 plus poison, shortsword) or +11 ranged (1d6 plus poison, repeating light crossbow); Full Atk +9/+4 melee (1d4 plus poison, shortsword) or +11/+6 ranged (1d6 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight DR 10/magic versus ranged attacks (*protection from arrows*) AL CE; SV Fort +6, Ref +8, Will +13; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 19*.

Skills and Feats: Bluff +12, Concentration +21, Hide +10, Listen +1, Move Silently +8, Spellcraft +4, Blind-Fight, Improved Initiative, Combat Casting, Practiced Spellcaster**, Point Blank Shot.

Possessions: Short sword, repeating light crossbow, 5 Bolts (5), *ring of protection* +4, spell component pouch, ~~scroll of mage armor~~.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): 4 doses Medium monstrous spider venom, applying it to their crossbow bolts (injury DC 14, 1d4 Str/ 1d4 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Sorcerer Spells: (6/7(6 left)/7 (2 left)/7/6/3), DC is 14+Spell Level) 0th – *acid splash, detect magic, ray of frost, ghost sound, touch of fatigue, mage hand, read magic, open/close, mending*; 1st – *magic missile, ray of enfeeblement, silent image, feather fall, animate rope*; 2nd – *glitterdust, protection from arrows, scorching ray, web*; 3rd – *stinking cloud, haste, dispel magic*; 4th – *confusion, greater invisibility*; 5th – *cone of cold*;

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

** see Appendix Two: New Rules Items

Encounter Two

Qwami El'baresh: Male Baklunish Clr13/Hie3; Medium Humanoid; CR 16; HD 16d8+48; hp 131; Init -1; Spd 20 ft; AC 23, touch 11, flat-footed 23; Base Atk +10; Grp +9; Atk +10 melee (1d8, +1 *heavy mace*) or +9 melee (1d6-1, Club); Full Atk +10/+5 melee (1d8, +1 *heavy mace*) or +9/+4 melee (1d6-1, Club); SQ Divine reach, spell power, spell-like ability, spontaneous casting, turn undead; AL LN; SV Fort +16, Ref +6, Will +22; Str 8, Dex 8, Con 16, Int 12, Wis 28, Cha 10;

Skills and Feats: Concentration +22, Diplomacy +15, Heal +16, Knowledge (arcana) +10, Knowledge (religion) +18, Spellcraft +14. Combat Casting, Spell Focus (Evocation), Empower Spell, Widen Spell, Augment Healing, Divine Metamagic (Widen Spell; Empower Spell).

Possessions: club, *heavy mace* +1, 2 holy symbols of Al'Akbar, *full plate mail* +1, *heavy wooden shield* +1, *cloak of protection* +2, *periapt of wisdom* +6, *ring of protection* +2.

Spell Prepared: (6/8+1/6+1/6+1/6+1/5+1/3+1/2+1 DC=19+spell level; DC=20+spell level for evocation) 0 – *create water, detect magic, detect poison, light, read magic, guidance*; 1st – *bane, bless, doom, obscuring mist, protection from evil**, *resurgence*** (x2), *sanctuary*; 2nd – *aid**, *curse of ill fortune*** (x2), *hold person, resist energy, sound burst* (x2); 3rd – *blindness* (x2), *detect thoughts**, *dispel magic* (x2), *prayer, wind wall*; 4th – *death ward, inflict critical wounds* (x2), *greater magic weapon, holy smite**, *recitation***, *revenge***, 5th – *break enchantment, greater command* (x2), *flame strike, true seeing**, *wall of stone*; 6th – *blade barrier**, *harm, PCs' feast, mass bear's endurance*; 7th – *widen flame strike, empowered flame strike, holy word**.

Domains: Good (all good spells are cast as +1 Caster level); Inquisition (+4 bonus on all dispel checks)

Languages: Ancient Baklunish, Common

Divine Reach (Su): You can use spells with a range of touch on a target up to 30 feet away.

Spell Power: Your effective caster level has been increased by 1.

Spell-Like Ability ():** You can use one of your divine spell slots to permanently prepare one of your spells as a spell-like ability that can be used twice per day. 2/day – *flame strike*.

** see Appendix Two: New Rules Items

Paynim Warrior: Male Baklunish Ftr12/War1; CR 12; Medium Humanoid; HD 1d8+12d10+39; hp 134; Init +7; Spd 20ft; AC 23 (+6 armor, +3 shield, +3 dex, +1 deflection), touch 14, flat-footed 20; Base Atk +13; Grp +19; Atk +24 melee (1d8+16, +3 *Lance*/19-20/x3) or +19 (1d6+6, Scimitar) or +17 ranged (1d8, Masterwork composite longbow); Full Atk +24/+19/+14 melee (1d8+16, , +3 *Lance*/19-20/x3) or +19/+14/+9 melee (1d6+6, Scimitar) or +17/+12/+7 ranged (1d8, Masterwork composite longbow); AL LN; SV Fort +15, Ref +9, Will +6; Str 23, Dex 16, Con 16, Int 8, Wis 10, Cha 8;

Skills and Feats: Handle Animal +5, Intimidate +9, Ride +21. Greater Weapon Focus (Lance), Greater Weapon Specialization (Lance), Improved Critical (Lance), Improved Initiative, Improved Toughness**, Mounted Combat, Mounted Mobility**, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance).

Possessions: *lance*+3, *breastplate* +1, *heavy steel shield* +1, scimitar, masterwork composite longbow, *cloak of protection* +2, *amulet of health* +2, *belt of giant strength* +4, *ring of protection* +1.

** see Appendix Two: New Rules Items

Appendix Two: New Rules Items

Augment Healing [General] as presented in Complete Divine

Prerequisite: Heal 4 ranks

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

Improved Toughness [General] as presented in Complete Warrior

You are significantly tougher than normal

Prerequisite: Base Fortitude save bonus +2.

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

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

Mounted Mobility [General] as presented in Heroes of Battle

You are skill at dodging past opponents while mounted.

Prerequisite: Mounted Combat, Ride 4 ranks.

Benefit: If you are mounted, you and your mount get a +4 dodge bonus to Armor Class against attacks of opportunity provoked when your mount moves out of a threatened square.

A condition that makes you or your mount lose your Dex bonus to AC (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Special: A fighter can select Mounted Mobility as one of his bonus fighter feats.

Practiced Spellcaster [General] as presented in Complete Divine

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the

rest of the bonus. For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD). This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Inquisition Domain as presented in Spell Compendium

Granted Power: You gain +4 bonus on all dispel checks.

Inquisition Domain Spells

1. Detect Chaos
2. Zone of truth
3. Detect thoughts
4. Discern lies
5. True Seeing
6. Geas/Quest
7. Dictum
8. Shield of law
9. Imprisonment

Curse of ill fortune as presented in Spell Compendium

Transmutation

Level: Blackguard 2, Cleric 2 **Component:** V, S, DF

Casting Time: 1 Standard action

Range: Medium (100ft+10ft/level)

Target: One living creature

Duration: 1 min/level

Saving Throw: Will negates

Spell Resistance: Yes

You place a temporary curse upon the subject, giving her a –3 penalty on attack rolls, saving throws, ability checks and skill checks. *Curse of ill fortune* is negated by any spells that removes a *bestow curse* spell.

Recitation as presented in *Spell Compendium*

from Complete Divine

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

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

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessings upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a –2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

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

Resurgence as presented in *Spell Compendium*

Transmutation

Level: Blackguard 1, Cleric 1, paladin 1

Component: V, S, DF

Casting Time: 1 Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Revenance as presented in *Spell Compendium*

Conjuration (Healing)

Level: Blackguard 4, cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: Dead ally touched

Duration: 1 round / level

Saving Throw: None, see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a raise dead spell had been cast upon her, except she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves and checks against the creature that killed her.

Appendix Three: The law in southern Tusmit

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the 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-defense.

The Self-Defense Clause

A clause of self-defense 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-defense.

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. (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

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

Sentence: 1d10 lashes per one hundred fountains and a fine equaling 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.

Rioting (Incitement)

Any action that leads to civil unrest that might lead to vandalism, destruction of property or injury.

Sentence: Imprisonment for up to 6 weeks and a fine equaled 2x any damage caused.

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.

Trespass

Being in a property where one has no permission to be

Sentence: Imprisonment for one time unit and a fine of 50fountains (doubled for repeated offenses).

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 equaling 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.

Appendix Four: Tusmit at a Glance

History

Tusmit was founded by the al-Tusmii family who followed Al'Akbar in exile, and settled the lands of modern Tusmit around 2253 BH (or -407 CY). The founding of the city of Sefmur in 2259BH is recognized as the official founding of Tusmit.

When the Airain Horde tried to invade Tusmit in 3005BH (346CY), Ekbir came to Tusmit's help and remained in the country as an army of occupation. The Ekbirians brought with them the religion of Al'Akbar and converted the country.

Following the theft of the Sacred Cup and Talisman of Al'Akbar and the schism in the Faith, the lands of Tusmit were not spared. The north took refuge in the True Faith, while the south stayed loyal to the Exalted Faith and Ekbir.

Shortly before the Greyhawk Wars, the Pasha was forced into exile and a charismatic young faris was made Pasha. The old Pasha fled to the court of his old enemy, the Caliph of Ekbir. The new Pasha broke with the tradition of bowing to both the Grand Mufti of the Yatils (spiritual leader of the True Faith) and the Caliph of Ekbir (leader of the Exalted Faith). He also broke the standing alliance with Ekbir and allied himself with Zeif.

During the Greyhawk wars, Tusmit was "officially" an ally of the forces of Iuz (like his Baklunish neighbor Ket), but really took no action, and sent no troop anywhere.

The discovery of a passage to Perrenland through the Yatils Mountains and the reforming of the Dwarven Khund nation has brought a lot of attention to the north of Tusmit.

Current state of affair

595CY saw a number of major developments in Tusmit. Most important is the return of former-Pasha Jadhim-Orem who returned. The return of the Ex-pasha has caused a schism in the fabric of the Tusmit people. Half support Muammar Quaran while the other half supports Jadhim-Orem. Jadhim's claim to power is based on mostly religious authority; Jadhim-Orem received the blessings of both the Caliph of Ekbir AND the Grand Mufti of the Yatils to claim the throne while Muammar Quaran took power during a military coup in 579CY.

At this time a cold war exists where although armies are gathered by both sides, no engagement has taken place.

Corruption in Tusmit

In Tusmit, corruption is rampant: promotions in the army can be purchased, justice can be bought, rank in the most "exclusive" order of PCs are bought using friends and someone with friends is rarely bothered by the military.

Across Tusmit, there is one shining beacon: the two Churches of Al'Akbar. The Mullahs and Qadi show themselves as beacons of light in the darkness. They render justice the way it is written. They are not known for being understanding.

Because of the rampant corruption, they are especially harsh on imposing sentences.

Al'Akbar in Tusmit

In the West of the Flanaess, the most worshipped god is Al'Akbar. Known to the worshippers of the Exalted Faith as the High Cleric and the Restorer of Righteousness to worshippers of the True Faith.

There are few things revered as much as the Cup and Talisman of Al'Akbar. These holy artifacts given to Al'Akbar by the gods of the Paynims were stolen by eagle-riding elves about 300 years ago. For more details see

300 years ago, the theft of these relics prompted a schism in the faith of Al'Akbar. The main cult centered in Ekbir became known as "the Exalted Faith", while the new cult took the name of "the True Faith" and is lead by the Grand Mufti of the Yatils.

Caught in the middle, southern Tusmit remained true to the Caliph and the Exalted Faith while the north adopted the crusading attitude of the True faith. A strange love-hate relationship exists between the two faiths.

Until the rise of current Pasha Muammar Quaran, peace between the two was enforced by the Pasha meeting the Grand Mufti and swearing loyalty to the Caliph. When he took power, Muammar Quaran decided to break with tradition and allied himself with Zeif, breaking the traditional ties with the church of Al'Akbar.

Still the Churches of Al'Akbar represent the authorities in Tusmit both spiritual and temporal. When wronged, most Tusman quickly call the priests of Al'Akbar. The army may do most of the policing, but the priests do most of the judging. When there is no official court, they are entitled to pass justice. Often a Qadi or Mullah is all that one

Tusman Qadi & Mullah

To express their difference from Ket and Ekbir, Tusman priests of Al'Akbar (both Mullahs and Qadi) wear white and red robes instead of the usual black and red. Qadi of the Exalted Faith still bow to the religious authority of the Caliph of Ekbir (but not his temporal power). Mullahs of the True Faith bow to the Grand Mufti of the Yatils.

The Qadi hold authority in southern Tusmit while the north is under the authority of the Mullah. Sefmur has both, but has a larger number of Qadi.

In Tusmit, Qadi and Mullah serve as priest, judge, advisor, and town leader wherever they live. Unlike most institutions in Tusmit, the Qadis & Mullahs are very active in their community and remain untouched by the corruption that affects the rest of the nation. They have the right to render justice, and most of the times are the ones the criminals meet first.

"I'll call the Qadi/Mullah" is a common and serious threat often invoked by people.

Names in Tusmit

People in Tusmit tend to be very informal when first meeting someone. They often simply use their common "short name" with anyone. *"Greetings I'm Assan."*

If someone gives a long list of titles and names, then they are being very formal and expect people to act the same way towards them. *"Greetings, I'm Assan ibn Wassid ibn Jamar al-Benaki of Sefmur"*

Priests add the name of their god after their name. This right however is reserved to organized churches (members of a Church meta-org). Other priests are seen as member of some small cult or missionaries.

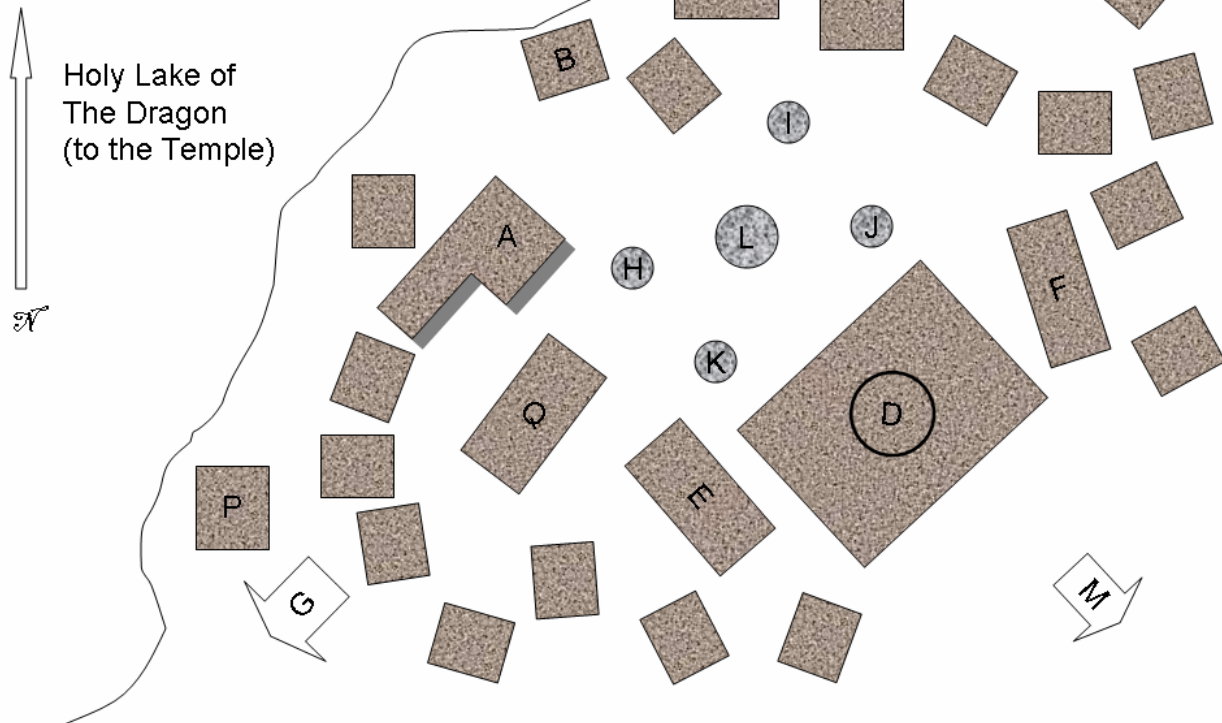
Priests of Al'Akbar ALWAYS present themselves with the title of al-Mullah or al-Qadi. This prevents people from mistaking them. Calling a Qadi a Mullah (and vice-versa) is not recommended.

Appendix Five: The Village of Akbar en'Mura

Village of Akbar en'Mura

595CY

Drawn by the Church of the True Faith
And presented as a Gift to the
Sheik of Keruz, Omadahn Kashman



A Tavern and trading post

B Boathouse to temple

C Stables

D Grand temple (Tusman delegation)

E Ketite delegation

F Ekbirrian delegation

G To Tiger and Wolf Nomad's camp

H Statue: Piety

I Statue: Generosity

J Statue: Family

K Statue: Honor

L Statue: Al'Akbar receiving the Holy Artifacts

M Road to Legor (where the PCs came from)

N Zeifian Delegation

O Tusmit military barrack

P Paynims delegation

Q Ulli delegation

Appendix Six: DM's Dramatis Personae

Priests of Al'Akbar

No matter their origin all priests of Al'Akbar have their names written in the Tusman form. An al-Mullah indicates a priest of the True Faith and al-Qadi indicates a priest of the Exalted faith.

For ease of reference, low-level means lvls 1-3, mid level means lvls 4-8, high-level means Lvls 9-12, Very High Level means 13+. They are not otherwise stated out.

From Tusmit

Sinbad ibn Hadad al-mullah (male Baklunish) Very high-level cleric. His Holy Excellency is the undisputed head of the True Faith in Tusmit, deferring only to the Grand Mufti of the Yatils. He lives in the grand temple in Sefmur. He is one of Pasha Muammar Quaran's closest advisors.

Ever since the beginning of the Conclave, Sinbad al-Mullah has been acting as if he was the final authority and leader of the Conclave. This has alienated most people. Sinbad refuses to support anyone other than himself to be head of the Conclave.

Paffon Halid al-qadi (male Baklunish) High-level cleric. Paffon Halid was named head of the Exalted Church in Tusmit by the Caliph of Ekbir himself. Though he commands less power than Sinbad al-mullah, he is given much leeway as a result of his strong political ties to the court and to Ekbir.

Qafil al-qadi has made it clear to Paffon al-qadi that His Sublime Magnificence has sent him to head the delegation. Paffon feels insulted. Rather than show his emotions openly, he simply refuses to support the Ekbirrian. In a similar vein, his rivalry with Sinbad al-mullah prevents him from supporting the mullah.

Special: Though not a Tusman rebel, Paffon al-qadi sees the rebellion as a means to further the cause of the Exalted Faith in Tusmit. Rebel PCs receive a +2 circumstance bonus to any social checks involving Paffon al-qadi. If the PCs alternate wearing and not wearing the armband, he deems them untrustworthy and the bonus turns into a -5 penalty instead.

From Ekbir

Qafil Sharazim al-qadi al-kadim (male Baklunish). 60 years old and a High-level cleric. Sent to the Conclave by the Caliph himself, Qafil has an agenda he pushes for His Sublime Magnificence. Qafil has gotten

into an argument with most of the other persons present. It seems to many that Kadim Qafil is here only to oppose any form of consensus. Kadim Qafil appears in *VTF5-05 Faith and love*.

Qafil al-qadi does not support anyone but himself to head the Conclave.

Special: The Kadim has a particular interest in religion and history. Any PC with ranks in either Knowledge (religion) or Knowledge (history) receives a +2 circumstance bonus to all social rolls involving the Kadim.

From Zeif

Nerrim al-Pir Qadi (male Baklunish) High-level cleric. The Pir Qadi Nerrim (Master Judge Nerrim) is a man torn between many masters. On the one hand, he supports the position of the other leaders of the Exalted Faith (Kadim Qafil from Ekbir and Paffon al-Qadi from Tusmit), but at the same time, he was charged with serving the interests of the government of Zeif. One of his major worries is to appear as if he was simply following along.

From Ket

Salima al-mullah (female Baklunish/Flan) Mid-level cleric. Salima was sent by the Ketite government to ensure the True Faith's position would be more than just heard – although at the same time it is clear they did not send a very powerful representative. Salima is a great orator and she is not afraid to step on toes and take opposite stances. She fits the stereotype of the stubborn Ketite mullah.

Special: Salima has a deep dislike for Ekbirrians, Southern Tusmans and all worshippers of the Exalted Faith. If a PC comes from any of the above countries OR worships the Exalted Faith, they receive a -5 penalty to all social rolls involving Salima.

From the Paynims

Emir Jadan el'Amarn al-qadi (male Baklunish) Mid-level cleric. The Emir is bored with the proceedings and is beginning to think that this Conclave is something that has more to do with politics than religion.

Special: The Emir is bored. He wishes for entertainment. If the party includes a bard, they

receive a +2 circumstance bonus to all social rolls involving the Emir (including any performances).

From Ull

Garrash Groshva al-qadi (male Baklunish) Mid-level cleric/barbarian. Garrash has some orc blood in his ancestry and he has inherited the social grace of his ancestors. Garrash respects strength first and foremost. Garrash leads a VERY small cult of nomadic worshippers of Al'Akbar.

Special: PCs without levels in the barbarian, cleric, fighter, paladin or ranger class receive a -2 circumstance penalty to any social rolls involving Garrash.

From the Tiger nomads

Khan Telajen al-qadi (male Baklunish/Oeridian) High-level paladin. Telajen became Khan of a small tribe after he defeated the previous chief. His clothes are usually bright orange or yellow and reminiscent of a great feline's pelt. The Khan likes to be treated like royalty and addressed as "Your Horselord".

Special: Ekbirrian PCs receive a -2 circumstance penalty when dealing with the Khan. He and the Ekbirrian army have clashed a few times in the Yecha hill. PCs who persist in not calling the Khan by his title receive a -20 circumstance penalty to all social rolls, as the Khan insists they leave.

From the Wolf nomads

Gara Barha al-qadi (male human (mixed origin)) Mid-level ranger/cleric. Gara came to the Conclave simply because he was in the area and decided to stop here. His religious training is minimal at best.

Special: PCs who come from land who allied with Iuz during the war (such as Tusmit and Ket) receive a -2 circumstance penalty to all social rolls involving Gara

Other personalities

Jered al-Boccob (male Baklunish/Oeridian Mid-level mystic theurge (cleric/wizard)) A follower of the Uncaring One, Jered normally lives in Legor. His vast knowledge of history and the arcane have been put to the test at the Conclave.

Palq bin-Wamman (male Baklunish) Low-level Bard. A follower of Azor'alq, Palq is a scribe and a storyteller affiliated with the College of the Arts in Sefmur. Palq participated in the grand ritual that brought back the famed PC Munthir Haddad back to life. Palq serves as

the scribe and a general resource about recent events in Tusmit.

Special: PCs who have favors with the church or Azor'alq receive a +2 circumstance bonus to all social rolls with Palq. If they received "Bringer of light" in *TUS5-03 Stands of faith*, the bonus is +5.

Pomal Mustapha (male Baklunish) Low-level Expert/Rogue. Pomal is a merchant of the Mouqollad Consortium from the great Mustapha family of Vilayad, and the only merchant in town. He is the brother of Anjum Mustapha whom the PCs may have faced in *TUS4-01 Spoils of war*.

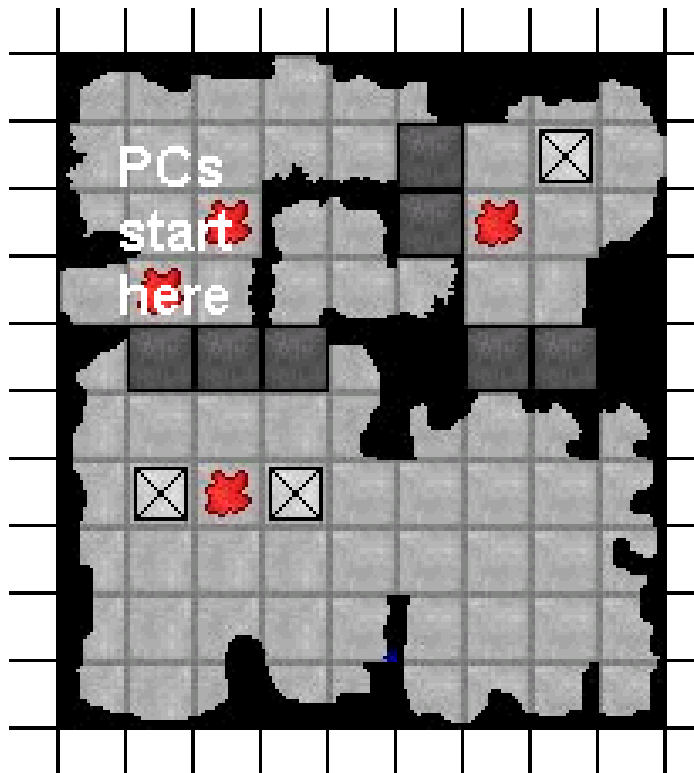
Special: PCs who played TUS4-01 Spoils of war receive a -2 circumstance penalty to all social rolls with Pomal.

Appendix Seven: Tracking Sheet

NPC	Country	Problem/Goal	Solution	Won Over?
Sinbad ibn Hadad al-mullah	Tusmit	Wishes to be named head of the Conclave	<ul style="list-style-type: none"> Having him named as head of the Conclave Can be convinced by pulling some political strings 	
Paffon Halid al-qadi	Tusmit	Angered by Qafil's insulting treatment. Wishes to outshine Sinbad	<ul style="list-style-type: none"> Paffon is ready to support the PCs as long as they do not support Sinbad or Qafil. Can be convinced by pulling some political strings Having him named as head of the Conclave 	
Qafil Sharazim al-Qadi al-Kadim	Ekbir	Wishes to be named head of the Conclave	<ul style="list-style-type: none"> Having him named as head of the Conclave Can be convinced by pulling some political strings 	
Nerrim al-Pir Qadi	Zeif	Does not wish to be perceived as a follower of the other Exalted Faith leaders	<ul style="list-style-type: none"> Having him named as head of the Conclave Having him hand over the message to the leaders is an acceptable compromise. 	
Salima al-mullah	Ket	Wishes to promote the True Faith. Strongly opposes most decision made by members of the Exalted Faith.	<ul style="list-style-type: none"> Salima can be convinced to support Sinbad OR herself easily Can be convinced by pulling some political strings 	
Emir Jadan al-qadi	Paynims	Bored	<ul style="list-style-type: none"> If a bard or someone with the Perform skill can perform for him, he is ready to support whoever. 	
Garrash Groshva al-qadi	Ull	Annoys everyone.	<ul style="list-style-type: none"> Proposing virtually any sort of illegal activity could get him away from the Conclave – the best result. Garrash should not be seen as very reliable. He never commits to any course of action 	
Khan Telajen al-qadi	Tiger Nomads	Was insulted by Garrash because his correct title was not used.	<ul style="list-style-type: none"> Have Garrash excuse himself. If that is done he is willing to support anyone the PCs wish. Otherwise, he opposes whoever the PCs support. 	
Gara Barha al-qadi	Wolf Nomads	Sees the Conclave as having little interest	<ul style="list-style-type: none"> Gara can be convinced quite easily simply by talking to him. He wants to leave and any reasonable suggestion is acceptable. 	

Political strings – Influence Points with the political members of the nation in question or a Bluff or Diplomacy check [DC 30+APL (yes, it does get harder with higher levels as they expect more from the characters...)] to claim influence.

Appendix Eight: Maps



Player handout One: The Temple of the Dragon

History of the temple

The Temple of the Dragon's construction is lost in time. It is now believed to have been built by members of the Al-Tusmi in the first days of occupation of the territory that is now Tusmit. This makes the temple one of Tusmit's oldest Baklunish-made structures.

From the beginning, the Temple of the Dragon served as a repository of religious artifacts and a center of learning and philosophy. While the main decisions were taken by the Caliph, the greatest thinkers, philosophy and theologians of the Bakluni were usually gathered in the Temple of the Dragon.

The Temple remained a powerful aide to the Caliph. Vast amount of knowledge, relics and artifacts linked to the High Cleric were stored here.

When the Elves stole the Cup and Talisman during the 16th procession of the Blessing, under the guidance of the Grand Mufti, the Grand Mufti himself came to the Temple to consult with the wise men.

After the most heated debates ever seen by the faith of Al'Akbar, the temple fractured itself and the Schism occurred. Why the Grand Mufti left his office is still subject to hot debate. However, from that day forth, the faith of Al'Akbar was no longer united.

In the days that followed, the site was abandoned and many rumors of it being haunted began to arise. Within a few generations its exact location was lost.

The temple today

For over two years now archeological digs are in progress in the temple. Many of the deathless monks dedicated to Al'Akbar left to travel the world and investigate the Faith. The village of Akbar en'Mura has grown on the banks of the lake. It was built by clerics using *wall of stone* spells making it look more like a typical dwarven town of Dihl than a theological center of study.

The small village currently houses 50 people, mostly hired hands who help in the rebuilding of the temple or work as servants to the priests of both Faiths present.

Povol's Journal

In the last days of 595CY a group of adventurers found a journal written by Povol Suleimani, a scholar who is

believed to have been present during the Grand Mufti's deliberations, before the schism.

When the head of the faiths received news of this, they decided the content of the journals had to be studied by both sides at once. Thus, the interpretation of the document would not be fully tainted by one side's propaganda.

Povol's Suleimani journal is written in a poetic style full of images and metaphors. As a writing style imagine a mix of Nostradamus and St-John's Book of Revelations, every word is full of potential meaning but at the same time extremely vague.

The Conclave

To limit arguments, the Tusman leaders of both faiths have decided to hold the discussions outside of the Temple itself and to study each element one at a time.

With the Conclave, a grand hall was built and many tents have been pitched around the small town. A large part of the woods was cut and used to make furniture for the guests. The small village has swelled to a size of 500 mullahs, qadis, oracles, thinkers, scholars, their entourage and servants. A number of merchants of the Mouqollad Consortium have made the trip from the low-lands to provide luxury items and other comforts.

Player handout Two: The Faith of Al'Akbar

The Myth of the Cup and Talisman

The terrifying magic unleashed during the Twin Cataclysms killed most of the mage-priests. The survivors of the Baklunish Empire gathered around the stones of Tovag Baragu. They were lost not knowing whom to pray to, which god to turn to, this once proud civilization was reduced to vagrancy. They were a horde of desperate, traumatized, bruised and battered survivors barely able to scavenge an existence from the dying land around them.

Al'Akbar was one such survivor neither he nor his companions were affected by the Cataclysms due to the blessings of the gods of the Paynims. This first miracle impressed the Bakluni who begged him for help. Al'Akbar entered the Stone Circle and implored the gods to forgive the faults of his people.

After many days of fast and prayer, the gods heard his prayers. Celestial messengers crossed the gates of Tovag Baragu and brought the Holy Relics to the High Cleric. Thus the Cup and Talisman were given to Al'Akbar as gifts from the gods.

Using the power of the relics, Al'Akbar healed his people, defeated the creatures who threatened his people. He also repelled a horde of evil things using the Cup and Talisman. The holy power of the relics banished them to the nether planes forever.

The remaining survivors converted to the religion preached by Al'Akbar and made him their spiritual leader. It is believed the last of the emperors renounced his throne in favor of the High Cleric and handed him the destiny of the Baklunish people.

This myth has many variants. In some, Al'Akbar travels on the Dramidj Ocean to the Pinnacles of Azor'alq where he discusses with Azor'alq about his people. Impressed, the Son of Light hands him the Cup and Talisman to guide his people. In another, while he is away on the ocean, his followers found the city of Ekbir. In another, Pelor appears to him and tells him to lead his people away before handing Al'Akbar the relics. In other, he returns from a pilgrimage to distant lands with the Relics.

While the details may change, in all versions, Al'Akbar is chosen by the gods to lead his people into a new era of righteousness and piety. He receives the relics from the gods and upon his return among his people he teaches or reinforces them the philosophy of the Four Feet of the Dragon (it is unclear whether the social

philosophy of the Four Feet of the Dragon were a pre-existing social structure from the times of the Baklunish Empire).

The Theft and the Schism

In 2878 HB (219CY), during the 16th procession of the Blessing, the Cup and Talisman were brought out of the Great Temple of Al'Akbar and paraded in the streets of the Holy City in Ekbir according to tradition.

The procession was attacked by strange elves, as tall as humans, who managed to steal the relics and fled on giant eagles towards the Barrier Peaks.

The theft caused a great schism throughout the Baklunish world. The Grand Mufti (head of the Faith) was held responsible (the relics were in his care) and banished from Ekbir.

The Grand Mufti fled to Tusmit before heading into the Yatils where he decided to form a new religion he called the True Faith. He proclaimed his spiritual dominance over all worshippers of Al'Akbar and declared the Caliph was no longer Al'Akbar's successor.

In Ekbir, an order of faris (akin to a knightly order) was founded with the purpose of finding the sacred relics. In Ket, many have vowed not to enter the grand temple in Molvar until they found the relics.

Many rumors surround the current location of the holiest of relics. Some say they are somewhere in the southern Bandit Kingdoms, others that they were brought back to the gods who gave them to Al'Akbar, others that they are in a red dragon's hoard in the Hellsfurnaces. The only constant in all of these stories is that the relics are held by powerful creatures with no interest in handing them back.

Player handout Three: Dramatis Personae

Priests of Al'Akbar

No matter their origin all priests of Al'Akbar have their names written in the Tusman form. An al-Mullah indicates a priest of the True Faith and al-Qadi indicates a priest of the Exalted faith.

From Tusmit

Sinbad ibn Hadad al-mullah (male Baklunish) His Holy Excellency is the undisputed head of the True Faith in Tusmit, deferring only to the Grand Mufti of the Yatils. He lives in the grand temple in Sefmur. He is one of Pasha Muammar Quarar's closest advisors.

Paffon Halid al-qadi (male Baklunish) Paffon Halid was named head of the Exalted Church in Tusmit by the Caliph of Ekbir himself. Though he commands less power than Sinbad al-mullah, he is given much leeway due to strong political ties to the court and to Ekbir.

From Ekbir

Sharazim al-qadi al-kadim (60 years old) Sent to the Conclave by the Caliph himself, Kadim Qafil appears in *VTF5-05 Faith and love*.

From Zeif

Nerrim al-Pir qadi (male Baklunish) The Pir Qadi Nerrim (Master Judge Nerrim) is one of the leaders of the faith in Zeif.

From Ket

Salima al-mullah (Female Baklunish/Flan) Salima was sent by the Ketite government to represent the True Faith

From the Paynims

Emir Jadan el'Amaran al-qadi (male Baklunish) The Emir leads a tribe of Paynims worshippers of Al'Akbar.

From Ull

Garrash Groshva al-qadi (male Baklunish) Garrash has some orc blood in his ancestry and he has inherited the social grace of his ancestors. Garrash respects strength first and foremost. Garrash leads a small cult of nomadic worshippers of Al'Akbar.

From the Tiger nomads

Khan Telajen al-qadi (male Baklunish/Oeridian) Khan Telajen is the leader of a tribe of Tiger nomads.

From the Wolf nomads

Gara Barha al-qadi (male human (mixed origin)) Gara is the representative of the Wolf Nomads. He lives in a tent outside of town.

Other personalities

Jered al-Boccob (male Baklunish/Oeridian) A follower of the Uncaring One, Jered normally lives in Legor. His vast knowledge of history and the arcane have been put to major contribution.

Palq bin-Wamman: (male Baklunish) A follower of Azor'alq, Palq is a scribe and a storyteller affiliated with the College of the Arts in Sefmur.

Pomal Mustapha (male Baklunish) Pomal is a merchant of the Mouqollad Consortium from the great Mustapha family of Vilayad, only merchant in town.

Player Handout Four: The Hermit's Tale

The Hermit looks at the fire and using a stick, shakes the logs, sending small embers flying into the night sky.

"Did you know that Al'Akbar once looked down at the Gifts of the Gods and wished he had never received them?"

"One day, before he ascended to the Heavens to govern the Baklunish world, he was sitting by a fire just like this one. He was wondering out loud about the cruelty of the gods and the fickle nature of man. 'I have brought the survivors of the Cataclysm to more fertile lands. I have shown them the way to redemption, yet they keep turning away from the path of Righteousness, he pondered out loud.'"

"A young man, a boy really, happened to pass by. He approached the High Cleric, without recognizing who he was. 'Why do you doubt the gods? They were kind enough to offer our people the Cup and the Talisman to show us the way? Man is fickle, but to make sure he does not stray from the path, the High Cleric serves as a beacon of light in the darkness around us.'"

"Al'Akbar stared at the young man and asked him. 'Young man... Tell me what is more important: the teachings of the High Cleric or the Holy Artifacts given by the gods?' Pondering for a moment, the young man replied. 'They are both equally important. The teachings give us guidance, but the artifacts are the proof that the gods condone our righteous ways.' Al'Akbar's eyes filled with tears. 'Follow me young man, I have much to teach you...' And the young man followed."

The Hermit's voice trails off, filled with emotion. You swear that for a second his eyes are about to fill with tears, but the Hermit quickly regains his composure. "Like Al'Akbar once asked the young man, I ask you today... What is more important: the words of the Al'Akbar or the Holy Relic given to him by the gods?"

The Hermit's eyes seem to sparkle in the firelight. It is clear he expects to judge you by your answer.

Player Handout Five: The Statues

Each of these is written in Ancient Baklunish

✂.....

Statue of Piety

« The Pious man does not stand to the will of the gods. Be like a light in the darkness, follow your faith and the gods will heed your prayers. »

✂.....

Statue of Generosity

« The Generous man gives to others without expecting. Be like a light in the darkness, let your generosity shine and your life will grow like seeds planted in spring. »

✂.....

Statue of Family

« The Family man is a centerpoint for life and good. Be like a light in the darkness, serve and protect your family well for a close family repels fear and evil. »

✂.....

Statue of Honor

« The Honorable man is righteous. Be like a light in the darkness, honor makes one great and through it order and peace can be achieved. »

✂.....

Statue of Al'Akbar receiving the Holy Artefacts

« Al'Akbar humbled himself before the gods. He prayed in the darkness for a light. He prayed in the darkness for the return of good and righteousness in the world. »

« The gods who gave the Cup and Talisman were touched by his piety. For the man's faith was as sincere and as strong as the gods themselves.»

« The gods who gave the Cup and Talisman were moved by the generosity of this man. For all he asked was for his people, asking nothing for himself.

« The gods who gave the Cup and Talisman were convinced by his honor. Unyielding, focused and unbending for Al'Akbar himself would not satisfy himself with simple miracles.»

« The gods who gave the Cup and Talisman gave the Cup and the Talisman as symbols of union between them and the Bakluni, the forming of an eternal family. »

« Thus the gods who gave the Cup and Talisman formed an eternal bond with Al'Akbar, thus the gods who gave the Cup and Talisman formed a bond with all of mankind, thus the gods who gave the Cup and Talisman elevated Al'Akbar to godhood and we, the family of Al'Akbar strive to be like him. »

« You who read this remember. Al'Akbar was chosen by the gods who gave the Cup and Talisman because he embodied the Four Feet of the Dragon. Strive for that goal and be a light in the darkness. »