

ZEFI6-02



Do Dragons Cry?

A One-Round D&D LIVING GREYHAWK[®] Sultanate of Zeif Regional Adventure

Version 1.05

Round 1

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Another day in Nafiq heats up with the arrival of a gnome and a lucrative job offer. Are you brave enough to fight the heat and sun and travel to Antalotol, near the southern border of the Sultanate of Zeif? An introductory module for level 1 characters only. Characters above this level may not play in this adventure. May be of intrigue to those of the Harem, Spahis, or Dusk Lash meta-orgs.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at zeiftriad@yahoogroups.com for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

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 PC. Second PC 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, 2006.

To learn more about the LIVING GREYHAWK PC creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PCS 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: *PC's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides PC 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 non-player characters (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 PCs bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC level for each of the PCs participating in the adventure.
- If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a PC with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- 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.
- 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 character's PC 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 PC.
2. Advise PCs to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Zeif. Characters native to Zeif 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this 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

This is an introductory adventure. The purpose is to introduce the characters to Sultanate of Zeif, from a seedy meyhane in Nafiq all the way to Cumalızık (near Antalotol) to meet an orc trader.

Farud bin Jehangir is a wealthy merchant trying to get a very valuable gift from a contact among the orc Tribes, in time for an important wedding in Nafiq. Bandit activity near Antalotol has delayed the shipment. All the impatient merchant needs is for a strong group of adventurers who can handle themselves to go and fetch it.

Adventure Summary

Encounter 1- The PCs intervene on behalf of a gnome who asked the wrong question to the wrong group of guys.

Encounter 2- The heroes meet Merchant Farud and are asked to head southeast to arrange a trade.

Encounter 3- The PCs come upon a militia deserter and an escaped Harem girl, trying to catch dinner.

Encounter 4- The heroes arrive in Cumalızık, looking for their orc guide. They have to depend on their diplomacy and information gathering skills to find him.

Encounter 5- The next morning the PCs head further east to meet their trader contact. They save him from a bandit attack, retrieve their box, and make their way home.

Encounter 6- A Druid wolf rider takes exception to the PCs slaughtering his "Bandit Brothers".

Conclusion- The players make it back to Nafiq.

Preparation for Play

- The DM should be familiar with effects of exposure in hot environments. (DMG p.303)

- The DM should be familiar with the effects of weather and wind, particularly during battle. (DMG p.93-95)
- In the box text you will see new words used. Beside them in brackets () you will see the English version of the word. For regional flavor, we ask that you use the new words and explain what they are to your players.

Encounter One: Gnome time for introductions – It’s a bar fight.

It is early summer in Nafiq, a naval town on the west coast of the Dramidj Ocean.

In one of Nafiq’s seedier taverns – The Laughing Lich Meyhane (meadhall) – it is about 3 hours before sunset. The meyhane is full of people enjoying a cool, indoor place to relax.

The Laughing Lich is a large single-room, with a central stone fire-pit that is rarely used in summertime. The floor is covered with rotten woodchips... that seem to be moving! No wait; it’s just the resident vermin.

A large pox-faced woman walks past your table, gracelessly slamming a tankard of bira (ale) in front of each of you. Funny, no one remembers ordering them.

The temperature in the room rises briefly as the tavern door is quickly opened and closed. The person entering the meyhane is painfully out of place: a male gnome dressed in a bright blue and gold caftan and embroidered slippers. His destination appears to be a corner table, where four rough looking Bakluni men are seated. You hear laughter from a nearby table and someone say, “Ha-ha...I wonder who rubbed the lamp and let him out?”

After a minute or two, there is a noisy “thud”. Looking over to the corner table, one of the men slams his tankard down, pushes back his chair and rises to his feet. He stands over six feet tall and towers over the gnome. In a deep voice, he says, “Hey LITTLE gnome, stop bothering me!”

Abruptly, one of his mates lifts his tankard and clobbers the gnome on the side of his head. The well-dressed gnome takes a staggering step and falls to his knees. A riot of laughter erupts as the men point to the floor. “He hasn’t

had enough,” the standing man says and moves around to the front of the table. You hear a whimper coming from the general direction of the floor.

If the PCs do nothing to help the gnome, he is beat up and thrown outside. Skip the bar brawl and go directly to Encounter 2. In this case, however, Merchant Farud offers them only 75gp for the mission, and they do not earn the 50gp bonus at the end.

If the PCs decide to move in, read the following (See Map 1 for starting positions of all involved):

The gnome is scrambling on all fours to get under a nearby table. The men at the corner table seem to have taken offence at your intrusion and appear to be readying themselves for a fight.

“Butt out!” the tall man hollers. He then brings back his leg as if he intends to punt the gnome through the bar window.

Tactics:

The men are burly and full of booze. They fight with whatever they can get their hands on (see Appendix 2 for rules on improvised weapons).

Bar brawling is quite literally tradition in Nafiq, and there are strict rules of etiquette.

Knowledge (local VTF) – DC 5

- The players know the “rules of barroom brawls in Zeif” including the penalties for dealing lethal damage.

Within the bar, opponents are free to beat each other senseless with fists, mugs, and chairs, and the moment one of them drops the other stops. People cheer on the winner, and buy drinks for the loser. Bystanders cheer and jeer, but stay out of the fight. Anyone breaking the rules by drawing a weapon, casting a spell, or interfering in the fight brings down the wrath of everyone else present.

The use of any weapon (even those that normally deal non-lethal damage) is frowned upon and onlookers will berate PCs if they begin to draw them. If players and NPCs would like to use objects such as tankards, chairs and bottles, there is a –4 penalty to deal non-lethal damage. These are also “improvised weapons” which adds another –4 penalty to attack (for a cumulative penalty of –8)

The Nafiq Zabita (*Nafiq Police*) does not interfere in the brawl; it's not a crime in here. However, if any participants deal lethal damage, the guards throw the offending characters in the Hapishane (jail) [the PC loses 8 TUs plus a 75gp fine] and the adventure is over for them. Remind the players that bar fights are common and that pulling a weapon just isn't done.

Map Legend: The table of four men is where the action starts. The gnome is just to the north of them (9 squares down, 11 squares in). Players can start in any table they wish. All other figures are onlookers and peasants.

Development:

Listen Check – DC 15

"The Zabita!"

"Get out of here. The guards are coming."

Spot Check – DC 10 (after 1 round)

There is a bell over the bar. At the beginning of round 2 the barman rings the bell and most of the patrons clear out of the meyhane. The Zabita arrive in 4 rounds. Any player native to Zeif automatically knows that Zabita is Baklunish for Police. Any players from out of region may make an INT Check DC 10 to get the gist of the word.

APL 2 (EL 2)

Squire Jovn: Male gnome Exp1/Ari1.

Rough Adventurers (4): Male human War1; hp 10; see Appendix One.

After the PCs exit the meyhane, read or paraphrase the following:

Across the street is the gnome from the tavern, motioning for you to come over. [Read the following in a fast paced voice.] "Sağol. Sağol. (Thanks or gratitude) You saved me. I don't know why those men where so hostile. Did you see? One of them hit me over the head. I just don't understand. I was only trying to hire them for my employer. 'Find some strong folk,' he said, and that's what I did." The gnome looks each of you over and smiles. "You look like a tough lot. Why don't you take the job instead?"

Who are you?

I am Squire Jovn. I have been working for Merchant Farud for five seasons. Mostly I run errands, arrange meetings and manage his business affairs when he is out of town.

What kind of job?

I don't know exactly. I was told to hire some strong men and bring them back to my employer. Come quickly. I will take you to meet him.

Who is your employer?

Farud bin Jehangir, a wealthy merchant. I suggest we get moving. This heat is excruciating and I really need to get inside.

Encounter Two: Meeting the Merchant

Squire Jovn leads you down a series of streets. An ocean breeze has stirred up a mixture of dust and sand. Visibility is poor. Finally Jovn throws open the side door of a two-story house.

Once inside you are asked to remove your cloaks and boots, and are offered slippers to wear instead.

You are quickly ushered into a sitting room. There are chairs of all sizes and a variety of cushions and pillows on the floor. A servant brings in a tray of lemonade and tells you that Merchant Farud will be right in. A few minutes later a tall and slim Bakluni man with thinning black hair enters the room.

"So, Jovn tells me you saved his life today. Blessed be Mouqol that the repayment of his debt may continue. He also tells me you may be interested in the job I have to offer. That's excellent. But of course you're wondering what the job is and why all this secrecy and closed-door meetings. Let's start with some introductions. I am Merchant Farud bin Jehangir al'Yilmaz, local entrepreneur, and you are?"

Have the PCs introduce themselves.

Now the job is fairly simple. You are to travel to the village of Cumalızık, near Antalotol in the Beylik of Tarkad. There you will meet a good friend of mine – an orc by the name of Prug Strolin. He will escort you to a meeting with an orc trader where you will conduct a transaction on my behalf.

Who is Prug Strolin?

Prug Strolin is an orc guide. I have used his services on past trips east.

Who is the orc trader?

His name is Golgk. I spent some time with him many years ago. He is a well-respected trader within Antalotol.

What are we trading?

You will be carrying with you a small wooden box. I can't tell you what's in it exactly, but it is locked and only Golgk and I have the command word to open it.

Why aren't you conducting the trade yourself?

I cannot leave Nafiq. The Mouqollad Consortium is involved in some rather testy negotiations and my knowledge may be called upon.

What will we be paid?

I will pay you 100 efrits each (or 75 efrits if they didn't help Jovn in the bar fight), half now and half upon completion of the delivery.

After all questions have been answered continue with the following.

"So fellows, does this sound like a job you can handle?" Farud leans back in his chair and waits for your answer.

Assuming the PCs agree, read or paraphrase the following:

"Good, good. Now, unless you have pre-arranged lodgings in town, I can offer you a room here. The market opens a little after sunrise, in case you need any extra supplies. The soothsayers warn the summer will be unpredictable this year; you might want to stock up on hot environment clothing and goods."

Encounter Three: Along the Tozluyol

The Tozluyol (Dusty Road) leads from Nafiq to Antalotol via Barakhath, and travel on this road is rough. The ground is hard and the sun is unrelenting. You estimate it will take 11 days to reach Cumalizik.

Have the PCs organize a travel formation. This is important later.

Your first day on the road is uneventful and, as night falls, you find a roadside inn. The next three evenings your party is not so lucky and you must make camp off to the side of the road.

Have the PCs set a watch order. Nothing happens, but keeps the PCs on their toes!

Also, there is nowhere to buy food on the road. If the PCs don't have enough rations, they may suffer the effects of starvation. Similarly, without appropriate skills, like Survival or Profession – Woodcutter, they won't be able to scrounge enough wood for a fire. Further, they also need appropriate skills or equipment to light a fire.

The next two days are hard. It is hot and windy, with no clouds and very few shady places. Toward the end of your sixth day of travel, you see the village of Istiklal in the Beylik of Kalereen. You find modest accommodations at The Drunken Sand Giant Inn and settle in for the night. Next morning the sky is cloudy and the air cool. Your group leaves town in good spirits.

Have the PCs set their travel formation once again.

Another two days pass uneventfully. The area you move into after lunch seems different. The grassy plain you have been traveling through slowly gives way to scrubland with a scattering of short trees and you can hear the movement of animals all around.

A militia deserter and an escaped Harem girl have laid out a net trap on the road. They are hoping to catch an animal to eat. (See Map 2 for trap locations and the placement of Mohuri and Yubaul)

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25.

Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

Have the PCs make Spot check (DC 20) to see the trap. If they detect and disable or avoid the net trap, continue with the encounter, but the PCs can try to gain a surprise round by using stealth. Otherwise, if the trap goes off, read or paraphrase the following:

A human male wearing loose fitting hide armor stands up from some nearby scrub-bushes, wielding a shortspear. His pants are torn and string is holding his boots together. He sports a scraggly beard and his skin looks slightly grey. He seems surprised to see you. You are not sure if he stole the clothing he is in as they hang from him as if three sizes too big.

Thirty feet up the road, a female steps out of from behind a short tree. She is holding a rusty

dagger, and a sling is tied to her waist. She wears ragged and torn leather armor, which was not tailored for her. Through the holes in the armour you see many of her ribs as her skin is wrapped tight around them. It appears that these two have been living here for some time. Their sunken eyes and their less than energetic stance tells you that these two have gone days, if not weeks without proper meals in their bellies.

Knowledge (Nobility and Royalty) 15 – The insignia of the Zeir-I-Zeif Spahi is on the man's armor.

Tactics: The NPCs are not interested in a fight. The trap was meant for an animal. However, if attacked they defend themselves.

Sense Motive check (DC 20) to get a hunch that the NPCs don't want to fight.

APL 2 (EL 2)

Mohuri, Harem Escapee, female human Brd1 [FATIGUED]: **hp 6, see Appendix One**

Yubaul, Deserter, male human Ftr1 [FATIGUED]: **hp 12, see Appendix One**

Map Legend: The large red circle (covered by leaves) is the net trap. The figure closest to the large tree is Yubaul. The second figure further up the road is Mohuri.

Development:

If the PCs kill Yubaul and Mohuri, they find a journal in Yubaul's backpack. It details why the two are on the run. Give *Players Handout One*.

If, for some reason, the PCs do decide to fight these two, Mohuri and Yubaul will surrender on their Initiative.

If the PCs are willing to talk, so are the NPC's. In this case, paraphrase the contents of the journal during the conversation. If the PCs show some sympathy, (share food and shelter) the two agree to accompany the party to Cumalizik. With the help of Yubaul, the party catches a small wild cow the next morning that feeds everyone for the rest of the journey. Lastly, once in Cumalizik, Yubaul's easy manner and familiarity with the locals grants a +5 bonus to any Gather Information checks.

Some PCs of the Lawful persuasion may believe that the deserters should be taken in to authorities to stand trial. *Knowledge (Local VTF) DC 10* will let them know there is Zabita in Cumalizik that would arraign them.

For those PCs with a special mission, these are the two spoke of. If they believe they should rush off to Antalotol or Zeir-I-Zeif have them make either a *Knowledge (Local VTF) DC 5, INT or WIS check DC 10* to understand that they are under a verbal contract to Farud bin Jehangir al'Yilmaz and breaking that contract could have serious repercussions.

Encounter Four: Strolin' round the village

The weather has not improved over the past three days. The heat is oppressive and the sun shines brightly. On the bright side you have arrived at the village of Cumalizik.

According to Farud you are to meet Prug Strolin at the tavern, but which one? There are three – The Crusty Dwarf, Crossroads Taverna, and The Lazy Shepherd. Nearby are three people: a young Bakluni woman carrying a wicker basket; an older Bakluni man staring at the ground mumbling; and a pair of town Zabita on patrol.

The PCs need to make Gather Information checks to find their guide. Apply up to a +5 bonus for excellent role-playing.

Gather Information DC 5

- I've seen orc men going in and out of all three of those taverns.

Gather Information DC 10

- The Crossroads Taverna is next to the Moquol Temple near the bazaar. Not many orcs worship him, so I wouldn't expect to see your friend there. A rougher crowd calls the Lazy Shepherd home; and the Crusty Dwarf is in the aristocrat district.

Gather Information DC 15

- The proprietor of the Crusty Dwarf is known to be a friend of orcs. He serves ale and food their kind like, though the prices can be steep.

Gather Information DC 20+

- Your new friend draws you a map of the village, showing the location of the main streets, the temples, the taverns and the various stores (Give *Players Handout Two*). You also discover that Prug Strolin is a frequent visitor to the Crusty Dwarf.

Cumalizik (village) Beylik of Tarkad: (See Map 3) Conventional; AL NG; 200gp limit; Assets 5,610gp; Population 613; Mixed (human 64%, half-orc 18%, orc 12%, dwarf 2%, gnome 2%, half-elf 1%, elf 1%).

Authority Figure: Pelgar bin Uzek al'Mein, male human Ari10

Important Characters: Felgim, male human Exp2 (Gem merchant); Sogar, male orc Exp4 (owner, "The Lucky Blacksmith"); Dath Hawkeye, male elf Rgr1 (Bowyer, "The Lance and Elm"); Rasim, male human Com1 (carpenter); Hasdi, female human Dru3 (Herbalist); Yazid, male human Exp1 (weaver); Mehmi, male human Exp1 (owner, coffeehouse); Xixa, female human Com3 (Bathhouse operator); Runda, female orc Ari1 (interpreter); Clig, male human Com2 (owner, Boarding House); Yargob, male gnome Com2 (merchant, General Store); Kozant, male human Clr2 (Mouqol); Kemal, male human Com1 (barkeep, Lazy Shepherd); Ramoth, male halfling Com2 (owner, "Crossroads Taverna"); Kothan, male orc Exp1 (owner, "The Crusty Dwarf")

Others: Town guards (30); Adp3 (3); Ari3 (1); Ari1 (2); Brd4 (1); Clr1 (2); Dru1 (2); Ftr2 (7); Rog1 (4); War3 (4); Wiz1 (1); Exp7 (1); Exp1 (13); Com1 (526).

The Lazy Shepherd

Located north of the bazaar, the Lazy Shepherd is run by Kemal, a Baklunish male. Upon entering, your senses are assailed by the horrible smell, the dim, smoky light, and the sound of someone singing. In the corner, an orc man is singing in a language unfamiliar to most. [If anyone speaks Orc, he is singing about lost loves and fallen heroes.] **Kemal is tending bar this afternoon for the dozen or so customers. At one table is a young man in magician's robes, wiggling his fingers and talking to himself.** [Spellcraft DC 15 – Prestidigitation to light the table candle]

Gather Information DC 10 or Listen 13

- Prug Strolin hasn't been to this bar in months.

Gather Information DC 15 or Listen 18

- That Strolin guy thinks he's too good for us down here. He likes the snooty atmosphere of the Crusty Dwarf.

Talking to any of the orcs in the Orc language grants a +5 bonus to the Gather Information check.

The Crusty Dwarf

The Crusty Dwarf is nearly full. A good-looking Bakluni woman meets you at the door. "Welcome to the Crusty Dwarf. This evening, we are serving a roasted goat with figs, yams, and a coarse rye bread; and for dessert we offer either blood pudding or spice bread. Can I show you to a table?"

Gather Information DC 10 or Listen 13

- The hostess says, "Mmm... I don't recall seeing Prug, but it's been a busy day today." Seeing the disappointment on your face she adds, "Funny thing about him though...he always smells nice and clean when he suppers here."

Gather Information DC 15 or Listen 18

- Kothan, the tavern owner, says, "Prug was here earlier for a drink. He told me he was going to Xixa's bathhouse before returning for dinner. Xixa's is on the edge of town, west from here."

Bathhouse

Xixa is the owner and operator of Cumalizik's principal public bathhouse. For a few djinn, the locals can enjoy either a hot steam room or a refreshing bath. The place is very respectable, with separate facilities for men and women. As you enter, an older Oeridian woman introduces herself as Xixa.

If asked about Prug, she tells the PCs that he is currently in the steam room and that she could pass along a message.

Give the PCs time to figure out a message.

She returns after a few minutes, "Prug will meet you at the Crusty Dwarf for breakfast, one hour after sunrise."

At this point the PCs can run around town a bit more, but it is getting later in the evening and most of the shops have closed for the night. They can find accommodations at the Crusty Dwarf.

If Mohuri and Yubaul are with the party, they bid the PCs farewell at this point and part ways in good spirits.

If the PCs simply cannot find Prug on their own, it costs each PC 3gp in bribes and additional nights lodging (note this on their ARs) as they spend the next two days looking for him. They finally track him down at the Crusty Dwarf during breakfast.

Next morning, read or paraphrase the following:

Breakfast at the Crusty Dwarf consists of nut bread, butter, honey, olives, cucumbers, and soft cheese. Tea and quince juice is available to drink. It is the best meal you've eaten since leaving Nafiq.

Prug tells you that Farud arranged for him to serve as your guide because of his experience in this region of Zeif. Over the years, he has served as caravan guard, caravan scout, guide, and even goat farmer. He knows where to find reliable sources of food and water in the Plains of Antal, a skill that people pay very well for.

Your orc guide says it will take two days to reach the rendezvous point, which is south of Cumalızık. He advises your group that conditions could get worse the further you travel into the Plains. Wind and sandstorms are common in early summer.

If necessary, give the PCs time to re-stock their equipment.

Encounter Five: Bandits at 2 o'clock

For two days you have been following your guide along a trail that has not seen use in many years. At times the path looks clear and at other times it seems to disappear completely. After a quick noon meal, your new orc friend says that you should meet the trader Golgk within one hour.

Just as Prug suspected, the weather has gotten worse. Around you, the wind has suddenly increased and the sand has started blowing, reducing your visibility. To the northeast you hear the sounds of fighting.

At this point, any PC not protected against hot weather must make the following save every hour:

Fort save: DC 15, +1 for each previous check. [Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see PHB, p.83).

Failed save: 1d4 non-lethal damage. [This non-lethal damage cannot be recovered until the character gets cooled off (i.e., reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, etc.)]

Light undergrowth conditions are described DMG p.89:

- Undergrowth provides concealment.
- The DC of Tumble and Move Silently checks increased by 2.

Strong wind conditions (gusts between 21-30 mph) are described DMG p.95:

- Apply a -2 penalty to Listen checks.
- Apply a -2 penalty to ranged weapon attack rolls.
- Tiny creatures are knocked down; small and medium creatures are unaffected.
- Unprotected flames are automatically extinguished.

Once the battle has been spotted (See Map 4):

In the clearing, through the dust being blown around by the heavy wind, you see a small covered wagon; a male orc is cowering underneath it. Defending the wagon are two male humans, both bleeding freely, their cloaks standing straight like a flag in the wind. Surrounding the men are two humans and one orc. They wear leather armor and fight with falchions.

Creatures:

APL 2 (EL 2)

Orc Bandit War1: hp 6; see *Appendix One*.

Flan (Human) Bandit War1: hp 8; see *Appendix One*.

Bakluni Bandit Leader Ftr1: hp 15; see *Appendix One*.

Tactics: Under the direction of the Leader, the bandits attacked Golgk's wagon in the hopes of capturing some loot.

Map Legend: The two figures closest to the wagons are the guards. The other three figures are the bandits. The leader is in white. The orc merchant is hiding under the first wagon.

Developments: The wounded guards quit the fight as soon as the PCs join in. Prug runs to dress their wounds and does not participate in the combat. If two of the bandits drop, the remaining one tries to get away.

Prug Strolin: Male orc Rgr5

Golgk: Male orc Exp3.

Bodyguards (2): Male human War1.

Trader Golgk is extremely pleased that you saved him from the bandits and rewards you the best way he knows how – money. He gives you each 50 efrits and a handful of potions!

Golgk eagerly trades boxes with the PCs. Unfortunately; the one he gives the party cannot be opened.

The four potions are: Bull's Strength, Eagle's Splendor, Owl's Wisdom, and Bear's Endurance.

Golgk invites the PCs to join his camp and rest for the night.

Encounter Six: Band of Bandit Brothers

The way back to Nafiq has been quiet and a little bit cooler. You can actually see some clouds trying to block the sun. Late one afternoon, your guide signals the group to stop. "Ah!" says Prug. "Look to the north my friends. There you see the Pillars of Istus. This is where I leave you. Stay on this path and you'll be on the Tozluyol by next sunrise. You should save three days on your journey to Nafiq."

Prug marches off eastward. The Pillars look close but are several hundred miles away, preventing the PCs from reaching them at this point.

About thirty minutes after they leave, have all PCs make a Listen Check (DC 10) at a –5 penalty for distance or a Spot Check (DC 15) to see this goblin. Those that make either check are not surprised and may act in the surprise round.

Bounding in from behind some shrubbery is a truly wild sight. A goblin, with wild hair and red, crazed eyes, atop a wolf and screaming in rage, barrels in towards you. "You killed my bandit brothers! I will avenge their deaths!!"

APL 2 (EL 3)

Goblin, Mounted Drd3: hp 27: See Appendix 1

Wolf Companion: hp 34: See Appendix 1

Tactics: The Goblin pre-cast two spells before charging (Shillelagh and Magic Fang). During the first two rounds he will cast (in this order) Bull's Str and then Bear's Endurance. The appendix shows these augmented stats. His wolf companion shares the effects, and this is shown in the appendix. The goblin uses Ride by Attack to its full

potential. He singles out unarmored or unarmed PCs.

Map Legend: The goblin on his wolf start in the top right corner behind the bushes. PCs should be near the bottom of the map to give them time to react. Cover is important for tactics, be sure to drawn them on your map!

Development: PC who speak goblin hear their opponent cursing them for the murder of his leader. If the PCs curse back at him in his tongue, he is momentarily startled and drops to the bottom of the initiative order.

After defeating the druid it is all clear to Nafiq.

Conclusion

The remainder of your trip back to Nafiq is hot but uneventful. Merchant Farud is especially glad for your return <read the following only if the PCs helped Jovn in the bar brawl> and gives each of you a 50 efrit bonus. He also decides to show you the contents of the box.

Inside is a tear-shaped blue gem, six inches in length. "It is called The Dragons Tear. Legend says that when the Dragon Turtle Xoshour lost its mate, it cried for a year, and every one of those tears turned into a precious jewel. Each one of these jewels is sacred, and it took many months of negotiation to secure it."

Farud holds the gem in his hand, staring at it intently for a moment, then continues.

"You see, my niece is getting married soon to the first son of the Bey of Beit Castan. It is important to secure a good relationship with the Bey and her family. Now, while my good friend Mehrzad says, 'Never allow family to stand in the way of opportunity,' I like to think of family as an untapped business resource. Impressing the Bey and her family could be very good for business... very good indeed."

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 – defeat the brawlers

Experience objective

APL 2: 60 xp (30 xp if the PCs do any lethal damage.)

Encounter Three (a) – defeat or disable the net trap

Experience objective

APL 2: 60 xp

Encounter Three (b) – negotiate with the Harem escapee and deserter

Experience objective

APL 2: 60 xp (30 xp if the PCs harm the deserters, 0 if they kill them)

Encounter Four – find Prug Strolin in Cumalizik

Experience objective

APL 2: 45 xp

Encounter Five – defeat the bandits and save the trader

Experience objective

APL 2: 60 xp

Encounter Six – defeat the druid

Experience objective

APL 2: 90 xp

Story Award

Module Objective met:

APL 2: 50 xp

Meta-org Mission/Role-Playing

Mission Objective met:

APL 2: 25 xp (you must subtract this if they fail their mission)

OR: Role-Playing Award (not both):

APL 2: 25 xp

Total possible experience:

APL 2: 450 xp (425 if they failed their meta-org mission)

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.

Encounter Two:

APL 2: L: 0gp; C: 50gp (or 38gp if they did not help Jovin); M: 0 gp

Encounter Five:

From Bandits

APL 2: L: 51gp; C: 40gp; M: 16gp

From Merchant

APL 2: L: 0gp; C: 50gp; M: 100gp

Encounter Six:

From the Druid

APL 2: L: 2gp; C: 0gp; M: 8gp

Conclusion:

APL 2: L: 0gp; C: 50gp (or 37gp if they did not help Jovin); M: 0gp

Possible Bonus: L: 0gp; C: 50gp; M: 0gp

Total Possible Treasure

APL 2: L: 53gp; C: 240gp; M: 124gp – Total: 417gp

Items for the Adventure Record

Item Access

No Item Access given in Intro modules.

Favors

Favor of the Harem: For either bringing the harem girl back to Zeir-I-Zeif, or giving her location to agents of the Harem, the Matron Sultana has noticed you. Whether this is a good thing or not you are unsure of.

Favor of the Spahis: For turning in the deserter, or giving his locations to the Spahis, you have been granted a Favor of the Elder Spahis of Karada, Ozan. You may swear your loyalty to him during the Sadakat Festival (See the Loyalty to the Sultan Certificate) and help create a new village in his timar.

Favor of the Dusk Lash: For giving agents the information requested the Lash is pleased. And with all good business, you are now owed a Favor in return. This will come into play later.

The Favor of the Harem and Favor of the Spahis are given to all characters at the table, so long as the conditions are met. The Favor of the Dusk

Lash is only given to members of the Dusk Lash that complete the mission.

Appendix One (A) – Combat NPCs

Encounter One

Adventurers, male human War1 (4): CR ½; Medium Humanoid; HD 1d8+2; hp 10; Init +6; Spd 20ft/x4; AC 15 (+3 armor, +2 dex), touch 12, flat-footed 13; Base Atk/Grapple +1/+3; Full Atk +3 (1d3+2; 20/x2, Unarmed Strike**), +3 (1d8+2; 19-20/x2, Longsword); AL N; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +1, Listen +1, Ride +6, Search +1, Spot +2; Use Rope +4; Combat Reflexes, Improved Initiative.

Possessions: Hide armor, small wooden shield (not in use), Longsword, Belt pouch contains: 20gp, Beer Tankards.

Tankards: 1d3+2; Improvised weapon and nonlethal damage -8 atk

Chair: 1d6+2; Improvised weapon and nonlethal damage -8 atk

Chair leg: 1d3+2; Improvised weapon and nonlethal damage -8 atk

Small table: 1d8+2; Improvised weapon and nonlethal damage -8 atk

[See Appendix Two for new rules on Improvised Weapon Damage]

**** No feat for unarmed combat.**

Encounter Five

Human, Flan Bandit War1: CR ½; Medium Humanoid; HD 1d8; hp 8; Init +1; Spd 30 ft./x4; AC 14 (+3 armor, +1 Dex) touch 11, flat-footed 13; Base Atk/Grp: +1/+2; Full Atk +2 melee (2d4+1; 18-20/x2, Falchion) or +2 ranged (1d6+1, Javelin); Space/Reach: 5ft./5 ft.; SQ None; AL CN; SV Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2, Ride +5; Toughness, Improved Unarmed Strike.

Possessions: Studded leather armor, Falchion, Javelin (4), 20gp coin. Potion: cure light wounds

Orc Bandit War1: CR ½; Medium Humanoid (orc); HD 1d8+1; hp 6; Init +0; Spd 30ft/x4; AC 13 (+3 armor), touch 10, flat-footed 13; Base Atk/Grapple +1/+4; Full Atk +4 (2d4+4; 18-20/x2, Falchion) or +1 ranged (1d6+3, Javelin); Space/Reach: 5ft./5 ft.; SQ Darkvision 60ft., Light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Climb +2, Jump +2, Listen +1, Spot +1; Alertness.

Possessions: Studded leather armor, Falchion, Javelin (4), 40gp coin. Potion: cure light wounds (2)

Languages: orc, Common.

Light sensitivity (Ex): orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Human, Bakluni Bandit Leader Ftr1: CR 1; Medium Humanoid; HD 1d10+2; hp 15; Init +2; Spd 30 ft./x4; AC 14 (+3 armor, +2 Dex) touch 11, flat-footed 13; Base Atk/Grp: +1/+3; Full Atk +4 melee (2d4+3; 18-20/x2, Masterwork Falchion) or +2 ranged (1d6+2, Javelin); Space/Reach: 5ft./5 ft.; SQ None; AL CN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +3, Jump +5, Ride +5; Toughness, Improved Unarmed Strike, Power Attack.

Possessions: Studded leather armor, Masterwork Falchion, Javelin (4), 180gp coin. Potion: cure light wounds

Encounter Six

Goblin Wolf Rider Druid 3; Small Humanoid (Goblinoid); CR 3; HD 3d8+3 (21 hp); Init +2; Spd 30 ft/x4; AC 15 (+2 armor, +2 dex, +1 size), touch 13, flat-footed 13; Base Atk/Grapple +2/-1; Full Atk +5 melee (1d4+1; 20/x2, Masterwork club), +4 ranged (1d4+1; 20/x2, Shortspear); AL NE; SV Fort +4, Ref +3, Will +5; Str 12, Dex 15, Con 12, Int 10, Wis 15, Cha 6;

Skills and Feats: Concentration +7, Handle Animal +4, Hide +6, Listen +2, Move Silently +6, Ride +14, Spot +2, Survival +10; Mounted Combat, Ride by Attack

Equipment: Masterwork Club, Leather armour, Shortspear (4). *Potion:* cure light wounds (2)

Spells Prepared (4/3/2; base DC = 12+ spell level): 0—[*cure minor wounds* (3), *Create Water*]; 1st—[*magic fang*, *sandblast* (see appendix), *shillelagh*]; 2nd—[*bull's strength*, *bear's endurance*].

With all spells cast (Bull's Strength, Bear's Endurance and Shillelagh):

HP 27; Base Atk/Grapple +2/+1; Full Atk +7 melee (1d10+4; 20/x2, Masterwork club + Shillelagh), +6 ranged (1d4+3; 20/x2, Shortspear); SV Fort +6, Ref +3, Will +5; Str 16, Dex 15, Con 16, Int 10, Wis 15, Cha 6; Concentration +9;

Wolf Companion: Medium Magical Beast; HD: 4d8+8 (26 hp); Init:+2; Spd: 50 ft.; AC: 17 (+3 dex, +4 natural), touch 13, flat-footed 14; Base Attack/Grapple: +1/+3; Full Attack: Bite +4 melee (1d6+2); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Evasion, Low-light vision, scent; Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track; Weapon Focus (bite)

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not

affect the animal again, even if it returns to the druid before the duration expires.

With all spells cast (Bull's Strength, Bear's Endurance, and Magic Fang)

HP 34; Base Attack/Grapple: +1/+5; Attack: Bite +7 melee (1d6+5); Fort +7, Ref +5, Will +1; Str 18, Dex 16, Con 19, Int 2, Wis 12, Cha 6

Appendix One (B) – Non-Combat NPCs

Encounter Three

Mohuri, Harem Escapee, female human Brd1 [FATIGUED]: CR 1; Medium Humanoid; HD 1d6; hp 6; Init +2; Spd 30ft/x4; AC 14 (+2 armor, +2 dex), touch 12, flat-footed 12; Base Atk/Grapple +0/+1; Full Atk +1 melee (1d4+1; 19-20/x2, Dagger), +2 ranged (1d4+1; 20/x2, Sling); AL NG; SV Fort +0, Ref +4, Will +1; Str 12, Dex 14, Con 10, Int 10, Wis 8, Cha 13.

Skills and Feats: Bluff +7, Diplomacy +7, Disguise +5, Intimidate +3, Knowledge (Nobility) +2, Knowledge (Religion) +2, Perform (Dance) +3, Perform (Sing) +3, Sense Motive +4, Slight of Hand +4; Negotiator, Persuasive.

Languages: Common, Ancient Baklunish.

Possessions: Leather armor, Dagger, Sling, rocks, Small sack contains: 2 rotten apples, 1 flask (empty), 1 skinning knife (tip broken off)

Spells Known (2; base DC = 11+ spell level): 0—[*Dancing Lights*, *Lullaby*, *Prestidigitation*, *Summon Instrument*]

Yubaul, Deserter, male human Ftr1 [FATIGUED]: CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +0; Spd 20ft/x4; AC 13 (+3 armor), touch 10, flat-footed 13; Base Atk/Grapple +1/+3; Full Atk +2 melee (1d8+3, 20/x2, Spear); AL LN; SV Fort +4, Ref +0, Will -1; Str 14, Dex 11, Con 15, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +3, Hide -3, Listen -1, Move Silently -3, Profession (Militia) +1, Ride +2, Search +0, Spot -1; Combat Reflexes, Power Attack, Weapon Focus (Falchion).

Languages: Common, Ancient Baklunish.

Possessions: Hide armor, Spear, Backpack contains: journal, flint & steel, 1 flask (half-full), 1 rotten apple.

**** No Falchion. Yubaul has traded it for food.**

Encounter Four

Prug Strolin: Male Half-Orc Rgr5; Medium Humanoid; CR 5; HD 5d8+10; hp 38; Init +1; Spd 30 ft/x4; AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grapple +5/+8; Full Atk +9 One-handed (1d10+4; 19-20/x2, +1 Adamantine bastard sword), +7 Two-Weapon (primary) (1d10+4; 19-20/x2, +1 Adamantine bastard sword), +6 Two-Weapon (secondary) (1d10+1; 19-20/x2, Cold Iron bastard sword); AL NG; SV Fort +6, Ref +5, Will +1;

Str 17(+3), Dex 12(+1), Con 14(+2), Int 10(+0), Wis 10(+0), Cha 10(+0);

Skills: Climb¹ +5, Handle Animal +8, Heal¹ +6, Knowledge (dungeoneering) +4, Knowledge (geography) +6, Knowledge (nature) +6, Listen¹ +2, Move Silently¹ +2, Search¹ +4, Spot¹ +4, Survival¹ +5.

Feats: Exotic Weapon Proficiency (Sword, Bastard), Oversized Two-Weapon Fighting.

Possessions: Mithril Breastplate, +1 adamantine bastard sword, Cold Iron bastard sword. Potion: cure moderate wounds (x3)

Encounter Five

Golgk: Male Orc Exp3; Medium Humanoid (Orc); CR 3; HD 3d6+6; hp 20; Init +0; Spd 30 ft/x4; AC 10 touch 10, flat-footed 10; Base Atk/Grapple +2/+3; Full Atk +3 One-handed (1d4+1; 19-20/x2, Dagger); AL NG; SV Fort +3, Ref +1, Will +3;

Str 12(+1), Dex 10(+0), Con 14(+2), Int 14(+2), Wis 10(+0), Cha 12(+1);

Skills: Appraise¹ +8, Bluff¹ +10, Craft skills...¹ +4, Craft (Alchemy)¹ +4, Diplomacy¹ +13, Forgery¹ +4,

Gather Information¹ +9, Knowledge (local) +8, Knowledge (nobility) +4, Profession (Merchant) +6, Sense Motive¹ +8.

Feats: Negotiator, Skill Focus(Bluff¹).

Human, Baklunish Bodyguard War1: CR ½; Medium Humanoid; HD 1d8; hp 8; Init +1; Spd 30 ft./x4; AC 14 (+3 armor, +1 Dex) touch 11, flat-footed 13; Base Atk/Grp: +1/+2; Full Atk +2 melee (1d8+1; 18-20/x2, longsword) or +2 ranged (1d6+1, Javelin); Space/Reach: 5ft./5 ft.; SQ None; AL CN; SV Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2, Ride +5; Toughness, Improved Unarmed Strike.

Possessions: Studded leather armor, Longsword, Javelin (4), 20gp coin.

Appendix Two – New Rules

Improvised Weapon Damage

Most improvised weapons deal between 1d3 and 1d6 points of damage (usually bludgeoning, but possibly piercing or slashing). For more guidance on how much damage an improvised weapon deals, see table below. For every 200 pounds of an objects weight beyond 400 pounds, it deals an additional 1d6 points of damage if used as an improvised weapon.

If an object weights up to 2 pounds, a Medium character can treat it as a light weapon. Objects weighing between 2 pounds and 10 pounds are one-handed weapons for Medium characters, and objects weighing 11 to 50 pounds are two-handed weapons. Halve these numbers for every size category below Medium, and double them for every size category above Medium.

Object Weight	Damage ¹	Examples
Less than 2 lb. ²	1d3	Mug, torch
2 lb. – 5 lb.	1d4	Lantern, manacles
6 lb. – 10 lb.	1d6	Chair shovel
11 lb. – 25 lb.	1d8	Ladder, small table
26 lb. – 50 lb.	2d6	Barrel (empty)
51 lb. – 100 lb.	3d6	Chest (full), big table
101 lb. – 200 lb.	4d6	Cart
201 lb. – 400 lb.	5d6	Wagon

1- A sharp object deals damage as an object of twice its weight. For instance, a broken bottle (1 lb.) deals 1d4 points of damage, not 1d3. Conversely, soft or malleable objects, such as a gourd, deals damage as an object one half its weight, and the damage is nonlethal.

2- If an item has no weight worth noting, it doesn't deal any damage when used as a weapon.

From *Complete Warrior*, p. 159

Player Handout One-Journal of Yubaul

Journal of Yubaul

The past three weeks have been more difficult than anything I have ever experienced. Since leaving Zeir-I-Zeif, Mohuri and I have suffered, not just physically, but mentally. I fear the death of her sweetheart has affected Mohuri more than she is telling me.

It was all so much fun and excitement when we first helped Mohuri escape the Harem. She and Ahein were so much in love. And me his best friend how could I say no to their plan! She used all of her "charm" to make it past her eunuch guards. Then one of her powerful "friends" smuggled her out of the palace and into the city for a price. Everything in this part of Oerth has a price!

Mohuri drew upon her talent in disguise to turn us into a little group of nomads. Ahein got us some horses and we set off to start our new lives far away from the city and the Harem. Didn't take us long to get into trouble.

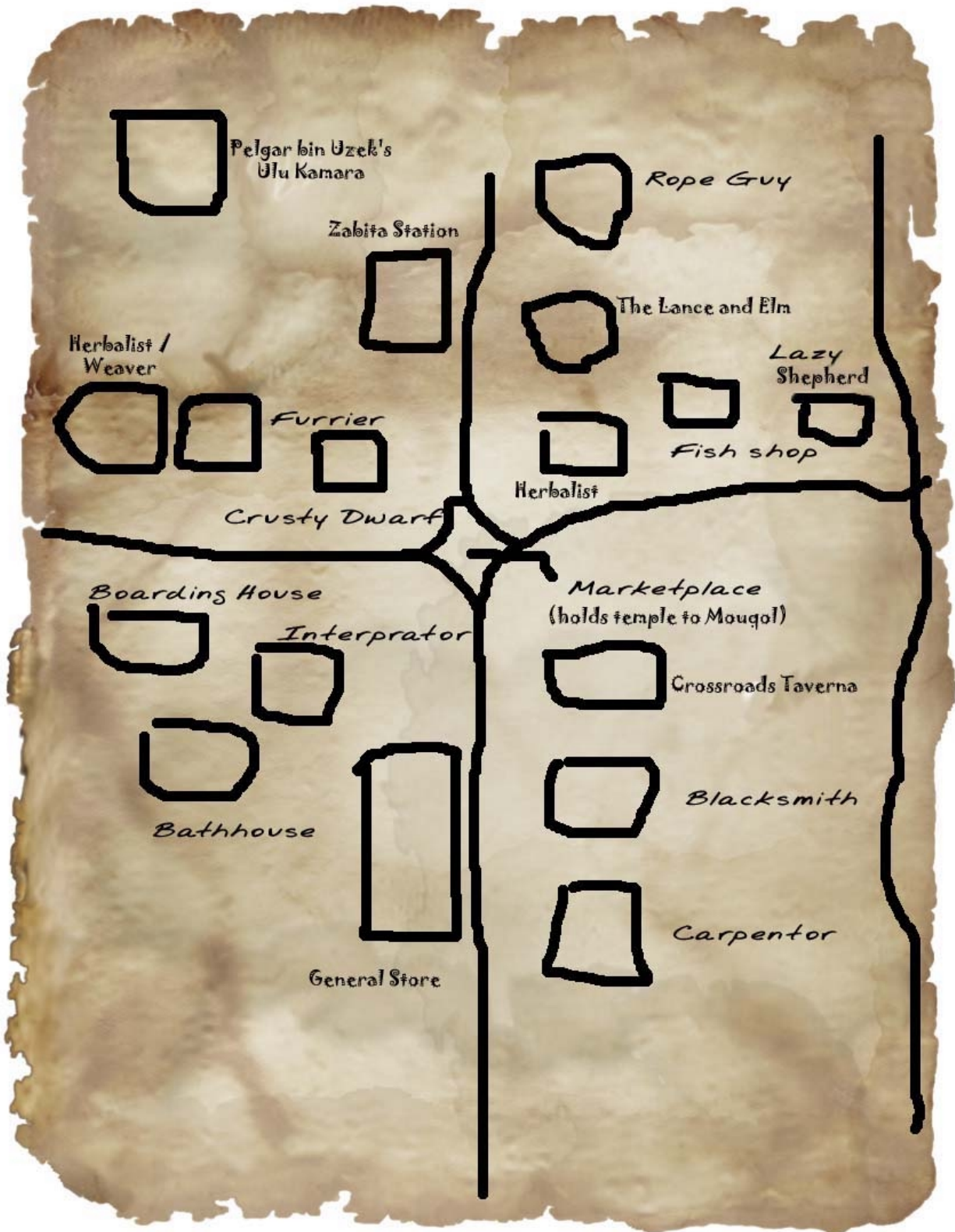
Stupid girl! What was she thinking? Trying to steal that man's coin pouch. In the excitement of our escape we had neglected to stock up on food and money, but she said "Desperate times, desperate measures." Then Ahein steps in and takes the blade intended for her. With no time to mourn, I grabbed her and ran; and running is all we've been doing since.

Maybe I should blame all this on Zaheed, Mohuri's father; after all he's the one who sent her to the Harem. A boost in honour and reputation for the family that's what he called it. I call it slavery. He gave away his only daughter to the Sultan's household for what...a better position at court. Mohuri didn't want to go; didn't want to be separated from her true love Ahein. But that is the way of the family here, especially for young girls.

I must admit I've known other girls that have enjoyed their life in the Harem. There is great wealth and power to be had there, particularly if you catch the Sultan's eye. Money, jewels, clothes, servants and power; it's all available behind the Harem walls.

I don't know how much longer we two can go on. Our spirits died when Ahein did. I wonder if anyone misses us? Maybe one day we will go back...

Players Handout Two: Map of Cumalizik



Players Handout Three: Meta-Org Missions

<p style="text-align: center;"><u>Educated in the Harem</u></p> <p>A former instructor from the Harem has contacted you. One of the Sultan's concubines has escaped with the help of some guards. This is highly unusual and embarrassing to the entire household. If you discover any information about her whereabouts, you are to report back to Zeir-I-Zeif.</p> <p>Task: Take the concubine to a contact in Zeir-I-Zeif if possible; otherwise report her last known location.</p>	<p style="text-align: center;"><u>Educated in the Harem</u></p> <p>A former instructor from the Harem has contacted you. One of the Sultan's concubines has escaped with the help of some guards. This is highly unusual and embarrassing to the entire household. If you discover any information about her whereabouts, you are to report back to Zeir-I-Zeif.</p> <p>Task: Take the concubine to a contact in Zeir-I-Zeif if possible; otherwise report her last known location.</p>
<p style="text-align: center;"><u>The Spahis of Zeif</u></p> <p>Brothers...Sisters...Spahi from all altimars. Two members of our order have betrayed us and brought shame upon all of Zeif. They have kidnapped one of the Sultan's women from the Imperial Harem. This is a most serious matter. If you obtain any information regarding these two kopecks <dogs> you must report it immediately.</p> <p>Task: Take the concubine and the two deserters to a contact in Antalotol if possible, otherwise report their last known location.</p>	<p style="text-align: center;"><u>The Spahis of Zeif</u></p> <p>Brothers...Sisters...Spahi from all altimars. Two members of our order have betrayed us and brought shame upon all of Zeif. They have kidnapped one of the Sultan's women from the Imperial Harem. This is a most serious matter. If you obtain any information regarding these two kopecks <dogs> you must report it immediately.</p> <p>Task: Take the concubine and the two deserters to a contact in Antalotol if possible, otherwise report their last known location.</p>
<p style="text-align: center;"><u>Dusk Lash</u></p> <p>Shadows and whispers have floated to us that an item of some importance is to be exchanged in Nafiq. As the purveyors of all merchandise in Zeif, we need to know the exact nature of the transaction. We need to know what the item is and who has it currently. Go to Nafiq. A courier will begin your journey. You will "gnome" when you "see 'im".</p> <p>Task: Report all information pertaining to the business transaction (most importantly who and what) to your local Lash contact.</p>	<p style="text-align: center;"><u>Dusk Lash</u></p> <p>Shadows and whispers have floated to us that an item of some importance is to be exchanged in Nafiq. As the purveyors of all merchandise in Zeif, we need to know the exact nature of the transaction. We need to know what the item is and who has it currently. Go to Nafiq. A courier will begin your journey. You will "gnome" when you "see 'im".</p> <p>Task: Report all information pertaining to the business transaction (most importantly who and what) to your local Lash contact.</p>

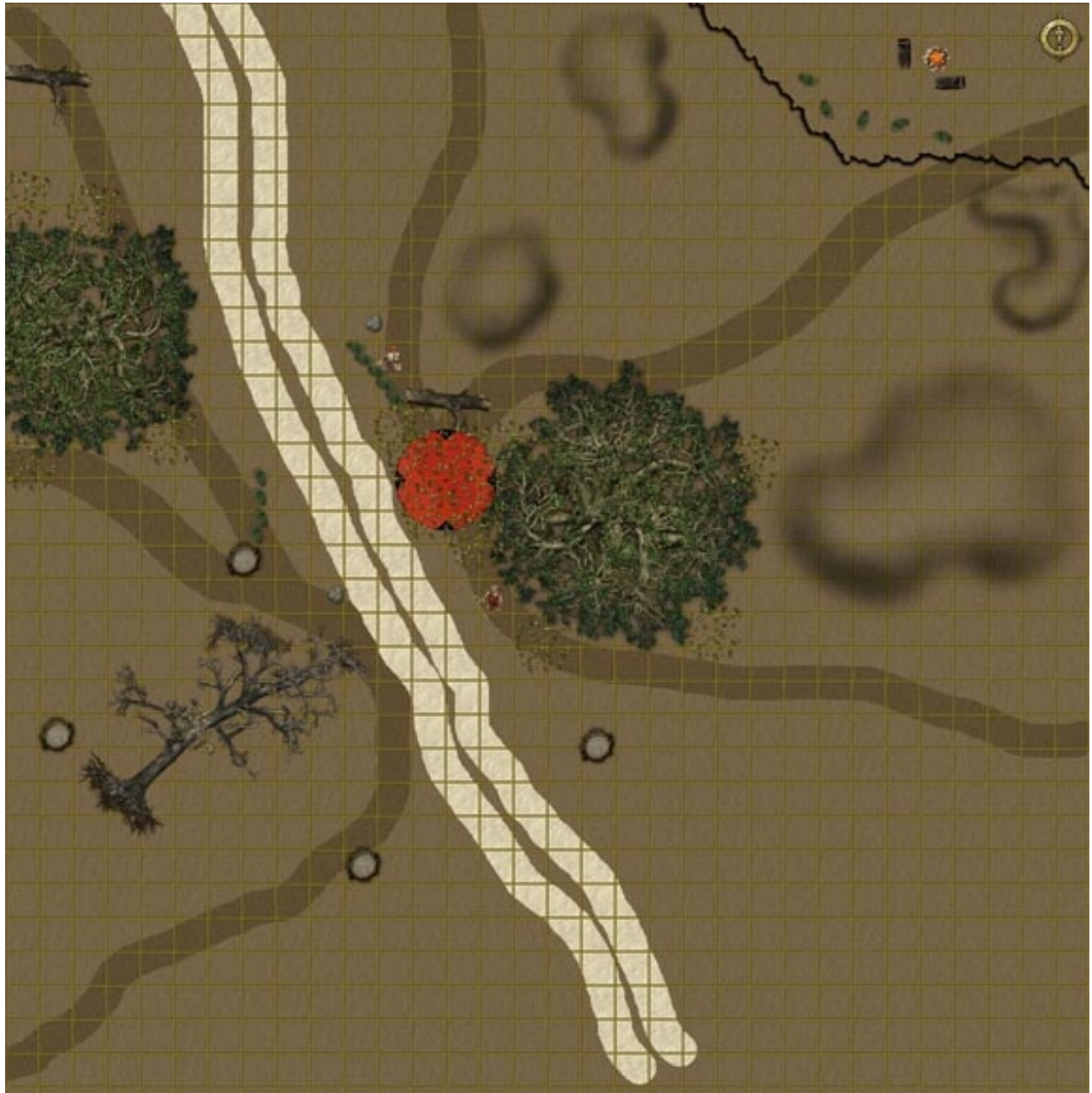
<p style="text-align: center;"><u>No Meta-Org Affiliation of Consequence</u></p> <p>So. How's it going? Not part of a meta-org that has anything "useful" to do? Any one else in the same boat? Look around the table, maybe others have information that you don't. Not to worry, I'm sure it won't have an effect on your time here in Zeif. Sit back, relax, enjoy! But watch for those shifty eyed players staring at you! Maybe next time your organization will have some more information for you to go on. Not part of a meta-game organization? You may be missing something then. You may want to remedy that!</p>	<p style="text-align: center;"><u>No Meta-Org Affiliation of Consequence</u></p> <p>So. How's it going? Not part of a meta-org that has anything "useful" to do? Any one else in the same boat? Look around the table, maybe others have information that you don't. Not to worry, I'm sure it won't have an effect on your time here in Zeif. Sit back, relax, enjoy! But watch for those shifty eyed players staring at you! Maybe next time your organization will have some more information for you to go on. Not part of a meta-game organization? You may be missing something then. You may want to remedy that!</p>
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Encounter One – The Laughing Lich Meyhane



The table of four men is where the action starts. The gnome is just to the north of them (9 squares down, 11 squares in). Players can start in any table they wish. All other figures are onlookers and peasants.

Encounter Three – Tozluyol [Dusty Road]



The large red circle (covered by leaves) is the net trap. The figure closest to the large tree is Yubaul. The second figure further up the road is Mohuri.

Encounter Five – Bandits at 2 o'clock



The two figures closest to the wagons are the guards. The other three figures are the bandits. The leader is in white. The orc merchant is hiding under the first wagon.

Encounter Six: Band of Bandit Brothers



The goblin on his wolf start in the top right corner behind the bushes. PCs should be near the bottom of the map to give them time to react. Cover is important for tactics, be sure to draw them on your map!