

TUS2-06



LIGHT THE FLAME

A One-Round D&D[®] LIVING GREYHAWK[®]
Tusmit Regional Adventure
Version 1

by Bradley Fenton

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

A strange cult of zealots in Sefmur searches for its lost master, but needs help. Can the characters help the cult or will they just get in over their heads? An adventure for characters level 1-6.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Tusmit. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Nearly a century ago, a so-called crazy wizard sought divine ascendance. His name was Zagig Yragerne, the most famous lord mayor of the Gem of the Flanaess, the City of Greyhawk. If legends can be believed, Zagig did indeed attain his goal, only to become known as Zagyg the Mad Arch-Mage, the demigod of Humor, Eccentricity, Occult Lore, and Unpredictability.

To achieve his goal, it is said Zagig had to capture nine demigods of opposing alignments. The Nine are debated, but most learned individuals include, Iuz the Old, Wastri the Hopping Prophet, Olidammara the Laughing Rogue, and Zuoken. Some even say the demon Prince Fraz-Urb'luu was among the enigmatic nine, but that is a tale for another time.

Human scholars and members of the longer-lived humanoid races can easily remember a time when the Old One's presence vanished from his wicked domain. Soon after, clerics of several faiths lost touch with their

respective patron deity, including the clergy of Zuoken in 505 CY. Most sages believe these events are directly linked to Zagig's apotheosis, lending credence to the legends dealing with Zagig's ascendance.

During the ensuing decades most of the trapped demigods escaped, including the Old One who escalated his efforts for the domination of Oerth, but other less baneful demigods remained 'lost'. One of the 'lost' deities is Zuoken, and rumors have circulated for several decades that his essence is held captive somewhere in the Eastern Flanaess beyond the Lortmils.

Followers of Zuoken have been following up on these rumors for years, but many have begun to lose hope in ever finding their master, but a group of zealots have remained faithful. This group of devout worshippers is unknown to most, but are known as the Order of the Inner Flame, and their recent divinations and investigations have revealed Zuoken's essence is in fact held somewhere in the central Flanaess. Fueled by faith and a renewed sense of hope the Order is preparing to embark upon an expedition to locate and then free their master. In order to undertake such an endeavor the Order needs to hire men-at-arms and other mercenaries to accompany them along their travels.

Normally the Order would not be able to afford such an expensive endeavor, but they have recently come across a stash of jewels after tracking down and defeating a band of brigands who broke into their temple. Unbeknownst to them, the jewels are actually property of the Pasha, and were "entrusted" in the care of these bandits by none other than Jadhim/orem just before he was exiled. Furthermore, the surviving brigands are out of jail and are out to retrieve what they believe is rightfully theirs.

This is where the characters come in. The Order is conducting interviews in a secluded part of Sefmur, away from prying eyes when the brigands arrive to reclaim 'their' jewels and whatever else they can get their hands on. Since they are in such a secluded neighborhood, there are no city guardsmen to bail them out, but the characters are walking by and hear angry shouting coming from around a corner.

Once the characters deal with the brigands, the members of the Order thank them with some coin, and inform them of their plans promising them many coins as payment if they decide to help. The Order then asks them to meet at the same place the following afternoon after the characters have had a chance to rest and prepare. Any non-worshipper of Zuoken and/or Xan Yae must accept the placement of a *geas/quest* on them if they are to be allowed to join the expedition.

The following day, the characters accompany a few members of the Order through the market area as they make some final purchases. In the market they come across a group of humans preaching how the Suloise and Baklunish should put their differences behind them, while an increasingly antagonistic crowd gathers around them. Unless the characters intervene the scene deteriorates into a mobbing.

Just as the characters and the other expedition members prepare to leave through the city gates, they are accosted by a large patrol of city guardsmen accompanied by several *mullah*. One of the *mullah* politely demands that the characters and entourage disarm and hand over their possessions for inspection. If they refuse, the *mullah* and guardsmen attempt to use force to remove them. Within moments the *mullah* find the Pasha's property and place them all under arrest.

The characters are interrogated, but it soon becomes evident the characters know nothing, and are released three days later. Once free, the characters encounter a member of the Order outside the jail, awaiting the release of his companions. The monk apologizes for the turn of events, but is unable to pay them as promised, since the *mullah* confiscated most of their valuables. As the characters discuss the situation with the monk, one of the arresting *mullah* approaches them and offers them a job to earn back some of the coin. The Order readily accepts and the characters mostly likely agree.

The *mullah* asks the characters to bring some suspected criminals in for questioning, and provides them with a map and instructions that lead the characters to their hideout. What the characters find out is that someone else, rather something else, has found the suspected criminals first. Several days ago a ghoulish priest of Nerull killed the suspects and is now using the hideout as its own.

The hideout is protected by a series of traps and wards, making it difficult to enter the hideout unannounced. Once inside, the characters should be surprised to find a ransacked hideout teeming with undead.

INTRODUCTION

Finally, here you are in Sefmur, the grand capital of Tusmit, after many weeks of hard travel. The road was hard, but well worth it considering what this grand metropolis has to offer, but alas, things are not the same as they were the last time you graced the city.

An unusual buzz drifts among the crowd as merchants and commoners gossip. Much is happening within Tusmit, and Sefmur in particular. Merchants bemoan the recent problems with rebels from the Udgru who have disrupted trade in the sheikdoms of Dihl and Khalid, while commoners tell stories of winged demons stealing children and livestock in the North.

Perhaps the most shocking development is the sudden appearance of a pair of strange towers outside the walls of Sefmur, which you noticed with your very own eyes as you galloped across the fields toward Sefmur. As you approached the city gates you were asked to keep your distance from the towers by several Farises. As you passed the towers you could clearly make out several score commoners strung out around the towers while the military kept an eye on them.

Now as you walk through the crowd you overhear rumors suggesting the commoners around the towers are worshipping them as some sort of sign from the powers that the Suloise and Baklunish peoples forgive each other and make amendments for their past transgressions against each other.

The Suloise and Baklunish friends!? What foolishness is this? You've heard enough and you are weary. It is time to find a small, quiet tavern in a forgotten part of the city and relax.

ENCOUNTER 1: TRULY A DEAD-END

Towers and rebels... So much to think about, but only after a few drinks by a warm fire!

Walking away from the crowd you decide to take the most vacant streets, turning at every corner that seems to lead nowhere until you eventually find yourself in a run down part of Sefmur away from all of the chaos. Now all you have to do is find a tavern... Ah, shouting from ahead beyond a corner. There must be a tavern there!

Excited, you proceed ahead as quickly as your tired feet can propel you. Rounding the corner you find the source of the shouting, but it isn't a tavern. Curse Istus! It is only a group of men shouting at each other at the end of a dead-end.

Give the characters a moment to react to the scene. It quickly becomes obvious that there are in fact two distinct groups in the alley. The more numerous group, which has their backs to the characters, consists of four rugged looking men who appear to be antagonizing the other group, which consists of two older men in simple robes huddled around a crude table with their backs up against the wall. Have the characters make a Spot check (DC 15) to notice the indications of concealed weapons tucked away under the shirts and blouses of the younger men. Followers of Zuoken and Xan Yae are allowed a Knowledge (religion) check (DC 10) to identify the older men as followers of Zuoken. Members of the Order of the Inner Flame succeeding this check also allow them to realize the old men are members of the Order. If the characters refrain from interfering, the younger men start shouting and threatening the older men. In that case proceed with the following:

As you continue to watch the scene develop the younger men begin to blatantly threaten the two older men, who back off into the dead-end as the younger men try to surround them. One of the younger men shouts out: "Just give us back what belongs to me and my boys, and we'll leave you alone...maybe." As the ruffians spread out, they notice you and wave you off.

If the characters intervene, the ruffians tell them to "back off, it's not your problem". If the characters press them, they draw their weapons and attack.

If the characters instead intervene before the ruffians move to surround the older men, they can surprise them if they move to react before saying anything, because the ruffians have their backs to the characters.

Once the characters engage the ruffians, the old men take advantage of the distraction to gather their belongings, but do not join the fray. Once the characters have dealt with the ruffians, the old men thank them, handing over several coins as thanks, and offer them a job after explaining how they were interrupted while trying

to recruit mercenaries for a job. If the characters accept, they are asked to rendezvous here the following afternoon for more details. The characters may ask them some trivial questions, which will be answered, but they will not divulge their intentions and affiliation at this time, unless a member of the party belongs to the Order of the Inner Flame.

Proceed with the following if the characters continue to do nothing but watch from afar:

As the ruffians continue yelling, the two older men do nothing but back away from their table.

Moving in menacingly, the rugged looking men draw wickedly curved blades from their shirts and move in to strike the old men, but, the moment the ruffians strike, the two ascetic men seem to come to life in a blur of motion, sending kicks and punches at their assailants. Their motions are so rapid your eyes can barely follow the movements. Within moments three of the assailants are on the ground before they knew what hit them. Looking around in panic, the remaining ruffian turns to run right toward you!

Characters can either attempt to stop the man or let him pass. Either way, the two older men do nothing, but begin gathering their belongings amongst the unconscious ruffians. If the characters approach the old men they are polite, but indifferent. If pressed further, the old men explain they were holding interviews with potential mercenaries when the ruffians appeared at the top the street and began threatening them. Because the characters did not help, the older men (stopping the fleeing ruffian is not considered help) do not offer to hire them or divulge any additional information, unless a successful Diplomacy check (DC 20) or an Intimidate check is made. If successful they go on to say the same things as if the characters helped out.

Tactics: The ruffians are arrogant because they think they can handle the two old men and ignore them once the characters engage. Mere thugs, they try simply to kill the characters with little strategy, but appeal to the characters once half their number is defeated saying: "We'll give you half of the gold if you help us take it back from the old men." See Map 1 for the layout.

Development

If the characters pause to consider the offer made by the ruffians a successful Sense Motive check (DC 5) reveals their offer to be genuine. If the characters then question the old men, they counter by telling the characters the money is theirs. Another Sense Motive check (DC 5) reveals that the old men are also telling the truth. If a debate breaks out once again, the remaining ruffians tell how the old men 'took' their jewels, while the old men counter by explaining how the ruffians broke into their temple several weeks ago and stole several items of religious significance. Both groups are telling the truth, but the characters should be able to discern which faction is truly in the wrong. The irony of the situation is although the bandits want their money back they don't realize that some of it belongs to the Pasha, because their

leader, who was killed by the Order when they recovered their stolen property, was the only one aware of it since he was the one “entrusted” by Jadhim/orem to safe keep it.

If the characters attack the old men, the old men retaliate, and the adventure ends here with possible criminal repercussions.

☛ **Falah:** Male human Mnk5/Clr12.

Falah is the senior member of the Order of the Inner Flame. He is serene and thoughtful, rarely doing anything without thinking it through. He is 81 years old, with long white hair and beard, standing 5 feet 11 inches, and still looks to be in very good health.

☛ **Diaab:** Male human Mnk8/Clr5.

Diaab is one of the elders of the Order at the age of 54. He wears a long moustache, and his hair is still the dark brown-black of the Baklunish people. Extremely calm in the face of danger, he believes patience always emerges victorious.

APL 2 (EL 2)

☛ **Ruffians (3):** Male human War1; hp 12, 12, 12; see Appendix I.

☛ **Tang’ar, Ruffian Leader:** Male human War1; hp 13; see Appendix I.

APL 4 (EL 4)

☛ **Ruffians (3):** Male human Ftr1; hp 14; see Appendix I.

☛ **Tang’ar, Ruffian Leader:** Male human Ftr1; hp 15; see Appendix I.

APL 6 (EL 6)

☛ **Ruffians (3):** Male human Ftr2; hp 21; see Appendix I.

☛ **Tang’ar, Ruffian Leader:** Male human Ftr2; hp 23; see Appendix I.

ENCOUNTER 2: REVELATIONS

As asked, you have returned to the alleyway to meet the old men. Once again a group has gathered at the end of the alley, but this time they appear to all be friends or so it seems. Several men and women of varying age dressed in modest robes wearing holy symbols sit at tables surrounded by individuals much like you.

Amongst the crowd you see the men from the previous afternoon. They see you as well and beckon you over.

The six robed individuals, including the two old men from the alley sitting at the table are members of the Order, who are here serving as both a show force after the previous day’s events and as sponsors for their cause. The other folk, consisting of seven Baklunish humans, and a half-elf are here awaiting a final briefing before deciding

whether to accept or refuse the job offer. All appear to be mercenaries of one sort or another.

If the characters approach, they are asked to wait a few minutes while they prepare to brief the characters and other retainers. Feel free to improvise the personalities of the retainers if the characters wish to interact with them while they await the briefing, but none of them are aware of their potential employers’ affiliation or purpose.

After a few minutes Falah stands and asks everyone to be silent, then begins to speak:

“Thank you for all showing interest in the job and gathering here today, despite having been given very little information about the job itself. It is now time to explain to you our purpose, and let you decide if you are willing to assist us. Your willingness is the only thing left to determine, since we know you are all capable.” he says and seems to focus on you in particular.

“We are followers of the master of Da’Shon and Edel, otherwise known as Zuoken to most of you. As you may or may not be aware, our master vanished nearly a century ago, and since that time his faithful have sought out his place of imprisonment. Imprisonment you ask? Why yes, because there is no other reason why he would suddenly stop manifesting himself to his faithful. Unfortunately, many of the so-called faithful have lost their resolve and no longer actively seek out our master, but we the members of the Order of the Inner Flame have remained diligent, and by his guiding light we have discovered where he is imprisoned.

Several years of research and prayer unearthed the location of our master’s prison, but we never had the means to undertake an expedition until now. We plan to leave on a pilgrimage, but we will need men-at-arms to protect us during the long voyage and help us free our master. That is why you are here. Perhaps I should tell you where we are going.

For many years our master’s essence was thought to be held somewhere in the central Flanaess, but we have learned it is in fact held to the East of the so-called Gem of the Flanaess. The voyage will be long and hard, but we promise to recompense you well. Now we give you just one hour to decide whether or not you wish to accompany us on our pilgrimage, because we depart with the rising of the sun tomorrow.”

Development

Characters are likely to ask questions and they can learn the following if the right questions are asked.

- The Gem of the Flanaess is the City of Greyhawk.
- The exact location of Zuoken’s essence is thought to be in the Domain of Greyhawk near the infamous Castle Greyhawk.
- Zuoken’s disappearance dates back to 505CY.
- The Order of the Inner Flame is headquartered here in Sefmur in Candle Spire.
- The older men are elder members of the Order, while the others are junior members.
- The ruffians from the previous day were trying to reclaim jewels from the Order of the Inner Flame. Several weeks ago the ruffians broke into

the Order's temple and stole several items of religious and monetary value. Outraged, the Order was able to track them down and bring them to justice, bringing them to the local *mullah*. In addition, the Order declared a stash of jewels found in the bandit's lair their own as compensation for the troubles they went through. These jewels are what may enable the Order to finance their pilgrimage.

A successful Knowledge (religion or history) reveals the following, with followers of Xan Yae receiving a +1 competence bonus, while followers of Zuoken receive a +2 competence bonus:

- DC 15+: Zuoken's disappearance dates back to 505CY.
- DC 20+: All of the above plus the Order of the Inner Flame has only existed since some time near the end of the Greyhawk Wars.
- DC 25+: Several other demi-gods vanished in 505CY, including the Lord of Pain, Iuz, besides Zuoken.
- DC 30+: The Mad Archmage Zagyg supposedly imprisoned Iuz beneath Castle Greyhawk.

If the characters decide to accept the job, non-worshippers of Xan Yae and/or Zuoken are informed that they must accept being placed under the enchantment of a *geas/quest* ("Help the Order locate and free our master Zuoken") to insure compliance if they wish to have the job. Falah has enough scrolls to cast the spell on as many characters as needed. Willing characters are enchanted to "protect the members of the Order of the Inner Flame and do everything in their power to help free Zuoken." If the characters refuse being enchanted or refuse to help the adventure is over for them.

Once the characters accept, the elder member hands them some coin so they may equip themselves for the voyage, and tells them to meet them at Candle Spire before sunrise the next morning. Have the characters notice the elder man withdraw the coins from a pouch filled with coins and jewels.

☞ **Gabi:** Female human Mnk5.

Only 22 years of age, Gabi is a capable student of *Da'Shon*, but she still has a lot to learn about *Edel*. Unlike her mentors, she is quick to act and easy to anger.

☞ **Ebru:** Female human Mnk3/Clr3.

Ebru lost her family to raiders from the South, and has taken up faith in Zuoken, having studied both *Edel* and *Da'Shon*. She shows great promise despite her relatively old age of 33.

☞ **Arnon:** Male human Mnk4/Wiz2.

Standing nearly 6 feet 5 inches, the skinny 25 year old Arnon looks awkward, but he is very agile and mastered in the art of tumbling. Unlike most of his peers, he enjoys talking with strangers.

☞ **Bayyan:** Male human Mnk3/Clr1.

The 26-year-old Bayyan has just begun studying *Edel*, preferring to remain by himself and meditate.

ENCOUNTER 3: BAD SEEDS IN THE MARKET

This encounter occurs whenever the characters decide to equip themselves for their mission. Characters inevitably head for a marketplace to purchase their wares. Proceed with the following when they arrive:

The marketplace is bustling with merchants and shoppers from all across the Flanaess. Oeridians from the East tout their goods, Flan tribesmen display their handmade crafts, and even some elves, from Highfolk most likely, are offering rare goods and wine. Of course many guardsmen mingle amongst the crowd on the lookout for eager cutpurses.

As you go from booth to booth haggling over prices the sudden mounting sound of many yelling voices breaks the monotonous chatter of the crowd and loud bartering of Mouqollad merchants.

Allow the characters to decide whether or not they want to investigate the sounds. If they do not investigate, they can continue on with their shopping and then eventually move on to the next encounter. Read the following if they do choose to investigate:

The commotion seems to be coming from a mob of people surrounding a man and woman standing on a table. The people on the table seem to be preaching to those around them.

The man is Baklunish and the woman is Suloise, and both are preaching how the Suloise and Baklunish can exist together in peace and harmony as the two of them do. The crowd, being almost entirely Baklunish, is not very receptive to what they have to say, and are antagonistic. If the characters listen to the couple speak, they keep referring to the Twin Towers outside of Sefmur as a sign from the gods. In fact, both are members of the Forgivers of the Past, a group of people believing in the possibility of the Baklunish and Suloise peoples reconciling past differences.

As the couple continues to preach, the crowd becomes even more irritated and eventually accosts the couple unless the characters intervene.

The only rationale method of dealing with the two parties is through communication. Spell use and/or combat bring the guardsmen upon them.

In order to calm the crowd, the characters must make a Diplomacy check (DC 25). Give the characters a

circumstance modifier of -2 to $+2$ to the check depending on what they say and how they treat the crowd. Failure indicates the crowd has grown restless and attacks the couple, including the characters. Any actions taken against the crowd resulting in lethal damage also invokes legal consequences. Taking 10 and 20 is not allowed, because failure means the crowd reacts aggressively, but up to two characters may cooperate with the spokesperson when making the check.

On the other hand, the characters may approach the couple and ask them to stop preaching before the situation gets out of hand. This course of action requires a Diplomacy check (DC 25) as well, but failure in this case does not result in an aggressive reaction from the couple or the crowd. Instead, the couple urges the character to listen to what they have to say. Members of the Forgivers of the Past receive a $+2$ circumstance modifier to the check.

Allow the characters to make a Diplomacy check with the mob if they fail with the couple. If the characters do nothing but watch and listen, then the crowd eventually assaults the couple. If the characters intervene at this point they can do no more than fight the crowd, incurring the same risks from the law as above. If they continue to watch the proceedings from nearby, a *mullah* and some guardsmen accost them. A successful Diplomacy check (DC 15) is required to convince them they had nothing to do with the riot. Refer to Map 2 for the layout.

Award the experience points only if the characters were successful in preventing the riot.

✦ **Commoners (25):** Male/Female humans Com1; hp 8 each; see Appendix I.

✦ **Annah Slenza:** Female human Com3; hp 13; see Appendix I.

✦ **Wallah ibn Benha:** Male human Com3; hp 16; see Appendix I.

APL 2 (EL 7)

✦ **Mullah:** Male human Clr5 (Al'Akbar); hp 28; see Appendix I.

✦ **Members of the Guard (4):** Male human Ftr2; hp 20, 20, 20; see Appendix I.

APL 4 (EL 9)

✦ **Mullah:** Male human Clr6 (Al'Akbar); hp 33; see Appendix I.

✦ **Members of the Guard (8):** Male human Ftr2; hp 20, 20, 20, 20, 20, 20; see Appendix I.

APL 6 (EL 11)

✦ **Mullah:** Male human Clr8 (Al'Akbar); hp 43; see Appendix I.

✦ **Members of the Guard (8):** Male human Ftr4; hp 36, 36, 36, 36, 36, 36; see Appendix I.

Development

Characters might be charged for the following offenses depending upon their actions:

- Assault, grievous.
- Assault, minor.
- Assault, of govt. official, noble, or church member.
- Disturbance of the peace.
- Magic, illegal use, which in this case is any physically damaging spell or any spell violating personal rights, such as *charm person* and any chaotic spell.
- Manslaughter.
- Murder, mass or genocide.
- Murder of govt. official, noble, or church member.
- Murder, other (Major): Death or sent to the mines for up to 20 years with loss of all property, which will be given to the victim's family.
- Riot, incitement.
- Riot, participation.

See Appendix 2 for more details regarding breaking the law.

ENCOUNTER 4: BUSTED! WHY?

This encounter occurs just as soon as the characters and the rest of the expedition are about to leave through one of the city gates.

Finally, you and your companions, having prepared yourselves for the journey ahead, are ready to depart along with the rest of the expeditionary force. Despite the expected length of the trip, your monk employers carry very little with them, beyond some food, and waterskins. Besides you, your companions, and the monks, it seems that the half-elf and two of the Baklunish men have decided to take the oath and join the expedition as well.

Falah informs the characters that Diaab is to lead the expedition and that the four junior brothers and sisters are accompanying them. He cannot go, because he is too old, and he must look after the monastery while they are gone.

After a few final words from the elder member of the Order, Falah, the expedition begins its inexorable journey. Walking through Sefmur you reach one of its gates, but for some reason the line-up and accompanying wait is longer than usual. When it is finally your turn to pass through the gate a group of armed men ask you to state your name and business.

Have the characters roleplay their answers. The guards are stopping everyone because of recent orders. According to the local investigators some stolen property, rightfully belonging to the Pasha, is said to be circulating through the capital, and the local constabulary is on the

lookout. In fact, a group of *mullah* and guardsmen have been tracking the stolen goods and have just caught up to the group here at the gate. Once half of the characters have answered the gate watchmen, the *mullah* and guardsmen step in and surround the characters with weapons drawn.

As you state your business to the gate watchmen, a group of guardsmen with weapons drawn surround you. A moment later, several mullah step forward. One of the priests politely asks you to hand over your possessions for inspection in the name of the Pasha.

The characters are likely to ask questions, but the *mullah* does not divulge more than the fact the expeditionary force is suspected to be carrying stolen property, and insists that everyone, including the characters, submits to the demand. The *mullah* is being polite, but resorts to force if anyone refuses.

Members of the Order are surprised by such an accusation, but they respectfully cooperate with the authorities. Within moments, one of the *mullah* signals to his superior that he has found the stolen property in the possession of one of the monks, and the guardsmen rush to accost the entire party and arrest them for theft. Surprised, the monks deny the accusation, pleading innocence, which is the truth since they do not realize the gems and jewelry taken from the thugs actually belongs to the Pasha. At APL 6 the investigator might cast *discern lies* to determine whether the characters and their allies are telling the truth, but even though they are innocent of the theft they are all still taken and interrogated. This is where it becomes tricky for the characters; do they give in and go along with the arrest, or do they resist?

Resisting arrest results in further charges, and perhaps even very serious ones, especially if the characters harm any of the guardsmen or *mullah*. If a fight does break out, a gate watchman sounds the alarm, while several others assist in subduing the characters. The monks do not enter the fray, but the half-elf and two Baklunish mercenaries might if the characters were friendly to them. If the latter do come to the help of the characters they are also charged for the same crimes. Under no circumstance do the authorities resort to lethal means to subdue the characters; they are the upholders of the law.

Characters receive experience points if they avoid any confrontations with the *mullah* and guardsmen, but do not receive any if they start a fight or otherwise cause any unnecessary altercation.

APL 2 (EL 9)

🗡️ **Jaabar, Mullah and Royal Investigator:** Male human Clr5 (Al'Akbar); hp 28; see Appendix I.

🗡️ **Kabil and Bahir, Mullah (2):** Male human Clr3 (Al'Akbar); hp 18, 18; see Appendix I.

🗡️ **Members of the Guard (6):** Male human Ftr2; hp 20, 20, 20, 20, 20; see Appendix I.

APL 4 (EL 11)

🗡️ **Jaabar, Mullah and Royal Investigator:** Male human Clr7 (Al'Akbar); hp 38; see Appendix I.

🗡️ **Kabil and Bahir, Mullah (2):** Male human Clr5 (Al'Akbar); hp 28, 28; see Appendix I.

🗡️ **Members of the Guard (6):** Male human Ftr4; hp 36, 36, 36, 36, 36; see Appendix I.

APL 6 (EL 13)

🗡️ **Jaabar, Mullah and Royal Investigator:** Male human Clr9 (Al'Akbar); hp 48; see Appendix I.

🗡️ **Kabil and Bahir, Mullah (2):** Male human Clr7 (Al'Akbar); hp 38, 38; see Appendix I.

🗡️ **Members of the Guard (10):** Male human Ftr4; hp 36, 36, 36, 36, 36, 36, 36, 36, 36; see Appendix I.

Development

Characters might be charged for the following offenses, depending upon their actions:

- Assault, grievous.
- Assault, minor.
- Assault, of govt. official, noble, or church member.
- Disturbance of the peace.
- Magic, illegal use, which in this case is any physically damaging spell or any spell violating personal rights, such as *charm person* and any chaotic spell.
- Manslaughter.
- Murder, mass or genocide.
- Murder of govt. official, noble, or church member.
- Murder, other.
- Possession or sale of stolen property.

See Appendix 2 for more details regarding breaking the law.

ENCOUNTER 5: IT'S THE TRUTH I TELL YA!

If the characters go along quietly with the investigator and his retinue they are brought to a local guardhouse where they are locked up and kept under close supervision until they are interrogated. Characters do not have to worry about spending gp and dying while imprisoned as per RUP-3 because they are only kept here for three days before they are released, unless of course they have acted in ways requiring further charges. In the case of the latter the DM should consult Appendix 2, and

follow the guidelines presented in RUP-3 for surviving imprisonment. In the case of the former, the characters do however, have to make a Fortitude saving throw each day to prevent acquiring a weak strain of blinding sickness from the water.

Weak Blinding Sickness: Ingested (DC 14); Incubation 1d3 days; Damage (1d4 Str).

The mullah and guards disarm you and escort you through the marketplace as the amassed people stare at you whispering and pointing at you. Soon, you are brought into a guardroom where you are relieved of your possessions and thrown into a cell, having been told you will be interrogated shortly to plead your case in front of the Court.

Well, “shortly” turns out to be more than two days of interrogation about the Pasha’s stolen treasure... You’ve been sitting in your respective cells, living in squalid conditions and fighting off field mice in defense of your bread and water, when suddenly the fat, bald man who has been your host these last three days informs you that you are free to leave.

During the last few days the mullah have been questioning the monks before bringing them before the Court, and have decided that the monks truly don’t know they possess stolen property, and that the characters are nothing more than hired help, and are free to go. Unfortunately, the monks are being detained longer to answer further questions. The other mercenaries have been released already, and are nowhere to be found.

The characters’ equipment is returned to them when they leave and the authorities apologize for the misunderstanding. As the characters exit the guardhouse a middle-aged Baklunish man wearing simple robes calls out to them. Characters recognize him as one of the six members of the Order who briefed them in the alleyway. Falah Barr is here because he was not part of the expedition. If pressed for answers and/or repayment he apologizes, but the Order no longer has any wealth because the mullah confiscated the gems and jewelry they were using to fund the expedition.

As the characters talk with Falah, Kabil, one of the arresting mullah, approaches the group.

“Excuse me fine sirs and ladies, my name Kabil, mullah of the True Faith, and aide to the Royal Investigator. I must apologize for the false accusations, but you were in fact carrying the Pasha’s stolen property, and it appeared you were the culprits.

During our investigation we have learned of your quest to find master Zuoken, and as a former student of Edel I can sympathize with your plight. Now that you are penniless, your quest must come to an abrupt halt, but I may have a solution to both of our problems.

You need coin to finance your mission, while we need help in finding who is responsible for stealing the Pasha’s property, so I offer you the following commission. Help us in our investigation, and we will pay you. We will even provide you with some coin up front if you accept.”

Development

Falah jumps at the mention of this offer, and readily accepts, but the characters must make up their own mind. If the characters refuse, Falah reminds them that to do so is against the conditions of the *geas/quest*. If the characters still refuse they suffer the penalties associated with ignoring the *geas/quest*, and Falah promises to have the spell removed if the characters accept the offer. Falah hopes the characters find evidence to clear the name of the Order of the Inner Flame, but he is unable to assist them in any way, since most of the able students are still in jail. As a further show of faith, Kabil will use his spells to heal any injured characters, and at APLs 4 and 6 he can cast two *remove disease* spells if required, but does not rest and cast any additional spells if asked.

If asked about the offer, Kabil tells them about a group of individuals suspected to be associates of the thugs who harassed the members of the Order, and that it is quite likely they might have information pertaining to the theft of the Pasha’s property, if not outright guilty of it themselves. Kabil asks the characters to gather some information about their targets that operate out of a warehouse called Zatar’s Storage in the Mercantile Ward, and bring them in for questioning. Known killers are amongst the targets, so the characters have the right to break and enter into the warehouse and use their weapons if provoked.

In terms of payment, Kabil fronts the characters a bag of fountains (gp), and tells them they may keep anything they might find in the warehouse, as long as it is not part of Pasha’s property or obviously stolen property. Once the characters are ready, Kabil hands them a map, and uses whatever healing spells at his disposal to help the characters. Falah also assists with spellcasting. Neither helps remove curses or afflictions acquired previous to this adventure, unless the characters pay for it.

ENCOUNTER 6: DEPUTIZED

At this point the characters likely want to find out as much as they can about their targets. The only real way to do so is through the use of the Gather Information skill.

The following can be learned, depending on the result:

- DC 10 The warehouse serves as a storage place for imported goods.
- DC 12 The staff consists of a dozen or so men, but the owners/bosses number no more than five.
- DC 13 A Mouqollad merchant was seen arguing with the owner of the warehouse.
- DC 15 The warehouse seems to have been closed for nearly a week now.
- DC 18 The last known shipment came from somewhere East of Furyondy.
- DC 19 The owners and members of the warehouse staff who worked the last night it was

open have not been heard from since it “closed” nearly a week ago.

- DC 21 No one has every met “Zatar” if indeed he really exists.
- DC 25 A richly dressed man and his entourage was seen here on several occasions during the last few months.
- DC 28+ The last shipment received was signed by someone named Trenkat.

Learning the above information requires the better part of a day, and costs the characters some coin to grease the hands of their informants and to keep their silence. Characters must spend half of their DC check in gold, even if they do not learn anything. For instance, a Gather Information check results of 14 means the characters learn the first three facts, and spends 7 gp.

The warehouse itself is rather large, made of wood, and consisting of two floors. The only visible windows are shuttered and on the second floor. A large, solid-looking wooden double door, and a smaller single door, with a wooden sign over it reading “Zatar’s Storage”, is the only ground-level entrances.

If the characters conduct a stakeout, they see no signs of life coming from the warehouse. Having been given the right to break into the building, the characters are likely to do just that. Please keep in mind; any excessive noise made in the warehouse might warn Goorl’up of the intruders’ presence.

🔒**Strong Wooden Double Door (locked, wood plank across door on the interior):** Thickness 2 in., Hardness 5; hp 20; Break (DC 25); *Simple Lock:* Hardness 15; hp 30; Open Locks (DC 20).

🔒**Good Wooden Door (locked):** Thickness 1 1/2 in., Hardness 5; hp 15; Break (DC 18); *Simple Lock:* Hardness 15; hp 30; Open Locks (DC 20).

🔒**Windows:** The windows are not locked, but they are 18 ft. above the ground, and are narrow requiring an Escape Artist check (DC 30) for anyone medium-size or larger.

AREA 1

The air inside the warehouse is musty, and very little light penetrates into the interior. Clearly numbered crates and boxes are stacked upon each other, nearly reaching the second story, and disappearing into complete darkness in the far recesses of the warehouse.

Continue with the following if the characters can see in the darkness or have a source of light.

Two ladders and a pulley system connect the ground floor to the second story, and a small room is set up in a corner. Around the room are several hooded lanterns, crowbars, and other miscellaneous objects scattered here and there.

The five lanterns are all fuelled up and ready to go. The ladders are sturdy and rise 15 ft. to the second floor, and the pulley system can lift a load of up to 600 lbs on a 10 ft. by 10 ft. platform if a successful Strength check (DC 18) is made. No more than two individuals may cooperate on this check. A failure means the object(s) were not lifted.

A Search check (DC 12) reveals several open crates, many of which have been forced open or knocked over, but one in particular (indicated by an X on Map 3) sticks out because its base is lined with humid soil. Goorl’up and his bodyguard used this crate as a sort of coffin to gain entry into the city so he could establish a base of operations. The number on it matches the number given in the ledger from Area 2 for the package from the Shield Lands.

A successful Track check (DC 22) reveals tracks leading to the location of the secret trapdoor. Locating the trapdoor requires a Search check (DC 20), but give the characters a +2 circumstance bonus if they followed the tracks to the trapdoor. A successful Search check (DC 22) reveals some faint blood stains on the ground, following the tracks and around the soil-laden crate, and some scratches on the interior sides of the crate. Do not give the characters the circumstance bonus for seeing the blood and scratches.

The crates and boxes on this floor vary in size, ranging from 500-1500 lbs weight.

AREA 2

The door to the office is both locked and trapped, with the latter being set off if the door is disturbed.

🔒**Simple Wooden Door (locked):** Thickness 1 in., Hardness 5; hp 10; Break (DC 15); *Average Lock:* Hardness 15; hp 30; Open Locks (DC 25).

APL 2 (EL 1)

🔪**Hail of Needles:** CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22). Note: Fires in a 5ft. radius from the doorway so that three adjacent 5ft. squares are targeted.

APL 4 (EL 3)

🔪**Hail of Needles:** CR 3; +20 ranged (4d4); Search (DC 22); Disable Device (DC 22). Note: Fires in a 5ft. radius from the doorway so that three adjacent 5ft. squares are targeted.

APL 6 (EL 5)

🔪**Hail of Needles:** CR 5; +20 ranged (6d4); Search (DC 22); Disable Device (DC 22). Note: Fires in a 5ft. radius from the doorway so that three adjacent 5ft. squares are targeted.

By the looks of the room it is obviously an office of sorts. Several scrolls and ledgers occupy a desk and bookshelf.

The ledgers contain a complete listing of the warehouse's inventory, matching numbers with the crates and boxes, including the soil-laden crate, which was supposedly carrying animal hides from the Shield Lands, property of Trenkat. If the characters bring the records back to the *mullah*, the authorities find useful information linking the so-called merchants even further with the Pasha's stolen property. A secret panel can be found behind the bookshelf if a successful Search check (DC 20) is made. Behind the panel is another ledger that lists the origins of the stolen and smuggled goods found in Area 9, but characters do not realize this last fact unless they actually find the items in question downstairs.

Other objects and items of interest listed in the ledgers are:

- Cloth and wood from Ekbir,
- Sculptures from Zeif,
- Wine from Celene,
- Halfling arts and crafts from Elmshire,
- DMs are encouraged to add to this list, as long as it makes sense.

AREA 3

The boxes and crates on the second floor are smaller than those found on the ground level.

Unlike the crates and boxes on the ground floor, these up here have not been disturbed. The crates and boxes on this floor vary in size, ranging from 50-600 lbs weight.

AREA 4

✦ **Iron Door (locked):** Thickness 2 in., Hardness 10; hp 60; Break (DC 28); *Average Lock:* Hardness 15; hp 30; Open Locks (DC 25).

As the space beyond is exposed, the air from below almost makes you cough as though you stood on the threshold of a charnel house. A solid-looking ladder leads down into the nebulous darkness below.

The wooden ladder is solid and nearly 15 ft. long, ending in a small landing. The floor is of sturdy packed dirt, and stones packed into the earth awkwardly support the walls. Investigation of the floor reveals several bones, recognized as human if a successful Heal check (DC 5) is made. A simple Spot check (DC 5) also reveals tooth marks on the bones.

AREA 5

This passage is dank, dirty, and smells of carrion. Flies buzz around, and other insects scurry from one darkened, wet place to another.

Several other bones like in Area 4 can be found strewn across the passage. Inspection of the walls, reveal writing using the Infernal alphabet, but it is neither Infernal or

Abyssal. A *comprehend languages* or similar spell can decipher the writing as references to Carceri, Necromanteion, and the Hater of Life, in addition to obscene comments about life in general.

A successful Knowledge (religion) or Knowledge (the planes) check (DC 12) results in the character realizing that the Hater of Life is in fact, Nerull the Reaper. Furthermore, a character making a successful Knowledge (the planes) check (DC 10) knows that Carceri is one of the Outer Planes, home to devils and demons, while a check of 22 or greater means the character knows that Necromanteion is the black ice citadel of Nerull, located in Carceri.

AREA 6

✦ **Simple Wooden Door (unlocked):** Thickness 1 in., Hardness 5; hp 10; Break (DC 15).

The door can be locked from the inside.

The contents of this room make your stomach turn and blood go cold. The remains of what you think are humans in various states of decomposition are heaped haphazardly on the floor. Maggots and beetles writhe through the corpses as flies swarm over them.

This is the ghoul's larder, and the remains belong to the men who were working when Goorl'up and his bodyguard crawled out of their crate. Some were killed immediately, but a few were kept alive, until recently. Depending on the APL, some of the bodies have been transformed into ghouls and now obey Goorl'up. A simple Heal check (DC 5) confirms the remains as human. If the Heal check result is greater than 15, the number of bodies can be determined. At APL 2 there are five bodies, three bodies at APL 4, and one body at APL 6.

Anyone entering the room must make a successful Fortitude saving throw (DC 12) or be nauseated for 6-10 rounds. Nauseated characters are unable to attack, cast spells, concentrate on spells, or do anything else requiring concentration. The only action a character can take is a single move or move-equivalent action per turn.

The only thing of interest is a key to Area 7, which can be found on a successful Search check (DC 16), made with searching the bodies. If anyone decides to search through the bodies they must make a Fortitude save (DC 12) each round spent searching, but with a cumulative -1 circumstance modifier to the check each round spent doing so, including the first. Failure means the character is nauseated as above and can no longer search through the remains.

AREA 7

✦ **Simple Wooden Door (locked):** Thickness 1 in., Hardness 5; hp 10; Break (DC 15); *Average Lock:* Hardness 15; hp 30; Open Locks (DC 25).

A comfortable looking bed rests against the wall across from the door. A bureau is placed along one the walls next to the door and a small bookshelf stands across from it.

The owners used this room if they had any guests who wanted to remain out of sight while in Sefmur. Goorl'up and his minions have not even bothered opening the door to this room. A visitor was using the room when Goorl'up made his move, and now the unfortunate individual is part of the gore in Area 6.

Several artisan's outfits of Baklunish style are folded neatly and stored in the bureau, along with some paper, ink, quills, and a journal. A secret compartment containing some of Armesh's valuables, including a human finger bone, several minarets (pp), and a dagger, can be found in the bureau if a successful Search check (DC 20) is made. See the Treasure Summary for additional information regarding the contents of the compartment. The journal is written in Ancient Baklunish by one Armesh del Naet, and details certain events linking him and the owners of the warehouse to several illegal activities, including black market trading and dealings with the ruffians who accosted the monks of the Order of the Inner Flame. This document would be very valuable to the local authorities.

AREA 8

🔒 **Simple Wooden Door (unlocked):** Thickness 1 in., Hardness 5; hp 10; Break (DC 15); *Average Lock:* Hardness 15; hp 30; Open Locks (DC 25).

The door leading into this room is closed and a skull and sickle symbol is painted onto it in blood. A successful Knowledge (religion) check (DC 10) is required to identify it as the symbol of Nerull. Passing through the doorway triggers a *glyph of warding* at APL 6.

APL 6 (EL 2)

🔮 **Glyph of Warding (cold):** CR 2; no attack roll required, 5ft. range in all directions (2d8); Reflex save (DC 20) for half damage; Search (DC 28); Disable Device (DC 28). Note: The glyph is triggered if any living creature larger than a rat passes through the doorway.

An overturned bed lies before the wall across from the doorway. Instead of sheets, the bed is covered in blood with small bones and rusty-colored stones surrounding it on the floor as if the bed had been turned into a makeshift altar to some demonic creature. The rest of the room is scattered with the remains of what once must have been the trappings of a bedroom.

Goorl'up does in fact use this room as a place to conduct sacrifices to Nerull and/or torture his former captives for sheer pleasure, and closer inspection of the altar and a successful Spot check (DC 10) reveals symbols and runes. A successful Knowledge (religion) check (DC 18) allows the character to recognize them as pertaining to the sacrificial rituals of Nerull if a successful Knowledge (religion) check (DC 18) is made. Before the takeover

took place, this room was used by one of the owners who was out with the law and lived in the basement. He, like the others is either dead or a ghoul in Goorl'up's entourage.

AREA 9

Stone steps lead down about 10 ft. to a solid wooden door.

🔒 **Good Wooden Door (locked):** Thickness 1 1/2 in., Hardness 5; hp 15; Break (DC 18); *Simple Lock:* Hardness 15; hp 30; Open Locks (DC 20).

Unlike the rest of the basement, this chamber appears to be natural. Several small boxes and crates draped in canvas are neatly piled along the far right wall of the chamber. Several tables and stools are lined up along the far right wall.

A tripwire has been set up to drop a net just inside the chamber if it is triggered.

ALL APLS (EL 1)

🔮 **Large Net Trap:** CR 1; +5 ranged touch (net*); Search (DC 20); Disable Device (DC 25).

*As per the rules of being hit by a net in the *Player's Handbook*, only, the net affects all those in a 10-ft. by 10-ft. square.

Triggering the trap also causes the ringing of several small bells attached to the rigging, which instantly alerts Goorl'up and his minions if they are not already aware.

The boxes and crates contain the plundered and stolen goods of the warehouse's owners and associates, and they currently hide a section of the northeast wall that has been excavated by Goorl'up. Unless the characters make their way over or around the boxes, they do not notice the opening. Goorl'up's minions stand guard in this room, except for Goorl'up's bodyguard, who stays with him at the higher APLs.

Tactics: forewarned, the ghouls hide behind the crates, if not they are standing in front of the pile of crates in the Northeast corner, just out of sight of anyone standing in the doorway. Further details are explained in Area 10.

Development: the characters triggered the trap or otherwise alerted Goorl'up, he sends all of his ghouls to take care of the intruders. See Area 10 for statistics and tactics.

The crates and boxes contain stolen goods and smuggled items from afar, as detailed in the hidden ledger from Area 1. Returning the stolen items to their proper owners, and informing the authorities of the smuggled items would be the best course of action.

APL 2 (EL 2)

👤 **Ghouls (2):** hp 20, 13; see *Monster Manual*.

APL 4 (EL 4)

👉 **Ghouls (4):** hp 20, 18, 16, 13; see *Monster Manual*.

APL 6 (EL 6)

👉 **Ghouls (6):** hp 24, 22, 20, 18, 16, 14; see *Monster Manual*.

AREA 10

Beyond the hole in the wall is an unstable slope of rocks and loose dirt descending steeply about 20 feet to an opening over what appears to be the city sewer system! Several picks and shovels are propped against the walls.

Due to the unstable nature of the slope all Dexterity based skills, except Balance, suffer a –2 circumstance penalty. If a battle breaks out here, all combatants on the slope must make a Balance check (DC 15) or fall. A fallen individual risks rolling 5 ft. down the slope, unless they make a successful Reflex save (DC 15). Success indicates the individual has stopped rolling, but is still considered prone. Rolling individuals run the risk of falling over the edge, which is 10 feet above the water.

Goorl'up is a rather disgusting specimen, even for a ghoul; his skin is mottled with mold, puss, and several festering sores. There are even insects seen crawling in and out of his ears, nose, and across his rotted teeth. He is pure evil and confident in his abilities, and can speak common, although he chooses not to speak. His robe is rust-colored and bloodstained. Goorl'up has excavated this hole so he can access the sewer system in order to travel throughout the city unseen to do his dirty work.

Tactics: If Goorl'up is aware of the characters before they enter Area 9, he orders his ghouls to hide behind the crates and wait for the characters to enter and hopefully be trapped by the net before attacking. Furthermore, Goorl'up casts *desecrate* on one of the boxes in Area 9, in the hopes of giving his minions the upper hand. Hiding behind the boxes gives the ghouls full cover, and each box is roughly 3 ft. by 3 ft., which means a single box/crate provides one-quarter cover for a medium-size creature.

If Goorl'up only becomes aware of the characters as the trap is sprung in Area 9, he orders the ghouls to attack immediately before the characters free themselves from the net. Ravenous and soulless, the ghouls focus their attacks on anyone caught in the net, and attempt a coup de grace at the first opportunity, although one ghoul always engages any free targets.

Depending on the APL and situation, Goorl'up employs the following strategies in order: casts *desecrate*, drinks *potion of haste*, casts *entropic shield*, uses the *pipes of the sewers*, casts *cause fear*, and casts *bane*. Being near a sewer, the rats are within 50 feet and arrive one round after a successful use of the pipes. Goorl'up goes out of his way to coup de grace a helpless foe or use his *death touch* ability or *death knell* spell on such a target, but he is not foolish and does not endanger himself to do so. Do not forget to track the duration of the spells if they were cast prior to combat. At APLs 4 and 6 Goorl'up keeps his

bodyguard with him as the other ghouls stand guard in Area 9.

Development: Goorl'up does not surrender, and does not fight to the death, since he fears retribution for failure from Nerull more than death itself, and would rather run in order to further the Reaper's will. Therefore, if sorely pressed, Goorl'up leaps into the sewer in an attempt to escape. If characters wish to pursue they may, but press the fact that the sewer is filthy and there are many rats in the sewers below. Also remind the characters that this is not their fight; they were hired to find information about the Pasha's stolen property. If the characters do in fact pursue, the DM is encouraged to improvise the sewer layout and add some encounters with rats, both normal and dire. Either way, the characters should receive the experience points for defeating Goorl'up.

APL 2 (EL 2)

👉 **Goorl'up, Ghoul Shaman:** Male ghoul Clr1 (Nerull); hp 24; see Appendix I.

APL 4 (EL 4)

👉 **Goorl'up, Ghoul Shaman:** Male ghoul Clr3 (Nerull); hp 34; see Appendix I.

👉 **Ghoul (Bodyguard):** hp 24; see *Monster Manual*.

APL 6 (EL 6)

👉 **Goorl'up, Ghoul Shaman:** Male ghoul Clr5 (Nerull); hp 44; see Appendix I.

👉 **Ghoul (Bodyguard):** hp 24; see *Monster Manual*.

CONCLUSION

Characters may surely feel like they have gone through an emotional roller coaster, having gone from planning to go on an expedition, to having been hired to gather some information about some known criminals, and finally stumbling across a shrine to Nerull. Despite this, they have found out some very important, and potentially disastrous news, ranging from the documents linking the ruffians to the warehouse owners and other criminals, to the note found on Goorl'up discussing the activities of an evil cult in Tusmit. Furthermore, the characters have found a room full of stolen and smuggled goods, and possibly have found a ledger indicating the names and homes of the rightful owners.

Many possibilities are open the characters at the end of this adventure and each option is detailed below:

Returning to Kabil with Information

If the characters return to Kabil with pertinent information about the warehouse owners and their connection to the ruffians and the Pasha's stolen property they are thanked for doing their civil duty. If the characters managed to find Armesh's journal and the ledger listing the smuggled goods, they are rewarded further because these documents contain a plethora of

important information pertaining to many criminal activities within Sefmur. If the characters mention the presence of a cult of Nerull, assuming they've figured that out, and present evidence of such a claim they are rewarded even further.

Donating money to the Order of the Inner Flame

In order for a character under the influence of a *geas/quest* spell to be freed from the enchantment they must donate at least 30 gp to the Order. If anyone donates more than 100 gp, Falah is greatly thankful and offers to train the character(s) in the way of *Edel* and *Da'Shon*. If a character is not freed from the enchantment it persists until it is dispelled, removed or the terms are met.

Returning the stolen goods to their proper owners

There are two ways of going about this. The first method is simple, having the characters inform the authorities of their findings and providing them with the ledger listing the original owners. The second, more complicated method is to personally return the stolen property. This requires the expenditure of extra TUs and the use of some Gather Information checks to locate the owner. In the case of the former, the characters receive several gifts in coin from the various owners.

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 to each character.

Encounter 1: Truly a Dead-End

Defeat the ruffians

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Encounter 3: Bad Seeds In the Market

Diffuse the riot.

APL 2	60 XP
APL 4	120 XP
APL 6	120 XP

Encounter 6: Deputized (Area 2)

Bypass/disarm the trap.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP

Encounter 6: Deputized (Area 8)

Bypass/disarm the glyph of warding.

APL 2	0 XP
APL 4	0 XP
APL 6	60 XP

Encounter 6: Deputized (Area 9)

Bypass/disarm the net trap.

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP

Encounter 6: Deputized (Area 10)

Defeat Goorl'up.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 1: Truly a Dead-End

Defeat the ruffians and strip their gear.

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

APL 4: L: 18 gp; C: 0 gp; M: 0

APL 6: L: 18 gp; C: 0 gp; M: 0

Encounter 5: It's the Truth I Tell You!

Accepting the job.

APL 2: L: 0 gp; C: 10 gp; M: 0

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 30 gp; M: 0

Encounter 6: Deputized (Area 7)

Find the secret compartment and remove the contents.

APL 2: L: 1 gp; C: 20 gp; M: 0

APL 4: L: 30 gp; C: 60 gp; M: *wand of shocking grasp* (Value 113 gp per character).

APL 6: L: 30 gp; C: 60 gp; M: *wand of shocking grasp* (Value 113 gp per character).

Encounter 6: Deputized (Area 10)

Defeat Goor'lup and strip his gear.

APL 2: L: 25 gp; C: 3 gp; M: *scroll of command* (Value 4 gp per character).

APL 4: L: 25 gp; C: 6 gp; M: *scroll of command* (Value 4 gp per character); *potion of haste* (Value 113 gp per character).

APL 6: L: 0 gp; C: 12 gp; M: *scroll of command* (Value 4 gp per character); *potion of haste* (Value 113 gp per character); *+1 chain shirt* (Value 188 gp per character); *pipes of the sewers* (Value 173 gp per character).

Conclusion

Find Armesh's journal and the ledger and showing evidence of Nerull's cult.

APL 2: L: 0 gp; C: 10 gp; M: 0

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 30 gp; M: 0

AND

Influence Point with the City Watch of Sefmur.

Conclusion (Stolen Goods)

Hand the stolen goods over to the authorities.

APL 2: L: 0 gp; C: 10 gp; M: 0

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 30 gp; M: 0

OR

The characters decide to personally return the stolen property to the lawful owners themselves. They have to spend some time tracking down the current location of each person. The amount of time and money spent

finding the owners depends on the result of a Gather Information check. Allow every participating character to assist with the check.

Check result

0 – 10

Outcome

Poor contacts; 3 TU, and 10 gp spent per character.

11 – 18 *Reliable information*; 2 TU, and 5 gp spent per character.

19+ *Great contacts*; 1 TU, and 15 gp spent per character.

The lawful owners are extremely grateful for having their property returned to them, especially since the characters spent their time and money to find them. In return they offer the characters a sum of coin, gems, and equipment as a show of appreciation.

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

APL 4: L: 150 gp; C: 50 gp; M: 0

APL 6: L: 200 gp; C: 100 gp; M: 0

Total Possible Treasure

APL 2: 181 gp

APL 4: 609 gp

APL 6: 1071 gp

Geas/quest

Command: "Help the Order locate and free our master Zuoken". **Caster Level:** 12th. **Duration:** Permanent, or until the command is completed, or removed via magic. See spell description for details. **Effect:** characters under this enchantment must do their best to follow the command, which means they spend an additional TU for every adventure played, regardless of the type and duration, to simulate the time spent trying to fulfill the directive. The spell's directive is fulfilled after three adventures (3 additional TU total).

Falah's Favor

For helping the Order of the Inner Flame in a time of need, Falah the elder brother has offered to teach you in the ways of *Edel* and *Da'Shon*. A character with this favor may select the following Feats the next time they gain a Feat:

Acrobatic (Song and Silence)

Blindsight, 5-foot Radius (Sword and Fist)

Influence Point with Sefmur City Watch

The recipient has received an Influence Point with the Sefmur City Watch. Consult Tusmit's Meta-docs for means of redeeming Influence Points and their effects.

APPENDIX I: NPCS

ENCOUNTER 1: TRULY A DEAD-END

APL 2 (EL 2)

✦ **Ruffians (3):** Male human War1; CR 1/2; HD 1d8+1; hp 12; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d4+1/19-20, dagger) or +2 melee (1d6+1, club) or +3 ranged (1d4+1/19-20, thrown dagger) or +3 ranged (1d6+1, thrown club); AL NE; SV Fort +3, Ref +2, Will -1; Str 13, Dex 15, Con 12, Int 8, Wis 8, Cha 11.

Skills and Feats: Climb +4, Jump +3, Intimidate +3; Power Attack, Toughness

Possessions: leather armor, 2 daggers, club.

✦ **Tang'ar, Ruffian Leader:** Male human War1; CR 1/2; HD 1d8+2; hp 13; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d4+2/19-20, dagger) or +3 melee (1d6+2/18-20, scimitar) or +4 ranged (1d4+2/19-20, dagger); AL NE; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 9, Wis 10, Cha 12.

Skills and Feats: Climb +4, Jump +3, Intimidate +3; Power Attack, Toughness.

Possessions: studded leather armor, 2 daggers, scimitar.

APL 4 (EL 4)

✦ **Ruffians (3):** Male human Ftr1; CR 1; HD 1d10+1; hp 14; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +2 melee (1d4+1/19-20, dagger) or +2 melee (1d6+1, club) or +3 ranged (1d4+1/19-20, thrown dagger) or +3 ranged (1d6+1, club); AL NE; SV Fort +3, Ref +2, Will -1; Str 13, Dex 15, Con 12, Int 8, Wis 8, Cha 11.

Skills and Feats: Climb +4, Jump +3, Intimidate +3; Dodge, Power Attack, Toughness

Possessions: studded leather armor, 2 daggers, club.

✦ **Tang'ar, Ruffian Leader:** Male human Ftr1; CR 1; HD 1d10+2; hp 15; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +3 melee (1d4+2/19-20, dagger) or +3 melee (1d6+2/18-20, scimitar) or +4 ranged (1d4+2/19-20, thrown dagger); AL NE; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 9, Wis 10, Cha 12.

Skills and Feats: Climb +4, Jump +3, Intimidate +3; Dodge, Power Attack, Toughness.

Possessions: chain shirt, 2 daggers, scimitar.

APL 6 (EL 6)

✦ **Ruffians (3):** Male human Ftr2; CR 2; HD 2d10+2; hp 21; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +3 melee (1d4+1/19-20, dagger) or +4 melee (1d6+1, club) or +4 ranged (1d4+1/19-20, thrown dagger) or +5 ranged (1d6+1, club); AL NE; SV Fort +4, Ref +2, Will -1; Str 13, Dex 15, Con 12, Int 8, Wis 8, Cha 11.

Skills and Feats: Climb +4, Jump +4, Intimidate +4; Dodge, Power Attack, Toughness, Weapon Focus (club).

Possessions: studded leather armor, 2 daggers, club.

✦ **Tang'ar, Ruffian Leader:** Male human Ftr2; CR 2; HD 2d10+2; hp 23; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +4 melee (1d4+2/19-20, dagger) or +5 melee (1d6+2/18-20, scimitar) or +5 ranged (1d4+2/19-20, thrown dagger); AL NE; SV Fort +5, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 9, Wis 10, Cha 12.

Skills and Feats: Climb +4, Jump +4, Intimidate +4; Dodge, Power Attack, Toughness, Weapon Focus (scimitar).

Possessions: chain shirt, 2 daggers, scimitar.

ENCOUNTER 3: BAD SEEDS IN THE MARKET

✦ **Commoners (25):** Male/Female humans Com1; CR 1/2; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d3 subdual, unarmed strike) or +0 ranged (1 subdual, rotten fruit and vegetables); AL LN; SV Fort +1, Ref +0, Will -1; Str 11, Dex 11, Con 13, Int 10, Wis 9, Cha 10.

Skills and Feats: Craft (various) +4, Profession (various) +6, Handle Animal +4; Skill Focus (Profession), Toughness.

Possessions: peasant's outfit, rotten fruit and vegetables.

✦ **Annah Slenza:** Female human Com3; CR 2; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d3 subdual, unarmed strike); AL N; SV Fort +1, Ref +2, Will +2; Str 10, Dex 12, Con 10, Int 11, Wis 12, Cha 13.

Skills and Feats: Diplomacy +6, Knowledge (history – Baklunish Empire) +3, Knowledge (history – Suloise Empire) +3; Run, Skill Focus (Diplomacy), Toughness.

Possessions: peasant's outfit.

✦ **Wallah ibn Benha:** Male human Com3; CR 2; Medium-size humanoid (human); HD 3d4+6; hp 16; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d3+1 subdual, unarmed strike); AL N; SV Fort +2, Ref +1, Will +1; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 15.

Skills and Feats: Diplomacy +7, Knowledge (history – Baklunish Empire) +3, Knowledge (history – Suloise Empire) +3; Run, Skill Focus (Diplomacy), Toughness.

Possessions: peasant's outfit.

APL 2 (EL 7)

✦ **Mullah:** Male human Clr5 (Al'Akbar); CR 5; Medium-size humanoid (human); HD 5d8; hp 28; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (2d4+1/18-20, falchion); SA Spells, turn undead;

AL LN; SV Fort +4, Ref +1, Will +6; Str 12, Dex 11, Con 10, Int 13, Wis 15, Cha 13.

Skills and Feats: Concentration +8, Knowledge (religion) +9, Sense Motive +5, Spellcraft +9; Combat Casting, Martial Weapon Proficiency (falchion), Weapon Focus (falchion).

Possessions: masterwork falchion, chain shirt, holy symbol of Al'Akbar.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, guidance, light, resistance*; 1st – *bless* (2), *command* (2), *sanctuary**; 2nd – *calm others**, *enthrall, hold person* (2); 3rd – *dispel magic, magic circle against chaos**.

*Domain spell. **Domains:** Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

☛ **Members of the Guard (4):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d6+2/18-20, scimitar) or +3 ranged (1d6/x3, shortbow); AL LN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +2, Jump +2, Ride +5; Cleave, Mounted Combat, Power Attack, Ride-By Attack.

Possessions: shortbow, 20 arrows, hide armor, masterwork scimitar, buckler.

APL 4 (EL 9)

☛ **Mullah:** Male human Clr6 (Al'Akbar); CR 6; Medium-size humanoid (human); HD 6d8; hp 33; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (2d4+1/18-20, falchion); SA Spells, turn undead; AL LN; SV Fort +5, Ref +2, Will +7; Str 12, Dex 11, Con 10, Int 13, Wis 15, Cha 13.

Skills and Feats: Concentration +9, Knowledge (religion) +10, Sense Motive +5, Spellcraft +10; Combat Casting, Martial Weapon Proficiency (falchion), Spell Focus (Enchantment), Weapon Focus (falchion).

Possessions: masterwork falchion, chain shirt, holy symbol of Al'Akbar.

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level; 14 + spell level for Enchantment spells): 0 – *detect magic, detect poison, guidance, light, resistance*; 1st – *bless* (2), *command* (2), *sanctuary**; 2nd – *calm others**, *enthrall, hold person* (3); 3rd – *dispel magic, magic circle against chaos**, *protection from elements*.

*Domain spell. **Domains:** Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

☛ **Members of the Guard (8):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d6+2/18-20, scimitar) or +3 ranged (1d6/x3, shortbow); AL LN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +2, Jump +2, Ride +5; Cleave, Mounted Combat, Power Attack, Ride-By Attack.

Possessions: shortbow, 20 arrows, hide armor, masterwork scimitar, buckler.

APL 6 (EL 11)

☛ **Mullah:** Male human Clr8 (Al'Akbar); CR 8; Medium-size humanoid (human); HD 8d8; hp 43; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +8/+3 melee (2d4+1/18-20, falchion); SA Spells, turn undead; AL LN; SV Fort +6, Ref +2, Will +9; Str 12, Dex 11, Con 10, Int 13, Wis 16, Cha 13.

Skills and Feats: Concentration +10, Knowledge (religion) +11, Sense Motive +7, Spellcraft +11; Combat Casting, Martial Weapon Proficiency (falchion), Spell Focus (Enchantment), Weapon Focus (falchion).

Possessions: masterwork falchion, chain shirt, holy symbol of Al'Akbar.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – *detect magic, detect poison, guidance, light, resistance, virtue*; 1st – *bless* (2), *command* (2), *sanctuary**, *shield of faith*; 2nd – *calm others**, *enthrall, hold person* (3); 3rd – *blindness/deafness, dispel magic* (2), *magic circle against chaos**, *protection from elements*; 4th – *divine power, freedom of movement, order's wrath**.

*Domain spell. **Domains:** Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

☛ **Members of the Guard (8):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +8 melee (1d6+3/18-20, scimitar) or +5 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +5, Jump +5, Ride +7; Cleave, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack.

Possessions: shortbow, 20 arrows, hide armor, masterwork scimitar, buckler.

ENCOUNTER 4: BUSTED! WHY?

APL 2 (EL 9)

☛ **Jaabar, Mullah and Royal Investigator:** Male human Clr5 (Al'Akbar); CR 5; Medium-size humanoid (human); HD 5d8; hp 28; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (2d4+1/18-20, falchion); SA Spells, turn undead; AL LN; SV Fort +4,

Ref +1, Will +6; Str 12, Dex 11, Con 10, Int 15, Wis 15, Cha 13.

Skills and Feats: Concentration +8, Diplomacy +9, Knowledge (religion) +10, Sense Motive +5, Spellcraft +10; Combat Casting, Martial Weapon Proficiency (falchion), Weapon Focus (falchion).

Possessions: masterwork falchion, masterwork chain shirt, holy symbol of Al'Akbar.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, guidance, light, resistance*; 1st – *bless* (2), *command* (2), *sanctuary**; 2nd – *calm others**, *enthrall, hold person* (2); 3rd – *dispel magic, magic circle against chaos**.

*Domain spell. *Domains:* Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

➤ **Kabil and Bahir, Mullah (2):** Male human Clr3 (Al'Akbar); CR 3; Medium-size humanoid (human); HD 3d8; hp 18; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atk +3 melee (2d4+1/18-20, falchion); SA Spells, turn undead; AL LN; SV Fort +3, Ref +1, Will +5; Str 12, Dex 11, Con 10, Int 13, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Knowledge (religion) +7, Sense Motive +4, Spellcraft +7; Combat Casting, Martial Weapon Proficiency (falchion), Weapon Focus (falchion).

Possessions: falchion, studded leather armor, holy symbol of Al'Akbar.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, light, resistance*; 1st – *bless, command* (2), *sanctuary**; 2nd – *calm others**, *enthrall, hold person*.

*Domain spell. *Domains:* Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

➤ **Members of the Guard (6):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d6+2/18-20, scimitar) or +3 ranged (1d6/x3, shortbow); AL LN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +2, Jump +2, Ride +5; Cleave, Mounted Combat, Power Attack, Ride-By Attack.

Possessions: shortbow, 20 arrows, hide armor, masterwork scimitar, buckler.

APL 4 (EL 11)

➤ **Jaabar, Mullah and Royal Investigator:** Male human Clr7 (Al'Akbar); CR 7; Medium-size humanoid (human); HD 7d8; hp 38; Init +0; Spd 30 ft.; AC 14

(touch 10, flat-footed 14); Atk +7 melee (2d4+1/18-20, falchion); SA Spells, turn undead; AL LN; SV Fort +5, Ref +2, Will +9; Str 12, Dex 11, Con 10, Int 15, Wis 15, Cha 13.

Skills and Feats: Concentration +10, Diplomacy +11, Knowledge (religion) +12, Sense Motive +6, Spellcraft +12; Combat Casting, Iron Will, Martial Weapon Proficiency (falchion), Weapon Focus (falchion).

Possessions: masterwork falchion, masterwork chain shirt, holy symbol of Al'Akbar.

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, guidance, light, resistance, virtue*; 1st – *bless* (2), *command* (2), *sanctuary**, *shield of faith*; 2nd – *calm others**, *enthrall, hold person* (3); 3rd – *dispel magic, magic circle against chaos**, *protection from elements*; 4th – *divine power, order's wrath**.

*Domain spell. *Domains:* Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

➤ **Kabil and Bahir, Mullah (2):** Male human Clr5 (Al'Akbar); CR 5; Medium-size humanoid (human); HD 5d8; hp 28; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (2d4+1/18-20, falchion); SA Spells, turn undead; AL LN; SV Fort +4, Ref +1, Will +6; Str 12, Dex 11, Con 10, Int 13, Wis 15, Cha 13.

Skills and Feats: Concentration +8, Knowledge (religion) +9, Sense Motive +5, Spellcraft +9; Combat Casting, Martial Weapon Proficiency (falchion), Weapon Focus (falchion).

Possessions: masterwork falchion, chain shirt, holy symbol of Al'Akbar.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, guidance, light, resistance*; 1st – *bless* (2), *command* (2), *sanctuary**; 2nd – *calm others**, *enthrall, hold person* (2); 3rd – *dispel magic, magic circle against chaos**.

*Domain spell. *Domains:* Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

➤ **Members of the Guard (6):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +8 melee (1d6+3/18-20, scimitar) or +5 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +5, Jump +5, Ride +7; Cleave, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack.

Possessions: shortbow, 20 arrows, hide armor, masterwork scimitar, buckler.

APL 6 (EL 13)

☛ **Jaabar, Mullah and Royal Investigator:** Male human Clr9 (Al'Akbar); CR 9; Medium-size humanoid (human); HD 9d8; hp 48; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +8/+3 melee (2d4+1/18-20, falchion); SA Spells, turn undead; AL LN; SV Fort +6, Ref +2, Will +11; Str 12, Dex 11, Con 10, Int 15, Wis 16, Cha 13.

Skills and Feats: Concentration +12, Diplomacy +13, Knowledge (religion) +14, Sense Motive +8, Spellcraft +14; Combat Casting, Iron Will, Martial Weapon Proficiency (falchion), Spell Focus (Enchantment), Weapon Focus (falchion).

Possessions: masterwork falchion, masterwork chain shirt, holy symbol of Al'Akbar.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – *detect magic, detect poison, guidance, light, resistance, virtue*; 1st – *bless* (2), *command* (2), *sanctuary**, *shield of faith*; 2nd – *bull's strength, calm others**, *enthrall, hold person* (3); 3rd – *dispel magic* (2), *magic circle against chaos**, *prayer, protection from elements*; 4th – *discern lies, dimensional anchor, spell immunity**; 5th – *break enchantment, spell resistance**.

*Domain spell. *Domains:* Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

☛ **Kabil and Bahir, Mullah (2):** Male human Clr7 (Al'Akbar); CR 7; Medium-size humanoid (human); HD 7d8; hp 38; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +7 melee (2d4+1/18-20, falchion); SA Spells, turn undead; AL LN; SV Fort +5, Ref +2, Will +7; Str 12, Dex 11, Con 10, Int 13, Wis 15, Cha 13.

Skills and Feats: Concentration +8, Knowledge (religion) +9, Sense Motive +5, Spellcraft +9; Combat Casting, Martial Weapon Proficiency (falchion), Spell Focus (Enchantment), Weapon Focus (falchion).

Possessions: masterwork falchion, chain shirt, holy symbol of Al'Akbar.

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level; 14 + spell level for Enchantment spells): 0 – *detect magic, detect poison, guidance, light, resistance, virtue*; 1st – *bless* (2), *command* (2), *sanctuary**, *shield of faith*; 2nd – *calm others**, *enthrall, hold person* (3); 3rd – *dispel magic, magic circle against chaos**, *protection from elements*; 4th – *divine power, order's wrath**.

*Domain spell. *Domains:* Law (You cast law spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

☛ **Members of the Guard (10):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +8 melee (1d6+3/18-20, scimitar) or +5 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +5, Jump +5, Ride +7; Cleave, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack.

Possessions: shortbow, 20 arrows, hide armor, masterwork scimitar, buckler.

ENCOUNTER 6: DEPUTIZED (AREA 10)

APL 2 (EL 2)

☛ **Goor'lup, Ghoul Shaman:** Male ghoul Clr1 (Nerull); CR 2; Medium-size undead; HD 2d12+1d8; hp 24; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +3 melee (1d6+1 and paralysis, bite) and +0 melee (1d3 and paralysis, 2 claws); SA Paralysis, create spawn, spells, rebuke undead; SQ Undead, +2 turn resistance; AL CE; SV Fort +2, Ref +2, Will +7; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Knowledge (arcana) +5, Knowledge (religion) +5, Listen +8, Move Silently +6, Search +6, Spellcraft +5, Spot +8; Dodge, Multiattack, Weapon Finesse (bite).

Possessions: masterwork chain shirt, scroll of command, brass holy symbol, 4 fountains (gp), 1 minaret (pp), and 13 fez (sp).

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – *inflict minor wounds* (3); 1st – *bane, cause fear**, *doom*.

*Domain spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals to the creature's current hit points, it dies); Evil (You cast evil spells at +1 caster level).

APL 4 (EL 4)

☛ **Goor'lup, Ghoul Shaman:** Male ghoul Clr3 (Nerull); CR 4; Medium-size undead; HD 2d12+3d8; hp 34; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +5 melee (1d6+1 and paralysis, bite) and +2 melee (1d3 and paralysis, 2 claws); SA Paralysis, create spawn, spells, rebuke undead; SQ Undead, +2 turn resistance; AL CE; SV Fort +3, Ref +3, Will +8; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +8, Move Silently +6, Search +6, Spellcraft +6, Spot +8; Dodge, Mobility, Multiattack, Weapon Finesse (bite).

Possessions: masterwork chain shirt, scroll of command, potion of haste, brass holy symbol, 8 fountains (gp), 2 minaret (pp), and 26 fez (sp).

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – guidance, inflict minor wounds (3); 1st – bane, cause fear*, deathwatch, doom; 2nd – desecrate, death knell*, inflict moderate wounds.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals to the creature's current hit points, it dies); Evil (You cast evil spells at +1 caster level).

APL 6 (EL 6)

☛**Goorl'up, Ghoul Shaman:** Male ghoul Clr5 (Nerull); CR 6; Medium-size undead; HD 2d12+5d8; hp 44; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Atk +6 melee (1d6+1 and paralysis, bite) and +3 melee (1d3 and paralysis, 2 claws); SA Paralysis, create spawn, spells, rebuke undead; SQ Undead, +2 turn resistance; AL CE; SV Fort +4, Ref +3, Will +9; Str 13, Dex 16, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Knowledge (arcana) +7, Knowledge (religion) +7, Listen +8, Move Silently +7, Search +6, Spellcraft +7, Spot +8; Dodge, Mobility, Multiattack, Weapon Finesse (bite).

Possessions: +1 chain shirt, pipes of the sewers, potion of haste, scroll of command, scroll of dispel magic, brass holy symbol, 16 fountains (gp), 4 minaret (pp), and 52 fez (sp).

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – guidance, inflict minor wounds (4); 1st – bane, cause fear*, deathwatch, doom, entropic shield; 2nd – desecrate, death knell*, hold person, inflict moderate wounds; 3rd – inflict serious wounds, magic circle against good*.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals to the creature's current hit points, it dies); Evil (You cast evil spells at +1 caster level).

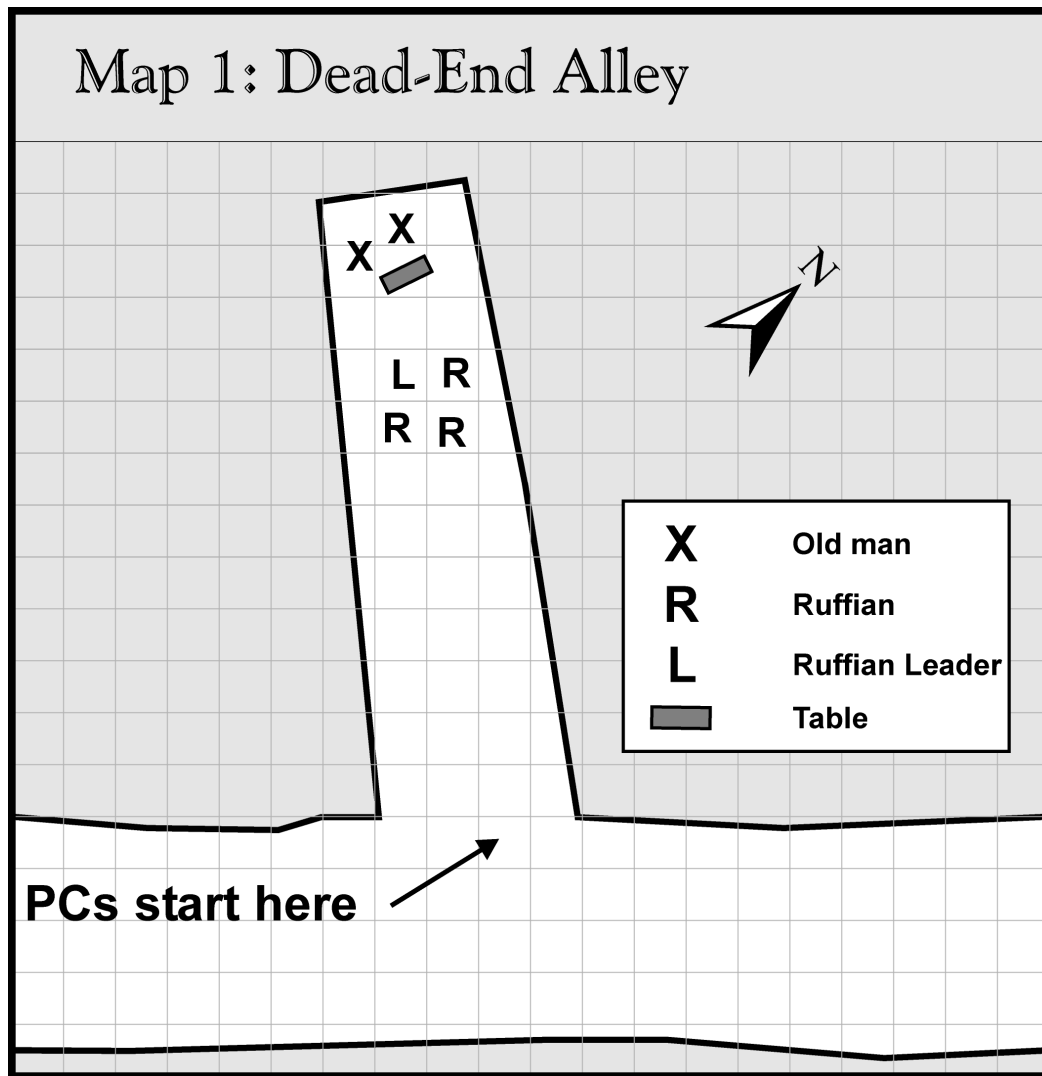
APPENDIX 2: TUSMIT LAW

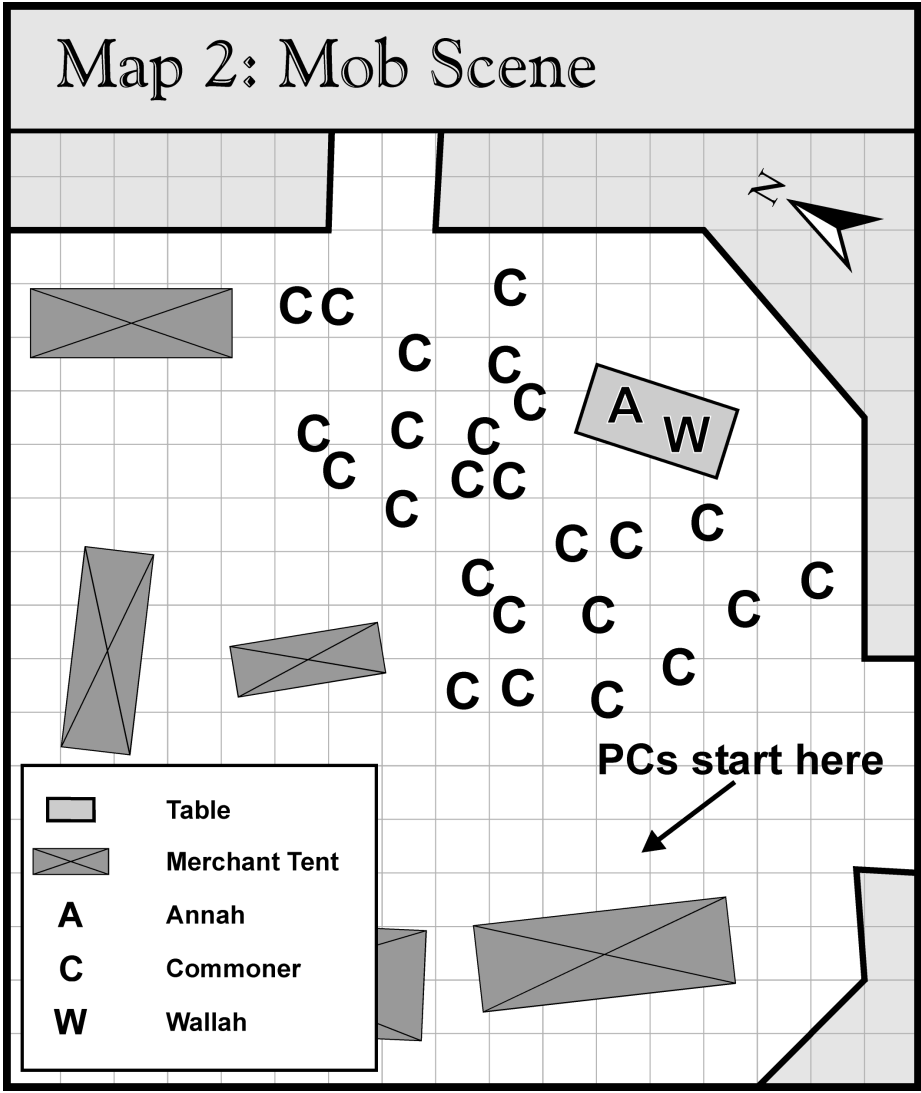
The following is a list of possible charges the characters might face during this adventure. For more information regarding the law in Tusmit, the DM is urged to read the full Law and Punishment document available in the Tusmit Gazetteer and the Files section of the LG-Tusmit Yahoo! Group.

- Assault, grievous (Major): Confiscation of weapon used and imprisonment of up to 4 weeks. The victim must have been reduced to less than 0 hit points.
- Assault, minor (Minor): Confiscation of weapon used and imprisonment of up to 2 weeks. The victim must have been injured (losing hit points without dropping below 0).
- Assault, of govt. official, noble, or church member (Major): Confiscation of weapon used and imprisonment of 2 to 6 months. (2 months if injured, and up to 6 months if hit points reduced to less than 0).
- Disturbance of the peace (Minor): Fine of 25 gp (doubled for repeated offenses).
- Magic, illegal use, which in this case is any physically damaging spell or any spell violating personal rights, such as *charm person* and any chaotic spell (Major): Fine of 50 gp/spell level plus 1d10 lashes per spell level.
- Manslaughter (Major): Sent to the mines for up to 5 years plus loss of all property, which will be given to the victim's family.
- Murder, mass or genocide (High): Torture and death.
- Murder of govt. official, noble, or church member (High): Death.
- Murder, other (Major): Death or sent to the mines for up to 20 years with loss of all property, which will be given to the victim's family.
- Possession or sale of stolen property (Minor): Fine equaling 5x the property's value.
- Riot, incitement (Major): Imprisonment of up to 6 weeks and fine equaling 2x any damage caused.
- Riot, participation (Major): 10d4 lashes and fine of 50 gp.

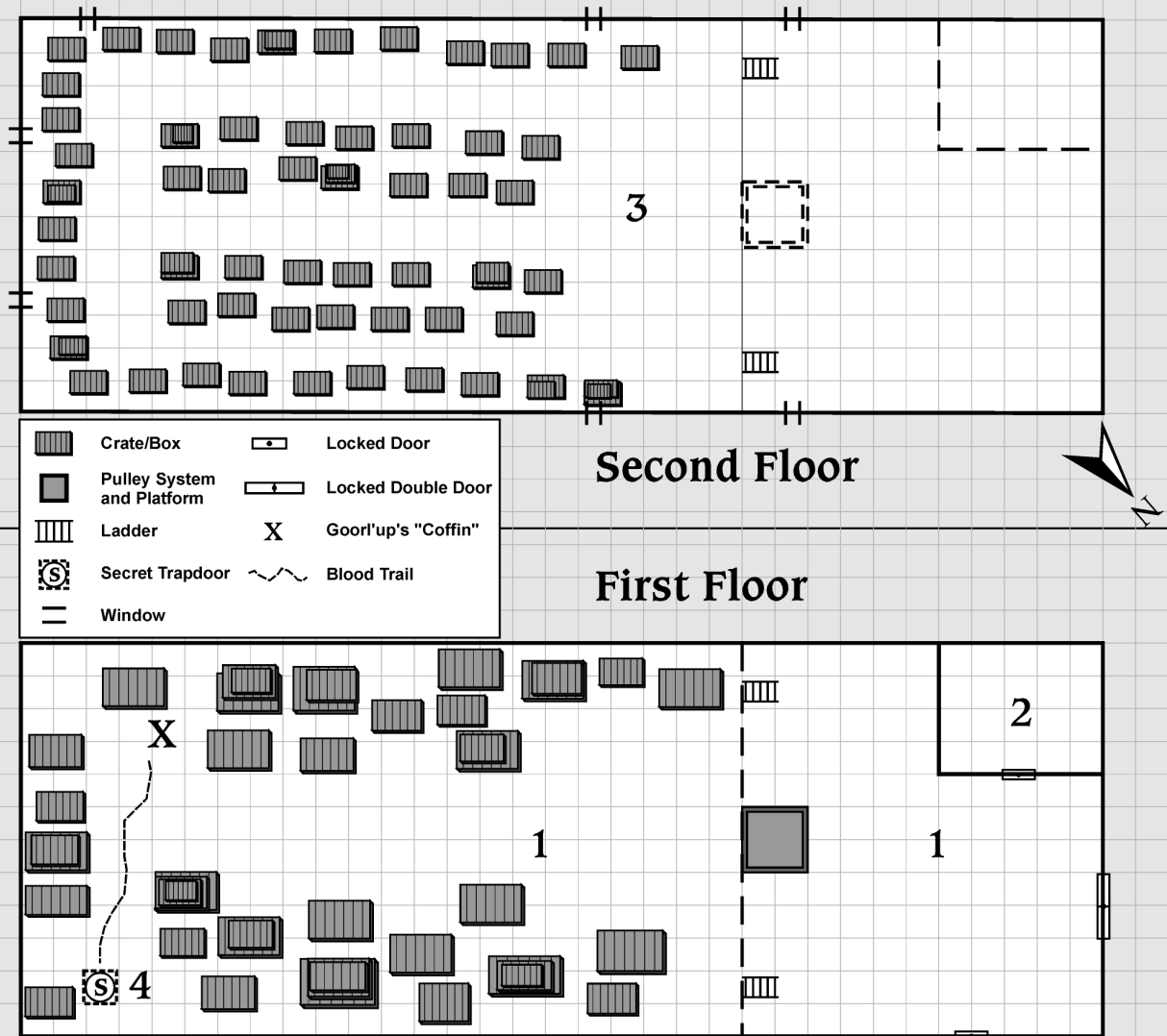
Note: Sentences vary depending on the circumstances of the offense and/or the status of the person being judged. Each week represents approximately 1 TU in game play. Lashes are always given on the public place in order to shame the offender. The DM makes the final decision regarding the duration of the punishment where not clearly indicated. DMs are to note all relevant outcomes on the Adventure Cert for this adventure.

APPENDIX 3: MAPS

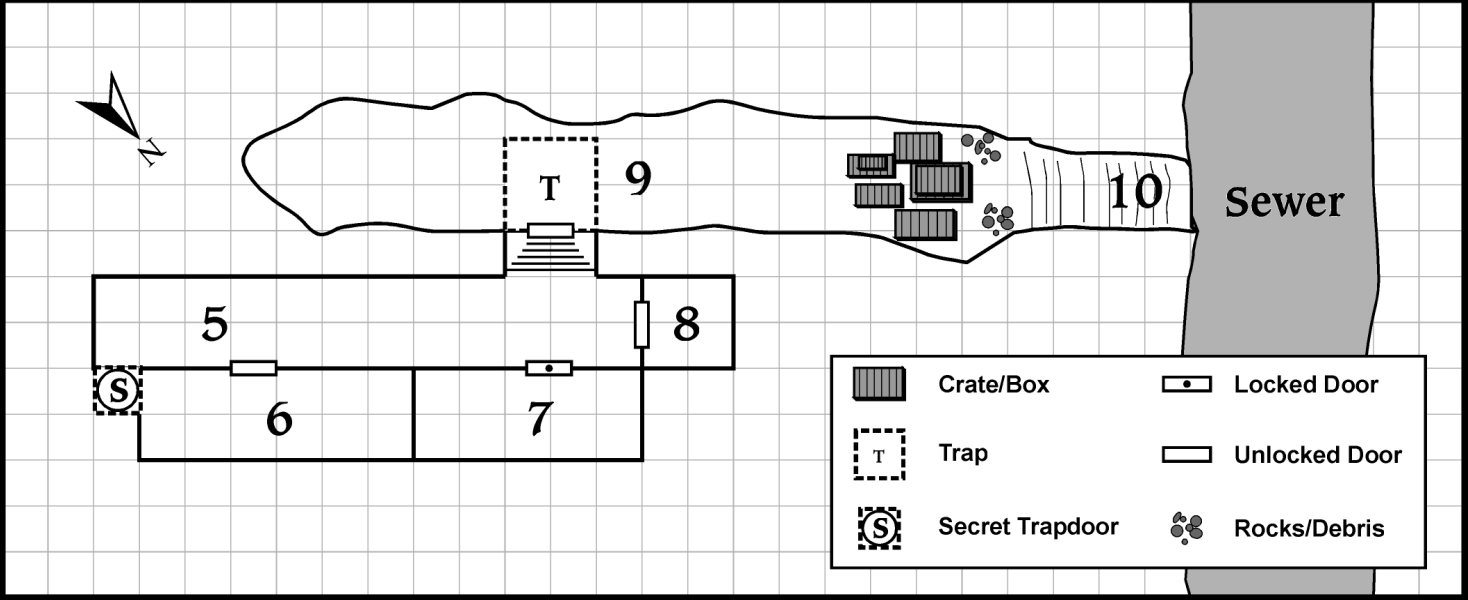




Map 3: Zatar's Storage



Map 4: Warehouse Basement



PLAYER HANDOUT 1: GOORL'UP'S NOTE

The note is written in Common with blood on human flesh.

Goorl'up,

I trust you are as revolting as ever.

I am excited. Trenkat has sent me news. He believes to have found its general location somewhere in the Sheikdom the delicious humans call Suvii. I need you to find out as much as you can about the history of that Sheikdom, especially a place called Um-Mathar. Do whatever it takes to enter Sefmur's library and learn as much as you can. As you do that, Trenkat continues to trek across this dull land in search of its location, while I believe to have found the key to returning it to its former infernal glory!

Keep spreading the darkness revolting one, and I promise you we will return death and misery to this land as it once was, but this time it will engulf the entire Flanaess. But until then, continue to work hard and be faithful, and the Horned Ones will continue to reward you well with bodies like the ones you have most likely fed upon in the warehouse. Do not disappoint the Hater of Life, for if you do, you will be the one fed to others.

Soon, very soon...

Helna

Servant of the Reaper and Mistress of the Horned Ones

3rd of Wealsun, 592CY... I hate this heat, but at least the bodies rot quicker...

TUS2-06 LIGHT THE FLAME CRITICAL EVENTS SUMMARY

This critical event summary is designed to assist the Tusmit Triad in making appropriate future development decisions based on the results of this adventure. We ask every DM to fill out this summary and return it to the Tusmit Point of Contact (Bradley Fenton bfento@yahoo.ca) via mail or e-mail as soon as possible after completing the scenario. Please contact me via e-mail for mailing information. We only ask DMs to fill this out within the first 5 months of the adventure's premiere date.

Make sure to list the names of every participant with their RPGA number, character name, and character level at the beginning of the adventure.

Player Name	RPGA #	Character Name	Character Level(s)
DM Name	RPGA #		

CRITICAL EVENTS LIST

Did the party help the old men at the beginning?	Yes	No
Did Goorl'up escape?	Yes	No
Did the characters realize Nerull's implications?	Yes	No
Did the characters return the stolen goods?	Yes	No
Did the characters donate to the Order of the Inner Flame?	Yes	No
Did any characters walk away under the influence of the <i>geas/quest</i> ?	Yes	No
Did the characters get into trouble with the authorities?	Yes	No
If so, how?		

Thank you for adventuring in Tusmit.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.