

EKB5-06 & TUS5-07

The Ekbirrian Job/ La Mission ekbirienne

A One-Round LIVING GREYHAWK® adventure
set in Ekbir and Tusmit

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With ideas and contribution from the Ekbir and Tusmit Triads

A mysterious Ekbirrian princess has found refuge in Tusmit and attracts much attention. Will you find your way through all kinds of intrigues? An adventure designed for APLs 2-12. This regional adventure is common to both Ekbir and Tusmit is the direct sequel to EKB5-05/TUS5-06 The Tusman Job/La mission Tusmane, having played the previous adventure is HIGHLY recommended for maximum enjoyment. Heroes who have taken part in the Udgru and/or Rebellion storylines will draw maximum enjoyment from this adventure.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Reporting

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the

number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the 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. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

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

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Tusmit and Ekbir.

Characters native to Tusmit or Ekbir pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

Adventure Background

Ekbir

In 577CY, the legitimate dynasty of the Dezbat, one of the 15 provinces of Ekbir was replaced following an Ataphad attack lead by Urik Ashir, of the Second House of Ashir. During this attack, Nerim Ashir of the First House of Ashir was killed with all his family, with the exception of his infant son, Lybak Ashir who was saved from the carnage by Sid-Allagh, the Faris of the wolf.

The latter was a member of the order of the Faris Rautha, or Gem Knights. This order, specific to Dezbat was founded a long time ago by Nimrod Ashir, then lord of Dezbat. He handed 12 magical gems to his 12 best warriors. These gems had the power to attach to the forehead of their owner, granting them great powers. Thus was born the Faris Rautha, because the warriors trained youths not only in the art of war, but thought them moral virtues and spiritual values of the faris, in the spirit of the Exalted Faith. Each of the 12 warriors developed a specific way of combat, symbolized by the 12 animals of the baklunish calendar: tiger,

bear, lion, frog, turtle, fox, snake, boar, squirrel, hare, falcon and wolf.

The Faris Rautha were held responsible for the massacre of the First House of Ashir and Sid-Allagh accused of murdering Lybak, resulting in the dissolution of the order. Those members who had survived the Ataphad attack of 577 were outlawed and hunted.

However, a secret society came into existence. Calling itself the Rautha Brotherhood, it gave itself the goal of restoring the order of the Faris Rautha by finding the 12 gems and finding new bearer to take on the roles of the 12 faris. One of the leader of the brotherhood is Gebril Al Mofiss, encountered in *EKB 5-03 La Proie pour l'ombre*.

The Brotherhood managed to find one of the rare Faris Rautha still alive, the Faris of the Squirrel Uyok. Pursued by the Storm Riders of Urik Ashir, Uyok had to flee to Tusmit, with the help of the Faris Rautha. In order to pursue Uyok on Tusman soil, Urik Ashir made a deal with Pasha Muammar Quaran. In exchange, Urik Ashir promised he would call upon his friends to help the Pasha with the Udgru crisis. The mysterious Zeifian merchant, Faruk Al Tureim (see *EKB 4-01 Le Fugitif* and *VTF 4-05 The Air Node*) pleaded with the king of the Udgru bandit, known as the Black Knight, to make him attack the elves in the Tusman part of the Udgru, to prevent them from attacking Tusmit.

Fateful night

In 577CY during the attack of the Ataphads, 6 of the 12 Faris Rautha were at Nerim Ashir's side: the Faris of the Bear (Erutuk), the Lion (Tehush), the Turtle (Zenitram), the Boar (Reshanok), the falcon (Annom) and the Wolf (Sid-Allagh).

Annom was sent to ask Urik, Lord Nerim's cousin. But he was found dead between the two forts.

Tehush, Zenitram and Reshanok died heroic death, overwhelmed by the numbers of the enemy.

Erutuk managed to escape when all was lost and he saw that Urik was allied to the Ataphads.

As for Sid-Allagh, he escaped taking the infant Lybak. No one knows what happened to Lybak but Sid-Allagh was killed in front of the Monastery of Glendaloch by the men of Keyn Ashir, Urik's half-brother and commander of the Storm Riders.

The other Faris Rautha

The 6 other Faris Rautha weren't at the castle during the Ataphad attack. They were engaged in various missions for Dezbab.

The faris of the Hare (Legh-Wosharb) tried to defend the order in a trial he believed would be faire. He was quickly condemned and thrown in jail where he died quickly.

The faris of the Snake (Dranem) tried to do justice himself. His murder attempt against Urik failed and he was executed. This only served to fuel Urik's propaganda against the Faris Rautha.

Nireg, the Faris of the Fox created the Rautha Brotherhood that still exists today and now lead by Gebril Al Mofiss and other brave supporters. Unfortunately, he arranged to meet the Faris of the Frog, the pious Yauganet, who was secretly watched by Keyn and Urik. The rendez-vous was an ambush in which both Faris Rautha were killed.

The Faris of the Tiger (Drashir) headed to the Udgru to raise an army. He doesn't know what happened to him.

The Faris of the Squirrel, Uyok, was trapped by the Zashassar in an *improsonment* spell until he was freed by the Rautha Brotherhood with the help of some brave adventurers.

Tusmit

560CY, following the death of his father, Jadhim ascended to the throne of Tusmit. A resourceful man, Jadhim quickly made himself known as a shrewd politician. His pilgrimage to the Yatils where he kneeled before the Grand Mufti consecrated him as the official authority in Tusmit. This earned him the title of -Orem or "Enlightened", a title reserved to those accepted by the Grand Mufti.

In 579CY, Pasha Jadhim-Orem was deposed by a young ambitious faris named Muammar Quaran. After forcing Jadhim-Orem into exile, now-Pasha Muammar Quaran declared a series of measures destined to make him popular and secure.

Jadhim-Orem fled to Dihn in northern Tusmit where his staunchest supporters still held power. There, he met with his many advisors on what to do next. Civil war seemed to be in the cards for Tusmit until an elven oracle walked up to Jadhim-Orem. The elf told him that he should wait for Tusmit to be ablaze and not of his doing before he could return to claim his crown.

While unhappy, Jadhim-Orem saw the wisdom in the elf's word. From Dihn, he passed into Ekbir where he remained in exile for the last 16 years. The Caliph, his old rival, welcomed him in Ekbir in a sort of caged freedom. Knowing the shrewdness of the ex-Pasha, the Caliph kept him on guard.

Unable to let things happen on their own Jadhim-Orem was involved in a series of plots over the last few years, but none of them came amounted to anything.

However, when the Wave of Fire hit Tusmit in 594CY, Jadhim-Orem knew the time foretold by the elf had come. To that effect, Jadhim-Orem began to plan his return. It took him nearly a year to be ready, and now he is. Part of the army is in rebellion, the rest is busy trying to keep the country safe from goblins, bandits and other calamities. Blashikdur is readying itself for a siege by elven forces. The Elves have retreated in the Udgru, commerce is paralyzed and the Pasha isn't doing much. The timing is perfect.

Jadhim-Orem sent some of his closest and most trusted agents to recruit a group of adventurers to serve as guards to escort him from the Ekbirrian border to Dwur'Ayhand in Dihn. However, secrecy is the name of the game so Jadhim-Orem disguised himself and made his way to Tusmit. To make sure no one would recognize him, Jadhim-Orem uses a hat of disguise to make him appear as a veiled Ekbirrian princess. Veiled women are extremely rare in Ekbir (most of them are foreigners) but Jadhim nevertheless uses that scheme.

The Lord of Dezbat, Urik Ashir learned of Jadhim's flight, thanks to his many informants at the Caliph's court. Looking to gain even more advantages Urik launched his Riders after Jadhim. Unable to stop the latter from reaching Tusmit, Urik's forces now try to prevent Jadhim from reaching his supporters in Tusmit. Unwilling to tip his hand, he has not informed his agents of the real identity of the "Ekbirrian Princess."

At the start of the adventure, Urik Ashir's men have failed to prevent Jadhim-Orem from reaching Tusmit. Therefore, they may hire the heroes to capture Jadhim-Orem.

The situation in Blashikdur

Martial law has just been recalled in Blashikdur following the events in *TUS5-05 Strife and Chaos*. The city is slowly returning to normal.

The Tusman Udgru

The part of the Udgru located in Tusmit is dominated by the wood elves. However, a number of elves of other origins have moved into the forest in 594CY. The treaty of Ulamur, signed in the early days of Tusmit granted the elves citizenship, but also allowed Tusmit the right to log up to one mile from the borders of the forest.

Today, the forest is only about half the size it was then, and the Tusman government has turned a deaf ear to the demands of the elves. This has lead to resentment on the elves' part. The situation can only get worse.

The Ekbirrian Udgru

The Ekbirrian Udgru, the largest part of the forest has been dominated for a long time by bandits, heretics, worshippers of evil deities and opponents to the Caliph. The elves are few and weak both in numbers and politically. Most of them belong to small Grugach isolationist tribes mostly living close to the Tusman Udgru).

In the last fifteen years, a powerful leader has appeared in the Udgru. In a short time, he established total domination of the forest, except for the Tusman part where the elves are more organized, militarily and politically.

Leading an army of highwaymen, worshippers of evil, humanoids and having the support of fiends from the lower planes, he leads a never-ending guerilla against the Califate and terrorizes all the regions neighbouring the forest. The identity of this mysterious warlord is unknown. He is known only by a nickname inspired by his appearance told by some of the few survivors: the Black Knight.

More on the Black Knight can be learned by talking to Uyok, in Encounter 10 – First surprise.

The situation in the Udgru

Over the years, Jadhim-Orem used a variety of schemes to create chaos and destabilize Muammar Quaran. One of these was to send an emissary to rouse the elves to war. This envoy was Elohir (wood elf slang for "shadow"). In 592 and 593CY he succeeded in gathering enough disgruntled elves to start a small rebellion. He tried to get the sheikdoms of Dihn and Khalid to come to blows. When his plot was discovered, he tried more desperate tactics, only to see them fail because adventurers established peaceful contact with King Khellersorian.

When in late 594CY, Khellersorian took action against the logging operation launched to create more war machines to help the war effort in the south. He was caught by adventurers and executed for treason.

Elohir was quickly crowned king by his supporters. Finding himself the only major leader of the elves, Elohir took quick action to retreat to the newly-discovered city of Zaneren deep in the Udgru. Technically not within the borders Tusmit or Ekbir, he began rebuilding the city and regrouped his few remaining warriors. Elohir has been very busy making alliances with many forest-borne creatures like the Forest Giants and the Fey

The last year of Khellersorian's reign saw non-wood elf join the ranks of the Udgru elves, this gives Elohir additional troops, but also conflicting points of view.

When Jadhim-Orem informed Elohir through courier that he would be coming, Elohir sent some of his most trustworthy rangers to look for the party. For that reason, the elves do not attack any non-elves found in the forest.

The secret of Zaneren is that the city is built upon huge treants who have live there before the Baklunish Hegira (over 3000 years ago). This secret was discovered by a group of adventurers in 594CY (*TUSInt4-02 Promenons-nous dans le bois*). During the course of this adventure, Pinecone, the eldest one, does not manifest herself.

The situation is about to get a lot more complicated because troops composed of the bandits and humanoids from the Ekbirrian Udgru are about to launch a surprise attack against the elves of the Tusman Udgru. This will not only extend the Black Knight's domination to all of the Udgru, but will also honor, through the intermediary of Faruk Al Tureim, the alliance between Urik Ashir and Muammar Quaran.

The Pasha in all this

The Pasha and his government are unaware of the events concerning Jadhim and his return. They are busy with other things like the rebellion in Elisam, the Udgru situation, the red dragon spotted in the Yatils and the rebuilding of Vilayad and the Nayya Gate.

The Faruk Al Tureim Consortium

This consortium, member of the Mouqollad Consortium is based in Zeif. Because of

aggressive commercial tactics and considerable financial backing, it has known an impressive growth; counters and branches were established all over the Baklunish states. The reputation of its leader, Faruk Al Tureim is starting to be blemished, but no tangible proof was ever gathered against him, yet. The merchant Mustaka el-Arand has recently let himself be seduced by the charisma of Faruk and by his generous financial offers. Faruk Al Tureim has thrown in important funds to pursue Jadhim.

Tusmit Loyalists

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

- The Water Watchers (including Jardez)
- The Tusman Army
- The Tusman Church of Al'Akbar
- Gazool the hunter
- Keyn Ashir and the Storm Riders

Tusmit Rebels

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

- Ishmal, Moussef & the Princess
- The Udgru Elves
- The Sheik of Dihn and his entourage
- The Rautha Brotherhood (Gebriel Al Mofiss & Uyok)

Indifferent

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

- The Mouqollad Consortium
- The Church of Azor'alq
- Faruk Al Tureim's Consortium
- Mustaka el-Arand & Waffid Gormad
- The troops of the Black Knight
- Everyone else

Adventure Summary

Introduction The heroes are hired by Ishmal al-Qadi and Gebril Al Mofiss or by men secretly in the service of Urik Ashir and Faruk Al Tureim.

Ishmal and Gebril hire them to escort an Ekbirian princess from Blashikdur to Dwur'Awad in Dihl. They do not mention the identity of the princess. This runs them through encounter 2-4

The Ekbirians envoys claim to be looking for an escaped princess. They insist she be brought back to Ekbir, with her escorts. This runs them through encounter 5-7

Encounter 1 – Information deals with the information the heroes can glean while in Blashikdur.

Encounter 2 – Into the Udgru Hired by Ishmal and Gebril Al Mofiss, the heroes head into the Udgru, where they are attacked by forest creatures.

Encounter 3 – The King and the Princess The heroes are taken by Udgru elves. The heroes are brought before King Elohir. Elohir and Jadhim-Orem talk to each other for a while (in private). The heroes have a chance to talk to the elves and witness a session of the war council. The next morning, the heroes learn of an attack launched by the Black Knight against the elven kingdom.

Encounter 4 – The Storm Riders The heroes leave the Udgru and are confronted by a group of Storm Riders wanting to stop them from reaching their destination.

Encounter 5 – A Dark, dark wood Having been hired by the Ekbirians, the heroes head into the Udgru looking for the Princess and the Qadi where they face a patrol of elves.

Encounter 6 – Jardez The heroes are approached by Jardez, a spy on for the Water Watchers.

Encounter 7 – By order of the Caliph The heroes catch up to Jadhim's caravan and confront them.

Encounter 8 – Rebelling Nobles A group of angry nobles send a group of elementals to attack the heroes. Jadhim and the two Qadi teleport to town, leaving the heroes to face the creatures.

Encounter 9 – Revelations The heroes reach Dwur'Ayhand and are escorted to the palace of the Sheik.

Encounter 10 – First surprise The heroes have a meal with Uyok, the Faris of the Squirrel of the Faris Rautha. He makes important revelations to them.

Encounter 11 – Le Secret de la princesse Jadhim reveals himself to Tusmit and the heroes have to make an important choice.

Conclusion Tusmit is still at peace for now. But civil war seems to be on the cards. The situation isn't much better in Ekbir where the intrigues of Urik Ashir foretell of a serious struggle for Dezbat.

Introduction

Before we begin

In the text, Jadhim-Orem will be referred to as "the Princess" as long as he keeps up the charade. Ishmal and Moussef will not break the illusion until Jadhim reveals himself later in the adventure. Don't let out any more and don't make the princess look like anything other than a princess.

This is very important: Jadhim's return is the culmination of 4 years of storyline development. Don't ruin it for the players! We're counting on you.

Hand over the introductions found in Annexe 8 - Méta-Orgs d'Ekbir to members of Ekbirian meta-orgs.

Note that because of the existing split between rebels and loyalists in Tusmit such introductions are NOT given.

Tavern talk

First, find out which hero is in favor of the current rebellion in Tusmit. How you find this out is up to you. You can simply ask them or (as we recommend), set up a small encounter in a tavern with a character the heroes know. You can use one of your own characters to make sure the heroes don't think they might get conned out of an answer. As long as you get to know, that's good enough.

It is very likely that many parties don't have a preference, or don't know enough to make a choice. As long as YOU, the DM, know where your party stands on this question before the adventure starts.

The introductions to the Ekbirian meta-orgs found in Annexe 8 - Méta-Orgs d'Ekbir can give you an idea of the possible sympathies of the heroes.

Now we begin

Before the adventure begins, ask which hero has the "Favor of Ishmal al-Qadi", who has received the "Tusman Rebel" cert or reward, who has received the "Sheik's Gratitude" from "TUS2-05 Better off forgotten" or who has played successfully completed "TUS14-03 Miss Khundgeniality" or heroes who have received the "Trustworthy friend" from "EKB5-05 TUS5-06 The Tusman Job". Members of either Churches of Al'Akbar also qualify as viable friends in the eyes of Ishmal al-Qadi. Any hero close to the Elves of the Udgru is also considered.

Also ask if any hero received the favor of Gebril Al Mofiss from EKB 5-03 *La Proie pour l'ombre*. If that is the cause, Ishmal al-Qadi and Gebril Al Mofiss contacts the hero. Moreso if he is a member of the Rautha Brotherhood (Confrérie Rautha).

The Qadi stays away from anyone who is a Legendary Hero of Tusmit or who has the "Pasha's Oath" or anyone too closely associated with Muammar Quaran (DM, use your discretion as to what constitutes "closely affiliated").

If the party is split, go with the majority of the party. Again the DM should use his judgement and common sense. Remember that Ishmal al-Qadi and Gebril Al Mofiss are not stupid and is very likely to use caution, especially if any hero is quite vocal about his support to the Pasha or his opposition to the rebels.

Read or paraphrase.

The city of Blashikdur is throbbing with activity on this late summer day. You have decided to take a walk to the market. The end of martial law has brought back merchants from all over Tusmit and Ekbir. Things look like they are slowly getting back to normal and commerce looks to take the destiny of Tusmit in hand once again.

The threat of an elven attack still has not passed despite the lifting of the martial law. The presence of many units of the Tusman army is very visible all-around town. Bricklayers, carpenters and masons are all making a fortune fortifying the outer walls, but also inner defenses, especially around the nobles' quarter and the temples' quarter.

The market doesn't rival most cities in the West, especially not the one in Vilayad. You hear priests of Azor'alq preaching the forming of a Crusade in the south of Tusmit to destroy the remnants of the Worldburners, lead by their returned hero Munthir Haddad. Mullahs of the True Faith eye everyone with stern eyes. Priests of Daoud preach contrition and beg for coins to fund their good works. Priests of Mouqol serve as judges for many transactions. A few worshippers of Zuoken or Xan Yae perform martial dances and mock unharmed combat for the amusement of the crowd. The Tusman army and Water Watchers have set up a few recruiting booths.

Not only Tusman are present, but Khund artisans have begun to sell some of the silverworks their forges are beginning to create. Perrenlanders mercenary companies offer the service of their men. The market is full of Ekbirrians from just across the Blashikmund River here to buy or sell wares or farm goods.

Development: If the heroes have been deemed trustworthy by Ishmal al-Qadi and Gebril Al Mofiss, then continue with "Come with me". Otherwise continue with "By order of the Caliph"

Come with me

Select the hero who is most trustworthy, favoring Qadi then worshippers of the High Cleric first (either faith), the worshippers of the True Faith and then Baklunish and elves. If all else fails, contact the person who seems the most trustworthy.

A voice with a pure Baklunish accent as spoken in Ekbir whispers in your ear "I have an important proposition for you. Meet me at the Snapping Turtle in an hour." Looking around, you can see no one who could have whispered in your ear.

Moussef al-Qadi used a *sending* spell to contact the heroes. If the heroes have met him (either in TUSInt3-06 *Exalted Pains* or TUS4-04 *My Big Fat Tusman Wedding*), they instantly recognize Moussef al-Qadi as the bookworm assistant to Ishmal al-Qadi.

If one of the heroes has the favor of Gebril Al Mofiss from EKB 5-03 *La Proie pour l'ombre* or if one of the heroes is a member of the Rautha Brotherhood, that hero is contacted by Gebril Al

Mofiss, not by Moussef al-Qadi. The hero immediately recognizes Gebril's voice.

The heroes can do what they want during that time. Refer to Encounter One if they start looking for information right away. Neither Ekbirian nor Jadhim-Orem is present until the time of the meeting (they enter via a *dimension door* spell).

At the time of the meeting, when the heroes enter the Snapping Turtle, read or paraphrase the following.

A servant boy approaches [hero contacted by the sending] and calls you by name. "Sir [Mam] please go to the room in the back. Two priests want to speak to you."

Before the heroes enter the room, Gebril, Moussef and Ishmal have cast a series of protective spells in the room. These spells are *magic circle of vs chaos*, *magic circle vs evil*, two *zone of truth* [Will DC 20 & 19], *discern lies*, *owl's wisdom* on both Qadi, *invisibility purge*, *detect magic*, *detect scrying* and *spell resistance* (SR21) on the "Princess" (which you, the DM have already guessed is Jadhim) and Ishmal (to allow him to obscure the truth to the heroes). For any save required, remember the *magic circles* may heighten the DC.

Note that Gebril is the man in his 40s, Ishmal in his 30s and Moussef is the bookworm.

Opening the door, you can see there are four people in the room. Two noble-looking priests clad in black and red stand in the center of the room. One of them is very tall, in his 40s, charismatic with an aura of peace and tranquility. The other one is in his 30s, hair cut short, very handsome and with noble bearings. Sitting nearby is a bookish-looking priest in his mid-20s dressed similarly, but in a more common manner. The final person is a veiled woman wearing nobles outfit, sitting at a table in the back.

"Come in and be welcomed in our modest quarters. I am Ishmal al-Qadi, here are my associates, Gebril Al Mofiss al-Qadi and Moussef al-Qadi" he motions to the seated man. "We all hail from Ekbir, let me assure you that we are most happy to have seen you are here in Blashikdur. Please, sit down, we have much to discuss." Ishmal himself looks very nervous. Playing with his hands, he paces across the room.

"My friends, in the past, you have shown yourselves to be trustworthy and loyal friends and I must ask you once more for your help... Moussef and I have promised the Princess here that we would escort her out of Ekbir to the safety of the Sheik's Palace at Dwur'Ayhand. A good friend of ours, the Sheik of Dihh has promised us assistance and protection."

"Normally this would not require your help, but there are many, both in Tusmit and Ekbir who would prefer that we never reach our destination."

"It goes without saying that secrecy is the key element here. If you agree to help us, we offer you a lot. Royal thank is not something to shrug upon."

"Before I continue further, I must ask if the cause we have presented to you is acceptable and just. I must ask you to swear your soul on your honor and on the symbol of the High Cleric or the Redeemer of Righteousness."

"The princess also insists her defenders be bound to her by means of magical spells. While I know you myself, I must obey the command she has given me. Of your own free will, do you accept the charge of protecting our Royal Charge, at the peril of your own life and to keep any detail of this mission secret except to the people in this room, until such time that our Royal Charge be in the Sheik's palace in Dwur'Ayhand?"

Paladins (if they can somehow be identified), Qadi and Mullah who take this oath are NOT forced to take on the *geas/quest*. All other heroes MUST agree to the quest, otherwise, Ishmal thanks them and sees them out. The matter at hand is too grave and pleading or trying to force favors or influence on him will not make him budge from his position. He admits that he and Moussef have submitted to the same *quest*, back in Ekbir (true).

Anyone asking for Sense Motive checks [DC20+APL] for Ishmal's speech should be given one. Success indicates that Ishmal is not saying everything he knows, but that he doesn't seem to be outright lying. If challenged, Ishmal brushes it off and changes subject. If pressed too hard, Ishmal thanks the heroes and sees them out.

If any heroes present have la faveur de Gebril Al Mofiss or the favor of the Rautha Brotherhood, Gebril Al Mofiss adds:

“The Brotherhood has decided to help this princess. We have the same enemies and as they say, the enemy of my enemy is my friend! The Storm Riders of the sinister Keyn Ashir are after us, and we must help each other. This is a delicate mission requiring courage and discretion. We have great need of your assistance in these difficult times.”

Once the heroes all accept and been bound by geas or their word, Ishmal continues. If they refuse, Ishmal looks saddened and escorts them out. Continue with By Order of the Caliph.

Ishmal looks relieved “I’m sorry I must resort to those kind of method, but safety and secrecy go and in hand. We will travel north, through the Udgru Forest, and from there into Dihn and then to Dwur’Ayhand.”

Allow the heroes to ask questions.

Speaking to the princess, Ishmal does not allow the heroes to interact with the princess directly. He states that her rank does not allow her to interact with them (if any heroes belong to the Noblesse royale of Ekbir, Ishmal invokes her shyness.). If the heroes insist, the princess says a few words, thanking them for their help and that she will reward them greatly for their good deeds, but does so looking annoyed.

The Udgru isn’t safe: Ishmal replies that they were assured safe passage by Elohir himself and that the elves should not cause any problem.

Who is the Princess? She doesn’t want her identity revealed at this time. Walls have ears, you know and though we have protected ourselves, diviners across Tusmit and Ekbir would really like to know.

Why us? Because I know you to be reliable and that you will do what is best for Tusmit.

Who comes with us? Moussef and I will accompany you. We will attend to all the needs of the Princess. Though on occasion, we might be able to assist you with a spell or two. But we must insist that our duty is to provide the princess with any spell she requires. Gebril will not come with us. He must return urgently to Ekbir for the good of the Rautha Brotherhood (but he won’t say anything more).

Who is after the Princess? Some of the worse nobles in Tusmit and their allies in Ekbir do not want us to reach Dwur’Ayhand. The Princess has some information she MUST share with the Sheik of Dihn. The Storm Riders of Dezbat, lead by

Keyn Ashir himself, have received the Pasha’s blessing to operate in Tusmit, apparently without anything in return. They are after the princess.

Why doesn’t the Sheik of Dihn send troops to escort her? Because doing so would tip our hand to our enemies. By going there with a small escort of adventurers, we have a greater chance of success (Ishmal used a *commune* spell to ensure this).

What makes you think that Dwur’Ayhand is safe for the princess? Sheik Omar Saladish al-Dihn has promised to protect the princess.

What do we get out of this? Upon successful completion, you will be handsomely rewarded. Royal friendship is always useful...

When do we leave? Tomorrow at first light, meet us at the docks. Look for a Barijah with a sail of Dihn and a white plume at the front of the ship.

Will we be doing anything illegal? No, hiring yourselves as hired guards for a private citizen is legal in Tusmit. We do not condone illegal action. (Actually, they are committing High Treason against the Pasha... But Ishmal does not believe this).

Is she Jazaar’s wife? No, the princess is no man’s wife, she is yet unmarried. However, she took the opportunity to leave Ekbir with that man, yes. (See *EKB5-05 TUS5-06 The Tusman Job*).

Why won’t she speak to us? She prefers not to because you are not of royal blood (heroes of the Noblesse Royale from Ekbir, again Ishmal refers to the princesses’ shyness), and we are her spiritual guides. (Ishmal follows by a hushed comment about women and their fancies, in reality, Jadhim doesn’t want anyone to discover his identity, keeping silent is a good way to do that).

Why not teleport there directly? The Princess refuses to use such magics, except when in dire need. Therefore, we must travel by land and river.

Where is the person recently freed from the other side of the river? He has since escaped to a safe location in Tusmit. If you complete this mission, maybe you will get to meet him... (Gebril gives this information).

Who is the person freed on the other side of the river? First escort the princess and if you prove yourself worthy, you will know (Gebril gives this information).

Why not reveal to us the truth about he who was freed? Because his life is in grave peril, from the Storm Riders of Dezbar serving Urik Ashir and lead by Keyn Ashir. They have made an alliance with the Pasha to act legally within Tusmit. But there are many enemies even more devious from whom we must keep the secret for as long as possible. You could be captured and forced to talk. You will learn the truth in good time. (Gebriel gives this information).

Is the princess the person freed? HAHAHA! No, not at all! Although I must admit this conclusion wouldn't be impossible, we assure you that is not the case. No, that person has left Blashikdur already, heading for safety.

When the heroes agree to escort the trio, continue with Encounter 2 – Into the Udgru.

By Order of the Caliph

If the heroes are not selected by Ishmal for whatever reason, take this route. Call for Spot checks [DC15].

As you walk around the market, you notice more than few Ekbirrians scanning the crowd. Obviously they are trying to find something or someone...

Allow the heroes to make purchases or try and gather some information (see Encounter 1 – Information). The heroes should hear about Waffid Gormad, an Ekbirrian noble looking for adventurers.

If the heros try to find him, they can meet him at the Persaud estate, a place where rich travelers stay when in Blashikdur. It was the site of Veluna-Ket-Tusmit talks in 594CY (see *TUS4-02 Grave Consequences*).

The Persaud estate is more than just an up-scale inn. It is really more of a manor house built on top of a rise giving a great view of the Blashikmund River and Ekbir beyond. A squadron of militia patrols the perimeter and pages hurry to take your mounts.

One of the servants asks you if you are here to see the Ekbirrian envoys Mustaka el-Arand and Waffid Gormad before showing you in. You are shown into a nice salon where two Ekbirrians sit drinking aromatic tea and smoking from a sheeshah. The servant announces you.

“Come in, come in, surely you must be here for my request for adventurers. You look like decent folk. Sit down, have a cup of this wonderful tea. Take a few cakes. But where are my manners, my name is Mustaka el-Arand. I come from the most Holy City of Ekbir but I have settled here in this wonderful city. Here is my friend, Waffid Gormad envoy of his Holiness, the Caliph of Ekbir.”

“We feel obligated to tell you that we have no official authority to act in the lands of Tusmit other than as private citizens. What we want to ask is unofficial in that it would take too long to go through the official channels.”

“His Holiness is angered that one of his subjects has fled from the Holy City and has decided to flee into Tusmit. You see this subject is a princess. His Holiness wishes her returned to the Holy City.”

“Figuratively, the Princess is a succubus, she has been able to convert two leading Qadi to her cause. She also fooled a merchant of the Mouqollad Consortium and a band of adventurers into escorting her here. While the merchant has already been washed of all blame and released, the two Qadi, must be brought back and face Ekbirrian justice.” interrupts the Caliph’s envoy.

“We know that the Princess is free to go where she pleases once she is no longer in lands controlled by his Holiness, but we must ask you to bring her back. His Holiness has promised that the princess will not be harmed or suffer any kind of ill effects from her escapade.”

“Is this mission acceptable to you?”

Neither of these men has been fully honest with the heroes. Truth is, Urik Ashir isn't certain his Storm Riders will be able to find the princess in Tusmit. Therefore, offering a bounty to adventurers gives him an additional chance to get his hands on the princess. His agents at the court managed to convince everyone the desire to see the princess came from the Caliph himself. But that is not true. The Caliph has instead taken a position of sit and waits to see how things play out. He and his Grand Vizier are taken by the war with the Ataphads.

Waffid Gorman is a penniless noble Urik Ashir attached to his service secretly through the power of gold. Mustaka el-Arand was corrupted the same

way by Faruk Al Tureim, the mysterious Zeifian merchant. Both wear *rings of mind shielding* to hide any potential lies.

They are ready to answer questions before the heroes agree. Having received minimal information from their respective superiors, they know little except they must bring back the princess. Neither of them knows the princess's true identity.

Mustaka el-Arand: Ari8, AL N Cha 18, Bluff +19, Diplomacy +16, Sense Motive +14

Waffid Gormad: Ari7, AL N, Cha 10, Bluff +15, Diplomacy +12, Sense Motive +11

What about money? His Holiness offers an adequate sum of money (APLx100gp each per character) for your troubles. His Holiness has many friends in Tusmit that could feel indebted to you. (However, the Caliph offers nothing, Urik Ashir will arrange for a bounty to be paid to the heroes by an official of the Ekbirian government.)

Who are the two Qadi? Their names are Ishmal al-Qadi and Moussef al-Qadi. Both were in good standing at the court until they left with the princess. They should be brought back alive.

What will happen to the Qadi? His Holiness wants to hear their justification before passing judgement. At worst, they risk some heavy fines or being sent in posts in the Yecha hills or fight against the Ataphads.

Why does the Caliph want the princess back? His Holiness has not explained his reasons to us, and it is not our place to ask. However, he has let us understand that her trip does not have his benediction. (if pressed, Mustaka guesses that the Caliph wants to marry her and she ran off with her lover).

Who is the Princess? We do not know her name, it was not told to us. However, she should be easy to find. A woman with two Qadi, in the north of Tusmit...(Mustaka does not think about the many Ekbirian missionaries in Tusmit, if this fact is pointed to him, Mustaka says that the heroes should be able to find them, that he has faith in them).

What do they look like? Mustaka gives a good description of Ishmal al-Qadi and Moussef al-Qadi, as well as the princess (fully veiled woman, as her rank does not allow her to be seen by commoners).

Where are they going? Our last reliable information indicates they might be going towards the Udgru forest, most likely to try and shake off pursuit. We do not know where they have gone, and that is why we are hiring you.

Why not use official channels? We would normally do so, but with the current problems in Tusmit is having, I doubt the government would spare a unit of soldiers. Tusman law gives us the right to hire adventurers to perform various missions for us, as long as we do not pass justice in the lands of Tusmit, which we promise not to do.

Who are you (at Mustaka)? Mustaka el-Arand, a merchant of the Mouqollad Consortium living here in Blashikdur (a Knowledge (Nobility) or Knowledge (Local/VTF) check [DC 20] can confirm this, members of the Mouqollad Consortium get a +4 bonus). Mustaka deals mostly in foodstuff and grain all along the Blashikmund River where it forms the border of Tusmit and Ekbir. (In fact, Mustaka is secretly affiliated to Faruk Al Tureim's Consortium)

Who are you (at Waffid)? Waffid Gormad, a noble from Ekbir working for his Holiness as an emissary on various errands (a Knowledge (Nobility) or Knowledge (Local/VTF) check [DC 20] can confirm this). (Truth: Waffid is a spy serving Urik Ashir.)

What if we went to the authorities? You can, we have done nothing wrong, and only want to see his Holiness be pleased. However, wasting the time of the authorities is not good. They have more important things to do than to search after a runaway princess. (Anyway, both men have links to the Storm Riders who are legally authorized to operate in Tusmit and who will have no problem stopping any pursuit.)

Development: Once the heroes agree, the two Ekbirrians tell them they will remain here at the Persaud estate and wait for news from the heroes. Mustaka hands one of the heroes a written document signed by one of the Ekbirrian vizier calling for the immediate return to Ekbir of Ismal al-Qadi, Moussef al-Qadi and "her Highness" in the name of his Sublime Magnificence, the Caliph of Ekbir. (This vizier was obviously influenced by high-level agents of Urik Ashir, the Caliph himself has never given that command. There is no way to verify this, the Caliph being unavailable to the heroes and neither are the viziers. The document itself is not a fake.)

As long as they remain in Blashikdur and search for information proceed with Encounter 1 – Information when they leave for the Udgru, continue with Encounter 5 – A Dark, dark wood.

If the heroes refuse the two Ekbirrians, then their adventure ends here, before it even started.

Encounter 1 – Information

Word on the street

When the heroes want to go around asking questions around Blashikdur, use the following table for their Gather Information checks.

DC5 Yes, you are in Tusmit (true)

DC10 (Only if the heroes are not selected by Ishmal) An Ekbirrian noble is looking for adventurers to solve a woman problem. (See intro)

DC 11 A rich Zeifian merchant has opened a counter in Blashikdur just before the imposition of the martial law. He is a member of the Mouqollad Consortium and his name is Faruk Al Tureim. It is said that he lives in opulence and that he pays generously all those who serve him.

DC12 Ekbirrian priests have been flooding Blashikdur for the last few months. They are seeking to convert those of the True Faith. They established a small temple in Blashikdur. (true)

DC13 Elohir, the new king of the elves was known as an anti-Tusmit fanatic. He was crowned after the elves got beaten up by brave heroes. The former king, Khellersorian was executed as a traitor. (true)

DC14 Ekbirrian horsemen have been seen patrolling the outskirts of Blashikdur with the Pasha's blessing. If the Pasha can hire Ekbirrian mercenaries, why won't he pay our own troops? (true and slightly incorrect)

DC15 The Pasha has been extremely generous to Ekbir. First he brings the priest to force us to convert to the Exalted Faith, now Ekbirrian soldiers. Is the Pasha trying to sell parts of Tusmit to Ekbir? No... I can't believe that!

DC16 Two years ago, after a group of fanatical elves set fire to the lecture hall of the local university, Tusmit almost went to war with the elves, adventurers managed to stop the war. (true)

DC17 Since the death of Khellersorian, the church of Corellon Larethian just outside Blashikdur has been very active trying to keep the peace.

DC18 Ekbirrians backed the army's rebellion in Elisam, leaving all of Tusmit vulnerable to invasion by Zeif or Ekbir. (true, but Ekbir does not want to invade Tusmit, at least not for now)

DC19 The Udgru elves forbid any non-elf to pass the border of the forest. Anyone found violating the borders is usually found floating in the river... (true)

DC20 The Caliph has sent some of his most trusted men in Blashikdur. (false, these men serve Urik Ashir, nayib (lord) of Dezbat)

DC21 The Clergy of Azor'alq are asking for donation and encouraging warriors to form up a crusade in the south to destroy the remnants of the Worldburners (true)

DC22 Many Ekbirrian military units have been spotted combing the shores of the Blashikmund obviously looking for something or someone. It must be very important for such a chase to be happening. (true, these are Storm Riders but most Tusmans can't distinguish the many Ekbirrian military units from one another.)

DC23 Ekbirrians have hired pretty much any ship sailing out of Blashikdur. Most of these ships are heading south towards Sefmur, but some are heading north towards Khalid and Dihn.

DC28 The leader of the Ekbirrian soldiers in Northern Tusmit is called Keyn Ashir.

DC29 Couriers have been seen flying between Ekbir and the Udgru. Elohir might be thinking of throwing his lot with the Ekbirrians. (not quite true)

DC30 Apparently an Ekbirrian princess is trying to evade the Caliph to avoid getting married to one of the Caliph's grandsons. She might be seeking refuge here in Blashikdur (not quite true).

Temple of Azor'alq

The priests are looking to mount a crusade to free Tusmit from the pockets of Worldburners that still exist. This has little to do with the adventure, and is a red herring.

The temple of Azor'alq is filled with young warriors eager to learn the way of the warrior. With the return from the dead of Munthir Haddad, the clergy and the worshippers have been re-energized. Munthir Haddad is currently in Sefmur speaking with the Pasha about the crusade.

They can also offer divination (see Divination magics later). But they won't offer it unless asked.

Temple of Corellon Larethian

A temple of Corellon is located a mile west of the gates of Blashikdur, on the way to the Sorrow wood. Since the destruction of the undead army in 594CY (*TUSINT4-01 All the Pasha's horses and all the Pasha's men*), the church of Corellon has increased its presence in Blashikdur.

The half-elf priests tend to their faithful and try to display the Father of all Elves as a force of good. They try to minimize tensions between most Tasmans and the Udgru elves. They understand both sides and pray these tensions stop.

They can confirm any information about the Udgru. However, they keep their own feelings about the situation to themselves. (They agree with the elves that Khellersorian was murdered).

If the heroes tell them of their desire to head into the Udgru, they are told that their brothers have allowed anyone to pass through the forest by way of the river only.

They can also offer divination (see Divination magics later). But they won't offer it unless asked.

Shrine of the Exalted Faith (Ekbirrian Missionaries)

The Ekbirrians established a small temple in Blashikdur, but the locals mostly ignore them. It is heavily used by Ekbirrian travelers and visitors from the south. If the heroes come here looking for Gebril Al Mofiss, Ishmal al-Qadi or Moussef al-Qadi, the young priests here can tell the heroes that the three Qadi did make a stop here for a short prayer, but they haven't seen them for the last few days. Divinations are not offered at the shrine (the young priest is not powerful enough, but he recommends the temple of Istus). They don't know anything about the Storm Riders operating in Tusmit (they know about them in Ekbir, but haven't met them here to think they are more than Ekbirrian mercenaries. If the heroes tell them the name of the leader (Keyn Ashir), the Ekbirrians can tell the heroes they are known to serve the Lord of Dezbat, but little else.

Temple of the True Faith

The much larger temple of the True Faith is more than a little annoyed by the coming of the Ekbirrians. Many preachers spread the word of the Restorer of Righteousness, just to counter the

advances made by the Exalted Faith. They don't know of Gebril, Ishmal or Moussef. They don't know anything about the Storm Riders, except that they don't try to convert people to the Exalted Faith (which they find suspicious).

The Mullahs have no information to give the heroes. They can also offer divination (see Divination magics later). But they won't offer it unless asked.

University of Baklunish Studies

If the heroes go the University trying to find information about the Udgru, people direct them to Professor Assad, dean of Elven studies. No one else knows any more about the situation of the Udgru.

Asking about a princess in Ekbir, there are more than 150 princesses who can claim the title.

Professor Golinar Assad

It is possible that the heroes seek out the half-elf dean of Elven studies they may have met in *TUS3-06 Flames of War*. The son of former King Khellersorian, Professor Assad is appalled by the current situation. If any hero has the Lasse ten'Sha'Quessir, the Professor ask them to try to find a way to bring back peace. He states that he had a few contacts with some of the more open-minded elves and while all feel that his father's execution was more akin to murder, many elves still distrust Elohir and believe him to be a power-hungry warmonger. Such a course of action can only lead to more death in the Udgru and the eventual destruction of the forest and its people.

Mouqollad Consortium

House Joraffa (from *TUS4-02 Grave Consequences*) and Ibn Karaam are the two major houses with large river fleet. Members of the Consortium or members of the Church of Mouqol or those by spending an Influence point with the Consortium, or by paying APLx10gp they can learn that various Ekbirrians have hired boats to transport passengers and offered decent sums of money. The quantity is more than usual.

They can confirm that a Zeifian merchant has established counter in Blashikdur. His name is Faruk Al Tureim. He is not in Blashikdur at this time. His house is a legal member of the Consortium and is known to deal in pretty much anything rather than specializing.

If the heroes have been hired by Ishmal, the merchants tell them that only one ship remains in the docks, and that it is heading for Dihn.

If the heroes were hired by Mustaka, the merchants tell them all the ships have left town already.

Faruk's Warehouse

Heading to the small warehouse of Faruk Al Tureim yield little information and the warehouse is watched over by a single guard. There is nothing illegal happening there and no information useful to this adventure located there.

The merchant there is a young man who fled Vilayad before the Ketite attack and found this very lucrative job. Currently available are exotic silks and embroideries. He thinks his boss is a very good man. He can confirm that his boss is not in Blashikdur, guessing he is in most likely in Zeif.

Divination magics

Many parties may have access to divination magic. Ishmal al-Qadi and Moussef al-Qadi both oppose using magic to learn more about the princess. That kind of magic is available in Blashikdur at the temple of Azor'alq, Istus, Geshtai, Corellon Larethian or the True Faith. Most other churches are too small to offer those services readily.

After paying the usual fees, the heroes are told the prophecy that can be found in Player hand-out one: . Anyone with the "Prophecy of Doom" reward from *TUS5-02 Dancing out with the starlit mage* recognizes the prophecy. Some of the heroes may already have received the prophecy in *TUS5-03 Strands of Faith*. Heroes making a successful Knowledge (Arcana) [DC15] can guess that the final verses speak of a solar eclipse. One is predicted in the coming weeks (shortly after this adventure ends).

Any successful divination used to determine the success of the adventure should have a good and bad answer ("Weal and Woe" for *augury*).

Any successful divination about the Faris Rautha, the freed knight with a gem on his forehead or the Rautha Brotherhood yields the content of Player hand-out Two: Divinations on the Faris Rautha.

A successful Knowledge (local/VTF) [DC15] informs the heroes that gem-knights are another way of calling the Faris Rautha because they wear

a gem on their forehead. They are a disbanded and outlawed order in the Ekbirrian province of Dezbat. A successful Knowledge (nobility) [DC20] can give the party the basic information found in the Adventure Background under Ekbir.

The Tusman Army

The army knows nothing of what is going on. They encourage the heroes to join the army and defeat the rebels in southern Tusmit or maintain a watch on the rebellious elves.

Most soldiers are annoyed by the presence of Ekbirrian troops near Blashikdur. They have noted the men conduct themselves in a professional manner, leading most soldiers to think they are not mercenary, but house troops.

Some of the higher-ups have identified the units as belonging to the Storm Riders, a unit from Dezbat, which is across Ekbir. They all believe the Pasha has struck a deal with an Ekbirrian lord to gain assistance when the elves launch their attack on Blashikdur.

The Water Watchers

The Water Watchers are those who control the Port of Blashikdur. Heroes who are members of the Tusmit army, those with an influence with the Water Watchers can easily obtain the information. Other heroes require either a bribe of 10xAPL gp OR a Bluff/ Forgery/ Diplomacy check of [DC 15+APL] to get a Water Watcher to open up and talk.

If the heroes were hired by Ishmal, they are told that there is only a single boat left in the port, a Barijah from Dihn called the Gold Coast.

Otherwise, the heroes are told the last ship which left the port, left for Deir El'Mahari in Dihn.

Underworld Contact

Members of the Brotherhood of Basharaat, Xan Yae's Ghost, la Fraternité féline and the Tears of the Marid can use local contacts. Other heroes may spend an influence point to obtain some information. Alternatively, they may spend an Influence point with any of the above groups or APLx10gp to get it but the heroes MUST mention they are trying to buy the information through dubious means. In other words, make sure the heroes know they got the information from criminal elements of society.

They learn there is a small bounty for the capture of an Ekbirrian princess and the two Qadi. The bounty is to bring them back ALIVE (they are worthless dead). It seems these people have information the Caliph doesn't want to be released. The contact speculates it must be something about Ekbirrian implications in the Elisam rebellion. It must be VERY important.

All of the above sources mention there is a large reward for a renegade Ekbirrian Faris with a gem on his forehead.

Examining the princess

It is very possible that, at one time or another, the heroes try to use magic on the princess. Spells like *detect magic*, *detect good/evil/law/chaos*, *detect thoughts* and the like. Refer to the list of items under Jadhim-Orem in Appendix One. Using that sort of magic specifically on the princess angers the Qadi who consider it "impolite".

At higher APLs the heroes may have access to spells like *true seeing*. That reveals the fact that some form of illusion is active upon the princess, but through the use of the Disguise skill (consider that Jadhim took a 20 on his check requiring a Spot check [DC45] (Jadhim uses a masterwork disguise kit) to spot something odd) AND the veil he wears the heroes should not be able to pierce the disguise. If at any point before reaching Dwur'Ayhand, the heroes reveal Jadhim-Orem for who he is, Jadhim and the Qadis attack the heroes, and arrange so they cannot be raised. While this anguishes both Qadi, none of them can allow the secret to be let out before they reach their destination.

Other sources (Working for Mustaka)

At one time, during their investigations, the heroes should learn where Ishmal, Moussef and the Princess have gone. The contact could be either a Water Watcher, a member of the Mouqollad Consortium, or whoever you deem appropriate. The party should learn the following:

- They left by boat yesterday morning
- They were heading up the Elani River, towards the Udgru forest. Their final destination is unclear, but is believed to be somewhere in Dihn. However between here and there there are a number of other village and small ports.

- They were accompanied by a group of adventurers.

Other sources (troubleshooting)

If the heroes come up with other sources or contact they may have in Blashikdur, none of these people know anything about the princess, anything specific about Jadhim-Orem. However, they can all inform the heroes about the situation in the Udgru.

Few people know about the Storm Riders, or their exact goal. Most people think the Pasha has found some more troops to protect them and rejoice in his wisdom.

Encounter 2 – Into the Udgru

If the heroes were hired by Ishmal continue this encounter when they head for the meeting with the Qadi and the princess.

Rain falls heavy as you make your way towards the docks where you hope you can find the barijah and some shelter.

The docks are pretty much empty except for a single barijah flying the colors of Dihn and sporting a drooping wet plume. Your hopes are crushed because the barijah, in typical Tusman design sports no cover from the rain.

The vessel is a glorified raft. Of typical barijah design, the vessel is wide, with the shallow hull that allows it to traverse the rivers of Tusmit even when the riverbeds are low. The barijah is square and tapered at the bow. The hold is a large box at the center of the barijah, the bulk of which is above-deck. A sail is attached to the top of the hold which flies the colors of Dihn, according to Tusman shipping laws. The only quarters is a small cabin for the captain at the fore of the hold. A large tarp is pulled over the open-air hold. Six sailors busy themselves around vessel.

Ishmal al-Qadi is easily recognizable on the docks, standing with a sailor. He motions for you to approach.

"Praise to the High Cleric that you have arrived. Let me present you Captain Jahah and his ship, the Gold Coast."

Ishmal proceeds to introduce everyone to the Captain. Any hero who played TUS2-03 *The Galda Coast* recognizes both the captain and his ship. Captain Jahah gives those heroes a warm

welcome and thanks them again for saving his barijah so many years ago. Everyone else, the Captain gives a polite handshake and welcomes them aboard the Gold Coast. Moussef al-Qadi and the princess are nowhere to be found.

Captain Jahah orders his men to leave Blashikdur as soon as all your gear is on-board. His men begin to row up the river. The city disappears quickly, not only by the strength of the six rowers, but the grey curtain of rain.

Ishmal al-Qadi walks to the back of the ship, pulls out a pouch and scroll before kneeling as if in prayer. Ishmal begins to read from the scroll.

Anyone asking for a Spellcraft check, the DC is 21 to recognize a *planar ally* spell.

Minutes later, Ishmal is still reading. Finally, out of the river two vaguely humanoid forms appear. Ishmal stands and speaks in a language that sounds like the rain hitting the deck.

Ishmal is speaking Aquan to them. He explains he would like them to push the barijah to speed it up. In exchange, he offers them consecrated salt and water sapphires. The elementals deal the final amount the final price is around 8,000gp. As soon as Ishmal hands over the content of the pouch to the elementals, the barijah begins to speed up significantly. Ishmal instructs the crew to take shelter since they won't need to row.

Speaking to Ishmal

The heroes may want to speak to Ishmal. He remains tight-lipped until the barijah enters the Udgru, a few hours away.

- Ishmal is very interested in other peoples' religions and their beliefs. Like most Qadi, he is open-minded about religion.
- He won't say where the Princess or Moussef are, he simply winks.
- He is really interested in learning about how things are going in Tusmit and the perception people have of the Pasha. He is very vocal in showing the failings of Muammar Quaran (war with Ket, commerce in a terrible shape, roving goblins, rebellion). He points to the Caliph of Ekbir, the Sultan of Zeif and the Beygraph of Ket as symbols of leadership.

- The princess was the one who decided their itinerary. He confides in heroes who have his favor that he is quite worried about the Udgru, which has a poor reputation in Ekbir too.

Speaking to the crew

Because they have a lot of free time, the crew is more than happy to gamble away or talk.

- The elves tend to let most ship pass through the forest, as long as the sailors do not set foot on land.
- On the Ekbirrian shore of the Udgru, danger does not come from the elves, but from humanoids, bandits and worshippers of evil. They are said to all bow to a single master know as the Black Knight. However since most of the trip will be in all Tusman shores, they should watch out for elves.
- They have been through the forest a few times since the execution of Khellersorian, each time it has been a nerve-wracking experience.
- The captain arms everyone before they enter the woods. (The heroes can know the sailors are not quality warriors).
- Captain Jahah says he was paid handsomely to bring cargo to Deir El'Mahari. He asked no questions and is happy to make a few quick fountains.

Enter the Udgru

Read or paraphrase:

It seems night has come prematurely. It takes a few minutes before the Captain says to the crew and yourself. "Arm yourselves and keep an eye out, we've entered the forest. With luck, the rain will hold and they won't get to use their bows."

The dark grayness that surrounds you gives you the impression of floating in the middle of nowhere, only the sound of water and the occasional sight of dense foliage remind you where you really are.

Ishmal walks to the Captain. "We'll be getting off here. Move the boat towards left bank." The Captain is shocked and he begins to protest but Ishmal takes a tone that leaves no room for discussion. "Keep that white plume on your boat and you won't have any problems. These elementals will work for you

for the next 10 days. Consider this additional payment for your help."

The barijah finds a nice sandy shore and land. The crew is extremely nervous and visibly shaking.

"Moussef, come out now, and bring the princess." Ishmal says next to the hold. The captain's quarters open, revealing the princess and Moussef. Ishmal motions for you to leave the barijah, as he leaps on shore himself.

Ishmal pulls out a pendant with a symbol of the Cup upon it.

The pendant Ishmal pulls out is the one that a group of adventurers got for him in *TUS/3-06 Exalted Pains*. The pendant radiates faint divination magic. In the hands of a member of the Bin-La'Haraj family (such as Ishmal), the pendant indicates where its twin is located (Elohir holds its twin). Ishmal then points to the northeast and begins walking, following the pendant.

Forest life

While the pendant points to the other one, it shows the most direct route. Unfortunately for the party, the road they are taking passes through the lands of some locals.

APL 2 (EL 6 -2 for the Qadi)

Satyr with pipes: male fey; hp 22; see Monster Manual

Pixie: female fey; hp 3; see Monster Manual

APL 4 (EL 8 -2 for the Qadi)

Satyr with pipes: hp 22; see Monster Manual

Pixie: hp 3; see Monster Manual

Shambling mound: hp 60; see Monster Manual

APL 6 (EL 10 -2 for the Qadi)

Shambling mound (2): hp 60 each; see Monster Manual

Treant: hp 66; see Monster Manual

APL 8 (EL 12 -2 for the Qadi)

Shambling mound (3): hp 60 each; see Monster Manual

Treant (3): hp 66 each; see Monster Manual

APL 10 (EL 13 -1 for the Qadi)

Forest Giant (2): hp 136 each; see Monster Manual

APL 12 (EL 15 -1 for the Qadi)

Forest Giant (4): hp 136 each; see Monster Manual

Tactics: Ishmal and Moussef only fight if the princess is threatened directly. If a hero moves back because he is hurt, one of them moves in to assist and casts a healing spell. Because of the two clerics present, the EL is lowered.

Encounter 3 – The King and the Princess

A few hours after the heroes have defeated the forest creatures, they encounter the elves. Only two elves are on the forest floor. They have bows in hand, with arrows cocked. It is very obvious they are ready to use them. Allow for Spot checks [DC35] (bonuses for distance, cover and preparation) to spot the 10 elves hiding in the canopy above.

"Who sends you?" They call out to the party. Ishmal answers 'Elohir'. The answer seems to please the elves. "Lower your weapons." The Qadis gesture to the heroes to comply. Once the party has dropped their weapons, the elves approach them.

The elves return their weapons to anyone who has either: the favor of the elves, the Lasse ten'Sha'Quessir, members of the Udgru Elves, members of the Clergy of Corellon Larethian (or any elven deity) or Friends of Khellorsorian. The elves ask these heroes to peace bind their weapons.

Weaponless heroes are shackled and kept under strict guard by the elves. Their weapons are tied in a bundle and carried by the elves. They also confiscate holy symbols of non-elven gods (even if they allow the hero to keep his weapons). If the heroes protest, the elves reply they are lucky they do not kill them like the Tasmans have done to their brothers.

Ishmal and Moussef surrender their weapon and holy symbols readily. However they insist the princess not be touched. Seeing the princess is unarmed and compliant, the elves agree. They insist that all animals be leashed and muzzled (the elves provide the required leashes).

The elves are joined by a number of animals: wolves and hawks, forming an escort for the heroes.

Speaking to the elves

Heroes who are still armed may try a Gather Information check on the elves. Baklunish humans, those associated with the Tusman army or priests of Al'Akbar get a -5 circumstance penalty (yes, these penalties stack). The two Qadi remain quiet.

DC5 Most elves hate the Baklunish and the murder of Khellersorian did not help.

DC8 The two elves are brothers named Jordell and Aarsal, both are knowledgeable in the ways of the forest. (Heroes who played *TUSInt4-02 Promenons-nous dans le bois* immediately recognize Jordell.)

DC10 Until the end of 594CY when the Pasha ordered a systematic destruction of the forest to create war machines, most elves thought the situation was improving.

DC15 Warriors of Tusmit came and destroyed their lands and their best warriors, the elves are very bitter.

DC18 The Ekbirrian Udgru was almost completely abandoned by the elves with the exception of a few small tribes of wild elves, the Grugachs, who live hidden deep in the woods. The forest has become too dangerous since the unification of the creatures about 15 years ago by a cruel leader wearing a dark black armor. These creatures have not mounted any serious offensive in Tusmit over 10 years.

DC20 Most of the Elves found Elohir to be a bit of an extremist, but now they know he was right all along, that Tusmit never intended to keep its word.

DC22 Elohir himself asked them to meet the heroes and bring them to Zaneren. It seems their party was expected.

DC30 A group of extremists are looking at killing the Pasha, righteous justification they say.

The Elven Palace

Read or paraphrase:

It takes a few days of brisk walk, during which the elves take you on hidden paths across the forest. The final leg of the journey is across a fetid swamp filled with giant trees. The canopy

here is even thicker than in the rest of the forest.

Finally a small island floats into view. "By the grace of Corellon, welcome to Zaneren, ancestral capital of the Udgru" says Jordell as he leaps from the raft to the soggy island.

From a gigantic tree, two rope ladders are lowered. Your guides tell you to use them but do not start the climb themselves. Jordell and Aarsal head back to the raft.

When you reach the first of many levels, you are approached by a number of elves. Most seem to be non-combatants however. The mosaic of people before you is mostly composed of wood elves but includes a few elves of other origins: grey, high, wild and the occasional half-elf, most of them women and children.

You are led into what seems like a royal room. Sitting on a huge throne is a muscular wood elf with an impressive presence. Around him sits the War council of the Udgru. All of them impressive wood elves of various professions.

Any hero who played *TUS2-05 Forest of Retribution* recognizes Elohir, the elven leader.

As you enter, Elohir stands up. "Welcome to Zaneren strangers, the one place where we can find peace from the persecutions of the Pasha and his minions." As he gets to Ishmal, he bows. "We were expecting you, your Highness."

The princess takes a step forward. "My good friend, I'm happy that our messenger preceded us..."

Elohir looks puzzled for a moment. "Yes, princess... Would you like to come with me in my rooms, we have much to discuss. Your escorts will be well cared for." Ishmal goes to protest but he is reduced to silence by the Princess. She and Elohir leave the room by a side door. The entire room is stunned for a moment.

The princess and Elohir talk together until the next morning. No one can interrupt them. The heroes are offered quarters in some hastily-built hut on a distant branch. Despite their protests about being split from the princess, Ishmal and Moussef are escorted with the heroes. Heroes in shackles remain so.

Speaking to the Elves

See the above section for all the information that can be learned. The same penalties apply here.

However, on a Gather Information check [DC 21], the elves confide that they are most surprised by Elohir's behavior with the princess. They hope it is a good sign, because he remains unmarried and refuses to take a wife. To any elf or half-elf hero, they make insinuation that perhaps Elohir has fallen in love with the princess.

Looking around

While the heroes are not allowed free reign around the city, (except Udgru elves, priests of an elven religion or those wearing the Lasse ten'Sha'Quessi), they can visit the town. There is little to see in town they cannot see from their house. Call for Spot checks.

DC12 Occasionally groups of forest giant and groups of wood elves meet on the surface. (the Forest Giants and the elves are allied thanks to Elohir.

DC15 No elves walk on the swampy forest floor.

DC18 All the elves seem to engage in practicing with swords and bows.

DC20 On occasion, a flash of light from gleams in the distance. It seems to always be from the same location.

DC25 Giant eagle riders come and go about the forest, but rarely land in Zaneren.

DC40 The trees the city is built on closely resembles gigantic Treants.

Speaking to the Treant

It is not possible to speak with the treants during this adventure.

Speaking with the Qadi

Ishmal al-Qadi takes a seat in the house and waits impatiently. He does not wish to talk and looks very nervous, as if foreseeing something going wrong, very wrong. No one can get him to up up.

Moussef on the other hand pulls out a piece of parchment and begins drawing and documenting everything he sees. The heroes can get him to speak. However, it requires a Diplomacy or Bluff check [DC15+APL]. Heroes with ranks in any knowledge skill receive +5 circumstance bonus to

the roll (Moussef enjoys intellectual conversations).

- He comes from a poor family from the Dezbat on the coast of the Dramidj Ocean. The Dezbat is a poor region of Ekbir with a poor reputation.
- He doesn't like the new lord of Dezbat, Urik Ashir. Moussef is very knowledgeable and can relate the entire story of the fall of the First House of Ashir (refer to Adventure Background under Ekbir). Moussef believes the Faris Rautha were accused falsely. He was approached by Gebril Al Mofiss to help restore the honor of the Faris Rautha by proving their innocence. Gebril asked Moussef to join the Rautha Brotherhood. Moussef is strongly thinking about joining. However, he is unsure of whether he would have to leave Ishmal.
- Ishmal has been his mentor since he became a priest. The two men are very good friends and would give their life for the other.
- Moussef is highly excited about this mission. While he has come to Tusmit a few times in the last few years, this is his first real adventure into Tusmit.
- He believes that their mission will ultimately transform Tusmit, making it a better nation.
- He thinks he'll be ennobled when they reach Dwur'Ayhand.
- No, he doesn't want to marry the princess. (If the idea is suggested to him or if one of the heroes suggests they would like to marry, Moussef will not be able to stop giggling.)
- The Princess has much Tusman blood. He refuses to state her name (any hero making Knowledge (Nobility) or (Local/VTF) or Bardic Knowledge can make a check [DC20] to know there is no princess in the current family tree of the Pasha. The natural deduction is that Moussef is hiding something (which, of course, he is).

If the heroes try to force answers from Moussef or Ishmal (using *charm person*-style magic), they may be prosecuted for assault on Church officials. The local clergy do not tolerate assaults or threats on fellow priests, even if they are foreigners. Both priests consider this behaviour to be an attack on them, and report it for all heroes who do not side with Jadhim at the end of the adventure.

Spying on Elohir or the Princess

It is possible that the heroes use certain stratagems to spy on Elohir and the Princess. Such stratagems include sending a familiar, wild shaping or using divination magic.

Because there are millions of methods the heroes can use (and let's be honest, they always have some strange resource), no specific system or series of checks is given here. As long as idea is decent, allow it to succeed. The information they can gather here should help them make up their mind later in the adventure.

There are two basic things to remember:

- 1- Whatever they do must be secret or at least not known by the elves (wild shaping into a bird when a few elves are looking is an example). Otherwise the elves inform Elohir.
- 2- They must not interfere with Elohir and the princess. Forcing either to make saving throws constitutes interfering. In that case, the couple moves to a more secure location in the palace.

The princess and Elohir spend the night discussing ways to form a lasting peace between the elves and Tusmit. They converse in elven.

The Princess and Elohir are discussing forming a new treaty with the elves, and include the formation of a new sheikdom, the Sheikdom of Zaneren where non-elves will not be allowed to live (but as to be given right of passage). Elohir is to be elevated to the rank of Sheik of Zaneren.

In return, the elves promise to provide support in the form of supplies and troops to the princess. They also promise to refuse to pay taxes to anyone serving Pasha Muammar Quaran.

On a Sense Motive [DC15+APL], the heroes can make out that Elohir seems almost subservient to the princess, and usually gives in to her demands. If the check succeeds at [DC20+APL], it seems that they are merely finalizing some few details as if they had already discussed everything.

Morning comes

Elohir and the princess remain alone in the King's room (unless disturbed by spying heroes). They do not emerge until morning. At that time, the heroes are called by to the throne room.

Sitting on his throne, Elohir looks tired but sports a large smile. The princess stands to his right, but unlike the elf she looks

refreshed. You and the two Qadi are kept at the back of the hall.

One by one, the members of the elven council form up, taking their seats and a heated discussion begins.

Hand over Player hand-out three: The War council of the Udgru to the heroes, but ONLY if at least one of them speaks elven.

If none understand, there is a heated debate about the princess it seems. It seems that half the council is against Elohir, a quarter is for, and the others hesitate. The princess herself gets involved in the conversation. In the end, Elohir imposes his will upon the council, which doesn't seem to please everyone. The people are divided over the issue.

As the elves file out of the throne room, the princess signals the heroes and the Qadi to approach.

"I think the murder Muammar Quaran perpetrated on these good people will serve as a way to form a new peace. It is a shame that blood had to be spilled." says the princess to Ishmal.

"You are good people, take good care of the princess. On her life rides the last hope of peace in the Udgru." Adds king Elohir. "I will have some of my best warriors escort you out of the forest. I thank you all for coming and bringing my people hopes of peace."

If the heroes ask questions of Elohir, he can give them the basic information he gave in the player handout one. However, he does not give out any additional details. If the heroes confront him with knowledge about the details of his secret meeting with the princess, Elohir eyes them suspiciously, and neither confirms or denies.

Finally, Elohir bids them farewell and quickly returns to the royal hall where he looks at the party prepare to leave.

The attack

Read or paraphrase:

As you are about to go down the rope ladders, a horn blows from somewhere, following that, many elves leave their homes carrying bows and swords.

Looking around, you can see 5 elves mounted on giant eagles with a host of smaller birds of

prey flying around them coming from the northeast. The elves land near the royal chambers and rush to kneel before King Elohir.

A Sense Motive check [DC10] (automatic for elves and +5 for half-elves) allows the hero to know these elves are highly nervous and shaken, something extremely important has happened. The heroes are too far to hear what is being said.

Elohir and his messenger enter the royal hall. Shortly thereafter, orders are given and all the elves hastily dress up for war. Their faces show fear, anguish and perhaps hatred. A few more horns with different tones are blown.

The princess, the Qadi and you are pushed to the side as a group of elves go down the ladder. On the ground, they are quickly met by a few Forest Giants, feys and all kind of forest creatures. Shortly afterwards, the ragtag army has left the area.

Until the soldiers have gone, the heroes won't be able to have their questions answered. If the party contains a member of the Udgru Elves meta-org or from the Church of Corellon Larethian, then that hero is summoned by Elohir, otherwise, he summons the princess. On her return, the princess whispers in Ishmal ear who relates to the party.

Relay the following information to the heroes.

- A small army of humanoids coming from the Ekbirrian forest have attacked an elven village, a few leagues from here.
- This army was composed of orcs, goblins, ogres, giants and many bandits.
- Worshipers of all kind of evil deities and even denizens of the lower planes were seen against which the elves could do nothing.
- All of the elves were massacred but one who managed to escape by hiding in the shadows. He saw their leader, a man in a night-black armor riding a nightmare. He alone accounted for much of the carnage.
- The army has since withdrawn back to Ekbir. But not before they decapitated every elf they found and brought the heads back with them.
- They believe Zaneren is safe, but wonder for how long.

Finally

A group of five elven warriors escort the heroes, the Qadi and the princess out of the forest into the village of Deir el'Mahari (the same village where TUS2-03 *The Galda Coast* began). A fisherman ferries them across the Elani River into town.

Troubleshooting: Leaving with the Elven army

Some heroes may be tempted to leave with the elves to retaliate against the army of the Black Knight. Ishmal and Moussef both argue for the heroes to stay and complete their mission first, as there will be enough time for retaliation in the future. If the heroes decide to go with the elves, Ishmal reminds them of the oath they took (the *quest* spell). If the heroes persist, then head to the Conclusion under Failed. They receive the Oathbreaker AR reward.

It is possible the party splits up at this time, if that is the case, continue with the adventure with those heroes escorting the princess.

Troubleshooting: Attacking Elohir

Some parties may think they can take out Elohir. If that the case, confirm that this is their action. Then have Pinecone wakes up and kills the intruder. The elves then insist on decapitating the body and burning all but the head. The head is placed on a pike and displayed. These heroes cannot be returned from the dead.

The Pasha offered a 25,000gp bounty for Elohir's head (dead or alive), so this could be sufficient motivation for some foolish adventurers.

If they call for dice rolls before death, laugh it off. Pinecone is a 50HD Treant of Legend. On top of that, ALL the elves also attack the heroes. Then the Forest itself turns against the party. And lets not forget Elohir' alliance with the Forest Giants.

Encounter 4 – The Storm Riders

Read or paraphrase:

From Deir el'Mahari you take the Golden Trail towards Dwur'Ayhand. About a day from the capital of Dihn, You can see a group of mounted men up ahead.

As you come closer, one of them steps up. "Surrender immediately or we will be forced to

take action. We have no wish to fight you. We can do this the easy way or the hard way.”

Heroes who have already met the Storm Riders (in *VTF 3-06 A Smile in the mist*, or *EKB 5-03 La Proie pour l'ombre* for example) immediately recognize 2 Storm Riders with a Qadi (and creatures are higher APLs). To identify them, the heroes must succeed at a Knowledge (local/VTF) check [DC20]

If the heroes do not immediately obey and surrender, a fight breaks out.

APL 2 (EL 6 -2 for the Qadi)

Karam Djel & Mehemet Balam: male Baklunish Ftr3; hp 28; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr3; hp 24, see Appendix One

APL 4 (EL 8 -2 for the Qadi)

Karam Djel & Mehemet Balam: male Baklunish Ftr5; hp 44; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr5; hp 38, see Appendix One

APL 6 (EL 10 -2 for the Qadi)

Karam Djel & Mehemet Balam: male Baklunish Ftr7; hp 67; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr7; hp 52, see Appendix One

APL 8 (EL 12 -2 for the Qadi)

Karam Djel & Mehemet Balam: male Baklunish Ftr9; hp 94; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr9; hp 66, see Appendix One

APL 10 (EL 14 -2 for the Qadi)

Karam Djel & Mehemet Balam: male Baklunish Ftr9; hp 94; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr9; hp 66, see Appendix One

Elder Air Elemental: hp 204, see Monster Manual p95.

APL 12 (EL 15 -1 for the Qadi)

Karam Djel & Mehemet Balam: male Baklunish Ftr9; hp 94; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr9; hp 66, see Appendix One

Elder Air Elemental (2): hp204 each, see Monster Manual p95.

Tactics: Ishmal is the first target of the soldiers. Here Moussef and Ishmal fight while the princess uses her *belt of invisibility*. Moussef stays back and uses his healing spells.

Because combat happens in open terrain, the men try to use their cavalry skills to the best of their ability.

The Storm Riders have a document signed by Pasha Muammar Quaran allowing them to perform arrests of outlaw ekbirrians on the territory of Tusmit.

Treasure:

APL2 L: 95gp; C: 0gp; M: 0gp

APL4 L: 332gp; C: 0gp; M: 2 Scimitar+1 (193gp each per character)

APL6 L: 67gp; C: 0gp; M: 3 +1 full plate (221gp each per character); 2 +1 heavy steel shield (98gp each per character); 2 +1 thundering scimitar (693gp each per character); 2 gauntlets of ogre power +2 (333gp each per character); 2 amulet of health +2(333gp each per character); +1 scimitar (193gp)

APL8 L: 41gp; C: 0gp; M: 2 +1 full plate (221gp each per character); +1 heavy steel shield (98gp); +1 thundering scimitar (693gp); gauntlets of ogre power +2 (333gp); amulet of health +2 (333gp); amulet of natural armor +1 (83gp); vest of resistance +1(83gp); +1 scimitar (193gp); periapt of wisdom +2 (333gp); ring of freedom of movement(333gp)

APL10 L: 67gp; C: 0gp; M: 3 +1 full plate (221gp each per character); 2 +1 heavy steel shield (98gp each per character); 2 +1 thundering scimitar (693gp each per character); 2 gauntlets of ogre power +2 (333gp each per character); 2 amulet of health +2 (333gp each per character); 2 amulet of natural armor +1 (83gp each per character); 2 vest of resistance +1(83gp each per character); +1 scimitar (193gp); periapt of wisdom +2 (333gp); ring of freedom of movement(333gp)

APL12 L: 67gp; C: 0gp; M: 3 +1 full plate (221gp each per character); 2 +1 heavy steel shield (98gp each per character); 2 +1 thundering scimitar (693gp each per character); 2 gauntlets of ogre power +2 (333gp each per character); 2 amulet of health +2 (333gp each per character); 2 amulet of natural armor +1 (83gp each per character); 2 vest of resistance +1(83gp each per character);

+1 scimitar (193gp); periapt of wisdom +2 (333gp); ring of freedom of movement (3333gp)

Turning on Ishmal and Moussef

The party can turn on Ishmal and Moussef if they wish. In that case, the two Qadi plead with the heroes to complete their quest first, after that, they promise to turn themselves in to the Ekbirrian authorities. Ishmal and Moussef have a written document from the Sheik of Dihn, saying they are his honored guest, and that they must be brought to him with all haste, and that they must be treated as royalty. They point out that, unlike the heroes, they will keep their word, and honor their agreement.

When shown the documents, the adventurers agree to let the trio continue to Dwur'Ayhand, on the condition the Qadi meet them in Blashikdur in a week' time. The Qadi swear and will turn themselves once their trip is over (both Qadi readily agree).

If the heroes accept, Ishmal and Moussef both flank the princess and ask the heroes to stay away from them. Proceed to Encounter 9 – Revelations.

If the heroes do not accept, the two Qadis fight until death, (first aiming their attacks at the heroes) not allowing themselves to be captured. The princess uses her belt of invisibility before using her cloak of the Mountebank to escape. Of course, the heroes have failed. Go on to Conclusion under Failed.

No matter what, remove any influence with Ishmal al-Qadi or Moussef al-Qadi the heroes may have and they may not gain any after this adventure.

Development: Once the soldiers are defeated, Proceed to Encounter 8 – Rebellious Nobles.

Encounter 5 – A Dark, dark wood

At one point a party hired by Mustaka el-Arand and Waffid Gormad should come to the realization that the people they seek have left for the north of Tusmit. While they may think the trio's final destination is Dihn, the specifics are not quite clear. Hopefully they should realize that they must track then into the Udgru.

If they decide to go and wait for the Qadis in Deir el'Mahari, jump to Encounter 7 – By order of the Caliph. In that case, they lose a lot of experience and valuable information.

Local help

They can hire a local hunter named Gazool. He is the only one willing to brave the Udgru, but he asks for a steep payment, half paid ahead of time, to his young wife. He asks the sum of 100gpxAPL to accompany the heroes, but he is willing to go for as little as 50gpxAPL. Gazool does not participate in any combat, and stays out of sight. Gazool is knowledgeable about the forest. He stays low and keeps an eye out. Gazool should survive as the elves should easily assess that he doesn't pose a real threat.

Gazool: Exp2, hp 15, NG, Hide +8, Survival +7, Track feat

Gazool has little difficulty finding the trail their quarry took. At one point the heroes should come across the ambush site (for the creatures see Encounter 2 – Into the Udgru under Forest life. However he refuses to head out any further into the woods. He says he fulfilled his contract of finding the trail for the heroes. He cannot be talked into going any further (its WAY TOO DANGEROUS). He asks for his money and if he doesn't get paid, he leaves, not wanting to attract the attention of the elves. Continue with Picking up the trail

Finding a boat and going up the Elani

The heroes can try to purchase a river boat (or they may have one of their own) and try to follow the same path as the Qadis and the princess.

Finding the site where the Gold Coast landed requires a Spot check [DC16+APL]. From there, following the trail is easy enough (see Picking up the trail).

If the heroes fail to find the landing, have them continue until they reach Deir el'Mahari and continue with Encounter 7 – By order of the Caliph.

Head out blindly into the woods

The final choice is to blindly hope for the best. This second solution is clearly not the best one. You should add an additional run-in with a patrol of elves. The same as in the next section after the first battle, the heroes should pick up the trail. After 4 days, continue with Picking up the trail.

Picking up the trail

The trail is about 4 days away from Blashikdur, unless the heroes use some form mass, long-term

speed enhancement, it takes them 4 days to find it.

The trail is VERY easy to follow. The adventurers have cut a path of devastation through the thick foliage. Heroes with the Track feat [DC15] reveal a group of heavily armored humanoids with two lighter persons (most likely female).

The trail winds for a few minutes, heading straight north, deeper into the woods. Call for Spot and Listen checks [DC 20+APL] (bonus offered for cover and distance). Those who make it have a brief glimpse of something metallic before the elves start shooting without warning. However, a party composed entirely of heroes with elf blood will receive a warning to leave or be killed.

APL 2 (EL4)

Elven snipers (3): Wood elf, Rgr2, hp 13 each, see Appendix One.

APL 4 (EL6)

Elven snipers (3): Wood elf, Ftr2/Rgr2, hp 28 each, see Appendix One.

APL 6 (EL8)

Elven snipers (4): Wood elf, Ftr2/Rgr2, hp 28 each, see Appendix One.

APL8 (EL10)

Elven snipers (4): Wood elf, Ftr4/Rgr2, hp 41 each, see Appendix One.

Elven Wizard (2): Grey elf, Wiz6, hp 31 each, see Appendix One.

APL 10 (EL12)

Elven sniper: Wood elf, Ftr4/Rgr2/Rog2, hp 48 each, see Appendix One.

Elven Wizard: Grey elf, Wiz6, hp 31 each, see Appendix One.

Forest Giant: hp 136; see Appendix Three

APL 12 (EL14)

Elven snipers (2): Wood elf, Ftr4/Rgr2/Rog2, hp 48 each, see Appendix One.

Elven Wizard: Grey elf, Wiz8, hp 39, see Appendix One.

Forest Giant (2): hp 136 each; see Appendix Three

Tactics: The elves stay on hidden platforms 30' in the trees. There are spread out, to prevent being hit by a single spell. Unless somehow forced to

come down, they stay up in the trees and thus receive a +4 cover bonus to AC at all times (it is not included in their profile. This bonus can be negated if a hero climbs up the tree. The elves concentrate their efforts on thinning out the number of heroes therefore they concentrate their fire on heroes with lower AC (wizards and light-infantry-types will be targeted first). They take full advantage of anything they can (using they sneak attack on climbing heroes).

At higher APLs, the wizards concentrate their spells on heroes who have too high AC for the archers. Like the archers, the wizards concentrate their spells.

The forest giants stay hidden and fire their bows. Once the ambush is sprung and the (hopefully) heroes split, the giants move in with the greatclubs.

These elves are out for blood and invoke the name of Corellon and Khellersorian. They remain hidden and keep firing away. They call out to elves and half-elves to turn their back on the murderers of Khellersorian and his minions. They avoid firing at elves and half-elves, until the elven hero takes a hostile action. It is possible for elven heroes to be left standing, unscathed while all the other heroes are shot dead. The elves then warn the elf to leave immediately.

Note that because of the heavy rains of the last few days, the forest is not at risk of catching on fire, a fact the elves use to its full advantage.

Treasure:

APL2 L: 204gp; C: 0gp; M: 0gp.

APL4 L: 29gp; C: 0gp; M: 3 +1 mighty composite longbow (+3str) (225gp each per character)

APL6 L: 38gp; C: 0gp; M: 4 +1 mighty composite longbow (225gp each per character)

APL8 L: 38gp; C: 0gp; M: 4 +2 mighty composite longbow (725gp each per character)

APL10 L: 78gp; C: 0gp; M: +2 shock humanbane mighty composite longbow (2725gp)

APL12 L: 156gp; C: 0gp; M: 2 +2 shock humanbane mighty composite longbow (2725gp each per character)

Development: The heroes can continue to follow the trail. They must either kill or subdue all the elves before continuing. Note that killing the elves in the Udgru is NOT subject to prosecution by

Tusman law because they are considered rebels and enemies of the state.

Encounter 6 – Jardez

Before the party begins looting the elves, Jardez reveals himself. Read or paraphrase.

With the elves and their animals lying around you, you begin searching the bodies when a voice calls out in common.

“Leave those where they are...” a Baklunish man appears from behind a tree, pulling his hood while holding his longbow in his other hand. “What are you doing here?”

The man is Jardez, the ranger from *TUS2-04 Forest of Retribution*. Let the heroes answer him before he answers their questions.

Who are you? My name is Jardez.

What are you doing here? I work for the Water Watcher, keeping an eye on the situation here in the Udgru.

Why should we trust you? I don't care if you believe me or not. If you want to head to your death, keep going where you're going and doing what you're doing.

Have you seen 2 Qadis and a princess? Yes, they came through here a few days back and went to meet with Elohir. I heard some of the elves talking about somekind of peace plan. Apparently they are heading for Deir el'Mahari, in Dihn.

Why shouldn't we loot the elves? Take them if you don't mind a bunch of elves tracking you down.

What would be the shortest route to Deir el'Mahari? Jardez tells them that taking a boat is both the quickest and safest route.

Development: The heroes can loot the bodies if they wish however the ENTIRE PARTY earns themselves the “Wanted for theft” AR Reward. If they decide to head further into the Udgru continue with Playing dumb (heading into the woods) or head for Deir el'Mahari, in that case continue with Encounter 7 – By order of the Caliph.

Playing dumb (heading into the woods)

If the heroes decide not to trust Jardez and head further into the forest, stage a fight against an elven patrol that is composed of the total of two

patrols from encounter five (that's double what they just fought).

Encounter 7 – By order of the Caliph

As long as they do not deliberately take their time, the heroes reach Deir el'Mahari before the Qadis and the princess. During the night, the Qadis, the princess and their escort reach the village.

No one knows anything about the trio until they arrive. The local Water Watchers can inform the heroes of any arrivals, if they are members of the organization, spend an influence point with the Water Watchers or spend 5xAPLgp (this bribe may be paid by handing equipment). The Qadis do not waste time waiting in town and leave immediately by the Golden Trail.

Most likely this encounter takes place outside of town, in an open area.

Read or paraphrase (you may have to modify the text according to the circumstances).

From ahead on the road, you can see a group of horsemen appear. They approach at a slow pace. One of the women, obviously of higher rank is flanked by two heavily armored Ekbirrian priests clad in black and red. The rest of the group, obviously a group of adventurers ride in front of the party.

When the heroes appear, the adventurers call to them, asking for their reason to be here. If the heroes explain why they are looking for the Qadis, Ishmal answers that none of them are willing to return to Ekbir until their business here is done, however he is willing to swear that he will follow the heroes once his mission here is done.

He offers the heroes to join them to Dwur'Ayhand. The princess is also ready to swear such an oath if asked (but Jadhim has no intention of keeping that promise).

They make no efforts to hide who they are, and declare themselves if prompted. Ishmal presents the princess.

Taking Ishmal's offer

If they do so, the heroes can form up an escort to Dwur'Ayhand. They should receive full experience for this encounter. Proceed to Encounter 8 – Rebellious Nobles.

Refusing Ishmal's offer

If the heroes refuse Ishmal's offer, the adventurers move in to fight against the heroes.

APL 2 (EL 5 -1 for non-lethal)

Karam Djel: male Baklunish Pal3; hp 28; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr3; hp 24, see Appendix One

APL 4 (EL 7 -1 for non-lethal)

Karam Djel: male Baklunish Pal5; hp 44; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr5; hp 38, see Appendix One

APL 6 (EL 9 -1 for non-lethal)

Karam Djel: male Baklunish Pal5/Hos2; hp 58; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr7; hp 52, see Appendix One

APL 8 (EL 11 -1 for non-lethal)

Karam Djel: male Baklunish Pal5/Hos4; hp 81; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr9; hp 66, see Appendix One

APL 10 (EL 14 -2 for non-lethal)

Karam Djel & Mehemet Balam: male Baklunish Pal5/Hos4; hp 81; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr9; hp 66, see Appendix One

Leonal: hp 114, see Monster Manual.

APL 12 (EL 15 -2 for non-lethal)

Karam Djel & Mehemet Balam: male Baklunish Pal5/Hos4; hp 81; see Appendix One

Jabelliah al-Qadi: female Baklunish Clr9; hp 66, see Appendix One

Leonal (2): hp114 each, see Monster Manual

Tactics: The princess uses her belt of invisibility as soon as combat starts. The Qadi stay back, calling to their people not to kill the heroes. The escorts only use non-lethal damage until the heroes start using real damage.

Neither Ishmal nor Moussef are counted in the encounter. They both try to stay away from combat. If the heroes target them (even indirectly

using a template spell), they both engage in battle. They are NOT part of the EL of the encounter.

If the fight goes poorly for the heroes, they are offered the chance for an honorable surrender, if the heroes agree to escort the Qadi and the princess.

By the same way, if the escorts are getting severely beaten by the heroes, they call for mercy, as long as all combat has been non-lethal. Again the Qadi do not agree to leave for Ekbir, at least not as long as they haven't been to Dwur'Ayhand first. After that, they stand willing to accompany the heroes wherever they want.

Should the heroes be out for blood and want to go through the Qadi, the princess uses her Cape of the Mountebank to *dimension door* away. In that case, go to the Conclusion under Failed.

Treasure:

APL2 L: 149gp; C: 0gp; M: 0gp

APL4 L: 508gp; C: 0gp; M: +1 *scimitar* x3 (193gp each per character)

APL6 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *flaming scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2(333gp each per character); *cloak of charisma* +2 x2 (333gp each per character); +1 *scimitar* (193gp)

APL8 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2(98gp each per character); +1 *flaming scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *cloak of charisma* +2 x2 (333gp each per character); *amulet of natural armor* +1 x2(83gp each per character); *vest of resistance* +1 x2 (83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 (333gp); *ring of freedom of movement* (333gp)

APL10 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *flaming scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *cloak of charisma* +2 x2 (333gp each per character); *amulet of natural armor* +1 x2(83gp each per character); *vest of resistance* +1 x2 (83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 (333gp); *ring of freedom of movement* (333gp)

APL12 L: 67gp; C: 0gp; M: +1 *full plate* x3 (221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *flaming scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *cloak of charisma* +2 x2(333gp each per character); *amulet of natural armor* +1 x2 (83gp each per character); *vest of resistance* +1 x2(83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 x2 (333gp); *ring of freedom of movement* (3333gp)

Encounter 8 – Rebellious Nobles

At this point, the heroes should be escorting the princess towards Dwur'Ayhand.

Three hours out of Dwur'Ayhand, they are ambushed by a group of nobles opposed to Jadhim. These nobles have hired their family wizards and clerics to *gate* or *planar bind* a group of elementals. The elementals spring out of the earth in front of the party thus gaining the advantage of surprise.

APL 2 (EL 4)

Small earth elemental (3): hp11 each; see Monster Manual

APL 4 (EL 6)

Medium earth elemental (3): hp 30 each; see Monster Manual

APL 6 (EL 8)

Large earth elemental (3): hp 68 each; see Monster Manual

APL 8 (EL 10)

Huge earth elemental (3): hp 152 each; see Monster Manual

APL 10 (EL 12)

Greater earth elemental (3): hp 199 each; see Monster Manual

APL 12 (EL 14)

Elder earth elemental (3): hp 228 each; see Monster Manuals

Tactics: This time, the princess uses her cloak of the Mountebank to escape to the city with the two Qadi. Before doing so, Ishmal calls "Meet us at the palace."

Encounter 9 – Revelations

The heroes enter the city of Dwur'Ayhand. The city is in the middle of an important festival (though Knowledge (local/vtf, religion or history) cannot identify which. The flags of many nobles fly above the palace. It seems some form of large party is taking place. Ishmal points to the palace and indicated that is where they wish to go. Notably missing is the red flag of Tusmit.

Forty guards, most of them of Dwarf origin meet the party at the gate. The Raqeeb tells them the Sheik wants them at the palace immediately. He can confirm the arrival of the princess and the Qadi.

Twenty guards escort the party to the palace, where they are shown to a nice room, and told to bathe and prepare to meet the sheik. The guards do not stand for protests and insist these are the Sheik's orders.

Taking Baths

Servants draw hot baths for the heroes and bring them some neat clothes. They only know there is a great feast because of a very important visitor. They offer a few refreshments in the form of wine, steamed mushroom and a few Udgru hard nuts.

The servants take no actions against the heroes if they wish to leave the room, they do nothing. If all the heroes leave the room, the servants walk out and inform the guards.

Keeping an eye on the Princess

Wary heroes may try to keep an eye on the Qadi and the Princess. The guards say they are under strict orders by the Sheik himself to only allow Ishmal, Moussef and the princess inside the room. The guard can show them the official order (the party can make all the Forgery rolls they want, it is authentic). The guards have been chosen for their dedication and loyalty to the Sheik.

They insist that once their cleaning up is done all the guests will be taken to the Sheik, who has requested their presence. They point out that showing up dirty before the sheik is a clear sign of disrespect. They assure the heroes that no one is going anywhere.

Inside the Princess' room

Inside the room, both Qadi cast a series of protection spells like *magic circle vs evil*, *magic circle vs chaos*, *dimensional anchor*, *consecrate*,

invisibility purge, and freedom of movement upon the princess. They also scan the room with their detection spells. Jadhim-Orem uses three scrolls of *detect scrying*. They then walk around the room closing all windows and doors.

Once they are content there is no intruder or eavesdropper, the princess removes her disguise and returns to his guise as Jadhim-Orem. Jadhim-Orem washes himself up before dressing up in a regal garb. Covering himself with a large velvet cloak and other rich fineries, Jadhim-Orem then waits for his two advisors to finish washing up. He places his hat of disguise over his head to once more appear as the princess.

However, from this moment on, he does not use his skills at disguise to hide who he is. He looks like an man in his early 60s if any hero can see through his hat of disguise.

Troubleshooting (Being stupid)

At any point, if the party attacks the guards they are caught by reinforcements. Within minutes, they are brought before the Sheik to be judged and subsequently beheaded. There is no appeal, no Diplomacy roll high enough, no favor that can be used to prevent this. The Sheik is waiting for a big moment, and having these clowns spoil it all is NOT in his plans. They committed a serious crime and they get the swift justice they deserve. Note that the Sheik punishes all types of assault with the death penalty. This is excessive in Tusman law, but within the Sheik's right.

In a similar vein, if they keep intruding by scrying or eavesdropping, they are first asked by the Qadi to stop before being sent to the Sheik for justice. Again, they are found guilty and executed on charges of spying.

Forming the escort

Read or paraphrase. You may have to modify depending on the heroes' previous actions.

A young dwarven maid dressed in a fine blue dress with gold inlay with a tabard proudly displaying the colors of Dihl enters the room. Her gold hair is elaborately braided, forming two rings over her head. "Once you are all ready, my master, Sheik Omar Saladish requests your presence to thank you for delivering his guest to him."

Any hero with Knowledge (Religion), making a check [DC10] recognize her hair arrangement as symbol of Berronar Truesilver (goddess of home,

family and safety, wife of Moradin). Dwarf heroes recognize the reference without needing any checks.

The young maid stands waiting, prudely facing away from you and looking at the door. When you are all ready, she walks out, where you can once again meet with the Qadi and the princess.

Ishmal al-Qadi is now dressed in exquisite black jacket and pantaloons. The red highlights are all made with opals. Moussef al-Qadi is nicely dressed, but his black and red outfit compares poorly against the suit of his friend.

However, your eyes do not spend much time on the Qadi, instead they focus on the princess. Her outfit has changed the most. While she still wears a veil, she is now wearing what looks like a crown on her head, an extremely ornate scimitar on her belt. Her heavy velvet cloak looks to have been made for the gods themselves. The princess walks around, her head up high. Gone is the submissive-looking princess.

Her bearing is obviously that of royalty, her gaze is focused with determination. Her pose is so imposing, that she commands respect to all around her. You cannot help but feel somewhat intimidated by the confidence and air of triumph that is easily readable on her face.

Before continuing on to Encounter 10 – First surprise, allow the heroes to make a Knowledge (nobility) or Knowledge (history) or Knowledge (local/VTF) or Bardic Knowledge check [DC25], a +5 racial bonus applies for Tusman heroes on this check. On a successful check the hero recognizes the scimitar as "The Pasha's Sword" a national heirloom lost when Muammar Quaran took power in 579CY.

Before the heroes have any time to act, continue with Encounter 10 – First surprise, for the events about to unfold before them won't stop.

Encounter 10 – First surprise

Read or paraphrase:

An escort forms around the Princess lead by the Dwarf maiden. When the doors open up into the grand hall, silence falls on the assembled crowd. The assembly is composed

mostly of human nobles and their entourage, but also a fair number of dwarves, gnomes and large contingent of Udgru elves. Everyone looks somewhat stunned at your arrival.

The procession walks up to the end of the long table, where stands Omar Saladish, the dwarven Sheik of Dihn. On a dais are two throne-like chairs. The Sheik walks up to the Princess and makes a short military bow.

“Come in, welcome back to Dihn, it has been a long time since we have been waiting for you, a longer time still since we had the pleasure of your company.” The dwarf says with a grin, he motions for the princess to sit next to him on the dais.

The Sheik stands again, motioning to a man standing in the crowd. His eyes filled with a deep sorrow yet a very noble bearing on his forehead is an encrusted gem.

The Sheik stands raising a hand as if making a vow, he speaks, his voice full of meaning.

“Since the fall of the First House of Ashir, the Faris Rautha have been outlawed and wanted in Ekbir. However, I, Omar Saladish, Sheik of Dihn, declares to all of Oerth that the Faris Rautha are to be given shelter and protection in Dihn. Any reprisal by forces without or within will be met with dwarven steel. Dihn now stands as the refuge and base for the Gem Knights.”

Turning to the party in, he motions for you to approach. Tapping [choose a dwarf or heaviest-looking fighter-type in the party] on the shoulder like an old friend, he sits you next to the man with the gem on his forehead. Ishmal and Moussef both sit at the Sheik’s table with the princess. Lowering his voice, he adds. “Dear friends, allow me to present to you, my dearest friend, noble Uyok al-Faris Rautha, the Faris of the Squirrel and his entourage. I think you may have a lot to say to each other.”

To the rest of the assembly, he raises a large pint of ale in a toast. “To absent friends, and to those who are here with us!” The sheik’s beer disappears under his thick beard. The feasting begins as servants bring in casks of ale, wine and roasted meats, all served in dwarven-style.

The heroes have a chance to interact with Uyok. Everyone in Uyok’s entourage is a member of the Rautha Brotherhood. A Sense Motive check

[DC10] informs the players that the Faris of the Squirrel is given to deep sorrow and melancholy.

Uyok is willing to answer a number of questions. He only divulges information in response to explicit questions.

Who are you ? I am Uyok, faris rauth, faris of the Squirrel, bearer of the gem of contact. (The gem on his forehead is made of Amber and is embedded on his forehead. If *detect magic* is cast upon it, it radiates a strong aura of divination, enchantment, evocation and transmutation).

What about the Faris Rautha? Uyok can give them the history found in Adventure Background under Ekbir.

Are the Faris Rautha innocent or guilty? We have not betrayed. We remained loyal to the First House of Ashir, to Lord Nerim and his son Lybak. Some of us are dead for our Lord. It was Urik of the Second House of Ashir who betrayed by signing an evil pact with the Ataphads in order to destroy the First House. Now the Ataphads have a base on Ekbirian soil, in Dezbat!

Why ally with Dihn? The Sheik of Dihn has long since maintained many relations with Ekbir. When a friend of mine approached him, he immediately offered to help us, saying he was honor-bound to protect us, citing the Four Feet of the Dragon. Although the Sheik is a worshipper of the so-called True Faith, he is a man of good first. Our organization is willing to support him in the tough times as he has supported us.

What happened to the Faris Rautha on that night? Uyok can give them the information found in Adventure Background under Fateful night and The other Faris Rautha. Allow the heroes a Sense Motive check [DC15] to guess that Uyok willing hides something from them when he speaks of the Faris of the Tiger.

What happened to Lybak, Lord Nerim’ infant son? I know Sid-Allagh thought he saved Lybak, but he did not tell me how he did it. (These events are detailed in *EKB 2-01 La Légende de Glendaloch*).

What are the goals of the Rautha Brotherhood? To bring the truth, to restore the honor of the Faris Rautha, to restore the honor of those who died and those who survived, to reform the order and to train loyal men to take the mantle of the twelve, to find the twelve gems, to prove Urik’s treachery and to restore the First House of Ashir to the throne of Dezbat.

What happened to you? I was pursued throughout the Califate by Keyn's men. I managed to evade them until the day the Zashassar made me pay for my curiosity. I discovered a secret they didn't want to be divulged at any cost. The Zashassar were the first to catch me. Not too far from the Blashikmund, near Blashikdur in Ekbir. The Storm Riders had almost caught up with me and I hoped to evade them when the Black Mages appeared suddenly. (A Knowledge (local/VTF) check [DC10] confirms the Ekbirrian Zashassar wear black robes and a hood hiding their faces. It was one of the masters of the Zashassar, Alik Am'Iktar himself (he appears in VTF3-06 A Smile in the Mist), who cast powerful magics upon me that imprisoned me in complete stasis.

It is only recently that the Brotherhood managed to find me and free me. I learned that 16 years had elapsed... (a Knowledge (arcana) check [DC29] gives the party the idea that he was trapped with an *imprisonment* and freed with a *freedom* spell, both 9th-level spells.

Who cast the spell to free you? It was a powerful master of the Zawiyar (Order of Pure Blood in Common) who cast the spell needed to free him. Uyok doesn't know him nor does he see him because the mage had disappeared as soon as his spells were cast. It was the Rautha Brotherhood, unable to invoke a spell of that power who managed to convince this powerful wizard to do it for them. Gebril Al Mofiss is the only one who knows who cast the spell and why.

- C'est la Confrérie Rautha qui réalisa et propagea les faux plans au trésor dans l'espoir qu'un jour, attirés par l'appât de l'or, des aventuriers assez puissants arrivent à libérer Uyok, croyant découvrir un trésor. L'un des membres de la Confrérie restait sur les lieux en permanence en prévision d'un pareil cas (c'était l'ermite de *EKB 5-05 La Mission tusmane*). Finalement, la magie du Zashassar était trop forte et personne ne put briser le sort.

Do you know where the other Faris Rautha are? It is the power of the Squirrel, to serve as relay between the twelve, to be the ear who listens to them and the voice that guides them. I can communicate with them from afar. But there are only 3 Faris Rautha still alive, including myself and yet I'm not sure of the third one. The other stones do not respond. Their power was absorbed. The last two surviving ones are the Tiger and the Bear.

Where is the Faris of the Bear? I cannot locate him, yet his gem was not absorbed because I would feel it. Only death can separate a Faris Rautha from his gem. I must conclude Erutuk is dead but he has not fallen into the hands of Keyn like the others.

What power does the Bear Gem have? The gem of the Bear is the stone of strength and is made of topaz.

Why don't you surrender to the Ekbirrian authorities? I've known the treachery of Urik Ashir and the Zashassar too many times to trust any of them.

Uyok's secrets

To get answer to the following questions require the heroes to be member of the Rautha Brotherhood OR succeed at a Diplomacy check [DC15+APL] for BOTH questions. Uyok eyes the heroes before divulging these secrets. Even then, they must swear they will not divulge these secrets to non-members of the Rautha Brotherhood without his or Gebril Al Mofiss' consent.

What is the Zashassar's secret? The leaders of the Zashassar know where the Cup of Al'Akbar is and maybe even where the Talisman is. They lead a vast conspiracy aiming at hiding the truth to the faithful. Other highly placed members of the government are in on the conspiracy. I don't know where the relics are, but I'm sure some of them know where they are. Through the power of the gem of contact and through the investigation I lead before the fall of the First House of Ashir and the disgrace of the Faris Rautha.

What is the secret of the Tiger? Through the gem of contact, I contacted Drashir, the Faris of the Tiger. I was able to talk to him. Alas, in 16 years he has changed, I felt his soul touched by darkness. He has vowed his soul to a deity so utterly evil that I will not speak its name. He pretends that justice will soon be done and the liars and criminals will soon be punished and executed. He wants the destruction of the Caliphate and most of the Flanaess. He too knows the secret of the Zashassar and he wants to make the pay with their lives because they lied to the people. He wishes to conquer the relics.

He even bragged that he had a powerful army at his disposal and that he reigned as the lord of the Udgru... You see Drashir is the Black Knight ! (he pauses). His power is immense because the Faris

of the Tiger wears obsidian, the gem of death and he was the executioner of the Order, the armed fist of justice of the House of Ashir!

His last exploit was to deliver 97 elven heads to Muammar Quaran! The fall of the Tiger is a terrible blow to the Rautha Brotherhood because it legitimated the lies of our enemies! We must find a way to bring him back from the darkness into the path of light.

Being stupid: attacking Uyok

Toute tentative de combattre Uyok se solderait par un échec sanglant. Non seulement le chevalier à l'Écureuil n'est pas le premier venu mais ses compagnons lui sont dévoués corps et âme. De plus, il est l'hôte du sheik et protégé par Jadhim-orem.

Any hero so doing is quickly executed by order of the Sheik.

Joining the Rautha Brotherhood

It is possible to join the Rautha Brotherhood. There are no racial restrictions, one must LG or NG in alignment and one must worship (or convert) to the Exalted Faith (only religion allowed in the order).

Being a secret society (in Ekbir) one must hide his allegiance. The Brotherhood is outlawed in Ekbir and its members subject to pursuit and imprisonment. Potential members must understand what they are joining into.

To enter the Brotherhood one must take the following solemn oath.

"I swear on the Holy Relics, on the Words of the High Cleric and on the Very Holy Gods of the Paynims to be faithful to the teachings of Al'Akbar, to be loyal to the First House of Ashir, to honor the Four Feet of the Dragon and to fight without rest for justice, truth and the property of Dezbat and Ekbir."

La Confrérie Rautha sera considérée comme une méta-org secrète d'Ekbir. Les avantages et les inconvénients dépendront de l'avancement de la trame des faris rautha. Naturellement, trahir le serment aurait les plus graves conséquences. Prêter ce serment ne doit pas être fait à la légère.

Il est possible de cumuler l'appartenance à la Confrérie Rautha avec les méta-orgs suivantes : Clergé de la Foi exaltée, 'Askar, Marine, Faris, Mouqollad, Confrérie des derviches danseurs, Cour des Miracles, Zawiyar, Chamanes et

n'importe quelle origine sociale. On ne peut pas cumuler avec les méta-orgs non citées.

In Tusmit, only heroes who belong to the Tusman Rebels can join.

Heroes who befriend Uyok (DM's call) receive the "Friendship of the Brotherhood" AR Rewards. Heroes who have joined the Brotherhood (by taking the oath) also gain the "Oath of the Brotherhood" Ar Reward.

Finally

When the party has asked all the questions they wanted to ask Uyok, proceed with Encounter 11 – Le Secret de la princesse.

Encounter 11 – Le Secret de la princesse

Read or paraphrase :

The feast dies down as bellies are filled, and conversations begin to run dry. Sheik Omar stands, raising his hand to attract attention. "Friend of Dihn, I have gathered you here for more than a simple feast and for more than to announce the friendship of Dihn with the Faris Rautha. A good friend of mine, a good friend of all of us has returned to Dwur'Ayhand." The dwarf turns to Ishmal, gesturing for him to step forward.

The princess steps in front of the dwarf, surprising him. "It was 16 years ago that I left this room for exile, old friend. I find it amusing that after all these years you would not know recognize me at first glance..."

The princess removes her veil and as she does so, the shape of her body seems to change. Instead of a young maiden, stand a balding old man, with salt and pepper hair.

"I have returned from exile to lead Tusmit to the greatness it aspires. I have seen the suffering of my people. I have heard their cries of anguish while the Infidel Swine sits in the Exalted Palace draining more and more blood and gold from the loyal citizens."

"Tusmit, it is I, Jadhim-Orem, Pasha of Tusmit who has received the blessing of the Grand Mufti of the Yatils and who pledged my loyalty to the High Cleric' representative on Oerth, the Caliph of Ekbir. I have returned to reclaim that which is mine by the divine will of Al'Akbar,

the High Cleric and Restorer of Righteousness. My exile has ended. The time of suffering is over."

The Sheik of Dihn, the two Qadi and all the elves kneel before the returned Pasha of Tusmit.

The crowd of assembled nobles is split. Shouts of "Treason!" or "Death to the Usurper!" can be heard. Many noblemen leave the hall in disgust, but a larger number of them kneel in respect.

Speaking to the assembled crowd, to the intention of to the non-Tusmans, Jadhim-Orem says:

"Tell Ekbir and to all of the Flanaess that Jadhim-Orem, legal Pasha of Tusmit has returned from exile to reclaim his throne! Go tell the world that the Usurper Muammar Quaran is no longer the master of Tusmit!"

Turning towards you, Jadhim-Orem looks at each of you, his gaze piercing through you. "Listen to your hearts, and choose wisely. I will not hold a grudge against you for your actions past... Think of Tusmit, think of the future..."

At this point, ask each hero from Tusmit in turn if they kneel or leave. If one hesitates or joins just because of the group, inform him that this is a personal decision.

Split the party at this point. To those who side with Jadhim, read them the Conclusion/Tusman Rebels. To those who refuse, read the Conclusion/Loyal to the Pasha.

Heroes who choose to remain neutral are considered opposed to both sides.

Conclusion

If the heroes were recruited by the Qadi, and they brought Jadhim to Dwur'Ayhand, then they are offered Jadhim's belt of invisibility on the AR.

If they escorted Jadhim into Dwur'Ayhand (either because they were hired by the Qadi or because they joined them on the road), they earn the Gratitude of Jadhim-Orem AR reward.

If at any point, they attacked the Princess, Jadhim, Uyok or the Sheik of Dihn, they earn the Enmity of Jadhim-Orem on their AR.

If the heroes went to the palace and sided with Jadhim, continue with Tusman Rebels. If they sided with the Pasha, continue with Loyal to the Pasha, if they decided to remain neutral, continue with Did not choose. If the party didn't enter the city with the princess, continue with Failed.

Tusman Rebels

For those heroes who chose to side with Jadhim-Orem, first begin by asking them who has a "Tusmit Loyalist" cert and void it out.

Read or paraphrase.

One all the disgruntled have left the great hall, Jadhim turns to the assembled crowd.

"Within two years, two great injustices were committed: the fall of the Faris Rautha in 577 and the Usurpation of the Tusman Throne in 579. Today, these two crimes are avenged! I declare that the Faris Rautha will receive aid and protection in Tusmit, for they are valorous and innocent of the crimes they are accused of."

Turning to the Sheik, Jadhim adds. "Omar, have the preparations I asked been completed?"

"Yes, replies the dwarf."

A group of servants enter the room with large mirrors covered by sheets. Removing the covers, images swirl into view. In one of the mirrors, the face of an elf appears into view while the other mirrors quickly focus to Baklunish humans of military background.

"Your Exalted Splendour, we are happy to see you well in Tusmit once more." They all say in unison.

For the next few hours, discussions rage about plans and Pasha Muammar Quaran's reaction when he will learn of Jadhim's return. Generals loyal to Jadhim-Orem in Elisam, Malimar and Farhini discuss military target in the east, north and south of Tusmit. On more than one occasion, you are asked for details about things like garrison sizes or loyalty of people. Elohir explain that the Usurper has received elven heads, because of his unholy alliance with the Black Knight.

No one wants blood to flow, Jadhim-Orem repeats many times that the only person he wants hung for treason is Muammar Quaran and his family.

The return of one of the Faris Rautha, if it constitutes an event infinitely more discrete compared to the return of the former Pasha of Tusmit, bears its load of consequences for the Caliphate of Ekbir. The question of the legitimate power in Dezbat may lead to a serious internal crisis in the Caliphate when the dark events of 577 are revealed.

A silence descends upon the room as the realization of what just happened sinks in. A white flag with three stars is hoisted atop the palace. Tusmit is now a land at war with itself.

The heroes earn the "Loyal to Jadhim-orem" AR Reward. Nobles and other supporters of Jadhim, offer you money to thank you for your support.

Treasure:

APL 2: L: 0gp; C: 500gp; M: 0gp

APL 4: L: 0gp; C: 500gp; M: 0gp

APL 6: L: 0gp; C: 500gp; M: 0gp

APL 8: L: 0gp; C: 1000gp; M: 0gp

APL 10: L: 0gp; C: 1000gp; M: 0gp

APL 12: L: 0gp; C: 1000gp; M: 0gp

Loyal to the Pasha

For those heroes who chose to oppose Jadhim-Orem, first begin by asking them who has a "Tusmit Rebel" cert and void it out.

Read or paraphrase.

As you exit the palace, a small crowd has begun to gather. Two nobles are standing on a fountain calling out for treason. The news of Jadhim-Orem's return is already spreading.

The sheik' guards begin to cordon off the palace, calling for the "good folk of Dihn to disperse".

Cooed by the guards' display of force, most folk scatter quickly, not wanting to oppose their Sheik. A few people form around the nobles and begin to call for the Pasha's justice. Seeing they are unprepared for any serious face-off, they quickly retreat. A strange silence descends on the plaza as a white flag with three stars is hoisted atop the palace.

The return of one of the Faris Rautha, if it constitutes an event infinitely more discrete compared to the return of the former Pasha of Tusmit, bears it load of consequences for the

Caliphate of Ekbir. The question of the legitimate power in Dezbat may lead to a serious internal crisis in the Caliphate when the dark events of 577 are revealed.

For another evening, Tusmit will be quiet. But comes morning, when the news reaches Sefmur. It seems peace is something that Tusmit won't know for another year.

The heroes earn the "Loyal to Muammar Quaran" AR Reward. Nobles and other supporters of Muammar Quaran each offer you money to thank you for your support.

Treasure:

APL 2: L: 0gp; C: 500gp; M: 0gp

APL 4: L: 0gp; C: 500gp; M: 0gp

APL 6: L: 0gp; C: 500gp; M: 0gp

APL 8: L: 0gp; C: 1000gp; M: 0gp

APL 10: L: 0gp; C: 1000gp; M: 0gp

APL 12: L: 0gp; C: 1000gp; M: 0gp

Did not choose

For those heroes who chose not to take sides, they are seen as opposed to both sides. Ask for any "Tusman Rebel" or "Tusman Loyalist" cert they may have and void it.

Read or paraphrase.

As you are escorted out of the palace, a small crowd has gathered. Two nobles are standing on a fountain calling out for treason. The news of Jadhim-Orem's return is already spreading.

The sheik' guards begin to cordon off the palace, calling for the "good folk of Dihn to disperse".

Some folk throw a few rotten vegetables in your direction calling you traitors and disloyal. However, they are quickly cooed by the guards' display of force. Most folk scatter quickly, not wanting to oppose their Sheik. A few people form around the nobles and begin to call for the Pasha's justice. Unprepared for any serious face-off, they quickly retreat. A strange silence descends on the plaza as a white flag with three stars is hoisted atop the palace.

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Le retour de l'un des faris rautha, si elle constitue un événement infiniment plus discret que celui de l'ancien pacha de Tusmit, n'en est pas moins lourde de conséquences pour le Califat d'Ekbir. La question du pouvoir légitime au Dezbat risque de se poser rapidement et de conduire à une grave crise interne au Califat lorsque les sombres événements de 577 seront dévoilés au grand jour.

For another evening, Tusmit will be quiet. But comes morning, when the news reaches Sefmur. It seems peace is something that Tusmit won't know for another year.

The heroes earn the "Unaligned" AR Reward. No one offers them any money, when you don't choose your friends, you make none.

Failed

If the heroes didn't arrive in Dwur'Ayhand with the princess and the Qadi, then they have clearly failed. Read or paraphrase

As evening falls upon Tusmit, you can see a number of men riding out in all directions. "Dihn has joined the rebels!" or "Jadhim has returned!" They shout. In the Sheik's palace in Dihn, Jadhim-Orem, former Pasha of Tusmit has returned to reclaim his throne.

A white flag with three stars flies atop the palace in Dihn. For another evening, Tusmit will be quiet. But comes morning, when the news reaches Sefmur... It seems peace is something that Tusmit won't know for another year.

If the heroes attacked Jadhim, they earn themselves the "Enmity of Jadhim-Orem", they also earn themselves the "Unaligned" AR Reward.

If they were bound by a *quest* spell to escort the Princess and failed to do so through their own choosing, they get both "Oathbreaker" and "Untrustworthy". Heroes (paladins & priests of Al'Akbar) who simply swore get the "Untrustworthy".

Crimes

If the heroes killed a noble during the adventure, the Qadis or the princess report their crimes to the local authorities. They are prosecuted to the fullest extent of the law (they angered people with more influence than them). Remember attacking a Qadi is a very serious offense. Ishmal al-Qadi is a nobleman, but not Moussef.

If they were first hired by Ishmal al-Qadi but then later turned upon his employer, the heroes are found guilty of treason or spying for working for either the princess or the Caliph or working with Elohir (a wanted criminal). Their crimes are willingly exaggerated (unlike the two Qadi, Jadhim-Orem is not above getting even and exaggerating a little).

DO NOT show mercy on your players, they messed up and deserve to pay for their stupidity. Refer to Appendix Five: The Law in Northern Tusmit for a list of potential violation. Note that any fines must be paid BEFORE the condemned is put to death. Also,

Ishmal and Moussef

If the two Qadi promised the heroes they would return with them to Blashikdur, then they do so without fuss. A promise must be honored. They are promptly returned to the Holy City of Ekbir.

Obviously, Jadhim does not keep any such promise he may have made. He stays in Dwur'Ayhand and any requests to uphold his promise is countered by a laugh. "The princess promised, not me."

The End

Experience Point Summary

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

Encounter 2 – Into the Udgru

Defeating the forest creatures

APL2 120 xp; APL4 180xp; APL6 240xp;

APL8 300xp; APL10 360xp; APL12 420xp;

Encounter 4 – The Storm Riders

Defeating the Caliph's men

APL2 120 xp; APL4 180xp; APL6 240xp;
APL8 300xp; APL10 360xp; APL12 420xp;

Encounter 5 – A Dark, dark wood

Defeating the Elves men

APL2 120 xp; APL4 180xp; APL6 240xp;
APL8 300xp; APL10 360xp; APL12 420xp;

Encounter 7 – By order of the Caliph

Defeating the Princess's escort or negotiating a return to Ekbir

APL2 120 xp; APL4 180xp; APL6 240xp;
APL8 300xp; APL10 360xp; APL12 420xp;

Encounter 8 – Rebelling Nobles

Defeating the elementals

APL2 120 xp; APL4 180xp; APL6 240xp;
APL8 300xp; APL10 360xp; APL12 420xp;

Story Award

Getting Jadhim-Orem to Dwur-Ayhand

APL2 90xp; APL4 135xp; APL6 180xp;
APL8 225xp; APL10 270xp; APL12 315xp;

Total possible experience:

APL2 450xp; APL4 675xp; APL6 900xp;
APL8 1,125xp; APL10 1,300xp; APL12 1,575xp;

Treasure Summary

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

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

value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 4 – The Storm Riders

APL2 L: 149gp; C: 0gp; M: 0gp

APL4 L: 508gp; C: 0gp; M: +1 *scimitar* x3 (193gp each per character)

APL6 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *thundering scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2(333gp each per character); *amulet of health* +2 x2 (333gp each per character); +1 *scimitar* (193gp)

APL8 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2(98gp each per character); +1 *thundering*

scimitar x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *amulet of health* +2 x2 (333gp each per character); *amulet of natural armor* +1 x2(83gp each per character); *vest of resistance* +1 x2 (83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 (333gp); *ring of freedom of movement* (333gp)

APL10 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *thundering scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *amulet of health* +2 x2 (333gp each per character); *amulet of natural armor* +1 x2(83gp each per character); *vest of resistance* +1 x2 (83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 (333gp); *ring of freedom of movement* (333gp)

APL12 L: 67gp; C: 0gp; M: +1 *full plate* x3 (221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *thundering scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *amulet of health* x2(333gp each per character); *amulet of natural armor* +1 x2 (83gp each per character); *vest of resistance* +1 x2(83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 x2 (333gp); *ring of freedom of movement* (333gp)

Encounter 5 – A Dark, dark wood

APL2 L: 204gp; C: 0gp; M: 0gp

APL4 L: 29gp; C: 0gp; M: +1 *mighty composite longbow* (+3str) x3 (225gp each per character)

APL6 L: 38gp; C: 0gp; M: +1 *mighty composite longbow* x4 (225gp each per character)

APL8 L: 38gp; C: 0gp; M: +2 *mighty composite longbow* X4 (725gp each per character)

APL10 L: 78gp; C: 0gp; M: +2 *shock humanbane mighty composite longbow* (2725gp)

APL12 L: 156gp; C: 0gp; M: +2 *shock humanbane mighty composite longbow* x2 (2725gp each per character)

Encounter 7 – By order of the Caliph

APL2 L: 149gp; C: 0gp; M: 0gp

APL4 L: 508gp; C: 0gp; M: +1 *scimitar* x3 (193gp each per character)

APL6 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *flaming scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2(333gp each per character); *cloak of charisma* +2 x2 (333gp each per character); +1 *scimitar* (193gp)

APL8 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2(98gp each per character); +1 *flaming scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *cloak of charisma* +2 x2 (333gp each per character); *amulet of natural armor* +1 x2(83gp each per character); *vest of resistance* +1 x2 (83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 (333gp); *ring of freedom of movement* (333gp)

APL10 L: 67gp; C: 0gp; M: +1 *full plate* x3(221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *flaming scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *cloak of charisma* +2 x2 (333gp each per character); *amulet of natural armor* +1 x2(83gp each per character); *vest of resistance* +1 x2 (83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 (333gp); *ring of freedom of movement* (333gp)

APL12 L: 67gp; C: 0gp; M: +1 *full plate* x3 (221gp each per character); +1 *heavy steel shield* x2 (98gp each per character); +1 *flaming scimitar* x2 (693gp each per character); *gauntlets of ogre power* +2 x2 (333gp each per character); *cloak of charisma* +2 x2(333gp each per character); *amulet of natural armor* +1 x2 (83gp each per character); *vest of resistance* +1 x2(83gp each per character); +1 *scimitar* (193gp); *periapt of wisdom* +2 x2 (333gp); *ring of freedom of movement* (333gp)

Conclusion

Having taken sides in the conflict:

APL 2: L: 0gp; C: 500gp; M: 0gp

APL 4: L: 0gp; C: 500gp; M: 0gp

APL 6: L: 0gp; C: 500gp; M: 0gp

APL 8: L: 0gp; C: 1000gp; M: 0gp

APL 10: L: 0gp; C: 1000gp; M: 0gp

APL 12: L: 0gp; C: 1000gp; M: 0gp

Total Possible Treasure

APL 2: Total: 450 gp
APL 4: Total: 650 gp
APL 6: Total: 900 gp
APL 8: Total: 1,300 gp
APL 10: Total: 2,300 gp
APL 12: Total: 3,300 gp

Special

Jadhim's belt of invisibility: The belt functions as a ring of invisibility. Cost 20,000gp Freq: Regional.

Gratitude of Jadhim-Orem: You are offered one the following upgrades: sacred armor (from any organized Church in Tusmit), a dancing shield or a fortunate weapon. Pay only the cost difference. Cross off once used.

Enmity of Jadhim-Orem: Because you have threatened his life, you suffer a -4 social bonus in lands under his control. Also, you can NOT call upon the self-defense clause in his lands. Void out any rebel cert or influence point you have.

Oathbreaker: Because you broke your word for your next 5 adventures, you take 3d6 points of damage each morning. Also, each morning, you must make a Fortitude saving throw (DC20) or be sickened all day. After that, the *geas* is lifted for you. To remove this requires a 20th-level *remove curse*.

Untrustworthy: You suffer from a -5 profane penalty to all dealings with the Church of Al'Akbar.

Wanted for theft: You are now wanted for theft in the Udgru, for a total value of: _____ gp.

Loyal to Jadhim-Orem: You have sided with Jadhim and become a Rebel. You can NEVER join the loyalist, void out any Tusman loyalist cert you have.

Loyal to Muammar Quaran: You have chosen to stay loyal. You can NEVER join the rebels, void out any Tusman rebel cert you have.

Unaligned: You have not taken sides and thus are considered to be opposed to both. Void out any Tusman rebel or Tusman loyalist cert you have.

Oath of the Rautha Brotherhood: You were offered to join the Brotherhood and you took the Oath.

Friendship of the Brotherhood: Members of the following meta-orgs at the end of the adventure have items marked with '*' are Frequency: Regional to you. Ekbir: *Zashassar, Clergé de la Foi exalté, Garde sacrée, 'Askar, Marine, Zawiya, Noblesse, Noblesse royale, Cour des Miracles, Gardiens des Pinacles* Tusmit: *Tusman Rebel, Both Churches of Al'Akbar*

Elven surplus: Members of la Fraternité féline, Xan Yae's Ghost or the Udgru Elves gain frequency: Regional access to items marked '**'.

Items for the Adventure Record

Jadhim's belt of invisibility: The belt functions as a ring of invisibility. Cost 20,000gp Freq: Regional.

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Unaligned: You have not taken sides and thus are considered to be opposed to both. Void out any Tusman rebel or Tusman loyalist cert you have.

Oath of the Rautha Brotherhood: You were offered to join the Brotherhood and you took the Oath.

APL 2, 4, 6, 8 & 10 Items

Friendship of the Brotherhood: Members of the following meta-orgs at the end of the adventure have items marked with '*' are Frequency: Regional to you. Ekbir: *Zashassar, Clergé de la Foi exalté, Garde sacrée, 'Askar, Marine, Zawiyar, Noblesse, Noblesse royale, Cour des Miracles, Gardiens des Pinacles* Tusmit: *Tusman Rebel, Both Churches of Al'Akbar*

Elven surplus: Members of la Fraternité féline, Xan Yae's Ghost or the Udgru Elves gain frequency: Regional access to items marked '**'.

Item Access

APL 2:

- Jadhim's belt of invisibility (Freq: Regional, see above)

APL 4:

APL 2 items

APL 6:

APL 2&4 Items

- +1 flaming scimitar* (see DMG, Freq Adventure)
- +1 thundering scimitar* (see DMG, Freq Adventure)

APL 8:

APL 2, 4 & 6 Items

- vest of resistance +1* (see CA, Freq Adventure)
- ring of freedom of movement* (see DMG, Freq Adventure);
- +2 mighty composite longbow (+3Str)** (see DMG, Freq Adventure);

APL 10:

APL 2, 4, 6 & 8 Items

- Huge Greatclub (See PHB; Freq: Adventure)
- Huge Composite Longbow (See PHB; Freq: Adventure)
- +2 shock humanbane mighty composite longbow (+3Str)** (see DMG, Freq Adventure);

APL 12:

Appendix One: People and Creatures

Items marked with * refer to domain spells for clerics.

Items marked with ** refer to new rules items found in Appendix Two: New Rule.

ALL APLs

Introduction

Jadhim-Orem: Male Human Brd9/Ftr9; Medium Humanoid; CR 18; HD 9d6+9d10; hp 92; Init +1; Spd 30 ft/x4; AC 30, touch 16, flat-footed 29; Base Atk+15; Grapple +17; Atk +22 melee (1d6+7 +1d6 (fire) +1d6 (cold) +1d6 (electric); 15-20/x2, Pasha's Sword); Full Atk +22/+17/+12 melee (1d6+7 +1d6 (fire) +1d6 (cold) +1d6 (electric); 15-20/x2, Pasha's Sword); SQ bardic knowledge, bardic music (countersong, fascinate, inspire courage, inspire competence, suggestion (DC20)), permanent detect scrying; AL N; SV Fort +15, Ref +17, Will +16; Str 14, Dex 12, Con 8, Int 18, Wis 10, Cha 22;

Skills and Feats: Appraise +9, Bluff +23, Climb +6, Diplomacy +30, Disguise +19, Gather Information +11, Handle Animal +12, Intimidate +23, Jump +10, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (nobility) +14, Knowledge (religion) +9, Knowledge (Local/VTF) +9, Move Silently +5, Perform (Oratory) +15, Ride +15, Sleight of Hand +14, Speak Language +2, Spot +7, Tumble +9, Use Magic Device +15. Combat Expertise, Deceitful, Great Fortitude, Iron Will, Leadership, Lightning Reflexes, Mounted Combat, Ride-By Attack, Spirited Charge, Negotiator, Persuasive, Power Attack, Improved Toughness**

Spoken Languages: Common, Baklunish, Old Oeridian, Draconic, Dwarven, Elven

Possessions: *Armor of Ulumar* (+5 *glamored mithral chain shirt*), *pasha's sword* (+5 *keen scimitar of fire, frost & shock*), *ring of protection* +5, *amulet of natural armor* +5, *vest of resistance* +5, *hat of disguise*, *bracers of charisma* +6 (like a cloak but as bracers), *cloak of the Mountebank*, *ring of mind shielding*, *belt of invisibility*.

Permanent detect scrying: Back in the days when he still ruled Tusmit, Jadhim-Orem had a *permanent detect scrying* cast on himself by his advisors. The spell functions at a 15th-level caster.

Spells per day: (3/5/5/3); base spell DC=16+spell level: 0-[*Detect magic*, *ghost sound*, *mage hand*,

message, *prestidigitation*, *read magic*]; 1-[*Alarm*, *charm person*, *expeditious retreat*, *feather fall*]; 2-[*Alter self*, *glitterdust*, *suggestion*, *tongues*]; 3-[*Charm monster*, *dispel magic*, *lesser geas*].

Ishmal al-Qadi: Male Baklunish Clr9; CR9; Medium Humanoid; HD 9D8+9 hp 57; Init +0; Spd 20ft; AC 24 [Touch 12, Flat-Foot 24]; BAB+7; Grapple +8; Atk Falchion +10 (2D4+3,18-20/x2); Full Atk Falchion +10/+5 (2D4+3,18-20/x2); SA Spells; SQ Spells; AL LG; SV Fort +11, Ref +7, Will +13; Str 12, Dex 10, Con 13, Int 16, Wis 16 Cha 14.

Skills and Feats: Concentration +13(+17), Diplomacy +12, Knowledge History +13, Knowledge Religion +10, Spellcraft +6. Combat Casting, Combat Expertise, Extra Turning, Martial Weapon (Falchion), Weapons Focus (Falchion)

Possessions: Falchion +2, BreastPlate +2, Ring of Protection+2, Cloak of Protection+4, Amulet of Natural Armor+5, and many scrolls and wands

Languages: Common, Baklunish, Draconic, Ancient Suloise.

Spells Prepared: (6/5+1/5+1/4+1/2+1/1+1); base DC=13 + spell level): 0—[*detect magic*, *guidance*, *light* (2), *mending*]; 1st—[*comprehend languages*, *cure light wounds**, *detect evil*, *magic weapon*, *remove fear*]; 2nd—[*align weapon*, *consecrate*, *cure moderate wounds**, *resist energy*, *silence*, *zone of truth*]; 3rd—[*dispel magic*, *invisibility purge*, *magic circle vs evil**, *prayer*, *water walk*]; 4th—[*dimensional anchor*, *freedom of movement*, *holy smite**]; 5th—[*cure light wounds*, *mass**, *true seeing*].

Domains: Good and Healing.

Moussef al-Qadi: Male Baklunish Clr5; CR5; Medium Humanoid; HD 5D8+10 hp 38; Init +0; Spd 20ft; AC 15 [Touch 10, Flat-Foot 15]; BAB +3; Grapple +3; Atk/Full Atk Falchion +5 (2D4,18-20/x2) SA Spells; SQ Spells; AL LG; SV Fort +7, Ref +3, Will +9; Str 10, Dex 10, Con 14, Int 14, Wis 16 Cha 10.

Skills and Feats: Concentration +7(+11), Diplomacy +3, Knowledge History +10, Knowledge Religion +11, Spellcraft +8. Combat Casting, Martial Weapon (Falchion), Weapon Focus (Falchion)

Possessions: Masterwork Falchion, BreastPlate. A lot of historical documents and maps, many divine scrolls and potions

Languages: Common, Baklunish, Draconic.

Spells Prepared (5/4+1/3+1/2+1); base DC=13 + spell level): 0—[*create water, detect magic, read magic, light, purify food and drink*]; 1st—[*bless, endure elements, hide from undead, protection from chaos*, sanctuary*]; 2nd—[*aid*, augury, hold person, spiritual weapon*]; 3rd—[*daylight, magic circle vs chaos*, recitation***].

Domains: Law and Good

Encounter 2 – Into the Udgru

vJordell and Arsal: Male Elf (Wood) Rgr6 /Rog / Shadowdancer2 /Darkwood Sniper2; Medium Humanoid; CR 13; HD 3d6+10d8+13; hp 78; Init +7; Spd 30 ft/x4; AC 29 (+8 armor, +6 dex, +3 natural, +2 deflection), touch 18, flat-footed 29; Base Atk/Grapple +11/+14; Atk +21 Two-handed (1d8+5+2d6 vs Humans or Goblins; +3 Composite Longbow (+2 Str)); Full Atk +21/+16/+11 ranged (1d8+5+2d6 vs Humans or Goblins; +3 Composite Longbow (+2 Str)) or +19/+19/+16/+11 ranged (1d8+5+2d6 vs Humans or Goblins; +3 Composite Longbow (+2 Str)); SA Sneak (+2d6), Favored enemy human, Favored enemy goblin, Ancient Foe (Orc); SQ Elf Racial Abilities, Evasion, Uncanny dodge, Trapsense+1, Wild Empathy, Hide in plain sight, Darkvision; AL CN; SV Fort +14, Ref +25, Will +6; Str 16, Dex 25, Con 12, Int 10, Wis 8, Cha 10;

Skills and Feats: Climb +9, Craft (Trap making) +6, Handle Animal +5, Hide +17, Jump +12, Knowledge (dungeoneering) +2, Knowledge (geography) +5, Knowledge (nature) +7, Listen +11, Move Silently +17, Perform (Dance) +5, Speak Language +1, Spot +8, Survival +10, Tumble +16. Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track, Endurance, Many Shot.

Possessions: Cloak of resistance +4; ring of protection +2; amulet of natural armor +3; gloves of dex+4; mighty composite longbow +3 humanbane; mighty composite longbow +3 goblinbane

Animal Companion: Badger

Encounter 6 – Jardez

Jardez: Male Human Ftr1/Rgr5/Order of the Bow Initiate2; Medium Humanoid; CR 8; HD 7d8+1d10+16; hp 60; Init +4; Spd 30 ft/x4; AC 24,

touch 16, flat-footed 20; Base Atk +8; Grapple +10; Full Atk +12/+12/+9 ranged (1d8+3+2d6 (elfbane);+1 Elfbane Composite Longbow) or +11/+6 melee (2d4+3; Masterwork falchion); Atk +12/+12/+9 ranged (1d8+3+2d6 (elfbane); +1 Elfbane Composite Longbow) or +11/+6 melee (2d4+3;Masterwork falchion); SA Favored enemy (elf) +4, Ranged Precision Attack, Close Combat Shot; SQ Wild Empathy, Spells; AL CG; SV Fort +9, Ref +12, Will +6; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +7, Craft (Bowmaking) +5, Handle Animal +5, Heal +2, Hide +15, Jump +7, Knowledge (geography) +5, Knowledge (nature) +7, Knowledge (religion) +2, Spot +9, Survival +13. Point Blank Shot, Precise Shot, Manyshot, Stealthy, Weapon Focus (Composite Longbow), Rapid Shot, Track

Possessions: +1 Elfbane Composite Longbow, Quiver of Azor'alq full of arrows, Masterwork falchion, Cloak of resistance +1, Amulet of Natural armor +2, ring of protection +2, Chain shirt +2

Animal Companion: Hawk (Jardez' companion does not fight, it merely watch and reports to the Water Watchers' HQ if anything happens to Jardez).

Ranged Precision Attack: As a standard action you may make a single precisely aimed attack with a ranged weapon dealing an extra 1d8 points of damage. You must be within 30 ft. of your target. Ranged precision attacks only work against living creatures with discernible anatomies. Creature immune to critical hits are immune to ranged precision attacks. Items that protect against critical hits also protect against ranged precision attacks. You can only use this ability with ranged weapons for which you have the Weapon Focus feat.

Close Combat Shot: You can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

APL2

Encounter 4 – The Storm Riders

Karam Djel & Mehemet Balam: Male Human (Bakluni) Ftr3; Medium Humanoid; CR 3; HD 3d10+6; hp 28; Init +2; Spd 20 ft/x4; AC 19 (+5 armor, +2 shield, +2 dex), touch 12, flat-footed 17; BAB +3; Grp +5; Full Atk/Atk +6 melee (1d6+2; Masterwork scimitar) or +6 melee (1d8+3; Lance); AL LN; SV Fort +7, Ref +5, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +9. Mounted Combat, Ride-By Attack, Power Attack, Weapon Focus (lance), Spirited Charge.

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

Jabelliah al-Qadi: Female Human (Bakluni) Clr3; Medium Humanoid; CR 3; HD 3d8+6; hp 24; Init +0; Spd 20 ft/x4; AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17; BAB +2; Grp +2; Full Atk/Atk +4 melee (1d6; Masterwork scimitar); SQ Spontaneous Casting, Aura of Good; AL LG; SV Fort +5, Ref +1, Will +6; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 12;

Skills and Feats: Concentration +8, Diplomacy +6, Heal +8, Knowledge (religion) +3, Spellcraft +7. Combat Casting, Spell Focus (Evocation), Domain Spontaneity (Good)**

Possessions: breastplate, masterwork scimitar, heavy wooden shield, silver holy symbol

Spells prepared 4/3+1/2+1 DC=13+Spell Level 0th-[create water, detect magic, light, read magic]; 1st-[bless, cure light wounds*, protection from evil, shield of faith]; 2nd-[cure moderate wounds*, spiritual weapon (x2)];

Encounter 5 – A Dark, dark wood

Elf Sniper: Male Wood Elf Rgr2; Medium Humanoid; CR 2; HD 2d8; hp 13; Init +5; Spd 30 ft/x4; AC 18, touch 14, flat-footed 14; Base Atk+2; Grapple +5; Atk +8 ranged (1d8+3;x3, Composite Longbow (+3 Str)) or +5 melee (1d8+3; Longsword); Full Atk +6/+6 ranged (1d8+3; Composite Longbow (+3 Str)) or +5 melee (1d8+3; Longsword); SA combat style (archery); SQ elven racial, favored enemy (human), wild empathy; AL CG; SV Fort +3, Ref +8, Will +0; Str 16, Dex 20, Con 10, Int 6, Wis 10, Cha 8.

Skills and feats: Hide +9, Listen +7, Move Silently +9, Spot +7. Point Blank Shot, Rapid Shot, Track

Possessions: chain shirt, masterwork mighty composite longbow, longsword

Encounter 7 – By order of the Caliph

Karam Djel: Male Human (Bakluni) Pal3; Medium Humanoid; CR 3; HD 3d10+6; hp 28; Init +1; Spd 20 ft/x4; AC 18 (+5 armor, +2 shield, +1 dex), touch 11, flat-footed 17; BAB +3; Grp +5; Full Atk/Atk +6 melee (1d6+2; Masterwork scimitar) or +5 melee (1d8+3; Lance); SA Smite Evil; SQ Code of conduct, Aura of Good, detect evil, Divine Grace, Lay on hands (6pts), Aura of Courage,

Divine health; AL LG; SV Fort +7, Ref +4, Will +4; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14;

Skills and Feats: Handle Animal +8, Knowledge (religion) +6, Ride +9. Mounted Combat, Ride-By Attack, Power Attack

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

Jabelliah al-Qadi: Female Human (Bakluni) Clr3; Medium Humanoid; CR 3; HD 3d8+6; hp 24; Init +0; Spd 20 ft/x4; AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17; BAB +2; Grp +2; Full Atk/Atk +4 melee (1d6; Masterwork scimitar); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +5, Ref +1, Will +6; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 12;

Skills and Feats: Concentration +8, Diplomacy +6, Heal +8, Knowledge (religion) +3, Spellcraft +7. Combat Casting, Spell Focus (Evocation), Domain Spontaneity (Good)**

Possessions: breastplate, masterwork scimitar, heavy wooden shield, silver holy symbol

Spells prepared 4/3+1/2+1 DC=13+Spell Level 0th-[create water, detect magic, light, read magic]; 1st-[bless, cure light wounds*, protection from evil, shield of faith]; 2nd-[cure moderate wounds*, spiritual weapon (x2)];

APL4

Encounter 4 – The Storm Riders

Karam Djel & Mehemet Balam: Male Human (Bakluni) Ftr5; Medium Humanoid; CR 5; HD 5d10+10; hp 44; Init +2; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 dex), touch 11, flat-footed 20; BAB +5; Grp +8; Full Atk/Atk +9 melee (1d6+4; +1 Scimitar) or +10 melee (1d8+6; Masterwork lance); AL LN; SV Fort +8, Ref +5, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +8, Intimidate +8, Ride +12. Mounted Combat, Ride-By Attack, Power Attack, Weapon Focus (lance), Weapon Specialization (lance), Spirited Charge.

Possessions: masterwork full plate, masterwork heavy steel shield, +1 scimitar, masterwork lance

Jabelliah al-Qadi: Female Human (Bakluni) Clr5; Medium Humanoid; CR 5; HD 5d8+10; hp 38; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +2 shield), touch 10, flat-footed 20; BAB +3; Grp +3; Full Atk/Atk +5 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL LG; SV

Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 12;

Skills and Feats: Concentration +10, Diplomacy +6, Heal +8, Knowledge (religion) +4, Knowledge (the planes) +4, Spellcraft +9. Combat Casting, Spell Focus (Evocation), Domain Spontaneity (Good)**

Possessions: masterwork full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol

Spells prepared 5/4+1/3+1/2+1 DC=13+Spell Level 0th-[*create water, detect magic, light, purify food, read magic*]; 1st-[*bless, entropic shield, cure light wounds*, protection from evil, shield of faith*]; 2nd-[*cure moderate wounds*, silence, spiritual weapon (x2)*]; 3rd-[*dispel magic, magic circle vs evil*, wind wall*];

Encounter 5 – A Dark, dark wood

Elf Sniper: Male Wood Elf Ftr2/Rgr2; Medium Humanoid; CR 4; HD 2d8+2d10; hp 28; Init +5; Spd 30 ft/x4; AC 18, touch 14, flat-footed 14; Base Atk +4; Grapple +7; Atk +11 ranged (1d8+4; +1 Composite Longbow (+3 Str)) or +7 melee (1d8+3; Longsword); Full Atk +9/+9 ranged (1d8+4; +1 Composite Longbow (+3 Str)) or +7 melee (1d8+3; Longsword); SA combat style (archery); SQ elven racial, favored enemy (human), wild empathy; AL CG; SV Fort +6, Ref +8, Will +0; Str 16, Dex 21, Con 10, Int 6, Wis 10, Cha 8.

Skills and feats: Climb +4, Hide +9, Listen +7, Move Silently +9, Spot +7. Point Blank Shot, Precise Shot, Toughness, Weapon Focus (Composite Longbow), Rapid Shot, Track

Possessions: chain shirt, +1 mighty composite longbow, longsword

Encounter 7 – By order of the Caliph

Karam Djel: Male Human (Bakluni) Pal5; Medium Humanoid; CR 5; HD 5d10+10; hp 44; Init +1; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 dex), touch 11, flat-footed 20; BAB +5; Grp +7; Full Atk/Atk +8 melee (1d6+3; +1 Scimitar) or +8 melee (1d8+3; Masterwork lance); SA Smite Evil; SQ Code of conduct, Aura of Good, *detect evil*, Divine Grace, Lay on hands (10pts), Aura of Courage, Divine health, Special Mount; AL LG; SV Fort +8, Ref +4, Will +4; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 14;

Skills and Feats: Handle Animal +8, Heal +3, Knowledge (religion) +8, Ride +11. Mounted Combat, Ride-By Attack, Power Attack

Possessions: masterwork full plate, masterwork heavy steel shield, +1 scimitar, masterwork lance

Spells prepared: DC=11 + Spell Level Caster level: 2 1st-[*divine sacrifice***]

Jabelliah al-Qadi: Female Human (Bakluni) Clr5; Medium Humanoid; CR 5; HD 5d8+10; hp 38; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +2 shield), touch 10, flat-footed 20; BAB +3; Grp +3; Full Atk/Atk +5 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 12;

Skills and Feats: Concentration +10, Diplomacy +6, Heal +8, Knowledge (religion) +4, Knowledge (the planes) +4, Spellcraft +9. Combat Casting, Spell Focus (Evocation), Domain Spontaneity (Good)**

Possessions: masterwork full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol

Spells prepared 5/4+1/3+1/2+1 DC=13+Spell Level 0th-[*create water, detect magic, light, purify food, read magic*]; 1st-[*bless, entropic shield, cure light wounds*, protection from evil, shield of faith*]; 2nd-[*cure moderate wounds*, silence, spiritual weapon (x2)*]; 3rd-[*dispel magic, magic circle vs evil*, wind wall*];

APL6

Encounter 4 – The Storm Riders

Karam Djel & Mehemet Balam: Male Human (Bakluni) Ftr7; Medium Humanoid; CR 7; HD 7d10+14; hp 67; Init +2; Spd 20 ft/x3; AC 23 (+9 armor, +3 shield, +1 dex), touch 11, flat-footed 22; BAB +7; Grp +11; Atk +13 melee (1d6+6; critical 18-20 x2 and +1d8 sonic and deafening); +1 Thundering Scimitar) or +12 melee (1d8+8; Masterwork lance); Full Atk +13/+8 melee (1d6+6, critical 18-20 x2 and +1d8 sonic and deafening); +1 Thundering Scimitar) or +12/+7 melee (1d8+8; Masterwork lance); AL LN; SV Fort +13, Ref +6, Will +5; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +10, Intimidate +10, Ride +14. Mounted Combat, Ride-By Attack, Power Attack, Weapon Focus (lance), Weapon specialization (lance), Spirited Charge, Weapon

Focus (Scimitar), Weapon Specialization (scimitar).

Possessions: +1 full plate, +1 heavy steel shield, +1 thundering scimitar, masterwork lance, gauntlets of ogre power +2, amulet of health +2

Jabelliah al-Qadi: Female Human (Bakluni) Clr7; Medium Humanoid; CR 7; HD 7d8+14; hp 52; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; BAB +5; Grp +5; Full Atk/Atk +7 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL LG; SV Fort +7, Ref +2, Will +8; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 12;

Skills and Feats: Concentration +12, Diplomacy +8, Heal +8, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +11. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (Good)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol

Spells prepared 6/6+1/4+1/3+1/2+1 DC=13+Spell Level 0th[*create water, detect magic (x2), light, purify food, read magic*]; 1st-[*bless, entropic shield, cure light wounds*, obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd-[*bull's strength, cure moderate wounds*, silence, spiritual weapon (x2)*]; 3rd-[*dispel magic, prayer, magic circle vs evil*, wind wall*]; 4th-[*dimensional anchor, divine power, holy smite**]

Encounter 5 – A Dark, dark wood

Elf Sniper: Male Wood Elf Ftr2/Rgr2; Medium Humanoid; CR 4; HD 2d8+2d10; hp 28; Init +5; Spd 30 ft/x4; AC 18, touch 14, flat-footed 14; Base Atk +4; Grapple +7; Atk +11 ranged (1d8+4; +1 Composite Longbow (+3 Str)) or +7 melee (1d8+3; Longsword); Full Atk +9/+9 ranged (1d8+4; +1 Composite Longbow (+3 Str)) or +7 melee (1d8+3; Longsword); SA combat style (archery); SQ elven racial, favored enemy (human), wild empathy; AL CG; SV Fort +6, Ref +8, Will +0; Str 16, Dex 21, Con 10, Int 6, Wis 10, Cha 8.

Skills and feats: Climb +4, Hide +9, Listen +7, Move Silently +9, Spot +7. Point Blank Shot, Precise Shot, Toughness, Weapon Focus (Composite Longbow), Rapid Shot, Track

Possessions: chain shirt, +1 mighty composite longbow, longsword

Encounter 7 – By order of the Caliph

Karam Djel: Male Human (Bakluni) Pal5/Hos2; Medium Humanoid; CR 7; HD 2d8+5d10+14; hp 58; Init +1; Spd 20 ft/x3; AC 23 (+9 armor, +3 shield, +1 dex), touch 11, flat-footed 22; BAB +7; Grp +10; Atk +12 melee (1d6+3 (+1d6 fire); +1 Flaming Scimitar) or +11 melee (1d8+4; Masterwork lance); Full Atk +12/+7 melee (1d6+3 (+1d6 fire); +1 Flaming Scimitar) or +11/+6 melee (1d8+4; Masterwork lance); SA Smite Evil; SQ Code of conduct, Aura of Good, *detect evil*, Divine Grace, Lay on hands (21pts), Aura of Courage, Divine health; AL LG; SV Fort +12, Ref +5, Will +5; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 16;

Skills and Feats: Handle Animal +9, Heal +5, Knowledge (religion) +10, Ride +13. Mounted Combat, Ride-By Attack, Power Attack, Cleave, Weapon Focus (Scimitar)

Possessions: +1 full plate, +1 heavy steel shield, +1 flaming scimitar, masterwork lance, gauntlets of ogre power +2, cloak of charisma +2

Spells prepared: DC=11 + Spell Level Caster level: 3 1st-[*divine sacrifice**, golden barding***]

Jabelliah al-Qadi: Female Human (Bakluni) Clr7; Medium Humanoid; CR 7; HD 7d8+14; hp 52; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; BAB +5; Grp +5; Full Atk/Atk +7 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +7, Ref +2, Will +8; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 12;

Skills and Feats: Concentration +12, Diplomacy +8, Heal +8, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +11. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (Good)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol

Spells prepared 6/6+1/4+1/3+1/2+1 DC=13+Spell Level 0th[*create water, detect magic (x2), light, purify food, read magic*]; 1st-[*bless, entropic shield, cure light wounds*, obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd-[*bull's strength, cure moderate wounds*, silence, spiritual weapon (x2)*]; 3rd-[*dispel magic, prayer, magic circle vs evil*, wind wall*]; 4th-[*dimensional anchor, divine power, holy smite**]

APL8

Encounter 4 – The Storm Riders

Karam Djel & Mehemet Balam: Male Human (Bakluni) Ftr9; Medium Humanoid; CR 9; HD 9d10+27; hp 94; Init +1; Spd 20 ft/x3; AC 24 (+9 armor, +3 shield, +1 dex, +1 natural), touch 11, flat-footed 23; BAB +9; Grp +13; Atk +15 melee (1d6+6; critical 15-20 x2 and +1d8 sonic and deafening, +1 Thundering Scimitar) or +15 melee (1d8+8; Masterwork lance); Full Atk +15/+10 melee (1d6+6; critical 15-20 x2 and +1d8 sonic and deafening, +1 Thundering Scimitar) or +15/+10 melee (1d8+8; Masterwork lance); AL LN; SV Fort +15, Ref +8, Will +7; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +12, Intimidate +12, Ride +16. Mounted Combat, Ride-By Attack, Power Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance), Weapon Focus (Scimitar), Weapon Specialization (scimitar), Improved Toughness**, Improved Critical (scimitar).

Possessions: +1 full plate, +1 heavy steel shield, +1 thundering scimitar, masterwork lance, gauntlets of ogre power +2, amulet of health +2, amulet of natural armor +1, vest of resistance +1

Jabelliah al-Qadi: Female Human (Bakluni) Clr9; Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; BAB +6; Grp +6; Atk +8 melee (1d6+1; +1 Scimitar); Full Atk +8/+3 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL LG; SV Fort +8, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +13, Diplomacy +8, Heal +10, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +15. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (Good)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol, periapt of wisdom +2, ring of freedom of movement

Spells prepared 6/6+1/5+1/4+1/3+1/2+1 DC=15+Spell Level 0th [*create water, detect magic* (x2), *light, purify food, read magic*]; 1st [*bless, entropic shield, cure light wounds*, obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd [*bear's endurance, bull's strength, cure*

moderate wounds, silence, spiritual weapon* (x2)]; 3rd [*dispel magic, prayer, magic circle vs evil*, recitation**, wind wall*]; 4th [*dimensional anchor, divine power, holy smite*, invisibility purge*] [*dispel evil*, righteous might, spell resistance*];

Encounter 5 – A Dark, dark wood

Elf Sniper: Male Wood Elf Ftr4/Rgr2; Medium Humanoid; CR 6; HD 2d8+4d10; hp 40; Init +5; Spd 30 ft/x4; AC 19 (+5 armor, +4 dex), touch 14, flat-footed 15; Base Atk +6; Grapple +9; Atk +10/+10 ranged (1d8+7; +2 Composite Longbow (+3 Str)) or +9 melee (1d8+3; Longsword); Full Atk +12/+12/+7 ranged (1d8+7; +2 Composite Longbow (+3 Str)) or +9/+4 melee (1d8+3; Longsword); SA combat style (archery); SQ elven racial, favored enemy (human), wild empathy; AL CG; SV Fort +7, Ref +9, Will +1; Str 16, Dex 21, Con 10, Int 6, Wis 10, Cha 8.

Skills and feats: Climb +6, Hide +9, Listen +7, Move Silently +9, Spot +7. Point Blank Shot, Precise Shot, Manyshot, Toughness, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow), Rapid Shot, Track

Possessions: chain shirt, +2 mighty composite longbow, longsword

Elven Wizard: Male Gray Elf Wiz6 (evoker); Medium Humanoid; CR 6; HD 6d4+6; hp 31; Init +1; Spd 30 ft/x4; AC 15, touch 11, flat-footed 14; Base Atk +3; Grapple +1; Full Atk/Atk +1 melee (1d6-2; 20/x2, Quarterstaff); SQ Elven racial abilities; AL CG; SV Fort +3, Ref +3, Will +5; Str 6, Dex 12, Con 12, Int 21, Wis 10, Cha 10;

Skills and Feats: Concentration +10, Knowledge (arcana) +10, Knowledge (arch & eng) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Knowledge (the planes) +10, Spellcraft +16. Spell Focus (Evocation), Greater Spell Focus (Evocation), Toughness, Empower Spell, Scribe Scroll, Alertness (through familiar)

Possessions: Quarterstaff, Toad familiar

Spoken languages: Ancient Baklunish, Common, Draconic, Elven, Gnome, Orc, Sylvan

Spellbook: 0-[any except abjuration & illusion]; 1-[*Charm person, enlarge person, expeditious retreat, grease, mage armor, magic missile, ray of enfeeblement*]; 2-[*False life, flaming sphere, scorching ray, touch of idiocy*]; 3-[*Fireball, fly, lightning bolt*]

Spell prepared: Spell DC 15+Spell level (17+spell level for evocation) 0-[*Acid splash, detect magic, mage hand, ray of frost (x3)*]; 1-[*Grease(x2), ~~mage armor~~, magic missile(x3), ray of enfeeblement*]; 2-[~~*False life*~~, *flaming sphere, scorching ray (x3), touch of idiocy*]; 3-[*Empowered ray of enfeeblement, fireball (x3), fly*]

Encounter 7 – By order of the Caliph

Karam Djel: Male Human (Bakluni) Pal5/Hos4; Medium Humanoid; CR 9; HD 4d8+5d10+18; hp 81; Init +1; Spd 20 ft/x3; AC 24 (+9 armor, +3 shield, +1 dex, +1 natural), touch 11, flat-footed 23; BAB +9; Grp +13; Atk +15 melee (1d6+3 (+1d6 fire); +1 Flaming Scimitar) or +14 melee (1d8+6; Masterwork lance); Full Atk +15/+10 melee (1d6+3 (+1d6 fire); +1 Flaming Scimitar) or +14/+9 melee (1d8+6; Masterwork lance); SA Smite Evil; SQ Code of conduct, Aura of Good, *detect evil*, Divine Grace, Lay on hands (27pts), Aura of Courage, Divine health; AL LG; SV Fort +14, Ref +7, Will +7; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 16;

Skills and Feats: Handle Animal +9, Heal +7, Knowledge (religion) +12, Ride +15. Mounted Combat, Ride-By Attack, Power Attack, Cleave, Weapon Focus (Scimitar), Improved Toughness**

Possessions: +1 full plate, +1 heavy steel shield, +1 flaming scimitar, masterwork lance, gauntlets of ogre power +2, cloak of charisma +2, amulet of natural armor +1, vest of resistance +1

Spells prepared: DC=11 + Spell Level Caster level: 4 1-[*divine sacrifice***, *golden barding***]

Jabelliah al-Qadi: Female Human (Bakluni) Clr9; Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; BAB +6; Grp +6; Atk +8 melee (1d6+1; +1 Scimitar); Full Atk +8/+3 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +8, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +13, Diplomacy +8, Heal +10, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +15. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (Good)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol, periapt of wisdom +2, ring of freedom of movement

Spells prepared 6/6+1/5+1/4+1/3+1/2+1 DC=15+Spell Level 0th-[*create water, detect magic (x2), light, purify food, read magic*]; 1st-[*bless, entropic shield, cure light wounds*, obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd-[*bear's endurance, bull's strength, cure moderate wounds*, silence, spiritual weapon (x2)*]; 3rd-[*dispel magic, prayer, magic circle vs evil*, recitation***, *wind wall*]; 4th-[*dimensional anchor, divine power, holy smite*, invisibility purge*] [*dispel evil*, righteous might, spell resistance*];

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Encounter 4 – The Storm Riders

Karam Djel & Mehemet Balam : Male Human (Bakluni) Ftr9; Medium Humanoid; CR 9; HD 9d10+27; hp 94; Init +1; Spd 20 ft/x3; AC 24 (+9 armor, +3 shield, +1 dex, +1 natural), touch 11, flat-footed 23; BAB +9; Grp +13; Atk +15 melee (1d6+6; critical 15-20 x2 and +1d8 sonic and deafening, +1 Thundering Scimitar) or +15 melee (1d8+8; Masterwork lance); Full Atk +15/+10 melee (1d6+6; critical 15-20 x2 and +1d8 sonic and deafening, +1 Thundering Scimitar) or +15/+10 melee (1d8+8; Masterwork lance); AL LN; SV Fort +15, Ref +8, Will +7; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +12, Intimidate +12, Ride +16. Mounted Combat, Ride-By Attack, Power Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance), Weapon Focus (Scimitar), Weapon Specialization (scimitar), Improved Toughness**, Improved Critical (scimitar).

Possessions: +1 full plate, +1 heavy steel shield, +1 thundring scimitar, masterwork lance, gauntlets of ogre power +2, amulet of health +2, amulet of natural armor +1, vest of resistance +1

Jabelliah al-Qadi: Female Human (Bakluni) Clr9; Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; BAB +6; Grp +6; Atk +8 melee (1d6+1; +1 Scimitar); Full Atk +8/+3 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL LG; SV Fort +8, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +13, Diplomacy +8, Heal +10, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +15. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (Good)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol, periapt of wisdom +2, ring of freedom of movement

Spells prepared 6/6+1/5+1/4+1/3+1/2+1 DC=15+Spell Level 0th [*create water, detect magic* (x2), *light, purify food, read magic*]; 1st-[*bless, entropic shield, cure light wounds*, obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd-[*bear's endurance, bull's strength, cure moderate wounds*, silence, spiritual weapon* (x2)]; 3rd-[*dispel magic, prayer, magic circle vs evil*, recitation**, wind wall*]; 4th-[*dimensional anchor, divine power, holy smite*, invisibility purge*] [*dispel evil*, righteous might, spell resistance*];

Encounter 5 – A Dark, dark wood

Elf Sniper: Male Wood Elf Ftr4/Rgr2/Rog2; Medium Humanoid; CR 8; HD 2d6+2d8+4d10; hp 48; Init +5; Spd 30 ft/x4; AC 19, touch 14, flat-footed 15; Base Atk +7; Grapple +10; Atk +11/+11 ranged (1d8+7+1d6(shock) +2d6(humanbane); +2 Shock Composite Longbow (+3 Str)) or +10 melee (1d8+3; Longsword); Full Atk +13/+13/+8 ranged (1d8+7+1d6(shock)+ 2d6(humanbane); +2 Shock Composite Longbow (+3 Str)) or +10/+5 melee (1d8+3; Longsword); SA combat style (archery), sneak attack (1d6); SQ elven racial, favored enemy (human), wild empathy, evasion, trapfinding; AL CG; SV Fort +7, Ref +13, Will +1; Str 16, Dex 22, Con 10, Int 6, Wis 10, Cha 8.

Skills and feats: Climb +7, Hide +15, Listen +7, Move Silently +15, Spot +8. Point Blank Shot, Precise Shot, Manyshot, Toughness, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow), Rapid Shot, Track

Possessions: chain shirt, +2 shock humanbane mighty composite longbow, longsword

Elven Wizard: Male Gray Elf Wiz8; Medium Humanoid; CR 8; HD 8d4+8; hp 39; Init +1; Spd 30 ft/x4; AC 15, touch 11, flat-footed 10; Base Atk +4; Grapple +2; Full Atk/Atk +2 melee (1d6-2; Quarterstaff) or +5 ranged (*; Ray) or +2 melee (*, Touch); AL CG; SV Fort +3, Ref +3, Will +6; Str 6, Dex 12, Con 12, Int 21, Wis 10, Cha 10;

Skills and feats: Concentration +12, Knowledge (arcana) +12, Knowledge (arch & eng) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (nobility) +11, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +18. Spell Focus(Evocation), Greater

Spell Focus (Evocation), Toughness, Quicken Spell, Scribe Scroll, Alertness (through familiar)

Possessions: Quarterstaff, Toad familiar

Spoken languages: Ancient Baklunish, Common, Draconic, Elven, Gnome, Orc, Sylvan

Spellbook: 0-[any except abjuration & illusion]; 1-[*Charm person, enlarge person, expeditious retreat, grease, ~~mage armor~~, magic missile, ray of enfeeblement*]; 2-[~~False life~~, *flaming sphere, scorching ray, touch of idiocy*]; 3-[*Fireball, ~~fly~~, lightning bolt*]; 4-[*Enervation, Evard's black tentacles, ice storm, mass reduce person*]

Spell prepared: Spell DC 15+Spell level (17+spell level for evocation) 0-[*Acid splash, detect magic, mage hand, ray of frost* (x3)]; 1-[*Grease*(x2), ~~mage armor~~, *magic missile*(x4), *ray of enfeeblement*]; 2-[~~False life~~, *flaming sphere, scorching ray* (x3), *touch of idiocy*]; 3-[*Empowered ray of enfeeblement*(x2), *fireball* (x3), ~~fly~~]; 4-[*Empowered scorching ray* (x2), *enervation, Evard's black tentacles, ice storm*]

Encounter 7 – By order of the Caliph

Karam Djel & Mehemet Balam: Male Human (Bakluni) Pal5/Hos4; Medium Humanoid; CR 9; HD 4d8+5d10+18; hp 81; Init +1; Spd 20 ft/x3; AC 24 (+9 armor, +3 shield, +1 dex, +1 natural), touch 11, flat-footed 23; BAB +9; Grp +13; Atk +15 melee (1d6+3 (+1d6 fire); +1 Flaming Scimitar) or +14 melee (1d8+6; Masterwork lance); Full Atk +15/+10 melee (1d6+3 (+1d6 fire); +1 Flaming Scimitar) or +14/+9 melee (1d8+6; Masterwork lance); SA Smite Evil; SQ Code of conduct, Aura of Good, *detect evil*, Divine Grace, Lay on hands (27pts), Aura of Courage, Divine health; AL LG; SV Fort +14, Ref +7, Will +7; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 16;

Skills and Feats: Handle Animal +9, Heal +7, Knowledge (religion) +12, Ride +15. Mounted Combat, Ride-By Attack, Power Attack, Cleave, Weapon Focus (Scimitar), Improved Toughness**

Possessions: +1 full plate, +1 heavy steel shield, +1 flaming scimitar, masterwork lance, gauntlets of ogre power +2, cloak of charisma +2, amulet of natural armor +1, vest of resistance +1

Spells prepared: DC=11 + Spell Level Caster level: 4 1-[*divine sacrifice**, golden barding***]

Jabelliah al-Qadi: Female Human (Bakluni) Ctr9; Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; BAB +6; Grp +6; Atk +8

melee (1d6+1; +1 Scimitar); Full Atk +8/+3 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +8, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +13, Diplomacy +8, Heal +10, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +15. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (Good)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol, periapt of wisdom +2, ring of freedom of movement

Spells prepared 6/6+1/5+1/4+1/3+1/2+1 DC=15+Spell Level 0th [*create water, detect magic* (x2), *light, purify food, read magic*]; 1st-[*bless, entropic shield, cure light wounds*, obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd-[*bear's endurance, bull's strength, cure moderate wounds*, silence, spiritual weapon* (x2)]; 3rd-[*dispel magic, prayer, magic circle vs evil*, recitation**, wind wall*]; 4th-[*dimensional anchor, divine power, holy smite*, invisibility purge*] [*dispel evil*, righteous might, spell resistance*];

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Encounter 4 – The Storm Riders

Karam Djel & Mehemet Balam: Male Human (Bakluni) Ftr9; Medium Humanoid; CR 9; HD 9d10+27; hp 94; Init +1; Spd 20 ft/x3; AC 24 (+9 armor, +3 shield, +1 dex, +1 natural), touch 11, flat-footed 23; BAB +9; Grp +13; Atk +15 melee (1d6+6; critical 15-20 x2 adn +1d8 sonic and deafening, +1 Thundering Scimitar) or +15 melee (1d8+8; Masterwork lance); Full Atk +15/+10 melee (1d6+6; critical 15-20 x2 and +1d8 sonic and deafening, +1 Thundering Scimitar) or +15/+10 melee (1d8+8; Masterwork lance); AL LN; SV Fort +15, Ref +8, Will +7; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10;

Skills and Feats: Handle Animal +12, Intimidate +12, Ride +16. Mounted Combat, Ride-By Attack, Power Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance), Weapon Focus (Scimitar), Weapon Specialization (scimitar), Improved Toughness**, Improved Critical (scimitar).

Possessions: +1 full plate, +1 heavy steel shield, +1 thundering scimitar, masterwork lance,

gauntlets of ogre power +2, amulet of health +2, amulet of natural armor +1, vest of resistance +1

Jabelliah al-Qadi: Female Human (Bakluni) Clr9; Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; BAB +6; Grp +6; Atk +8 melee (1d6+1; +1 Scimitar); Full Atk +8/+3 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL LG; SV Fort +8, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +13, Diplomacy +8, Heal +10, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +15. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (Good)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol, periapt of wisdom +2, ring of freedom of movement

Spells prepared 6/6+1/5+1/4+1/3+1/2+1 DC=15+Spell Level 0th [*create water, detect magic* (x2), *light, purify food, read magic*]; 1st-[*bless, entropic shield, cure light wounds*, obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd-[*bear's endurance, bull's strength, cure moderate wounds*, silence, spiritual weapon* (x2)]; 3rd-[*dispel magic, prayer, magic circle vs evil*, recitation**, wind wall*]; 4th-[*dimensional anchor, divine power, holy smite*, invisibility purge*] [*dispel evil*, righteous might, spell resistance*];

Encounter 5 – A Dark, dark wood

Elf Sniper: Male Wood Elf Ftr4/Rgr2/Rog2; Medium Humanoid; CR 8; HD 2d6+2d8+4d10; hp 48; Init +5; Spd 30 ft/x4; AC 19, touch 14, flat-footed 15; Base Atk +7; Grapple +10; Atk +11/+11 ranged (1d8+7+1d6(shock)+2d6(humanbane); +2 Shock Composite Longbow (+3 Str)) or +10 melee (1d8+3; Longsword); Full Atk +13/+13/+8 ranged (1d8+7+ 1d6(shock)+ 2d6(humanbane); +2 Shock Composite Longbow (+3 Str)) or +10/+5 melee (1d8+3; Longsword); SA combat style (archery), sneak attack (1d6); SQ elven racial, favored enemy (human), wild empathy, evasion, trapfinding; AL CG; SV Fort +7, Ref +13, Will +1; Str 16, Dex 22, Con 10, Int 6, Wis 10, Cha 8.

Skills and feats: Climb +7, Hide +15, Listen +7, Move Silently +15, Spot +8. Point Blank Shot, Precise Shot, Manyshot, Toughness, Weapon Focus (Composite Longbow), Weapon

Specialization (Composite Longbow), Rapid Shot, Track

Possessions: chain shirt, +2 shock humanbane mighty composite longbow, longsword

Elven Wizard: Male Gray Elf Wiz8; Medium Humanoid; CR 8; HD 8d4+8; hp 39; Init +1; Spd 30 ft/x4; AC 15, touch 11, flat-footed 10; Base Atk +4; Grapple +2; Full Atk/Atk +2 melee (1d6-2; Quarterstaff), +5 ranged (*; Ray), +2 melee (*; Touch); AL CG; SV Fort +3, Ref +3, Will +6; Str 6, Dex 12, Con 12, Int 21, Wis 10, Cha 10;

Skills and feats: Concentration +12, Knowledge (arcana) +12, Knowledge (arch & eng) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (nobility) +11, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +18. Spell Focus (Evocation), Greater Spell Focus (Evocation), Toughness, Quicken Spell, Scribe Scroll, Alertness (through familiar)

Possessions: Quarterstaff, Toad familiar

Spoken languages: Ancient Baklunish, Common, Draconic, Elven, Gnome, Orc, Sylvan

Spellbook: 0-[any except abjuration & illusion]; 1-[*Charm person, enlarge person, expeditious retreat, grease, ~~mage armor~~, magic missile, ray of enfeeblement*]; 2-[~~False life~~, *flaming sphere, scorching ray, touch of idiocy*]; 3-[~~Fireball, fly, lightning bolt~~]; 4-[*Enervation, Evard's black tentacles, ice storm, mass reduce person*]

Spell prepared: Spell DC 15+Spell level (17+spell level for evocation) 0-[*Acid splash, detect magic, mage hand, ray of frost (x3)*]; 1-[*Grease(x2), ~~mage armor~~, magic missile(x4), ray of enfeeblement*]; 2-[~~False life~~, *flaming sphere, scorching ray (x3), touch of idiocy*]; 3-[*Empowered ray of enfeeblement(x2), fireball (x3), fly*]; 4-[*Empowered scorching ray (x2), enervation, Evard's black tentacles, ice storm*]

Encounter 7 – By order of the Caliph

Karam Djel & Mehemet Balam: Male Human (Bakluni) Pal5/Hos4; Medium Humanoid; CR 9; HD 4d8+5d10+18; hp 81; Init +1; Spd 20 ft/x3; AC 24 (+9 armor, +3 shield, +1 dex, +1 natural), touch 11, flat-footed 23; BAB +9; Grp +13; Atk +15 melee (1d6+3 (+1d6 fire); +1 Flaming Scimitar) or +14 melee (1d8+6; Masterwork lance); Full Atk +15/+10 melee (1d6+3 (+1d6 fire); +1 Flaming Scimitar) or +14/+9 melee (1d8+6; Masterwork lance); SA Smite Evil; SQ Code of conduct, Aura of Good, *detect evil*, Divine Grace,

Lay on hands (27pts), Aura of Courage, Divine health; AL LG; SV Fort +14, Ref +7, Will +7; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 16;

Skills and Feats: Handle Animal +9, Heal +7, Knowledge (religion) +12, Ride +15. Mounted Combat, Ride-By Attack, Power Attack, Cleave, Weapon Focus (Scimitar), Improved Toughness**

Possessions: +1 full plate, +1 heavy steel shield, +1 flaming scimitar, masterwork lance, gauntlets of ogre power +2, cloak of charisma +2, amulet of natural armor +1, vest of resistance +1

Spells prepared: DC=11 + Spell Level Caster level: 4 1-[*divine sacrifice***, *golden barding***]

Jabelliah al-Qadi: Female Human (Bakluni) Clr9; Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; BAB +6; Grp +6; Atk +8 melee (1d6+1; +1 Scimitar); Full Atk +8/+3 melee (1d6+1; +1 Scimitar); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +8, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +13, Diplomacy +8, Heal +10, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +15. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (Good)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol, periapt of wisdom +2, ring of freedom of movement

Spells prepared 6/6+1/5+1/4+1/3+1/2+1 DC=15+Spell Level 0th-[*create water, detect magic (x2), light, purify food, read magic*]; 1st-[*bles, entropic shield, cure light wounds**, *obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd-[*bear's endurance, bull's strength, cure moderate wounds**, *silence, spiritual weapon (x2)*]; 3rd-[*dispel magic, prayer, magic circle vs evil*, recitation***, *wind wall*]; 4th-[*dimensional anchor, divine power, holy smite*, invisibility purge*] [*dispel evil*, righteous might, spell resistance*];

Appendix Two: New Rules

Augment Healing [General]

from Complete Divine

Prerequisite: Heal 4 ranks.

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

Domain Spontaneity [Divine]

from Complete Divine

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells of equal or higher level, as well as expanding one of your daily turn undead attempts. This works just as clerics spontaneously cast prepared spells as *cure* spells.

Special: You may take this feat multiple times, each time, you take the feat, it applies to a new domain.

Improved Toughness [General]

from Complete Warrior

You are significantly tougher than normal

Prerequisite: Base Fortitude save bonus +2.

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

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

Improved Toughness [General]

from Complete Warrior

Prerequisite: Point Blank Shot, Precise Shot, base attack bonus +3

Benefit: Your targets only receive +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally provides +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

Divine Sacrifice

from Complete Divine

Evocation

Level: Blackguard 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level

You can sacrifice your life force to increase damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (this does not provoke AoOs). For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack. Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends. You can make as many sacrifices as the spell duration allows. Sacrificed hit points count as normal damage.

Golden Barding

from Complete Divine

Conjunction (Creation)[Force]

Level: Blackguard 1, paladin 1

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Special mount touched

Duration: 1 hour / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You conjure forth a glowing, golden suit of barding for your special mount.

The *golden barding* you create has no armor check penalty and has no effect on the mounts'

speed. The exact nature of the barding depends on your caster level.

2nd-3rd scale mail barding (+4 armor bonus)

4th-5th chain mail barding (+5 armor bonus)

6th-7th splint mail barding (+6 armor bonus)

8th-9th half-plate barding (+7 armor bonus)

10th full plate barding (+8 armor bonus)

Because *golden barding* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Recitation

from Complete Divine

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

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

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

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

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

Hospitaler (*Complete Divine*)

Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care. It is the duty of knights hospitaler to protect people traveling on religious pilgrimages. Over the years, this single duty has expanded to include construction and administration of hospitals and refugee facilities.

Most hospitalers are paladins, though rangers, fighter/clerics and even ranger/clerics often join the ranks of the knights hospitaler as well.

NPC hospitalers often travel in groups, usually pilgrims on their way to or from a site of importance to their faith. Hospitalers may be found running pilgrim hostels, defending temple hospitals, or standing vigil over religious relics or sites. They seldom go on quests of adventures except to rescue endangered pilgrims or to recover relics or sites from heretics and unbelievers.

Hit Die: d8.

Requirements

To qualify to become an Hospitaler, a character must fulfill all the following criteria.

Alignment: Any non-chaotic.

Base Attack Bonus: +5.

Skills: Handle Animal 5 ranks, Ride 5 ranks.

Feats: Mounted Combat, Ride-by Attack

Spells: Ability to cast 1st-level divine spells.

Class Skills

The Hospitaler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Religion) (Int), Profession (Wis) and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Hospitaler prestige class.

Weapon and Armor Proficiency: Hospitalers gain proficiency with all simple and martial weapons, with all types of armor and with shields.

Lay on hands: A hospitaler gains lay on hands as a paladin. If the hospitaler has this ability, her levels in that class stack.

Spells per Day/Spell Known: Hospitalers continues to advance in divine spellcasting as well as learning the skills of the hospitalers. See the table below for details.

Bonus feats: At the indicated levels, the hospitaler may take a bonus feat. These feats are drawn from the feats designated as fighter bonus feats in the PHB.

Remove Disease (Sp): Beginning at 3rd level, a hospitaler can *remove disease* as a spell-like ability once per week. At 7th level and higher, she can use it twice a week.

Code of Conduct: Hospitalers take an oath of poverty, obedience and defense of those in their care. This does not mean that hospitalers live mean, penny-pinching lives. They share their wealth amongst themselves, and give any excess to their order. Obedience is not related to character or social rank, but rather to position assigned within the order, and often changes with the situation. Regardless of their ranks, all hospitalers defer to the head of the facility while on the grounds. Hospitalers must be willing to lay down their lives to protect the pilgrims or hospitaler facility under their care, but should not do so recklessly.

Multi-class note: A paladin who becomes a hospitaler may continue advancing as a paladin.

Table: Hospitaler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+1	+2	+0	+0	Bonus feat, lay on hands	—
2nd	+2	+3	+0	+0	—	+1 level of existing divine class
3rd	+3	+3	+1	+1	Remove Disease 1/week	+1 level of existing divine class
4th	+4	+4	+1	+1	—	+1 level of existing divine class
5th	+5	+4	+1	+1	Bonus feat	—
6th	+6	+5	+2	+2	—	+1 level of existing divine class
7th	+7	+5	+2	+2	Remove Disease 1/week	+1 level of existing divine class
8th	+8	+6	+2	+2	—	+1 level of existing divine class
9th	+9	+6	+3	+3	Bonus feat	—
10th	+10	+7	+3	+3	—	+1 level of existing divine class

Order of the Bow Initiate *(Complete Warrior)*

When asked, "What is Truth?", an initiate of the Order of the Bow picks up his bow, fires an arrow and, without saying a word, lets his mastery of the weapon serve as the gauge of the archer's progress along the way. By learning the meditative art of the Way of the Bow, the archer improves his discipline,

precision, and spirituality. Order of the Bow initiates see their weapons as extensions of their being, and the use of the bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow. Rangers, paladins, and even barbarians utilize these skills and philosophies as well. Some rogues and bards have been

known to enter the order, but they are rare indeed.

NPC initiates are most often encountered teaching others the ways of archery or wandering the lands looking for true challenges for their skill.

Hit Die: d8.

Requirements

To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills

The Order of the Bow initiate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Table: THE ORDER OF THE BOW INITIATE

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot: At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see below) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th-level Order of the Bow initiate's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Ranged precision +1d8
2nd	+2	+0	+3	+3	Close combat shot
3rd	+3	+1	+3	+3	Ranged precision +2d8
4th	+4	+1	+4	+4	Greater Weapon Focus
5th	+5	+1	+4	+4	Ranged precision +3d8
6th	+6	+2	+5	+5	Sharp-Shooting
7th	+7	+2	+5	+5	Ranged precision +4d8
8th	+8	+2	+6	+6	—
9th	+9	+3	+6	+6	Ranged precision +5d8
10th	+10	+3	+7	+7	Extended precision

Appendix Three: New Monster

Giant, Forest (from Monster Manual II)

Huge Giant

Hit Dice: 13d8+78 (136 hp)

Initiative: +5

Speed: 40 ft.

AC: 20 (-2 Size, +1 Dex, +11 Natural) Touch 9, Flat Footed 19

Base Attack/Grapple: +9/ +28

Space/Reach: 15 ft. / 15 ft.

Attack: Huge Greatclub +18 melee (3d6+16) or Huge Composite Longbow (+4 Str) +8 ranged (3d6+4) or rock +9 ranged (2d8+11)

Full Attack: Huge Greatclub +18/+13 melee (3d6+16) or Huge Composite Longbow (+4 Str) +8/+3 ranged or rock +9 ranged (2d8+11)

Special Attacks: Poisoned Arrows, rock throwing

Special Qualities: Darkvision 60ft., rock catching

Saves: Fort +14, Ref +5, Will +7

Abilities: Str 33, Dex 12, Con 22, Int 14, Wis 16, Cha 21

Skills: Hide +5* (+9), Listen +5, Sense Motive +6, Spot +7

Feats: Improved Initiative, Point Blank Shot, Precise shot

Climate/Terrain: Any forest

Organization: Solitary, pair, gang or band (6-9 plus 35% non-combatant plus one 1st-2nd level druid) or hunting/raiding party (6-9 plus 35% non-combatant plus one 3rd-5th level druid).

Challenge Rating: 11

Treasure: Standard coins, double goods, standard items.

Alignment: Usually neutral

Advancement: By character class

Level Advancement: +16

Forest giants are amongst the tallest specimens of giantkind, and they live to be up to 200 years old. They are powerful hunters that pose a threat to all animals that dwell in the woods.

An adult forest giant stands 18 feet tall but weighs only 3,000 pounds. The lanky, muscular body resembles that of a wood elf but appears much sturdier. The creature has deep, earth-yellow skin and pale-green hair that is usually wild and unkempt. The typical clothing for either gender is made of fur or leather, and each forest giant also wears some bone jewelry, particularly collars or earrings.

A forest giant's bag contains everything needed to survive in the wilderness, including tools to make and repair weapons, 2d4 rock, 1d4+4 mundane items, and the giant's personal wealth. The items tend to be parts of things it killed for food, such as scraps of fur and hide, dried insects, and bones.

COMBAT

Forest giants target opponents from afar with their poisoned arrows. Though they are not adverse to attacking with their clubs, their poisoned-tipped, ranged weapons often end a battle quickly with few casualties for the giants. Forest giants use their natural camouflage abilities to hide among the trees and wait in ambush for the next creature that crosses their path. Their thrown rocks have a range increment of 120 feet.

Poison (Ex): Forest giants coat their arrows with poison (Fortitude DC 22); initial and secondary is the same (unconsciousness for 4d4 rounds).

Skills: A forest giant has a +4 racial bonus on hide checks. * In wooded areas, this bonus rises to +8.

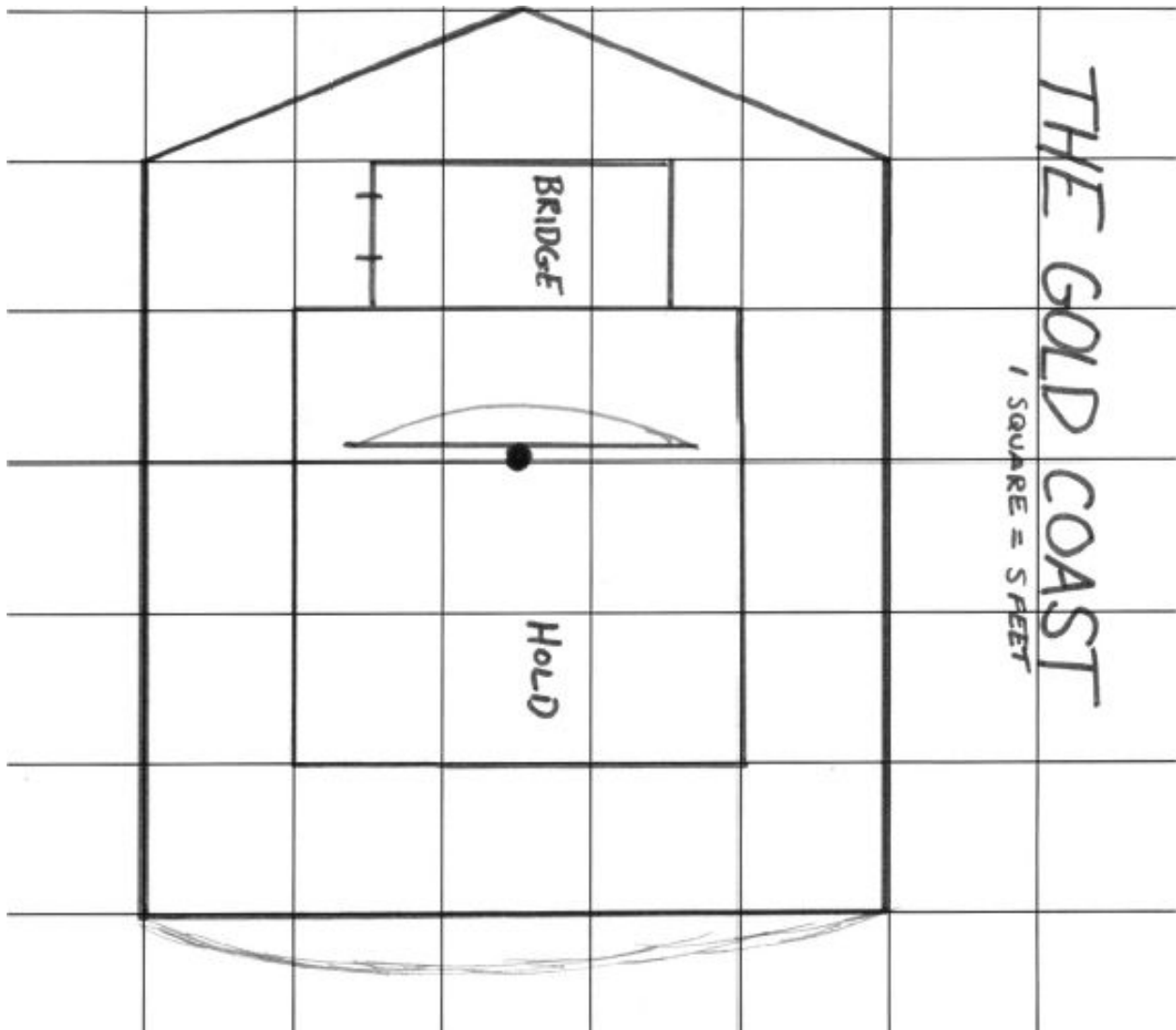
Forest Giant Society

Forest giants live solely in the wooded areas regardless of the climate. These ravenous meat-eaters hunt nearly any kind of animal or beast for its flesh. Forest giants maintain friendly relations with fey, and they cooperate with other primitive woodland beings who enjoys the same hunting lifestyle as they do.

Forest Giant Characters

A forest giant's favored class is ranger. Many groups of forest giants include both druids and rangers.

Appendix Four: The Gold Coast



Appendix Five: The Law in Northern Tusmit

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the triad at tusmittriad@yahoogroups.com.

Horses

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

High Fines

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

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

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

The Self-Defense Clause

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

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

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

Ignorance of the law is no reason not to call upon this clause.

Assault. (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to six time units and 10d10 lashes.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of three time units and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

- Government official, noble, military, or church official: Imprisonment of four time units and loss of seventy-five percent of property.
- Other: Fine of one and a half times the blackmail price

Vandalism

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

Sentence: 1d10 lashes per one hundred fountains and a fine equalling three times the cost of reparation.

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below - 9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Theft

Possession, sale, or acquisition of an object without permission.

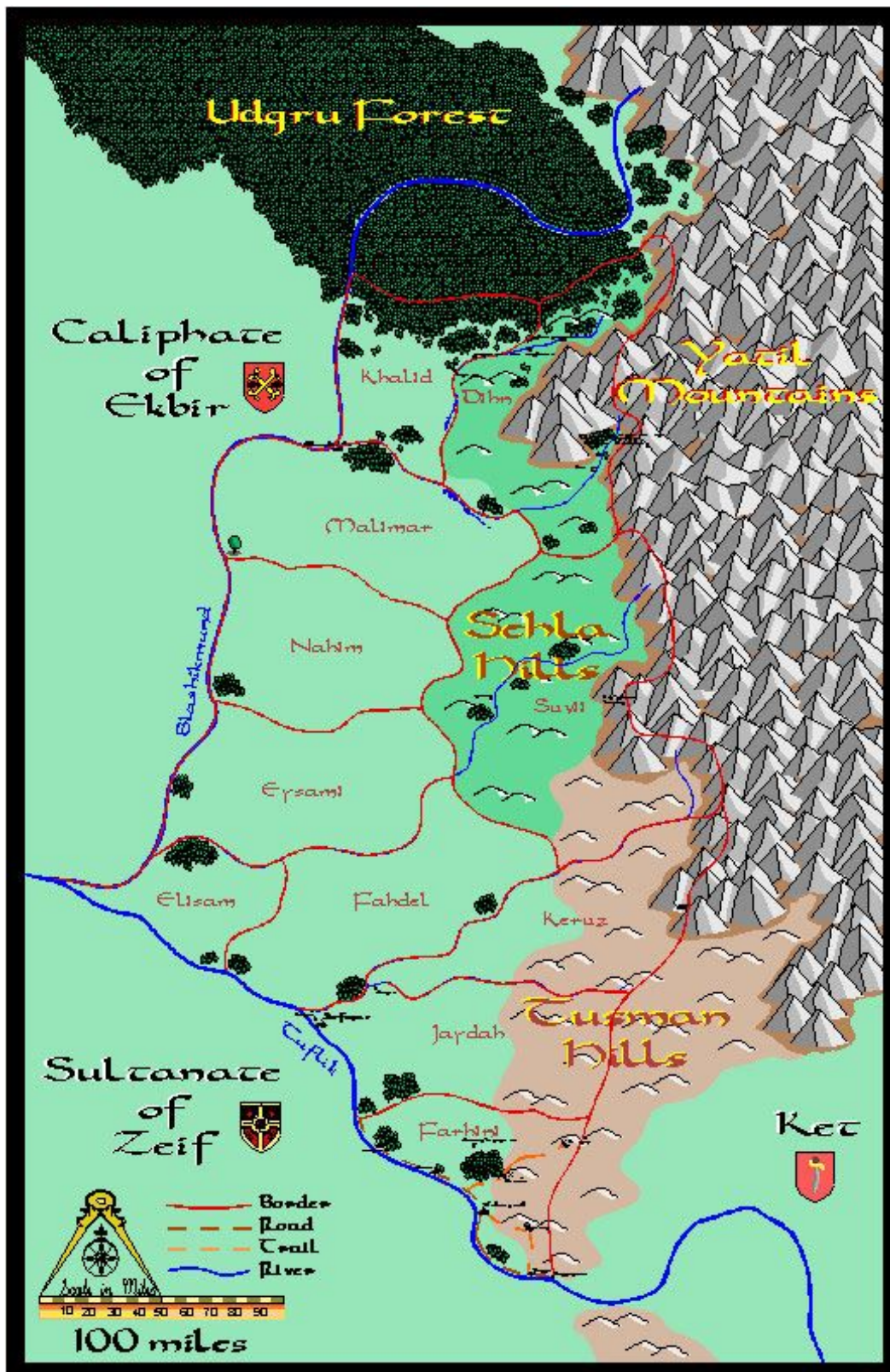
Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Death.

Appendix Six: Map of Tusmit



Player hand-out one: The Prophecy of doom

In a land of Winter ancient shall be rekindled the flames of purity.
The reborn flames will grow to a raging bonfire once more.
As even Fate never will have the will to smother it.
The chosen of the heavens will peer into darkness to defeat the chosen of man.
As a sun that rises in all its glory is the cause for the deepest twilight,
The rise of this light will bear the greatest of shadows.
But through a single voice can the balance be found, a single act of Fate.
Its infant shall rise as the decades go, and the nomad's blaze will bestow harmony
To those who lost their mates and souls to the Lord of Winter,
In the new halls of the Mountain King where madness lives no more.
Soon, the Whisper's hiding will cross with moon and sun.
On this day, a new Fate shall unfold.

Player hand-out Two: Divinations on the Faris Rautha

“The heir shall return, a gem knight by his side to avenge a past he has not known.”

« L'héritier reviendra, un chevalier-gemme à ses côtés, pour venger un passé qu'il n'a pas connu. »

Player hand-out three: The War council of the Udgru

Tua'drel Usul of the Black Raven clan
Or'sra Malika of the Gray Willow clan
Taush Skero of the Wyvern clan
Rez'uri Jafaya of the Great Bear clan
Galadan Torcen of the Silent Heron clan
Tues'o Baladar of the High clan
Ur'grd Yerra of the Oaks clan
Jak'lar Salamar of the Red Boar Clan

Elohir: You have been summoned today, because I have good news. The princess and the people she represents offer us a way for lasting peace with Tusmit.

Rez'uri: You talk of peace with these murderers! The blood of our brothers is not yet dry that you dare speak of peace?!

Galadan: Calm down, perhaps we can stop more of our elven blood from being spilled

Tues'o: Rez'uri is right, peace can only be achieved by victory in war. Look at what they have done in the south.

Tua'drel: Lord Elohir, tell us more... Unlike my brothers my mind is not set in stone.

Elohir: Once the Pasha's government is toppled, we'll be given full control of the Udgru. The humans will not be allowed unless we, the rulers of the Udgru allow it.

Taush: You must have been enchanted by that Baklunish witch, Lord Elohir... Words of peace we find hard to hear from your mouth.

Galadan: Our people are dying, can't you see that the offer should at least be considered before we turn it down.

Jak'lar: Galadan... you have many talents, and war isn't one of them. Where were you when the Tusmans destroyed our woods and then murdered Khellersorian.

Ur'grd: Jak'lar, war isn't the only thing to think about. Our home, the forest cries for peace, its soil has drunk enough blood.

Taush: PFAH! Sometimes I wonder if your blood is but tree sap.

Ur'grd: Taush, do no insult me.

Rez'uri: (interrupting) Lord Elohir, among us, you and I have the most to hate the Baklunish and their minions. Why would you change sides and

rather than prepare a counter strike upon Tusmit?

The Princess: Would you rather see your children sold into slavery and the majestic trees turned into a huge palace in Sefmur?

Elohir: My friends, you know me and my hatred for the Baklunish who have taken our lands and our beloved forest. I have once led you in war and I find that I must now lead you in peace. Who stands with me?

Taush: The ghost of Khellersorian screams for vengeance. By Corellon's grace, I'll not bow down to the yoke of a Baklunish witch. The Wyvern clan does not walk with you.

Rez'uri: The Great Bear clan lost many warriors. The Baklunish are not to be trusted. We do not stand with you.

Galadan: The Silent Heron clan has always advocated for peace. When a treaty is offered we do not refuse it. I trust in Elohir's judgement we stand with you.

Tues'o: A rotten apple is still rotten no matter how many times you wash it. The High Clan can not accept this.

Ur'grd: The forest cries out in pain for the death of its children. Peace is the only way now.

Jak'lar: You peace-lovers sicken me. When my brothers were killed to the delight of their troops, I fought on. Peace in servitude is worse than death in freedom. The Red Boar clan does not walk with you.

Tua'drel: I can see both points, and both have their advantages. I find myself unable to decide, but will side with the King.

Or'sra: The Gray Willow clan has no choice but to side with the council.

Elohir (annoyed): My decision has been taken. You have crowned me king and as such I have decided to agree to this treaty. Princess, the elves of the Udgru agree.

Princess: Thank you King Elohir. Thank you all.

Elohir: This council is over.

Appendix Seven: Textes Français

Introduction

Now we begin

La ville de Blashikdur bourdonne d'activité en cette journée de fin d'été. Vous avez décidé de faire une promenade bazaar. La fin de la loi martiale a ramené les marchands de tout Tusmit et d'Ekbir. Les choses semblent être revenues à la normale et le commerce semble reprendre contrôle du destin de Tusmit à nouveau.

La menace de l'attaque des elfes n'est pas passée, malgré le rappel de la loi martiale. La présence de plusieurs unités de l'armée Tusmane est visible partout en ville. Charpentiers, maçons et briquetiers font une fortune à renforcer non seulement les murs extérieurs, mais aussi les défenses internes, surtout autour du quartier des nobles et du quartier des temples.

Le bazar ici ne rivalise pas avec celui des autres villes de l'Ouest, particulièrement celui de Vilayad. Vous entendez les prêtres d'Azor'alq prêchant pour la formation d'une croisade dans le sud de Tusmit pour détruire les restes des Worldburners, dirigés par leur héros Munthir Haddad. Des mullah de la Vraie Foi observent les passants d'un œil austère. Des prêtres de Daoud prêchent l'humilité et mendient pour financer leurs bonnes œuvres. Les prêtres de Mouqol quand à eux servent d'arbitres dans plusieurs transactions. Ici et là des suivants de Zuoken et de Xan Yae pratiquent des danses martiales pour amuser la foule. L'armée Tusmane et les Water Watchers ont établi un petit centre de recrutement.

Il n'y a pas que des Tusman, on trouve des artisans Khund qui commencent à vendre de l'argenterie sortie de leurs forges. Des compagnies de mercenaires du Perrenland offrent le service de leurs hommes. Le marché est rempli d'Ekbirriens venus d'au-delà de la rivière Blashikmund venus pour vendre ou acheter des produits de leur ferme.

Come with me

Une voix avec un fort accent Ekbirrien murmure à votre oreille. « J'ai une proposition pour vous. Rencontrez-moi à la Snapping Turtle dans une heure. » Regardant autour, vous ne pouvez voir personne qui pourrait vous avoir murmuré à l'oreille.

* * *

Ouvrant la porte, vous pouvez voir que trois personnes occupent la pièce au-delà. Un homme à la prestance noble vêtu de noir et rouge se tient au centre de la pièce. Assis tout près est un homme habillé de façon similaire mais dont l'apparence se rapproche plus d'un érudit. La troisième personne, une femme voilée vêtue de vêtements très riches prends attablée au fond de la pièce.

« Entrez et soyez les bienvenus dans nos modestes quartiers. Je suis Ishmal al-Qadi et voici mon associé, Moussef al-Qadi, comme vous pouvez l'entendre, nous sommes tous deux Ekbirriens. Moussef et moi sommes heureux de vous retrouver ici à Blashikdur. S'il vous plaît, asseyez-vous, nous avons beaucoup de choses à discuter. » Ishmal est visiblement très nerveux. Jouant avec mains, il fait les cents pas autour de la pièce.

« Mes amis, de par le passé, vous vous êtes montré de dignes et loyaux amis. Je me trouve dans une position où je dois une fois de plus vous demander votre aide... Moussef et moi avons promis à la Princesse que nous l'escorterions hors d'Ekbir jusqu'à la sécurité du palais du Sheik de Dihh à Dwur'Ayhand. Un bon ami à nous, le Sheik nous a promis assistance et protection. »

« Normalement, une telle mission ne nécessiterait pas votre aide, mais plusieurs gens à Tusmit et à Ekbir préféreraient que nous n'atteignons jamais notre destination. »

« Il va sans dire que le secret absolu est l'élément clé ici. Si vous acceptez de nous aider, nous vous offrons beaucoup. La gratitude royale ne se refuse pas. »

«Avant de continuer plus loin, je dois vous demander si la cause que nous vous avons présenté est acceptable et juste. Je dois demander de jurer votre âme sur votre honneur et ces symbole du Haut Clerc ou de Celui-Qui-Amène-La-Rectitude. »

« La princesse insiste pour que ses défenseurs soient lié à elle par des moyens magiques. Bien que je vous connaisse, je me dois d'obéir à ses ordres. De votre propre volonté, acceptez-vous de protéger notre Charge Royale, au péril de votre vie et de garder le secret excepté avec les personnes présentent dans cette pièce, jusqu'à ce que notre protégée soit au palais du Sheik à Dwur'Ayhand? »

Ismal est visiblement soulagé. « Je dois m'excuser de recourir à ce genre de méthodes, mais la sécurité et le secret vont main dans la main. Nous voyagerons vers le nord, au travers de l'Udgru et de là vers Dihn et Dwur'Ayhand. »

By Order of the Caliph

Alors que vous marchez entre les étales, vous pouvez remarquer plus d'un Ekbirrien qui scrute la foule. Evidement, ils semblent chercher quelque chose, ou quelqu'un...

Le domaine Persaud est plus qu'une auberge pour les gens riches. C'est un manoir bâti sur une colline donnant une vue superbe de la Blashikmund et Ekbir au-delà. Un escadron de milice patrouille le périmètre et de nombreux pages se dépêchent de prendre vos montures.

Un des servant vous demande si vous êtes venu pour rencontrer l'envoyé Ekbirrien, Mustaka el-Arand avant de vous montrer le chemin. On vous fait entrer dans un riche salon où deux Ekbirriens sont assis, buvant du thé aromatisé et fumant d'un sheeshah.

« Entrez, entrez, vous êtes sans doute ici pour répondre à ma demande d'aventuriers. Vous m'avez l'air honnête. Asseyez-vous et prenez une coupe de ce délicieux thé. Prenez quelques gâteaux. Mais où sont mes manières, mon nom est Mustaka el-Arand. Je viens de la Ville Sainte d'Ekbir, mais je me

suis installé dans cette merveilleuse cité. Voici mon ami, Waffid Gormad, envoyé de sa Sainteté, le Calife d'Ekbir. »

« Nous nous sentons obligé de vous dire que nous n'avons aucune autorité officielle pour agir en terres Tusmanes autre qu'en tant que citoyen. Ce que nous voulons vous demander est non officiel car cela prendrait trop de temps par les moyens officiels. »

« Sa Sainteté est en colère car un de ses sujets a fui la Ville Sainte et s'est réfugié à Tusmit. Vous voyez, ce sujet est une princesse. Sa Sainteté désire qu'elle soit ramenée dans la Ville Sainte. »

« La princesse est une véritable succube, elle a converti deux Qadi bien en vue à sa cause. De plus, elle a trompé un marchand du Consortium du Mouqollad et une bande d'aventuriers pour se faire escorter jusqu'ici. Le bon marchand a été libéré et absout de tout blâme, les deux Qadi doivent être ramené pour faire face à la justice Ekbirrienne. » Interrompt l'envoyé du Calife.

« Nous savons que la princesse est libre d'aller où bon lui semble car elle n'est plus sur les terres de sa Sainteté, mais nous vous demandons de la ramener. Sa Sainteté a promis que la princesse serait bien traitée et qu'il n'y aurait aucune répercussion quant à sa petite escapade. »

« Est-ce que cette mission est acceptable? »

Encounter Two – Into the Udgru

La pluie tombe lourdement alors que vous faites votre chemin vers les docks où vous espérez trouver rapidement la barijah et un abri.

Les docks sont désert excepté une barijah unique, portent les couleurs de Dihn et arborant un plume blanche, pendant sous le poids de l'eau. Vos espoirs de trouver un abri sont écrasés car la barijah, de style Tusman typique ne possède aucun abri contre la pluie.

Le vaisseau, n'est guère plus qu'un gros radeau. Comme les barijah, le fond est large avec un faible tirant d'eau pour permettre de traverser les rivières de Tusmit où les fonds

sont hauts. Le cargo est place dans une grande boîte au centre de la barijah, la plupart se trouvant au-dessus de l'eau. Une voile est attaché au dessus de la caisse et arbore les couleurs de Dihh, selon les lois maritimes de Tusmit. La seule cabine est celle du capitaine à l'avant du vaisseau. Une grande toile est tirée au-dessus de la caisse.

Ishmal al-Qadi est facile à reconnaître sur le quai, se tenant comme un marin. Vous voyant, il vous fait signe d'approcher.

« Béni soit le Grand Clerc que vous êtes enfin arrivé. Laissez-moi vous présenter le Capitaine Jahah et son navire, le Gold Coast. »

Le capitaine Jahah ordonne à ses hommes de quitter Blashikdur dès que votre paquetage est monté à bord. La ville disparaît lentement non seulement par la force des six rameurs, mais par le gris rideau de la pluie.

Ishmal se rend à l'arrière de la barijah, tire une bourse et un parchemin avant de s'agenouiller comme s'il allait prier. Ishmal commence à lire le parchemin.

Plusieurs minutes plus tard, Ishmal lit toujours. Finalement, hors de la rivière, deux formes vaguement humanoïdes apparaissent. Ishmal se tient devant eux et leur parle dans une langue qui sonne comme la pluie qui frappe le pont.

Enter the Udgru

Il semble que la nuit soit venue prématurément. Il ne se passe que quelques minutes avant que le Capitaine fasse passer le mot. « Armez-vous et gardez l'œil ouvert, nous sommes dans la forêt. Avec un peu de chance, la pluie va continuer et ils n'utiliseront pas leurs arcs. »

La sombre grisaille qui vous entoure donne l'impression que vous flottez au milieu de nulle part. Seul le son de l'eau et les occasionnelles branches indiquent où vous êtes vraiment.

Ishmal s'approche du Capitaine. « Nous descendrons ici. Approchez le navire de la

rive gauche. » Le Capitaine est surpris et commence à protester, mais Ishmal prend un ton qui ne laisse place à aucune discussion. « Gardez la plume blanche sur votre bateau et vous n'aurez aucun problème. Ces élémentaux travailleront pour vous pour les 10 prochains jours. Considérez cela comme un majoration de votre paiement. »

La barijah trouve une place de sable et s'y amarre. L'équipage est visiblement nerveuse et tremble de peur.

« Moussef, sortez maintenant. Amène la princesse. » Dit Ishmal à côté de la caisse centrale. Les quartiers du Capitaine ouvrent révélant la Princesse et Moussef. Ishmal vous fait signe de le suivre hors du bateau.

De sa manche, Ishmal sort un pendentif avec le symbole de la Coupe bien visible dessus.

Encounter Three – The King and the Princess

The Elven Palace

Pendant plusieurs jours de marche rapide, durant lesquels les elfes vous amènent sur des sentiers cachés au travers de la forêt. La partie finale passe par un marais fétide recouvert d'arbres géants. Le toit de verdure est ici plus dense qu'ailleurs dans la forêt.

Finalement une île apparaît. « Par la grâce de Corellon, bienvenu a Zaneren, capitale ancestrale de l'Udgru. » dit Jordell alors qu'il bondit du radeau pour atterrir sur l'île spongieuse.

Des arbres gigantesques, deux échelles de cordes sont abaissées. Vos guides vous disent de monter, mais eux ne vous suivent pas mais remontent dans le radeau.

Atteignant le premier de plusieurs niveaux, vous êtes entourés de plusieurs elfes. La plupart semblent être des non-combattants. La mosaïque de gens est surtout composé d'elfes de bois, mais contient des elfes de tout origine : gris, hauts, sauvages et même des demi elfes, la plupart des femmes et des enfants.

Vous êtes escorté dans ce qui semble être une chambre royale. Assis sur un immense trône, est un elfe de bois dont la présence

est fort imposante. Autour de lui siège le conseil de guerre de l'Udgru.

** * **

Alors que vous entrez, Elohir se lève « Bienvenu à Zaneren, Étrangers, le seul endroit où nous pouvons trouver la paix des persécutions du Pasha et de ses sbires. » Se tournant vers Ishmal. « Nous vous attendions votre altesse. »

La princesse fait un pas devant. « Mon bon ami, je suis heureuse que mon messenger nous aie précédé... »

Elohir est confu pour un moment. « Oui Princesse... Voulez-vous venir dans mes appartements, nous avons beaucoup de choses à discuter. Vos escortes seront bien traitées. » Ishmal commence à protester mais la princesse le réduit au silence. Elle et Elohir quittent la pièce par une porte de côté. Toute l'assemblée est en état de choc.

Morning comes

Assis sur son trône, Elohir semble très fatigué, mais arbore un immense sourire. La princesse se tient à sa droite, mais contrairement à l'elfe, elle semble fraîche et reposée. Vous et les deux Qadi êtes gardé au fond de la salle.

Un par un les membres du conseil des elfes prennent place. Une discussion animée s'engage alors.

** * **

Alors que les elfes sortent, la princesse vous fait signe d'approcher.

« Je pense que le meurtre que Muammar Quaran a fait à ces bonnes gens servira de base de base à la formation d'une nouvelle paix. Il est cependant triste que du sang aie du couler... » Dit la princesse à Ishmal.

«Vous êtes de bonnes gens, prenez soin de la princesse. Sur sa vie repose la dernière chance de paix dans l'Udgru, ajoute le roi Elohir. Je vais envoyer certains de mes meilleurs guerriers vous escorter hors de la forêt. Je vous remercie d'être venu et d'avoir amené l'espoir de la paix à mon peuple. »

Encounter four – The Caliph's men

De Deir el'Mahari vous prenez la Golden Trail vers Dwur'Ayhand. Il ne vous reste plus qu'un jour avant d'atteindre la capitale de Dihl lorsqu'un group de cavaliers surgit devant vous.

Un d'entre eux s'avance. « Le Calife vous ordonne de rentrer à Ekbir. Rendez-vous immédiatement ou nous seront forcé d'agir. Nous ne voulons pas vous combattre. Vous avez le choix entre la méthode douce ou la méthode dure. »

Ishmal al-Qadi fait un pas en avant. « Je sais fort bien où se situe mon devoir. Je retournerai à Ekbir lorsque mon œuvre ici sera terminée. »

Les hommes éperonnent leurs chevaux et approche au galop.

Encounter Six – Jardez

Avec les elfes et leurs animaux gisant autour de vous, vous commencez à fouiller les cadavres lorsqu'une voix se fait entendre.

« Laissez ces chose où elles sont... » Un homme Baklunien apparaît de derrière un arbre. Il retire son capuchon d'une main et tient son arc de l'autre. « Que faites-vous ici? »

Encounter Seven – By order of the Caliph

Devant sur la route, vous pouvez voir des cavaliers apparaître. Ils vous approchent lentement. Une femme évidemment de station supérieure est flanquée de deux prêtres Ekbirriens portant des armures lourdes et vêtu de noir et rouge. Le reste du groupe, évidemment un groupe d'aventuriers chevauche à l'avant.

Encounter Nine – Revelations

Forming the escort

Une jeune naine vêtue d'une robe bleue avec des fils d'or et un tabard arborant les couleurs de Dihn entre dans la pièce. Ses cheveux dorés sont tressés de façon très élaborée, formant deux anneaux autour de sa tête. « Lorsque vous serez prêt, mon maître, le Sheik Omar Saladish réclame votre présence pour vous remercier de lui avoir amené son invité en bonne santé. »

La jeune femme attend pudiquement vous tournant le dos et faisant face à la porte. Lorsque vous êtes prêt, elle sort et vous êtes réunis avec les Qadi et la princesse.

Ishmal al-Qadi porte maintenant de fins habits dont une veste et un pantalon noir. Des opales rouges forment les boutons. Moussef al-Qadi est lui aussi richement vêtu, mais ses habits noirs rouges ne se comparent pas bien avec ceux de son ami.

Cependant, vos yeux ne perdent pas de temps sur les Qadi. Ils se concentrent plutôt sur la princesse. Ses vêtements ont le plus changé. Bien qu'elle porte toujours le voile, elle porte maintenant ce qui semble être une couronne sur sa tête. Sa lourde cape de velours semble avoir été faite par les dieux eux-mêmes. La princesse marche la tête haute. La petite princesse calme et soumise est disparue.

Sa pose est évidemment celle de la royauté, son regard est perçant et remplis de détermination. Elle est si imposante que vous ne pouvez vous empêcher de vous sentir un peu intimidé par l'atmosphère de confiance et de triomphe lisible sur son visage.

Encounter Eleven – Meeting the sheik

Une escorte se forme autour de la princesse et menée par la jeune naine. Lorsque les portes du grand hall s'ouvrent, le silence emplis la pièce. L'assemblée est surtout

composée de nobles humains et de leur entourage, mais aussi un grand nombre de nains, de gnomes et d'elfes de l'Udgru. Tous semblent surpris de votre arrivée.

La procession s'avance jusqu'au bout de la longue table où se tient Omar Saladish, le nain sheik de Dihn. Sur un dais derrière lui se tiennent deux trônes. Le Sheik s'avance vers Ishmal et lui tend la main.

« Entrez. Bienvenu à Dihn, cela fait longtemps que je vous attends, plus longtemps encore que je n'ai eut le plaisir de votre compagnie. Je n'avais aucune idée que vous étiez entré dans les ordres. »

La princesse s'interpose devant le nain, le prenant par surprise. « Il y a de cela 16 ans que j'ai quitté cette pièce pour l'exil mon vieil ami. Je trouve amusant qu'après toutes ces années vous ne sauriez pas qui je suis... »

La princesse retire son voile, et ce faisant la forme de son corps change aussi. Au lieu d'une jeune femme, se tient un vieil homme chauve.

« Je suis rentré d'exil pour mener Tusmit à la grandeur auquel il aspire. J'ai vu la souffrance de mon peuple. J'ai entendu ses cris d'angoisse alors qu'un porc infidèle siège dans le Palais Exalté draine toujours plus de sang et d'or à mes loyaux citoyens. »

« Tusmit, c'est moi, Jadhim-Orem, Pasha de Tusmit, celui qui a reçu la bénédiction du Grand Mufti des Yatils et qui a juré allégeance au représentant du Grand Clerc sur la Taerre. Je suis revenu prendre ce qui est mien par la volonté divine d'Al'Akbar, le Grand Clerc et Celui-qui-Amène-la-Rectitude. Mon exil est terminé. Le temps des souffrances se termine. »

Le Sheik de Dihn, les deux Qadi et tous les elfes se prosternent devant le Pasha de Tusmit revenu.

La foule de nobles assemblés est fort divisée. Des cris de « Trahison ! » et de « Mort à l'Usurpateur ! » se font entendre. Plusieurs nobles quittent l'assemblée avec dégoût, mais un plus grand nombre se prosterne avec respect.

Se tournant vers vous, Jadhim-Orem vous regarde tour à tour. « Écoutez vos cœurs, et

choisissez sagement. Je ne vous tiendrai pas rigueur de vos actions passées... Pensez à Tusmit, pensez au futur... »

Conclusion

Tusman Rebels

Une fois que ceux qui ont voulu quittés soient tous parti, Jadhim-Orem, se tourne vers le Sheik.

« Omar, les préparatifs que je vous ai demandés ont-ils été complétés? »

« Oui, répond le nain. »

Un groupe de serviteurs entre dans la pièce avec de larges miroirs recouverts de draps. Lorsque ces derniers sont enlevés, des images apparaissent. Dans un des miroirs vous pouvez voir un elfe alors que les autres montrent de Bakluniens dans des lieux militaires.

« Votre Splendeur Exaltée, nous sommes heureux de vous voir à Tusmit une fois de plus. » Disent-ils à l'unisson.

Les heures suivantes sont passées à formuler des plans et deviner la réaction de Muammar Quaran lorsqu'il apprendra le retour de Jadhim-Orem. Des généraux fidèles à Jadhim-Orem dans les sheikdom d'Eysami, Malimar et Farhini discutent des cibles militaires dans l'est le nord et le sud de Tusmit. A plusieurs occasions, on vous demande des détails sur les garnisons et la loyauté de la populace.

Personne ne veut faire couler de sang, Jadhim-Orem répète à de nombreuses reprises que la seule personne qui doit être pendu est Muammar Quaran et sa famille.

Un silence tombe sur la pièce alors que tous réalisent ce qui se produit. Un drapeau blanc à trois étoiles est hissé au-dessus du palais, Tusmit est une nation en guerre avec elle-même.

Loyal to the Pasha

Alors que vous quittez le palais, une petite foule a commencé à s'amasser. Deux nobles se tiennent sur une fontaine et annoncent la trahison du Sheik. La nouvelle du retour de

Jadhim-Orem se répand comme une traînée de poudre.

La garde du sheik forment un cordon autour du palais et demande au bon peuple de Dihn de se disperser. Voyant que la foule hésite devant une telle démonstration de force, la plupart des gens se dispersent rapidement, ne voulant pas s'opposer au sheik. Quelques personnes formés autour des agitateurs en appellent à la justice du Pasha. Mais étant mal préparé pour un affrontement sérieux, eux aussi finissent par se disperser.

Un étrange silence descend sur la place alors qu'un drapeau blanc à trois étoiles est hissé au-dessus du palais. Pour une autre soirée, Tusmit sera tranquille, mais au matin, lorsque la nouvelle atteindra Sefmur... Il semble que la paix est quelque chose que Tusmit ne connaîtra pas pour une autre année.

Failed

Alors que la nuit tombe sur Tusmit, vous pouvez voir nombre de cavalier chevauchant à bride abattue dans toutes les directions. « Dihn est en rébellion! » ou « Jadhim est de retour! » Dans le palais du Sheik à Dihn, Jadhim-Orem, ex-Pacha de Tusmit est revenu pour reprendre son trône.

Un drapeau blanc à trois étoiles flotte sur le palais de Dihn. Pour une soirée, Tusmit sera tranquille, mais au matin, lorsque la nouvelle atteindra Sefmur... Il semble que la paix est quelque chose que Tusmit ne connaîtra pas pour une autre année.

Fin

Player hand-out two-A: Le Conseil de guerre de l'Udgru

Tua'drel Usul du clan des Corbeaux noirs
Or'sra Malika du clan du Saule Gris
Taush Skero du clan de la Wyvern
Rez'uri Jafaya du clan du Grand Ours
Galadan Torcen du clan du Héron Silencieux
Tues'o Baladar du Haut Clan
Ur'grd Yerra du clan des Chenes
Jak'lar Salamar du clan du Sanglier Rouge

Elohir: Je vous ai convoqué aujourd'hui parce que j'ai de bonnes nouvelles. La princesse et le peuple qu'elle représente nous offre un moyen d'établir une paix durable avec Tusmit.

Rez'uri: Tu parles de paix avec ces meurtriers! Le sang de nos frères n'est pas encore séché et tu oses parler de paix?!

Galadan: Calmes-toi, peut-être que nous pourrions empêcher que plus de sang elfique ne soit versé.

Tues'o: Rez'uri a raison. La paix ne peut être obtenue que par la guerre. Regardez ce qu'ils ont fait dans le sud.

Tua'drel: Sir Elohir, dites-en plus... contrairement à mes frères, mon idée n'est pas arrêtée.

Elohir: Une fois le gouvernement du Pasha renversé, nous aurons le contrôle complet de l'Udgru. Les humains ne seront admis que si nous, maîtres de l'Udgru, ne leur permettrait.

Taush: Vous avez été enchanté par cette sorcière Baklunienne, Sir Elohir... Des paroles de paix paraissent étranges sortant de votre bouche.

Galadan: Notre peuple se meurt, ne pouvez-vous voir que l'offre doit au moins être considérée avant que nous ne la rejetions.

Jak'lar: Galadan... tu as plusieurs talents, mais la guerre n'est pas un d'eux. Où étais-tu lorsque les Tusmans détruisaient nos bois et assassinaient Khellersorian?

Ur'grd: Jak'lar, la guerre n'est pas la seule chose à considérer. Notre demeure, la forêt crie pour la paix, ses racines ont bu suffisamment de sang.

Taush: PFAH! Parfois je me demande si de la sève coule dans tes veines.

Ur'grd: Taush, ne m'insulte pas.

Rez'uri: (interrompant) Sir Elohir, parmi nous, vous et moi avons le plus de raison d'haïr les Bakluniens et leurs sbires. Pourquoi changez-

vous de côté au lieu de préparer une offensive contre Tusmit?

La Princesse: Préférez-vous voir vos enfants vendus en esclavage et la majestuosité de la forêt soient changés en palais à Sefmur?

Elohir: Mes amis, vous me connaissez et vous savez tous ma haine pour les Bakluniens qui ont pris nos terres et notre forêt bien aimée. Je vous ai mené à la guerre et je vous menerai dans la paix. Qui est avec moi?

Taush: Le fantôme de Khellersorian réclame vengeance. Par la grâce de Corellon, je ne me soumettrai pas au joug d'une sorcière Baklunienne. Le clan de la Wyvern ne marche pas avec toi.

Rez'uri: Le clan du Grand Ours a perdu beaucoup de guerrier. Les Bakluniens ne sont pas dignes de confiance. Nous ne sommes pas avec toi.

Galadan: Le clan du Héron Silencieux a toujours supporté la paix. Lorsqu'un traité est offert, nous ne le refusons pas. J'ai foi dans le jugement d'Elohir et nous sommes avec lui.

Tues'o: Une pomme pourrie est toujours pourrie quelque soit le nombre de fois que vous la lavez. Le Haut Clan n'accepte pas.

Ur'grd: La forêt crie de douleur pour la mort de ses enfant. La paix est la seule voie maintenant.

Jak'lar: Vous me répugnez, esclaves de la paix. Lorsque mes frères ont été tués, j'ai continué à combattre. La paix dans la servitude est pire que la mort dans la liberté. Le clan du Sanglier Rouge refuse de marcher avec toi.

Tua'drel: Je peux voir les deux côtés et chacun ont leur avantage. Je me trouve dans l'impossibilité de choisir, mais j'ai foi en Elohir et je m'aligne avec lui.

Or'sra: Le clan du Saule Gris n'a d'autre choix que de se rallier à la décision du conseil.

Elohir (ennuyé): Ma décision est prise. Vous m'avez couronné roi et en tant que roi, j'ai décidé d'accepter ce traité. Princesse, les elfes de l'Udgru acceptent.

La Princesse: Merci roi Elohir. Merci à tous.

Elohir: Ce conseil est terminé.

Annexe 8 - Méta-Orgs d'Ekbir

Si des personnages sont membres des organisations métaludiques d'Ekbir suivantes, découpez les textes ci-dessous et donnez-les aux joueurs correspondants. Ces informations sont confidentielles.

✂.....

Zashassar d'Ekbir : L'un des faris rautha, Uyok, chevalier à l'écureuil, vient d'être libéré de l'emprisonnement magique dans lequel le Zashassar l'avait plongé pour son propre bien et pour l'intérêt supérieur d'Ekbir. Maintenant sa vie est en danger. D'autre part, ce faris pourrait se livrer à des élucubrations dangereuses pour la cohésion du Califat. Vous devez retrouver et identifier l'organisation responsable de la libération d'Uyok et évaluer ses objectifs. Vous devez aussi retrouver le chevalier à l'Écureuil et le persuader de se livrer au Zashassar ou, à défaut, aux autorités d'Ekbir. Il faut éviter que ce faris ne soit tué mais aussi qu'il ne puisse trop parler en public. Uyok porte une gemme incrustée au milieu du front. Cette gemme est de l'ambre. L'ordre des Faris Rautha a été dissous et interdit il y a 18 ans. Il semblerait qu'Uyok se soit réfugié à Tusmit. Si c'est le cas, vous devrez respecter les lois locales et ne pas chercher à arrêter Uyok ou qui que ce soit. Nos dernières informations le signalent à Blashikdur. Des cavaliers-tonnerre sont aussi à sa poursuite. Évitez qu'Uyok ne tombe entre leurs mains. Par ailleurs, vous vous renseignerez à propos d'une princesse ekbirienne réfugiée à Tusmit. Soyez discret et évitez d'utiliser des moyens magiques à son endroit sauf cas d'extrême urgence. Pour cette mission, vous êtes autorisés à quitter l'habit de l'Ordre pour revêtir une tenue plus discrète. Vous avez aussi le droit de vous déguiser mais utilisez parcimonieusement les moyens magiques.

✂.....

Clergé de la Foi exaltée, Garde sacrée, 'Askar, Marine, Faris : L'un des membres de l'ordre des Faris Rautha, dissous et interdit en 577 AC, vient de refaire surface. Il se nomme Uyok, chevalier à l'écureuil. Il porte une gemme incrustée au milieu du front. Cette gemme est de l'ambre. Il a été vu pour la dernière fois dans la cité tusmane de Blashikdur. Retrouvez-le et persuadez-le de se livrer aux autorités d'Ekbir. En territoire tusman, vous devrez respecter les lois locales et vous ne pourrez pas effectuer d'arrestation. Soyez discret et diplomatique. La vie d'Uyok est menacée. Vous devrez le protéger. Des cavaliers-tonnerre sont aussi à sa poursuite. Évitez qu'Uyok ne tombe entre leurs mains. Par ailleurs, vous vous renseignerez à propos d'une princesse ekbirienne réfugiée à Tusmit. Soyez discret et évitez d'utiliser des moyens magiques à son endroit sauf cas d'extrême urgence.

✂.....

Zawiyar : L'Ordre vous serait reconnaissant d'aller à Blashikdur pour y rencontrer discrètement un qadi nommé Gebri Al Mofiss et de l'aider du mieux possible. Méfiez-vous des cavaliers-tonnerre du Dezbat qui rôdent dans les parages. Si vous rencontrez un faris avec une gemme en ambre incrustée au milieu du front, protégez-le et évitez qu'il ne soit arrêté, que ce soit par les cavaliers-tonnerre, par le Zashassar ou par les autorités d'Ekbir. Il s'agit d'un faris rautha. L'ordre des Faris Rautha a été dissous et interdit à Ekbir et ses membres injustement exécutés pour de fausses accusations de trahison. Par ailleurs, vous vous renseignerez à propos d'une princesse ekbirienne réfugiée à Tusmit. Soyez discret et évitez d'utiliser des moyens magiques à son endroit sauf cas d'extrême urgence.

✂.....

Les Fils du Soleil (le Clergé de Pélor), La Cour des Miracles, la Voie du Quêteur (le Clergé de Daoud), les Citadins, les Paysans : On aurait vu à Blashikdur un faris portant une gemme incrustée au milieu du front. Le bruit court qu'il s'agirait d'un faris rautha dont l'ordre a été dissous et interdit voici 18 ans pour trahison envers le Dezbat. La rumeur publique veut que ces accusations soient injustes. Le peuple déteste les cavaliers-tonnerre au service d'Urik Ashir qui ont pourchassé les faris rautha. Par ailleurs, on murmure que le marchand de Zeif Faruk Al Tureim serait un individu bien peu recommandable. Enfin, on aurait vu à Blashikdur une mystérieuse princesse ekbirienne qui commence à exciter la curiosité populaire.

✂.....

La Fraternité féline : Vous devez vous rendre à Tusmit, dans la cité de Blashikdur et éventuellement au-delà, pour intercepter une mystérieuse princesse ekbirienne. À Blashikdur, vous vous mettrez en contact avec un marchand du nom de Mustaka el Arand et vous suivrez ses instructions.

✂.....

Les Gardiens des Pinacles : Nos informateurs signalent que le Chevalier noir rassemble secrètement une forte armée près de la Blashikmund avec de nombreuses embarcations. Il aurait reçu le soutien de terribles créatures venues des plans inférieurs, peut-être avec l'aide des sorciers ataphades. Selon toute vraisemblance, il prépare une attaque de l'autre côté de la Blashikmund, contre les elfes de la partie tusmane de l'Udgru ou contre Tusmit.

✂.....

La Noblesse, La Noblesse royale : Urik Ashir a reçu des ambassadeurs de Tusmit ces derniers temps. Ses cavaliers-tonnerre ont reçu l'autorisation du pacha pour agir officiellement à Tusmit. On ignore dans quel but et pour quelle contrepartie. Par ailleurs, on signale une mystérieuse princesse ekbirienne réfugiée à Blashikdur.

✂.....

Annexe 9 : Petit Guide de Tusmit

Historique

Tusmit a été fondé par la famille al-Tusmii qui suivirent Al'Akbar dans son exil. Il s'installèrent dans la région autour de 2253BH (-407CY). La fondation de la ville de Sefmur en 2259BH est considérée comme la fondation officielle de Tusmit.

Lorsque la Horde d'Airain tenta d'envahir Tusmit en 3005BH (346CY), Ekbir vint au secours de Tusmit et son armée resta dans le pays comme force d'occupation. Les Ekbirriens ont amenés avec eux la religion d'Al'Akbar et ont converti la nation.

Suite au vol de la Coupe et du Talisman d'Al'Akbar et le chisme de la foi, les terres de Tusmit ne furent pas épargnées. Le nord supporta fortement la Foi Véritable alors que le sud resta loyal à la Foi Exaltée et à Ekbir.

Peu avant les Greyhawk Wars, le Pasha, Jadhim-Orem fut forcé à s'exiler et un jeune faris charismatique fut porté au pouvoir. Le vieux Pasha trouva refuge à la cours de son vieil ennemi, le Calife d'Ekbir. Le nouveau Pasha brisa la tradition de reconnaître les autorités spirituelles du Grand Mufti de Yatil (chef spirituel de la Foi Véritable) et du Calife d'Ekbir (chef de la Foi Exaltée). Il rompit également l'alliance avec Ekbir au profit d'une alliance avec Zeif.

Durant les Greyhawk wars, Tusmit était « officiellement » allié avec luz (tout comme Ket), mais ne pris aucune action et n'envoya de troupes nulle part.

En 592CY la découverte d'un passage jusqu'au Perrenland au-travers des Yatils a mené a la reformation de la nation naine des Khund et à attirer l'attention de plusieurs sur le nord de Tusmit.

État actuel des choses (avant ce module)

Tusmit est plongé dans le chaos. Suite à la guerre avec Ket et au siège de Vilayad par les Worldburners, le pays est la proie d'une sévère dépression économique. L'or est plutot rare.

Certains elements de l'armée Tusman se sont révolté dans le Sheikdom d'Elisam à cause de soldes non-payées. Plusieurs Tusman ont pris de fortes positions pour –ou contre- le Pasha.

Plusieurs bandits se sont fait seigneur de guerre et se sont levé contre l'autorité du Pasha.

Le Calife d'Ekbir a envoyé des missionnaires Ekbirrien pour « contre-balancer » l'impact que les Ketites ont pu avoir à Vilayad. Les missionnaires sont présents dans toutes les villes importantes de Tusmit, répandant le message de la Foi Exaltée. Ils sont particulièrement actifs dans le sud de Tusmit où la Foi Exaltée est plus forte. La plupart des Tusmans les accueillent d'un bon œil (ils sont vu comme des envahisseur dans le nord).

La Corruption à Tusmit

A Tusmit, la corruption est partout: des promotions dans l'armée peuvent être achetée, la justice peut est achetée, des rangs des ordres « exclusives » se monnaient via des amis, ceux qui ont des amis se font rarement harceler par l'armée.

Partout dans Tusmit, on peut voir un seul rayon de lumiere: les 2 eglises d'Al'Akbar. Les Mullah et les Qadi sont de véritables phares dans les ténèbres. Ils appliquent la loi et la justice comme ils doivent être appliqué. Ils ne sont pas reconnus pour leur compassion ou leur compréhension des facteurs atténuants.

A cause de la corruption, ils se montrent toujours particulièrement sévères lorsqu'ils rendent jugement.

Al'Akbar in Tusmit

Dans l'Ouest de la Flanaesse, la divinité la plus vénérée est Al'Akbar. Connu des suivants de la Foi Exaltée comme le Grand Prêtre (ou le Grand Clerc) et Celui-qui-apporte-la-Rectitude au adepte de la Foi Véritable.

Peu d'objets sont vénérés autant que la Coupe et le Talisman d'Al'Akbar. Ces saintes reliques données à Al'Akbar par les dieux des Paynims furent volés par des elfes montés sur des aigles géant, il y a de cela 300 ans.

Le vol des reliques causa un schisme dans la foi. Le culte principal basé à Ekbir pris le nom de « Foi Exaltée » et le nouveau culte suivant le Grand Mufti pris le nom de « Foi Véritable ».

Pris au milieu le sud de Tusmit demeura fidèle au Caliphe alors que le nord pris une attitude plus extrême et s'aligna avec la Foi Véritable.

Une étrange relation amour-haine existe entre les deux religions.

Jusqu'à l'ascension de Muammar Quaran, la paix était obtenue parce que le Pasha s'agenouillait devant le Grand Mufti et jurait allégeance au Calife. Lorsqu'il pris le pouvoir, Muammar brisa la tradition en s'alliant avec Zeif et en ne respectant pas les traditions religieuses.

Cependant, les églises d'Al'Akbar sont les autorités à Tusmit, à la fois spirituelles et temporelles. Lorsqu'ils sont victimes d'injustices appellent les prêtres d'Al'Akbar. L'armée fait le gros du maintien de la paix, mais les prêtres rendent le gros de la justice. S'il n'y a aucune cours présente, ils sont autorisé à rendre justice. Souvent un Qadi ou un Mullah remplis toutes les fonctions de justice & maintient de la paix.

Tusman Qadi & Mullah

Pour montrer leur différence avec Ekbir & Ket, les prêtres Tusmans d'Al'Akbar porte du rouge et blanc au lieu du noir et rouge. Les Qadi se plient toujours à l'autorité spirituelle (mais non temporelle) du Caliphe d'Ekbir. Les Mullah se plient au Grand Mufti des Yatils.

Les Qadi ont autorité sur le sud de Tusmit alors que le nord est sous l'autorité des Mullah. Sefmur est mené par les deux, mais les Qadi y sont plus nombreux.

Names in Tusmit

Les Tusman sont très informels lorsqu'ils rencontrent quelqu'un pour la première fois. Ils utilisent souvent leur « nom court ». « *Bonjour, je suis Assan.* »

Si quelqu'un vous donne une longue liste de titres et de noms, ils sont très formel et s'attendent à recevoir le même respect. « *Bonjour, je suis Assan ibn Wassid ibn Jamar al-Benaki de Sefmur* »

Les prêtres ajoutent le nom de leur dieu après leur nom. Ce droit est réservé au membre d'églises reconnues (meta-org ecclésiastique). Les prêtres qui ne le font pas sont présumés appartenir à des cultes mineurs ou être des missionnaires étrangers.

Les prêtres d'Al'Akbar se présentent TOUJOURS avec leur titre al-Mullah ou al-Qadi, ce qui empêche les gens de les prendre les uns

pour les autres. Appeler un Qadi un Mullah (ou vice-versa) n'est pas recommandé.

Important Locations

Sefmur: Capitale et plus grande ville de Tusmit. Pop ~23,000. Siège du Pasha et du gouvernement. Sefmur est rongé par la corruption et les Qadi luttent contre les nobles et l'armée.

Blashikdur: Capitale du Sheikdom de Malimar. Pop ~10,000. Sous l'œil strict des Mullah, Blashikdur est les sites de nombreux événements. La ville se prépare à un assaut venant de l'Ugru.

Vilayad: Capitale de Farhini et deuxième ville de Tusmit. Pop ~12,000. Vilayad est la plus cosmopolitaine des villes de Tusmit. Son bazar est une des merveilles de Tusmit ou l'aventure attend à tous les coins. Fut le site d'un long siège par les Worldburners en 594-595CY.

Le "Tunnel au Perrenland": Pas exactement un tunnel, occupé par la nation Khund. Site de la signature du traité entre Tusmit et Perrenland.

Forêt de l'Udgru: La frontière nord entre Tusmi et Ekbir est quelque part dans cette forêt. Site d'une révolte en 592-593CY. En 594CY un groupe d'aventurier a kidnappé le roi des elfes.

People & Villains

Bajat: Barde de Sefmur avec de nombreux contacts haut-placés.

Barandon: Nain, roi des Khund, vivant à Moradin's Forge dans le Tunnel au Perrenland.

Elohir: Roi des elfes de l'Udgru, recherché pour trahison à Tusmit. 25,000 fontaines pour sa tête.

Emeraud Thunderstone: Naine, élue pour se marier à Barandon et devenir reine des Khund.

Sa Splendeur Exaltée, le Pasha Muammar Quaran: Aimé par certains, hais par d'autres. Pasha de Tusmit.

Khellersorian: Ancien roi des elfes sylvains de l'Udgru. Exécuté pour trahison en 594CY.

Yasin Bin-Khadij: Noble ex-aventurier qui dirige un célèbre cercle de guerrier à Vilayad. Actuellement occupé à mener la guerre contre les Worldburners.

Églises & Factions

Mouqollad Consortium: Alliance de marchands oeuvrant partout dans l'ouest Baklunien composé de plusieurs groupes et maisons.

Faris: Cavalleries d'élite Tusmane base sur les faris Ekbirriens. Gardes du corps du Pasha et des Sheiks.

Garde Tusmane: Armée régulière de Tusmit, composée de régiments généralement montés.

Water Watchers: Régiment militaire composés de gardes-côtes et frontaliers de Tusmit.

Heros de Tusmit: Créé par le Pasha en 593CY, cet ordre a pour but de protéger Tusmit. Inclus 4 tiers : Supporter of Tusmit, Local Hero of Tusmit, Hero of Tusmit & Legendary Hero of Tusmit. Pour devenir Legendary Hero of Tusmit, on doit compléter une tâche donnée par le Pasha lui-même.

Elfes de l'Udgru: Les Tusmans en général n'ont pas de problèmes avec les elfes. Les « problèmes » avec les elfes sont vu comme étant l'œuvre d'une petite faction de fanatiques. Malgré plusieurs offres de paix des deux côtés, l'exécution de Khellersorian a enragé les elfes qui ont fermé les frontières de la forêt. Le sentiment anti-elfique est plus fort autour de Blashikdur.

Worldburners: Culte du Feu qui a émergé sur la place publique en 593CY. Les Worldburners ont attaqué l'armée de Ket et ont assiégé Vilayad. Ils sont maintenant pourchassés dans les collines par bin-Khadij et plusieurs contingents de l'armée.