

TUSI5-04

Horse Keepers

A One-Round D&D LIVING GREYHAWK®

Tusmit Introductory Adventure

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The realization of one's dreams of grandeur have to start somewhere. Although the highly needed pay is very respectable, and horses are of a divine-like inspiration in Tusmit; this job is nowhere near the paramount of excitement you envisioned for your adventuring career. You sincerely hope that this job of keeping guard of Melinott Kessen's horses will get interesting sometime soon, or you'll die of boredom... An introductory adventure for 1st-level characters only set in Farhini.

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.

Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

	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

Ahmid (male), Fallahouf (male) and Resha (female) are the children of Scalha Mahoud, a woman who is a veteran of the siege of Vilayad, and her husband Belafa Mahoud, owner of a large farm near the Kessen Estate in Farhini.

Belafa Mahoud is a very proficient farmer and trader (Expert 5, skills in Appraise, Diplomacy, Craft and Profession) who owned a very large land before selling half of it to the Mouqollad Consortium a number of years ago, in order to pay for the tuition of his children, whom he forced to go to the College of the Arts to be trained as wizards.

Only Resha proved any real talent in the arts of magic. Fallahouf proved a gigantic failure, however, never being able to learn any spell before getting kicked out of the school along with his older brother for petty theft nearly two years ago. Ahmid couldn't care less about the arcane arts, he was more interested in conjuration. When the mages realized his magical ability came from a divine source, he was quickly shown the door. Resha still studies at the College, though, and is much appreciated there, especially since her brothers are no longer present to influence her.

At the beginning of the story, Ahmid and Fallahouf have prepared a not-so-cunning plan to steal from the Kessen Estate where the heroes have been hired as guards. They intend to steal only some small items and silverware. Just not enough, they hope, to discourage

pursuit. Resha sort of followed around, convinced by her brothers that she was essential to the plan (words 14-years old kids like to hear).

They took advantage of the fact that the guard and most of the militia have gone in the woods after what appears to be displacer beasts that have caused a ruckus for a few months now around the place. The heroes cannot summon the local militia to deal with the matter for that reason, and most of the usual guards of the farm are out on this very hunt, which is why the heroes were needed then, and not at another time.

Tusmit Loyalists

There is no one who should be considered a loyalist during this adventure.

Tusmit Rebels

There is no one who should be considered a rebel during this adventure.

Indifferent

Everyone should be considered indifferent for the course of this adventure.

Adventure Summary

Introduction: The heroes are guarding the horses, when suddenly a scream erupts from the house. Going there, the heroes find a broken window, and a distressed cleaning lady saying “they stole master Kessen’s silverware!” The heroes can follow a trail to the farmlands nearby and beyond, towards the ruins of a watch post destroyed by the World Burners just prior to their siege on Vilayad.

Encounter 1: 300 feet from a farm in the way, a new trail coming from the mountains cross the first trail, and the ground in the spot where the tracks meet is pretty shaken. A good spot or an average search check reveals an arrow lying in the high grass there. What happened is that 3 goblins, fleeing from the group tracking the displacer beasts, met the children, and the ensuing battle was ended quickly by Resha’s Color Spray. The kids then went on their way, and the goblins left on their own after they woke up.

Encounter 2: If the heroes go get the goblins, they find them stealing from a farm whose occupants are absent, and they may be defeated.

Encounter 3: Once the heroes go back on track, they cross a dire badger mother that is very eager to protect her young.

Encounter 4: The kids are hiding their loot in the ruin of the old watch post where the trail was headed. They take a long time in hiding it, digging a whole in the ground to bury them and marking the place with a symbol of theirs. If found, they will try to flee, using their Dash feat and their Sleep/Color Spray if necessary to defend themselves.

Introduction

A horse is a glorious creature. A symbol of divine grace throughout the Baklunish nations, it is held in high esteem everywhere. A horse’s life is worth as much as the life of a man, and stealing a horse in Tusmit faces the rigorous laws of the country.

Located half-a-day’s travel from Vilayad, the Kessen estate is composed of five buildings that somehow managed to avoid the predation of the Worldburners. Behind a highly ornate wrought-iron fence stands a tall onion-domed building. Behind the house are 4 dependencies. The servants’ quarters, the barn and a small Ekbirrian-style octagonal temple to the Exalted Faith of Al’Akbar. Finally the stables where you have been living these past few days are now your home among the Kessen family’s finest beasts.

Melinott Kessen has made you a great honor when he hired you for a sizeable sum to guard his horses. The money is significantly more than you ever dreamed. Three hundred and fifty fountains for little more than a few days’ work. Along with many members of the militia, Melinott left for the Tusman Hills, on a great hunt to flush out the displacer beasts that have been terrorizing the region in the past year.

However gratifying and honorable your job is, though, it is boring. Nobody steals horses in Tusmit, especially now that the Worldburners are fleeing to the Yatils.

It is a little before sunset of a mostly rainy day as are quite common so close to the Tusman hills, and you are all sitting around watching the horses eat grass when, suddenly, a woman’s scream erupts from the house!

Proceed to Encounter One.

Encounter One

The lady who screamed is the cleaning lady, and she shouted a cry more out of surprise than out of fear (a Sense Motive check [DC10] can confirm that).

While going through the main dinning room of the mansion, she saw the window taken out of its hinges. The cupboard near the window was open, almost

emptied of its contents. She was intelligent enough to guess what had happened.

The cleaning lady is called Awah Mahanee, she is the wife of a nearby farmer called Rashat, and she has worked for Sir Mellinot almost 20 years. She's a little lady with little history, and while she is known as a pretty tranquil woman, the nomad blood running through her veins shows in her accent, and in her rugged way of speech.

Awah has no real authority over the heroes. However her old age and experience does give her a lot of pull around the mansion. She tries to force the heroes to go look for the thieves. She calls them "hired muscles", "bounty hunters" and is generally condescending towards them.

The heroes may suspect Awah of some wrongdoing, but the old lady is innocent. The old woman gets very angry if the heroes doubt her word too much. Awah is known and respected by all in the household. The heroes would be foolish to try to hold her for the crime. Sense Motive checks while talking to the staff know that everyone would back Awah over the heroes.

Searching the room

The scene is pretty obvious. Anyone making a Track or a Search check on the thick carpet [DC12] identifies 3 distinct persons: 2 humans and a smaller person (Resha, but allow them to suppose that it is an elf or a half-elf) broke the window from the outside; entered the room; stole the silverware and left.

Awah can confirm the thieves stole mostly Ulli silverware (that Master Kessen's father purchased 15 years ago on a trip to Ull) and a set of 10 Zeifian china plates (that Master Kessen received for his wedding as a gift from the Sultan). The total value of the items is 250 fountains (gp). To Awah everything that was stolen is a priceless family heirloom with a history all its own.

Troubleshooting

If the heroes refuse to pursue the thieves, have Far'Hanah al-qadi show up and give them a stern warning that they are to pursue justice and to bring back the thieves so they can be sentenced.

If they attacked the old woman or threatened her, Awah' calls for Far'Hanah al-qadi who condemns the heroes for what they threatened the old lady. (Remember that threat of force is a criminal offense in Tusmit. See Appendix Two.)

Following the trail

The trail is easy to follow. It has rained during most of the day, so all one has to do is to follow the footprints in the mud. And the muddy spots here and there amongst the high grass. The trail obviously leads towards some farmlands in the direction of the Tusman Hills.

Following the trail, calls for a Spot or Tracking check [DC 10]. If they fail the check has failed proceed with Encounter Three.

After about half a mile of walking, you stumble upon a peculiar scene. A second trail seems to cross the trail that you are following, and the ground where the two trails meet is heavily moved around. It looks as though the two groups discussed together for a while for no blood can be seen.

What happened here is that 3 goblins, fleeing from the hunting party that Sir Mellinot led in the hills, stumbled upon the thieves.

Thinking the kids defenseless and carrying a heavy bag, the goblins attacked. Resha's *color spray* spell did short work of them. After the goblins were knocked unconscious by the spell, the 3 teenagers left with all haste, afraid for their lives. When the goblins woke up, they decided to stay on course and go steal food in a nearby farm.

Proceed to Encounter Two shortly after as a badger passes by more than a little angry.

Encounter Two

A sudden grunt emanates from a nearby bush a few steps in front of you. A large badger with a plated back comes into view, her claws and fangs out. A second look reveals a small hole behind it where glinting eyes can be seen reflecting the last rays of the sun.

In this situation, the heroes have just walked in on a dire badger that was leading its two young out of its burrow. A Spot check [DC15] reveals the glints in the hole behind the dire badger are young ones. A Survival check [DC15] reveals that this is a mother protecting her young. It also reveals that the dire badger is ready to charge at a moment's notice.

Many options exist here to solve this problem. One of them is to kill the mother. The other is to calm her down (using Wild Empathy). However, if the heroes come up with other methods, reward creativity with success.

To calm the badger down, someone with Wild Empathy must succeed on a DC 15 Wild Empathy check (turning its unfriendly attitude into a neutral one). If the badger is provoked in any way, the animal attacks

APL2 (EL2)

Dire badger: hp 28; see *Monster Manual* page 62

Tactics: The dire badger uses simple tactics. It focuses its attacks on a single hero and keeps on fighting until it is dead.

The two young ones won't fight unless attacked. In that case use the stats for a normal badger from the *Monster Manual*

Development: A DC 5 Track check or a DC 15 Search check shows that the trails crossing the thieves' trail were made by children or people of similar size, like gnomes. A DC 11 Track check identifies the trails as goblin's tracks.

Here the heroes have a choice. They can either follow the goblins OR the thieves. Should the heroes head towards the goblins, proceed to Encounter 3. Should they follow the trail of the goblins and lose the trail of the thieves, proceed to encounter 3. Should the heroes find the tracks of the thieves and elect to follow them, proceed to Encounter 4.

Encounter Three

The trail leads to a small farm. From a short distance, you hear rather loud noises indicating activity within the farm. It seems that a few people are rummaging through the farm with no care whatsoever to what happens to the furniture. Their shrill, high-pitched voices seem indicate they might be gnomes or perhaps goblins.

The farm is a standard farm, 30ft x 25ft, one story high, with a large barn about 50 feet from the house. The goblins are searching the house avidly for anything they might steal to eat.

The goblins are making a lot of noise, giving them a -8 penalty on their Spot and Listen checks to see or hear the heroes, should they approach. The goblins would rather flee than fight. Their main purpose is to survive, and have not desire to die just to please bloodthirsty adventurers. They do not surrender, knowing fully well what happens to them if the local militia puts its hand on them. But they certainly try to make a run for it.

APL2 (EL1)

Goblins (3): hp 5, 5, 5; see *Monster Manual* page 133.

Treasure:

APL2 L: 20gp; **C:** 0gp; **M:** 0gp;

Development: There is pretty much nothing more to do for the heroes in the farm when the goblins are dealt with, although they may put the farm back in order if they want to lose their time.

If the heroes haven't found the trail leading to the children, proceed to Encounter Five. However, they may look for the tracks again (see Development in Encounter Two).

Encounter Four

Following the tracks, you go past the farms where the trail seemed to be headed. It is only when, standing on a small hillock, you reach the limits of the farmlands that you can see your destination clearly: the remains of what appears to be a destroyed watch post, on top of a small hill slightly further away.

A map representing this situation can be found at the end of this document.

Ask for Spot checks and compare the results to the following chart.

DC12 There is some movement in the remains of the watch post.

DC16 Recognizes medium-sized creatures perhaps small humans or half-elves.

DC 20 Recognizes 3 human teenagers: two males and a female.

The three teenagers are on the lookout for pursuers, especially since the goblin incident. They are ready to fight for their lives, especially if they believe the heroes are goblins or other evil forces. If they become aware the heroes are not evil forces, they immediately switch to non-lethal damage and perform Heal checks to stabilize any fallen hero. Should the heroes use lethal force, the teenagers assume them to be Worldburners or bandits and retaliate in kind.

Ahmid is the shortest of the three, measuring barely 5'2". He always wears an old armor his mother brought back as a trophy and is well mannered. He is terribly immature for an 18 years old. His only interest is to study life and the growing of crops. He has met a Walker of Farlanghn and is intrigued by the teachings of the Dweller on the Horizon.

Callahouf is mostly the hellraiser of the family. This one was sent to the College of the Arts against his wishes, and rebelled intensely against it. He stole a number of items in Sefmur where he joined the Tears of the Marid. When his parents learned of his whereabouts, they brought him back to Farhini. Any

hero who belongs to the Tears recognizes Fallahouf automatically.

Resha is very bright and kind. She was talked into participating by her older brothers. She is terrified at the idea of her mother learning what they have done. Any hero who is a member of the College of the Arts recognizes Resha as a fellow apprentice. If the heroes make an Intimidation check [DC12], she surrenders immediately and cries begging for mercy.

APL2 (EL3)

Ahmid: Male Baklunish Drd1, see Appendix 1.

Ahmid's companion: male riding dog, see Appendix 1.

Fallahouf: Male Baklunish Rog1, see Appendix 1.

Resha: Male Baklunish Wiz1, see Appendix 1.

Development: The heroes can very easily find the silverware buried in the remains of the watch post. A shovel is lying around, and a dirt mound, recently overturned, indicates the place where they buried the silverware. They also have a few random trinkets they obtained over the years.

There are a number of ways the to handle what happens next. The definition of authorities include any qadi (such as Far'hanah al-qadi), any member of the military and any nobles (such as Melinott Kessen). Once defeated, the teens simply follow and do not try to do anything.

Turning in the teens to the authorities

The authorities charge the kids with theft and since they can't pay (and their parents refuse to pay), the kids are all sent to the mines for about 2 months. Fallahouf is sent for even longer when his connection to the Tears of the Marid are discovered.

If they do so, the heroes receive "Brought Criminals to justice" on their AR.

Not turning the teens to the authorities

This option is very open. A possibility is for the heroes to bring the teens to their parents. The parents are quite unhappy and they punish the kids. Other options may include obtaining a promise from the children or framing the goblins.

As long as the end result has the teens not brought to the authorities, play through it.

If they do so, the heroes receive "Rendered justice" on their AR.

Teens are dead

If a single teen has died, then the heroes are in for some trouble. Also note that if one of the heroes died, the teens themselves are also in trouble.

The charges brought against them depend on the situation. Use your judgement as to whether it was murder or manslaughter. Also use your judgement to determine whether the death was done in self-defense.

The sentence will be rendered when the heroes return to civilization, once one of the teens has time to tell the authorities. If none of the teens make it back alive, the heroes will be found and accused of mass murder.

Do note and relay to the players that the teens are also sentenced according to the law.

Examining the outpost

The outpost was only a round tower. It provides a very good vantage point both down the valley below (allowing one to view Vilayad on a clear day and its lights on clear nights) and into a number of passes in the hills.

A Knowledge (architecture or history) check [DC15] reveals the construction to be of Flan origin (therefore over a 1000 years old).

A Knowledge (local/vtf or history) check [DC15] reveals this outpost was used during the Zeifian era of Tusmit to keep an eye on the many creatures of the hills. When the Tusman nomads settled the hills about 300 years ago, outposts like this one were abandoned in favor of villages and forts in the Hills themselves.

Other than that, the outpost is just another ruin that litters the Tusman countryside and has nothing of importance to reveal.

Encounter Five

Whenever the heroes decide to head back to the Kessen estate, they can

Because of the hunt going on deeper in the hills, a number of orkish tribes are trying to take advantage of the lack of troops to gain some easy loot. A small group of orcs has setup an ambush and the heroes are just passing through it.

Passing a bend in the road, you can see ahead a group of orcs surrounding a man riding a brown warhorse. The man wields a falchion bearing the arms of Farhini. The man cleaves down two orcs before being struck down from his horse.

The man is named Farook al-Askar from the Farhini guard. Farook was a one of the soldiers who escorted the Sheik's family as they left Vilayad before the Ketites laid siege. At the start of the battle, he is at -1 hit point.

APL2 (EL2)

Orcs (4): hp 8,8; see *Monster Manual* page 203.

Treasure:

APL2 L: 30gp; **C:** 0gp; **M:** 0gp;

Development: This depends on whether or not Farook al-Askar was saved or not. If the heroes save him, but do not bring him back to consciousness, proceed with "Farook was not saved".

The goal of this encounter is to give the heroes a sense of what is happening in Farhini at this time. If you are in a hurry, you can skip this encounter without problem.

Farook was saved

When Farook opens his eyes, he thanks the heroes and tells them he must head on straight to Vilayad where he must report to the sheik of a shift in the balance of power in the Tusman hills. Farook thanks the heroes before leaving.

Proceed to the Conclusion.

Farook was not saved

The heroes may search the saddlebags and they find Player Handout One: The Dispatch.

Proceed to the Conclusion.

Conclusion

Finally entering the vineyard of Melinott Kessen's domain, you hear a horn blown a short distance away. Rushing forward, expecting an attack on the estate, you see a bloody man barely holding on to his superb mount. A shield hangs limply from his broken arm and his longsword is bloody and bent

From under his helmet, you recognize the rider's face, the face of Melinott Kessen, the man who hired you. His face is filled with the scars of claws, changing his traits almost beyond recognition.

Before collapsing, he mutters a single question. "Are my horses safe?"

Back at the estate, Melinott Kesseb recovers quickly under the healing skills of Far'hanah al-qadi. He thanks you for helping him.

"We killed a number of these foul beasts. However, we came to this one beast, the size of two and equally as voracious. We simply could not hurt it and it cut us down like we weren't even there. I must've passed out and my horse found its way back here. I can only imagine what it did to my brave men. My the High Cleric receive them in his Garden in the Heavens."

"I must warn the Sheik immediately. Here is my payment for your services."

Treasure:

APL2 L: 0gp; **C:** 350gp; **M:** 0gp;

If the heroes brought back his valuables, he adds a little more money

Treasure:

APL2 L: 0gp; **C:** 50gp; **M:** 0gp;

AR Rewards

If the heroes one or all of the kids to justice, they earn the "Brought Criminals to justice" reward. If the heroes brought none of the kids to the authorities, they receive "Rendered justice" instead.

If one of the heroes belongs to the army OR if they join IMMEDIATELY the army at the end of the adventure, that hero is offered a position in the Kessen's house troops and they receive "Offer to join the Kessen Household troops".

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 Two

Dealing with the badger

APL2 60 xp

Encounter Three

Defeating with the goblins

APL2 30 xp

Encounter Four

Dealing with the teens

APL2 90 xp

Encounter Five

Defeating with the orcs

APL2 60 xp

Story Award

Saving Farook (even if brought back unconscious)

APL2 60 xp

Not killing any of the teens

APL2 30 xp

Bringing back the stolen goods

APL2 30 xp

Discretionary roleplaying award

APL2 90 xp

Total possible experience:

APL2 450 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*,

analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three

APL2: L: 20 gp; C: 0 gp; M: 0 gp

Encounter Five:

APL2: L: 30 gp; C: 0 gp; M: 0 gp

Conclusion:

APL2: L: 0 gp; C: 350 gp; M: 0 gp

Conclusion

Bringing back the stolen goods

APL2: L: 0 gp; C: 50 gp; M: 0 gp

Total Possible Treasure

APL2: 450 gp

Rewards

Brought Criminals to justice: You have served Tusman justice as it must be served and thus have received an influence point with the Farhini authorities.

Offer to join the Kessen Household troops: If you live in Farhini and belong to Militia or the Tusman Guard, then you may elect to belong to Melinott Kessen’s personal guards. This is a prestigious award. You receive one free bottle of the Kessen’s fine wine each year. To claim this reward, you must be a member of the army at the time you play this adventure. (You need not live in Farhini).

Rendered justice: You decided on the sentencing of criminals yourself. Merchants of the Mouqollad Consortium view you as a fair person and a kindred spirit. This counts as an influence point with any Tusman house of the Mouqollad Consortium.

Appendix One: NPCs and Creatures

Ahmid: Male Baklunish Drd1; CR1; HD 1d8+2; hp 10; Init +2; Spd 20 ft; AC 15 (+3 armor, +2 dex), touch 12, flat-footed 13; BAB +0; Grapple +0; Atk/Full Atk +0 melee (1d6, Quarterstaff), +2 ranged (1d4, Sling), +0 melee (1d6, Club); SA Spontaneous casting; SQ Animal companion, nature sense, wild empathy; AL CN; SV Fort +4, Ref +2, Will +4; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 14;

Skills and Feats: Concentration +6, Diplomacy +6, Handle Animal +6, Knowledge (nature) +6, Survival +8. Augment Summoning, Spell Focus (Conjuration).

Possessions: quarterstaff, sling, club, too many stones, hide armor

Spells Prepared (3/2; base DC = 13 + spell level): 0—[*cure minor wounds, guidance, flare*]; 1st—[*entangle, shillelagh*]

Ahmid's companion: male riding dog, see Monster Manual. However, the animal knows the Subdue Trick in addition to the others.

Fallahouf: Male Baklunish Rog1; CR1; HD 1d6+2; hp 11; Init +6; Spd 30 ft; AC 16, touch 12, flat-footed 14; BAB +0; Grapple +2; Atk/Full Atk +3 melee (1d6+2, Masterwork rapier), +2 ranged (1d4+2, Sling), +2 melee (1d6+2, Sap); SA Sneak Attack (+1d6); SQ Trap finding; AL CN; SV Fort +2, Ref +4, Will +0; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 14;

Skills and Feats: Balance +3, Bluff +4, Climb +3, Diplomacy +4, Disable Device +1, Escape Artist +3, Gather Information +4, Hide +3, Intimidate +4, Listen +2, Move Silently +3, Open Lock +4, Search +1, Sleight of Hand +3, Spot +2, Tumble +3. Improved Initiative, Toughness.

Possessions: masterwork rapier, masterwork chain shirt, sap, sling stones

Resha: Female Baklunish Wiz1 (Illusionist); CR1; HD 1d4+1; hp 5; Init +2; Spd 30 ft; AC 12, touch 12, flat-footed 10; BAB +0; Grapple -1; Atk/Full Atk -1 melee (1d6-1, Quarterstaff), -2 ranged (1d4-2, Sling); SQ Summon familiar; AL NG; SV Fort +1, Ref +2, Will +2; Str 8, Dex 14, Con 12, Int 18, Wis 10, Cha 8;

Skills and Feats: Concentration +5, Decipher Script +7, Knowledge (arcana) +7, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (nobility) +6, Knowledge (religion) +6,

Knowledge (the planes) +6, Spellcraft +8. Spell Focus (Illusion), Greater Spell Focus (Illusion), Scribe Scroll.

Possessions: Quarterstaff, component pouch, sling, sling stones, peasant outfit, *scroll of shield, scroll of charm person.*

Spells Prepared (3/2+1; base DC = 14 + spell level, 16+spell level for illusion spells): 0—[*detect magic, guidance, prestidigitation*]; 1st—[*Color spray* (3)]

Note that Resha's spellbook is not available during this adventure. Her hawk familiar is keeping an eye on her mother and it does not appear

Appendix Two: Texte Français

Introduction

Un cheval est une créature glorieuse et majestueuse. Un symbole de grâce divine dans tout le monde Baklunien, il est tenu en haute estime partout dans l'Ouest. La vie d'un cheval vaut autant que celle d'un homme, et voler un cheval comporte un péine très sévère.

A une demi-journée de marche de Vilayad, le domain Kessen est composé de 5 bâtiments qui ont survécu aux Worldburners. Derrière une lourde clôture de fer forgée se dresse un manoir surmonté d'un dôme en onion. Derrière se trouve les 4 dépendances. Les quartiers des servants, la grange et un petit temple octogonal dans le style Ekbirrien dédié à la Foi Exaltée d'Al'Akbar. Finalement les écuries où vous avez dormi ces derniers jours qui sont le domicile des splendides bêtes de la famille Kessen.

Melinott Kessen vous a fait un grand honneur en vous offrant une forte somme pour garder ses chevaux. La somme est plus que vous avez pu imaginé. Trois cents cinquante fontaines pour à peine quelques jours de travail. Avec nombre de miliciens, Melinott a quitté pour les collines Tusmanes participer à une importante chasse aux displacer beasts qui ont terrorisé la region au cour de l'année.

Malgré l'honneur et l'importance de la tâche, elle est ennuyeuse à mourir. Personne ne vole des chevaux à Tusmit, surtout depuis que les Worldburners fuient pour les Yatils.

Le crépuscule d'une journée pluvieuse approche à grand pas. Vous êtes tous assis à regarder les chevaux brouter tranquillement lorsque soudainement, un cri de femme émane du manoir.

Encounter One

Après un demi-mille de marche, vous croisez une scene étrange. Une seconde piste semble croiser celle que vous suivez. Il semble que les deux groupe aient discuter pour un moment car il n'y a aucune trace de sang.

Encounter Two

A sudden grunt emanates from a nearby bush a few steps in front of you. A large badger with a plated back comes into view, her claws and fangs out. A

second look reveals a small hole behind it where glinting eyes can be seen reflecting the last rays of the sun.

Encounter Three

La piste mène à une ferme. Même à bonne distance, vous pouvez entendre du bruit indicant de l'activité à l'intérieur de la ferme. Il semble que des gens fouillent attentivement les lieux sans prendre gâre à ce qui arrive au mobilier. Leur voix nasiarde semble indiquer qu'il s'agit de gnomes ou de goblins.

Encounter Four

Suivant les pistes, vous passez plusieurs fermes où la piste semble se diriger. C'est seulement lorsque vous atteignez le sommet d'une butte à la limite des champs cultivés que votre destination vous apparaît clairement: les ruines d'une tour sur une butte voisine.

Encounter Five

Passant un cooude dans la route, vous apercevez un groupe d'orques entourant un homme monté sur un cheval de guerre brun. L'homme manie un falchion portant les armes de Farhini. L'homme tue deux orques avant de tomber, frapper par les orques.

Conclusion

Finalement revenant sur le vignoble de Melinott Kessen, un cor se fait entendre tout proche. Approchant au pas de course, vous préparant à une attaque sur le domaine, vous tombez face à face avec un homme tenant à peine sur sa superbe monture. Un bouclier pend de son bras cassé et son épée longue est couverte de sang et pliée.

De sous son casque, vous reconnaissez le visage du cavalier, le visage de Melinott Kessen, l'homme qui vous a engagé. Son visage est couvert de cicatrices de griffes.

Avant de s'écrouler, il murmure une seule question. "Mes chevaux sont-ils en sécurité?"

De retour au domaine, Melinott Kessen est rapidement remis sur pied grâce aux soins de Far'hanah al-qadi. Il vous remercie de l'avoir sauvé.

“Nous avons tué nombre de ces créatures. Cependant, nous avons vu cette bête, deux fois la taille des autres et tout aussi vorace. Nous ne pouvions tout simplement pas la blesser. Elle nous tuait comme si nous étions du gazon. J’ai du me faire assommer et mon cheval a retrouvé son chemin jusqu’ici. Je ne peux qu’imaginer ce que cette chose a fait à mes hommes. Puisse le Grand Clerc les recevoir dans son Jardin dans les Cieux.”

“Je dois avertir le Sheik immédiatement. Voici l’argent que je vous avais promi.”

Fin

Appendix Three: The law in Southern Tusmit

Generalities

Please note that the laws outlined here do not comprise of the entire list of laws in Tusmit. For a more complete list consult the Tusmit Gazetteer. For any crime not listed please contact the triad at tusmitriad@yahoo.com.

Lashings

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

Horses

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

High Fines

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

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

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

The Self-Defense Clause

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

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

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

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

Assault. (Major)

Threat or use of lethal force that results in major bodily harm reducing the victim's hit points to between 0 and -9.

Sentence: Confiscation of weapon used and imprisonment of up to four time units.

Assault (Minor)

Threat or use of lethal force that results in major bodily harm without reducing the victim's hit points past 0

Sentence: Confiscation of weapon used and imprisonment of two time units.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

Obtaining currency, services, or information, by illegal means such as by force or coercion.

Sentences:

- Government official, noble, military, or church official: Imprisonment of two time units and loss of fifty percent of property
- Other: Fine of one and a half times the blackmail price

Vandalism

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

Sentence: 1d10 lashes per one hundred fountains and a fine equalling three times the cost of reparation.

Illegal use of magic

Any target or area effect spell that requires a save, causes any change in state, causes damage, or produces an otherwise unwanted effect by the victim.

Sentence: Fine of fifty fountains per spell level and 1d10 lashes per spell level.

Manslaughter

Use of lethal force that unintentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentence: Sent to the mines for up to five years, plus loss of all property to be given to the family of the victim.

Murder

Use of lethal force that intentionally results in major bodily harm reducing the victim to below -9 hit points.

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Theft

Possession, sale, or acquisition of an object without permission.

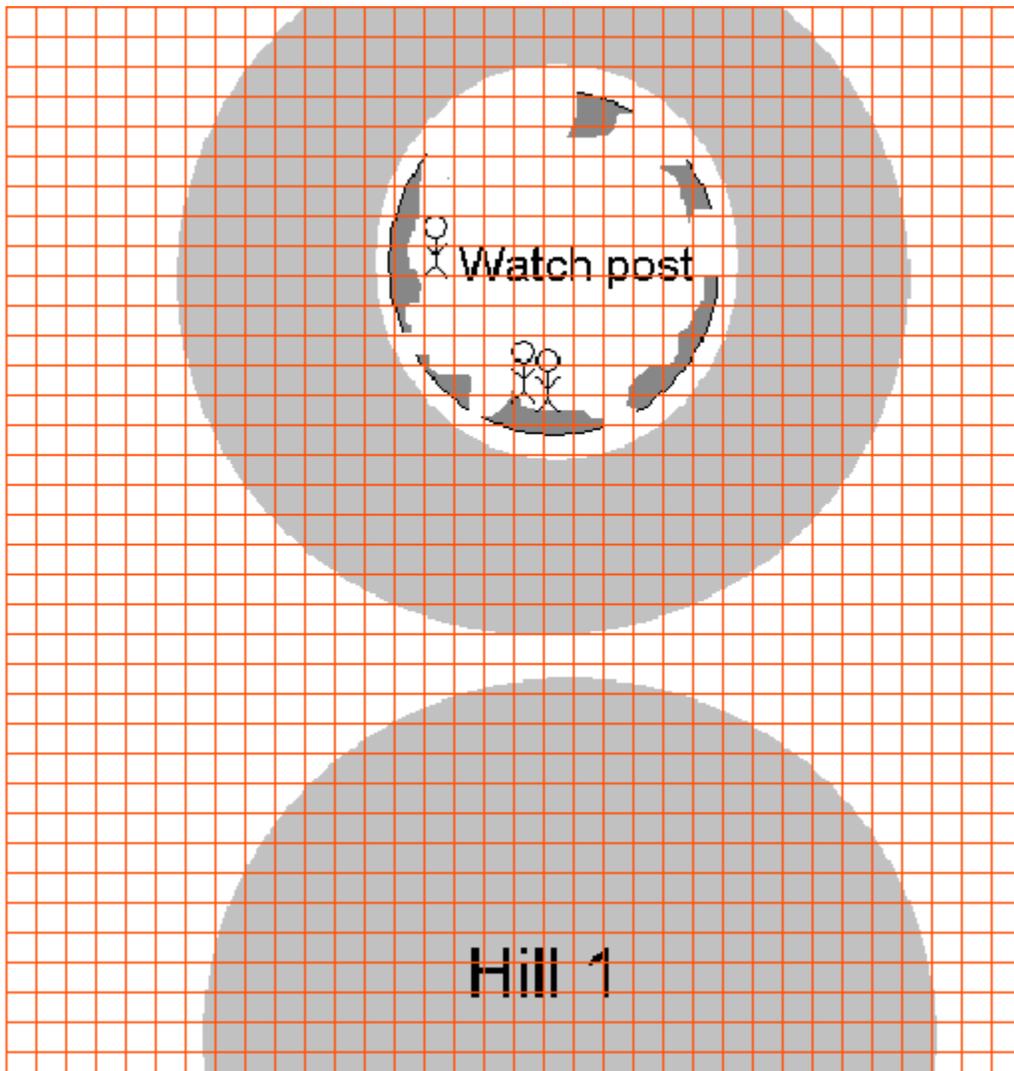
Sentence: Imprisonment for one time unit and 2d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information.

Theft (Horse)

Possession, sale, or acquisition of a horse without permission.

Sentence: Sent to the mines for 5 years, 2d10 lashes, the fine (as above) and severance of the main hand in public.

Map



1 square = 5 feet X 5 feet

Player Handout One: The Dispatch

My Lord,

It is with sadness that I send you this dispatch. The number of our losses currently runs at 25, just for my own outpost. Sending more patrols into the hills is no longer a valid option. Militia units are taking care of the displacer beast problem, but a far more insidious and dangerous. The rebel threat grows daily in the hills. Agents of Jadhim-Orem are trying to rouse our men and discipline is becoming more and more difficult to enforce. Desertions are becoming more and more common.

I'm sure you know already but the nomads are uniting under a single leader. I fear that if things continue, we will be forced to do one of two things. Either we let them form into an army and overrun our defenses or we raise the white banner over the palace and send the nomads into Jaydah or Keruz.

My Lord, already the nomads have overrun our forces at Larya ben'Gerezai, Ishakdur and Gebrel. Adventurers, deserters and even foreign mercenaries have joined them. I suggest you turn your attention from the problems of Vilayad and focus on us in the hills.

War is coming, my Lord. The choice is yours whether you want to see the war be fought here in Farhini once again. The men will follow you. Do not abandon them.

Hildek Rockiron al-Dekros al-Aqeed'