

TUS7-07

# The Stone Gardens

## A One-Round Dungeons & Dragons<sup>®</sup> Living Greyhawk<sup>™</sup> Tusmit Regional Adventure

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In search of the past you are to enter the Stone Gardens. Will you survive the madness or be consumed by it? Part of the *Fell Dreams of the Udgru* series. The adventure contains a special play option for all-elf groups. A one-round Regional adventure set in Tusmit for characters level 2-14 (APLs 4-12).

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [poc@tusmit.org](mailto:poc@tusmit.org) for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com)

## RPGA® SANCTIONED PLAY

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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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### PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

### PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).

Sum the results of step 1 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.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL

at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is a standard 1-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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

## PREPARATION FOR PLAY

### RELEVANT META-ORGS OR FAVORS

Prior to the adventure beginning, check to see if the PCs belong to the following Tusmit Meta-orgs or have acquired the following Favors.

#### Relevant Meta-orgs:

- College of the Arts of Sefmur
- Order of the Pureblood
- Udgru Wood Elves

#### Relevant AR items

From TUS6-02 *It Came from the Udgru*:

- In the stories of Bandaloo

From TUS06-09 *Fell in Disgrace*:

- Nightmares of the Fell
- Dreaded Nightmares of the Fell
- An old symbol
- Favor of Sheik Zeldan "The Axe"
- Thanks of King Elohir
- In the Songs of Bandaloo

From TUSInt07-01 *Seeds of Hate*:

- Favor of Elohir
- Udgru War Veteran
- Leader of Great Bear Clan
- Udgru War Hero

From TUSInt7-02 *Rescue Mission*:

- Agents of the War Council

From TUS7-04 *The Roots of Chaos*:

- The hemorrhage has stop

### NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This

adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

## ALL-ELVES PLAY OPTION

Part of the **Introduction** and some elements of some of the encounters have been modified for "all-elves party", i.e. a group consisting entirely of elves and/or half-elves.

If a table insists they want to play this part and is not composed entirely of elves, it is possible for a DM to use his judgment if all players are at least friendly towards elves and all non-elves match one of the criteria below:

- They are members of the Ruathar prestige class
- They wear the Que'Lasse'Ten'Qessir (from TUS3-04 *Flames of War*)
- They succeed at a DC 35 *Diplomacy* check.
- They *disguise* themselves as elves well enough to fool the Udgru Warmasters and King Elohir (DC 45 Disguise check).
- They spend the Udgru War Veteran Favor from TUSInt7-01 *Seeds of Hate*.
- They spend an influence point with Elohir or with a Warmaster

## ADVENTURE BACKGROUND

The Black Knight, evil overlord of the Ekbirrian Udgru, wishes to unite all of the Udgru under his unholy iron fist. Against him only a single organized force exists, united enough to form an opposition and protected by a swift and wide river: the Blashikmund.

King Elohir's Udgru elves have alliances with most non-evil creatures of the forest; forming a formidable opposition.

The Black Knight has entrusted one of his lieutenant, to bring the elves under his rule, Lord Fell, the Pastor of Nightmares.

## WHAT HAPPENED PREVIOUSLY...

### From TUS6-02 *It Came from the Udgru*

Lord Fell sent one of his Aranea minions, to pose as a wood elf and, at the beginning of the year 596, conduct massacres, framing Rez'uri (a wood elf who despise Tasmans) and stir trouble along the border of the forest. Fell's plan to cause a war to break out between

Tusmit and the elves failed. His minion also failed to isolate the Udgru elves from the Tusman Rebels. The Sheikdom of Khalid even declared him an enemy. However, there is still a long way to go before the elves and Tasmans would join forces against him. The two have a long history of hate and war between them.

### From TUS6-09 *Fell in Disgrace*

Elven scouts and tusman spies went in the Dark Forest of the Ekbirrian Udgru, bordering the Blashikmund River and thus the Tusman Udgru. They then reported back the tactics and contents of Lord Fell's Army. Also, they found what could possibly be Lord Fell's base of operation and an old holy symbol of Al'Akbar.

Finally, the elven scouts made contact with the wild elves maquis in the Ekbirrian Udgru. An organized alliance is to take place between them and the wood elves of the Tusman Udgru for their war against the forces of the Pastor of Nightmares.

Rez'uri, after being framed time and time again by Lord Fell as a traitor to her race, as decided to launch a personal crusade against the forces of the Pastor of Nightmares, with her Great Bear Clan and some volunteers making her army.

### From TUSInt7-01 *Seeds of Hate*

Rez'uri, without the approval of the Elven War Council and King Elohir, went on a personal crusade with her Clan and volunteers to attack the Dark Forest and destroy the forces of the Pastor of Nightmares, Lord Fell. The King's agents could not convince her to turn back from a possible trap.

Meanwhile, a coalition of elven "diplomats" from Rez'uri's horde and agents of Elohir traveled together to meet and convince the Wild elves to join forces with them against Lord Fell army. However, the delegation did not succeed in its task. The wild elves thus stay aside the coming war, licking their wounds thankful that the wood elves have drawn the attention of their enemy away from them.

The battle between Rez'uri's crusaders and the army of Lord Fell thus began with waves of spiders, wolves and goblins overwhelming the crusaders. Then, a portal appeared in the center of the battlefield: Waves of incorporeal undeads followed by Lord Fell and a necromancer allied to him sprung from the portal. All appeared to be lost, as Rez'uri fell before the Pastor of Nightmares.

At this point, spies from the Sheikdom of Khalid, emerged to help the elves, those powerful mercenaries hailing from a far realms forced Lord Fell from the

battlefield, however he took the body of Rez'uri with him.

### **From TUSInt7-02 *Rescue Mission***

The elven war council has secretly sent a group of adventurers to bring back the body of Rez'uri. Jordell Freshbreeze, a wood elf scout of renown was the intermediary to hire the adventurers. Also the adventurers were guided by Cerion, the satyr, and Korvak, the centaur.

The adventurers did not succeed in there mission as they found out that Rez'uri was now a vampire in the service of Lord Fell.

This sad news brought down even further the morale of the wood elves.

### **From TUS7-04 *The Roots of Chaos***

In Tusmit, recent events pointed out that the agents of Lord Fell were operating inside Tusmit, working to create an army of the undead as well as experimenting on the citizens of Tusmit in the Sheikdom of Suvii. This was brought to the attention of the good people of Tusmit, as Sheik Zeldan "the Axe" from Khalid and factions from the Sheikdom of Suvii have declared the Pastor of Nightmares and his minions an Enemy of the state. Thus it appears that they will aid the wood elves in their coming war against Lord Fell in the winter.

Also, it appears that Lord Fell was behind Omar Khalid's attack on the College of the Arts (from TUS6-04 *Arcane Fate*), as his agents stole a powerful necromancy tome at the same time.

## **THE TUSMAN UDGRU**

South of the Blashikmund, King Elohir rules most of the Udgru from his capital at Zaneren. There he and the war council meet and discuss strategies. The elves' control of the Udgru is not total, but they are by far the largest and most organized faction in the forest.

In the recent years the Ugdru elves have been restless. They feel their forest is being invaded more and more by the Tusman nation. The economy of the two neighboring sheikdoms depends almost exclusively on the Ugdru and the sheiks are not about to back down.

In 595CY, Elohir made an alliance with Jadhim/orem, the former Pasha returned from exile. In return for the support of the elves, Jadhim/orem promised the Udgru its own sheikdom. The War council frowned on such an alliance but followed their king regardless. Now that Jadhim/orem failed to regain

power, elves have seen their hope for a peaceful negotiation gone and remain bitterer than ever.

Rez'uri, leader of the Great Bear Clan and distrustful of the Baklunish nation, was one of the most vocal opponent of the alliance, but was expelled from the council last year after getting ousted of her position of Warmaster via a formal challenge.

## **THE EKBIRRIAN UDGRU**

The evil forces of the Black Knight rule the northern banks of the Blashikmund. Over the last decade this dark figure united, submitted or conquered almost every faction in the forest to his rule. Humanoids, opponents to the Ekbirrian regime, bandits, and worshippers of banned religions and all kinds of criminals form the core of the Black Knights' forces.

A few isolated groups of grugatch and other do-gooders resist the iron fist of the Black knight, but they are scattered and too few in numbers.

Until now, the Black Knight has been content with his side of the forest but after an attack on the elves in 595CY, he seems to have set his sights on the entire forest.

## **STATUS OF ELVES IN SEFMUR**

Even with the tensions between the Udgru Elves and the Tusman government, Elves are not automatically arrested on sight if they are found in the capital city of Sefmur.

Guards might be a bit more concerned, and might be a tad more zealous in their questioning of PCs of elven descent, but Sefmur is cosmopolitan enough (and mercantile enough) to let an Elf or Half-Elf conduct his business in peace.. as long as he obeys the law.

PCs doing the All-Elves play option might be under the impression that they might get harassed, if not outright arrested, if they show up in Sefmur. This is not really the case. Nonetheless, if they want to feel paranoid about it, the DM could play on this to add to the atmosphere of the adventure.

## **BANDALOO "BIG MOUTH" SAPSUCKLE**

Wherever Bandaloo goes his voice follows. Known for his non-stop singing and story-telling, Bandaloo travels through most of Northern Tusmit, but mostly throughout Khalid, singing songs and adding tales, whether fact or fiction, to his ever growing store of "Northern Lore". He is quite good at what he does, but his incessant rattling has been known to drive off less tolerant folk, as well as divulging so-called secrets that

he has “overheard”. His nickname “Big Mouth” can be attributed to both his great signing voice and his loose tongue...

He possibly met with PCs who played TUS6-02 *It Came from the Udgru* or TUS6-09 *Fell in Disgrace*.

## ADVENTURE SUMMARY

Thus people have been speculating as what are the true intentions of Lord Fell... Is he not just to conquer the elves, what is his interest in Tusmit? Why does he seem so interested in the College of the Arts? He seems to be all about lies, decoys and manipulating his enemies. Is the elven war a decoy? His experiments in Tusmit? His attack on the College of the Arts?

In this adventure, the PCs' goal is to search for answers, and many factions would like to know more about these questions.

**Introduction:** The PCs are hired by Sheik Zeldan “The Axe” to investigate the past and motivations (goals) of Lord Fell. Given an old holy symbol, they are to journey to Sefmur, to meet with a member of the College of the Arts to divine on it. Also, these PCs might receive an invitation to Bandaloo's play premiering in Sefmur.

**Introduction 2** (All-elves): The PCs are hired by Elohir to investigate the past and motivations (goals) of Lord Fell. Given an old holy symbol, they are to journey to Sefmur, to meet with a grey elf diviner there.

**Encounter 1:** The PCs gather information before leaving for Sefmur.

**Encounter 2:** The PCs meet the diviner from the College of the Arts. He begins his research.

**Encounter 3:** The PCs are invited to the premiere of Bandaloo's play.

**Encounter 4:** The PCs come back to hear about the revelations of the diviner. Also they are attacked by incorporeal undead in the College.

**Encounter 5:** The PCs travel to the Yatils, to meet with a wizard who might know of Lord Fell's secret past. Arriving at his manor, they fight some guardians in his stone gardens.

**Encounter 6:** The PCs meet with the mad mage. Some of the PCs might be compelled to attack him on sight.

**Encounter 7:** Assassins sent by Lord Fell attack the PCs and are there to bring back the body of the mad wizard.

**Conclusion:** The PCs return to their employer and tell of what they have learned about Lord Fell.

## INTRODUCTION

If the party does qualify for the All-Elves option, skip to **Meeting the King in Zaneren**.

Otherwise, read the following aloud to the PCs:

*You have been convoked by Sheik Zeldan “The Axe” to Darnav a week ago. You now stand before him in his palace, which has more the looks of a military barrack some would say. He speaks: “I have brought you here to go on a secret mission to gather information about the new enemy of the northern sheikdoms of Tusmit: the Pastor of Nightmares, Lord Fell. Last year, it was discovered he was behind the massacre of one of our sheikdom's woodsmen village. Recently, it was discovered his agents were behind the abductions in Suvii, that he was also behind the chaos that plagued the College of the Arts in Sefmur, last year. We now believe he has more than the elves on his mind as he brought disaster several times to the people of Tusmit. Some time ago, brave people went into his Tower of the Fell and brought back an old holy symbol. We thus want you to go to Sefmur and bring it to a master diviner at the College of the Arts by the name of Korellar the Wise. We hope that it will bring light into knowing more of our enemy before this coming winter. Do you accept this mission?”*

Let the PCs now say one by one their response as well as presenting their characters to the other players.

When the PCs accept, the sheik gives them the old symbol (he gives it to the highest Tusmit military PC at the table or the highest level PC).

PCs in any Tusman military meta-orgs or with “Favor of Sheik Zeldan “The Axe” or “An old symbol” on an AR receive a magical *+1 weapon* of their choice as a loan. A PC may exchange this loan of a magical *+1 weapon* for a magical *potion* of up to caster level 5.

All these loans can be bought at the end of the scenario or must be returned to the Sheik.

Go to **Encounter 1** if the PCs want to gather information in Darnav. If they don't gather information, proceed to **Encounter 2**.

## MEETING THE KING IN ZANEREN.

Read the following aloud to the PCs:

*You have been summoned by King Elohir in Zaneren a week ago. You now stand before him at the War Council. He speaks: "I have brought you here to go on a secret mission to gather information about our Enemy, the Pastor of Nightmares, Lord Fell. Some time ago, brave people went into his Tower of the Fell and brought back an old holy symbol. We have arranged with our contacts in Sefmur to have one of our allies there, a grey elf diviner by the name of Korellar the Wise, investigate it further and we need you to bring it to him. We hope that it will bring light into knowing more of our Enemy before the coming war in winter. Do you accept this mission?"*

Let the PCs now say one by one their response as well as presenting their characters to the other players.

When the PCs accept, the King gives them the old symbol; a DC 15 (10 for Baklunish PCs) Knowledge (Religion) check reveals it is an old symbol of the True Faith of Al'Akbar.

Members of the Udgru Wood Elves meta-org or PCs with either "Favor of Elohir" or "Udgru War Veteran" on an AR receive a *potion of disguise self*.

PCs with either "Leader of the Great Bear Clan", "Udgru War Hero", "Thanks of King Elohir" or "Agents of the War Council" on an AR receive a *potion of invisibility*.

PCs with "An old symbol" on an AR receive a magical *+1 weapon* of their choice.

All of these are cumulative. All those loans can be bought at the end of the scenario or must be returned to the Sheik.

Then go to **Encounter 1** if the PCs want to gather information in Zaneren. Otherwise go directly to **Encounter 2**.

## ENCOUNTER 1: LOOKING FOR CLUES

The PCs wish to Gather Information in Darnav, Sefmur or Zaneren. Each of the information given is only accessible to a specific city and is only to be given if researched in the city in question.

### Darnav:

- DC 5: You are in Darnav, capital city of the Sheikdom of Khalid in Tusmit.
- DC 10: Undead creatures attacked the population in the sheikdom of Suvii earlier this year; it seems to

have started near the village of Fal As'ar. Thank the Restorer of Righteousness some adventurers put a stop to it!

- DC 12: Lord Fell, minion of the Black Knight, is an Enemy of the Sheikdom of Khalid.
- DC 15: Elves are not the most welcome in Sefmur at the moment, but as long as they keep to themselves and keep the peace, the City Guard doesn't have any quarrel with them.
- DC 20: "If I leave now, I should be able to make it to Sefmur for the premiere of Bandaloo Sapsuckle's next play! I hear all the nobles in Sefmur will attend – even the Pasha himself!"
- DC 25: "I heard that the Pasha's son, Muazzar, has been feeling under the weather lately but he still attend most social gathering on behalf of his father."
- DC 30: "If I was young Muazzar, I would be weary of his wife – she's a Zeifan spy, I tell ya!"

### Sefmur:

- DC 5: You are in Sefmur, capital city of the nation of Tusmit.
- DC 10: Elves are not the most welcome in Sefmur at the moment, but as long as they keep to themselves and keep the peace, the City Guard doesn't have any quarrel with them.
- DC 15: "I heard that the Pasha's son, Muazzar, has been feeling under the weather lately but he still attend most social gathering on behalf of his father."
- DC 20: "If I was young Muazzar, I would be weary of his wife – she's a Zeifan spy, I tell ya!"
- DC 22: "Oh I wish I could attend the premiere of Bandaloo Sapsuckle's next play! I hear all the nobles in Sefmur will attend – even the Pasha himself!"
- DC 25: "Undead creatures attacked the population in the sheikdom of Suvii earlier this year; it seems to have started near the village of Fal As'ar. Thank the Restorer of Righteousness some adventurers put a stop to it!"

### Zaneren:

- DC 5: You are in Zaneren, capital city of the Elves of the Udgru.
- DC 7: "If you go to Sefmur, beware! The People are not welcome amongst the Bakluni."
- DC 10: "Our forest is not ours anymore. More and more it is being invaded more and more by the Tusmi."

- DC 12: The Black Knight, evil overlord of the Ekbirrian Udgru, wishes to unite under his unholy iron fist all of the Udgru. Only King Elohir and the Elves of the Udgru stand against him.
- DC 15: The Black Knight has entrusted one his lieutenant, to bring the elves under his rule: Lord Fell, the Pastor of Nightmares.
- DC 17: "Of course not, Elves are not automatically arrested on sight if they are found in the capital city of Sefmur, don't be silly..."
- DC 20: "The Wild Elves are traitors for not joining us against our common enemy!"
- DC 25: Lord Fell command waves of incorporeal undead creatures and powerful necromancers
- DC 27: "Rez'zuri of the Great Bear Clan was framed, this is obvious..."
- DC 30: "I heard that Rez'uri is now a vampire in the service of Lord Fell..."

## ENCOUNTER 2: THE DIVINER AND THE SYMBOL

The PCs arrive in Sefmur. If they wish to gather information, check with **Encounter 1**. If they go to the College, go to **Encounter 2**.

For PCs using the All-Elves play option, read aloud the following when the PCs arrive at the College of the Arts:

*Your group arrives at the College of the Arts. The two guards at the entrance seem to be ill at ease to found themselves face to face with a group of determined (and well-armed) adventurers of elven descent. They question you in details about your intentions and then escort you to the office of Korellar the Wise, the Diviner you seek.*

Otherwise:

*Your group arrives at the College of the Arts. Asking around, you are quickly brought to the office of Korellar the Wise, the Diviner you seek.*

Once the PCs are inside, continue with the following:

*Once inside, Korellar locks the door and asks for the symbol. After you give it to him, he says to you that it will require some time for him to meditate, a few hours at least. He says that you*

*could either wait in the next room or come back later.*

If the PCs refuse, he says he cannot help them. Unless they have access (ex. thru AR access) to another powerful diviner in Sefmur, the adventure is over.

If any PC has either "In the stories of Bandaloo" or "In the songs of Bandaloo" on an AR, read the following aloud to them:

*As you exit the College of the Arts, a page hands you a small envelope. On the front is written "Bandaloo".*

If the PCs read the letter inside, give them **Player Handout 1**. Inside the envelope are also Very Important Guests access badges for them to attend Bandaloo's play.

The PCs can decide to go to Bandaloo's play (go to **Encounter 3**), try to gather information (go to **Encounter 1**), or simply wait it out (go to **Encounter 4**).

## ENCOUNTER 3: BANDALOO'S PREMIERE

If or when they decide to go to Bandaloo's premiere, proceed with the following:

*You arrive at Sefmur's Grand Theatre, an exquisitely decorated structure. At the entrance, you hear heralds proclaiming "Premiering 'Into the Dark Udgru', by Bandaloo Sapsuckle". You approach, showing your Very Important Guest's pass at the entrance, in front of the rich and noble of Sefmur who regard you in awe. You are then guided to a private balcony where all the audience can see you.*

*Just before the start of the play, you see Bandaloo Sapsuckle coming up on the stage and make a formal greeting to the audience. He salutes you before going off stage. The play begins... after a short moment you see it is clearly an exaggeration of your exploits, you don't know what to think when the play ends.*

*At this point, Bandaloo comes out again, the crowd gives him thunderous applause. He then points toward your balcony, and presents the brave heroes who went into the Dark Udgru.*

If the PCs are using the All-Elves option, read the following:



*The crowd hesitantly starts to applaud. You feel a bit foolish to be put into the limelight like this, but you also feel proud of your accomplishments..*

Otherwise:

*The crowd gives you a standing ovation. You feel as if you were already an epic hero.*

Then continue:

*After the play, you are joined by Bandaloo in the halls of the Grand Theatre. You clearly are the attraction of the cocktail.*

If the PCs are using the All-Elves option, read the following:

*All sorts of rich and powerful people look at you and whisper – but more in awe than in fear. You are even greeted by Princess Tira of Zeif, the wife of the Pasha's only son, who tore out from behind a half-dozen of fierce-looking bodyguards before they could stop her. Her husband, Muazzar, tries to follow her only to be stopped by his retinue – he then looks at you and smiles sheepishly, while shrugging his shoulders...*

*You have never felt so good in your life.*

Otherwise:

*All sorts of rich and powerful people come to meet you. You are even greeted by Muazzar Qharan, the son of the Pasha and his wife, the lovely Princess Tira, who asks to know all about your adventures.*

*You have never felt so good in your life.*

At the end of the reception, Bandaloo asks you to keep him informed of your adventures, as surely a sequel is in order! PCs are free to tell him what they want, as it will have no impact on the rest of this adventure.

*After the reception, you are quite rejuvenated and motivated going on with your adventuring career as you go on with your mission.*

The PCs receive "Sharing the Fame of Bandaloo" on their AR.

Go to **Encounter 4**.

## ENCOUNTER 4: COLLEGE SKIRMISH

Read aloud the following:

*As the hour is getting late, you return to the College of the Arts to await the results of Korellar's divinations.*

*As you enter, a guard escorts you right away to the Diviner's office, where you find Korellar's sitting at his desk, a perplexed look on his face.*

*"This holy symbol once belonged to Lord Fell, before he came to wear this name. It seems he was once a member of the order of the sacred exorcist of the True Faith of Al-Akbar. I did not divine more information about him or his past, or as to what happened to transform this man. There is no spiritual link now between this symbol and the Pastor of Nightmares.*

*However, I divined a frail link between this symbol and someone whom I think could know more about Lord Fell's past. I saw an old and sicken mage living in an estate in the Yatils. In the estate I saw a garden with flowers and trees made of stone.*

*I believe this man to be Zambar al-Marrazawarr, a master elemental of the Earth who left the College of the Arts years ago. I do believe he is also a member of the Order of Pure Blood. I have made a map for you to show you the way to his estate. But be wary..."*

*At these words, Korellar's expression seems to freeze up in pain and surprise, and he slumps face first up upon his desk.*

*From beneath him, an undead abomination is rising...*

APL 4 (EL 5)

**Wraith:** hp 32; see *Monster Manual*/p.258.

APL 6 (EL 7)

**Wraiths (2):** hp 32 each; see *Monster Manual* p.258.

APL 8 (EL 9)

**Wraiths (4):** hp 32 each; see *Monster Manual* p.258.

APL 10 (EL 11)

**Dread Wraith:** hp 104; see *Monster Manual*/p.258.

APL 12 (EL 13)

**Dread Wraiths (2):** hp 104 each; see *Monster Manual*/p.258.

**Tactics:** These undead creatures were hidden secretly by the elven necromancer Mordak, with the help of

Omar Khalid, just before the chaos at the College, a year ago.

If a PC is victim of their draining abilities, it gives this PC “Nightmares of the Fell” on his AR; or “Dreaded Nightmares of the Fell” if already has the first stage of the curse.

Their goal is to curse as many PCs as possible.

**Development:** Note which PCs got the curse from this encounter or before in a previous adventure, this has an impact later in this adventure.

When finished at the College, the PCs depart for the Yatils; go to **Encounter 5**.

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## ENCOUNTER 5: THE STONE GARDENS

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Read the following aloud:

*You have traveled for about a week to the base of the Yatils where you are to find the estate of Zambar al-Marrazawarr, the earth elemental. With the aid of the diviner's map and some luck, you find within a few days the remote estate of the elemental. It rests atop a cliff. A small cliff road permits you to reach the top and the estate's exterior walls, where you find no entrance.*

The walls are 15 ft high stone, 5 ft wide. The PCs can climb over them pretty easily with a rope or some good ideas. When they do, read the following:

*Behind the exterior walls, you find yourself in a grand garden, but everything is made of stone, even the most delicate flowers. At the center of this garden you see a stone manor, the residence of Zambar al-Marrazawarr. But you quickly find that you are not alone in this strange garden of stone, as it appears the elemental has a few pets living in his gardens.*

**APL 4 (EL 6)**

**Cockatrice (3):** hp 27 each; see *Monster Manual* p.37.

**APL 6 (EL 8)**

**Gorgon:** hp 85; see *Monster Manual* p.137.

**APL 8 (EL 10)**

**Gorgon (2):** hp 85 each; see *Monster Manual* p.137.

**APL 10 (EL 12)**

**Cockatrice (10):** hp 27 each; see *Monster Manual* p.37.

**Gorgon (2):** hp 85 each; see *Monster Manual* p.137.

**APL 12 (EL 14)**

**Gorgon (8):** hp 85 each; see *Monster Manual* p.137.

**Tactics:** There is about 100 ft between the walls and the manor entrance (with some stone obstacles). The creatures attack all they see.

**Development:** When the PCs enter the manor (the doors are not locked), go to **Encounter 6**.

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## ENCOUNTER 6: THE MAD MAGE

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Read the following aloud:

*As you enter the stone manor of Zambar al-Marrazawarr, the earth elemental, you find it to be richly decorated inside. Rare woods and silk everywhere. Entering the main hall, you find yourself before an old Bakluni man in scholar robes. He is trembling and a look of fear is in his eyes as he looks upon you. “Why have you come? Who are you? Yaaahhmmaaa!”*

A DC 10 Sense Motive check reveals he seems very paranoid and somewhat crazy.

The PCs must give him good reasons as to why they are here and calm him down. A DC 30 Diplomacy check, or a DC 30 Bluff check, is necessary. Being a member of the College of the Arts or the Church of Al-Akbar gives a +5 cumulative bonus to the total check. Also, members of the Order of Pure Blood give a +10 cumulative bonus to the check. If one PC as “The hemorrhage has stop” (from TUS7-04 *The Roots of Chaos*) it gives a +10 bonus to the total check.

Spellcasting results in combat. Any aggressive behavior from any PC also results in combat.

PCs with either “Nightmares of the Fell” or “Dreaded Nightmares of the Fell” are compelled to attack Zambar at this point. Those with “Nightmares of the Fell” must succeed at a DC 28 Will save to avoid attacking Zambar to the best of their abilities (those who do are told secretly that they loose their debt to Lord Fell if they do so). Those with “Dreaded

Nightmares of the Fell” fail automatically, no saving throw allowed.

If a PC thus afflicted kills Zambar or helps doing it, that PC loses his curse on the spot.

After a battle, if Zambar is still alive, the PCs need to succeed at a DC 40 Diplomacy or Bluff check to calm him down (the same bonuses apply).

#### APL 4 (EL 7)

**Zambar al-Marrazawarr:** Wizard 5 / Elemental Savant 2 (Earth); hp 43; see Appendix 1.

#### APL 6 (EL 9)

**Zambar al-Marrazawarr:** Wizard 5 / Elemental Savant 4 (Earth); hp 55; see Appendix 1.

#### APL 8 (EL 11)

**Zambar al-Marrazawarr:** Wizard 5 / Elemental Savant 6 (Earth); hp 78; see Appendix 1.

#### APL 10 (EL 13)

**Zambar al-Marrazawarr:** Wizard 5 / Elemental Savant 8 (Earth); hp 92; see Appendix 1.

#### APL 12 (EL 15)

**Zambar al-Marrazawarr:** Wizard 5 / Elemental Savant 10 (Earth); hp 121; see Appendix 1.

**Tactics:** Zambar attacks all out with his spells at the PCs. He has precasted a few spells while the PCs were fighting his garden creatures (familiarize yourself with precasts before combat, he is prepared!).

He is on the ceiling, *invisible* and in *spider climb*. He uses a *major image* spell to appear as himself on the floor, with a *ventriloquism* spell to add to the illusion. He most likely attacks during a surprise round (as he is invisible) if the PCs are hostile or don't convince him.

At APL 6 and up, he cast *wall of stone* to trap the party in the room during round 1. In round 2, he cast *transmute rock to mud* on the entire room floor.

At APL 12, the mad mage attacks through a *project image* spell and remains invisible.

**Development:** If the PCs are able to calm Zambar, he removes the illusions and turns visible; talking to him reveals the following if he is given the holy symbol or told what the diviner revealed, but very nervously: give out or read aloud **Players Handout 2**.

If a PC killed Zambar, they get “Disliked by the Order” on their AR. Also for those who failed the save to kill the mage and the mage died, they receive

“Served the Fell”. It immediately removes any curse from Lord Fell.

After either Zambar has been killed or has revealed what he knows, go to **Encounter 7**, as assassins sent by Lord Fell are there to kill him and bring his body back to their master.

## ENCOUNTER 7: THE ASSASSINS OF THE FELL

After the PCs have finished the encounter with the mad mage, proceed with the following:

*You suddenly hear some eerie noise coming from the manor's entrance, and see that the newcomers are fiends and undeads. “The Pastor of Nightmares wants this old fool” as they go towards the mad mage.*

#### APL 4 (EL 7)

**Wraith:** hp 32, see *Monster Manual* p.258.

**Bearded Devil:** hp 45, see *Monster Manual* p.52.

#### APL 6 (EL 9)

**Wraiths (2):** hp 32 each; see *Monster Manual* p.258.

**Hellcat:** hp 60; see *Monster Manual* p.54.

#### APL 8 (EL 11)

**Wraiths (4):** hp 32 each; see *Monster Manual* p.258.

**Bone Devil:** hp 95; see *Monster Manual* p.52.

#### APL 10 (EL 13)

**Dread Wraith:** hp 104; see *Monster Manual* p.258.

**Barbed Devil:** hp 126; see *Monster Manual* p.51.

#### APL 12 (EL 15)

**Dread Wraiths (2):** hp 104 each; see *Monster Manual* p.258.

**Ice Devil:** hp 147; see *Monster Manual* p.56.

**Tactics:** At the beginning of the combat, all PCs with “Nightmares of the Fell” are considered to be fatigued. All those “Dreaded Nightmares of the Fell” are considered to be exhausted.

Their goal is to kill Zambar, if he is still alive, and leave with his body.

Alternatively, if a PC helps the assassins in their work, he also receives “Served the Fell” on his AR.

**Development:** If the mad mage survives, the PCs get “Thanks of the College” on their AR. Go to **Conclusion A**.

If the PCs are not able to save Zambar or at least his body, then Lord Fell has won this one. Go to **Conclusion B**.

## CONCLUSION A: LEARNED FROM THE MAD MAGE

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*You have heard of Lord Fell's secret past in hopes it will help against him in the coming war, you thus go back from the Yatils to your employer.*

If the PCs were sent by King Elohir, read aloud the following:

*You promptly travel back to Zaneren to report to King Elohir and the War Council. After your report, he thanks you and says he will remember all that you've done for the Elven nation. Please accept this small token of our appreciation.*

*You each receive a pouch filled with gold.*

If the PCs were Sheik Zeldan “The Axe”, read aloud the following:

*You promptly travel back to Darnav to report to Sheik Zeldan “The Axe”. After your report, he thanks you and says he will remember everything you've done for the Tusman nation. Please accept this small token of our appreciation.*

*You each receive a pouch filled with gold.*

## CONCLUSION B: MISSING A PIECE OF THE PUZZLE

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*You did not succeed in solving the mystery behind the Pastor of Nightmares' motives. You thus go back from the Yatils to your employer.*

If the PCs were sent by King Elohir, read aloud the following:

*You promptly travel back to Zaneren to report to King Elohir and the War Council. After your report, he thanks you and says he will remember everything you've done all you could on behalf of the Elven nation. Please accept this small token of our appreciation.*

*You each receive a pouch filled with gold.*

If the PCs were Sheik Zeldan “The Axe”, read aloud the following:

*You promptly travel back to Darnav to report to Sheik Zeldan “The Axe”. After your report, he thanks you and says he will remember you've done all you could on behalf of the Tusman nation. Please accept this small token of our appreciation.*

*You each receive a pouch filled with gold.*

The End

## AR REWARDS

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PCs who saved the mad mage receive “Thanks of the College” on their AR. PCs who attacked him don't get it.

PCs who got all the information about Lord Fell's past receive “Secret of the Fell” on their AR.

PCs who helped kill the mad mage receive “Disliked by the Order” on their AR.

PCs who helped kill the mad mage after failing a Will save in **Encounter 6** receive “Served the Fell” on their AR. Also, those who receive this favor and had “Nightmares of the Fell”, receive on this AR “Dreaded Nightmares of the Fell”.

PCs who went to Bandaloo's play as Very Important Guests (those who had one of his previous favors only) receive “Sharing the Fame of Bandaloo” on their AR.

PCs that got drained by undeads in **Encounter 4** get either “Nightmares of the Fell” or “Dreaded Nightmares of the Fell” on their AR.

## EXPERIENCE POINT SUMMARY

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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 4

Defeat the undead at the College

<b>APL 4:</b>	150 xp
<b>APL 6:</b>	210 xp
<b>APL 8:</b>	270 xp
<b>APL 10:</b>	330 xp
<b>APL 12:</b>	390 xp

## Encounter 5

Defeating the guardians in the stone gardens

<b>APL 4:</b>	180 xp
<b>APL 6:</b>	240 xp
<b>APL 8:</b>	300 xp
<b>APL 10:</b>	360 xp
<b>APL 12:</b>	420 xp

## Encounter 7

Defeating the assassins (preventing Zambar from being taken away)

<b>APL 4:</b>	210 xp
<b>APL 6:</b>	270 xp
<b>APL 8:</b>	330 xp
<b>APL 10:</b>	390 xp
<b>APL 12:</b>	450 xp

## Roleplay Award

<b>APL 4:</b>	165 xp
<b>APL 6:</b>	225 xp
<b>APL 8:</b>	280 xp
<b>APL 10:</b>	325 xp
<b>APL 12:</b>	410 xp

## Story Award

Encounter 6: Calming down the mad mage and hearing his story (reporting full info to their employer)

<b>APL 4:</b>	165 xp
<b>APL 6:</b>	225 xp
<b>APL 8:</b>	280 xp
<b>APL 10:</b>	325 xp
<b>APL 12:</b>	410 xp

## Total possible experience:

<b>APL 4:</b>	<b>675 xp</b>
<b>APL 6:</b>	<b>900 xp</b>
<b>APL 8:</b>	<b>1125 xp</b>
<b>APL 10:</b>	<b>1350 xp</b>
<b>APL 12:</b>	<b>1575 xp</b>

# 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)

### Total Possible Treasure

#### Conclusion:

**APL 4:** L: 0; C: 650 gp; M: 0; Total: 650 gp

**APL 6:** L: 0; C: 900 gp; M: 0; Total: 900 gp

**APL 8:** L: 0; C: 1300 gp; M: 0; Total: 1300 gp

**APL 10:** L: 0; C: 2300 gp; M: 0; Total: 2300 gp

**APL 12:** L: 0; C: 3300 gp; M: 0; Total: 3300 gp

## ITEMS FOR THE ADVENTURE RECORD

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**Nightmares of the Fell:** The Pastor of Nightmares now owns your dreams and haunts your nights. From now on, after the first night of sleep (or meditation for elves) you get in any given adventure, you wake up fatigued. This will prevent spellcasters to prepare spells for the day. The nightmares will stop 1 year after the date on this AR unless the situation changes (for better or worse).

**Dreaded Nightmares of the Fell:** (This replaces Nightmares of the Fell) The Pastor of Nightmares now owns your dreams and haunts your nights. From now on, after the first night of sleep (or meditation for elves) you get in any given adventure, you wake up exhausted. This will prevent spellcasters to prepare spells for the day. The nightmares will stop 1 year after the date on this AR unless the situation changes (for better or worse).

**Secret of the Fell:** You uncovered the secret story about the past of Lord Fell and reported it to his enemies, no doubt this will have consequences. As such, your employer as rewarded you and people will hear about your deed. This counts as a Social influence point in Tusmit. Alternatively, wood elf PCs can spend this favor to get the Disrupting Attack alternative class feature for the Ranger class (*Player's Handbook II*, page 55). This option is only for the All-elves play option.

**Served the Fell:** You have served Lord Fell's plans, and for this he has rewarded you by suspending his tormenting nightmares. This favor suspends the negative effects of "Nightmares of the Fell" or "Dreaded Nightmares of the Fell". Do not cross those out as the hold of the Pastor of Nightmares on your soul is still strong.

**Thanks of the College:** You protected successfully the mad mage Zambar. This favor gives you one of the following (circle):

- Scribe one of the following wizard spell with the Earth descriptor in your spellbook: move earth, stone shape, transmute mud to rock, transmute rock to mud, or wall of stone.
- Counts as a Social influence point with the College of the Arts.
- Counts as an Underground influence point with the Order of Pure Blood.

**Disliked by the Order:** You helped kill the mad earth elemental Zambar. The Order of Pure Blood will remember this and certainly holds now no friendly feelings toward you. You have strong social penalties with any member of the Order of Pure Blood (must inform DM at beginning of any TUS or VTF adventure).

**Sharing the Fame of Bandaloo:** You have been with Tusmit's upper class in Sefmur. They all know who you are now. You count as a Social influence point with any faction in Tusmit.

**6: THE MAD MAGE****ZAMBAR AL-MARRAZAWARR CR 7**

Male Bakluni Wizard 5 / Elemental Savant\* 2 (Earth)

CN Medium Humanoid (Human)

**Init** +1; **Senses** Listen +1, Spot +1**Languages** Common, Baklunish, Draconic, Terran, Dwarven, Flan.**AC** 11 [19], touch 11, flat-footed 10 [18]

(+1 Dex, (+4) armor, (+4) shield)

**hp** 43 (7d4+21 HD);**Immune** Sleep**Resist:** Acid 5**Fort** +5, **Ref** +3, **Will** +9**Speed** 30 ft;**Melee** Dagger +3 (1d4)**Ranged** Ray (spell) +4**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Atk Options:** Spells, Wand.**Combat Gear:** Dagger, *Wand of Melf's Acid Arrow* (CL3) (50 Charges)**Wizard Spells Prepared** (CL 7th):4th—~~detect scrying~~, *stoneshape*;3rd—*acid breath*\* (DC 20), ~~major image~~, ~~non-detection~~;2nd—*invisibility*, *rope trick*, ~~see invisibility~~, ~~spider climb~~;1st—~~mage armor~~, ~~shield~~, ~~ventriloquism~~, *magic missile* (x3);0—*detect magic*, *detect poison*, *acid splash*, *prestidigitation*.~~Already cast~~**Abilities** Str 10, Dex 12, Con 16, Int 21, Wis 12, Cha 8**SQ** Spells, Elemental Specialty (Acid), Familiar (Small Earth Elemental).**Feats** Extend Spell, Scribe Scroll, Spell Focus (Conjuration), Energy Substitution (Acid)\*, Greater Spell Focus (Conjuration), Improved Familiar\* (Small Earth Elemental).**Skills** Concentration +13, Knowledge (Arcana) +15, Knowledge (Architecture) +13, Knowledge (Local-VTF) +13, Knowledge (Planes) +15, Knowledge (Religion) +13, Profession (Architect) +7, Spellcraft +17.**Possessions** combat gear plus *headband of intellect* +2, *amulet of health* +2, *cloak of resistance* +1.

\* See Appendix 2: New Rules Items

**6: THE MAD MAGE****ZAMBAR AL-MARRAZAWARR CR 9**

Male Backluni Wizard 5 / Elemental Savant\* 4 (Earth)

CN Medium Humanoid (Human)

**Init** +1; **Senses** Listen +1, Spot +1**Languages** Common, Baklunish, Draconic, Terran, Dwarven, Flan.**AC** 11 [19], touch 11, flat-footed 10 [18]

(+1 Dex, (+4) armor, (+4) shield,)

**hp** 55 (9d4+27 HD);**(DR 10 / Adamantine)****Immune** Sleep**Resist:** Acid 10**Fort** +6, **Ref** +4, **Will** +10**Speed** 30 ft.;**Melee** Dagger +4 (1d4)**Ranged** Ray (spell) +5**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +4**Atk Options:** Spells, Wand.**Combat Gear:** Dagger, *Wand of Melf's Acid Arrow* (CL3) (50 Charges)**Wizard Spells Prepared** (CL 9th):5<sup>th</sup> — *transmute rock to mud*, *wall of stone*;4th — ~~*detect scrying*~~, *stoneshape*, ~~*stoneskin*~~;3rd — *acid breath\** (DC 22), *dispel magic*, ~~*major image*~~, ~~*non-detection*~~, *scorching ray (acid)*;2nd — ~~*invisibility*~~, *Melf's acid arrow*, ~~*mirror image*~~, *rope trick*, ~~*see invisibility*~~, ~~*spider climb*~~;1st — ~~*mage armor*~~, ~~*shield*~~, ~~*ventriloquism*~~, *magic missile (x3)*;0 — *detect magic*, *detect poison*, *acid splash*, *prestidigitation*.~~*Already cast*~~**Abilities** Str 10, Dex 12, Con 16, Int 24, Wis 12, Cha 8**SQ** Spells, Elemental Specialty (Acid), Familiar (Small Earth Elemental), Energy Penetration (Acid) +2.**Feats** Extend Spell, Scribe Scroll, Spell Focus (Conjuration), Energy Substitution\* (Acid), Greater Spell Focus (Conjuration), Improved Familiar\* (Small Earth Elemental), Quicken Spell.**Skills** Concentration +15, Knowledge (Arcana) +19, Knowledge (Architecture) +15, Knowledge (Local-VTF) +15, Knowledge (History) +11, Knowledge (Planes) +19, Knowledge (Religion) +15, Profession (Architect) +7, Spellcraft +21.**Possessions** combat gear plus *headband of intellect* +4, *amulet of health* +2, *cloak of resistance* +1.

\* See Appendix 2: New Rules Items



**6: THE MAD MAGE****ZAMBAR AL-MARRAZAWARR CR 11**

Male Backluni Wizard 5 / Elemental Savant\* 6 (Earth)

CN Medium Humanoid (Human)

**Init** +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Baklunish, Draconic, Terran, Dwarven, Flan.**AC** 11 [19], touch 11, flat-footed 10 [18]

(+1 Dex, (+4) armor, (+4) shield)

**hp** 78 (11d4+44 HD);**(DR 10 / Adamantine)****Immune** Sleep**Resist:** Acid 10**Fort** +10, **Ref** +7, **Will** +13**Speed** 30 ft;**Melee** Dagger +5 (1d4)**Ranged** Ray (spell) +6**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +5**Atk Options:** Spells, Wand.**Combat Gear:** Dagger, *Wand of Melf's Acid Arrow* (CL3) (50 Charges)**Wizard Spells Prepared** (CL 10th):5<sup>th</sup> — *Quicken magic missile, transmute rock to mud, wall of stone;*4th— ~~*detect scrying*~~, *dimension door, stoneshape, stonесkin;*3rd— *acid breath\** (DC 23), *dispel magic, major image, non-detection, scorching ray (acid);*2nd— *invisibility, Melf's acid arrow, mirror image, rope trick, see invisibility, spider climb;*1st— ~~*mage armor, shield, ventriloquism*~~, *magic missile (x3);*0—*detect magic, detect poison, acid splash, prestidigitation.*Already cast**Abilities** Str 10, Dex 12, Con 18, Int 24, Wis 12, Cha 8**SQ** Spells, Elemental Specialty (Acid), Familiar (Small Earth Elemental), Energy Penetration (Acid) +2, Energy Focus (Acid) +1**Feats** Extend Spell, Scribe Scroll, Spell Focus (Conjuration), Energy Substitution\* (Acid), Greater Spell Focus (Conjuration), Improved Familiar\* (Small Earth Elemental), Quicken Spell.**Skills** Concentration +18, Knowledge (Arcana) +21, Knowledge (Architecture) +15, Knowledge (Local-VTF) +15, Knowledge (History) +14, Knowledge (Planes) +21, Knowledge (Religion) +15, Profession (Architect) +9, Spellcraft +23 .**Possessions** combat gear plus *headband of intellect* +4, *amulet of health* +4, *cloak of resistance* +3.

\* See Appendix 2: New Rules Items

**6: THE MAD MAGE****ZAMBAR AL-MARRAZAWARR CR 13**

Male Backluni Wizard 5 / Elemental Savant\* 8 (Earth)

CN Medium Humanoid (Human)

**Init** +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Baklunish, Draconic, Terran, Dwarven, Flan.**AC** 11 [19], touch 11, flat-footed 10 [18]

(+1 Dex, (+4) armor, (+4) shield)

**hp** 92 (13d4+52 HD);**(DR 10 / Adamantine)****Immune** Sleep**Resist:** Acid 20**Fort** +11, **Ref** +8, **Will** +15**Speed** 30 ft;**Melee** Dagger +6/+1 (1d4)**Ranged** Ray (spell) +7**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +6**Atk Options:** Spells, Wand.**Combat Gear:** Dagger, *Wand of Melf's Acid Arrow* (CL3) (50 Charges)**Wizard Spells Prepared** (CL 12th):6<sup>th</sup> — *flesh to stone* (DC 25), *Quicken Melf's acid arrow, stone to flesh*;5<sup>th</sup> — *Quicken magic missile* (x2), *transmute rock to mud, wall of stone*;4<sup>th</sup> — ~~*detect scrying*~~, *dimension door*, ~~*improved invisibility*~~, *stoneshape*, ~~*stoneskin*~~;3<sup>rd</sup> — *acid breath\** (DC 24), *dispel magic*, ~~*major image, non-detection*~~, *scorching ray* (acid);2<sup>nd</sup> — *Melf's acid arrow* (x2), ~~*mirror image*~~, *rope trick*, ~~*see invisibility, spider climb*~~;1<sup>st</sup> — ~~*mage armor, shield, ventriloquism*~~, *magic missile* (x3);0 — *detect magic, detect poison, acid splash, prestidigitation*.~~**Already cast**~~**Abilities** Str 10, Dex 12, Con 18, Int 27, Wis 12, Cha 8**SQ** Spells, Elemental Specialty (Acid), Familiar (Small Earth Elemental), Energy Penetration (Acid) +4, Energy Focus (Acid) +1**Feats** Extend Spell, Scribe Scroll, Spell Focus (Conjuration), Energy Substitution\* (Acid), Greater Spell Focus (Conjuration), Improved Familiar\* (Small Earth Elemental), Quicken Spell, Spell Focus (Transmutation).**Skills** Concentration +20, Knowledge (Arcana) +24, Knowledge (Architecture) +16, Knowledge (Local-VTF) +16, Knowledge (History) +16, Knowledge (Planes) +24, Knowledge (Religion) +16, Profession (Architect) +15, Spellcraft +26.**Possessions** combat gear plus *headband of intellect* +6, *amulet of health* +4, *cloak of resistance* +4.

\* See Appendix 2: New Rules Items

## 6: THE MAD MAGE

### ZAMBAR AL-MARRAZAWARR CR 15

Male Backluni Wizard 5 / Elemental Savant\* 10  
(Earth)

CN Medium Elemental (Earth)

**Init** +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

**Languages** Common, Baklunish, Draconic, Terran, Dwarven, Flan.

**AC** 11 [19], touch 11, flat-footed 10 [18]  
(+0 size, +1 Dex, +0 class, (+4) armor, (+4) shield,  
+0 deflection, +0 insight, +0 natural)

**hp** 121 (15d4+75 HD);

**(DR 10 / Adamantine)**

**Immune** Sleep, Poison, Paralysis, Acid.

**Fort** +14, **Ref** +10, **Will** +17

#### Weakness

**Speed** 30 ft;

**Melee** Dagger +7/+2 (1d4)

**Ranged** Ray (spell) +8

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +7

**Atk Options:** Spells, Wand.

**Combat Gear:** Dagger, *Wand of Melf's Acid Arrow*  
(CL3) (50 Charges)

#### Wizard Spells Prepared (CL 13th):

7<sup>th</sup> — Quicken *acid breath* (DC 25), ~~project image~~;

6<sup>th</sup> — *flesh to stone* (DC 26), Quicken *Melf's acid arrow*, *stone to flesh*;

5<sup>th</sup> — Quicken *magic missile* (x2), *transmute rock to mud*, *wall of stone*;

4<sup>th</sup> — ~~detect scrying~~, *dimension door* (x2),  
~~improved invisibility~~, *stoneshape*, *stoneskin*;

3<sup>rd</sup> — *acid breath*\* (DC 25), *dispel magic* (x2), ~~non-detection~~, *scorching ray* (acid);

2<sup>nd</sup> — *Melf's acid arrow* (x2), ~~mirror image~~, *rope trick*, ~~see invisibility~~, *spider climb*;

1<sup>st</sup> — ~~mage armor~~, *shield*, ~~ventriloquism~~, *magic missile* (x3);

0 — *detect magic*, *detect poison*, *acid splash*,  
*prestidigitation*.

~~Already cast~~

**Abilities** Str 10, Dex 12, Con 20, Int 27, Wis 12, Cha 8

**SQ** Spells, Elemental Specialty (Acid), Familiar (Small Earth Elemental), Energy Penetration (Acid) +4, Energy Focus (Acid) +2, Elemental Perfection (Earth).

**Feats** Extend Spell, Scribe Scroll, Spell Focus (Conjuration), Energy Substitution\* (Acid), Greater Spell Focus (Conjuration), Improved Familiar\* (Small Earth Elemental), Quicken Spell, Spell Focus (Transmutation), Greater Spell Focus (Transmutation).

**Skills** Concentration +23, Knowledge (Arcana) +26, Knowledge (Architecture) +16, Knowledge (Local-VTF) +16, Knowledge (History) +16, Knowledge

(Nobility) +12, Knowledge (Planes) +26, Knowledge (Religion) +16, Profession (Architect) +15, Spellcraft +28.

**Possessions** combat gear plus *headband of intellect* +6, *amulet of health* +6, *cloak of resistance* +5.

\* See Appendix 2: New Rules Items

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Energy Substitution (Metamagic)

You can modify an energy-based spell to use another type of energy instead.

**Prerequisites:** Knowledge (Arcana) 5 ranks, any metamagic feat.

**Benefits:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time.

**Source:** *Complete Arcane*, page 79

### PRESTIGE CLASSES

#### Elemental Savant

Elemental savants study the basic building blocks of existence – air, earth, fire and water – learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Elemental savants often begin their careers as individuals intrigued by one or all of the classic elements. Before they ever take levels in the prestige class, these spellcasters typically find themselves drawn to spells of a particular energy type. These spellcasters find satisfaction in the unleashed purity of the elemental energy forms, and they become elemental savants to grow closer to the element that becomes their favorite.

Most elemental savants start out as warmages, wizards, or sorcerers, although divine spellcasters are not unknown in the class. A cleric with Fire, Water, or Sun domain could also qualify for this prestige class.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

**Adaptation:** Making a particular element the basis for the theme of a spellcaster's repertoire is an idea that could exist in most any game. For a twist, you might want to consider elements that go beyond the standard, though this would require some work on the DM's part. Other elements might include: bone, metal, nether, plasma, and wood, to name a few. Determining the sort of damage each of these elements does, and

how that type of damage interacts with the four recognized types of energy damage (acid, cold, electricity, and fire) is the crux of this design process.

**Hit Die:** d4

#### Requirement

To qualify to become an elemental savant, a character must fulfill all the following criteria.

**Skills:** Knowledge (arcane) 8 ranks, Knowledge (the planes) 4 ranks.

**Feat:** Energy Substitution (acid, cold, electricity, or fire)

**Spells:** Able to cast at least three spells that have one of the following descriptions in common: acid, cold, electricity, or fire. One of the spells must be at least 3<sup>rd</sup> level.

**Special:** Must have made peaceful contact with an elemental or outsider that has an elemental subtype (air, earth, fire, or water).

#### Class Skills

The elemental savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcane) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

**Skills Points at Each Level:** 2 + Int modifier.

#### Class Features

All the following are class features of the elemental savant prestige class.

**Weapons and Armor Proficiency:** Elemental savants gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** At each level except 5<sup>th</sup> and 10<sup>th</sup>, an elemental savant gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance or turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming an elemental savant, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

**Elemental Specialty (Ex):** The first step towards transcending mortal form requires an elemental savant to choose her elemental specialty. Upon entering the class, she must select an element and its associated energy type (air = electricity, earth = acid, fire = fire, water = cold). This choice must match the Energy Substitution feat that the savant selected to gain entry to the prestige class. When the savant cast a spell that normally deals energy damage, its energy descriptor changes to the savant's chosen energy type, and it deals

damage of the energy type instead of its normal energy type.

For example, an elemental savant choosing to specialize in fire could still cast *meld into stone*, and its descriptor would not change because it does not deal energy damage. However, if she casts *Melf's acid arrow*, the spell would deal fire damage and have the fire descriptor instead of dealing acid damage and having the acid descriptor.

**Resistance to Energy (Ex):** As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1<sup>st</sup> level, she gains resistance 5 against this energy type. This resistance rises to 10 at 4<sup>th</sup> level and 20 at 7<sup>th</sup> level.

**Immunity to Sleep (Ex):** At 2<sup>nd</sup> level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

**Energy Penetration (Ex):** Beginning at 3<sup>rd</sup> level, an elemental savant further refines her ability to wield energy associated with her chosen element. When she casts a spell using that type of energy, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. At 8<sup>th</sup> level, this bonus increases to +4. These bonuses stack with those granted by the Spell Penetration and Greater Spell Penetration feats.

**Energy Focus (Ex):** From 5<sup>th</sup> level on, an elemental savant is better able to manipulate energy associated with her chosen element. The save DC for any spell with that energy descriptor increases by 1. At 10<sup>th</sup> level, these save DCs increase by 1 again (total increase of 2). These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

**Darkvision (Ex):** At 6<sup>th</sup> level, an elemental savant gains darkvision out to 60 feet.

**Immunity to Paralysis and Poison (Ex):** As an elemental savant approaches elemental perfection, she gains immunity to paralysis and poison at 9<sup>th</sup> level.

**Elemental Perfection (Ex):** At 10<sup>th</sup> level, an elemental savant, though long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to elemental. She no longer needs to eat, sleep, or breathe (though she must still rest to regain spells). She gains an elemental creature's immunity to stunning, and she is no longer subject to extra damage from critical hits or flanking. An elemental savant gains the speed and movement modes, natural attacks, special attacks, and special qualities of a Medium elemental of the type appropriate to her elemental specialty, as noted in the *Monster Manual*, except that the save DC against her

elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Con modifier.

Upon achieving this state, an elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shared the elemental savant's predilection for study of her chosen plane immediately recognized her transcendent nature. She gains a +2 circumstance bonus on all Charisma-based skill and ability check when interacting with creatures that share her elemental subtype (air, earth, fire, or water) and with other elemental savants who have chosen her element.

Unlike a normal elemental, an elemental savant retains a soul separate from her body. She can be raised from the dead as normal for a creature of her previous type.

**Energy Immunity (Ex):** From 10<sup>th</sup> level on, an elemental savant gains immunity to the type of energy associated with her chosen element.

## SPELLS

### Acid Breath

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex Half

**Spell Resistance:** Yes

You breathe forth a cone of acidic droplets. The cone deals 1d6 points of acid damage per caster level (maximum 10d6).

*Material Component:* A handful of fire ants (dead or alive).

**Source:** *Spell Compendium*, page 7.

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## APPENDIX 3: THE LAW IN SOUTHERN TUSMIT

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Although the laws of Tusmit are supposed to be the same throughout the nation, the southern sheikdoms are much more rigorous in their following and application of the laws than the northern ones. In the sheikdoms of the north, justice is often swiftly served in the name of the True Faith and without any consultations or regards to the civil laws of the nation.

### Generalities

Sentences range will vary depending on the circumstances of the offense and/or the status of the person being judged. Each week represents 1 Time Units (TU) in game play.

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 Tusmit triad at [tusmittriad@yahoogroups.com](mailto:tusmittriad@yahoogroups.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 (gp) 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 week 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.

### LEGAL AUTHORITIES

In theory, there are three levels of legal authority in Tusmit. The lowest level is the Military, followed by the Court and finally the Sheik. Minor offenses are usually dealt with by an authority figure of the Military. This can be a high-ranking member of the Guard or the Faris. Major offenses are usually taken care of by the Court, and High offenses by the Sheik himself (or a representative (*almijah*), appointed by the sheik, who has been granted full decisional authority). Each sheikdom is responsible for appointing a Court in each major city of the sheikdom. A Court is a group of 3 judges responsible for hearing cases and rendering justice right after hearing the said cases. This group will always be composed of a member of the Church of the True Faith, a member of the Military (a Guard or Faris), and a member of the Nobility. In most towns and villages, the local authority figure or the highest ranking priest of Al'Akbar will replace the Court, depending on who is really in charge.

### THE OFFENSES

**Assault.** (Noble, Church or Government official)

*Threat or use of force that results in bodily harm upon a member of a legal church, noble or government official*

*Sentence:* Confiscation of weapon used and imprisonment of 2 to 6 months.

**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 weeks.

**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 weeks.

**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:*

1. Government official, noble, military, or church official: Imprisonment of two weeks and loss of fifty percent of property
2. Other: Fine of one and a half times the blackmail price

**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.

**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.
- Murder of government official, noble, military, or church official: Death
- Other: Sent to the mines for up to 20 years with loss of all property which will be given to the victim's family.

**Theft**

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

*Sentences:*

- Less than 100 fountains stolen: 1d10 lashes per 25 fountains stolen.
- 100 to 500 fountains in value: Imprisonment for 1 week and 2d10 lashes per 100 fountains' worth of goods.
- 500 fountains in value or more: Sent to the mines for 1 week per 100 fountains stolen.
- Horse theft: 2d10 lashes, sent to the mines for 5 years and loss of all property.

**Treason**

*Any activity that weakens or gives an edge to a foreign power against the good of the nation of Tusmit.*

*Sentence:* Torture and death.

**Vandalism**

*Willful 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.

**Worship of a banned religion**

*Holding worshiping ceremonies to gods banned in Tusmit: the Fire God, the Elder Elemental Eye, Hextor, Iuz, Pyremious, Tharizdun, Vecna*

*Sentence:* Sent to exile; sent to mines for life if caught in Tusmit again.

## APPENDIX 4: TEXTES EN FRANCAIS

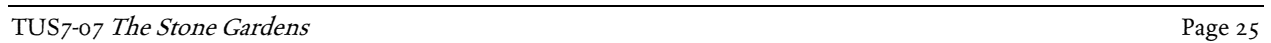
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A French translation of the boxed texts is available; if they are not included with this scenario, please contact [poc@tusmit.org](mailto:poc@tusmit.org) to receive them

La traduction en français des textes en gras est disponible; si elle n'est pas incluse avec ce scénario, veuillez contactez [poc@tusmit.org](mailto:poc@tusmit.org) pour l'obtenir.

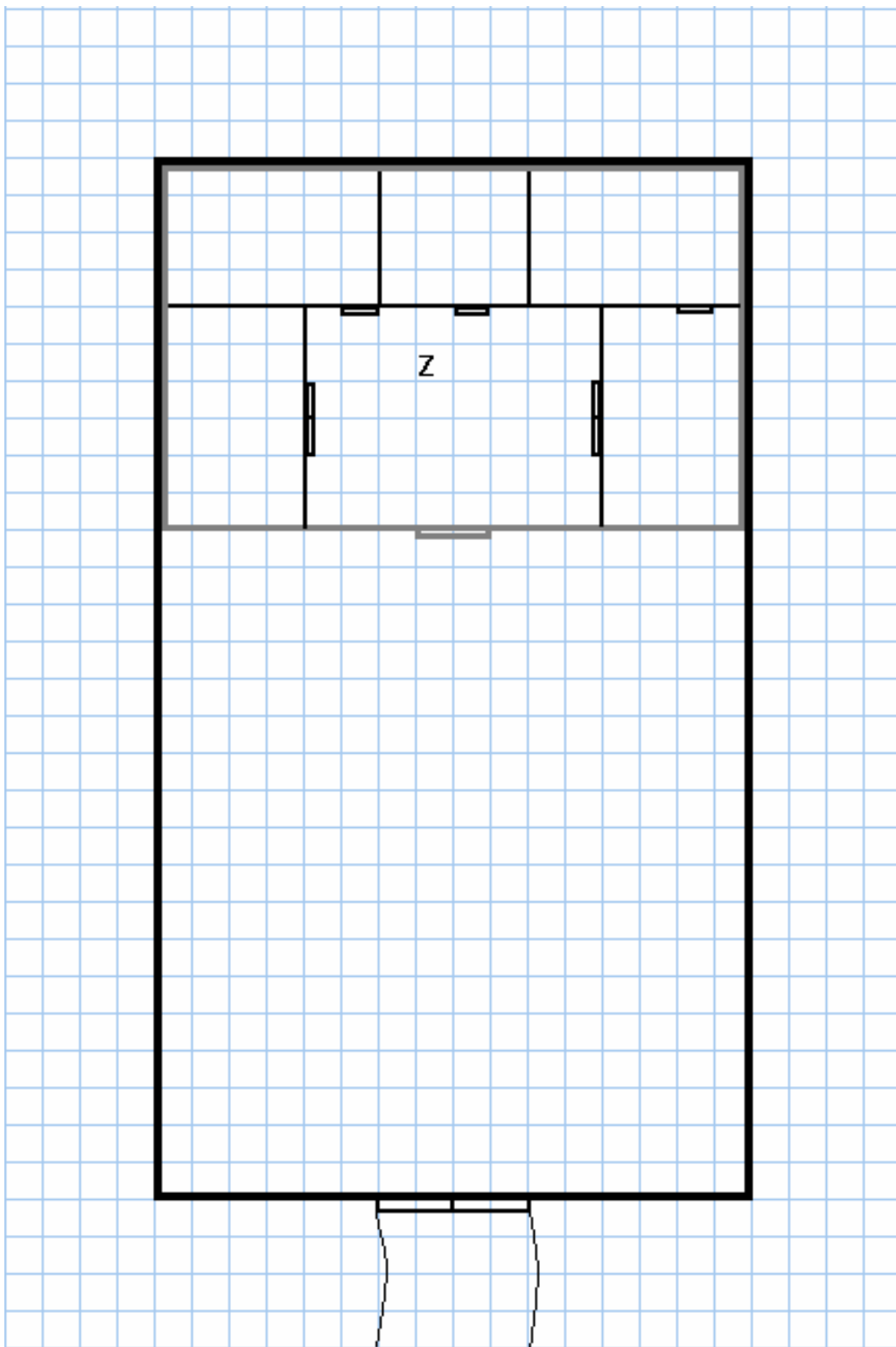


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## DM MAP 2: THE STONE GARDENS AND MANOR

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## PLAYER HANDOUT 1: THE INVITATION

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*Hello my friends,*

*It is I, Bandaloo Sapsuckle ! Your exploits have brought me fame and success in the taverns of the Northern Sheikdoms, by the stories and the songs you have inspired in me.*

*With such successes, I thought of hitting on a national audience, not just regional, you know!*

*So I have written a play on the compilation of those songs and stories. It will premiere very soon in Sefmur, and I wish to formally invite you to this glorious premiere of my play as Very Important Guests.*

*Please come and share with me the fame and the joy of that superb day!*

*Sincerely,*

*The soon famous Bandaloo Sapsuckle !!*

## PLAYER HANDOUT 2: A FELL STORY

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“It was during the Wars, a time of turmoil it was. We were active members of the Order of Pureblood then. The Order sent us at that time, with other talents from Tusmit, to investigate the source of a magical plague in the southern sheikdoms.

We did found what was behind it. We followed the spread of the disease, to a small village in Elisam, where the inhabitants have just been afflicted. The source was hiding in the village’s well, we forced it to emerge from it. It sprang up and fell upon us, a toad-like lion who let out a blood curdling roar. It quickly laid waste to our group. Only he and I survived with the aid of a teleportation spell. But this encounter, with the direct servant of Incanbulos Nergal, the Spreader of Pox, as we found out, changed our lives as we descended into madness. He lost the link to his deity and lost also all the rest of his past life. His mind and soul were so much corrupted that he was cast out from his religious order and went into exile in the Udgru Forest from what I heard. From what you told me, he most probably ‘fell’ to his new link to Incanbulos and began serving him as his patron. So, he would be now the one you call, Lord Fell, the Pastor of Nightmares.

I do believe he should have been hunted down and killed then, because of all the knowledge he had about the Order’s activity and contacts.”

(He will say no more than that on this subject).