

Timing Need

A Two-Round Dungeons & Dragons[®] Living Greyhawk[™] Tusmit Introductory Adventure

by Charles Montigny

Tusmit Triad Editor: Jean Guérette and Daniel Mayrand

The water watchers need “unofficial” assistance with a delicate problem in rebel lands and you were the only ones available. You think you’re up to the job but this is getting very confusing! A two-round Tusmit Introductory adventure set in Nahim for first level characters (APL 1).

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

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix 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).

LIVING GREYHAWK LEVELS OF PLAY

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 determine this modified Average Party Level (APL) follow the steps below:

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each 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.

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	

- Sum the results of step 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.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level 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:

- Enlist a sixth player.

- Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard two-round Introductory adventure, set in Tusmit. Characters native to Tusmit pay one Time Units 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 will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Urn of Moustrak Waziv

It all started when a group of adventurers sold their new found loot to a merchant of the Mouqollad Consortium. One of the items was an urn which contained the ashes of Moustrak Waziv al-Mullah; one of the first priests of the True Faith of Al'Akbar to step on Tusman soil.

The merchant went to the local authorities, who confiscated the urn, to have it stolen from them a short time later. The authorities caught the robber, but not fast enough; the urn had already been sold to a fence.

The guard managed to learn that a gnome has it in his possession. Since the gnome is now in a rebellious sheikdom they can't catch him easily; this is where the players come in.

Domio

The gnome is an illusionist named Domio who also dabbles in necromancy. This Urn is a nice addition to his small collection as it contains the ingredients he needed to brew a mighty potion. The potion will take him one week to prepare.

When Domio learnt from his contacts that in the nearest city, someone wanted to hire some adventurers, he knew it was for him. Since he doesn't want to lose his potion by being arrested, he prepared some defenses.

- First, he met an old wizard that still owed him a favor. The gnome didn't know if he could really trust him, but he knew he was going to need all the help he could get.
- Second, he asked his supplier to hire him a bodyguard. Sadly, the supplier, not being able to contact a solid source, went back only with a mercenary.
- Knowing this was not going to be enough against seasoned adventurers, he bought from the same supplier some scrolls for his protection. The gnome hopes to be able to finish his potion and leave this place before the adventurers find him.

Zaleüs

Some time ago, Domio's master saved Zaleüs' master. A lot of time passed but old favors remain; the wizard was not surprised to see Domio coming to his tower. Luckily for Zaleüs, the gnome only asked to buy him some time.

Zaleüs doesn't want to kill anyone, so he hired some adventurers to be in the path of the PCs. He hired them not to kill, but to subdue the adventurers.

Zaleüs hopes to then be able to cast an old ritual on the PCs. The ritual is a modified version of a *confusion* spell that he never tried before so he's not sure of the exact results, but he knows it will get them confused long enough to have them do some mistakes and lose the time Domio wanted.

Zaleüs doesn't know how healthy he is going to be after the ritual, that's why his apprentice is ready to fight against the adventurers if they come. Again, the apprentice won't kill the adventurers; he will use non-lethal damage against them.

The ritual

The ritual Zaleüs does to the PCs affects their memory. PCs are going to play the second day of the adventure as many unorganized flashbacks.

Bergamothe

The green hag is not the most evil of Hags; she lives in the woods in a small wooden house near Calitoubal. She is intent on becoming a druid; however, she is not to be taken lightly. She has made a pact of peace with the people of this village. Because of this pact, she will not disturb the peace in Calitoubal and the people of Calitoubal won't bother her.

Sometimes, citizens come to see her and request use of her alchemical talents, but rare are the braves who want to do so since she has been known to eat a trespasser once in a while.

ADVENTURE SUMMARY

Take note that Encounters 4 to 11 are not in chronological order. The correct chronological order is: 10, 9, 4, 6, 5, 7, 8, and 11.

Introduction.

Encounter 1: The PCs are hired to retrieve an Urn. To be hired, they must pass a competence test.

Encounter 2: The PCs gather information in the city. Players learn information on Tusmit. The party may get a sideline job.

Encounter 3: The party travels by night on barijahs. On the morning, they arrive at a harbor near the village.

Encounter 4 (10): The party has been sent to jail with all their equipment. They can try to get out or wait.

Encounter 5 (9): The party is into the woods at a cross roads. They can go right, left or backward. If the players take the left path, they arrive to a small wooden house. If they choose another path, they are attacked by the 3 adventurers.

Encounter 6 (4): The PCs are in Calitoubal. They just got out of jail. They can meet their contacts and gather some more information.

Encounter 7 (6): This encounter happens only if the PCs opened the door at encounter 5 or if they lost against the group of adventurers. They will meet Bergamothe, or wake up with potions beside them.

Encounter 8 (5): The PCs follow the trail to the wizard's tower. They will investigate the tower.

Encounter 9 (7): The PCs are attacked by a barbarian on the morning they arrived at Calitoubal.

Encounter 10 (8): The PCs are on their way to Calitoubal on the morning. They see a dark figure; Zaleüs. He's going to talk to the PCs and cast his ritual.

Encounter 11: Combat against the apprentice of Zaleüs.

Encounter 12: The PCs return the Calitoubal to be paid and have more information on the gnome.

Encounter 13: PCs go to the gnome's lair. They will enter by the main entrance, or the secret back entrance. If they go to the back entrance, they will meet Reck the Ogre, or an ogre skeleton.

Encounter 14: The PCs explore the gnome's lair. At the end, they fight the gnome.

Conclusion

INTRODUCTION

You are in the Water Watchers barrack's waiting room. Although your motivations are varied, you are all there for the same reason: to become an adventurer. You all know that the job will be very hard, and that maybe you do not have what it takes for it. In spite of that, you are all there waiting in this room. After all, no one else will come here, in this small sheikdom. Great adventurers always have better things to do. The door finally swings open, and a Baklunish man in his mid-thirties receives you in his office. The man is strongly built and he greets you sitting in his large chair. "Hi, I'm Muqaddam Moussaffat Fouzhef. I thank you all for being here. Before we talk about serious matters, I would like to know you a little better"

Muqaddam is a military rank meaning "Captain of the Water Watchers.

Let the PCs introduce themselves.

"I see that most of you need more experience and better equipment. But I understand that I won't be able to find anybody else. Your task will be very dangerous and I really fear for your lives. Now that you are warned, I can begin".

Moussaffat gets up and moves toward a small bookshelf. He takes from it a large yellow book and opens it on his desk in front of you. You can see in the book an illustration of a red and black old ceremonial burial urn covered with runes. Before you can say anything, Moussaffat continue: "This is what I want you to find: The burial urn of Moustrak Waziv al-Mullah; one of the first priests of the True Faith of Al'Akbar to step on Tusman soil. A local merchant bought it from adventurers. When he discovered what was in it, he gave it to the authorities. We were planning to return it to a temple, but it has been stolen right under our noses. It is not important how it happened; the important thing is that the book is

currently in the possession of a gnome adept in necromancy."

Moussaffat gets up again and turns toward a painting behind him. On it, you can see a small gnome wearing a dark blue robe, a dark black cloak and a dark blue wizard hat covered with big silver stars. "We do not know his name, but our diviners managed to learn that he is currently near a small village into this sheikdom. Calitoubal is the village's name. The village is still in the hands of the Rebels and the order hasn't been restored yet. For me, it's a problem and for that reason, I can't conduct an official search there. It's why you are here."

Moussaffat pauses for a moment then continues; "Do not measure the powers of your enemy by his size. This task will be very difficult. You will need to get information on this gnome, without him knowing what you really want. To help you getting to this village as fast as possible, I have planned a night trip on a barijah... You will take the boat tonight and tomorrow morning you will be at destination. You will leave the boat only a few miles away of Calitoubal. In the village, the general Amjada will be able to help you. Officially, she is only a merchant of the Mouqollad consortium in the village, but she will be your boss. Meet her tomorrow morning to have more information on your mission. She is the one in charge of the information about the gnome. Do you have any questions?"

Q: What is that Urn we are looking for?

A: It contains the Ashes of Moustrak Waziv al-Mullah; one of the first priests of the True Faith of Al'Akbar to step on Tusman soil. The value to the church would be huge but we're afraid what a necromancer could do with them.

Q: How was the Urn stolen?

A: This is not of your concern, measures have been taken.

Q: In which circumstances the adventurers found the urn?

I don't have the details. I believe they raided a group of Orcs who had sacked a tomb.

Q: What about money?

The money will be as good as your job. Speak with Amjada for more detail.

Q: Where is Amjada in the city?

I don't know exactly, but she will be easy to find since she's a public figure.

ENCOUNTER 1: A LITTLE TEST

When the PCs have no more questions, Moussaffat will continue:

"Well, as you have no more questions, we will proceed with the test. You know, as your task will be very difficult, I want to make sure you have the requirements to do it. Follow me please."

The Liwa of the water watchers bring you in a training room. In there, you can see a platform built on springs. There's a man pulling a rope at each corner of the platform, this makes the platform rock from one side to another.

A half-orc is on the platform. He is two heads taller than each of his four opponents. Even if he is alone against four, he has the advantage in this fight; only few attacks really reach him and he counters with many blows. After few seconds three out of four have fallen on the ground. "Krall!, go get the new recruits."

When Moussaffat talked to Krall, his last opponent tried to jump on his back. Krall rapidly stopped him with one hand, lifted him over his head and threw him on the ground at his feet. Then, Kreg reply "Yes Liwa!" before leaving the room. Moussaffat turn towards you. "Krall is a good sailor. He trains our recruits few weeks per year. There are three new recruits who have been trained for few months to be able to join the water watchers. You will be their test. If you win, you have the mission and they will need to be trained for another month. If they win, they will be water watchers right away and you will be unemployed.

So, I can be sure that every one makes their best. I do not want to see blood in this fight. There is a box full of saps if you need some. For spells, I told you, I do not want to see blood. You are out of the fight if you fall off the platform. You win when your three opponents are unconscious or off the platform. Go get ready."

If a PC does not want to fight, he is not obligated to. Note that if none of the PC wants to fight, they won't be hired. When all the PCs are ready, 3 Baklunish men enter the room. They wear chain shirts and wield saps.

Development: The platform is 25 feet long per 25 feet wide. At the end of each round, the platform will rock causing every one to make a DC 10 balance check. Every one (NPCs included!) who fails that check will fall prone in one adjacent square at random (roll 1d8). If that square is occupied by a prone person, the one in

that square is pushed back one square in the same direction. And so on, until everybody moves in an unoccupied square or falls off the platform. Note that the only ones who fall prone are those who fail the balance check.

Tactics: The 3 men are going to fight as hard as they can. They will flank and try to concentrate all their attacks on one target at a time.

Troubleshooting - losing the fight: If the PCs do not fight or lose it, the game **is not** over. They can still take the boat as the crew doesn't know they have not been hired and same thing for Amjada. They can continue as normal. If they are not planning doing so, you can use the dark man in the shadow of **Encounter 2** to encourage them going to the village. In this case, the man in the shadow will directly ask the PCs, gather information checks are not needed.

APL 1 (EL 1)

Human warrior (3): hp 10, 10, 10; *appendix 1.*

ENCOUNTER 2: A RAPID AFTERNOON

The PCs have few hours to wait until the night to take the barijah.

They can purchase normal items from the chapter 7 in the PHB. They can manage to find scrolls and potions from the DMG if it's less than or equal to 500gp. They can ask for NPC magical services, maximum caster level 5.

Word on the street

If the PCs want, they can do a general Gather Information. (They won't learn much on their mission here.)

DC 13: Another group of adventurers left in the morning for Calitoubal. They were 4 people, one human, a halfling, a half-elf and a half-orc.

DC 15: Recently, in the sheikdom, farmers saw a group of ogres. They are not used to it.

DC 16: They will meet a dark man in a dark alley (see below)

DC 21: The group of adventurers was hired to stop another group of adventurers [matching description of the PCs]. The Halfling is a clumsy sorcerer apprentice with a Raven familiar, The half-elf is a ranger type, the human is a rogue and the half Orc was obviously a very large barbarian with a greatsword strapped in his back.

Dark man in the shadow

A stealthy man will try to catch the attention of the PCs while they are asking around for information. He will stay in the shadow all the time. If PCs really try to spot him, they will only manage to see a scar on his cheek. (The PCs can make a DC 20 Knowledge (local-core) check to know that the gash on his cheek is a mark from the Greyhawk Thieves' Guild identifying him as an informant.) He will try to convince the PCs to bring a box with them to the village. If they accept, they must give the box to a guy at the corner of "rogue" and "dagger" street. The guy will say: "Ah, I think you have a gift for me." The guy will pay them 50gp each if they do. They must not open the box. It's a wooden box one foot wide, one foot tall and one foot large. No lock, no cover, seams that only a crowbar can open it. No sounds get out from the box. The content is very light.

If the PCs open the box, they will find only dust.

ENCOUNTER 3: BOAT TRIP

A barijah is a low boat commonly used by Tusmans to sail the rivers all around Tusmit. A lot of crates are carried this way on what is called the Tuflik, Fals, and Volverdyva Trade Route.

The barijah that the PCs are supposed to take will arrive in the evening. Once the crew has done unloading and loading the boat, the PCs can come in. It's going to be around 9 o'clock. The boat will leave by 10 PM. Keep in mind that it is a small boat, so a maximum of 1 horse could come in. The crew has set up hammock for PCs to be able to sleep. The night will be uneventful, but if PCs wish to remain awake, feel free to roleplay with them. For example, the crew can tell a story about the stars, the moon, or speak about the rivers of the VTF.

Running along the boundaries of Tusmit are many rivers flowing down from the Yatils into the Blashikmund or Tuflik rivers. During the history of their land, the people of Tusmit have learned to use their waterways to their advantage. Having been under constant threat of neighboring states and countries Tusmit has discovered the importance of hasty travel to warn others of danger. A boat needs not sleep! This philosophy of water travel has in no way lessened the respect for the horse in Tusmit. If anything it has saved the lives of many a horse that did not have to perish because their rider pushed them too hard.

If you are comfortable with the Tusman setting you could take this time to educate the PCs on Tusmit history and current events.

Also, the Water Watchers will mention having seen a few ogres on the shores of Nahim recently. Ogres are creatures that look like big humans. They are always hungry, angry and stupid.

When the morning comes, continue with the following:

At sunset, the captain informs you that you will reach your destination in a few minutes. Later on, you see a small abandoned dock and a road beside it. The captain then says: "Here's your stop!" It's scarcely used because the river is in the shape of an 'L' and sometimes floods the road you see over there. Caravans use it, but rarely since they could sink in the mud. It is where we will let you. Calitoubal is few miles south. Take the road; you'll get there in less than 30 minutes. Good luck!"

PCs can prepare themselves and get to the ground. When they start walking towards the village, go to BEFORE Encounter 4.

Before Encounter 4

Here starts the memory leak of the PCs. On their way to the village, they encountered Zaleüs. He cast his ritual on the PCs and from now on, they are going to play this day as many flash backs in their memories. Do not tell the PCs this information now, they will manage to understand it by themselves.

Hint and tips to manage the flash back.

Here is the real chronological order of the Encounters: (10, 9, 4, 6, 5, 7, 8, and 11)

Always consider the PCs hit points to be replenished between the Encounters as Moussaffat will have paid for temple services between the Encounters. (PCs do not know that.)

It is always the same day, so spellcasters do not recover any spells. Even if they used a spell in the Encounter that happened in the afternoon and now they play the morning Encounter, the PCs do not have the spell back. As he is going to use the spell this afternoon, he can't use it right now.

Always remember that the NPCs are not affected by the ritual, so some questions might make them uncertain, or make them think the PCs are insane.

ENCOUNTER 4: INTO THE PRISON

When the PCs went into town, they were attacked by Krik, the half-orc (see **Encounter 9**). The local militia

arrested everyone after the fight and put them all in jail. Then, they asked questions to villagers. As the PCs got attacked and only defended themselves, they will be free to go. (As Krik has only been put unconscious.) The flashback of the PCs happens just between the time they have been put in jail and the time they have been released.

Time line: Middle morning.

Read or paraphrase the following:

As you start walking towards your destination you see a dark form at the horizon. Then, all becomes fuzzy. It becomes hard to stand on your feet and you lose the perception of time. You feel you are falling and then, everything turns black. You do not know how much time has passed. You all wake up on cold wet stone. You do not know where you are, but the iron bars inform you that you are probably inside a jail cell. When you try to recall what happened, you only see a dark shadowy form on a road.

The PCs are in the Village's prison in the last cell. There is no window and the PCs can only see a wall in front of them. In the cell beside them rests an unconscious half-orc, Krik. They will see it if they use a mirror to look around or if they get out of their cell. See appendix 2 for a map of the prison. The PCs have all their gear and equipment. They have a few wounds but it is not important. The Iron Gate has an Average lock (Open lock DC 25). The PCs can try to escape or wait. If the PCs wait, or if they try to break the door proceed with **the guard**. If they manage to unlock the door, proceed with **Escape**.

The guard

You hear a wooden door open. The noise comes from the other side of the room. You see a young man coming in front of your cell with keys in his hands. He is a Baklunish man in his early 20s. While he unlocks your door, he says: "All our apologies, but we didn't have the choice. We needed to do an investigation before we could let you free. As all the villagers told us you only did defend yourself, you can leave. I'm very sorry for the time you have lost. Have a nice day!"

The PCs will probably ask questions to the guard:

Q: Where are we?

A: (not sure of what it has just heard) Well, you are in a small village in the sheikdom of Nahim. It is called Calitoubal.

Q: What happened?

A: Well, as I told you, after we sent you to jail, we asked questions to the witnesses. They all told us you

had been attacked. You didn't cause him any lethal wounds so there's no charge against you right now, you're free to go. If you had hurt him seriously it would have made things more complicated.

Q: Who attacked us?

A: The tavern keeper heard his name yesterday, he is called Krik.

Q: Who is Krik?

A: Well, he's the half-orc that just attacked you. He is still unconscious in his cell.

Q: Can we speak to him?

A: Well yes, if you pay Habdoul to cure him. Habdoul is the priest of Al'Akbar in town.

Q: Can we cure it by ourselves?

A: Well, sure. (A cure of 1 hit point is enough for Krik to be conscious.)

Krik is described below under **Escape**.

As the PCs leave the prison, proceed with **Encounter 5**. No, they can't see Habdoul right now, as the flash back is going to stop as they reach the door of the prison.

Escape

As you get out of your cell, you see a half-orc in the cell beside yours. He is tall and strong but he is covered with wounds. He lies unconscious on the ground. He has no weapon and no equipment. As you pass by, he opens his eyes and look at you.

The PCs can speak with Krik. When the PCs walk through the front door of the prison, proceed with **Encounter 5**. If the PCs try to free Krik of his cell, proceed with **Encounter 5** as they unlock it. (Krik is going to draw a PC's weapon and attack them; as he is at 1 hit point there is no need to roll this scene.)

Speaking with Krik:

The PCs will play the combat with Krik only at **Encounter 9**. But it already happened earlier in the morning. Even if what Krik says in this encounter does not happen in **Encounter 9**, consider it is true. Krik will say only what he wants to remember anyways and he's not very smart. So even if the PCs beat him down easily, he will keep in his mind that he won the fight.

Q: Who are you?

Your worsted nightmare!

Q: Hun, hun .. Why are you here?

Because I beated you down!

Q: You know us?

Yes, I beated you down!

Q: Why did you attack us?

Becose I needets to beat youse down.

His answers are going to be always like this unless PCs try to intimidate him. You can have them roll Intimidate checks against a DC of 12.

It can be assumed the circumstantial bonuses the PCs can get for him being in jail balance out with the circumstantial penalties they get for him being overconfident and stupid but you can assign bonuses of +2 to +8 for good roleplaying on the PCs part.

Speaking with intimidated Krik:

Q: I won't ask it twice, WHO ARE YOU?

I Krik.

Q: Why are you here?

Because I try to killed you.

Q: How do you know us?

Yung men wut blond hair. He want us to maked it difficult for youse to the wizard tower.

Q: Who is that blond guy?

I don't knowed. We meeted him at tavern.

Q: Where is the wizard tower?

Into the woods.

Q: US?? you are not alone?

No, my friend wanted to trap youse into the woods. I wanted to attacks youse right the way. We splitted up. I failed, they won't. Krik smilesd.

Krik won't have much more interesting to say, he's not too smart.

If the Intimidation check is 17 or above he can reveal the Half elf is a ranger who has favored enemy elves and the Halfling is a fragile built sorcerer who uses sleep magic.

When the PCs get out of the jail (escaped or not), proceed with **Encounter 5**.

ENCOUNTER 5: INTO THE WOODS

Time line: beginning of the afternoon.

Recent events: The PCs just asked around into the village for information. They decided to go to the wizard's tower, or to track down the other party members. Both choices are in the same direction, the woods. Because of the flashback, the PCs don't know this information right now. The flash back begins when they are at a crossroad into the woods.

Krik's party has been hired to make it hard for the PCs to reach the wizard's tower. Villagers warned them about a wooden cabin in the forest. They must not go there for any reason. It's why they are trying to lure the PCs there.

They walked to the wood cabin and made sure that their tracks will be easy to follow. To make sure they wouldn't be tracked back when they return, the ranger used a scroll of *pass without trace*. Then, they hid near the crossroad and waited.

If the PCs do not follow their tracks, they are going to attack. If the PCs go to the log cabin, the sorcerer will send his raven familiar to spy to PCs. As they are hidden at 60 feet of the trails, and behind trees and bushes, the DC to spot them is 10 higher. They took 10 on their checks to hide, so the lowest DC to spot them is 25. Give a spot check only to PCs who try to look around.

Read or paraphrase the following:

As you walk through the prison door, all becomes black. You feel like entering inside of your own body. You have a terrible headache. All finally stops and the light comes again. But instead of being in a small village, you are into the woods. There is no prison behind you, but only a small trail. In front of you, you see two other trails. One goes the left and the other goes to the right.

If the PCs search for tracks, they easily find their own tracks coming from the back trail. They also easily find 3 humanoids tracks going towards the left trail. The PCs can take all their time to make the decision. They still don't know what is happening to them because of the flashback.

When the PCs start to move, if they chose the left trail, proceed below with **the log cabin**. Otherwise, they hear casting (Halfling casting sleep). Initiative.

APL 1 (EL 2)

Hasoc: male halfling sorcerer 1; hp 4; see appendix 1

Elanir: male half-elf ranger 1; hp 10; see appendix 1

Samoufat: human rogue 1; hp 7; see appendix 1

Tactics: The combat will probably start with a surprise round when the PCs hear spellcasting.

The NPC party will stay into the woods. The rogue will first shoot a blunt arrow to the first PC who gets close (30 feet). Then he will enter melee with the ranger and try to flank with him. They will try to take down the PCs with lighter armors first, while the sorcerer will try to cast sleep on as many PCs as possible.

The goal of the party is to subdue the PCs. When this is done, they will bring them unconscious to the log cabin and knock on the door while fleeing.

They won't speak while fighting and will fight until being subdued. If a NPC hit points drop below 0 by lethal damage, the other NPCs will try to flee. If they can't, they will surrender.

As soon as the fight is over, proceed with **Encounter 6**.

The log cabin

After a few minutes walking, the PCs will get to a clearing. There is an old log cabin barely standing. If they look by the window, they can see an old ugly woman with dark black hair inside. The trail of the 3 humanoids stop at the door.

If the PCs knock at the door, do a lot of noise, or any other thing that could catch the attention of the one who is inside, the door will open.

If this happens, proceed with **Encounter 6** just as they see the door open.

If the PCs leave the clearing, after few minutes of walk, they will hear some spell casting. Proceed with the combat described higher in this encounter.

ENCOUNTER 6: INTO THE VILLAGE

The flashback brings the PCs back to the village when they get out of the prison. Remember that the players had their hit points restored (if they fought).

Read or paraphrase the following:

All is black around you, again. When the light comes back, you see a small street. Behind you is a small stone building with the word "Prison" painted over the wooden door. You seem to be in Calitoubal. It is the morning, around 9 or 10 o'clock.

The PCs have many options here.

- They can go give the box at the location they have been told to. A man will take the box and will give

a purse of gold to the players. If the box has been open, he will not take it, and will not pay the PCs. He won't answer any question. If the PCs follow him, he is going to his home and will let the box on his table. Then, he will go to bed and sleep all day. No one will come to get the box. The box will stay on the table. The player can steal it, in that case, nothing happens. Still, if they open it, they see only dust. Do not bother more than that about that box.

- They can interrogate Krik. See **Encounter 4** for his answers.
- They can ask for temple services, or spell casting. Maximum caster level: 3.
- They can buy regular equipment from the PHB. They can manage to find 1st level scrolls and potion from DMG only.
- They can talk with Amjada, proceed with **Amjada** below.

Asking for information

Use these guidelines if the PCs start asking around for information. There is no Gather Information roll needed; this is a small town in which a little event quickly becomes known to all.

What happened this morning?

Well, you were there. A half-orc attacked you and when the fight was over, the militia came and sent you in jail.

Who won the fight?

You of course my lord. (The villagers are surprised of such a question. They are going to answer what they think the PCs want to hear.)

Were there other people with the half-orc?

Yes, just before the attack, he was speaking with 3 other people. One of them was a halfling.

Where are those people?

Ah yes, while the fight was going on, I saw them going into the woods. By the way, if you go into the woods and see a log cabin, do not go there.

What is in this log cabin?

You don't want to know. Just don't go there. (sense motive DC 12 reveals that the villagers do not like talking about it and fear whatever is there)

Where is Amjada?

Ah, a nice woman she is. Here are the directions to find her.

Ogres?

Yes, my cousin saw one last week, he thinks they come from the Yatils. Those are really big you know. My cousin ran as fast as he can when he saw it. You know, such stories about ogres are increasing in importance in the region. I have even heard that a small group of those creatures attacked a caravan recently. I don't want to encounter one myself.

Wizard Tower?

Ah yes, you mean Zaleüs' tower. It is into the woods. When you take the trail over there, you'll come to a cross road. Take the trail to the right. Do not take the one to the left. Do not take the one to the right. Zaleüs is a good man. He helps the town a lot. You know, if you can buy arcane scrolls here, it's thanks to him.

Trail to the left?

Just do not go there. Do not bother the one who lives there. She doesn't like it. And you won't like it too. (Villagers won't speak more than that.)

Amjada

When the PCs go find Amjada, read or paraphrase the following:

Amjada is easy to find. She is near her caravan at the border of the village. She wears a breast plate and a long sword. She has long red hair and a sight that is not normal for someone who is only a merchant. As you come near, she says:

"Hi, I'm happy to see you here. I'm sorry for what happened this morning. What I do not like about it is that someone knows you are here. Well, I still believe in your for the mission. I managed to learn that Zaleüs could have some information about the gnome we are looking for.

The first step of your mission will be to go meet him. His tower is into the woods. To get there, follow the trail. When you'll get to a cross road, take the right trail. Very important, do not go to the left. I've heard an old witch lives there, and we must not disturb her. YOU must not disturb her. If Zaleüs knows where we can find our enemy, come back and tell me. I'll pay you for this information. Let's say, 50gp, for each of you.

Then, if you are still willing, I will send you to get the urn. So, come back here when you'll have more information on this gnome. Good luck."

If PCs has more questions for her, she knows what the villagers know. She won't be aware of any "unusual order of events".

When the PCs leave the Village, read or paraphrase the following:

As you leave the village, all becomes black, again. You see a black form at the horizon. It looks like a humanoid form, a walking stick in his hand. You try to get closer, but you feel an extreme pain into your head. All turns black again.

If the PCs fought the party of adventurers, at **Encounter 5**, and won, go to **Encounter 8**. Otherwise, go to **Encounter 7**.

ENCOUNTER 7: BERGAMOTH, THE GREEN HAG

Bergamoth is a green hag that tries to become a druid. She isn't especially evil but doesn't like to be disturbed but is very prone to flattery. In the past, she helped some villagers who came to her house, but each time, she makes sure they don't want to come again.

She has a few potions, a few alchemist extracts and some good knowledge of the anatomy. She has good healing skills. She always uses her Hag spell like ability to disguise herself as an old woman. Sadly for her, she is so ugly that even the spell is not powerful enough to make her beautiful.

If the PCs have lost against Krik's party at **Encounter 5**, go to **Subdued**.

Otherwise, this mean the door of Bergamoth was opening.

Read or paraphrase the following:

As the light comes back, you see an old wooden house. You are in front of the door when it opens. An old and ugly woman just opened it and is now looking at you. She is very thin, has long black hair and has a big wart on her nose.

With a squeaking voice she says: "YES? What do you want?!"

Development: Bergamoth is not happy to be disturbed. However, she is wondering why the PCs dare to come knocking at her door. If PCs do not find a good reason of being here, she will chase them away closing the door.

If PCs are kind with her, she will be happy, and will speak with them (even if she has no useful information for the adventure) but ask them to leave after about an hour talk since "she's tired". If the PCs have been kind they can make a Diplomacy (or perform

if applicable) against a DC of 15. If they succeed she will give the group 2 potions of *cure light wounds*. If the check attains DC 20 she will also give a potion of *cure moderate wounds*

If a PC insults her, harass her or hint that she could be ugly; she will start to fight.

APL 1 (EL 5)

Green hag: hp 49; *see MM* 143.

Tactics: She will always use -4 to do subdual damage. She will focus on the PC that insulted her (and ignore the others unless they intervene). When this PC is unconscious, she will take a full round action that provokes attacks of opportunity to tear out his left eye. Then, she will return to her house. She will knock down any PC that still wants to fight. She will also knock down anyone in her house. If that person still has his left eye, she will take it before throwing the unconscious PC out of her home. She won't take more than 2 eyes and not on the same person.

Once the PCs leave the clearing, or if all the PCs are unconscious, proceed with **Encounter 8**.

Subdued

Krik's party subdued the PCs and took them unconscious at Bergamoth's door. They knocked on the door just before fleeing away. Bergamoth will find the PCs, manage to heal them and will leave them in the clearing before they wake up. In exchange of this help, she thinks that an eye is a fair price (2 eyes if 6 PCs are at the table but not from the same person). She will take one eye of one of the player. She prefers elf eyes and she doesn't like gnome eyes. She prefers male eyes. Except for those preferences, the player will be chosen at random. Then, she will return to her house and make herself invisible so as not to be disturbed. The flashback is when the PCs wake up.

Read or paraphrase the following:

You wake up on the ground of a small clearing. You are near an old wooden house. Beside you are two potions in the grass. You are all in perfect shape except one of you. (Name the PC), your left eye is missing.

The two potions are *cure light wounds* potions. If the PCs try to go at the house, there is no one (she's *invisible*). If they open the door, they see an empty house. If they enter, Bergamoth will order them to leave, still being *invisible*. If they don't, she will attack the PCs in her house. Refer to above for her tactics.

Proceed to **Encounter 8**.

ENCOUNTER 8: THE WIZARD'S TOWER

The PCs took the right trail to get to the wizard's tower.

Time line: just after meeting the hag or defeating Krik's party.

Remember that PCs hit points are full when they start this encounter.

Read or paraphrase the following:

You are walking into a trail into the woods. A stone tower is in front of you. The tower is three stories high, has a wooden door and no windows.

The door of the tower is not locked. If they knock, nothing happens. The 2 firsts floor are not interesting for the PCs. Describe the tower as you wish. You can even draw a map of the tower for each floor. There are at least 2 bedrooms, a kitchen, a living room with a fire place. You can add if you like a conjuration room with circle of protection written on the floor. A room for crafting scrolls and items, a forge for making armors, weapons. Have fun describing the room. The doors won't be locked and won't be trapped.

When the PCs get to the 3rd floor, they can see only a door. Refer to appendix for a map of the 3rd floor. Put the PCs on the map. When they open the first door, nothing happens. When the 2nd door open, read the following:

As you open the door, you see a young man with blond hair and blue eyes. He wears a red robe and has a whip in his hand. Of course, he was waiting for you. He is already casting a spell.

Call initiative and proceed with **Encounter 9** before the fight. Take note of the position of the PCs on the map.

ENCOUNTER 9: THE BARBARIAN

Time line: It is in the morning when the PCs get in town.

Use the initiative the PCs just rolled. They are being attack by Krik.

Read the following:

Again, you see the black form in the horizon. It seems to make big gestures with his arms in your direction. It looks like casting a spell, but you have never seen anything similar. As you try to get closer, again, a big headache gets you. All becomes black and

when the light returns, you are into Calitoubal. The streets are still almost deserted. You just entered the village and all the villagers look at you, it doesn't seem like they recognize you. Then, a war cry breaks the silence: "CHARGE!!!!" A half-orc is running towards you with the biggest sap you ever seen into his hands.

Proceed with the combat.

APL 1 (EL 3)

Krik; barbarian 1 fighter 2; hp: 30; see appendix 1.

Tactics: Krik is raging. He is going to charge and deal damage until every one is subdued. His strategy isn't any better than that.

When the combat is done, proceed with **Encounter 10**.

ENCOUNTER 10: THE WIZARD

The PCs are on the road going to the village in the morning. They will finally know what happened to them.

Read the following:

All is black again. You see the dark form at the horizon. The big gestures have stopped. You get closer and you see an old man with a walking stick. Behind him is a young man with blond hair, blue eyes and a red robe. As you get closer again, the old man starts to speak to you. "Hi, you are going to be my laboratory rat today. Do not be angry after me, I don't want you any harm. But, I need to slow you down. I think what I did will be enough. Have a nice day." With those last words, the old man throws at you a handful of sand. Then, again, all becomes black.

ENCOUNTER 11: THE APPRENTICE

When the light comes back, you are at the third floor of Zaleüs tower. You feel like if a lot of time has passed but only in few seconds. You just realized that the young sueloise wizard is still in front of you, finishing casting his spell. It's time to act, as he is already casting another one.

If the PCs succeed at a Spellcraft check (DC 16), they realize he just cast *shield*.

APL 1 (EL 4)

Marver; sueloise human wizard 4; hp: 17, see appendix 1.

Tactics: Marver is going to use color spray against opponents in melee. He will use nonlethal substitution magic missiles against casters. He will use his whip against opponents that fall from the color spray. His goal is to subdue the PCs. If possible, he will order his unseen servant to close the door to split up the party (a move action). If a melee opponent does not fall from his color spray, he will try his nonlethal substitution spells against him.

There is a map on a table behind the apprentice. The map indicates the gnome's lair.

Zaleüs, Marver's master, is invisible behind him, watching. His ritual in the morning took all his energy and he can't cast spells. He still has scrolls, potions and wands he can use, but he won't act in the combat; this is his apprentice test. How can he manage a band of adventurers?

When his apprentice is unconscious, Zaleüs will reveal himself. If the PCs want to kill his apprentice, he will ask them not to do so as "he'd prefer to have him alive". If the PCs do not listen to him and kill his apprentice, he will be "mildly upset" and ask the PCs to take the map and leave. In this case, he won't answer any questions.

If the PCs talk Zaleüs will answer their questions. Zaleüs is aloof and arrogant, he doesn't really care about the PCs and will be honest in his answers since he believes the PCs have earned it. It is a good time for you as a DM to tell the PCs what just happened if some of them have accumulated frustration of being "railroaded". Basically the rest of the adventure will be harder if they failed and easier if they succeeded against the apprentice. Zaleüs will tell them that directly while chuckling. As a DM you should make him appear all mighty so that the PCs don't believe they could defeat him. Refer to the adventure background for his answers.

If the PCs attack him he will use his wand of nonlethal substitution *fireball* (CL 7) against them.

If the PCs win against the apprentice, they can return to town with the information. If they get subdued, the wizard will keep them for one day unconscious. Then the players will wake up in front of his tower with all their equipment, the next evening.

Proceed with **Encounter 12**.

ENCOUNTER 12: BETWEEN THE MISSIONS

The normal order of events is now setup; this also marks the beginning of the second round of play.

The PCs return to Calitoubal. They have the map in their possession. The map indicates the lair of the gnome; a few mile north of Calitoubal and inside a big hill or a small mountain. There is no road going towards this location.

Refer to **Encounter 5** for things the PCs can find into the city. Amjada will have more information, there are described here, see **Amjada**.

Amjada

She is very happy to learn that the PCs succeeded. She will pay each PC 50gp for the information. She already has a map of the region (but it doesn't include the lair), so she won't take the map from the PCs but will only mark the location of the lair on her own map. She will be interested in any more information PCs could have learned from the wizard.

When she learns of the risks they took she will increase the pay by 250 additional gp per PC.

If asked about the location of the lair, she never went there before. She doesn't know where it is, but she will refer the PCs to Barendo. He travels a lot and knows the region like his beard. Oh yes, he's a dwarf.

Villagers

If the PCs ask around for the location of the lair, the villagers will refer the PCs to Barendo.

Barendo Lodder

Barendo is a dwarven ranger. He has a small house in this village. He travels a lot, so he is not home most of the time. Hopefully for the PCs, he is right there at the moment.

If asked about the location of the lair, read or paraphrase the following:

"Yes, I know this place. I named it the big hill. Go east; it is one hour walk from here. Just one thing, I find it strange that on your map, the entrance is on that side of the mountain. I went there, and I only saw a cave entrance at the opposite side of the hill. If I were you, I would look for this cave. Maybe it's linked to the lair of the gnome you are speaking of."

ENCOUNTER 13: THE MOUNTAIN

Front of the mountain, main entrance

With the map at hand, the PCs can easily find the not-so-well-hidden round door of the main entrance of the gnome's lair. The door is not locked but it is trapped with an *alarm* spell (mental alarm).

APL 1 (EL 1)

Alarm Search DC: 26 disable devices DC: 26.

When the players enter, proceed with **Encounter 14**.

Back of the mountain, secret entrance

There is a cave at the back of the mountain. Inside this cave, there is a small natural tunnel that goes to the lair of the gnome. This small tunnel is hard to see and a medium sized character must squeeze to enter it. To find this tunnel, the PCs must succeed a spot check against DC 15 or a search check DC 10 when inside the cave. When the PCs enter the tunnel, proceed with **Encounter 14**.

If the PCs have all been subdued for one day at **Encounter 11**, there is an ogre skeleton that guards the entrance, see **Appendix 1**. The skeleton will kill anyone who enters the cave. He is not hidden, so every one who comes in front of the cave will see it. It is large and has a large great club. When the PCs see it, make sure they understand that it is very large and that the club is bigger than the bigger member of the group (will probably kill anyone in one blow). If no one enters the cave, the skeleton won't move. When a PC enters, it will attack but if the PCs leave, he will stop at the entrance. The skeleton will leave the cave only if it is attacked from outside the cave with range weapons or spells.

If the PCs defeated the apprentice at **Encounter 11** there is no ogre skeleton into the cave. PCs will meet Reck in front of the cave instead.

Reck the ogre

Reck has "a plan". The first step of his plan is to marry the daughter of the ogre tribe leader of the region. He just found this cave few days ago, and he uses it to prepare himself. When the adventurers get to the back of the mountain, they will be able to spot Reck before he sees them. When the adventurers come, he is in preparation, choose one of the following:

- Cooking a deer, on a camp fire, in front of the cave.
- Taking a bath (without his armor) in the small stream beside the cave.

- Picking up flowers near the cave.

Or other cool idea you might have.

Make sure the PCs clearly see it. Describe it as a very tall human with thick black hair. If he is not bathing, he wears a shiny breastplate and he always has his longaxe near him (C.ADV). Describe his weapon as a polearm twice as long as a human, ending with a double bladed axe as large as Kreg (see **Encounter 1**).

If the players wait to see what will happen, describe Reck finish what he is doing and then leave. (We assume that he already did the other things he as to do.)

He will leave the area with a cooked deer on his shoulder and a bunch of flowers in one hand. This will let the PCs alone with an empty cave. If the PCs still wait, they will see an ogress coming alone after sundown. From the secret passage, a gnome will get out and he will kill the ogress with scrolls of color spray and flaming sphere. Then, he will turn her into an ogre skeleton with a scroll of animate dead. After this, the gnome will order the skeleton to guard the cave before leaving. Reck will not return within the next days.

If the PCs do not wait and want to interact with Reck, keep always this information in mind:

- Reck has 10 intelligence and speak common.
- He is neutral evil, mentality: me, myself and I.
- He wants to be clean to meet the leader of the tribe, so he will try to avoid combat if possible.
- It is not his lair, so he doesn't care about it.
- He has not discovered the secret passage in the cave.

He will speak calmly to anyone who tries to speak with him respectfully. If PCs comes to speak with him without weapons, he starts friendly towards the PCs and will answer their questions.

If they come with weapons but talk before being too close, he will be on his guards. He will still answer their questions.

If PCs ask him to see the cave, he will be curious and will ask few questions before accepting. He will ask PCs not to be around his lair tonight.

He will never reveal his plan. He will only say that he is bathing/picking up flowers for an ogress.

He will flee if PCs start to intimidate him. Keep in mind that his plan is the most important thing for him. So, if some adventurers just come and think they are better than him, he won't take the chance to see if they are right.

If PCs seem well prepared and start firing arrows and casting spells at him, he will flee also, as he doesn't want to die or be covered with blood.

If PCs start melee combat with him, charge him, or make a lot of noise while approaching with their weapons, Reck will fight.

APL 1 (EL 3)

Ogre warrior 1: 32 hp; see appendix 1

Tactics: Reck will flee if he drops too low in hit points. Reck's tactic consist of killing one party member as fast as he can. When it is done, he will try to convince the remaining members that it will be their turn. Unless the PCs attack him at range, he will step back and let the PCs the opportunity to get the corpse and leave. If the PCs start to speak with him at this time, he will try to make them realize that they acted stupidly, attacking him with no reason. If the PCs do not stop fighting, he will kill them all until they flee.

If Reck is left with corpses and unconscious bodies, he will stabilize them (gives him automatic success). In this case, all living players that are still on the battlefield will get the "IOU AR reward" even if they stabilized without Reck's help. Reck will bathe again, and then will leave. After that, PCs will be able to come back and pickup the unconscious bodies.

ENCOUNTER 14: THE GNOME'S LAIR

The gnome's lair is covered with mirrors and ever burning torches all over the places. There is a lot of shadows and reflects over the walls and the floor. Do not forget to mention those often.

Area 1

This small corridor is 15 foot wide and 5 foot high. Lots of mirrors and ever burning torches on its side. 30 feet after the entrance is a secret passage (Search DC 20). This secret passage goes to the bottom of the stairs of area 2.

Area 2

This is a big room 30 feet below the area 1. There is a big stair into this room with 6 steps. Each one of the steps is 5 feet per 5 feet. The first one is 30 feet tall, the 2nd one is 25 feet tall, the 3rd is 20 feet tall, and so on. The 4th step is missing. The gnome has set up a glass where the step should have been. Because of all the reflections, it is difficult to discern the glass from the stone. Anyone that gets down the stairs must succeed a

DC 13 spot to see it. If a PC who search each steps for traps automatically see it. Anything more than 50 lbs getting on this step will break the glass and fall. DC 15 reflex save to hang up on the 5th step. Such a fall cause 1d6 points of damages.

A rogue is hidden under this 4th step. As soon as a player touches the ground (By falling from the 4th step or by getting down the 6th one.), the rogue is going to attack. Unless PCs spotted him, this gives him a surprise round.

APL 1 (EL 1)

Human rogue 1: hp 7; *appendix 1*.

The rogue doesn't want to die and will surrender if he has not the advantage in the fight. If the PCs let the rogue live, he will tell them the following information:

- He is forbidden from going to the last room. If he wants something, he must knock on the door past the corridor. Before knocking, he must say the word BOOM if he doesn't want to die. Most of the time, the gnome will not answer his request at all.
- He is very tired as he just needed to guard this stairs for 2-3 days almost without sleeping.
- He is a member of the brotherhood of Bashaarat.
- He is going to be paid 100gp for the week. Its nothing personal.
- He doesn't want to die and has no other information.

At the end of this room, there is an unlocked door. This door is between this area and the 3rd area.

Area 3

This is a corridor 15 feet wide, 20 feet high and 60 feet long. In the middle of the ceiling, there is a natural hole a bit bigger than a halfling. This is the secret passage that go to the cave at the back of the mountain. It is from here that the PCs comes in of they comes from the back of the mountain. If the PCs didn't trigger the alarm at the main entrance, they can hear sounds coming from the area 4. The sounds are like someone who read aloud. They do not manage to discern the words. If the PCs did trigger the alarm, they hear no sounds at all. The door that lead to the area 4 is closed, locked and trapped.

If the PCs spent a day subdued at the wizard's tower, the trap is a *fire trap* spell (CL 4) (Arcane scroll made by a warmage).

APL 1 (EL 4)

Fire Trap spell Search DC: 27, Disable device DC: 27 magic word to pass harmlessly: BOOM. 4d4 + 4 fire damage, Reflex DC 13 for half.

If the PCs won against the apprentice, the trap is a *Leomund's Trap*.

APL 1 (EL 2)

Leomund's Trap spell Search DC: 27, Disable device DC: 27 No effect

In this case, the hired rogue doesn't know that the trap is harmless and will always say the word BOOM before knocking.

Area 4

This is the last room and the laboratory of the HALFLING! He always wears his hat of disguise to look like a gnome. As he loves illusion and his master was also a gnome, it was easy for him to bluff everyone. Even the *scry* spell from the clerics of the water watchers didn't reveal this.

The room is big and has plenty of things into it. Half of it looks like a potion laboratory, and the other half looks like a library. In the middle of the room is a large desk with a glass in the front. The light of the room as been arranged to make the glass of the desk looks like a mirror. The Urn the PCs are looking for is in the hands of the gnome.

If the PCs triggered the alarm spell, the halfling is hidden under his desk. He used his *major image* spell to make an illusion of a lich standing behind his desk. When the players come in, open the MM and show them the lich illustration.

If the PCs didn't trigger the alarm spell (most likely by going by the secret back entrance), the halfling is beside a cauldron while reading aloud some formulas from a book he is holding.

As the door opens, ask for initiative.

APL 1 (EL 5)

Domio; halfling wizard 5; hp: 21; (see *appendix 1*)

Tactics: If he starts under his desk, he will stay there all the fight and will cast through the mirror.

The halfling will try to kill the PCs as he thinks they come for him.

The halfling will cast his rapid summon undead spells to kill the PCs. He will use his illusions spells to create illusory undead.

He will summon 1d3 human skeleton with his rapid summon undead II. The first time he casts it, he will sudden maximize it.

If he starts to lose the fight, he will cast his invisibility spell and will flee. As he doesn't want the PCs to follow him, he will drop the Urn on the ground before leaving.

If the PCs drop the halfling hit points below 0, as he drops to the ground, his hat of disguise falls off. Reveal that he is a halfling at this time.

If the PCs didn't kill the halfling and want to speak with him, he won't tell them anything. As he did many crimes, he will ask for a quick death rather than being brought to justice.

As the PCs choose what they want to do with the halfling, proceed with the conclusion.

If the PCs surrender, the halfling will spare them. In this case, he will keep them until his potion is finished, then he will free them. Proceed with the conclusion, returning without the urn.

CONCLUSION

If the party returns with the book, read the following:

You have succeeded. Triumphant and proud, you come back to see Amjada with the book in your hand. She is very happy of your success and she gives you your reward. She tells you that the book is going to be destroying tomorrow. When you come back to Twallish, Moussaffat thank you for your work. You have not only eliminated a source of evil of this world, you have also saved his honor by returning what has been stolen under his nose.

If the party bring the halfling to the justice, add the following:

You have also proved that your career will be long and glorious. By returning the halfling to the justice, you have exceeded your mission. By doing this extra work, you have been noticed by the Water Watchers organization.

If the party return without the book, Amjada will thank them for their efforts. As she knows that it was a difficult task, she will still give them half of the reward's gold pieces.

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 1: A Little Test

Winning the fight

APL 1 75 XP

Encounter 5: Into The Woods

Winning the fight

APL 1 150 XP

Encounter 7: Bergamoth, The Green Hag

Not being subdued

APL 1 100 XP

Encounter 9: The Barbarian

Winning the fight

APL 1 150 XP

Encounter 11: The Apprentice

Winning the fight

APL 1 225 XP

Encounter 13: The Mountain

Speaking with Rech, instead of fighting

APL 1 100 XP

Finding the *alarm* trap

APL 1 50 XP

Encounter 14: The Gnome's Lair

Defeating the rogue or speaking with the rogue

APL 1 50 XP

Finding the trap

APL 1 50 XP

Winning against Domio

APL 1 300 XP

Total possible experience:

APL 1

900 XP

TREASURE SUMMARY

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

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

Encounter 6: Into the Village

APL 1: Coin: 50 gp

Encounter 12: Between the Missions

APL 1: Loot: 300 gp

Conclusion

APL 1: Loot: 600 gp; Coin: 650 gp

Total Possible Treasure

APL 1 Loot: 600 gp; Coin: 550 gp; Total: 1250 gp

Maximum Gold

APL 1: 900 gp

Special

Lost Your Left Eye: You lost your left eye to some wicked Hag who could still be using it for dark incantations. You suffer a permanent -1 to all ranged attack rolls but gain a +2 circumstantial bonus to all Intimidate rolls. This can be removed by the application of a regenerate spell.

IOU: Reck has spared your life. He will be sure to cash in this favor in the future.

Military Influence Point: Moussaffad owes you a favor for returning Domio to Justice. This counts as a military influence point.

ITEMS FOR THE ADVENTURE RECORD

Item Access

This area is typically used to list items from the DMG that are now available for purchase as a result of the adventure. As an Introductory Adventure, this event does not contain any such items. However, the following items are available for purchase after any LIVING GREYHAWK Event.

- All items from the PHB, tables 7-3, 7-4, 7-5, 7-7, 7-8, and 7-9 with the exception of spells
- Any +1 weapon or armor of a type listed in the PHB
- Any potion from the DMG table 8-18 valued at 500gp or under
- Any scroll from the DMG tables 8-24 and 8-25 valued at 500gp or under
- +1 Ring of Protection
- +1 Amulet of Natural Armor

- +1 Bracers of Armor
- +1 Cloak of Resistance

You must have campaign documentation to purchase items not found on the above list. Adventure Records being the most common form of documentation.

APPENDIX 1: NPCs AND CREATURES

APL 1

ENCOUNTER 1: A LITTLE TEST

Wanna-be Water Watchers: male Baklunish human warrior 1; CR 1/2 Medium humanoid (human); HD 1d8+2 hp 10; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/20, sap) Full Atk +2, +2 melee (1d6+2/20, 1d6+1/20); AL NG; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: balance +3, climb +2 Swim +2, use rope +4; Weapon Finesse, two weapon fighting.

Languages: Common.

Possessions: 2 saps, chain shirt.

ENCOUNTER 5: INTO THE WOODS

Hasoc: male halfling sorcerer 1; CR 1 Small humanoid (halfling); HD 1d4 hp 4; Init +7; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -6; Atk -6 melee (1d4-2/20, small sap) Full Atk -2 melee (1d3-2/19-20, dagger); AL N; SV Fort +1, Ref +4, Will +; Str 6, Dex 16, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: concentration + 4, hide + 7, spellcraft + 4; Improve initiative

Languages: Common, halfling.

Possessions: spell component pouch, wand of Tenser's Floating Disk (50 charges), sap.

Spells Known (5/3+1; base DC = 13 + spell level): 0- *Resistance, detect magic, Daze, Mage hand Open/close; 1st- sleep, mage armor*)

Familiar: Raven

Elanir: male half-elf ranger 1; CR 1 Medium humanoid (half-elf); HD 1d8+2 hp 10; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/20, sap) Full Atk +4 melee (1d6+2/20 sap); AL CN; SV Fort +4, Ref +4, Will +1; Str 14, Dex 14, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: handle animal + 3, hide + 5, knowledge (nature) + 3, listen + 6, survival + 5; Point blank shot, track.

Languages: Common, elven.

Possessions: masterwork sap, masterwork chain shirt, scroll of cure light wounds, masterwork longsword.

Favored enemy: Elves

Samoufat: male Baklunish human rogue 1; CR 1 Medium humanoid (human); HD 1d6+1 hp 7; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +0; Grp +1; Atk +2 melee (1d6+1/20, sap) Full Atk +2 melee (1d6+1/20 sap); AL CN; SV Fort +1, Ref +5, Will -1; Str 12, Dex 16, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb + 4, Disable Device + 6, Escape artist +6, Gather Information +4, Hide +6, Move silently + 6, Open lock + 9, Search + 4, Tumble + 6; Improved initiative.

Languages: Common.

Possessions: masterwork sap, masterwork chain shirt, masterwork thieves' tool, masterwork short sword.

(EX): *Sneak attack* 1d6, *Trapfinding*

ENCOUNTER 9: THE BARBARIAN

Krik: male half-orc barbarian 1 fighter 2; CR 3 Medium humanoid (half-orc); HD 1d12+2 plus 2d10+4 hp 30; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +7; Atk +4 melee (2d6+6/20, huge sap) Full Atk +4 melee (2d6+6/20, huge sap); AL CN; SV Fort +7, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: jump + 5, listen +3, survival + 3 ; Power attack, cleave, weapon focus (greatsword)

Languages: Common, orc.

Possessions: Huge masterwork sap, masterwork breast plate + 1, masterwork greatsword.

ENCOUNTER 11: THE APPRENTICE

Marver: male sueloise human wizard 4; CR 4 Medium humanoid (human); HD 4d4+4 hp 17; Init +; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +2; Grp +2; Atk +5 melee (1d3-1/20, whip) Full Atk +5 melee (1d3-1/20, whip); AL NE; SV Fort +2, Ref +4, Will +3; Str 8, Dex 16, Con 12, Int 16, Wis 8, Cha 8.

Skills and Feats: concentration + 8, craft(painting) + 12, Decipher script + 4, knowledge(arcana) + 12, knowledge(the planes) + 10, spellcraft + 10; Exotic weapon proficiency (whip), Subdual substitution, weapon finesse

Languages: Common, halfling.

Possessions: spell component pouch, artisan's tool masterwork, whip.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0- *detect magic, light* (2), *resistance*; 1st- *Color spray* (2), *Shield, Unseen Servant*; 2nd- *Subdual substitution shocking grasp, subdual substitution magic missile* (2)

ENCOUNTER 13: THE MOUNTAIN

Reck: male ogre warrior 1; CR 3 Large Giant (ogre); HD 5d8+10 hp 32; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (2d8+9/20 x3, large greataxe) Full Atk +9 melee (2d8+9/20 x3, large greataxe); AL NE; SV Fort +8, Ref +1, Will +0; Str 22, Dex 10, Con 14, Int 10, Wis 8, Cha 10.

Skills and Feats: Bluff + 2, Diplomacy + 4, Intimidate + 5 (large +4), listen +0; Persuasive, Power attack

Languages: Common, giant, orc.

Possessions: masterwork large breast plate, masterwork large greataxe.

ENCOUNTER 14: THE GNOME'S LAIR

Soulaf: male Baklunish human rogue 1; CR 1 Medium humanoid (human); HD 1d6+1 hp 7; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +0; Grp +1; Atk +1 melee (1d6/20, sap) Full Atk +1 melee (1d6/20 sap); AL CN; SV Fort +1, Ref +5, Will -1; Str 10, Dex 16, Con 12, Int 10, Wis 8, Cha 12.

Skills and Feats: Climb + 4, Disable Device + 6, Gather Information +5, Hide +6, Move silently + 6, Open lock + 9, Search + 4, Tumble + 6, use magic device + 5; Improve initiative.

Languages: Common.

Possessions: masterwork sap, masterwork chain shirt, masterwork thieves' tool, masterwork short sword.

(EX): Sneak attack 1d6, Trapfinding

Domio: male halfling wizard 5; CR 5; Small humanoid (halfling); HD 5d4+5 hp 21; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +2; Grp -4; AL LE; SV Fort +3, Ref +6, Will +6; Str 6, Dex 16, Con 12, Int 16, Wis 10, Cha 8.

Skills and Feats: concentration + 9, Decipher script + 11, knowledge(arcana) + 13, knowledge(religion) + 11, spellcraft + 11; Improve initiative, Rapid spell, sudden maximize.

Languages: Common, halfling.

Possessions: spell component pouch, hat of disguise, lair.

Spells Prepared (4+1/3+2/2+2/1+2; base DC = 13 + spell level): 0- ghost sound, touch of fatigue, daze (3), ; 1st- silent image (2), Mage armor, Alarm, cause fear; 2nd- Invisibility, Rapid summon undead I(2) , False life; 3rd- Rapid summon Undead II (2), Major image

APPENDIX 2: THE LAW IN NORTHERN TUSMIT

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 tusmitriad@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 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

The Pasha's influence in the northern sheikdoms is rather weak and local authorities tend to interpret the laws as they see fit. Minor offenses will most often be dealt with by the Military as in the southern sheikdoms. Major offenses are usually taken care of by the local ruler or a high ranking priest of Al'Akbar. Most grievous offenses are rarely put in the hands of the Pasha since the people of the northern sheikdoms don't usually like to deal with him. In this case, a high-ranking priest of the True Faith will be entitled to judge the offense. In some cases, a person who has been wronged will take matters in his own hands without any intervention from the militia or the Church. No one will ask any questions if justice has been served in the name of the True Faith.

The Offences

Assault (Noble, Church or Government official)

Threat or use of lethal force that results in bodily harm upon a person a lawful representative of the Tusman Government, a Tusman noble or member of an organized Tusman Church.

Sentence: Confiscation of weapon used and imprisonment of up to 1 year (52 TUs).

Assault (Major)

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

Sentence: Confiscation of weapon used and imprisonment of up to six weeks and 10d10 lashes.

Assault (Minor)

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

Sentence: Confiscation of weapon used and imprisonment of three weeks and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

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

Sentences:

- Government official, noble, military, or church official: Imprisonment of four weeks and loss of seventy-five percent of property.
- 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 10 years, plus loss of all property to be given to the family of the victim.

Murder

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

Sentences:

- Mass murder: torture in public and death.
- Any other: Death

Spying

Any activity that results in foreign powers learning secrets or information about the nation of Tusmit.

Sentence: Death

Theft

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

Sentences:

1. Less than 100 fountains stolen: 2d10 lashes per 25 fountains stolen.
2. 100 to 500 fountains in value: Imprisonment for 1 week per 100 fountains' worth of goods, and 5d10 lashes.
3. 500 fountains in value or more: Sent to the mines for 1 week per 100 fountains stolen, followed by severance of main hand.
4. Horse theft: Death.

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: Death.