

TUS5-04

Brothers in Arms

A One-Round D&D[®] LIVING GREYHAWK[™]

Tusmit Regional Adventure

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Once again, the legacy of Abir bin Ammon al-Vareshi threatens the peace and tranquility of Tusmit. You must race against those who would use it for their own evil purposes, and be the first to uncover where the truth is hidden. Having played **TUS3-01** *The Haunted House of bin-Khadij* and **TUS4-01** *Spoils of War* is recommended but not mandatory. A one-round adventure for character levels 2 to 14. (APLs 4 to 12)

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jpchappleau@videotron.ca for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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Most likely you ordered this adventure as part of an RPGA even 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.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 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.

Along with this adventure you'll find a RPGA Table 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. 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:

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

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Abir bin Ammon al-Vareshi was born to one of the most respected merchant houses of Vilayad in Tusmit. Young Abir spent his youth taking trips abroad and dabbling with the arcane arts. He met his wife, Anna, in Perrenland, and came back with her to manage the family's business upon his father's passing. All would have been well if not for the terrible events that befell the whole of Flanaess: the Greyhawk Wars.

During those Wars, Abir bin Ammon al-Vareshi and four other men from Tusmit became involved in a secret project to help vanquish the forces of Iuz. Those men were Yasin bin-Khadij, Abdul al-Jabbaar, El'ai Khafa Al-Mullah and Akim Khasif.

Al-Vareshi had two secret laboratories constructed: one below his house in Vilayad, one in another, undisclosed

location. He then gave his four compatriots, whom he trusted implicitly, a clue to that location on a piece of parchment.

(**Note:** If the heroes have gone through **TUS4-01** *Spoils of War*, they have already found the first of al-Vareshi's labs, but players who haven't should be able to play this mod as a stand-alone.)

When al-Vareshi disappeared near the end of the Wars, bin-Khadij and the others were told by al-Vareshi's superiors that the project had been abandoned and were sworn to secrecy.

Yasin bin-Khadij waz-Vilayad was first encountered in **TUS3-01** *The Haunted House of bin-Khadij*, when he required the services of heroes to rid his manor in Vilayad of unwanted elementals. He is a retired adventurer of renown, with ties with all levels of government in Tusmit. He was also one of the major forces behind the liberation of Vilayad from the Worldburners' siege.

Hassan Mansoor is a member of the Ket chapter of the Mouqollad Consortium, and sees himself as a Ket patriot. He has done a few "missions" for the Ket government in the past, usually passing himself as an Ekbir-based member of the Consortium. He met Akim Khasif in Lopolla, where Khasif sold him some information about a wealth of treasure to be found in a secret laboratory located near Vilayad. After duping some foolish adventurers into finding the first of al-Vareshi's labs for him (in **TUS4-01** *Spoils of War*), Mansoor returned to Lopolla and was approached by Khasif a second time, this time about a second, much larger laboratory and of the 4 pieces of parchment that held the secret of its location. He subsequently stole Khasif's piece of parchment before disposing of him. He later chanced upon a group of Worldburners whom he tricked into helping him.

Adventure Summary

This adventure is set up as a race between the heroes and the bad guys. To that effect, keep in mind the timeline as described in **DM Aid #1**. The heroes have then a set number of days/hours to get from one encounter to the next, or they suffer the consequences (loss of XP or even the utter failure of the adventure).

Encounter One: The Old Warrior Shortly after a break-in at his mansion, Yasin bin-Khadij waz-Vilayad gathers the heroes to request their help. Intruders have stolen a document that dated from the Greyhawk Wars of old, document that, if fallen in the wrong hands, could have

serious repercussions for Tusmit and maybe for the whole of the Flanaess.

This document was the piece of parchment that Abir bin Ammon al-Vareshi gave him years ago, leading him to believe someone learned of the project and wants to find the laboratory.

Bin-Khadij waz-Vilayad gives the name and last known location of the 2 of the other 3 men living who had a piece of the parchment to the heroes (he doesn't know where the last one, Akim Khasif, lives now). He asks the heroes to gather the pieces of the map or at least warn them that their lives could be in danger. He himself will go to Sefmur confer with his contacts at the Palace. He gives them a writ to prove the heroes are his envoys.

Encounter Two: The Wine Merchant The heroes must go to Kamier, in the sheikdom of Jaydah to warn Abdul al-Jabbaar who lives there and works as a wine merchant. They arrive to find his house burned down and to hear cries for help from his wife and children who are caught inside the wine cellar. The bad guys (a band of Worldburners working for Hassan) ransacked the house, stole Abdul al-Jabbaar's piece of parchment and killed him when he resisted. Then they set the house on fire to cover their tracks. The heroes have to rescue the widow and the children from their predicament.

Encounter Three: The Mullah If the heroes get to Khandahur within the allotted time, they can easily find the home of El'ai Khafa Al-Mullah, a high-ranking member of the True Faith of Al'Akbar. They are greeted there by a manservant, who informs them his master has left on urgent Church business and won't be back until the next day.

If the heroes stick around Khandahur to safeguard his home (and his piece of parchment), they encounter some of the Worldburners they missed in Kamier, who took the opportunity of Khafa Al-Mullah leaving his home to search his home. The summoning was a forgery – which should be obvious to all but the devout Mullah.

Upon his return, El'ai Khafa Al-Mullah hears the heroes' story and, if the heroes are convincing enough, gives them his piece of parchment to be returned to Yasin bin-Khadij waz-Vilayad.

Encounter Four: The Man from Ket On their way back to Sefmur to meet with bin-Khadij waz-Vilayad, the heroes are ambushed (well, at least that's the plan...) by Hassan Mansoor, the mysterious "Hassan from Ket" from **TUS4-01** *Spoils of War*, who is the mastermind behind the thefts. If the heroes vanquish Mansoor and his cronies, they get all the remaining pieces: bin-Khadij's, Abdul al-Jabbaar's and Akim Khasif's.

Encounter Five: The Old Man's Cave The heroes should now have all four pieces: those and a Knowledge (local: VTF) check should be enough to deduce where exactly the second laboratory is located.

The heroes can take this information back to bin-Khadij waz-Vilayad, but being adventurers, they may try to find the place themselves. If they do, the heroes arrive at the second laboratory and have to disarm some magical traps that are securing the access to the lab.

Encounter Six: The Men of Steel The heroes must bypass the guardian that al-Vareshi has left behind. The construct is in a bad state of disrepair.

Conclusion A: We found the lab! The heroes won over Hassan Mansoor, found the hidden laboratory and fought successfully against the guardian inside. All they need to do now is to report to Yasin bin-Khadij waz-Vilayad in Sefmur.

The End

Conclusion B: We got the map! The heroes won over Hassan Mansoor and went straight to Sefmur to report to Yasin bin-Khadij waz-Vilayad. They are offered the chance to find the laboratory themselves, or let bin-Khadij waz-Vilayad handle it..

Conclusion C: Oh well, we tried our best... The heroes let Hassan Mansoor get away with most of the pieces of parchment. Nothing left to do but go straight to Sefmur to report to Yasin bin-Khadij waz-Vilayad.

Introduction

Start by passing **Player Handout #1** around the table and read or paraphrase the following:

You have all been summoned to the manor of Yasin bin-Khadij waz-Vilayad, an older gentleman warrior who long ago retired from the adventuring life.

Located in a large, exquisitely furnished building in the better part of Vilayad, bin-Khadij waz-Vilayad's manor seems to have been under attack recently: most of the front windows have been broken and covered with makeshift shutters.

Those who have been there before recognize the gentleman who greets them: Archibold Topp, the manor's steward. A retired adventurer and priest of Kelanen, god of swords and swordplay, Topp is an older, graying man, who looks just the same as he did before, except for the fact he has his right arm in a sling. In his exceedingly polite and dignified way, he leads the heroes

past a series of double doors at one end of the foyer and into the den, where bin-Khadij waz-Vilayad himself is seated in one of the overstuffed chairs that fill the room.

Encounter One: The Old Warrior

Depending on the heroes' past history with bin-Khadij waz-Vilayad, his reaction to their arrival will be one of the following:

If the heroes received the "Gratitude of Yasin bin-Khadij" from **TUS3-01** *The Haunted House of bin-Khadij* (even if it has been spent since), OR if the heroes are known as a "Veteran of Fire War" from *The Dirty Half-Dozen* Tusmit Interactive (even if the influence point has been spent since), they are welcomed as fellow adventurers and men of resources. All Gather Information and Diplomacy checks with him during this adventure are at a +5 bonus. Heroes are referred to later in the adventure as "**trusted**".

If the heroes received both the "Gratitude of Yasin bin-Khadij" AND the "Invitation of Yasin bin-Khadij" from **TUS3-01** *The Haunted House of bin-Khadij* (even if either or both of them have been spent since), OR if the heroes are known as "Hero of Fire War" from *The Dirty Half-Dozen* Tusmit Interactive, they are welcomed as comrade in arms and fighting men of valor. All Gather Information and Diplomacy checks with him during this adventure are at a +10 bonus. The heroes are referred to later in the adventure as "**kindred**".

If the heroes played **TUS3-01** *The Haunted House of bin-Khadij* and failed to get either rewards from it, they are viewed coolly and not without suspicion. He discloses to them only what he deems necessary for them to fulfill their mission and no more. All Gather Information and Diplomacy checks with him during this adventure are at -5. These heroes are referred to later in the adventure as "**unworthy**".

If the heroes never met bin-Khadij waz-Vilayad before (not having played **TUS3-01** *The Haunted House of bin-Khadij*), he spends a few moments to observe the heroes, gauging their worth. Seemingly satisfied with what he sees, he discloses whatever information he deems necessary for them to fulfill their mission and answers their questions (normal Gather Information and Diplomacy checks with him during this adventure). These heroes are referred to later in the adventure as "**unknown**".

He discloses the following information in any case:

- The boarded-up windows, and the injury to Topp, are the consequences of a break-in that occurred 2 days ago.
- None of the weapons or other valuables in the house were touched, but his own room has been thoroughly ransacked and his own personal safe has been broken into.
- The thieves took only one thing: an old document that dates to bin-Khadij waz-Vilayad's adventuring days.
- The document was part of a set of four similar pieces, given to 4 individuals during the Greyhawk Wars. Each piece is about the size of a palm.
- One of those individuals was himself, and he knows the location of another two of those individuals, and feels he must warn them they might be in danger. He doesn't know where the last one can be found.
- He is leaving right after meeting with the heroes for Sefmur, where he will use his contacts in the government to find out more about this affair.
- He needs the heroes to warn the other two individuals of the danger that they now be facing, and to ask them to return the documents to him. He gives the heroes a writ explaining the situation, to prove to the others that the heroes are his emissaries. Give the heroes the writ as **Players Handout #2**.
- He does not lend any weapons from his collection or any money to the heroes, but he can provide riding horses for each of the heroes, if needed. He insists the heroes bring back his horses in good shape at the end of their mission.

 **Horse, Light:** hp 19; see *Monster Manual* page 273.

If any hero asks the time-honored question "What's in it for me" or one of its variants: Yasin bin-Khadij waz-Vilayad pauses for a moment, his eyes burning with the fire that caused more than a few of his enemies to retreat, and says: "***The lives of good and innocent men are at stake. For a man of valor and integrity that should be payment enough***". That hero will now suffer a -5 penalty to all Gather Information and Diplomacy checks with bin-Khadij waz-Vilayad during this adventure.

A successful Gather Information or Diplomacy check will reveal the following:

[DC 10] Put together, the 4 pieces of parchment form a map.

[DC 15] That map refers to the location of a secret laboratory used during the Greyhawk Wars. If the heroes played **TUS4-01** *Spoils of War*, bin-Khadij waz-Vilayad will confirm that it is the location of the second of al-Vareshi's laboratories.

[DC 20] Several years ago during the Greyhawk Wars, Abir bin Ammon al-Vareshi was involved in a secret project to help vanquish the forces of Iuz. He had two secret laboratories constructed: one below his house in Vilayad, one in another, undisclosed location. Al-Vareshi gave 4 men, whom he trusted implicitly, a clue to that location on a piece of parchment. Those men were bin-Khadij waz-Vilayad himself, Abdul al-Jabbaar, El'ai Khafa Al-Mullah and Akim Khasif. When al-Vareshi disappeared, at the end of the Wars, bin-Khadij waz-Vilayad and the others were told by al-Vareshi's superiors that the project had been abandoned and were sworn to secrecy.

If asked about the widow of al-Vareshi (who died a beggar in **TUS4-01** *Spoils of War*) and more specifically why he let her situation decline without intervening, bin-Khadij waz-Vilayad's response will depend on his previous dealings with the heroes:

- If the heroes are **"trusted"**, he says, in a low voice: *"I tried to help her many times, but she always refused. Was it because she felt I was responsible for her husband's death, or for some misguided pride, I don't know"*. He does not say anymore about this subject after that.
- If the heroes are **"kindred"**, he hangs down his head in shame, and says in a low voice: *"I tried to help her many times, but she always refused. Was it because she felt I was responsible for her husband's death, or for some misguided pride, I don't know. All I know is that I should have tried harder – it is a shame that will be with me until the day I die"*. He does not say anymore about this.
- If the heroes are **"unworthy"** or **"unknown"**, he coolly replies that Lady Anna refused his help, and that it was a private matter between Lady Anna and him.

If the heroes agree to this mission, he tells them the location and the identity of the other 2 owners of al-Vareshi's pieces of parchment (see **DM Aid #2** for a map of that section of Tusmit):

- Abdul al-Jabbaar, a wine merchant in Kamier (a small town in the sheikdom of Jaydah), about 30 miles or 1 day's ride from Sefmur.

- El'ai Khafa Al-Mullah, a mullah of the True Faith of Al'Akbar living in Khandahur (the capital of the sheikdom of Eysami), about 120 miles or 4 days' ride from Sefmur.

Yasin bin-Khadij waz-Vilayad insists that the heroes leave now with him for Sefmur (110 miles or 3 days' ride from Vilayad).

During the uneventful trip from Vilayad to Sefmur, bin-Khadij waz-Vilayad tells the heroes he will be staying at the Gold Coin (a well-known inn conveniently located near the palace) during his stay in Sefmur, and that the heroes should meet with him there after their mission. He also explains how to get to Kamier and then to Khandahur to those heroes unfamiliar with the region (mostly out-of-region heroes with no ranks in Knowledge (local: VTF) – Tusmit characters know this automatically).

He makes sure the heroes are keeping a fast enough pace, so they get to the gates of Sefmur in the evening of the 3rd day after leaving Vilayad.

Encounter Two: The Wine Merchant

It should normally take the heroes 1 day to go from Sefmur to Kamier. If they take longer, adjust the timeline accordingly (they might miss some encounters altogether).

Arriving early

If they have the means to go faster, also adjust the timeline accordingly: the Worldburners will not attack al-Jabbaar's home if the heroes are nearby, and the heroes will be able to gain his piece of parchment with minimal fuss.

Arriving on time

Otherwise, the heroes easily find the house of Abdul al-Jabbaar, which was built near the main road a few miles from the city proper. Or to be precise what's left of it.

The house has all but burned to the ground. Only two walls are still erect, and what used to be the inside of the house is full of debris, the charred remains of al-Jabbaar in plain sight.

Al-Jabbaar's widow and children barely escaped with their lives, by taking shelter from the fire in the wine cellar. Since then, they have been unsuccessful in

opening the only door leading to the surface due to planks and beams that fell on it.

Heroes making a successful Listen check [DC 10 + APL] can locate the source of the sound, or a successful Spot check [DC 15 + APL] to find the entrance to the wine cellar underneath the debris. Then, a successful Strength check [DC 15 + APL] is needed to push back the debris and clear the door. There is enough space so that up to 4 heroes can try at once. Or, if the heroes have ropes, they can also try to move the debris with ropes tied to their horses, which lowers the DC to 15 + APL.

◆ **Marisa al-Jabbaar:** Female Human (Baklunish).

◆ **Samir:** Male Human (Baklunish).

◆ **Kamira:** Female Human (Baklunish).

Once freed, it takes a Diplomacy check (DC 15 or DC 25 if no-one thought of covering the body of her husband) to calm down the bereaved widow enough for her to tell the heroes what happened:

- 6 men came to see his husband the day before; they argued with him and forced him to open his safe box by threatening her and his 2 children.
- They did not take any money, only the content of a small leather envelope.
- Then they killed him when he tried to resist and they set fire to the house before leaving.
- She was able to seek refuge with her children in the wine cellar, but the door slammed shut and they could not budge it.

If asked, she says she has relatives in town, and that she would be obliged to the heroes if they could escort her there – she is still frightened that her husband's killers are around (they're not – they left for Khandahur right after their misdeed).

If the heroes agree to that, going to Kamier takes only half an hour. Once there, they are greeted by her family, who quickly calls for the local Qadi (priest of the Exalted Faith of Al'Akbar) who serves as the constable in the small town.

Convincing the Qadi they had nothing to do with the murder and that they must leave right away should not take long if the heroes show him bin-Khadij waz-Vilayad's writ. Otherwise, the Qadi tries to detain them for questioning. A successful Diplomacy check [DC 15] should be enough to convince him. The heroes could also decide to flee the town – which should not be difficult, and the Qadi will not give pursuit.

Encounter Three: The Mullah

Meeting bin-Khadij

If the heroes try to meet with bin-Khadij waz-Vilayad while in Sefmur, he doesn't return to the Gold Coin until late in the evening of the **second** day. The heroes lose one day waiting for him. bin-Khadij berates the heroes for wasting time when they should be warning his El'ai Khafa, especially after the gruesome fate that befell al-Jabbaar.

Khandahur

After the heroes have left Kamier, it should take them one day to go back to Sefmur and from there, another three days to get to Khandahur.

Once in Khandahur, they have no trouble finding the house of El'ai Khafa Al-Mullah: the man is well known in town, and everyone speaks of him with deference and respect.

They arrive in a large house, built near the edge of the city (see **DM Aid #3** for a map of the house).

A manservant answers the door, and tells the heroes that his master is absent from the house on Church business and should be back tomorrow. If questioned, he says he does not know where his master went, and that in itself is not unusual: his master is a very busy man, and his presence is often requested at a moment's notice.

If the heroes asked if they can stay overnight in the house, the manservant at first refuses, and requires convincing through a successful Diplomacy check or Intimidate check [DC 15 + APL] to agree to the heroes' demand. If shown bin-Khadij waz-Vilayad's writ, the DC goes down by 5. If the heroes convince him, he shows them to the guestrooms of the house.

If that fails, the heroes elect to stay nearby to keep an eye on the house. There is space enough at a small distance from the house to make camp for the night. Go to the section entitled "**The Worldburners' attack**"

The heroes could also decide to find an inn for the night. Fortunately, there is one just a block from Khafa al-Mullah's house. Go to the section entitled "**The Worldburners' attack**"

If the heroes want to search for the piece of parchment themselves, they have to wait for the manservant to leave, just before sundown: he does not tolerate strangers poking around his master's place and he does not hesitate to go fetch the mullahs and have the heroes arrested.

If the heroes let him go to the mullahs, they get arrested and have to spend the night at the guard house – go to **Conclusion C**. If the heroes try to restrain him by force, they have no problem doing so (do not even bother to roll for it).

Finding the piece of parchment requires a successful Search check [DC 35] if they do it cautiously [DC 20] if they turn the place upside down. The heroes can then decide to leave for Sefmur – skip to **Encounter Four: The Man From Ket**.

If the heroes decide to search the house **and** wait for El'ai Khafa Al-Mullah to show up the next day, proceed with the rest of the encounter: any “ransacking” on the heroes’ part could be blamed on the Worldburners.

The Worldburners’ Attack

Under cover of night, Hassan Mansoor sends his Worldburners thugs to try and sneak into the house undetected. Ask the heroes if they keep a watch: the Worldburners make their move during their second watch. Keep note who is awake at this time and where each hero is.

He also sends his own familiar, an owl, to check on the Worldburners and to report to him anything (or anyone) that would jeopardize his mission. The owl perches itself in the high branches of a tree opposite Khafa Al-Mullah’s house. The familiar does not participate in the attack, and does not do anything that would make the heroes think it is anything but an ordinary common owl. After the combat, if the heroes have captured or killed all the Worldburners, or if they track any fleeing Worldburners, it tries to follow the heroes and keeps an eye on them from way above them.

If the heroes are outside the house, a successful Spot or Listen check [DC 10 + APL] by whoever is awake at that time alerts them to the presence of the Worldburners. If the heroes are at the inn, a successful Spot or Listen check [DC 20 + APL] by whoever is awake at that time does the same.

The Worldburners try to enter the house through the back door leading into the kitchen (room 1). Heroes in the kitchen encounter the Worldburners as they enter the room, and combat ensues.

If the Worldburners enter unnoticed, the heroes have three chances of being alerted to their presence:

- As soon as they enter,
- When they proceed to the main bedroom, where they search around for a minute or two

before they find the piece of parchment (or give up trying if the heroes already have it),

- When they try to get away (with or without the piece of parchment) through the same way they came in.

All three times, roll a Move Silently check for each Worldburners, note the lowest result, and allow any heroes awake **and inside the house** to make an opposed Listen check against the lowest Move Silently result you made for that specific moment.

Any successful roll on the heroes’ part means the Worldburners are discovered. They have been ordered by Hassan Mansoor to come back with the piece of parchment no matter what, so even though they would normally fight to the death, they fight only as long as they think they have a reasonable chance of winning. They do not take any prisoners, unless a hostage could help them escape. As soon as they get outside the house, they scatter in all directions, making pursuit that much more difficult (they have orders to regroup later at a pre-designed spot less than a mile outside of town).

The heroes could also be waiting outside for the Worldburners to come out before attacking them. Unless the heroes are right next to the service door, a successful Spot check [DC 10 + APL] is needed to catch the Worldburners as they leave. In that case, the Worldburners do not try to fight but instead concentrate on escaping. Roll at random to see which of the Worldburners has the piece of parchment.

APL 4 (EL 4)

♣ **Worldburners Thugs (5):** Male Human (Baklunish); War2; hp 17; see Appendix One

APL 6 (EL 6)

♣ **Worldburners Recruits (4):** Male Humanoid (Baklunish); Bbn2; hp 23; see Appendix One

APL 8 (EL 8)

♣ **Worldburners Warriors (4):** Male Human (Baklunish); Bbn2/Ftr1/Rgr1; hp 37; see Appendix One

APL 10 (EL 8)

♣ **Worldburners Warriors (4):** Male Human (Baklunish); Bbn2/Ftr1/Rgr1; hp 37; see Appendix One

APL 12 (EL 10)

♣ **Worldburners Elite Warriors (4):** Male Human (Baklunish); Bbn2/Ftr2/Rgr2; hp 52; see Appendix One

Treasure

APL 4: L: 130 gp; C: 0 gp; M: 0 gp.

APL 6: L: 208 gp; C: 0 gp; M: 0 gp.

APL 8: L: 0 gp; C: 0 gp; M: *+1 chain shirt* (416 gp per character), *+1 scimitar* (771 gp per character), *+1 short sword* (770 gp per character), *+1 vest of resistance* (333 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *+1 chain shirt* (416 gp per character), *+1 scimitar* (771 gp per character), *+1 short sword* (770 gp per character), *+1 vest of resistance* (333 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *+2 chain shirt* (1416 gp per character), *+2 scimitar* (2771 gp per character), *+2 short sword* (2770 gp per character), *+2 vest of resistance* (1333 gp per character).

If the heroes stopped the Worldburners before they have time to search for the piece of parchment, they can still decide to search the house themselves, as noted above.

If the heroes stop the Worldburners and recover the piece of parchment or if the heroes already had it, they can now decide to wait for the master of the house or leave right away for Sefmur. If they leave, go to

Encounter Four: The Man from Ket.

If the heroes interrogate any surviving Worldburners, they learn little: those Worldburners are a slow-witted bunch, only following Hassan Mansoor because he promised them mayhem and riches. Some of them even believe that he is an emissary of the Fire God himself. They deny any ties with Ket or with any other nation (and they are quite adamant that their loyalty is only to their Fire God). They tell the heroes where they were supposed to rendezvous with Mansoor, but he will be long gone by then (alerted by his owl shadowing the heroes).

If the heroes stay after the combat, the manservant comes in just after dawn, and noticing the battle site, runs to the mullahs. Again, stopping him should not be hard at all, but Khafa Al-Mullah **will** show up with several mullahs in tow to arrest the heroes (he noticed the commotion some distance from the house and went to get reinforcements before moving in).

If the heroes let the manservant go to the mullahs, they arrive at the same time as El'ai Khafa Al-Mullah himself. A successful Diplomacy check [DC 25, DC 15 if the heroes show him the writ from bin-Khadij waz-Vilayad] is needed for Khafa Al-Mullah to order the other mullahs to leave and to take the heroes into the living room (room 7) to discuss what happened.

El'ai Khafa Al-Mullah, is a man well into his forties, at least 6 feet tall, with broad shoulders and muscular arms.

A well-maintained beard frames his weather-beaten face where a slightly crooked nose and deep-set eyes gives his guests the impression that the man has done and seen much in his life.

He sits down on a pillow and listens to the heroes politely. He shows some sorrow at the news of al-Jabbaar's fate, saying he had spoken to the man only a few months before.

If asked about the reason he left his house, he grumbles something about being a fool: he received a well-forged letter from a friend (by the name of Yosef – the name is irrelevant to this scenario) who lives outside of town, asking him to come to his home at once. He could not refuse him, but on arriving there he learned that his friend had not sent him any letter at all. Fearing the worst, he returned home with all due haste.

If the heroes have not molested his manservant, he willingly lets them keep his piece of parchment, as long as they swear it will be given to bin-Khadij waz-Vilayad in person. Otherwise, a successful Diplomacy check [DC 15] is needed to assuage his doubts.

If the mullah remains unmoved, the heroes are sent to jail and Hassan Mansoor escapes with the pieces. Continue with **Conclusion C: Oh well, we tried our best...**

Encounter Four: The Man from Ket

Thanks to his familiar, Hassan Mansoor has a good idea where the heroes are and where they're headed. He uses that knowledge to follow the heroes and ambush them when they stop for the night. He stays well behind (but less than a mile) from the heroes, and only approaches them when his owl watching them sees the heroes making camp.

If the heroes have the means to go back directly to Sefmur without having to stop for the night, go to **Conclusion C.**

Otherwise, Mansoor and his Worldburners attack a few hours before dawn. Check for any heroes who decided to stand watch: the attack happens during the **last** watch.

APL 4 (EL 5)

Worldburners Thugs (5): Male Human (Baklunish); War2; hp 17; see Appendix One

♣ **Hassan Mansoor:** Male Human (Baklunish); Rog2; hp 10; see Appendix One

APL 6 (EL 7)

♣ **Worldburners Recruits (4):** Male Humanoid (Baklunish); Bbn2; hp 23; see Appendix One

♣ **Hassan Mansoor:** Male Human (Baklunish); Rog4; hp 18; see Appendix One

APL 8 (EL 9)

♣ **Worldburners Warriors (4):** Male Human (Baklunish); Bbn2/Ftr1/Rgr1; hp 37; see Appendix One

♣ **Hassan Mansoor:** Male Human (Baklunish); Rog6; hp 26; see Appendix One

APL 10 (EL 10)

♣ **Worldburners Warriors (4):** Male Human (Baklunish); Bbn2/Ftr1/Rgr1; hp 37; see Appendix One

♣ **Hassan Mansoor:** Male Human (Baklunish); Rog8; hp 34; see Appendix One

APL 12 (EL 12)

♣ **Worldburners Elite Warriors (4):** Male Human (Baklunish); Bar2/Ftr2/Rgr2; hp 52; see Appendix One

♣ **Hassan Mansoor:** Male Human (Baklunish); Rog10; hp 42; see Appendix One

Tactics: Mansoor leaves his horse tethered out of earshot from the heroes' camp. He then uses his *dust of disappearance* to sneak in undetected while his Worldburners attack with their usual cries of "BURN THE WORLD", "FOR THE FIRE GOD", etc. (he sent the most subtle of the lot to attack al-Mullah's house). Once there, he searches the heroes' packs to find the remaining pieces of parchment, stopping only to try to backstab the heroes who look to be the most menacing.

Treasure

APL 4: L: 157 gp; C: 0 gp; M: +1 *chain shirt* (104 gp per character), +1 *rapier* (193 gp per character), +1 *ring of protection* (166 gp per character), *dust of disappearance* (291 gp per character)

APL 6: L: 235 gp; C: 0 gp; M: +2 *chain shirt* (354 gp per character), +2 *rapier* (693 gp per character), +2 *ring of protection* (666 gp per character), +2 *vest of resistance* (333 gp per character), *dust of disappearance* (291 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: +1 *chain shirt* (416 gp per character), +1 *light crossbow* (194 gp per character), +1 *scimitar* (771 gp per character), +1 *short sword* (770 gp per character), +1 *vest of resistance* (333 gp per

character), +2 *ring of protection* (666 gp per character), +2 *vest of resistance* (333 gp per character), +3 *chain shirt* (770 gp per character), +3 *rapier* (1526 gp per character), *dust of disappearance* (291 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: +1 *chain shirt* (416 gp per character), +1 *crossbow* (194 gp per character), +1 *scimitar* (771 gp per character), +1 *short sword* (770 gp per character), +1 *vest of resistance* (333 gp per character), +2 *ring of protection* (666 gp per character), +2 *vest of resistance* (333 gp per character), +3 *chain shirt* (770 gp per character), +3 *rapier* (1526 gp per character), *dust of disappearance* (291 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: +1 *light crossbow* (194 gp per character), +2 *amulet of natural armor* (666 gp per character), +2 *chain shirt* (1416 gp per character), +2 *ring of protection* (666 gp per character), +2 *scimitar* (2771 gp per character), +2 *short sword* (2770 gp per character), +2 *vest of resistance* (1666 gp per character), +3 *chain shirt* (770 gp per character), +4 *rapier* (2694 gp per character), *dust of disappearance* (291 gp per character)

Neither Mansoor nor the Worldburners take prisoners. The Worldburners fight to the death (as usual), but Mansoor tries to go back to his horse (or steal one if one is nearby) and escape with the pieces of parchment if the combat goes against him.

If the heroes defeat the Worldburners and either capture or kill Mansoor, they find on him the remaining 3 pieces of parchment.

If the heroes defeat the Worldburners but let Mansoor get away, go to **Conclusion C**.

If they capture Mansoor and interrogate him, a successful Diplomacy check [DC 20 + APL] or Intimidate check [DC 15 + APL] reveals the following:

- He found that particular group of Worldburners after the fall of the siege of Vilayad, and easily convinced them to follow him, hinting he might be connected to their Fire God and appealing to their greed and their lust for chaos.
- If someone suggests a link between the Worldburners and Ket, he will laugh sardonically. "Don't be ridiculous, those beasts are lower even than elves. Glorious Ket does not need their kind, and I only used them as I would use a well-oiled blade, only to be discarded when nicked and dulled", i.e. he was planning to get rid of them himself after he got the 4 pieces of parchment.
- He sees himself as a Ket patriot, but denies that he was working for the Ket government in this

matter. "Of course Ket would have been the first to benefit from my discoveries, but no-one asked me to do anything, I did it all on my own!"

Encounter Five: The Old Man's Cave

By now, the heroes should have all 4 pieces of parchment. The race is over, they won, and they must now decide what to do next.

If they decide to go back to Sefmur and give all 4 pieces to Yasin bin-Khadij waz-Vilayad, go to **Conclusion B**.

If they decide to go after the 2nd laboratory themselves, they first have to decipher the clues left in the 4 pieces of parchment. Once put in the correct order (see **DM Aid #4**), the pieces indicate that the laboratory is located in a cave 3 miles from the town of Nesuv in the sheikdom of Suvii.

(Please make it clear to the players that these are the only two logical options available: keeping the pieces for themselves or giving them to any other group or individual is pointless. If they insist, go directly to the **Treasury Summary** section: the scenario is effectively over.)

For heroes with a home region other than Tusmit, a successful Knowledge (local: VTF) check [DC 15] is needed to find out how to get to Nesuv. As well, a successful Gather Information check [DC 15] can be used in town to get the correct directions from the local erudite, library or map maker.

Once in Nesuv, another successful Gather Information check [DC 10] leads the heroes to the place known as "The Old Man's Cave", an abandoned mining site about 3 miles from the outskirts of the town. Abir bin Ammon al-Vareshi bought it a few years before the Greyhawk Wars for his own purposes, and made sure the place was widely known as "emptied, deserted, and worthless" to discourage any looters or trespassers.

He also prepared a few surprises for those who would not be discouraged so easily...

The cave's entrance is blocked with planks and warning signs ("No Trespassers", "Danger: Cave Ins", "Condemned") in Common and Ancient Baklunish, but they can be easily bypassed with some effort – a simple Strength check [DC 5] is required to remove the planks.

The entrance leads into a long unlit corridor of roughly hewed stone, 15 feet wide and 100 feet long, going down at a slight but noticeable angle. The heroes need their own illumination (or *darkvision*) in order not to stumble in the dark.

After the first 100 feet, the passage is blocked by what seems to be a cave-in ahead. But heroes that step over the first 5 feet of debris will realize that the rest of the cave-in is simply an illusion made with a *permanent image* spell.

The heroes are now in another corridor, still dark but made of smoother stonework. An arch can be found after the first 10 feet, and a second arch another 50 feet further.

Those two arches are part of the first line of defense of al-Vareshi's lab. The first one is trapped with a *reciprocal gyre* spell (at APL 10 and APL 12 only), the second one with a *dispel magic* spell. Heroes who barge in buffed to the gills are in for a rude surprise!

APL 4, APL 6 and APL 8 (EL3)

✔ **Dispel Magic Trap**: CR 3; magic device; proximity trigger (permanent *alarm*); automatic reset; spell effect (*dispel magic*, 14th-level sorcerer, no saving throw, see spell description); Search (DC 28); Disable Device (DC 28).

APL 10 and APL 12 (EL 6)

✔ **Reciprocal Gyre Trap***: CR 5; magic device; proximity trigger (permanent *alarm*); automatic reset; spell effect (*reciprocal gyre*, 14th-level sorcerer, DC 18 Will save half damage, then Fortitude save negates, see spell description); Search (DC 30); Disable Device (DC 30).

* see Appendix 2: New Rules Items

After the two arches, the corridor continues for another 100 feet, still at a slight downward angle, and opens into a room about 45 feet wide by 60 feet long. That room was the laboratory's 2nd line of defense, and used to house several rust monsters, now long dead.

Encounter Six: The Men of Steel

A short (10 foot long) corridor connects the rust monster's lair (the rust monster has since died of starvation) with the next room. In it, the heroes will find the almost-completely-devoured remains of a well-furnished laboratory (similar in furnishing if not in size with the one found in **TUS4-01** *Spoils of War*). See **DM**

Aid #5: Abir bin Ammon al-Vareshi 2nd laboratory for a map of the laboratory.

This is where al-Vareshi was doing most of his work, and this is also where he left some of it unfinished.

Stepping into the room activates the two constructs (only one at APL 6) that al-Vareshi has left behind. The command amulet for the shield guardians is nowhere to be found.

APL 4 (EL 6)

🔥 **Animated Object, Huge:** Huge Construct; hp 84; see Appendix One.

🔥 **Animated Object, Large:** Large Construct; hp 52; see Appendix One.

APL 6 (EL 8)

🔥 **Shield Guardian:** Large Construct; hp 112; see *Monster Manual*, page 223.

APL 8 (EL 10)

🔥 **Shield Guardians (2):** Large Construct; hp 112, 112; see *Monster Manual*, page 223.

APL 10 (EL 12)

🔥 **Shield Guardian, Advanced (2):** Large Construct; hp 173, 173; see Appendix One.

APL 12 (EL 14)

🔥 **Shield Guardian, Advanced (2):** Huge Construct; hp 205, 205; see Appendix One.

Tactics: The last command the constructs received was “Protect this room from intruders until my return” and they are trying their best to fulfill it – they do not stop until the intruders leave the room or they are destroyed. At APL 6, the spell stored inside the shield guardian is *chill touch*. At APL 8, APL 10 and APL 12, one shield guardian has stored *chill touch*, the other one has *crushing despair*.

After the heroes have vanquished the shield guardians, a successful Search check [DC 10] enables the heroes to find a leather bound book on the desk at the far end of the room – the diary of Abir bin Ammon al-Vareshi.

Most of this diary is an unreadable mess of symbols, characters and sketches, and several pages have been damaged beyond repairs by years of exposure to the dank and musty cave, some of it is still readable. Give the players **Players Handout #7: Abir bin Ammon al-Vareshi’s Diary**, and point out to them the last entry:

If you are reading this, then you must fear the worst for me. If you are a friend to the free men of Oerth,

please, in the name of High Cleric, take this diary to my good friends Yasin bin-Khadij in Vilayad or El’ai Khafa in Sefmur. If you are a minion of the Old One, then I pray to the Banisher of Darkness that his reign is at an end and that you will be shown no mercy.

Conclusion A: We found the lab!

The heroes won over Hassan Mansoor and found the 2nd laboratory.

If the heroes try to go back to Khandahur to give the diary to El’ai Khafa al-Mullah, they arrive to his house only to be told he has gone to Sefmur on Church business, and is not expected to be back until a fortnight (at this point, the DM should dissuade the players to wait for him).

If the heroes go back to Sefmur to report their findings to Yasin bin-Khadij, they find him waiting for them at the Gold Coin, where he congratulates them on the success of their mission.

If they give him the diary, he quickly peruses it and asks them to meet with an official of the Tusmit Government.

He also asks about his horses. If the horses are in good shape, and if they agree to this meeting, he ushers them through the gates of the Palace, and asks them to wait for him in a small antechamber near the entrance. At no point are the heroes free to roam the Palace: armed guards politely but firmly bring them back to the antechamber. If they insist or using magic, they are quickly discovered by the Farises and Mullahs protecting the Palace and thrown out (Cross out all Influence Points on the Adventure Record).

Yasin bin-Khadij waz-Vilayad returns shortly, without the diary, and, before taking his leave, he swears a solemn oath that if he is able, he will intercede on the heroes’ part if they ever need to communicate with any government official (Influence Point with Yasin bin-Khadij waz-Vilayad). The meeting with a member of the Pasha’s staff also earns the heroes an Influence Point with the Tusmit Government.

If any horse is missing (and restitution is not done), and the heroes still agree to the meeting with the government official, the heroes only get the Influence Point with the Tusmit Government.

If the heroes do not go back to Sefmur or if they refuse to give back the horses, they are accused by bin-Khadij waz-Vilayad of Horse Theft (see Appendix 3 for a quick

overview of Tusmit law). bin-Khadij waz-Vilayad is well-connected enough that the heroes are found guilty unless they can spend **three** Influence Points with factions in Tusmit.

The End

Conclusion B: We got the map!

The heroes won over Hassan Mansoor but did not go after the 2nd laboratory, preferring to give the 4 pieces of parchment to Yasin bin-Khadij

When they get to Sefmur, the heroes find bin-Khadij waz-Vilayad waiting for them at the Gold Coin. He congratulates them on the success of their mission and ask them if they would like to locate the missing laboratory themselves.

If the heroes accept, go back to **Encounter Five: The Old Man's Cave**.

If the heroes decline, he takes the 4 pieces of parchment, telling the heroes that his contacts in the government is quite interested in locating the laboratory now that the map is now whole.

For their trouble, bin-Khadij is willing to intercede on the heroes' part if they ever need to communicate with any government official (Influence Point with Yasin bin-Khadij waz-Vilayad).

If the heroes do not go back to Sefmur or if they refuse to give back the horses, they are accused by bin-Khadij waz-Vilayad of Horse Theft (see Appendix 3 for a quick overview of Tusmit law). bin-Khadij waz-Vilayad is well-connected enough that the heroes are found guilty unless they can spend **three** Influence Points with factions in Tusmit. Of course, he voids his earlier promise to ever intercede on the heroes' part.

Conclusion C: Oh well, we tried our best...

The heroes were unable to obtain all 4 pieces of parchment, either because they did not stop the attack on El'ai Khafa al-Mullah' house, or they did not defeat Hassan Mansoor and his band of Worldburners.

If the heroes go back to Sefmur to report to Yasin bin-Khadij waz-Vilayad, they find him waiting for them at the Gold Coin. He thanks them for their efforts on behalf of himself and his former comrades in arms, and tells them

that he will personally look into this matter from that point on.

If the heroes do not go back to Sefmur or if they refuse to give back the horses, they are accused by bin-Khadij waz-Vilayad of Horse Theft (see Appendix 3 for a quick overview of Tusmit law). bin-Khadij waz-Vilayad is well-connected enough that the heroes are found guilty unless they can spend **three** Influence Points with factions in Tusmit.

The End

Experience Point Summary

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

Encounter Two: The Wine Merchant

Escorting Marisa al-Jabbaar and her children to Kamier (role-playing award)

APL 4	50 xp
APL 6	50 xp
APL 8	50 xp
APL 10	50 xp
APL 12	50 xp

Encounter Three: The Mullah

Defeating the Worldburners

APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	240 xp
APL 12	300 xp

Encounter Four: The Man from Ket

Defeating Hassan Mansoor and his Worldburners

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	300 xp

APL 12 360 xp

Encounter Five: The Old Man's Cave

Disabling / Bypassing the trapped arches

APL 4 90 xp

APL 6 90 xp

APL 8 90 xp

APL 10 180 xp

APL 12 180 xp

Encounter Six: The Men of Steel

Defeating the constructs

APL 4 180 xp

APL 6 240 xp

APL 8 300 xp

APL 10 360 xp

APL 12 420 xp

Discretionary roleplaying award

APL 4 85 xp

APL 6 130 xp

APL 8 175 xp

APL 10 220 xp

APL 12 265 xp

Total possible experience:

APL 4 675 xp

APL 6 900 xp

APL 8 1,125 xp

APL 10 1,350 xp

APL 12 1,575 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: The Mullah

APL 4: L: 130 gp; C: 0 gp; M: 0 gp.

APL 6: L: 208 gp; C: 0 gp; M: 0 gp.

APL 8: L: 0 gp; C: 0 gp; M: +1 *chain shirt* (416 gp per character), +1 *scimitar* (771 gp per character), +1 *short sword* (770 gp per character), +1 *vest of resistance* (333 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *+1 chain shirt* (416 gp per character), *+1 scimitar* (771 gp per character), *+1 short sword* (770 gp per character), *+1 vest of resistance* (333 gp per character).

APL 10: 2,300 gp

APL 12: 3,300 gp

APL 12: L: 0 gp; C: 0 gp; M: *+2 chain shirt* (1416 gp per character), *+2 scimitar* (2771 gp per character), *+2 short sword* (2770 gp per character), *+2 vest of resistance* (1333 gp per character).

Encounter Four: The Man from Ket

APL 4: L: 157 gp; C: 0 gp; M: *+1 chain shirt* (104 gp per character), *+1 rapier* (193 gp per character), *+1 ring of protection* (166 gp per character), *dust of disappearance* (291 gp per character)

APL 6: L: 235 gp; C: 0 gp; M: *+2 chain shirt* (354 gp per character), *+2 rapier* (693 gp per character), *+2 ring of protection* (666 gp per character), *+2 vest of resistance* (333 gp per character), *dust of disappearance* (291 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *+1 chain shirt* (416 gp per character), *+1 light crossbow* (194 gp per character), *+1 scimitar* (771 gp per character), *+1 short sword* (770 gp per character), *+1 vest of resistance* (333 gp per character), *+2 ring of protection* (666 gp per character), *+2 cloak of resistance* (333 gp per character), *+3 chain shirt* (770 gp per character), *+3 rapier* (1526 gp per character), *dust of disappearance* (291 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: *+1 chain shirt* (416 gp per character), *+1 crossbow* (194 gp per character), *+1 scimitar* (771 gp per character), *+1 short sword* (770 gp per character), *+1 vest of resistance* (333 gp per character), *+2 ring of protection* (666 gp per character), *+2 cloak of resistance* (333 gp per character), *+3 chain shirt* (770 gp per character), *+3 rapier* (1526 gp per character), *dust of disappearance* (291 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: *+1 light crossbow* (194 gp per character), *+2 amulet of natural armor* (666 gp per character), *+2 chain shirt* (1416 gp per character), *+2 cloak of resistance* (333 gp per character), *+2 ring of protection* (666 gp per character), *+2 scimitar* (2771 gp per character), *+2 short sword* (2770 gp per character), *+2 vest of resistance* (1333 gp per character), *+3 chain shirt* (770 gp per character), *+4 rapier* (2694 gp per character), *dust of disappearance* (291 gp per character)

Total Possible Treasure

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

Appendix I: NPCs

APL 4

Encounter Three: The Mullah

Worldburners Thugs (5): Male Human(Baklunish) War2; CR 1; Medium Humanoid; HD 2d8+4; hp 17 each; Init +6; Spd 20 ft; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +2; Grp +6; Atk +7 melee (2d4+6, Two-Handed masterwork falchion); Full Atk +7 melee (2d4+6, Two-handed masterwork falchion); AL CE; SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4; Improved Initiative, Power Attack.

Possessions: Hide armor; masterwork falchion, backpack, flint and steel, rations, waterskin.

Encounter Four: The Man from Ket

Worldburners Thugs (5): Male Human(Baklunish) War2; CR 1; Medium Humanoid; HD 2d8+4; hp 17 each; Init +6; Spd 20 ft; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +2; Grp +6; Atk +7 melee (2d4+6, Two-Handed masterwork falchion); Full Atk +7 melee (2d4+6, Two-handed masterwork falchion); AL CE; SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4; Improved Initiative, Power Attack.

Possessions: Hide armor; masterwork falchion, backpack, flint and steel, rations, waterskin.

Hassan Mansoor: Male Human (Baklunish) Rog2; CR 2; Medium Humanoid; HD 2d6; hp 10; Init +3; Spd 30 ft; AC 18 (+3 Dex, +1 chain shirt), touch 13, flat-footed 15; Base Atk +1; Grp +1; Atk +2 melee (1d6+1, +1 rapier), +1 melee (1d6, sap) or +5 ranged (1d8, masterwork light Crossbow); Full Atk +2 melee (1d6+1, +1 rapier) or +1 melee (1d6, sap) or +5 ranged (1d8, masterwork light Crossbow); SA Sneak attack (1d6 extra dam); SQ Evasion, Trapfinding; AL LN; SV Fort +0, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +7, Bluff +9, Decipher Script +6, Diplomacy +9, Disable Device +6, Escape Artist +7, Gather Information +7, Hide +7, Move Silently +7, Use Magic Device +7; Quick Draw, Stealthy.

Possessions: +1 chain shirt, masterwork light crossbow, +1 rapier, sap, +1 ring of protection, dust of disappearance, backpack, flint and steel, rations, waterskin.

Encounter Six: The Men of Steel

Animated Object, Huge: CR 5; Huge Construct; HD 8d10+40; hp 84; Init -1; Spd 30 ft; AC 13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13; Base Atk +6; Grp +19; Atk +9 melee (2d6+7, slam); Full Atk +9 melee (2d6+7, slam); Space/Reach 15 ft./15 ft.; SQ Construct traits, darkvision 60 ft., hardness 8, low-light vision; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1.

Animated Object, Large: CR 3; Large Construct; HD 4d10+30; hp 52; Init +0; Spd 30 ft; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk +5 melee (1d8+4, slam); Full Atk +5 melee (1d8+4, slam); Space/Reach 10 ft./10 ft.; SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1.

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Possessions: +2 chain shirt, masterwork light crossbow, +2 rapier, sap, +2 ring of protection, +2 cloak of resistance, dust of disappearance, backpack, flint and steel, rations, waterskin.

Encounter Three: The Mullah

Worldburners Recruits (4): Male Human(Baklunish) Bbn2; CR 2; Medium Humanoid; HD 2d12+4; hp 23 each; Init +3; Spd 40 ft; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 17; Base Atk +2; Grp +6; Atk +8 melee (2d4+6, Two-Handed masterwork falchion); Full Atk +8 melee (2d4+6, Two-handed masterwork falchion); SA Rage; SQ Fast Movement, Uncanny Dodge; AL CE; SV Fort +5, Ref +3, Will 0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +10, Survival +5; Power Attack, weapon Focus (Falchion).

Possessions: masterwork chain shirt; masterwork falchion, backpack, flint and steel, rations, waterskin.

Encounter Four: The Man from Ket

Worldburners Recruits (4): Male Human(Baklunish) Bbn2; CR 2; Medium Humanoid; HD 2d12+4; hp 23 each; Init +3; Spd 40 ft; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 17; Base Atk +2; Grp +6; Atk +8 melee (2d4+6, Two-Handed masterwork falchion); Full Atk +8 melee (2d4+6, Two-handed masterwork falchion); SA Rage; SQ Fast Movement, Uncanny Dodge; AL CE; SV Fort +5, Ref +3, Will 0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +10, Survival +5; Power Attack, weapon Focus (Falchion).

Possessions: masterwork chain shirt; masterwork falchion, backpack, flint and steel, rations, waterskin.

Hassan Mansoor: Male Human (Baklunish) Rog4; CR 4; Medium Humanoid; HD 4d6; hp 18; Init +3; Spd 30 ft; AC 21 (+3 Dex, +2 chain shirt, +2 ring of protection), touch 13, flat-footed 21; Base Atk +3; Grp +3; Atk +5 melee (1d6+2, +2 rapier) or +3 melee (1d6, sap) or +7 ranged (1d8 masterwork light Crossbow/19-20); Full +5 melee (1d6+2, +2 rapier) or +3 melee (1d6, sap) or +7 ranged (1d8 masterwork light crossbow); AL LN; SV Fort +3, Ref +9, Will +4; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +9, Bluff +11, Decipher Script +8, Diplomacy +11, Disable Device +8, Escape Artist +9, Gather Information +9, Hide +9, Move Silently +9, Use Magic Device +9; Persuasive, Quick Draw, Stealthy.

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Encounter Three: The Mullah

Worldburners Warriors (4): Male Human(Baklunish) Bbn2/Ftr1/Rgr1; CR 4; Medium Humanoid; HD 1d8+1d10+2d12+8; hp 38 each; Init +3; Spd 40 ft; AC 18 (+5 armor, +3 Dex), touch 13, flat-footed 18; Base Atk +4; Grp +8; Atk +10 melee (1d6+5, +1 scimitar); Full Atk +8 melee (1d6+5, +1 scimitar) and +7 melee (1d6+3, +1 short sword); SA Rage; SQ Fast Movement, Favored Enemy [+2 bonus against Humanoid (human)], Track, Uncanny Dodge, Wild Empathy; AL CE; SV Fort +10, Ref +6, Will 1; Str 19, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +9, Listen +1, Move Silently +3, Ride +6, Survival +5; Cleave, Power Attack, Two-Weapon Fighting, Weapon Focus (Scimitar).

Possessions: +1 chain shirt, +1 scimitar, +1 short sword, +1 vest of resistance*, backpack, flint and steel, rations, waterskin.

*See Appendix 2: New Rules Items.

Encounter Four: The Man from Ket

Worldburners Warriors (4): Male Human(Baklunish) Bbn2/Ftr1/Rgr1; CR 4; Medium Humanoid; HD 1d8+1d10+2d12+8; hp 38 each; Init +3; Spd 40 ft; AC 18 (+5 armor, +3 Dex), touch 13, flat-footed 18; Base Atk +4; Grp +8; Atk +10 melee (1d6+5, +1 scimitar); Full Atk +8 melee (1d6+5, +1 scimitar) and +7 melee (1d6+3, +1 short sword); SA Rage; SQ Fast Movement, Favored Enemy [+2 bonus against Humanoid (human)], Track, Uncanny Dodge, Wild Empathy; AL CE; SV Fort +10, Ref +6, Will 1; Str 19, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +9, Listen +1, Move Silently +3, Ride +6, Survival +5; Cleave, Power Attack, Two-Weapon Fighting, Weapon Focus (Scimitar).

Possessions: +1 chain shirt, +1 scimitar, +1 short sword, +1 vest of resistance*, backpack, flint and steel, rations, waterskin.

*See Appendix 2: New Rules Items.

Hassan Mansoor: Male Human (Baklunish) Rog6; CR 6; Medium Humanoid; HD 6d6; hp 26; Init +3; Spd 30 ft; AC 22 (+3 Dex, +3 chain shirt, +2 ring of protection), touch 13, flat-footed 22; Base Atk +4; Grp +4; Atk +7 melee (1d6+3, +3 rapier) or +4 melee (1d6, sap) or +8

ranged (1d8+1 +1 light crossbow); Full Atk +7 melee (1d6+3, +3 rapier) or +4 melee (1d6, sap) or +8 ranged (1d8+1 +1 light crossbow); SA Sneak attack (extra 3d6 dam); SQ Evasion, Trap Sense, Trapfinding, Uncanny Dodge; AL LN; SV Fort +4, Ref +10, Will +5; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +11, Bluff +13, Decipher Script +10, Diplomacy +13, Disable Device +10, Escape Artist +11, Gather Information +11, Hide +11, Move Silently +11, Use Magic Device +11; Acrobatic, Persuasive, Quick Draw, Stealthy.

Possessions: +3 chain shirt, +1 light crossbow, +3 rapier, sap, +2 ring of protection, +2 cloak of resistance, dust of disappearance, backpack, flint and steel, rations, waterskin.

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Encounter Three: The Mullah

Worldburners Warriors (4): Male Human(Baklunish) Bbn2/Ftr1/Rgr1; CR 4; Medium Humanoid; HD 1d8+1d10+2d12+8; hp 38 each; Init +3; Spd 40 ft; AC 18 (+5 armor, +3 Dex), touch 13, flat-footed 18; Base Atk +4; Grp +8; Atk +10 melee (1d6+5, +1 scimitar); Full Atk +8 melee (1d6+5, +1 scimitar) and +7 melee (1d6+3, +1 short sword); SA Rage; SQ Fast Movement, Favored Enemy [+2 bonus against Humanoid (human)], Track, Uncanny Dodge, Wild Empathy; AL CE; SV Fort +10, Ref +6, Will 1; Str 19, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +9, Listen +1, Move Silently +3, Ride +6, Survival +5; Cleave, Power Attack, Two-Weapon Fighting, Weapon Focus (Scimitar).

Possessions: +1 chain shirt, +1 scimitar, +1 short sword, +1 vest of resistance*, backpack, flint and steel, rations, waterskin.

*See Appendix 2: New Rules Items.

Encounter Four: The Man from Ket

Worldburners Warriors (4): Male Human(Baklunish) Bbn2/Ftr1/Rgr1; CR 4; Medium Humanoid; HD 1d8+1d10+2d12+8; hp 38 each; Init +3; Spd 40 ft; AC 18 (+5 armor, +3 Dex), touch 13, flat-footed 18; Base Atk +4; Grp +8; Atk +10 melee (1d6+5, +1 scimitar); Full Atk +8 melee (1d6+5, +1 scimitar) and +7 melee (1d6+3, +1 short sword); SA Rage; SQ Fast Movement, Favored Enemy [+2 bonus against Humanoid (human)], Track, Uncanny Dodge, Wild Empathy; AL CE; SV Fort +10, Ref +6, Will 1; Str 19, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +9, Listen +1, Move Silently +3, Ride +6, Survival +5; Cleave, Power Attack, Two-Weapon Fighting, Weapon Focus (Scimitar).

Possessions: +1 chain shirt, +1 scimitar, +1 short sword, +1 vest of resistance*, backpack, flint and steel, rations, waterskin.

*See Appendix 2: New Rules Items.

Hassan Mansoor: Male Human (Baklunish) Rog8; CR 8; Medium Humanoid; HD 8d6; hp 34; Init +4; Spd 30 ft; AC 23 (+4 Dex, +3 chain shirt, +2 ring of protection), touch 14, flat-footed 23; Base Atk +6; Grp +6; Atk +9/+4 melee (1d6+3, +3 rapier) or +6/+1 melee (1d6, sap) or

+11/+6 ranged (1d8+1, +1 light crossbow); Full Atk +9/+4 melee (1d6+3, +3 rapier) or +6/+1 melee (1d6, sap) or +11/+6 ranged (1d8+1, +1 light crossbow); SA Sneak attack (4d6 extra dam); SQ Evasion, Improved Uncanny Dodge, Trap Sense, Trapfinding, Uncanny Dodge; AL LN; SV Fort +4, Ref +12, Will +5; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +14, Bluff +15, Decipher Script +12, Diplomacy +15, Disable Device +12, Escape Artist +14, Gather Information +13, Hide +16, Move Silently +16, Use Magic Device +13; Acrobatic, Persuasive, Quick Draw, Stealthy.

Possessions: +3 chain shirt, +1 light crossbow, +3 rapier, sap, +2 ring of protection, +2 cloak of resistance, dust of disappearance, backpack, waterskin, flint and steel.

Encounter Six: The Men of Steel

Shield Guardian, Advanced (2): CR 10; Large Construct; HD 23d10+46; hp 173 each; Init +0; Spd 30 ft; AC 32 (-1 size, +23 natural), touch 9, flat-footed 32; Base Atk +17; Grp +28; Atk +24 melee (1d8+7, slam); Full Atk +16 melee (1d8+7, 2 slams); Space/Reach 10 ft./10 ft.; SQ Construct traits, darkvision 60 ft., fast healing 10, find master, guard, low-light vision, *shield other, spell storing*; AL N; SV Fort +7, Ref +7, Will +7; Str 24, Dex 10, Con -, Int -, Wis 10, Cha 1.

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Encounter Three: The Mullah

Worldburners Elite Warriors (4): Male Human(Baklunish) Bbn2/Ftr2/Rgr2; CR 6; Medium Humanoid; HD 2d8+2d10+2d12+12; hp 53 each; Init +7; Spd 40 ft; AC 19 (+6 armor, +3 Dex), touch 13, flat-footed 19; Base Atk +6; Grp +10; Atk +13 melee (1d6+6, +2 scimitar); Full Atk +13/+8 melee (1d6+6, +2 scimitar) and +10 melee (1d6+4, +2 short sword); SA Rage; SQ Combat style (two weapons), Fast movement, Favored Enemy [+2 bonus against Humanoid (human)], Track, Uncanny Dodge, Wild Empathy; AL CE; SV Fort +13, Ref +8, Will +2; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +7, Intimidate +5, Jump +10, Listen +2, Move Silently +4, Ride +7, Survival +6; Cleave, Combat Reflexes, Great Cleave, Power Attack, Two-Weapon Fighting, Weapon Focus (Scimitar), Improved Initiative.

Possessions: +2 chain shirt, +2 scimitar, +2 short sword, +2 vest of resistance*, backpack, flint and steel, rations, waterskin.

*See Appendix 2: New Rules Items.

Encounter Four: The Man from Ket

Worldburners Elite Warriors (4): Male Human(Baklunish) Bbn2/Ftr2/Rgr2; CR 6; Medium Humanoid; HD 2d8+2d10+2d12+12; hp 53 each; Init +7; Spd 40 ft; AC 19 (+6 armor, +3 Dex), touch 13, flat-footed 19; Base Atk +6; Grp +10; Atk +13 melee (1d6+6, +2 scimitar); Full Atk +13/+8 melee (1d6+6, +2 scimitar) and +10 melee (1d6+4, +2 short sword); SA Rage; SQ Combat style (two weapons), Fast movement, Favored Enemy [+2 bonus against Humanoid (human)], Track, Uncanny Dodge, Wild Empathy; AL CE; SV Fort +13, Ref +8, Will +2; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Handle Animal +7, Intimidate +5, Jump +10, Listen +2, Move Silently +4, Ride +7, Survival +6; Cleave, Combat Reflexes, Great Cleave, Power Attack, Two-Weapon Fighting, Weapon Focus (Scimitar), Improved Initiative.

Possessions: +2 chain shirt, +2 scimitar, +2 short sword, +2 vest of resistance*, backpack, flint and steel, rations, waterskin.

*See Appendix 2: New Rules Items.

Hassan Mansoor: Male Human (Baklunish) Rog10; CR 10; Medium Humanoid; HD 10d6; hp 42; Init +8; Spd 30 ft; AC 25 (+4 Dex, +3 chain shirt, +2 ring of protection, +2 natural), touch 16, flat-footed 25; Base Atk +7; Grp +7; Atk +11 melee (1d6+4, +4 rapier) or +7 melee (1d6, sap) or +13 ranged (1d8+1, +1 light crossbow); Full Atk +11/+6 melee (1d6+4, +4 rapier) or +7/+2 melee (1d6, sap) or +13/+8 ranged (1d8+1, +1 light crossbow); SA Sneak attack (5d6 extra dam); SQ Improved evasion, Improved Uncanny Dodge, Trap Sense, Trapfinding, Uncanny Dodge; AL LN; SV Fort +5, Ref +13, Will +6; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +16, Bluff +17, Decipher Script +14, Diplomacy +17, Disable Device +14, Escape Artist +16, Gather Information +15, Hide +18, Move Silently +18, Use Magic Device +15; Acrobatic, Improved Initiative, Persuasive, Quick Draw, Stealthy.

Possessions: +3 chain shirt, +1 light crossbow, +4 rapier, sap, +2 amulet of natural armor, +2 ring of protection, +2 cloak of resistance, dust of disappearance, backpack, flint and steel, rations, waterskin.

Encounter Six: The Men of Steel

Shield Guardian, Advanced (2): CR 12; Huge Construct; HD 27d10+54; hp 205 each; Init -1; Spd 20 ft; AC 37 (-2 size, -1 Dex, +30 natural), touch 7, flat-footed 37; Base Atk +20; Grp +39; Atk +31 melee (1d8+11, slam); Full Atk +31 melee (1d8+11, 2 slams); Space/Reach 15 ft./15 ft.; SQ Construct traits, darkvision 60 ft., fast healing 15, find master, guard, low-light vision, *shield other, spell storing*; AL N; SV Fort +9, Ref +8, Will +9; Str 33, Dex 8, Con -, Int -, Wis 10, Cha 1.

Appendix 2: New Rules Items

Reciprocal Gyre [spell] as presented in *Complete Arcane*.

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th-level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a reciprocal gyre, so spells that affect an area (such as invisibility sphere and solid fog) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be – for example, the magic of a cloak of resistance can't be used by reciprocal gyre, but a spell cast by a wand of invisibility could be.

Material Component: A tiny closed loop of copper wire.

Vest of Resistance as presented in *Complete Arcane*.

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Items, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Appendix 3: Laws in Tusmit

Generalities

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

Also note that the Worldburners are NOT considered people for the purpose of this adventure. They are at war with Tusmit and no one in their right mind would blink at their death.

Horses

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

High Fines

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

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

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

The Self-Defense Clause

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

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

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

Ignorance of the law is no reason not to call upon this clause.

For the Southern Sheikdoms of Tusmit (i.e. Sefmur, Vilayad and the surrounding areas)

Assault (Major)

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

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

Assault (Minor)

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

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

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

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

Sentences:

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

Vandalism

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

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

Illegal use of magic

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

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

Manslaughter

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

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

Murder

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

Sentences:

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

Theft

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

Sentence: Imprisonment for one time unit and 2d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

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

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

For the Northern Sheikdoms of Tusmit (i.e. Blashikdur, Nesuv and the surrounding areas)

Assault. (Major)

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

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

Assault (Minor)

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

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

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

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

Sentences:

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

Vandalism

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

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

Illegal use of magic

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

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

Manslaughter

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

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

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

Sentences:

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

Theft

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

Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

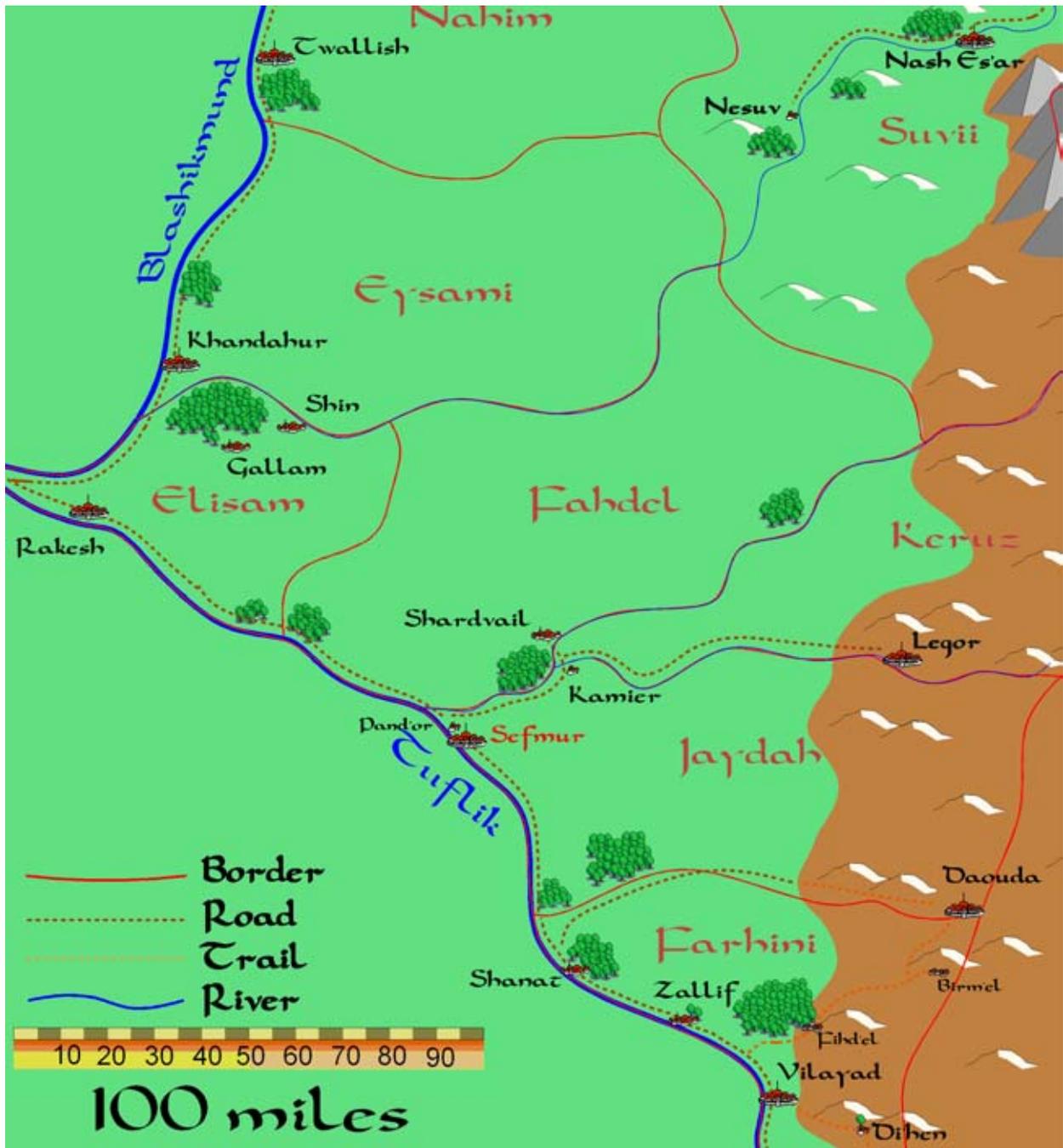
Possession, sale, or acquisition of a horse without permission.

Sentence: Death.

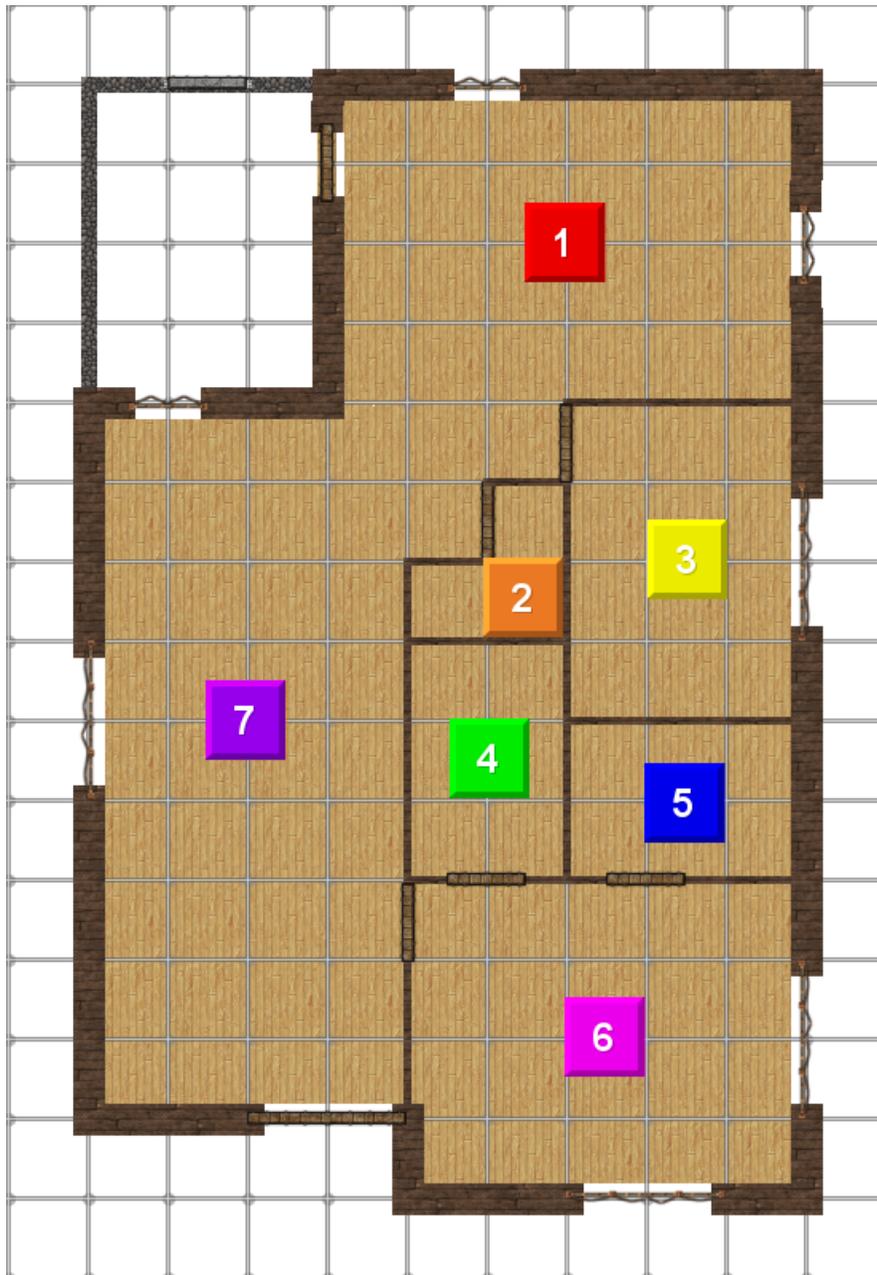
DM Aid #1: Timeline

Days	heroes	Worldburners	Other
T-3			Hassan Mansoor already has 2 of the 4 pieces of parchment (al-Vareshi's and Khasif's)
T-2		The Worldburners steal Yasin bin-Khadij's piece of parchment	Yasin bin-Khadij sends a message to heroes
T-1	The heroes receive a message from bin-Khadij	The Worldburners leaves for Kamier (4 days)	
Intro	The heroes meet with bin-Khadij in Vilayad, then leaves for Kamier (4 days)	*	Yasin bin-Khadij accompany the heroes until Sefmur
T+1	*	*	
T+2	*	<i>The Worldburners reach Sefmur on their way to Kamier</i>	
T+3	<i>The heroes reach Sefmur on their way to Kamier</i>	The Worldburners in Kamier, they kills Abdul al-Jabbaar, steals his piece of parchment, then leaves for Khandahur (4 days)	<i>Yasin bin-Khadij stays in Sefmur</i>
T+4	heroes arrive in Kamier, they rescue Abdul al-Jabbaar's widow, then leaves for Khandahur (4 days)	<i>The Worldburners reaches Sefmur on their way to Khandahur</i>	
T+5	<i>The heroes reaches Sefmur on their way to Khandahur</i>	*	
T+6	*	*	
T+7	*	The Worldburners meets Hassan Mansoor in Khandahur	El'ai Khafa al-Mullah receives a missive that ask him to leave his house on Church business
T+8	The heroes arrive in Khandahur, go to El'ai Khafa al-Mullah's house to find him gone		El'ai Khafa al-Mullah leaves shortly before the heroes get to his house.
T+8 (night)	The house of El'ai Khafa al-Mullah is attacked by the Worldburners, the heroes intervene	The Worldburners attacks the house of El'ai Khafa al-Mullah to try to find his piece of parchment	
T+9	If the heroes vanquished the Worldburners, they return to Sefmur to meet with bin-Khadij	If the Worldburners succeeded in getting the 4 th piece of parchment, go to Conclusion B	
T+9 (night)	The heroes are ambushed by Hassan Mansoor and his remaining Worldburners		
T+10	The heroes now have all the 4 pieces of parchment	... or the heroes are defeated or dead and Hassan Mansoor has all the pieces.	

DM Aid #2: Map of Tusmit (section)



DM Aid #3: El'ai Khafa al-Mullah's house

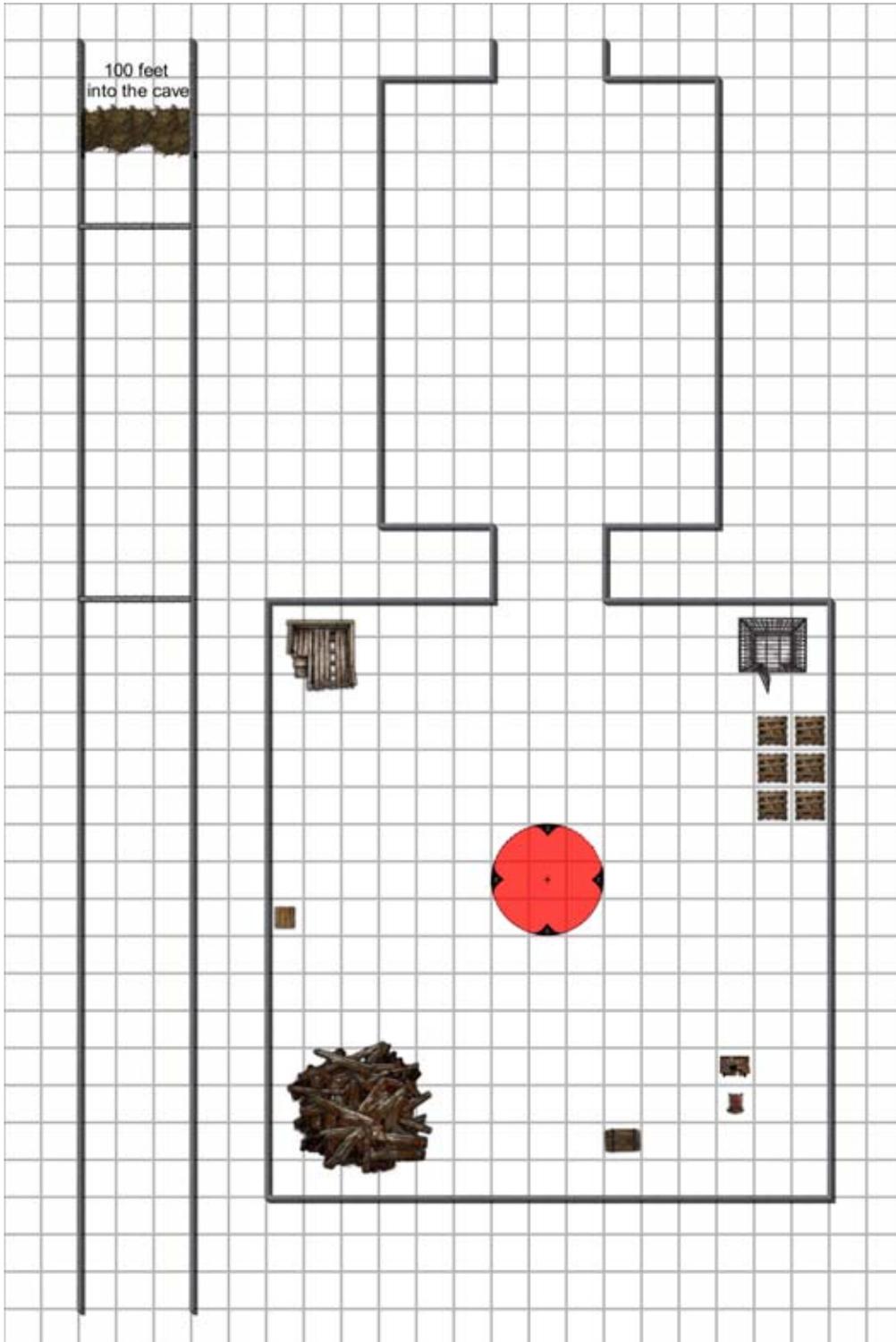


- | | |
|------------------------|-------------------|
| 1. Kitchen | 5. Closet |
| 2. Pantry / Closet | 6. Master bedroom |
| 3. Guest bedroom | 7. Living room |
| 4. Shrine to Al' Akbar | |

DM Aid #4: al-Vareshi's map



DM Aid #5: Abir bin Ammon al-Vareshi 2nd laboratory



Players Handout #1: The summons from bin-Khadij waz-Vilayad

Esteemed comrades,

I hope this missive will find you soon, for I am in dire needs of your services once again.

Please meet me at my mansion in Vilayad at your earliest convenience.

Lives could be at stake, please hurry.

Yasin bin-Khadij waz-Vilayad

Players Handout #2: The writ from bin-Khadij waz-Vilayad

My good and loyal friends,

I have reasons to believe your lives could be in danger from some unknown sources, all because of the secret bequeathed to us by Abir bin Ammon al-Vareshi shortly before the end of the Great Wars.

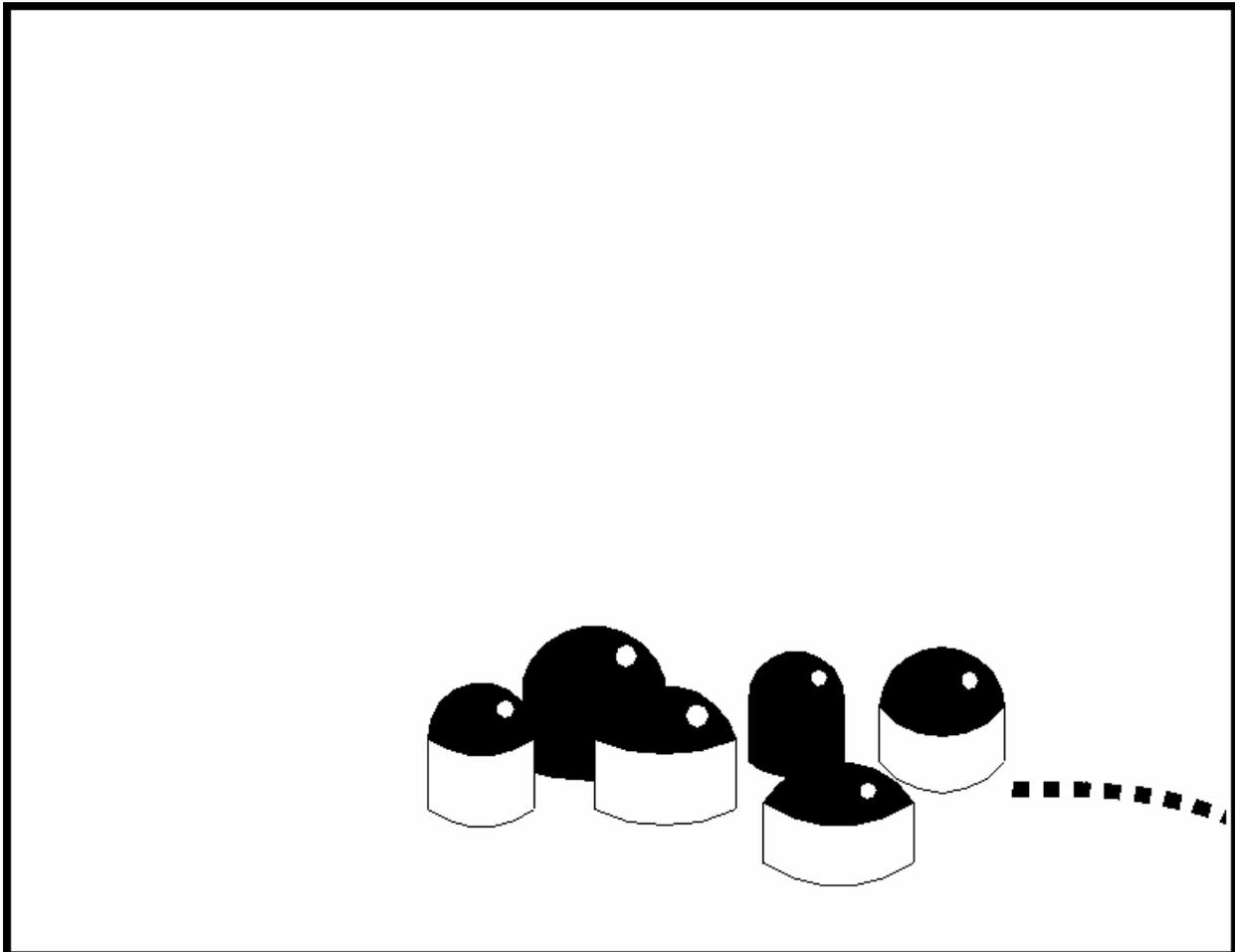
I sent this party as my emissaries to you; please heed their words, they speak on my behalf and have your interests at heart.

I sincerely hope I will be able to see you all soon, whole and well.

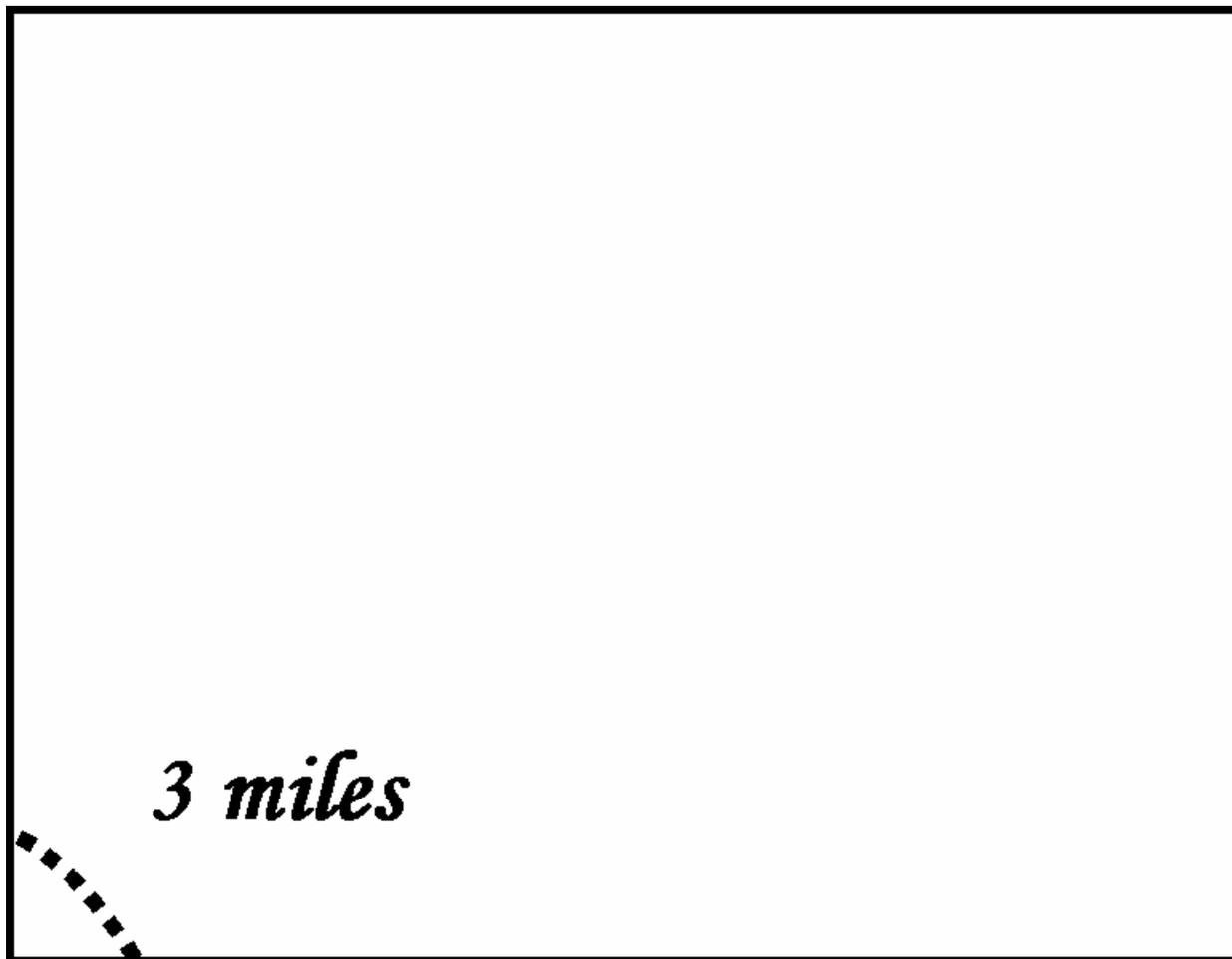
Your brother in arms, forever.

Yasin bin-Khadij waz-Vilayad

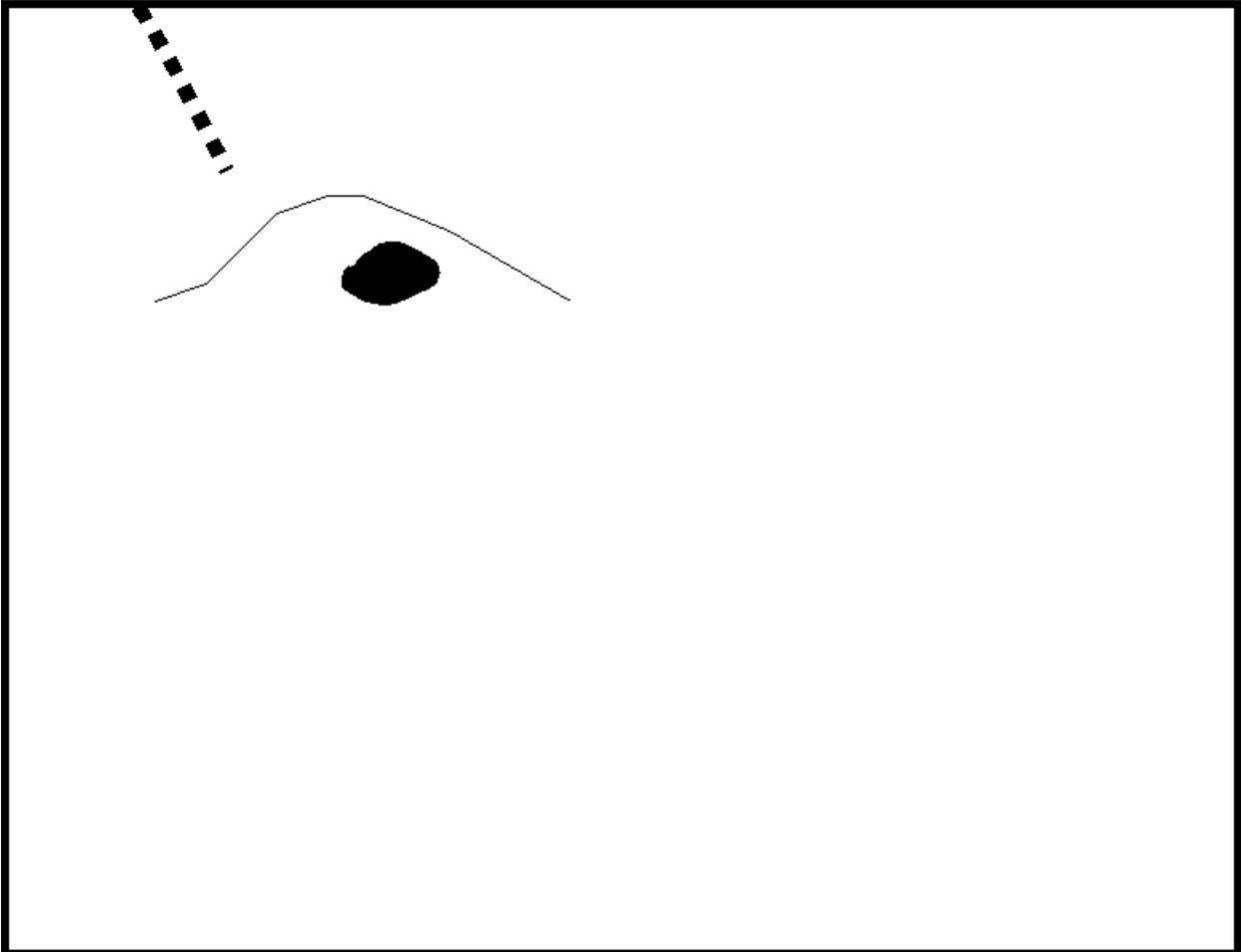
Players Handout #3: Akim Khasif's piece of parchment



Players Handout #4: Yasin bin-Khadij waz-Vilayad's piece of parchment



Players Handout #5: Abdul al-Jabbaar's piece of parchment



Players Handout #6: El'ai Khafa al-Mullah's piece of parchment

*Nesuv,
in Suvii*

Players Handout #7: Abir bin Ammon al–Vareshi’s Diary

Most of this diary is an unreadable mess of symbols, characters and sketches, and several pages have been damaged beyond repair by years of exposure in the dank and musty cave, but you can still make out the following:

Flocktime 15, 559CY

Went with Father to Sefmur. The city is IMMENSE! Saw boats so big they would not fit into Vilayad's harbor. Cannot wait to go back there SOON!

Wealsun 3, 562CY

Father is taking me on most of his business trips now. The business meetings are booooooring, but I like to discover new people and new vistas. I must ask him if I can go to Greyhawk City for Needfest this year.

Reaping 1, 564CY

Master Mostapha is leaving for Lopolla, and asked me to come with him. I will ask Father for his permission tonight.

Brewfest 1, 564CY

It has now been 3 months since I left home with Master Mostapha. I have seen wonders I could have never dreamed of, and horrors to shrivel the soul. Master Mostapha is saying my own talents are growing steadily and that before long I will not need his guidance anymore.

Sunsebb 15, 565CY

We arrived in Schwartzenbruin yesterday. The people here are polite but a bit too formal. They seem intrigued by our looks and our way of speaking, and we stayed up all night swapping tales of our homelands.

Needfest 1, 566CY

I have met the love of my life. Her name is Anna, she is the daughter of a local dignitary and she seems to like me too!

Readying 17, 567CY

I have returned from a hunting expedition with Anna's brothers. It went well, better than I could have expected. They were always suspicious of my ways and my «talents», but when I had make use of those «talents» to save Frantz's life from one of their great beasts, they accepted me as one of their own. I could

not be happier by this turn of events: they are honest and true, and their acceptance brings me so much closer to my dear Anna.

Readying 28, 567CY

Tonight, I will ask Anna's father for her hand.

Reaping 12, 579CY

We have just arrived, Anna and me, to my father's house in Vilayad. Father was elated to see me again, and accepted my bride into our household without any questions.

Fireseek 15, 580CY

Father's health has taken a turn for the worse. Even the clerics say they have no hope for him anymore.

Needfest 5, 581CY

I have met with the local representative of the Mouqollad Consortium today. He is quite impressed with the state of the family's business, and hinted that they might go even better if I was to join the Consortium. I told him I would think it over.

Ready'reat 17, 582CY

Anna's brothers have left Schwartzenbruin to enroll as mercenaries to fight the forces of the Old One in Furyondy. They have asked me to join them. I am torn between my duties to my wife and my family, and the call of adventure once more. I asked Anna, she said she knows that look in my eyes, and to follow my heart.

Ready'reat 20, 582CY

In my travels, I have seen first hand what foul depravations the minions of the Old Ones can commit. I cannot stay here and not do anything.

I have just sent message to Frantz that I will meet them in Greyhawk City in 10 days.

Readying 2, 582CY

I am not alone. I found out four of my fellow Tusmans have joined our forces fighting the Old One. Yasin Khadij is already a legend in Farhini, and his companion Archibold is frightening to behold in combat. Hearing Good El'ai sing the praises of the Restorer of Righteousness is as much a comfort for the soul as Fat Abdul's ribald songs. The one that I worry about is frail Akim: he means well and look up to me with an almost brotherly devotion, but his faith is weak

and his fondness for Galda wine is too great. I approached Yasin on this, and he swore to me he would look after him.

Coldeven 7, 583CY

I miss Anna so much.

Planting 10, 583CY

I have been approached by men of Furyondy and Veluna, who heard of my special talents and who wants me to help them develop a new type of fighting machine for the war effort against the Old One. I have just agreed to travel to meet with their sponsors. When I told my friends, they swore they would follow me to the end of the Oerth.

Flocktime 15, 583CY

I have just met with Lord Albron in Coronis, and he seems to be impressed with my designs. I hope to have a functioning prototype for him by next spring.

Richfest 3, 583CY

I am back in Vilayad at last. Anna keep asking me to describe to her the sights I have seen, but she turns pale when I speak of the War, so I will not tell her anything more. I refurbished my old laboratory under the lab, but I have hidden the entrance from Anna, not to disturb her.

Brewfest 4, 583CY

Someone has tried to enter my laboratory last night. My defenses were enough to turn him around, but I suspect someone either in Lord Albron's entourage or amongst my help here in Vilayad has defected to the Old One's side

Patchwall 21, 583CY

I have secretly begun working in a second laboratory in the Sehla Hills, and am considering closing the one in Vilayad for good. Anna is asking more and more questions about my whereabouts, and I fear for her safety should my enemies found out where I live.

Sunsebb 23, 583 CY

I have to go back one last time to Vilayad to close my old lab. I'm afraid my enemies have deduced its location and it is not safe anymore. As I instructed her, Anna has gone to visit her father in Schwartzbruin, so she should be safe if anything happen to me.

If you are reading this, then you must fear the worst for me. If you are a friend to the free men of Oerth, please, in the name of High Cleric, take this diary to my good friends Yasin bin-Khadij in Vilayad or El'ai Khafa in

Sefmur. If you are a minion of the Old One, then I pray to the Banisher of Darkness that his reign is at an end and that you will be shown no mercy.