

TUSI5-02

Rebellion Outbreak

A One-Round D&D LIVING GREYHAWK[®] Tusmit Introductory Regional Adventure by Francis Carrier

Edited by JP Chapleau

Loyalists and Rebels are in need of heroes to help them in their cause. The fever of rebellion runs wild in Elisam. Can a group of aspiring heroes stop an outbreak? An introductory adventure for first level characters only.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or

her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Reporting

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average

character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a

	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	

succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard [number]-round Regional adventure, set in [region]. Characters native to [region] 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

A worshipper of Nerull calling herself "the Eternal Bride" has created, using the vilest ingredients a powder that gives those who ingest it a serious, horrible disease. The disease called nightmare pox by its creator ravages the victim's common sense and force of personality. (Refer to Appendix Two: New Rules)

A few months ago, a traveling bard of Nerull named Mamoon came to the small fishing village of Zakhos, in the Sheikdom of Elisam. Zakhos is a village on the Blashikmund River in northwest of

Elisam, about two days' ride south of Khandahur in Eysami.

Mamoon was given the special powder to test on this remote village. He befriended the village constable. Mamoon contaminated the well. The well being used by all, everyone became sick.

Fayiz al-Gesthai, the cleric of Geshtai from this little hamlet, tried his best to cure the disease and failed. Actually he succeeded a number of times, but because the villagers kept drinking water from the well, they caught the disease right back. He advised the constable to put the village in quarantine.

Fayiz sent a letter a week ago to a fellow cleric of Gesthai in Khadahur in Eysami. In his letter, he asked for supplies and medicinal herbs. He also described the symptoms of the plague and his (few) findings about it.

After his letter sent by water courier (Fayiz used a *lesser planar ally* water elemental to deliver the message). Fayiz continued his research. He found out the well was contaminated and about the poison. But before he was able to share his findings with anyone, Mamoon murdered him. The murder takes place the night before the heroes meet the priest of Geshtai in Khandahur.

Mamoon, using illusion magic to make himself pass off as Fayiz and asked the constable to tell the villagers that he was looking for a cure and should not be disturbed, under any circumstance.

When Fayiz's letter arrived at the temple of Geshtai in Khadahur, the priests contacted the local authorities. Having orders from the Pasha not to intervene in Elisam, the authorities said that they could not intervene in Elisam, because of the "political implications that it would bring up". They forbid the church of Geshtai to intervene directly.

However, the head of the church in Eysami does not want an outbreak of this disease. The high priest decides to send a group of adventurers to carry the supplies to Zakhos and assist Fayiz in investigating the source of the disease and prevent an outbreak.

The Sheikdom of Elisam

Government officials in Sefmur would like nothing more than to show Elisam as being the target of

bandits and a lawless place but that is far from the truth. The military officials there are rebelling to protest against the fact that the Pasha has not paid them, many of them since leaving to fight against the Ketites in Vilayad.

Elisam was always heavily militaristic and the rebellion here means that the largest number of Tusman troops now oppose the Pasha.

Because of its location near Ekbir and Zeif, Elisam has a high strategic value in the defense of Tusmit. The Sefmur government is in a tight spot. While they want to crush the rebellion, the Guard (main regular army) is viewed with suspicion and not to be counted upon to bring down the rebellion in Elisam. So until something breaks the status quo, the government is forced to tolerate the rebellion.

The sheikdom is surprisingly calm and peaceful. The church authorities do not interfere with the military, so in a way they agree with the military, manifesting their support by not opposing them. The nobles have also fallen behind the army, most of them out of greed or fear.

Elisam is a sheikdom in full rebellion. However rebellion has many causes, many reasons and many goals, even in Elisam.

Tusmit Loyalists

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

- Authorities of the Sheikdom of Eysami

Tusmit Rebels

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

- The Tusman Guards of Elisam
- Umar Min-Gallam al-Naqeeb

Indifferent

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

- Husam al-Geshtai

- The villagers of Zakhos and constable Kamal min-Zakhos.
- Mamoon, the Evil Bard/Cleric
- Everyone else

Adventure Summary

Introduction: The heroes hear that an halfling is looking to hire adventurers. The heroes meet this halfling and he reveals himself to be a cleric of Geshtai. He explains about the plague and hires them to transport supplies and medicines to this village and assist the local cleric of Gesthai to prevent an outbreak of the disease.

Encounter One: Information The heroes can look for information before heading out.

Encounter Two: Rebel Patrol The heroes encounter a patrol of Tusman Guards while traveling to Zakhos. The heroes must deal with this rebel patrol by convincing them or defeating them.

Encounter Three: Trial of beliefs The heroes have been brought to Gallam to meet Umar min-Gallam al-Naqeeb. They must make a life-changing decision.

Encounter Four: The plagued village The heroes arrive at the fishing village of Zakhos. Mamoon, disguised as the constable, meets them. He gives them direction to Fayiz's house.

Encounter Five: Fayiz's house The heroes search Fayiz's house for clues.

Encounter Six: The angry mob When the heroes exit Fayiz's house, they are received by a mob of villagers. The constable accuses the heroes of killing Fayiz. He also accuses them of being responsible for the plague. The heroes must deal with this angry mob.

Encounter Seven: Evil revealed The heroes fight the constable and Mamoon. On Mamoon, they can find some evidence of what is going on.

Encounter Eight: More rebels A patrol of Tusman Guards arrives in Zakhos. There they inquire about what happened in the village and the heroes' actions. The heroes must explain themselves (again).

Conclusion: The heroes succeed or fail to help the people of Zakhos.

Introduction

You have been traveling in the Sheikdom of Eysami for the last few days. You now know why it is called the "Sheikdom of Horses", as you have contemplated some of the most splendid breeds in all of Tusmit.

But adventure is the reason that brought you here. There is a rebellious sheikdom in the south and those loyal to the Pasha as well as the rebels are in need of heroes to help them in their cause. Those intriguing times make the opportunities for adventures.

You heard about a halfling, looking for adventurers. The innkeeper showed you to a private room in the back. Opening the door, you find a halfling dressed in blue clothes and wearing a wide-brim hat. He is sitting there with other young adventurers, like yourself who have come to him for employment.

Ask the heroes to introduce their character to each other as well as to the halfling employer. When it is done continue to Encounter 1, as Welby begins to talk.

"I thank you for coming. My real name is Husam al-Geshtai, the High Priest of the Church of the Daughter of the Oasis in Eysami", the halfling says as he take off his hat and changes into a middle aged Baklunish man dressed in blue priestly robes.

A Knowledge (religion or local/VTF) check [DC15] recognizes the High priest. A Knowledge (religion) check [DC15] with a +5 national bonus for Tusman heroes to identify the holy symbol of Geshtai, goddess of lakes, rivers, wells and streams.

"I am in need of men and women of faith and compassion to transport supplies and herbs to a fellow cleric of the Daughter of the Oasis residing in Zakhos, a fishing village in the Sheikdom of Elisam. A few days ago, our church received a letter from Fayiz al-Geshtai. He asked us to send him herbs and assistance to counter the outbreak of a strange disease that has plagued his home village of Zakhos. When I told the Sheik about this possible outbreak in Elisam, he forbade my church to intervene. "Political implications it would bring up", he said.

“By the Daughter of the Oasis, I will not let innocents die because of a political conflict they can’t resolve by themselves. However, I do not want to incur the wrath of the Sheik on my Church, so I need you to secretly send the supplies and herbs to Zakhos and assist Fayiz. Would you be willing to do it? Would you be willing to take the medical supplies needed to end this plague?”

If the heroes refuse, their adventure is over, they can spend their spent TUs sweeping floors and planting seeds.

Asking for payment: I said earlier that I was in search of men and women of beliefs and compassion, but if you do it and succeed, my Church and I will be much grateful for your help.

Asking about the transmitting of the disease: The medicines that you carry to Zakhos hold the power to cure diseases. Fayiz said in his letter that the disease does not appear to be contracted by touch.

Asking about the disease: The disease is visible on the persons who are infected, it looks like Pox and the veins are clearly visible through the skin. Those infected seem to lose their grip on reality and become delirious.

When the heroes agree, he gives them a chest they must bring to Zakhos (and directions to the village) and a sealed letter addressed to Fayiz al-Geshtai.

The supplies and herbs are all in a locked chest. He gives the chest with the key. He tells the heroes the contents are fragile. The chest weighs in at 66 pounds and has a lock on it (Average Quality DC 25 on Open Lock). Inside the chest are an Alchemist’s Lab, a Healer’s kit and a *Potion of remove disease*.

If the heroes later break the seal to the letter, give them

Player Handout #1: Husam al-Gesthai's Letter.

Before leaving Khandahur the heroes can buy some equipment here. Because of the situation in Elisam, quantity and quality of supplies there are unreliable at best.

If the heroes try to attack or capture Husam, he flees. If they try to tell the authorities of Eysami (the Sheik) about what they have been told by Husam. He denies it and the adventure is over. However, the heroes receive the "Curse of Geshtai" on their ARs. Also, the heroes might have some explaining to do to the authorities for assaulting a cleric (see Appendix Three: The law in Southern Tusmit).

Husam al-Gesthai: male Baklunish, Cleric 6. See Appendix One for the stats.

Go to Encounter 2 if the heroes proceed directly to Elisam with the blessing for the church of Geshtai.

Go to Encounter 1 if the heroes wish to Gather Information in Khandahur before leaving.

Encounter One: Information

Word on the street

The heroes go around asking questions, use the following table for their Gather Information checks.

DC5 The Sheikdom of Elisam is to the South of Khandahur.

DC10 Elisam was always heavily militaristic and the rebellion here means that the largest number of Tusman troops now opposed to the Pasha.

DC12 The authorities view the Mouqollad Consortium as bordering on treasonous because they still deal with the rebel sheikdom.

DC13 The rebels use a white armband to recognize themselves and they use a white field for the Tusmit flag instead of the usual red.

DC15 Zakhos is a village on the Blashikmund River in northwest of Elisam, about two days' ride south of Khandahur in Eysami.

DC17 The Udgru elves are also in open revolt against the Pasha and his government. They are

expected to launch an attack on Blashikdur any day.

DC20 Rebellious activity is on the rise across Tusmit. Many bandits are now calling themselves "rebels". Some local nobles have even begun to openly question the Pasha and his wisdom. No one has been arrested yet.

DC25 Many people think the Pasha is scared of the rebels. However there is no clear leader of the rebels.

The authorities

Visiting the authorities (the local military or any local government) confirms that the Pasha's orders.

Heroes who make a Diplomacy or Bluff or Sense Motive check (player' choice) [DC15] can guess the person they are talking to has some measure of sympathy for the rebels and their cause. Obviously, the person does not confirm this.

The Mouqollad Consortium

The Consortium is not in league with the rebels. Its goal is to make money and to move merchandise around. The Consortium does travel in and out of Elisam, buying and selling goods there. The Consortium insists that it is breaking no laws (that is true, no official order has been given to prevent commerce with Elisam).

The Tears or the Brotherhood

These two organizations have much to say to members of the organization, and little to say to non-members.

To members they can say that the army there is seriously cracking down on crime and that many of their operatives have been arrested and have already been judged.

Encounter Two: Rebel Patrol

You have traveled from Khandahur into Elisam. You are now passing the border of the Sheikdom in rebellion in hopes that you will arrive safely and quickly with your cargo to the village of Zakhos, a day or so of travel away to the southwest.

After a few hours of travel, you see two horsemen riding toward you from the south. One of them carries a flag of Tusmit on his lance, but with a white field instead of the usual red. Both have white armbands over their breastplate armor.

The horsemen stop about a hundred feet from you. One of them raises a hand and calls out. "Who are you and why did you come to the Sheikdom of Elisam?"

The heroes can make a Knowledge (Local/VTF) check DC15 (automatic for Tusman heroes) to identify them as members of the Tusman Guard, the standing army of Tusmit. Their white flag identifies them as rebels and opponents to the Pasha.

The Guards are mounted on Tusman light warhorses (speed 60ft) and want to interrogate the heroes. If the heroes flee, the guards start to pursue.

Allow the heroes to explain themselves. They must convince the Guards to let them continue their journey or they are presumed to be Loyalist agents or spies and ask that they follow them to Gallam to meet their Naqeeb (captain) for further interrogation.

If the heroes mention the chest in some way, the Guards insist on seeing its content and ask them to open it in front of them. Only one of Guards dismounts to inspect the heroes and their cargo.

The heroes must convince the Guards of their good faith by making a Diplomacy or Bluff check [DC 25]. Give the heroes the following circumstance bonuses where applicable:

+5 if any of them are members of the Tusman military.

+5 if they tell that they are going to Zakhos to stop an outbreak of a plague (and that they are carrying medicines).

+2 if the heroes show the Guards the contents (medicines) in the chest they are carrying.

-5 for every hero who did something stupid

+4 / -4 for role-playing

If the heroes convinced the Guards, they can continue their journey while the Guards head to report this to their Naqeeb. Later, the Naqeeb sends a patrol to Zakhos, requesting the heroes come to Gallam to meet the Naqeeb there. Proceed to Encounter 4.

If the heroes do not convince the Guards, they are presumed to be Loyalist agents or spies and asked to follow them to Gallam to meet their Naqeeb for further interrogation. Proceed to Encounter 3.

If the heroes resist and fight the Guards then they do into combat. If the Guards defeat the heroes, proceed to Encounter 3. Otherwise, proceed to Encounter 4.

APL 2 (EL 3)

Tusman Guard (2): Male Baklunish, Ftr1, hp 10 each. See Appendix one.

Tusman Light warhorse (2): hp 27 each. See Appendix one.

Tactics: The guards use Ride-by-Attack on the heroes and lethal damage. At each time a hero goes down they offer the party a chance to surrender. Don't forget the +1 higher ground bonus to attack rolls if they attack heroes who are not on a large mount. The soldiers are on the side of law here.

Troubleshooting: Being stupid

If the heroes flee and the Guards catch up or if they attack the Guards head on, then the Guards attack, using lethal force. (Legal note: the military are allowed to use lethal force whenever they are on-duty).

If any combat occurs and some of the heroes surrender, the Guards arrest them and bring them to Gallam. Go to Encounter 3. Note that the Guards recognize an honorable surrender. So a hero who surrenders is immediately taken hostage. If that hero then tries something funny (DM's call), the soldiers attack to kill the hero and don't stop until he is dead. They then cut off his feet and throw them in a nearby river. This has 2 effects, first it prevents *raise dead* from being used and second it maims the hero preventing him from riding a horse ever again (this is particularly cruel to Baklunish people).

Heroes who fought and surrendered are stripped of their arms and armors and manacled (using average-quality manacles). They are then tied behind the horses and made to walk (again something the Baklunish consider humiliating).

Encounter Three: Trial of beliefs

After a few hours of travel, you arrive at the military town of Gallam. A few hundred Tusman Guards camp around and in the town. All are wearing the same white armband as your guards. Your guards, now reinforced, lead your group to the barracks. One of them enters as the others stay with you. A few minutes later, he comes back and the group escorts you inside.

You are brought into a small office. As you enter this militaristic room, you see only a table in it. A Baklunish man with broad shoulder in shiny full plate armor is seated at the table, a white armband clearly visible over his armor.

Read the following if the heroes have not yet been to Zakhos or if they have been to Zakhos and been arrested in Encounter 8:

As he stands up he says: "I am Umar min-Gallam al-Naqeeb. You are presumed to be loyalist agents and spies. Do you have anything to declare for yourselves?"

Read the following if the heroes have been to Zakhos and came to Gallam to report to him the reason of their presence:

As he stands up he says: "I am Umar min-Gallam al-Naqeeb. I thank you for helping the village of Zakhos. Now, I want you to tell me everything you know of this affair. Who sent you here and why?"

The Naqeeb is clearly in charge here. Not only is he the military authority, but the min-Gallam in his name identifies him as a landed noble here.

The Naqeeb listens impassively to their story. The heroes must plead their case in front of the Naqeeb. If they ask to be judged by a cleric of Al'Akbar (Mullah or Qadi), the Naqeeb says that it is the military that uphold the law and justice here in Elisam, and that he has the legal authority and power to pass judgement upon them (true). The

self-defense clause can not be called upon here, as the Naqeeb has final authority, no one would dare go against him.

Umar min-Gallam al-Naqeeb: male Baklunish, Rgr1/Pal5. See Appendix One.

Convince the Naqeeb

Make a Diplomacy or bluff check [DC20]. This check should make by the hero who spoke the most to the Naqeeb, the other heroes can assist him on the roll. Give the heroes the following circumstance bonuses or penalties where applicable:

+2 if the heroes showed the Naqeeb the contents (medicines) in the chest they are carrying

+2 if the heroes convinced the Guard Patrol in Encounter 2 or followed the Guard Patrol to Gallam in Encounter 8

+2 if a priest of Al'Akbar or Azor'alq accompanies the party

+2 if one of the heroes has participated in a war or battle involving Tusmit (Holy Crusader or Fire war)

+2 if the heroes immediately complied with the requests of the Guards

+2 for each hero who is a member of the Mouqollad Consortium, Church of Mouqol (merchants are always welcomed in Elisam)

+2 for each hero who is a member of the Tears of the Marid or the Brotherhood of Basharaat or the Udgru elves (who are seen as fellow rebels).

+2 if the heroes have proof of worshippers of Nerull worship

+5 if the heroes defeated Mamoon and explain to the Naqeeb that he who was responsible for the disease in Zakhos

+5 if any of them are members of the Tusman military

+5 if they told that they are or were going to Zakhos to stop an outbreak of a plague (and that they are carrying medicines)

+10 if the heroes don't have any crimes to be reported

-5 if any hero radiates evil

-20 if the heroes used lethal damage on the angry mob of Zakhos OR against the Guard patrols

If they convince the Naqeeb, they free to go as they please. Proceed to Joining the rebellion.

If the party has not gone to Zakhos, proceed to Encounter 4. Otherwise, proceed to Conclusion.

Joining the rebellion

This offer is made only occurs once, no matter how many times the heroes meet the Naqeeb.

“Do you declare yourselves to be loyalists agents or are you to join our just cause and become rebels to this money-grabbing swine who defiles the Exalted Palace in Sefmur. If so, I will require that you sign this declaration”, as he show you a written document. “It states that you do not recognize the authority of the Usurper over the Sheikdom of Elisam. If you sign this, we will require you to wear one of these white armbands, righteous symbol of the rebels, for here on in. So, what do you say?”

If pressed for questions, the Naqeeb answers questions as to the reasons of the rebellion (see Adventure Background under The Sheikdom of Elisam).

Allow each hero to make his own decision, without being pressured by the others. If their response is neither loyalist nor rebel, then they receive no bonus or penalty on their check. The ones who declare themselves Tusman Rebels receive “Tusman Rebels” on their AR.

If the party has not gone to Zakhos, proceed to Encounter 4. Otherwise, proceed with Conclusion.

Troubleshooting: Not convincing the Naqeeb

If they do not convince the Naqeeb, the following depends on them. If they have attacked –or worse- killed one of the Tusman Guards, then their

adventure ends here. Heroes guilty of such crime are executed the following morning, according to Tusman Law.

Heroes guilty of assault are imprisoned for two months (automatically the maximum sentence, 8 TUs). Heroes who used lethal damage on the Tusman guards in Encounter Two: Rebel Patrol or on the angry mob in encounter 6, are imprisoned for 2 months (loss of 8 TU on the AR) AND have their weapons confiscated. Once their sentence has been carried out, they are escorted to the border of the Sheikdom of Eysami, and warned not to return to Elisam. The adventure is over for these heroes.

Heroes found guilty of murder or mass murder are simply put to death.

Heroes who are not found guilty of any crimes are released. These heroes are free to continue with the adventure if they wish, proceed to Joining the rebellion, above.

Encounter Four: The plagued village

Read the following when the heroes arrive in Zakhos:

You finally arrive at your destination, the plagued village of Zakhos. You can clearly see that it is a fishing village of about 50 inhabitants and 15 houses.

As you approach, you can see villagers walking slowly around. They all appear to be suffering from the disease Husam al-Gesthai told you about. They are covered with red dots and all their veins are clearly visible, at a distance. Most are wondering around with a empty look in their eyes.

As you enter the village someone comes to greet you, he appears to be suffering from the disease as the others. He is somewhat strongly built and tall. He wears a chain shirt that has the coat of arms of Tusmit on it. He steps forward but stops 30 feet ahead of you and motions for you to stop.

“I am Kamal al-Zakhos, the constable of Zakhos. I must warn you that our village is plagued. You must go if you do not want to be infected.”

s house for many days now trying to find a cure in his lab, and he refuses to see anyone.

If the heroes head to Fayiz's house, proceed to Encounter 5.

The heroes can make a Gather Information check [DC10] on other villagers, to get the direction to Fayiz's house.

Mamoon's next moves

While the heroes go to Fayiz's house, The constable rushes back to his house where Mamoon uses *charm person* on the constable.

Mamoon and the charmed constable gather the villagers and tell them that the heroes group just killed Fayiz in his house and that they are the ones responsible for the disease. They are especially careful and to gather up the villagers. Any of the heroes looking out the window can see the constable talking to some of the villagers, Mamoon stays clearly away from Fayiz's house.

If the heroes do not go inside Fayiz's house for some reason, the constable, now charmed meets them and asks them to go inside to see what is going on.

Encounter Five: Fayiz's house

Fayiz's house is at the edge of the Blashikmund River. There is a small canal going from the river through the house and then back out again into the river. The house is made of stone and appears to be old.

The house is 25 ft (front and back of house) wide by 40 ft long (up to the river). Draw the walls and entrance of the house from the map in Appendix Four.

Knocking on the door gets no reply. If they go in, they can explore the house.

Antechamber: The entrance wooden door is not locked and there is a symbol of Geshtai carved on it (note that no Knowledge (religion) is needed here because the heroes have seen the symbol at the start of the adventure). In this room, which is almost empty, there are three doors: one to the right (to bedroom), one to the left (to dining room

and kitchen) and one in the middle (garden and shrine). The middle door is locked.

Good Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC18, Open Lock DC20.

Bedroom: The room appears to have been searched all over. There is a simple bed and some drawers. The drawers have only clothes inside them and nothing of value. There is also a small desk and chair in one corner. There is nothing of value left in the room.

Dinning room and kitchen: A simple table with two chairs and a stove. There is a few rations and utensils, but nothing of real value. There are some dirty dishes on the table. They have been there since the day Fayiz got assassinated, about 3 days ago a Survival check [DC 15] confirms the age of the food. Search check [DC 20] reveals burnt papers and alchemical substances in the fireplace.

Shrine and Garden: At the entrance of the room is a small stone bridge over a small canal that crosses through the room, ending with an iron grate at each end. The canal continues outside. The center of the room is open to the sky and has no ceiling. However a covered porch circles the house, making the opening not immediately apparent from the outside.

In the center of the room is a garden with many plants and flowers. On the left and right sides are tables with broken jars, flasks and some gardening tools. On the far side of the room is a small shrine dedicated to the Daughter of the Oasis.

Making a Search [DC 25] check on the shrine reveals a hidden compartment under the statuette of the goddess. Inside is Fayiz's Journal (Player Handout #2: Fayiz al-Gesthai's Journal entries) and Fayiz's treasure. It would take about 10 minutes browsing through his journal for some clues.

Fayiz's corpse is buried in a shallow grave in the garden (the X on the map). A Search check [DC10] finds his body. Mamoon planned on returning later, but he has been busy around the village.

The heroes can make a Heal check on the body.

DC10 reveals the man has been dead for a few days (2 or 3).

DC15 He was killed with a sharp object (like a dagger). Two blows were struck: one in the back and one in the throat.

DC20 He was not only stabbed, but the weapon used has poison. The poison sapped his vitality (Constitution)

When the heroes leave the house proceed to Encounter 6.

Encounter Six: The angry mob

As you get out of the priest of Geshtai's house, you see many of the villagers gathering in front of it. They are armed with clubs, forks and torches. They all appear to be suffering from the disease and not in good health, and they also have an angry look in their eyes. "There they are!" one of them shouts.

Beside this angry mob you spot constable Kamal, as he says: "They just murdered our healer Fayiz, because he found out that they are the ones responsible for the disease! Let's kill them all and burn their vile corpses!" Then the angry mob approaches you.

Ask for Spot checks [DC15] to see a man dressed as a courtier behind the mob of villagers and near the constable. He carries a lute, like everyone here, seems to be suffering from the disease. If the Spot check beat DC31 that hero can see through the disguise of the disease, as per *disguise self* spell. This is Mamoon.

The heroes now have a few choices: they can try to calm down the mob or fight them off.

Talking to the Mob

To calm down the mob, the heroes must succeed at an opposed Diplomacy check against the constable who pushes the mob forward. Note that the constable has a circumstance bonus of +5 to his Diplomacy check due to the familiarity the locals have with him. With the nightmare pox poison, this gives him a net +3 to his roll.

Again, the hero who does most of the talking must make the check. Other heroes may assist him on

the check. Mamoon assists the constable. As long as the heroes do not fail by more than 5, they can retry. The heroes must succeed twice in a row for their efforts to be successful.

If the heroes calm down the mob proceed to Encounter Seven: Evil revealed

If they fail ANY check by more than 5, the mob attacks convinced that their constable is right continue with Fighting the mob, below.

Fighting the mob

Whether the heroes attack the mob or try to calm them and fail, combat may ensue.

Mamoon and constable Kamal do not enter the fight, unless they are attacked. If a fight breaks out, both run off in the back and wait for the outcome of the fight.

There are more than 8 people in the crowd, but only 8 actually fight, the others just encourage them to fight.

APL2 (EL3)

The Angry Mob: (8) Baklunih Com1, hp 3 each; see Appendix One.

Tactics: The mob tries to overwhelm the heroes. They concentrate on lightly-armored heroes (easier to take down). Mamoon and constable Kamal do not enter the fight. However, Mamoon boosts the villagers with his bardic music and then start casting buff spells on the constable.

Development: Keep track of the type of damage the heroes inflict on the mob (lethal/non-lethal) and who does what. The mob attacks to kill, normally, they would not do so, but in their reduced state, they don't think right.

Encounter Seven: Evil revealed

If the heroes attack Kamal or Mamoon before defeating all of the villagers in the angry mob, they fight without saying anything.

Read the following if the heroes calmed down the angry mob:

The villagers calm down and say: "They're right!" They stand down and disperse, leaving you, the constable and a bard standing next to him.

The bard calls: "Kill them Kamal. I told you they would come to steal your people away. They have charmed the others with their vile magic and now it's up to us to free our friends!" The constable takes his scimitar and advances to protect the bard.

Read the following if the heroes subdued or killed off the angry mob:

The commoners' morale breaks and those who stood behind, encouraging their friends on decide to run off. In a second, the plaza is empty except for leaving you, the constable and a bard standing next to him.

Rage in his eyes, the constable looks at you, his scimitar clutched tightly in his hand. "You have killed my people, but now you will face a real warrior. PREPARE TO DIE!"

The heroes must face the charmed constable and Mamoon. If they were defeated or calmed, the villagers do not intervene. However, if the heroes attacked Kamal or Mamoon before that, then they get both Encounters at the same time.

APL2 (EL4)

Kamal min-Zakhos: fatigued Baklunish War2, hp15 see Appendix One.

Mamoon: Baklunish Brd2/Clr1, hp18, See Appendix One.

Tactics: At this time look at the number of rounds the two had before the fighting began.

Round 1: Mamoon cast *shield of faith* on himself.

Round 2: Mamoon casts *bleed* (this does affect the villagers)

Round 3: Mamoon cast *doom* on the strongest-looking hero.

Round 4: Mamoon begins to inspire courage to all allies (this also affects the villagers).

If Kamal is down and Mamoon has less than half his hit points left, he drinks his *potion of invisibility* and flees.

Development: If the heroes defeat Mamoon and Kamal, they find the unholy Symbol of Nerull on Mamoon. A Knowledge (religion) DC 15 check to know this.

If Mamoon is captured and interrogated, he refuses to admit anything. If Mamoon is captured and interrogated, he refuses to admit anything. Searching him yields Player Handout #3: The letter. If Kamal is still alive, after an hour, he shakes off the *charm person*. He thanks the heroes greatly for their help. If none of the villagers were killed, they receive the Saviors of Zakhos reward.

When Mamoon has fled or his defeated, proceed to Encounter 8.

Encounter Eight: More rebels

Two horsemen ride into town from the northeast. One of them carries a flag of Tusmit on his lance, but with a white field instead of the usual red. Both have white armbands over their breastplate armor.

The horsemen stop about fifty feet from you. One of them raises a hand and calls out. "Tell us what happened here."

Unless the heroes fought them in encounter two, they are the same two soldiers they met.

The Guards are mounted on Tusman light warhorse (speed 60ft) and want to interrogate the heroes. If the heroes flee, the guards start to pursue.

APL 2 (EL 3)

Tusman Guard (2): Male Baklunish, Ftr1, hp 10 each. See Appendix one.

Tusman Light warhorse (2): hp 27 each. See Appendix one.

Tactics: The guards use Ride-by-Attack on the heroes and lethal damage. At each time a hero goes down they offer the party a chance to surrender. Don't forget the +1 higher ground bonus to attack rolls if they attack heroes who are not on a large mount. The soldiers are on the side of law here.

Give the heroes a chance to explain themselves. If the heroes have not yet been to Gallam, the

Guards ask them to follow them to meet the Naqeeb. Then go to Encounter 3.

If the heroes refuse or have used lethal damage on the angry mob, the Guards arrest and shackle them. Proceed to the conclusion

If the heroes have already been to Gallam and have not used lethal damage on the mob, the Guards thank them and “take it from here” to care for the villagers. One of the horsemen turns and heads to Gallam to fetch the Qadi. With the Qadi on the way, you have little doubt the outbreak will be under control in a few days. The heroes leave their medicine cargo behind to the Qadi or Kamal. Proceed with Conclusion.

Never met the Naqeeb

If the heroes defeated the Guards in Encounter 2, read the following:

“Who are you and what just happened here?”

Allow the heroes to explain themselves. After that, the Guards ask them to come to Gallam and report to their Naqeeb. Continue with Encounter 3.

If the heroes refuse or have used lethal damage on the angry mob, the Guards arrest them and bring them to Gallam.

Troubleshooting: Being stupid

If the heroes flee and the Guards catch up or if they attack the Guards head on, then the Guards attack, using lethal force. (Legal note: the military are allowed to use lethal force whenever they are on-duty).

If combat occurs and some of the heroes surrender, the Guards arrest them and bring them to Gallam. Go to Encounter 3. Note that the Guards recognize an honorable surrender. A hero who surrenders is immediately taken hostage. Heroes who are knocked unconscious are considered to have surrendered, as such, the Guards do not take attacks of opportunity on anyone who tries to heal them.

After they surrendered, any hero who tries something funny (DM’s call), the soldiers attack to kill the hero and don’t stop until he is dead. They then cut off his feet and throw them in a nearby river. This has 2 effects, first it prevents *raise dead* from being used and second it maims the hero

preventing him from riding a horse ever again (this is particularly cruel to Baklunish people).

Heroes who fought and surrendered are stripped of their arms and armors and manacled (using average-quality manacles). They are then tied behind the horses and made to walk (again something the Baklunish consider humiliating). Proceed to Encounter 3 or to the Conclusion if they already met the Naqeeb.

Conclusion

The way the adventure ends heavily depends on the heroes. If they failed to bring proof of Mamoon’s actions to the authorities in Gallam, then the adventure ends in utter failure. Proceed to Utter failure.

If they get arrested but they nevertheless have brought proof of Mamoon’s actions, but are found guilty of a crime, proceed to Tusman law.

Otherwise, the adventure ends with success, proceed to the Success sub-section.

Success

Back into Khandahur, you head to the temple of Geshtai, with your heads up high. Though you may not have eradicated the illness yourself, but through your actions, proficient healers have arrived in the small village.

Husam waits for you next to the fountain that occupies the entrance to the temple. He has a big smile on his face. “Today you have done a great service. Not just to these poor people, but to Tusmit as a whole. I can offer you the thanks of my Church, but I know that you deserve more, much more.”

The heroes get the **Favor of the Church of Geshtai**. If they did not hurt anyone in Zakhos (read: used non-lethal damage only), they receive **Saviors of Zakhos** on the AR.

Proceed to Parting words.

Utter failure

If the party gets here, they have clearly screwed up.

You failed to save the village of Zakhos. Because of your actions, a possible outbreak might cause the deaths many innocents.

Don't expect much from anyone. The Church of Geshtai has sent a letter to you stating their disfavor. Oddly enough, that about the same time all the water you drank tasted foul.

The heroes get the **Curse of Geshtai** on their AR.

The heroes get the **Letter from the Bride** reward on their AR only if they found it on Mamoon

DO NOT Proceed to Parting words.

Tusman law

Though you have saved the village of Zakhos, Tusman law supersedes any all actions. You were found guilty of a series of crimes.

Though you are serving time, the Church of Geshtai has sent a message to you stating they would welcome you once you got out. This is but a minor set back,

The heroes get the **Favor of the Church of Geshtai**. If they did not hurt anyone in Zakhos (read: used non-lethal damage only), they receive **Saviors of Zakhos** on the AR.

Proceed to Parting words.

Parting words

Read out loud:

Looking at the image of the young adventurers in her crystal ball, the young studied their faces for a moment.

"Mamoon that fool unable to do anything right... Maybe these young ones can... serve me when I have need of them."

"Yes, adventurers have a nasty habit of showing up when you don't expect them. Better count them among your allies or your pawn" says a voice in the shadow, little more than a whisper.

"You thought me well. Our plan is flawless. Soon you'll have your revenge," replies the woman without looking behind.

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

Convince or defeat the Guard patrol: 90 xp.

Encounter Three

Convince Umar al-Naqeeb: 60 xp.

Encounter Six

Defeat or convince the angry mob: 90 xp.

Encounter Seven

Defeat Kamal and Mamoon: 120 xp.

Encounter Eight

Follow or Defeat the Guard patrol: 90 xp.

Story Award

Use only non-lethal attacks on the mob: 30 xp.

Discretionary roleplaying award: 60 xp.

Total possible experience: 450 xp.

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Introduction:

If heroes loot the chest:

APL 2: L: 59 gp; C: 0 gp; M: Potion of remove disease (75 gp).

If heroes capture or kill Husam al-Geshtai and loot him:

APL 2: L: gp; C: gp; M: gp.

Encounter Two:

APL 2: L: 98 gp; C: 0 gp; M: 0 gp

Encounter Five (Fayiz's treasure):

APL 2: L: 25 gp; C: 100 gp; M: 0 gp

Encounter Six:

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

Encounter Seven:

APL 2: L: 23 gp; C: 150 gp; M: *Chain shirt +1* (125 gp); *cloak of resistance +1* (100gp); *potion of invisibility* (30gp).

Encounter Eight:

APL 2: L: 98 gp; C: 0 gp; M: 0 gp

Total possible Treasure: 450 gp

Special

Tusman Rebel: You have publicly announced your loyalty to the rebel cause. You get a +2 loyalty bonus to social rolls with rebels. You get a -2 suspicion penalty with loyalists. The bonus in social rolls is valid in any module set in Tusmit.

Favor of the Church of Geshtai: You can use this favor to pay the yearly cost of the Tusmit Church of Geshtai meta-org. Otherwise, this counts as an Influence point. Cross off when used.

Curse of Geshtai: You have been cursed for your incompetence and your lack of concern for your fellow man. Until you find redemption with a priest of Geshtai, all water you drink tastes foul and stale (but has no further game effect). You may use an Influence point with the Church (not a generic one) to remove this curse. A PC Priest of Geshtai may lift this curse by making you (and only you) drink from a *create water* spell. The priest must then contact the Triad. If you are a priest of Geshtai, you cannot remove this curse yourself.

Saviors of Zakhos: This count as an influence point. The villagers of Zakhos will talk about your deeds for generations.

Not welcomed in Elisam: You were escorted out of the sheikdom and told not to return. This may have future repercussions.

Letter from the Bride: You have gotten hold of a letter from someone calling herself "the Eternal Bride"

Appendix One: NPCs and Creatures

Introduction

Husam al-Geshtai: Male human, Cleric 6; CR 6; Medium humanoid; HD 6d8+6; hp 39; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10) [+0 Dex]; Base Atk +4; Grapple +3; Atk +3 melee (Dagger, 1d4-1 dmg) or +4 ranged; SA: Spells; SQ: Aura, Turn Undead (5/day); AL NG; SV Fort +6, Ref +2, Will +9; Str 8, Dex 10, Con 12, Int 14, Wis 19, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +5, Heal +13, Knowledge (arcana) +3, Knowledge (history) +8, Knowledge (nature) +14, Knowledge (religion) +8, Knowledge (the planes) +3, Spellcraft +5, Survival +6; Brew Potion, Divine Metamagic (Quicken Spell), Quicken Spell, Skill Focus (nature).

Spells Prepared (5/4+1/4+1/3+1); base DC = 14 + spell level): 0—*Create Water*, ***Detect Magic***, ***Detect Poison***, ***Purify Food and Drink***, *Light*; 1st—*Entangle**, *Shield of Faith*, *Sanctuary*, ***Detect Evil***, *Protection from Evil*; 2nd—*Barkskin**, ***Zone of Truth***, *Delay Poison*, *Lesser Restoration*, *Augury*; 3rd—*Fly**, *Dispel Magic*, *Summon Monster III*, *Invisibility Purge*.

*Domain spell; **Pre-casted spell.** *Domains:* Plant (Rebuke or command plants 5/day); Travel (Freedom of movement 6 rounds/day).

Possessions: Hat of Disguise, Periapt of Wisdom +2, healer's kit, Silver holy symbol of Geshtai, spell component pouch, dagger.

Encounter Two: Rebel Patrol

Tusman Guard: Male Baklunish, Fighter 1; CR 1; Medium Humanoid; HD 1d10+2; hp 10; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grapple +3; Atk/Full Atk +5 melee (Masterwork Lance, 1d8+3 (3d8+9 on charge)) or +1 melee (Masterwork Lance 1d8+3 non-lethal (3d8+9 on charge)); AL LN; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +6; Mounted Combat, Ride-By-Attack, Weapon Focus (Lance).

Possessions: Breastplate, Heavy wooden shield, Masterwork Lance, (3) Manacles, Rebel White Armband; Tusman light warhorse with Military saddle (see below).

Tusman Light Warhorse: CR 1; Large animal; HD 3d8+9; hp 27; Init +1; Spd 60 ft.; AC 14, touch 10, flat-footed 13; Atk +5 melee (1d4+3, 2 hooves), -1 melee (1d3+1, bite); Face/Reach 10ft./5ft.; SQ Scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7; Weapon Focus (hooves). *This horse knows the following tricks: War Training, Come, Defend & Stay.*

Encounter Six: The angry mob

Angry Mob villager (fatigued): Baklunish, Commoner 1; CR 1/3; Medium Humanoid; HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 9 (touch 9, flat-footed 9) [-1 Dex]; Base Atk +0; Grapple -1; Atk -1 melee (club, 1d6-1); AL N; SV Fort +0, Ref -1, Will -4; Str 10(8), Dex 10(8), Con 10, Int 10, Wis 10(2), Cha 10(2).

Skills and Feats: Craft (Fishing tools) +2, Handle Animal -3, Profession (Fisherman) +0, Swim +3, Use Rope +0; Skill Focus (Profession: Fisherman), Skill Focus (Swim).

Special conditions: Plagued with Nightmare Pox (loss of 8 Wis and 8 Cha, Also fatigued).

Encounter Seven: Evil revealed

Mamoon (Disguised as himself inflicted with the Nightmare Pox): Male Baklunish, Brd2/Clr1; CR 3; Medium Humanoid; HD 2d6+1d8+3; hp 18; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +0; Atk +0 melee (Dagger, 1d4-1) or +3 ranged; SA: Bardic Music (2/day), Spells; SQ: Aura of evil, Rebuke Undead (6/day), Bardic Knowledge (+2); AL NE; SV Fort +4, Ref +6, Will +7; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Bluff +12, Craft (Poison) +8, Concentration +6, Diplomacy +11, Disguise +11, Heal +2, Knowledge (arcana) +2,

Knowledge (Local-VTF) +3, Knowledge (religion) +3, Perform (String Instrument) +8, Spellcraft +6; Skill Focus (Bluff), Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Bard Spells: Spells Known (3/0; base DC = 13 + spell level + 2 if from Enchantment school): 0— *Arcane mark, daze, detect magic, mage hand, read magic*; 1st— *Charm person, disguise self*.

Cleric Spells: Spells Prepared (3/2+1; base DC = 11 + spell level): 0— *Cure minor wounds, guidance, resistance*; 1st— *Bless, doom*, shield of faith*.

*Domain spell. *Domains*: Pestilence (Immune to Diseases); Trickery.

Possessions: Chain shirt +1, cloak of resistance +1, potion of invisibility, ~~Scroll of disguise self~~, Masterwork Lute, silver unholy symbol of Nerull, spell component pouch, dagger, empty vial of poison, 150gp in Zeifian coins.

Kamal al-Zakhos (charmed and fatigued): Male Baklunish, War2; CR 1; Medium Humanoid; HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +0; Grp +1; Atk/Full Atk +3 melee (Scimitar, 1d6+1); AL LN; SV Fort +2, Ref +4, Will -3; Str 14(12), Dex 15(13), Con 12, Int 12, Wis 10(4), Cha 12(6).

Skills and Feats: Handle Animal +2, Intimidate +2, Knowledge (Local/VTF) +3, Swim +1; Dodge, Weapon Focus (Scimitar).

Possessions: Chain Shirt, Heavy wooden Shield, Scimitar.

Special conditions: Plagued with Nightmare Pox (loss of 6 Wis and 6 Cha, Also fatigued).

Encounter Eight: More rebels

The guards have the same statistics as those of Encounter Two: Rebel Patrol.

Appendix Two: New Rules

Nightmare Pox (New Disease)

Mamoon used this evil concoction on the well of Zakhos. Mamoon's masters created the poison, Mamoon is not powerful enough to create such a disease. The disease was created on another plane from components of the foulest origin. The disease can lay inert for years until the powder is ingested.

Name	Nightmare Pox
Infection	Ingested
Fort DC	18*
Incubation	1d3 days
Damage	1d3 Wis, 1d3 Cha

* The initial ingestion is considered a poison.

Divine Metamagic

(From Complete Divine)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead, metamagic feat to which it applies.

Benefit: When you take this feat, choose a metamagic feat you have. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jbozan the cleric could sacrifice three turn attempts to empower a holy smite he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat, choose a different metamagic feat to which to apply it.

Appendix Three: The law in Southern Tusmit

Generalities

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

Lashings

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

Horses

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

High Fines

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

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

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

The Self-Defense Clause

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

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

Failure to convince the presiding official (but the truth being that the crime was unintentional) will incur a penalty of one hundred fountains per death plus twenty-five fountains per point below the Bluff or Diplomacy DC. 1d10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of

imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

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

Assault. (Noble, Church or Gov Official)

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

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

Assault. (Major)

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

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

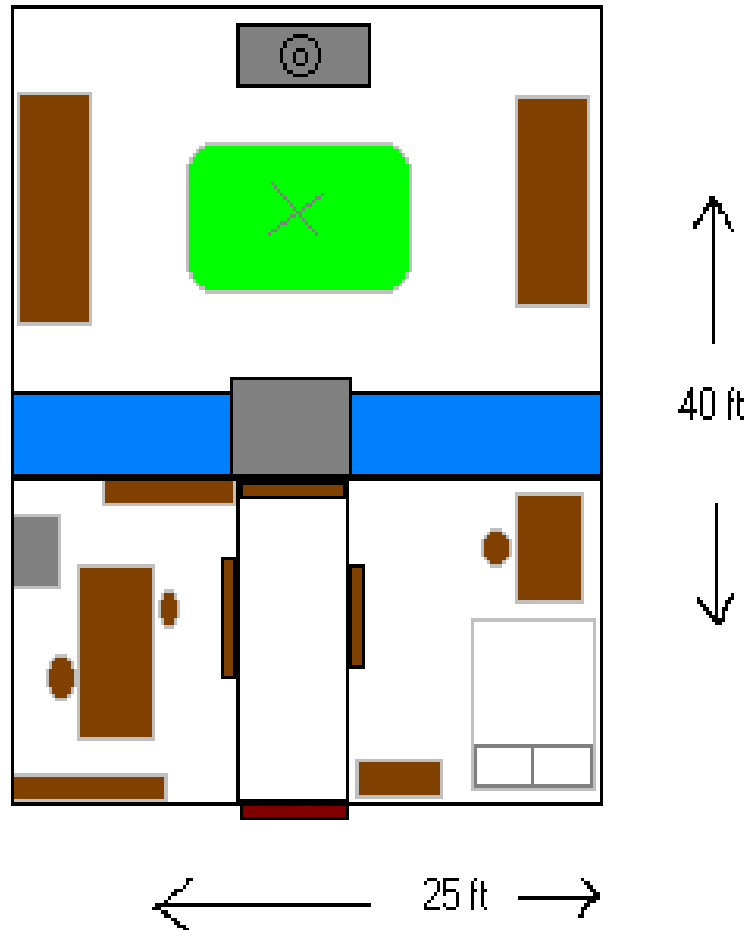
Sentence: Imprisonment for one time unit and 2d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

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.

Appendix Four: DM Aid: Fayiz's house



Player Handout #1: Husam al-Gesthai's Letter

My dear friend Fayiz,

I am sending these young adventurers with the supplies you requested. They seem to be trustworthy. In the chest they are carrying you will find a potion, and the best equipment we could purchase in Khandahur. With them you should be able to brew whatever potion you need to tend to your flock.

We could not send one of our priests to help you because the Sheik forbade us to intervene in Elisam. This conflict is ridiculous and can only lead to further ruin of Tusmit.

May sweet water always find your throat.

Husam Al'Geshtai

Player Handout #2: Fayiz al-Gesthai's Journal entries

12 Flocktime 595, A traveling bard, called Mamoon, just moved to the village. His ballads seem to help lighten the hearts of the villagers, with the rebellion and all.

22 Wealsun 595, Richfest was a great success this year, thanks to the musical talents of Mamoon and the good fishery that Gesthai has given us.

17 Reaping 595, Young Aziz just contracted a case of the pox and has severe fevers. I have given him a few herbs to calm the pain and hopefully get him healed up.

18 Reaping 595, Some of the fishermen have contracted the same illness. Still I do not know how all of them could have contracted it, since they have not all been in contact with Aziz in the last week or so.

20 Reaping 595, Most of the villagers have contracted this illness now. I believe that our village is subject to some kind of outbreak of this illness.

21 Reaping 595, Young Aziz as taken a turn for the worse, as is veins are now swollen and all visible over his body. He lies around in bed, moaning. I am not familiar with this disease.

22 Reaping 595, I have searched my books and I did not identify this disease. Almost all the villagers are diseased now.

23 Reaping 595, My magic and medicine do not appear to work, at least for very long. Poor Aziz appears to be losing his grip on reality. He becomes more delirious by the day. I'll do some more research on this disease in my lab tonight.

24 Reaping 595, I know now that the disease is not contracted by touch. However, since I do know much about this plague, I'll inform constable Kalam to put the village in quarantine for now to prevent an outbreak of the disease.

25 Reaping 595, I am powerless to cure the disease, that I have now contracted myself. I have called upon the Blessed of Geshtai to deliver a message to my friend and mentor Husam al-Gesthai in Khandahur. His vast knowledge of diseases will surely help me save the inhabitants of Zakhos. For now, I will continue my research on the source of this disease that plagues us.

26 Reaping 595, The well! The well! Whoever has done this has poisoned the well! Why would the Daughter allow this? I'm so angry right now... Foul one of life's most sacred gift beneficent water. I'm waiting to Kalam to return so I go and warn him. Right now I could snap at any one. Such a sin must not go unpunished... I don't care about the law... the ones who did this should be decapitated and their heads placed to rot on spikes.

Player Handout #3: The letter

This letter is written in a very feminine script. The handwriting is precise showing the person who wrote this is highly educated. It has a delicate flowery perfume that is both sweet and yet has an odd odor about it.

Dearest Mamoon,

I hope this letter finds you well. It has taken much effort on our part to get you the package. Find some place that's isolated and infect these poor sods. Find us recruits, the package should allow you to give us a few good ones. I must insist that you get recruit of importance, not a bunch of beggars barely good enough to animate as zombies. I need useful people.

The Master reminds me that you should avoid any and all contact with the outside world as you do so. Rumors and news have a bad habit of getting of spreading a little too quickly in Tusmit.

The Reaper will reward you well if you succeed. The Reaper knows no failure, for in the ends, all pass through his cold embrace.

Till the day the cold embrace of the Reaper sweeps over the Flanaess.

Your loving Mistress,

The Eternal Bride

Appendix Five: Textes français

Introduction

Ayant passé les derniers jours à voyager dans le Sheikat d'Eysami, vous savez maintenant pourquoi on le surnomme le « Sheikat des chevaux », ayant contemplé certains des plus splendides troupeaux de tout Tusmit.

Mais l'aventure est la raison qui vous a conduite ici. Un sheikat en rébellion au sud et tous sont à la recherche de héros pour aider leur cause. Ces temps troubles amènent de nombreuses les opportunités d'aventure.

Vous entendu parler d'un halfling qui est à la recherche d'aventuriers. Après une courte enquête, on vous indique le chemin d'un salon privé. Ouvrant la porte, vous y trouvez un halfling portant des habits bleus et un chapeau à large rebord. Il est assis en compagnie d'autres jeunes aventuriers.

« Je vous remercie d'être venu. Mon nom est Husam al-Geshtai, Grand Prêtre de l'Église de la Fille de l'Oasis d'Eysami, » dit le halfling en enlevant son chapeau et se changeant en un homme baklunien d'âge moyen portant des robes de prêtres bleus.

« Je suis à la recherché d'hommes et de femmes de bonne foi et de compassion pour transporter des herbes et des médicaments à un confrère. Il réside à Zakhos, un village de pêcheurs dans le Sheikat de Elisam. Il y a quelques jours, notre église a reçu une lettre de Fayiz al-Geshtai. Il demandait qu'on lui envoie des herbes et de l'aide afin de contrer une épidémie d'une étrange maladie qui accable son village natal de Zakhos. Lorsque j'ai parlé au Sheik de cette possibilité d'épidémie à Elisam, il a interdit à mon église d'y intervenir prétextant « les implications politiques que cela amènerait. »

« Par la Fille de l'Oasis, je ne laisserai pas mourir des innocents à cause d'un conflit politique qu'ils ne peuvent régler eux-mêmes. Cependant, je ne souhaite pas encourir la colère du sheik sur mon Église, alors j'ai besoin de faire parvenir ces herbes

et fournitures à Zakhos et que vous assistiez Fayiz. Auriez-vous le courage de faire cela? Pouvez-vous emmener ces herbes médicales pour mettre fin à cette épidémie? »

Encounter Two: Rebel Patrol

Vous avez voyagé depuis Khandahur jusqu'en Elisam, passant la frontière du Sheikat en rébellion vous entretenez l'espoir d'arriver rapidement et en toute sécurité à Zakhos. Votre destination n'est plus qu'à une journée de voyage au sud-ouest.

Après quelques heures de voyage, vous apercevez deux cavaliers venant du sud et galopants vers vous. L'un d'eux brandit la bannière de Tusmit au bout de sa lance, mais avec un champ blanc plutôt que rouge. Tous les deux portent un brassard blanc par dessus leur plastron (breastplate.)

Les cavaliers s'arrêtent à environ cent pieds de vous. L'un d'eux lève la main et vous interpelle. « Qui êtes-vous et pourquoi êtes-vous ici ? »

Encounter Three: Trial of beliefs

Après quelques heures de voyage, vous arrivez à la ville militaire de Gallam. Il y a quelques centaines de Gardes Tusmans campés autour et à l'intérieur de la ville. Tous portent le même brassard blanc. Maintenant renforcés votre escorte vous conduit jusqu'à leurs baraques. L'un d'entre eux y entre alors que les autres restent avec vous. Quelques minutes plus tard, le garde revient et vous êtes escorté à l'intérieur.

On vous conduit dans un petit bureau. En entrant dans cette pièce de style militaire, vous n'y apercevez qu'une table. Un homme baklunien aux larges épaules dans une armure de plates complète arborant visiblement un brassard blanc est assis derrière la table.

Se levant de son siège il dit : « Je suis Umar min-Gallam al-Naqeeb. Vous êtes présumé

être des agents et des espions loyalistes. Qu'avez-vous à déclarer pour votre défense? »

Se levant de son siège il dit : « Je suis Umar min-Gallam al-Naqeeb. Je vous remercie pour être venu en aide au village de Zakhos, Dites-moi tout ce que vous savez de cette affaire. Qui vous a envoyé ici et pourquoi? »

Joining the rebellion

« Vous déclarez-vous être des agents loyalistes ou allez-vous vous joindre à notre juste cause et devenir rebelles face à ce porc avare qui souille le Palais Exalté à Sefmur. Si c'est le cas, je vous demande de signer cette déclaration, » dit-il en vous montrant un document écrit. Cela stipule que vous ne reconnaissez point l'autorité de l'Usurpateur sur le Sheikat d'Elisam. Si vous signez, vous devrez porter l'un de ces brassard blancs symbole de notre juste lutte. Alors, que dites-vous ? »

Encounter Four: The plagued village

Vous arrivez finalement à votre destination, le village pestiféré de Zakhos. Vous voyez clairement que c'est un village de pêcheurs d'environ 15 maisons et 50 habitants.

Approchant, vous apercevez déjà des villageois, marchant très lentement dans le village. Ils semblent tous souffrir de la maladie dont vous a parlé Husam al-Geshtai. Ils sont couverts de pustules rouges et leurs veines sont clairement visibles à cette distance. La plupart d'entre eux titubent à travers le village, un regard vide dans les yeux.

Alors que vous entrez dans le village quelqu'un s'approche pour vous accueillir, il semble être souffrant comme les autres. Il est grand et d'assez forte carrure. Il porte un gilet de cottes de mailles arborant les couleurs de Tusmit. Il marche dans votre direction mais s'arrête à 30 pieds de vous, faisant signe de vous arrêter.

« Je suis Kamal al-Zakhos, le constable de Zakhos. Je dois vous prévenir qu'il y a une

épidémie dans notre village. Vous devez repartir si vous ne voulez pas être infecté. »

Encounter Five: Fayiz's house

La maison de Fayiz est au bord de la Blashikmund. Un petit canal sort de la rivière et traverse sa maison pour ensuite rejoindre la rivière part l'autre côté. C'est une maison de pierre qui semble avoir de l'âge.

Encounter Six: The angry mob

Comme vous sortez de la maison du prêtre de Geshtai, vous vous rendez compte que plusieurs des villageois se rassemblent devant la maison. Ils sont armés de gourdins, de fourches et de torches. Ils semblent tous souffrir de la maladie et sont en piteux état, mais la colère brûle dans leurs yeux. « Ils sont là ! » crie l'un d'eux.

Mis à part cette foule colérique vous apercevez le constable Kamal, lorsqu'il dit : « Ils viennent de tuer notre guérisseur, car il avait découvert que c'était eux les responsables de la maladie ! Tuons-les tous et brûlons leurs vils cadavres ! » La foule en colère s'avance.

Encounter Seven: Evil revealed

Les villageois calment leurs ardeurs et disent : « Ils ont raison ! » jetant leurs armes, ils se dispersent rapidement, laissant le constable et le barde à ses côtés seuls avec vous.

Le barde s'exclame alors : « Tues-les Kamal. Je t'avais dit que ces gens viendraient te voler tes gens. Ils ont charmé les autres avec leur vile magie et c'est maintenant à nous de libérer nos amis ! » Le constable brandit son cimeterre et avance pour protéger le barde.

Le moral de la foule se dissipe et ceux qui étaient resté en arrière, encourageant leur parents et amis prennent la fuite. En une seconde, la place est vide à l'exception de vous, du constable et du barde à ses côtés.

La rage dans les yeux, le constable vous foudroie du regard, empoignant fermement son cimenterre. « Vous avez tué mes gens, mais là vous aurez à faire face à un vrai guerrier. PRÉPAREZ-VOUS À MOURIR! »

Encounter Eight: More rebels

Deux cavaliers arrivent dans le village depuis le nord-ouest. L'un d'eux brandit la bannière de Tusmit au bout de sa lance, mais avec un champ blanc plutôt que rouge. Tous les deux portent un brassard blanc par dessus leur plastron (breastplate).

Les cavaliers s'arrêtent à environ cinquante pieds de vous. L'un d'eux lève la main et vous interpelle. « Dites-nous ce qui s'est passé ici ? »

Conclusion

Success

De retour à Khandahur, vous vous dirigez au temple de Geshtai, avec fierté. Bien que vous n'ayez pas éradiqué vous-même la maladie, vos actions ont permis à des guérisseurs de compétents de se porter au secours de ce petit village.

Husam vous attends près de la fontaine qui occupe l'entrée du temple. Il a un grand sourire sur le visage. « Aujourd'hui vous avez rendu un fier service. Non seulement à ses pauvres gens, mais à Tusmit en entier. Je vous offre les remerciements de mon Église, bien que je saches que vous méritez bien, bien plus. »

Utter failure

Vous n'avez pas réussi à sauver le village de Zakhos. À cause de vos actions, l'épidémie pourrait causer la mort de plusieurs innocents.

N'attendez pas grand-chose de personne. L'Église de Geshtai vous a envoyé une lettre vous témoignant de leur défaveur. Bizarrement, c'est depuis ce temps que toute l'eau que vous buvez semble croupie.

Tusman law

Bien que vous ayez sauvé le village de Zakhos, la Loi Tusmane supprime toutes vos actions. Vous avez été reconnu coupable d'une série de crimes.

Pendant que vous purgez votre peine, l'Église de Geshtai vous fait parvenir un message disant qu'ils attendent impatiemment votre libération. Ce n'est qu'un petit contretemps.

Parting words

Regardant l'image des jeunes aventuriers dans sa boule de cristal, la jeune femme étudiait leurs visages pour un moment.

« Mamoan, cet idiot incapable de faire quoique ce soit correctement... Peut-être que ces jeunes personnes pourraient... me servir lorsque je pourrais avoir besoin d'eux. »

« Oui, les aventuriers ont la fâcheuse habitude de se montrer lorsque vous ne vous y attendez point. Mieux vaut les compter parmi vos alliés, ou vos pions » dit une voix dans l'ombre, rien de plus qu'un murmure.

« Vous m'avez bien formé. Notre plan est sans faille. Bientôt vous aurez votre vengeance, » rétorque la femme sans regarder derrière elle.

Fin