

TUS6-06

Sowing the Seeds...

A One-Round Dungeons & Dragons® Living Greyhawk™ Tusmit Regional Adventure

by Mike Rosenberg

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An old mage receives a gift from a young woman, a gift that he knows not what to do with. His apprentice asks for your help. What can be done to save this poor old man, and what can be done to save Twallish, and the entire nation from certain doom? A one-round Regional adventure set in Tusmit for a well-balanced party of characters level 1-15 (APLs 2-12).

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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RPGA Sanctioned Play

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.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK PC. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK PC creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 PCs (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 PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC 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 PC 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 PC'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 PCs 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 PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC 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 PCs 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 PCs 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 PCs 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. PCs 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. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

ADVENTURE BACKGROUND

The powers of the Abyss can be quite devastating, but at the same time, the promise of power they offer is often more than most mortals can turn away from.

After her partial "success" in causing trouble in Blashikdur, the Succubus Galastard (from **TUS5-06 *Strife & Chaos***) went back to the Abyss to report to her Abyssal Patron. Not being able to complete the task of causing the war requested from her, her Patron was less than completely thrilled with her.

Banished back to the Material plane, fallen from grace, Galastard returned to Tusmit, with a goal of redeeming herself, without support from the abyssal Lords. She contacted an individual who had plans which seemed to mirror her own, and Galastard has decided to follow through with her new patron's plan to further her own ambitions.

Isis Khalid, the daughter of the infamous Omar Khalid (of the College of the Arts in Sefmur) was kidnapped by Trenkat, and left for dead at the hands of that foul Necromancer. In truth, after Trenkat was destroyed (**TUS5-01 *Plague of the Dead***), Isis was left in her prison on the Tarterian depths of Carceri. The only way for her to escape was to grow in strength and power, but in doing so, she grew resentful of everyone who left her to suffer this fate – a hatred fueled by the Plane of Carceri itself.

She vowed to return to Tusmit and to make everyone who let her suffer at the hands of Trenkat, suffer as much. Isis has a simple plan in mind – to sow the seeds of devastation throughout the very land of Tusmit. By means of an Infernal Affliction, a magically altered piece of the very heart of The Grey Wastes of Hades itself, she hopes to bring about the destruction of Tusmit by scorching the very land.

Seeing the desire for revenge growing so strong in the heart of Isis Khalid, Galastard found a sort of kindred spirit, one she originally thought that she might control, but Isis proved to be too strong of will to fall into the clutches of Galastard.

Galastard has come to the city of Twallish, and using her powers has fooled an old reclusive mage named Is'haaq bin Tahir and his apprentice into accepting her into their household.

For many months Is'haaq, without knowing, has researched the disease. Very early that day, the succubus Galastard has set her plan in motion. At sunrise, she convinced the wizard to use his magics to open a *Gate* to the Quasi-Elemental Plane of Ash (the co-axis between

the Elemental Planes of Air and Fire, and the Negative Energy Plane), while his apprentice, Gulam, aided in the more mundane tasks without knowing the exact circumstances of what was going on.

With the aid of that *gate*, she brought a creature that would carry the Affliction, like a contagious conduit.

Galastard has spent some time in communication with Isis Khalid, through magical means, and has been instructed to guide the movements of the summoned creature to the best course of destruction. Galastard was also instructed to allow the Grey Wasting time to flow, and spread.

For his efforts in helping her, the wizard was killed, in a terrible, painful manner. But Galastard forgot about the apprentice, who managed to escape.

ADVENTURE SUMMARY

Introduction. What went on before the PCs got to Twallish.

Encounter 1 — A Panicked Scream. The PCs arrive in town, and are greeted by panicked screams.

Encounter 2 — Everything Seems Normal. The PCs enter the home of the slain wizard, but everything seems normal. Was the apprentice making things up, or is there more than what is on the surface?

Encounter 3 — A Passage Down. A hidden tunnel at the back of the library leads down into the dark depths.

Encounter 4 — What Lies Beneath. Arriving in the basement, the PCs now have the time to investigate further.

Encounter 5 — Un-Holy Cow. Following the trail of the “devils”, the PCs come face to face with an enemy that brings about more questions than answers.

Conclusion — The Gate has been closed, but has the city of Twallish, and the entire nation, been saved, or is its destruction a certainty?

PREPARATION FOR PLAY

Because this adventure is not linear in any fashion, and allows the PCs free reign to wander around the home and basement lab of the dead mage to accomplish their goal, there are more opportunities for the PCs to gain experience than normal. They cannot gain more experience than allowed by their APL, but they can be more liberal in how they gain their experience.

There is no time limit for the PCs to stop what is happening, but the longer it takes for the PCs to achieve their goal, the farther north the spores spread, and bring about the complete destruction of Tusmit – making it a nation of Scorched Earth.

The number of hours that it takes the PCs to accomplish their task directly correlates to the damage done to the nation. Please fill out the Critical Event Summary at the end of the adventure, and send it to the Tusmit Triad (poc@tusmit.org) once done.

INTRODUCTION

The PCs have traveled to the town of Twallish as part of their adventures.

The PCs need to seek their own accommodations when they arrive in town, there are plenty of rooms available in this normally calm village.

Even though the PCs are in a small city in rural Tusmit, there are certain rules that must still be obeyed. Wild animals are not allowed into the city (including animal companions), especially any that are larger than medium size. All domesticated animals (including wolves) must be kept on a leash. The guards are not rude about this, but they are adamant.

Horses (including mules and donkeys) are allowed in without restriction, but they are not allowed to run free. All other mounts must be stabled.

The winding trails of Tusmit are a beautiful sight in the last days of summer, and while on your way to the event of the season, everything seems even more beautiful.

You arrive at the town of Twallish, in the sheikdom of Nahim, just as the sun sets on the horizon. Even though the hour is getting late, you decide to that the scenic route through town to your inn.

The rays of the setting sun bathe the town in an array of warm colors, making your trek to the inn a pleasant one. As you make your way into the more residential part of town, you have time to reflect on both the past, and the future.

At this time, if the PCs have not already introduced themselves to each other, have them do so. As the introductions are being made, the PCs are still on the move, and are getting closer to the home of Is'haq bin Tahir.

ENCOUNTER 1: A PANICKED SCREAM

When the PCs are 50 feet away from its front door, things are set into motion. From this point on, there is no set time limit for the adventure to be concluded in as long as they proceed today. If they go out to the Inn try to move them forward by dropping hints, but if they proceed the adventure is over as Galastard takes the creatures to a safer place.

The Infernal plans of Galastard and her employer have been set into motion that very morning, and have already spread throughout the area surrounding Twallish, gaining speed. The longer it takes for the PCs to complete the adventure, the father around Nahim the spores will spread, and more of Tusmit is infected.

The dead mage's apprentice, Gulam, burst forth from his home, covered in the blood and gore of his former master, telling horrific tales of devils killing his master, and their plans of destroying every living thing in Tusmit, and the entire Flanaess.

ALL APLs

Gulam: Male Human Wiz 2 with one negative level from Galastard; hp 4; see Appendix 1.

Gulam is in shock. He rambles on about how he is going to die from his injuries (of which he has none), the sight of his master being killed in a way that he cannot grasp, and the plans of the fiends (which are all in his mind).

As you pass one especially nicely decorated home, with an exquisitely manicured lawn, and a large variety of colorful flowers, its door bursts open, and a young man, perhaps fifteen years of age, bursts out into the street.

The young man's simple gray robes are covered in blood and gore, and he screams in hysteria.

"Help me! Help me! The Devils are coming to kill me...." As he finishes his rant, the boy keels over, and feints to the ground.

If the PCs rush off to help young Gulam, they uncover a number of things; none of which seems to fit his story, nor do they match each other.

The boy has fainted, but can be roused with a simple DC 15 Heal check or any kind of magical healing.

The blood on the boy does not belong to him. Gulam is completely unharmed, physically (This can be

confirmed with a Heal check DC 15), but he has seen some horrific sights, and his mind has not yet come to grips with them. The blood on his robes is that of his former master, who succumbed to the effects of a powerful spell depending on the APL.

The PCs can make a Heal check DC 10 + 2x APL to determine the nature of what killed his master by examining the apprentice's robes:

APL 2: Acid

APL 4: Dehydration

APL 6: Poison

APL 8: Poison

APL 10: Extraction of all water from his body

APL 12: Dehydration

Once Gulam has been revived, he is more than willing to answer any question posed to him, although he is very anxious to have someone go into his home and take care of the "Devils" that he feels are causing trouble. He is not doing this out of any sort of deceit, but out of a desire to have the ones who killed his master, and mentally scarred him punished.

What happened to you? "My master was helping this . . . beautiful woman – a devil, she was. She unleashed some strange creature from this device, and it destroyed my master. A creature, made out of water, burst from his body..." With this, he seems to space out for a moment, as if lost in some terrible memory.

Who was the woman? "I do not know. She claimed that she knew my master, but more than that I do not know. She has been seeing my master for 2 months now, being curious about his researches."

Who was your master? "He was a skilled mage named Is'haaq bin Tahir. Recently he did not take much time for my training, instead being obsessed with his new research he would not share with me."

Why was your master killed? "I don't know."

What is the research you mentioned? "I don't know. My master spoke to the woman about it, but told me nothing, I think the woman inspired him to do this."

What can you tell us of the creature? "I don't know anything about it. Something slammed into my master, and a being tore its way out of his body."

Is there anyone else in the house? "Other than the devil woman, only the cook, named Zeyah, should be in the house."

What does the cook look like? “She is an elderly Baklunish woman with salt & pepper colored hair, and a smile always upon her face. She’s very motherly.”

How much will we be paid for doing this? “The ones responsible for my master’s death are still inside my home, and you stand here asking me about money. If you help me, I’ll do what I can, but I cannot promise you more than that.”

Gulam does not know any more than this. His master kept him in the dark about most of what was going on (mostly at the *Suggestion* of Galastard). If hounded by more questions, he insists that the PCs find and stop those who killed Is’haaq bin Tahir.

If hounded about money and payment, he explains that does not know what valuables his master might have hidden, so he honestly does not know what he can offer.

Under no circumstances is Gulam willing to go back into the house until the PCs can prove that they have caught or eliminated those responsible. If forced into things, the shock of all that has transpired causes him to collapse into a catatonic state. The PCs could have to carry his unconscious form around the house.

If the PCs decide not to help Gulam and instead do something else, the adventure simply ends here.

ENCOUNTER 2 – EVERYTHING SEEMS NORMAL

Some PCs might have issues about entering the home without proper legal authority to do so, but they have been asked by someone who resides there, so they should not be subjected to any legal actions for this. The PCs can make a DC 10 Knowledge (Local – Tusmit), or Bardic Knowledge check to confirm this.

The PCs can enter through the front door, which is currently open, or wander around the sides of the house looking for any other entrances. There are no other doors, but there are a few shuttered windows.

If the PCs decide to enter through the windows, they must break the windows, which would be considered both Minor Vandalism and Trespassing (See Appendix 3 – Laws of Tusmit). These crimes are reported by Gulam’s neighbors – not out of spite, but because they are law abiding citizens of Tusmit.

In addition, while it is not specifically a crime, it is highly improper to bring animals into someone’s home. A medium-size creature, such as a wolf, or riding dog,

might be overlooked, but a large creature, such as a horse, is not. Remind the PCs of this, but no legal actions will be taken if they decide to be jerks.

Unless otherwise noted in the individual description of the rooms, both the ground and upper floor of Is’haaq bin Tahir home have 15 ft. tall ceilings, well polished hardwood floors, and painted wooden walls. There are no lights in the house, other than the following rooms: the Foyer, the Privy and the Library. In all other rooms, the PCs must provide their own light sources, or use the windows, where available. Since the weather outside is nice, the windows have been left open, but time may be a factor, considering the PCs only arrive at the house at dusk.

The trail of blood and gore that came with Gulam is being cleaned up, while he is outside in the street recruiting the PCs, by a number of Unseen Servants (Spellcraft DC 21) which roam around the house, keeping things neat.

The trail of blood can be followed by a DC 20 Track check. If anyone is able to follow the tracks using Scent, the DC is 15.

Right from the start, the PCs are allowed free run of the home, and allowed to investigate whatever they want, in any order. There are a number of items of note, particularly the Infernal Affliction of Grey Wasting that can be found within the pantry (location 1c on the Ground Floor).

Is’haaq bin Tahir’s Home — Ground Floor

1a - “Entrance Hall”

This room is where the PCs should typically enter the house from. A few more mischievous PCs might try one of the various windows around the house, but this is the starting point for most.

For any of the PCs that might be tracking the blood trail, it leads straight north-south in this room, right underneath the doors in the northern wall.

Entering through the large mahogany double doors, left open by the fleeing Gulam, you enter into a well decorated and very clean entrance hall.

Along both sides of the hall, a number of small, wooden pegs line the walls, roughly five feet off of the floor. One of the pegs currently holds what looks like a woman’s cloak.

Centered above the double doors on the north wall is a small, highly polished mirror, but it seems odd to be placed at such a height, ten feet above the floor.

Galastard set up a number of traps throughout the house, and a few points that would alert to visitors, in case her plan would be discovered before fruition. She kept both Gulam and Is'haaq bin Tahir safe from these traps, but the PCs are not so lucky.

If any of the PCs casts a *detect magic* spell in this room, they find all three sources of magic (the *alarm* spell, the trap and the *magic mouth* spell). It is very important to make certain that you explain to the PCs that the cloak is not magical, but there is magic on it, and behind it. This allows the PCs a fair chance at surviving all of the traps located throughout the house.

1a-1 - *Alarm* spell on the cloak

The cloak is not magical, but there is a permanent *alarm* spell placed upon the garment, with a mental ringer.

All APLs

Alarm Spell: CR 1; Magic device; proximity trigger (5 ft. of north doors); Search DC 26; Disable Device 26.

1a-2 Symbol Trap

In addition, Galastard has also placed a trap behind the garment, so that would be thieves would be punished if they tried to ruin her fun. This trap only activates if the PCs remove the cloak from its current location on the peg. If they do, then the trap is triggered. This trap is not lethal but it will most likely (and this is good) get the PCs on their guards.

Moving the cloak off of the peg, you notice a strange design inscribed on the wall. It seems to glow as soon as you lay eyes on it.

APL 2 (EL 3)

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*Fire Trap*, 3rd level Druid, 1d4+3 Fire, DC 13 Reflex for half damage); multiple targets (all targets within 5 ft.); Search DC 27; Disable Device DC 27.

APL 4 (EL 5)

Symbol of Sleep: CR 5; spell; spell trigger; no reset; spell effect (*Symbol of Sleep*, 10th level Wizard, DC 17 Will negates); multiple targets (all targets within 5 ft.); Search DC 30; Disable Device DC 30.

APL 6 (EL 5)

Symbol of Spell Loss: CR 5; spell; spell trigger; no reset; spell effect (*Symbol of Spell Loss*, 10th level Wizard, DC 18 Will negates); multiple targets (all targets within 5 ft.); Search DC 30; Disable Device DC 30.

APL 8 (EL 5)

Symbol of Pair: CR 5; spell; spell trigger; no reset; spell effect (*Symbol of Pair*, 12th level Wizard [Extended – effect lasts for 2 hours], DC 20 Fortitude negates); multiple targets (all targets within 5 ft.); Search DC 30; Disable Device DC 30.

APL 10 (EL 7)

Symbol of Weakness: CR 7; spell; spell trigger; no reset; spell effect (*Symbol of Weakness*, 13th level Wizard, DC 20 Fortitude negates); multiple targets (all targets within 5 ft.); Search DC 32; Disable Device DC 32.

APL 12 (EL 8)

Symbol of Insanity: CR 8; spell; spell trigger; no reset; spell effect (*Symbol of Insanity*, 15th level Wizard, DC 22 Will negates); multiple targets (all targets within 5 ft.); Search DC 33; Disable Device DC 33.

1a-3 Magic Mouth

The mirror is actually a *magic mouth* spell that Is'haaq bin Tahir had placed there years ago, to announce his guests whenever they came to call on him.

The *magic mouth* activates if anyone touches the northern doors from within the entrance hall. It asks for the name(s) of those seeking entrance. If its request is answered, it announces them in clear and pleasant voice and then asks them to wait on the chairs located at the entrance (but nobody will come since the Wizard is dead). If not, it begins shouting a warning for Is'haaq bin Tahir that intruders have entered his home (still nobody will come).

All APLs

Magic Mouth: CR 2; spell; touch trigger; automatic reset; spell effect (*magic mouth*, 10th level Wizard); Search DC 27; Disable Device DC 27.

1b "Foyer"

This large room grants access to the upper floor (leading to location 2i), as well as the larder (location 1c), the dining hall (location 1e), and the water closet (location 1g).

This room is rather luxurious, with expensive marble tiles on the ground, stairs made of onyx colored wood, with rails of white pine, and three doors leading off, each one made out of the same white pine as the railings.

There is also a huge chandelier hanging from the ceiling 30 feet above, which has been subject to a *continual flame* spell, but it illuminates the entire foyer.

The large foyer is a sight to behold. The floor is tiled with white marble, with veins of black and red. Far above, on the ceiling of the second floor, a huge chandelier made of fine crystal hangs, illuminating everything in a pale yellowish radiance.

A *detect magic* cast upon the chandelier reveals a faint Evocation aura.

The onyx-colored wooden stairs leading upstairs disappear underneath the ornately carved balcony on the second floor of the house.

There are a few dots of a bright reddish colored liquid on some of the steps leading up to the second floor.

There are three more doors leading out of the room, each one made out of white pine, emblazoned with intricate filigree, with large, brass handles – all of which are highly polished.

None of the doors are locked, nor are any of them trapped.

For any of the PCs that might be Tracking the blood trail, it leads straight north-south in this room, up the stairs and out of sight.

1c “The Larder”

In this room, Is'haaq bin Tahir's cook used to store all manner of dry goods (rice, flour, onions, etc...) for later use. In addition, this is where the Infernal Affliction of Grey Wasting has manifested itself for the first time, with its predetermined desire to destroy plant life and land.

Entering this room, there is the definite odor of mildew. It appears to be a larder, with many large sacks with labels such as rice, flour, onions, and the like.

While the floor, shelves and tabletops all appear to be clean, there is a fine layer of gray dust on top of the sacks of food, as well as the utensils used to handle the food. It seems strange that the things have been left in such a condition.

The PCs might try and investigate this room a little more. If they attempt a Search check, they do not uncover anything more.

With the opening of the *gate*, a strange, powder-like Affliction has come through, and it is this Infernal Affliction that Isis wants to use to destroy the hopes and dreams of Tusmit. This dust is there to destroy the very

soul of the land, scorching the very earth and preventing plant-life to be sustained by any means.

A *detect magic* spell reveals that the dust is magical in nature, with a moderate aura, but no discernable school associated with it. *Detect evil* also reveals the dust, as well with the same moderate aura. *Detect poison* reveals nothing, as the dust is neither a poison, curse or disease – but something altogether different.

This gray dust is an Infernal Affliction, a small portion of the very essence of the Quasi-Elemental Plane of Ash. It is part of the experiment but since it was detached from the creature it is only mildly potent compared to what it should be. It is only dangerous to the PCs if it is ingested (eaten). If handled, smelled or examined in any other way, it is inert. The dust does not have a taste, nor does it affect the taste of anything it is covering. Even if it is brushed off, which is easy to do, the Infernal Affliction has already done its work, and the effect is still active.

For any creature that has the Scent (Ex) special ability, the dust has no scent of its own, so it does not register to the ability.

It also resists most magics that would be used to cleanse away toxins. Spells such as *purify food & drink* and *neutralize poison* have no effect on the dust, nor does the application of Holy Water, or any similar item(s).

If any of the PCs eat any of the food from within the larder, they immediately begin to feel intense pain from within. It feels like someone is trying to claw their way out of their systems, and this intense pain results in the PC suffering a permanent drain of 1 point of Constitution (DC 30 Fortitude negates). It is important to mention to any PC signifying an interest for the food that the dust seems to have spoiled it.

The only way to regain this lost point of Constitution is to receive a DC 32 *break enchantment* spell, followed by a *heal* spell. A *wish* or *miracle* spell also functions.

1d “The Kitchen”

The non-descript room houses the home's kitchen, with all of the various cooking implements, stove, pots and pans, and other tools for preparing meals. There is a trap door in the floor which leads to a small chamber, a little colder than the rest of the house, where various foods are kept cool. There are sausages and other meats drying out, cheeses being kept cool, and a variety of fresh fruits and vegetables. There are also a few small casks containing homemade wine and ale. There is one cask containing recently purchased mead.

The food and drink in this room has the same gray dust as that found in the larder, with the same result. Please see

room 1c for more information on the dust, and the Infernal Affliction associated with it.

The fire was recently stoked by the Quasit familiar of Galastard, who was instructed to burn down the house, to allow her activities to remain a secret. The Quasit got bored waiting for the fire to start, and fluttered away, leaving Galastard in a rather foul mood.

As you step into the kitchen, the temperature seems to rise noticeably, as if the fire within the stove has just been stoked. There is very little smoke in the room, as the chimney goes straight into the northern wall, and disappears.

There are strings of garlic, chilies and herbs hung from the walls, and there are pots and pans on half of the tabletops.

There is a trapdoor in the floor, with a large ring on top.

What seems strange is that for the lateness of the hour, and the heat coming from the stove, it seems as if no food has been prepared all day, as the smell of food is non-existent in here.

If the PCs search the trap door in the floor, it is neither trapped nor locked. It is in a very obvious location, making it no challenge for Galastard to place a trap upon it, but she is aware of the Infernal Affliction of Grey Wasting, as is hoping to cause a little chaos with it spreading around.

Read the following to the PCs if they open the trap door.

Opening the trap door, you are pleasantly greeted by a small breeze of cooler air. Going down the few steps into the storeroom, you find it full of food.

There are sausages and other meats hanging from hooks in the ceiling. Wheels of cheese sit comfortably on shelves, and there are bushels of fresh fruit and vegetables as well. Along the southern wall, there are casks, each with a label written in large, clear letters.

Red and white wine, ale, and mead are all to be found down here, and all of them nice and cool.

Like the larder, though, all of the foodstuffs seem to have a thin layer of gray dust covering it.

1e "The Dining Room"

The dining hall is normal here, as would be expected. There is a large table, with numerous chairs dominating the center of the room. There are cabinets lining the east and west walls which contain fine china, and large serving platters.

The two open windows bring in the scent of flowers from the garden, and the lace curtains sway gently in the breeze.

Upon stepping into this room, there is no doubt as to what it could be. With the large, highly polished oak table and ten chairs sitting in the middle of the floor, this must be the dining room.

There are two large cabinets on each the eastern and western walls, containing gold rimmed plates, large silver serving trays, and other fine pieces of china, as well as sparkling crystal goblets and decanters.

The windows are both open, and the lace curtains sway gently in the light breeze, bringing with it the scent of flowers coming from the garden outside.

1f "Cook's Quarters"

This is the sight of a terrible travesty.

The old woman who runs the kitchen for Is'haaq bin Tahir uses this room as her own quarters.

Galastard has seen this as the place to commit a terrible murder, killing the old woman for the sheer enjoyment of it. She was jealous of there being another woman in the house.

The room has not been searched, but the old woman lies sprawled out on the floor, her face a mask of terror as her throat was torn out. The pool of blood she is lying in has attracted a small swarm of flies that buzzes off as soon as the PCs approach the corpse.

You enter a richly colored room, full of warm tones, well worn, but beautiful wooden furniture, and all the touches of home.

It appears that this is the chamber of a down-to-Oerth individual who works for the mage Is'haaq bin Tahir. This is the bedchamber of the cook.

The walls are a rich tone of cream, with small carpets of reds and golden tones hang in decoration along the walls. The warm wooden furniture is well worn, but well cared for.

The large bed along the eastern wall looks exceptionally comfortable, with a trio of immense, feather filled pillows. The hand-made quilt looks exceptionally comfortable, and rather warm. The golden symbol of the Cup & Talisman nailed above the head of the bed is a comforting sight.

If any of the PCs are uncertain about the symbol, have them roll a DC 10 Knowledge (Religion) check to identify it as the symbol of Al'Akbar (Backlunish humans

should automatically know this). The symbol is actually made out of gold-painted wood.

The only feature of the room that seems both out-of-place, and more than a little disturbing, is the dead, Baklunish woman lying in the center of the floor, in a pool of her own blood, and with her throat mangled.

If the PCs search the room, they find nothing much of value, just the simply belongings of an old widow. They are mostly of sentimental value to the now dead cook, and of little value.

If the PCs want to do something to aid the fallen woman, by cremating her remains, they are free to do so, at their own expense, and time.

The PCs may want to try a *Speak With Dead* spell (Zeyah has +2 Will save), to try and learn a few things from the dead woman. She answers the questions of anyone who is not evil (nor radiates evil, as though through a curse). Her voice is raspy, as would be expected by one who has had her throat removed.

Zeyah does not know all that much. Her husband passed away slightly over a decade ago, and her two sons protected the Nation as soldiers for Tusmit, serving in the Guard, under orders to protect the city of Vilayad.

During the war with Ket, and the Worldburners, her sons fell in the battle, leaving her all alone. She was taken in by a kind wizard, loyal to the Nation of Tusmit, who took pity on her – Is'haaq bin Tahir.

There is not much that Zeyah remembers about her death, as it happened so quick and so viciously that she seems more confused about not being alive as anything else. She can answer the following questions. Anything else brings about an answer of ***"I don't know."***

What is/was your name? "My name was Zeyah."

How long ago did the woman arrive in the house? 2 months.

Where did she stay? I'm not sure, she was very mysterious, maybe she slept at the Inn, and she visited often.

Where you're master and her lovers? I don't think so but he was indeed strange around her.

What was your relationship with Is'haaq bin Tahir? "He was the nice man I worked for."

How did you die? "Isn't it obvious? My throat was torn out."

Do you know who killed you? "Some wicked woman."

What did/does your killer look like? "She was a Baklunish woman with eyes that seemed to burn. She had a wicked smile, and she seemed to enjoy killing me."

Why were you killed? "I don't know. I never did anything to harm anyone."

1g "The Privy"

This large room is quite ornate for the purpose it serves, as well as being quite modern.

There is a pair of "toilet" stalls, a large porcelain bathtub, and a large pedestal sink basin, with a shelf containing porcelain *decanter of endless water* that can be used to fill the basin.

In addition, there is also a small magic device that, once every 10 minutes, makes whatever object it touches smell like a single rose for 1 minute.

You enter into what can only be described as a masterpiece of engineering and design. What would be considered a simply room, the water closet, has been transformed into a marvel.

The blue-green tiles remind you of moving water, and the blue ceiling has small points of white painted randomly across its surface, to replicate the image of the night sky. The small dots seem to sparkle with a life of their own, illuminating the entire chamber in a soft, white light.

If the PCs cast a *detect magic* spell at the ceiling, the dots all glow with an aura of faint Evocation – from a *dancing lights* spell.

There are two small enclosures off to the side, with the door to one left open. Peering inside, you can see a porcelain seat, with a hole cut into the top, leading who knows where. Unlike other such outhouse seats you have known in the past, there is no odor here. Instead, a small device sparks for a moment, and suddenly, the privy smells somewhat floral.

If the PCs attempt a *detect magic* on the device, it radiates a faint magical aura, from the Universal school.

In addition, there is a large porcelain bathtub, resting on four feet which appear to be the claws of a dragon holding up the tub. There is also a pedestal holding a finely inlaid porcelain bowl, and a shelf above the bowl holds a beautiful porcelain decanter. Behind the shelf is a large, silver mirror.

A *detect magic* spell cast upon the decanter reveals an aura of moderate Transmutation.

1h “Stairs Leading Down”

This small passageway has two sets of stairs: the one to the eastern side leads up to the room 2m, and the western-most one leads down to the basement, room P. This room is completely devoid of any light. In order to see anything the PCs must provide their own light.

As you step off the last step, and the light reveals the way before you, you see that you are in a small passageway, 20 feet away from another set of spiral stairs, leading down into the blackness below.

ENCOUNTER 3 – A PASSAGE DOWN

Searching through the upper story of Is’haaq bin Tahir’s home, the PCs find the bedrooms of both Is’haaq bin Tahir and Gulam, as well as the Library, Alchemy Lab and Crafting Room. In addition, they find a way down to the basement.

Is’haaq bin Tahir’s Home — Upper Floor.

2i “Upper Balcony”

The PCs climb the stairs either by following the trail of blood, which leads into room 2l, or after searching the ground floor of the home.

The second floor is where Is’haaq bin Tahir and Gulam have their sleeping quarters, the more mundane library, the alchemy lab and the crafting lab.

The balcony which rings the stairs on the second floor is just as well maintained and extravagant as the lower foyer.

As you reach the top of the stairs, you are greeted by a much closer view of the beautiful chandelier which illuminates the entire room. It is made out of finely carved crystal tears; each one of the hundreds is roughly 6 inches in height, with a diameter of 3 inches at the bottom. It is a marvel of design.

The dark, onyx colored wood that made up the stairs is used here to form a balcony surrounding the stairs, with rails of the same white pine acting as a barrier, preventing anyone from taking a dangerous plummet to the ground.

Looking around, you can make out three doors leading away from the balcony.

If any of the PCs have been using the Track feat to follow the trail of blood from downstairs, it leads off to the north, towards room 2m.

2j “Gulam’s Bedroom”

This is where the young apprentice kept all of his worldly possessions, where he slept, and where he could be found when he wasn’t engaged in any of the magical training his master had him working on.

You have entered a simple bedchamber. There is rather plain looking bed against the western wall, a small chest of drawers, with a changing curtain along the north, and a small pedestal containing a simple bowl and a decanter of water along the southern wall.

Looking around, there is not much of note. Gulam was not a rich individual before he apprenticed with Is’haaq bin Tahir, and has made no money since apprenticing.

If the players search around the room, they do not find anything of interest. There is normal clothing in the chest of drawers, and nothing is hidden under the bed, or anywhere else.

2k “Alchemy Laboratory”

Is’haaq bin Tahir has spent many years, and a considerable sum of money, collecting some of the finest alchemy tools that he could find. His lab is almost complete, to his mind, and completely usable by anyone else to create whatever alchemical items they could wish to make.

There is also a store of many raw ingredients. There is nothing illegal to be found within the cupboards, nor are there any finished items. A Knowledge (arcane) DC 15 followed by Knowledge (local) DC 15 will confirm this. It seems that the lab, while fully furnished with equipment and ingredients, has not been used recently.

There are a number of recipes that can be found in here, for creating a number of different alchemical items: such as tanglefoot bags, sunrods, and the like (those found in the *Player’s Handbook*, only).

Opening the door, you are immediately assaulted by a number of different odors, and the combination is not pleasant.

It seems as you have found what must be some sort of Alchemy Lab. There are cupboards lining all of the walls, and the center of the room is dominated by two huge oak tables. One of which has an immense collection of bottle, beakers and all sort of alchemical tools. The other is lined with sheets of parchment, all outlining the ingredients and processes for creating various alchemical substances.

Looking into the cupboards, you find a wide variety of different ingredients for creating different alchemical substances.

21 “The Library”

The PCs climb the stairs either after following the trail of blood, which leads into room 2m, or after searching the ground floor of the home and searching the upper story of the house.

This is the library where Is'haaq bin Tahir keeps most of his historical, philosophical and more mundane tomes. He has a second library in the basement (room “R”), where he keeps more of the stranger and more valuable volumes.

There are shelves lining all of the walls, from floor to ceiling, and all of them are completely filled with various tomes and scrolls about all manner of things.

There are also two larger oak tables in the room, each one with half a dozen chairs around them. The desks have a variety of tomes open on top of them. A successful DC 20 Search check results in finding a small tome hidden beneath the table. With a successful DC 25 Knowledge (The Planes) check the PCs understand enough of the strange document – allowing them to receive **Player Handout 1**.

There is a large glass container, 10 ft. by 10 ft. sitting in the center of the room. It is a trap, set by the now dead mage, to stop thieves from stealing his tomes.

The glass jar, including the metal stopper, has been protected by a *nondetection* spell (DC 15 + APL). Inside, a *programmed illusion* has been put inside to make it look like there is a glowing longsword made out of gold, and inlaid with brilliant sapphires, and to make the blade appear to simply float in the middle of the jar. In reality, it is simply bait to get fools to open the jar, and bring about their own deaths.

If the PCs are able to overcome the *nondetection* spell, they find three auras on the jar: 1) the *nondetection* spell is faint Abjuration; 2) the *programmed illusion* is moderate Illusion and; 3) the trap spell radiates as per its normal spell.

As an added enticement, there is a notice attached to the jar, which reads “Do Not Open”.

Opening the door, you are greeted by a warm, pale glow from the center of this large room. The bookshelves lining all four walls are a clear indication that this must be the library of the mage.

There are two long wooden tables, one near each of the shelves along the eastern and western walls, with no less than six high-backed chairs each.

Dominating the center of the room is a massive glass vial, standing 10 feet in height, with an enormous

steel stopper. Peering through the glass, you can easily make out a glowing longsword, seemingly made out of gold, and inlaid in the pommel and guard with brilliant sapphires. Right beneath the stopper is a sheet of parchment, with a hand written note which reads “Do Not Open”.

As if this was not strange enough, there is a small brush, moving of its own accord, right in front of the jar, cleaning a few drops of some reddish-brown liquid.

It is from the secret door in the northern wall that Gulam passed through, on his way out of the house in panic. The *unseen servant* that Is'haaq bin Tahir uses to keep the house clean has been cleaning up the blood trail, starting at the wall, and working its way to the center of the room, where it is now. If the PCs cast a *detect magic* spell, the brush reveals itself to be normal, but the *unseen servant* is detected as a faint Conjunction magic.

If the PCs do not follow the warnings on the Jar, and attempt to open it, they find out that it is quite trapped. Once the trap has been set off, the *programmed illusion* winks out of existence, leaving nothing behind.

APL 2 (EL 2)

Chained Lesser Confusion: CR 2; spell; spell trigger; no reset; spell effect (*lesser confusion*; 7th level bard, DC 16 Will avoids); multiple targets (7 creatures); Search DC 26; Disable Device DC 26.

APL 4 (EL 2)

Chained, Extended Lesser Confusion: CR 2; spell; spell trigger; no reset; spell effect (*extended lesser confusion*; 9th level bard, DC 17 Will avoids); multiple targets (9 creatures); Search DC 26; Disable Device DC 26.

APL 6 (EL 5)

Song of Discord: CR 5; spell; spell trigger; no reset; spell effect (*song of discord*; 10th level Bard, DC 17 Will negates); multiple targets (all targets within a 20 ft. radius spread); Search DC 30; Disable Device DC 30.

APL 8 (EL 6)

Song of Discord: CR 6; spell; spell trigger; no reset; spell effect (*song of discord*; 10th level Bard, DC 19 Will negates); multiple targets (all targets within a 20 ft. radius spread); Search DC 30; Disable Device DC 30.

APL 10 (EL 8)

Maddening Whispers*: CR 8; spell; spell trigger; no reset; spell effect (*maddening whispers*; 15th level Wizard, Violent Hallucinations, DC 21 Will negates); multiple targets (15 creatures); Search DC 33; Disable Device DC 33.

* see Appendix 2: New Rules Item

APL 12 (EL 9)

Maddening Whispers*: CR 9; spell; spell trigger; no reset; spell effect (*maddening whispers*; 15th level Wizard, Violent Hallucinations, DC 25 Will negates); multiple targets (15 creatures); Search DC 33; Disable Device DC 33.

* see Appendix 2: New Rules Item

The secret door in the northern wall has been concealed behind a bookcase. It can be found with DC 25 a successful Search check. The door is locked, with an *arcane lock*, keyed to allow Is'haaq bin Tahir, Gulam and the disguised Galastard to pass through without problem. The key, which can be found in Is'haaq bin Tahir's bedchamber (room 20) allows the PCs to pass the *arcane lock* without problem, otherwise, they have to dispel it, cast a *knock* spell or destroy it.

All APLs

Arcane Locked strong wooden door: Hardness 5; Hit Points 20; Break DC 33.

2m "Hidden Passage"

This passageway leads down into the trap-filled basement, and to the Summoning Chamber (location X), and the creature summoned forth from the Quasi-Elemental Plane of Ash. This passageway is completely devoid of light, and the staircase is inky black as well. The PCs have to either provide their own source of illumination, or they have to feel their way around.

Once they PCs have bright out any source of light, read or paraphrase the following.

You stand in a long tunnel, barren of any furniture, windows or any other noticeable feature, save a set of spiral stairs leading down into the dark.

2n "Crafting Room"

Is'haaq bin Tahir has never had much patience for crafting magical items, other than the occasional scroll. But this has not stopped him from building a room where

he, or his apprentice, could spend the time to craft any number of magical items.

There is a small forge in the north-eastern corner of the room, but there is no fire lit, nor does it appear there has been for a long time.

There are workbenches scattered throughout the room, with a number of tall stools beside each table. There are all manner of tools to be used in the crafting of magic items, but no raw materials can be found in any of the cupboards lining the walls.

There is nothing of any real value that can be found in the room at all.

Opening the door, it appears that you have found a room that could be considered a workshop of sorts. There are workbenches lining the center of the room, with a handful of high stools beside each table.

There is a large, iron forge in the north-eastern corner of the room, with a chimney leading out of the eastern wall. There are cupboards lining all of the walls.

20 "Is'haaq bin Tahir's bedchamber"

The lord of the manor, Is'haaq bin Tahir was a well-to-do wizard, who sold a number of both Alchemical and minor magical items to many of the local spell shops, and made a fair number of lucrative business dealings with the College of the Arts of Sefmur.

Cass was a patriotic son of Tusmit, and a proud Baklunish follower of the Four Feet of the Dragon. He took pity on the widowed Zeyah, and brought her into his home, and gave her a job. He took the young Gulam on as his apprentice out of pity for the young man.

Relatively well off, Is'haaq bin Tahir gave to those less fortunate, as described by the Four Feet. He was not a proud man, nor was he overly concerned with passing trends, like fashion – but he did have expensive tastes in more permanent items, such as furniture, and other decorations.

His bedchamber reflects these tastes. All of the items in his room are of the highest quality, and well maintained. His large, canopied bed is made out of lumber imported direct from the Udgru forest, and the silk canopy has been protected with a minor abjuration that keeps it from getting dirty.

There is a tall armoire, made out of cherry-wood with two drawers inside of the gold-trimmed doors. This is where Is'haaq bin Tahir kept his clothing, and other personal belongings of a non-magical nature.

In the center of the floor, there is an elaborate carpet of red and gold, with the image of a dragon circling around the symbol of a Cup and Talisman – the symbol of Al'Akbar.

Along the southern wall is a large desk, with a number of parchments scattered about the top. They all have to do with his business dealings, and they are all legitimate (if the PCs bring these papers to any sort of authority, such as the Mouqollad Consortium, for verification). There are three drawers on the desk

Upon opening the door, you come to view a somewhat sparse room, but one that is decorated with some of the finest furniture you have ever seen.

There is a massive, canopied bed dominating the north-eastern corner of the room. The galda wood frame is carved with a bas-relief of a herd of wild stallions running across the plains of Northern Tusmit. The white silk canopy shifts slightly in the breeze coming in from the open window.

The floor is covered with a beautiful carpet of red and gold, with a pattern of a dragon encircling a cup topped by an eight pointed star.

The eastern wall has a tall, cherry wood armoire, with a set of gold trimmed double doors.

If the PCs look through the armoire, read or paraphrase the following.

Inside, there are two drawers, also made of the same gold-inlaid cherry wood. The armoire holds a variety of clothes, and other personal items belonging to one of wealth.

There is nothing of actual value to be found in the armoire. It is filled with Is'haaq bin Tahir's personal belongings.

The southern wall is dominated by a massive desk made out of oak. The top is littered with a sea of parchments, some rolled up, while others lie opened. There are three drawers that can be seen from the sides of the high backed chair tucked underneath it.

The desk has been the target of a *nondetection* spell, masking any of the contents of the desk from magical scrying attempts. If any of the PCs want to use any sort of Divination spells on the desk, they must make a caster level check against DC 11+APL.

If the PCs search the drawers, inside they find a key that opens the lock of the secret door in room 2l. This key is not necessary to continue along, as the PCs can use other means to open the secret door.

ENCOUNTER 4 – WHAT LIES BENEATH

Finally arriving at the basement, the PCs now have a daunting task before them. They must make their way through the trap filled basement hallways, make their way to the Summoning Chamber, and stop the creature that has been brought forth.

With the destruction of this creature, the connection with the Quasi-Elemental Plane ceases to exist, and the Infernal Affliction of Grey Wasting stops coming forth.

Is'haaq bin Tahir's Home — Basement.

As with the main and upper story of the house, there are certain things that are constant, unless otherwise noted.

The entire basement is carved right out of the rock bed beneath the city. Being made out of hewn stone, it is very durable. Dwarves using stonemasonry should admire the quality of the workmanship and also the sturdy nature of the work.

There is light throughout the basement, coming from a number of permanent *dancing lights* every 50 feet. The light is a pale violet color.

The gray stone is well maintained, and what little of a blood trail that may have been created by Gulam rushing from the scene of his master's death has been cleaned up already by the horde of *unseen servants*. If any of the PCs are attempting to use the Track feat, any check of DC 30 or above reveals the most direct route to the "Summoning Chamber", which is the way that Gulam took to escape.

The stone floor is rough, so that those walking upon it are in no danger of slipping. Anyone walking barefoot upon the stone does not suffer any physical damage, but they feel that the stone is a little cold.

All of the passageways are 10 feet in height, and the rooms have ceilings that are 20 feet high.

The doors are all made out of intricately carved, black wrought iron. There are no apparent locks on any of the doors.

Huge Iron Door. 1 foot thick; hardness 10; hit points 360; AC 3; break DC 28; Open Locks –.

Since there is no other creature in any part of the basement, other than the "Summoning Chamber" (location X), Listen checks does not reveal anything to the PCs.

P “Basement Landing”

The PCs reach this room by climbing down the stairs from location 1h on the ground floor.

The basement is 120 feet below the ground floor. The stairs leading down have limited light, as the landing is the only room that has not been lit up by the Dancing Lights.

This 30-ft. by 30-ft. room is basically empty. The door along the northern wall is slightly ajar, showing the PCs that there is light out in the hallway ahead, but there is no noise to be heard.

Winding down the stairs for more than a hundred feet has brought you down to this simple room. The 30-foot by 30-foot stone room has neither furnishings nor markings. The only thing of note is the black wrought iron door carved with images of calm skies. It is slightly ajar, letting a faint, violet colored light into the room.

Q “Secondary Alchemy Lab”

While the creation of poisons is not technically illegal, it is rather frowned upon (DC 15 Knowledge (local)). Is’haaq bin Tahir has the proper license, which can be found on his desk up in his bedchamber (location 20).

Like the lab on the second floor (location 2k), there are many tools here that can be used to create various alchemical substances, but they all seem to be for a single purpose.

There are no poisons left here, but with a DC 25 successful Search check, the PCs find small traces of what is being made in this room. If the PCs then succeed on a DC 25 Craft (Alchemy) check, they can identify the substances as poison.

Upon opening the room to this room, you are assailed by a number of very acrid scents. It appears as someone has been using this room to brew a number of various substances.

There are two long oak tables, both covered with various bottle, beakers and vials. The walls are lined with small cabinets, filled with a variety of different ingredients – all used for some sort of alchemical creations.

On this table there seems to be multiple scattered texts and unfinished experiments. If PCs take the time (10 minutes per check) to get some order into these notes (with a DC 15 Search check) they can be allowed a Knowledge (arcane) or Knowledge (planes) and learn the following (have them roll both and take the best result of the two). Regardless of the DC the PCs won’t get the

information on what the dust does exactly because Is’haaq bin Tahir didn’t know himself, you can point this out to clever PCs who ask for the information (and succeeded with a DC 20 and above)

The PCs can get a +2 bonus per 5 points of the Search check above 15 (+2 at DC 20). Discourage them from taking 20 as it would take 200 minutes:

DC 10: The experiment was very strange

DC 15: The experiment treated with an extraplanar substance which reacted like a disease and could be spread by air.

DC 20: The substance needs to be infected on a creature in order to survive on this plane and will disappear if not sustained. The arcane notes seem to point towards finding a way to keep the substance sustained long enough to spread on this plane.

DC 25: The substance is a gray dust, it comes from the plane of Ash and does not affect outsiders although they can carry the disease. For this reason the experiment needed a conduit to carry the disease while allowing it to be spread.

DC 30: The creature to be infected was found, it is some form of magical Ooze which was provided by “the lady”. It was in the basement yesterday (according to the dates on the papers)

DC 35: The research was started to allow infected outsiders to spread the disease but seems to have failed up to now. The person rolling such a check can understand Is’haaq bin Tahir didn’t have the skills necessary to accomplish such a feat himself.

R “Lower Library”

While Is’haaq bin Tahir kept most of his books and tomes in the upstairs library, all of his volumes on Arcana and the Planes are kept here – with the exception of the one tome he was reading upstairs.

In addition to all of the basic tomes that are kept here, Is’haaq bin Tahir also keeps his spellbooks here.

The room is rimmed with wooden bookcases, filled with various tomes, volumes and scrolls. The large, oak table in the center of the room has a trio of chairs surrounding it, and is laden with a number of parchments open upon its surface.

If the PCs search through the library, or any of the open parchments that are lying upon the table, they do not find anything of particular interest of help in their current plight. With a DC 20 Spellcraft they can learn Is’haaq bin Tahir was a Conjuror.

At APL 6 and less a DC 10 Search of the library will reveal a scroll of *magic weapon* and a scroll of *dimension door*.

If asked later, Gulam is reluctant to sell the spellbooks of his former master to the PCs. Not out of a lack of gratitude, but because he now views them as having a very high sentimental value. He could however allow them to scribe a couple spells (see AR Reward)

S “Trapped Hallway”

The PCs enter this hallway immediately after arriving in the basement, as this is the passage that leads out of the landing. There is not much of note about the stretch heading north-south, but it is at the numbered locations where things happen.

Depending on the APL that is being played, the pit trap is set off in different manners. For APLs 2-6, the pit opens when the PCs step on the pressure plate located at position S1.

At all other APLs the pit is not hidden and the players should be able to go pass it by normal means, the pressure plate is located at S2, and at the same time, there is a *cyclonic blast* spell which emanates from location S3, working along the center line and covering all 10 feet of the hallway. The blast of air pushes those who opened the pit trap back into the pit. The gray square on the map indicates the location of the pit.

At either APL PCs making the Search check for the pressure plate can go around the whole trap and avoid it completely.

Once the pit has opened, there is a ledge on the north and south sides of the opening, but it is only 1 inch thick. The PCs can try whatever they like to get across the pit, once opened, either by using any of the various Skills, such as Jump or Balance, or by using spells such as *fly* or *overland flight* or any other creative solution that works.

APL 2 (EL 2)

Camouflaged Spiked Pit Trap. CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Attack +10 melee (1d4 spikes per target for 1d4+2 each); multiple targets (all targets within the designated area); Search DC 22; Disable Device DC 22.

APL 4 (EL 3)

Camouflaged Spiked Pit Trap. CR 3; mechanical; location trigger; automatic reset; DC 21 Reflex save avoids; 20 ft. deep (2d6, fall); Attack +10 melee (1d4 spikes per target for 1d4+2 each); multiple targets (all

targets within the designated area); Search DC 26; Disable Device DC 24.

APL 6 (EL 4)

Camouflaged Spiked Pit Trap. CR 4; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 40 ft. deep (4d6, fall); Attack +12 melee (1d4 spikes per target for 1d4+2 each); multiple targets (all targets within the designated area); Search DC 28; Disable Device DC 25.

APL 8 (EL 6)

Cyclonic Blast*. CR 5; spell; location trigger; repair reset; spell effect (*cyclonic blast*, 9th level Wizard, 9d6 damage, DC 21 Reflex half); Bull Rush modifier +12; multiple targets (all targets within a 10 ft. wide, 120-ft. line); Search DC 30; Disable Device DC 30.

* see Appendix 2: New Rules Item

Spiked Pit Trap. CR 3; mechanical; location trigger; automatic reset; DC 21 Reflex save avoids; 20 ft. deep (2d6, fall); Attack +10 melee (1d4 spikes per target for 1d4+2 each); multiple targets (all targets within the designated area); Search DC 26; Disable Device DC 24.

APL 10 (EL 6)

Cyclonic Blast*. CR 5; spell; location trigger; repair reset; spell effect (*cyclonic blast*, 9th level Wizard, 9d6 damage, DC 20 Reflex half); Bull Rush modifier +12; multiple targets (all targets within a 10 ft. wide, 120-ft. line); Search DC 30; Disable Device DC 30.

* see Appendix 2: New Rules Item

Pit Trap. CR 3; mechanical; location trigger; manual reset; DC 24 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (all targets within the designated area); Search DC 30; Disable Device DC 25.

APL 12 (EL 7)

Heightened Cyclonic Blast*. CR 6; spell; location trigger; repair reset; spell effect (Heightened *cyclonic blast*, 11th level Wizard, 11d6 damage, DC 23 Reflex half); Bull Rush modifier +12; multiple targets (all targets within a 10 ft. wide, 120-ft. line); Search DC 31; Disable Device DC 31.

* see Appendix 2: New Rules Item

Pit Trap. CR 4; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 80 ft. deep (8d6, fall);

multiple targets (all targets within the designated area); Search DC 30; Disable Device DC 25.

Once the PCs have made their way past the pit trap, either by bypassing or disarming it, or by setting it off, they are free to continue on through the basement maze.

T “Practice Room”

Like most mages, Is’haaq bin Tahir achieved his level of excellence through practice. While studying the theories advances a wizard’s understand of magic, practice solidifies that learning, and to the mind of the now dead spellcaster, a place to work out the practical side of study lead to the building of this room.

The entire room has been subjected to a modified version of a *resist energy* spell, made *permanent*. If the PCs cast a *detect magic* on the room, it radiates with both a faint Abjuration (*resist energy*) and a moderate Universal (*permanency*).

The PCs can search the room, but there is nothing of note that they can find in here.

As soon as you open the door the slightest bit, you can tell that there is something special about this room. Unlike all of the others that you have seen in the basement complex, this one seems to be made completely out of black, metallic stone.

There is a pair of humanoid forms at the far end, also made out of the same black stone as the walls, ceiling and floor.

It seems strange, but there are scorch marks, from fire, and other sources, found along most of the walls, but there does not seem to be any sort of structural damage to anything in here.

If the PCs succeed on a DC 23 Spellcraft check they can guess that the humanoid forms have been used as targets for spells like *fireball*, *lightning bolt* and the like.

U “Trapped Hallway 2”

Is’haaq bin Tahir was by no means a careless wizard, and knowing that there are always dangers with summoning, or even contacting other planes, he set up defenses to try and protect his home.

In doing so, some of the traps in his home are meant for those uninvited guests from other planes, and not those who wish to steal from him. Because he was under the control of Galastard at the time of his death, she was also completely aware of all of these wards, and has them all set, so that no would-be PCs try to interrupt her plans too soon.

The trap at this location is another pressure plate, but this one is attuned to lights and colors to weaken, damage or even kill intruders. All spell effects emanate from the floor and are pointed straight up.

In addition, if the trap is set off, it also triggers an *alarm* spell in Galastard’s mind, signaling her that the PCs are on their way.

APL 2-4 (EL 2)

Rainbow Beam*: CR 2; spell; location trigger; automatic reset; spell effect (*rainbow beam*; 3rd level Wizard, 1d12 damage (randomly determined energy type – see spell description in Appendix 2); Search DC 27; Disable Device DC 27.

* see Appendix 2: New Rules Item

APL 6 (EL 3)

Rainbow Blast*: CR 3; spell; location trigger; automatic reset; spell effect (*rainbow blast*; 5th level Wizard, 5d6 damage (1d6 from each Acid, Cold, Electric, Fire and Sonic), DC 17 Reflex half); Search DC 28; Disable Device DC 28.

* see Appendix 2: New Rules Item

APL 8 (EL 4)

Heightened Rainbow Blast*: CR 4; spell; location trigger; automatic reset; spell effect (*Heightened rainbow blast*; 7th level Wizard, 5d8 damage (1d6 from each Acid, Cold, Electric, Fire and Sonic), DC 20 Reflex half); Search DC 29; Disable Device DC 29.

* see Appendix 2: New Rules Item

APL 10 (EL 5)

Prismatic Ray*: CR 5; spell; location trigger; automatic reset; spell effect (*prismatic ray*; 9th level Wizard, Attack +9 ranged touch, random effects (see spell description in Appendix 2), DC 22 (see text)); Search DC 30; Disable Device DC 30.

* see Appendix 2: New Rules Item

APL 12 (EL 7)

Prismatic Spray: CR 7; spell; location trigger; automatic reset; spell effect (*prismatic spray*; 13th level Wizard, random effects (see spell description), DC 22 (see text)); Search DC 31; Disable Device DC 31.

All APLs

Alarm Spell: CR 1; Magic device; location trigger; no reset; Search DC 26; Disable Device 26.

Otherwise, the hallway is not very descriptive.

V “Storage Room”

Like all of us, Is’haaq bin Tahir was not above collecting trophies and memorabilia from his arcane endeavors. And, like most others, these items seemed to multiply in number as years go by, and without any other recourse, Is’haaq bin Tahir had to start storing these items in the basement.

And while these trophies are potentially more impressive than many others might have, they have little to no monetary value, but a high sentimental value to the now dead wizard.

There are a few items in here, which if sold, should fetch a fair price. Gulam indeed sells off many of these items so that he can pay the PCs for succeeding in their task. There is also a chunk of Starmetal in here, enough of the strange meteorite that can be used to create the infusion to allow a character to become a Green Star Adept (prestige class from *Complete Arcane*).

The items that are stored in here are not illegal, nor are they banned, or even frowned upon by any of the major churches in Tusmit. They range from some mysterious curiosities to some downright plain rocks.

Inside this room, the PCs can find the following items, along with any other that sound interesting:

- The finger of a troll kept barely regenerating in a jar of weak acid.
- An hourglass filled with silver dust which flows upwards.
- A small chunk of Green Starmetal (roughly 2 ounces – approximate value 1000gp). Players can recognize the “strange greenish metal” with a DC 25 Knowledge Arcana
- The left foot of an Iron Golem, slightly rusty.
- A 1 foot cube of black ice, still and forever, frozen. It is so cold, that it does not even melt in the heat of a torch or lantern (but it melts under magical fire).

Entering this small room, you cannot help but notice the eclectic mix of things lining the shelves, which ring this room. There is no dust on any of these strange items, but they don’t have the gleam they may have years ago.

There is a fair sized jar filled with yellowish liquid. In the middle of the jar is the finger of a troll. Watching

the jar for a moment, you can see the finger begin to regenerate more of the hand, but the liquid seems to be eating away at the finger, keeping the regeneration in check.

An hourglass stands alone on a shelf, and the top portion of it is filled with fine silver dust.

A small piece of green rock sits off to one side, nearly hidden behind a large, 3 foot long left foot of some immense iron creature.

And strangest of all is a 1-foot cube of solid black ice, hanging from the ceiling. What seems even stranger is that there is no puddle of water on the floor underneath it.

If the PCs touch or move the hourglass, read the following.

Upon repositioning the hourglass that the dust is now at the bottom, it begins to slowly flow upwards, counting time evenly.

ENCOUNTER 5 – UN–HOLY COW

W “Protective Ward”

The ultimate protection that Is’haaq bin Tahir has set up against creatures escaping from his Summoning Chamber (location X) is this Protective Ward.

It is supposed to work from east to west, dispelling the magic that summoned them; and then, if all else fails, to destroy them. Fortunately for the PCs, Galastard deactivated it to allow her creature to go out into the town if need be.

X “Summoning Chamber”

Is’haaq bin Tahir, a mage of some quality, was interested in learning all that he could to learn more about his art. To this end, he set up many of the rooms in his basement as practical places to work on advancing his ability and learning of all things related to magic.

One of the greatest sources of interest for him was the connection between our world, and the other planes in the Multiverse. He learned about many of the planes, but he theorized that if he were able to make peaceful contact with the inhabitants of some of the various planes, he could learn, firsthand, more than he ever could by only picking up a book.

With this thought in mind, he built for himself a Summoning Chamber, where he could bring forth

creatures from other worlds, in an attempt to learn all that he could from them. He did set up many precautions, both in this room, and the Protective Ward just outside of the room.

The entire room has been covered in protective runes, and the summoning circle in the center of the room has been set up to keep anything summoned in the center of that circle. Unfortunately, Galastard has made a small change to that circle, and it is no longer safe, nor was it safe when the creature that came forward through the *gate*.

The room has been set up with summoning in mind. The domed ceiling rises 40 feet off the floor in the center of this hemispherical chamber. The walls have all been sanded to a smooth shine.

The *dancing lights* that are throughout the rest of the basement level are double in quantity in this room, illuminating everything, and leaving no shadows to be found anywhere.

The Summoning Circle in the center of the room has been laid out with care and precision, and there are small candles every 5 feet going around the 30-foot diameter circle.

The most notable thing is the creature that now inhabits the room. Galastard had connived Is'haaq bin Tahir into using his powers to open a *gate*, which was tuned to the Quasi-Elemental Plane of Ash, and has summoned forth a creature of pure destruction.

This creature is what destroyed Is'haaq bin Tahir, and it is the carrier of the Infernal Affliction of Grey Wasting.

Galastard would have liked this creature to go and sow death and chaos in its wake, but her patron, Isis Khalid, insisted it stayed put to spread the Infernal Affliction of Grey Wasting throughout Tusmit.

If the PCs are able to destroy the creature, they stop the carrier of the Infernal Affliction of Grey Wasting.

At present time, Galastard is in the room, with the summoned creature, trying to figure a way to unleash an unthinking ooze onto the world. Having much difficulty, and spending much of her time in communication with Isis Khalid, Galastard is still there when the PCs arrive.

She has had some time with the creature, and at various APLs, the creature has been modified by certain magics, all described in each of the various APLs (and consequently raising the respective Els by 1).

As the PCs arrive, Galastard greets them, explain that the creature before them is a gift, and then she *teleports* away to meet with Isis Khalid.

It seems that you have come to the largest and last room of this basement complex. You now find yourselves in a large, hemispherical chamber, 70 feet in diameter, with a ceiling 40 feet tall at the very center of the room.

Carved into the floor of this highly polished room is a circle, 30 feet in diameter, of strange runes and symbols. The circle is encompassed by small, white tallow candles, every 5 feet around the carved circle.

If the PCs succeed at a DC 25 Knowledge (arcana) check, they identify the carved circle as a Summoning Circle. With a DC 30 check, they identify that the circle is meant to keep whatever was summoned inside the circle; and with a check of DC 35 or higher, they see that the circle has been broken.

The magical lights floating near the ceiling are stronger here than anywhere else that you have seen, so far.

What seem strangest of all are the two creatures already in the room. One of them, a beautiful creature, like the loveliest woman you have ever seen, except for the pair of bat-like wings growing out of her back. Her hand is reaching out to the other strangest creature that perhaps you have ever seen. The shimmering, formless beast seems to pulsate, and bits of dust seem to flow off its form with each pulse.

As you approach the woman retracts her hand, hissing fangs in pain as if she had burnt herself. Turning blazing red eyes which glow with malice, staring back at you.

The PCs can try and identify the creature as a Succubus with a DC 16 successful Knowledge (The Planes) check. If the PCs have played **TUS5-06 *Strife & Chaos***, they recognize her as the demonic form assumed by the woman they knew as "Kal'li-Andra".

The wicked looking woman turns her attention to you, and in a sultry voice, she speaks in your direction, rubbing her hand in her back.

"Ah, so you are the ones that my mistress has warned me of. You do not appear to be all that much.

"Alas, I am needed elsewhere now, but please enjoy the gift at my mistress has left you."

There have been rumors (from **TUS5-09 *Dancing On A Volcano***) that the Ice Queen of Perrenland is involved with a number of foul plots in Tusmit. Since the PCs know nothing about the involvement of Isis Khalid, feel free to let them believe those rumors.

If a PC makes a clever remark to hold the demon's attention and backs it up with a DC 25 Bluff check or attempts at flattery with a DC 30 Diplomacy check Galastard may be kept a little more and information obtained as she boasts her feat (circumstantial bonuses for very clever remarks should be rewarded with substantial bonuses between +2 and +10 at DM's discretion).

It is to note Galastard is no naïve person and if she decides to stay it is because she is amused by clever remarks not because she is bluffed.

In fact she has precast *divine insight* and will use it on her sense motive roll, along with a circumstantial +10 bonus for being unlikely the PCs actually want to be friendly giving her a total bonus of +48. At anytime the heroes could become dangerous she follows through with the "escape" boxed text. This applies if at any moment a PC researches a spell in a book, counts range on the map or proposes ideas to the others. Galastard wears a special ring of *freedom of movement* that also protects from dimensional locks and anchors-like spells. Galastard is too clever to be caught within the confines of this adventure.

Along the succubus' speech the PCs can learn if they ask the right questions, Galastard is not giving anything away unless and likes double meanings:

- Galastard works for Isis Khalid, Omar Khalid's daughter. People name her "the bride"
- Commodore Kaserai is not held in the lower planes anymore (Galastard will refer to him as her "spouse" or "darling").
- The wizard was not useful anymore but was not aware of what he was doing.
- Galastard holds Is'haaq bin Tahir's soul, he can't be returned to life or contacted.

As she finishes her little tirade, she turns to the formless beast, and says "Now, follow her orders, and slaughter them." With that, she speaks a cryptic phrase, and disappears. And with that, the creature seems to lurch forward, in your direction.

At APLs 2 and 4, the creature starts out at the far end of the room, at location W1, as indicated on the map. At all other APLs, the creature starts out in the center of the room, at location W2.

APL 2 (EL 3)

Gelatinous Cube: hp 55; see *Monster Manual*, pg. 202.

Tactics: The cube is completely mindless, but it is hungry. It seeks out the PCs, and simply attempts to destroy everything that it can, so that it can feed. Due to the nature of the Infernal Affliction, though, the creature has lost its Transparency ability, and has been wasting away of its own accord. Every round, the creature loses 1 hp, on its turn.

APL 4 (EL 6)

Living Dehydrate*: hp 48; see Appendix 1.

Tactics: The creature is completely mindless, but it is hungry. It seeks out the PCs, and simply attempts to destroy everything that it can so that it can feed.

* see Appendix 2: New Rules Item

APL 6 (EL 9)

Living Poison: hp 72; see Appendix 1.

Tactics: The creature is completely mindless, but it is hungry. It seeks out the PCs, and simply attempts to destroy everything that it can, so that it can feed. In addition, Galastard has had time to cast a few spells to help buff the creature. At present, the creature has been helped with the following spells: *mage armor and cat's grace*.

APL 8 (EL 11)

Living Cloudkill: Huge Ooze; hp 110; see Appendix 1.

Tactics: The creature is completely mindless, but it is hungry. It seeks out the PCs, and simply attempts to destroy everything that it can, so that it can feed. In addition, Galastard has had time to cast a few spells to help buff the creature. At present, the creature has been helped with the following spells: *mage armor, cat's grace and bear's endurance*.

APL 10 (EL 13)

Living Extract Water Elemental*: Huge Ooze; hp 144; see Appendix 1.

Tactics: The creature is completely mindless, but it is hungry. It seeks out the PCs, and simply attempts to destroy everything that it can, so that it can feed. In addition, Galastard has had time to cast a few spells to help buff the creature. At present, the creature has been helped with the following spells: *mage armor, cat's grace, bear's endurance and bull's strength*.

* see Appendix 2: New Rules Item

APL 12 (EL 16)

Living Horrid Wilting: Huge Ooze; hp 154; see Appendix 1.

Tactics: The creature is completely mindless, but it is hungry. It seeks out the PCs, and simply attempts to destroy everything that it can, so that it can feed. In addition, Galastard has had time to cast a few spells to help buff the creature. At present, the creature has been helped with the following spells: *mage armor*, *cat's grace*, *bear's endurance*, *bull's strength* and *haste* (10 rounds).

Development: Once the creature is defeated, it deflates completely, and the spores of the Infernal Affliction cease to come into our world. But it may be too late for the spores that are already here have begun to spread.

CONCLUSION

Once the PCs get out of the house, they are joined by Gulam, who was being tended to by some of his neighbors. He asks the PCs what they have found, and says is eternally grateful to the PCs for all that they have done for him. He promises to get in touch with them as soon as he can, with whatever payment he can arrange.

It takes Gulam the better part of three days to sell off some of the items that his former master had collected over the years. He then takes that money, and uses it to pay the PCs for their efforts.

With nothing left, he tells the PCs that he will now go to Sefmur, and to the College of the Arts, where he will try to find a new master to teach him. But in all of this, he leaves the PCs with two questions to think about.

It has been three days since you have defeated the strange creature in the basement of Is'haaq bin Tahir's house. Arriving at your inn, Gulam walks in, head hung low, takes a moment to survey the room. Finally, his eyes settle on you, and he walks over, with purpose in each step.

"My friends, I am eternally grateful to each of you for all that you have done for me, and for the memory of my former master Is'haaq bin Tahir."

"It has taken me a few days to sell off most of his effects, but now that it is done, I am finally able to offer you a reward for what you have done for me. I have included in this pouch the references of the merchants I dealt with in case you'd like to get back some of my master's possessions"

With that, he hands each of you a small pouch filled with coins.

"With the remainder, I will now travel to Sefmur, to the College of the Arts, where I hope to find a new master, someone to teach me how to control and master the Art."

"But, I am still having difficulties with your story. Not in what you have told me, for I believe you without question, but why would my master's consort behave in such a manner, and why bring forth that creature. To me, it does not make any sense."

"Again, my friends, I thank you for everything, and I am indebted to you for the rest of my life. May Al'Akbar bless you."

With that, he turns around, head still hung, but not quite as low as when he entered, and walks out of the inn, into the sunlit streets.

The End . . . For Now.

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 2

Disarm or survive the *Fire Trap/Symbol of...* Trap

APL 2	60 XP
APL 4	120 XP
APL 6	120 XP
APL 8	120 XP
APL 10	180 XP
APL 12	210 XP

Encounter 3

Disarming or surviving the Jar in the upstairs Library

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	210 XP

APL 12 240 XP

Encounter 4

Disarming or survive the Pit Trap

APL 2 60 XP

APL 4 90 XP

APL 6 120 XP

APL 8 180 XP

APL 10 210 XP

APL 12 240 XP

Disarming or survive the *Rainbow/Prismatic* Trap

APL 2 30 XP

APL 4 30 XP

APL 6 60 XP

APL 8 90 XP

APL 10 120 XP

APL 12 150 XP

Encounter 5

Defeating the Ooze

APL 2 180 XP

APL 4 240 XP

APL 6 300 XP

APL 8 360 XP

APL 10 420 XP

APL 12 480 XP

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 2 90 XP

APL 4 135 XP

APL 6 180 XP

APL 8 225 XP

APL 10 270 XP

APL 12 316 XP

Total Possible Experience

APL 2 450 XP

APL 4 670 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 come upon 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. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend

additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Conclusion

APL 2: L: 0 gp; C: 450 gp; M: 0 gp.

APL 4: L: 0 gp; C: 650 gp; M: 0 gp.

APL 6: L: 0 gp; C: 900 gp; M: 0 gp.

APL 8: L: 0 gp; C: 1,300 gp; M: 0 gp.

APL 10: L: 0 gp; C: 2,300 gp; M: 0 gp.

APL 12: L: 0 gp; C: 3,300 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 0 gp; C: 450 gp; M: 0 gp.

APL 4: L: 0 gp; C: 650 gp; M: 0 gp.

APL 6: L: 0 gp; C: 900 gp; M: 0 gp.

APL 8: L: 0 gp; C: 1,300 gp; M: 0 gp.

APL 10: L: 0 gp; C: 2,300 gp; M: 0 gp.

APL 12: L: 0 gp; C: 3,300 gp; M: 0 gp.

APPENDIX 1: NPCs AND CREATURES ALL APL

Gulam: Human Wizard 1; CR 1; Medium Human (Baklunish); HD 1d4; hp 4; Init +1; Spd 30 Ft.; AC 11, Touch 11, Flat-Footed 10 (+1 Dex); Base Atk +0; Grp -1; Atk: -1 melee (1d4-1/19-20x2, dagger); Full Atk: -1 melee (1d4-1/19-20x2, dagger); Space/Reach 5 Ft./5 Ft.; SA Spellcasting; AL LN; SV Fort +0, Ref +1, Will +3; Str 8, Dex 13, Con 11, Int 15, Wis 12, Cha 10.

Skills And Feats: Concentration +4, Knowledge (Arcana) +6, Knowledge (History) +6, Profession (Scribe) +5, Spellcraft +6; Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Illusion).

Spells Prepared (3/2; Save DC 12 + Spell Level): 0 – ~~detect magic, light, resistance~~, 1st – ~~color spray, mage armor~~.

Possessions: Grey Mages Robes, Dagger.

Description: Gulam Is A Simple Man. Standing A Mere 5'7" Tall, He Has Short-Cropped Black Hair, And Curious Brown Eyes. He Is Clean Shaven, and His Clothes Are Usually Well Maintained

Encounter 5 – Un-Holy Cow.

Living Dehydrate: CR 6; Large Ooze; HD 6d10+12; hp 48; Init +0; Spd. 20 ft.; AC 16, touch 12, flat-footed 12 (-1 Size, +3 Deflection); Base Atk +4; Grp +10; Atk +5 melee (1d6+2 plus 1d6+2 Con (DC 13 Fort negates Con damage, Slam); Full Atk +5 melee (1d6+2 plus 1d6+2 Con (DC 13 Fort negates the Con damage, Slam); Space/Reach 10 ft./5 ft.; SA *Dehydrate*, engulf; SQ Blindsight 60 ft, damage reduction 10/magic, Ooze traits spell resistance 18; AL N; SV Fort +6, Ref +4, Will +4; Str 14, Dex 10, Con 14, Int -, Wis 10, Cha 13.

Dehydrate (Su): Any creature hit by a Living Dehydrates slam attack, or is engulfed by it is subject to 1d6+2 Constitution Damage (DC 13 Fort negates).

Engulf (Ex): A Living Dehydrate can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The Living Dehydrate merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Living Dehydrate, but if they do so that are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the Living Dehydrate moves forward. Engulfed creatures are subject to the full normal effect of the *Dehydrate* spell each round on the Living Dehydrates turn, and are considered to be grappled.

Description: A large cloud of grayish dust pulsates with a hunger that seems to desire all living matter.

Encounter 5 – Un-Holy Cow.

Living Poison: CR 9; Large Ooze; HD 8d10+24; hp 72; Init +2; Spd. 20 ft.; AC 19, touch 15, flat-footed 13 (-1 Size, +2 Dex, +4 Deflection, +4 *mage armor*); Base Atk +9; Grp +15; Atk +10 melee (1d6+2 plus 1d10 Con (DC 18 Fort negates Con damage, Slam); Full Atk +10 melee (1d6+2 plus 1d10 Con (DC 16 Fort negates the Con damage, Slam); Space/Reach 10 ft./5 ft.; SA *Poison*, engulf; SQ Blindsight 60 ft, damage reduction 10/magic, Ooze traits spell resistance 18; AL N; SV Fort +9, Ref +8, Will +6; Str 14, Dex 15, Con 16, Int –, Wis 11, Cha 14.

Poison (Su): Any creature hit by a Living Poison's slam attack, or is engulfed by it is subject to 1d10 Constitution Damage (DC 16 Fort negates).

Engulf (Ex): A Living Poison can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The Living Poison merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Living Poison, but if they do so that are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 16) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the Living Poison moves forward. Engulfed creatures are subject to the full normal effect of the *Poison* spell each round on the Living Poison's turn, and are considered to be grappled.

Description: A large cloud of greenish gas bubbles and pulsates with an otherworldly malevolence.

Encounter 5 – Un-Holy Cow.

Living Cloudkill: CR 11; Huge Ooze; HD 10d10+70; hp 110; Init +3; Spd. 20 ft.; AC 20, touch 16, flat-footed 17 (-2 Size, +3 Dex, +5 Deflection, +4 *mage armor*); Base Atk +7; Grp +14; Atk +10 melee (1d6+3 plus 1d4 Con (DC 20 Fort halves the Con damage, Slam); Full Atk +10 melee (1d6+3 plus 1d4 Con (DC 18 Fort halves the Con damage, Slam); Space/Reach 15 ft./10 ft.; SA *Cloudkill*, engulf; SQ Blindsight 60 ft, damage reduction 10/magic, Ooze traits spell resistance 20; AL N; SV Fort +13, Ref +11, Will +9; Str 16, Dex 16, Con 20, Int -, Wis 12, Cha 16.

Cloudkill (Su) Any creature hit by a Living Cloudkill's slam attack, or is engulfed by it is subject to 1d4 Constitution Damage (DC 18 Fort save for half).

Engulf (Ex) A Living Cloudkill can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The Living Cloudkill merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Living Cloudkill, but if they do so that are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 18) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the Living Cloudkill moves forward. Engulfed creatures are subject to the full normal effect of the *Cloudkill* spell each round on the Living Cloudkill's turn, and are considered to be grappled.

Description: A large cloud of yellowish-greenish gas bubbles and pulsates with an otherworldly malevolence, and reeks of death.

Encounter 5 – Un-Holy Cow.

Living Extract Water Elemental: CR 13; Huge Ooze; HD 12d10+72; hp 144; Init +4; Spd. 20 ft.; AC 22, touch 18, flat-footed 18 (-2 Size, +4 Dex, +6 Deflection, +4 *mage armor*); Base Atk +9; Grp +17; Atk +13 melee (1d8+5 plus 1d6 Dehydration (DC 21 Fort halves the dehydration damage, Slam); Full Atk +13 melee (1d8+5 plus 1d6 Dehydration (DC 21 Fort halves the dehydration damage, Slam); Space/Reach 15 ft./10 ft.; SA *Extract Water Elemental*, engulf; SQ Blindsight 60 ft, damage reduction 10/magic, Ooze traits spell resistance 22; AL N; SV Fort +16, Ref +14, Will +12; Str 20, Dex 18, Con 22, Int –, Wis 14, Cha 20.

Extract Water Elemental (Su). Any creature hit by a Living Extract Water Elemental's slam attack, or is engulfed by it is subject to 1d6 dehydration Damage (DC 21 Fort save for half) as all the moisture in the target is forcibly ripped out of his body.

Engulf (Ex). A Living Extract Water Elemental can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The Living Extract Water Elemental merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Living Extract Water Elemental, but if they do so that are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 21) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the Living Extract Water Elemental moves forward. Engulfed creatures are subject to the full normal effect of the *Extract Water Elemental* spell each round on the Living Extract Water Elemental's turn, and are considered to be grappled.

Description. A huge cloud of swirling blue and red, which has a slight scent of the freshly fallen rain, but which pulsates with malevolence.

Encounter 5 – Un-Holy Cow.

Living Horrid Wilting: CR 16; Huge Ooze; HD 14d10+96; hp 154; Init +5; Spd. 60 ft.; AC 25, touch 21, flat-footed 20 (-2 Size, +5 Dex, +8 Deflection, +4 *mage armor*); Base Atk +10; Grp +24; Atk +14 melee (1d8+6 plus 14d6 Dehydration (DC 23 Fort halves the dehydration damage, Slam)); Full Atk +14 melee (1d8+6 plus 16d6 Dehydration (DC 23 Fort halves the dehydration damage, Slam)); Space/Reach 15 ft./10 ft.; SA *Horrid wilting*, engulf; SQ Blindsight 60 ft, damage reduction 10/magic, Ooze traits spell resistance 24; AL N; SV Fort +17, Ref +16, Will +15; Str 22, Dex 20, Con 22, Int –, Wis 16, Cha 20.

Horrid Wilting (Su): Any creature hit by a Living Horrid Wilting's slam attack, or is engulfed by it is subject to 14d6 dehydration Damage (DC 23 Fort save for half) as all the moisture in the target is forcibly drained from his body.

Engulf (Ex): A Living Horrid Wilting can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The Living Horrid Wilting merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Living Horrid Wilting, but if they do so that are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 23) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the Living Horrid Wilting moves forward. Engulfed creatures are subject to the full normal effect of the *Horrid Wilting* spell each round on the Living Horrid Wilting's turn, and are considered to be grappled.

Description: A huge mass of black clouds, with tiny sparks of red flashing from within, reeks with the stench of death.

APPENDIX 2: NEW RULES

Sculpt Spell [Metamagic] (as presented in Complete Arcane)

You can modify the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120 foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A Sculpted Spell uses a spell slot one level higher than the spell's actual level.

Rainbow Beam (as presented in Spell Compendium)

Evocation [Light]

Level: Sorcerer/Wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. If you hit, the subject is dazzled for 1 minute. The spell also deals 1d12 points of damage per three caster levels (maximum 5d12). A *rainbow beam* deals a random type of damage as determined by the following table. If two types of energy are indicated, *rainbow beam* deals half its damage from each type of energy indicated. Creatures apply energy resistance separately to each type of damage.

1d8	Color	Damage Type
1	Red	Fire
2	Orange	Acid
3	Yellow	Electricity

4	Green	Poison
5	Blue	Cold
6	Indigo	Sonic
7	Violet	Force
8	Multihued	Roll twice (ignore further results of 8)

Dehydrate (as presented in Spell Compendium)

Necromancy

Level: Druid 3

Components: V, S, DF

Casting Time: 1 standard action

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

Area: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You afflict the target with a horrible, desiccating curse that deals 1d6 points of Constitution damage, plus 1 additional point of Constitution damage per three caster levels, to a maximum of 1d6+5 at 15th level. Oozes, plants and creatures with the aquatic subtype are more susceptible to this spell than other targets. Such creatures take 1d8 points of Constitution damage, plus 1 additional point of Constitution damage per three caster levels, to a maximum of 1d8+5.

Rainbow Blast (as presented in Spell Compendium)

Evocation [Light]

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell is a wide-spectrum blast of radiant energy composed of all five energy types. *Rainbow blast* deals 1d6 points of damage from each of the five energy types (acid, cold, electricity, fire and sonic), for a total of 5d6 points of damage. Creatures apply resistance to energy separately for each type of damage.

As you gain in levels, the damage die increases in size. At 7th level the spell deals 5d8 points of damage, at 9th level it deals 5d10 points of damage, and at 11th level it deals 5d12 points of damage – one die for each of the five energy types.

Focus: A small clear gem or crystal prism worth at least 50 gp.

Dispelling Screen (as presented in *Spell Compendium*)

Abjuration

Level: Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Energy wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level.

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* (PHB 223) at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic* – attended items are essentially not targeted by the screen. Make a caster level check (1d20 + 1 per caster level, maximum +10) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes *dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A fine sheet of lead crystal.

Cyclonic Blast (as presented in *Spell Compendium*)

Evocation [Air]

Level: Sorcerer/Wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You send a twisting torrent of wind, not unlike a tornado turned on its side, towards your enemies. A *cyclonic blast* deals 1d6 points of damage per caster level (maximum 15d6 points of damage) to all creatures and objects in the area. Objects bigger than Large take half damage. The *Cyclonic Blast* begins at your fingertips.

Creatures who fail their Reflex saving throws against a *cyclonic blast* are additionally in danger of being knocked back by the force of the wind. Treat this as a bull rush attack made with a +12 bonus of the Strength check. A *cyclonic blast* always moves with the opponent to push that target back the full distance allowed, and (unlike a normal bull rush) you can exceed your normal movement limit with a sufficiently high check result. Airborne creatures are treated as if they were one size category smaller for the purpose of resisting the bull rush.

If the damage caused to an interposing barrier by the blast shatters or breaks through it, the *cyclonic blast* can continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Focus: A child's spinning top.

Prismatic Ray (as presented in *Spell Compendium*)

Evocation

Level: Sorcerer/Wizard 5

Components: V, S

Casting Time: 1 standard action

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

Area: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect:

1d8	Color of Beam	Effects
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>Insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	—	Two effects; roll twice more, ignoring any “8” results.

Reciprocal Gyre (as presented in Spell Compendium)

Abjuration

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Area: One creature or object

Duration: Instantaneous

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

Spell Resistance: No

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will 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 sued to create the backlash of a *reciprocal gyre*, so spells that affect an area 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.

Material Component: A tiny closed loop of copper wire.

Symbol of Spell Loss (as presented in Spell Compendium)

Abjuration

Level: Cleric 5, Sorcerer/Wizard 5

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.; see text

Area: One symbol

Duration: see text

Saving Throw: Will negates

Spell Resistance: No

The spell functions like *symbol of death* (PHB 289), except that when it is triggered, the symbol begins to attack the minds of spellcasters within 60 feet. Each must attempt a Will saving throw each round they are within range, at the beginning of their turn. Failure means that the highest-level spell prepared by the spellcaster (or highest-level spell slot, if the character casts spell spontaneously) is lost for the day. The symbol remains active for 10 minutes per level or until it has erased fifty levels of spells. The symbol attacks creatures with spell-like abilities as if they had spells, consuming a daily use of the highest-level ability the creature possesses, or suppressing an ability usable at will for 1 round.

Extract Water Elemental (as presented in Spell Compendium)

Transmutation [Water]

Level: Druid 6, Sorcerer/Wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This brutal spell causes the targeted creature to dehydrate horribly as the moisture in its body is forcibly extracted through its eyes, nostrils, mouth and pores. This deals 1d6 points of damage per caster level (maximum 20d6), or half damage on a successful Fortitude save. If the target creature is slain by this spell, the extracted moisture is transformed into a water elemental of a size equal to the slain creature (up to Huge). The water elemental is under your control, as if you summoned it, and disappears after 1 minute.

The spell has no effect on living creatures with the fire subtype.

Dispelling Screen, Greater (as presented in Spell Compendium)

Abjuration

Level: Drow 6, Sorcerer/Wizard 7

This spell functions like *dispelling screen*, except that the maximum caster level bonus on the dispel check is +20.

Maddening Whispers (as presented in Spell Compendium)

Enchantment (Compulsion) [Mind Affecting]

Level: Sorcerer/Wizard 8

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: One creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can choose to inflict one of the following conditions upon any creatures that fail their saving throws.

Hysteria: The subject falls into fits of uncontrollable laughing or crying (equal chance for either). This hysteria affects subjects as though they were nauseated; they are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action a subject can take is a single move action per turn.

Panic: The subject becomes panicked. If cornered, a panicked creature cowers.

Violent Hallucinations: The subjects perceive any nearby creatures as dangerous enemies, attacking the nearest ones and fighting until the subjects are slain or until no more creatures are in sight.

Stupor: The subjects curl up on the floor and remain oblivious to events around them. Characters in a stupor are effectively stunned and prone.

Living Spell (as presented in Monster Manual 3)

For reasons unknown, in the magical mayhem of the Las War, spell effects occasionally took on sentience and refused to dissipate. The living spells still haunt places blasted by magic, apparently subsisting on ambient magical energy. They seem to kill only for pleasure, not out of any need to feed.

A living spell appears similar to the normal spell effect except that – even in the case of an instantaneous spell, such as *fireball* – the magical energy lingers, writhing and moving with definite purpose.

Creating a Living Spell

“Living Spell” is an unusual template, in that it applies to an arcane or divine spell effect (or in some cases, a group of spell effects) and not a creature. The characteristics of a living spell are determined by the nature of the spell(s) including the caster level of the spells. The template can be applied to any spell that creates an area or effect (not targeted spells), but not a spell whose effect is already a creature (such as a *Summon Monster* spell).

A Living Spell composed of more than one spell uses the caster level of its highest-level spell for its spell effects.

Size and Type: A Living Spell’s size depends on its caster level: 1st-6th is medium, 7th-12th is Large, 13th or higher is Huge. Its type is Ooze.

Hit Dice: A Living Spell has Hit Dice equal to its caster level. Its Hit Dice are dros.

Speed: A Living Spell's speed depends on the spell's range. A spell with a range of close has a speed of 20 feet, a spell with a range of medium has a speed of 40 feet, and a spell with a range of long has a speed of 60 feet. A spell with any other range has a speed of 20 feet. If two spells with different ranges combine to make a Living Spell, the Living Spell's speed is based on the range of the slower of the two parent spells.

Armor Class: A Living Spell has a deflection bonus to its AC equal to its spell level.

Attack: A Living Spell gains a slam attack it can use once per round. The slam attack deals damage based on the Living Spell's size (see the table below), plus its Strength bonus $\times 1\frac{1}{2}$. A successful slam attack also affects the target as though it were within the spell effect or area (see Special Attacks, below).

Living Spell Size	Slam Damage
Fine	1
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A Living Spell has two special attacks.

Spell Effect (Su): A creature hit by a Living Spell's slam attack is subjected to the normal effect of the spell or spells making up the creature, as if it were within the area or effect of the spell itself. Saves apply as normal for the spell; the DC is $10 + \text{spell level} + \text{Cha modifier}$.

Engulf (Ex): a Living Spell can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The Living Spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against a Living Spell, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC $10 + \text{spell level} + \text{Cha modifier}$) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject

to the full normal effect of the spell(s) each round on the Living Spell's turn, and are considered to be grappled.

Special Qualities: A Living Spell has ooze traits, damage reduction $10/\text{magic}$, and spell resistance equal to $10 + \text{caster level}$.

Saves: A Living Spell has normal saves for a creature of the ooze type (no good saves). It gains a resistance bonus on all saves equal to the spell level of the highest-level spell upon which it is based.

Abilities: A Living Spell has a Strength, Constitution, and Charisma score equal to $10 + \text{spell level}$. Its Dexterity and Wisdom scores are $7 + \text{spell level}$. It is mindless, and has no Intelligence score.

Skills and Feats: Living Spells, being mindless, have no skills or feats.

Environment: Any Land. Living Spells are found in the Mournlands, and other areas blasted by magic.

Organization: Solitary.

Challenge Rating: A Living Spell's Challenge Rating is equal to the spell level of the highest level spell upon which it is based, plus one half its caster level, rounded down (minimum CR 1). If the Living Spell is based on multiple spells, increase the CR by one-half the sum of the additional spell levels (minimum increase +1).

Treasure: None.

Alignment: Always neutral. If the original spell had an alignment, the living spell adds that alignment to its neutral alignment. For example, an evil spell would spawn a neutral evil Living Spell, a Chaotic spell a chaotic neutral Living Spell, and so forth.

Advancement: —

Level Adjustment: —

APPENDIX 3: THE LAW IN NORTHERN 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 tusmitriad@yahoo.com.

Lashings

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

Horses

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

High Fines

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

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

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

The Self-Defense Clause

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

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

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

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

Assault (govt. official, noble, or church member)

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

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

Assault (Major)

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

Sentence: Confiscation of weapon used and imprisonment of up to six 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

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

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

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.

Spying

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

Sentence: Sent to mines for life or 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: severing of the hand after previous sentence is served.

Theft (Horse)

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

Sentence: Death.

Treason

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

Sentence: Torture and death

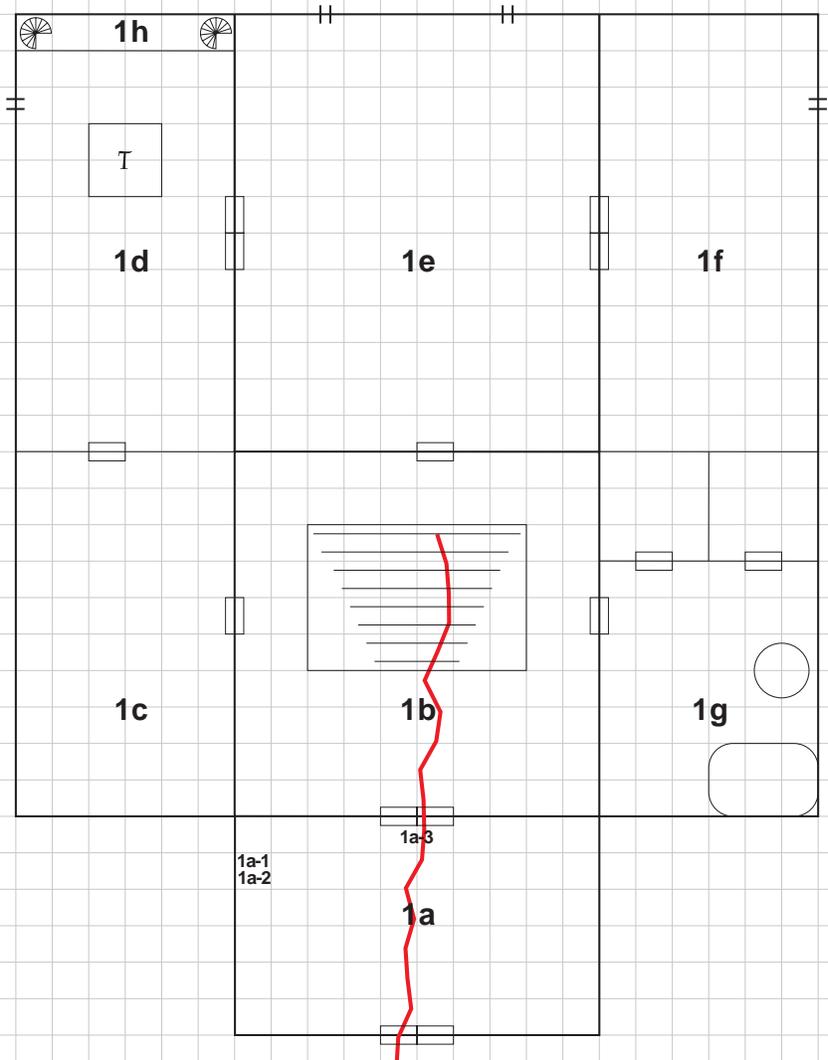
Trespass

Illegal entry into any building when one is not solicited.

APPENDIX 4: MAPS

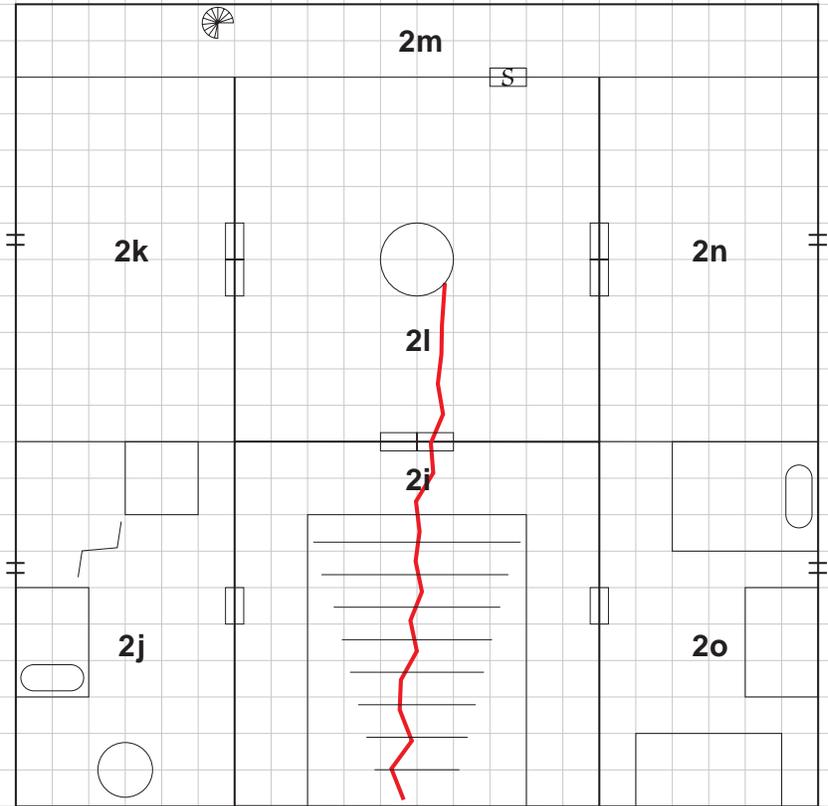


Wizards' Home
Ground Floor



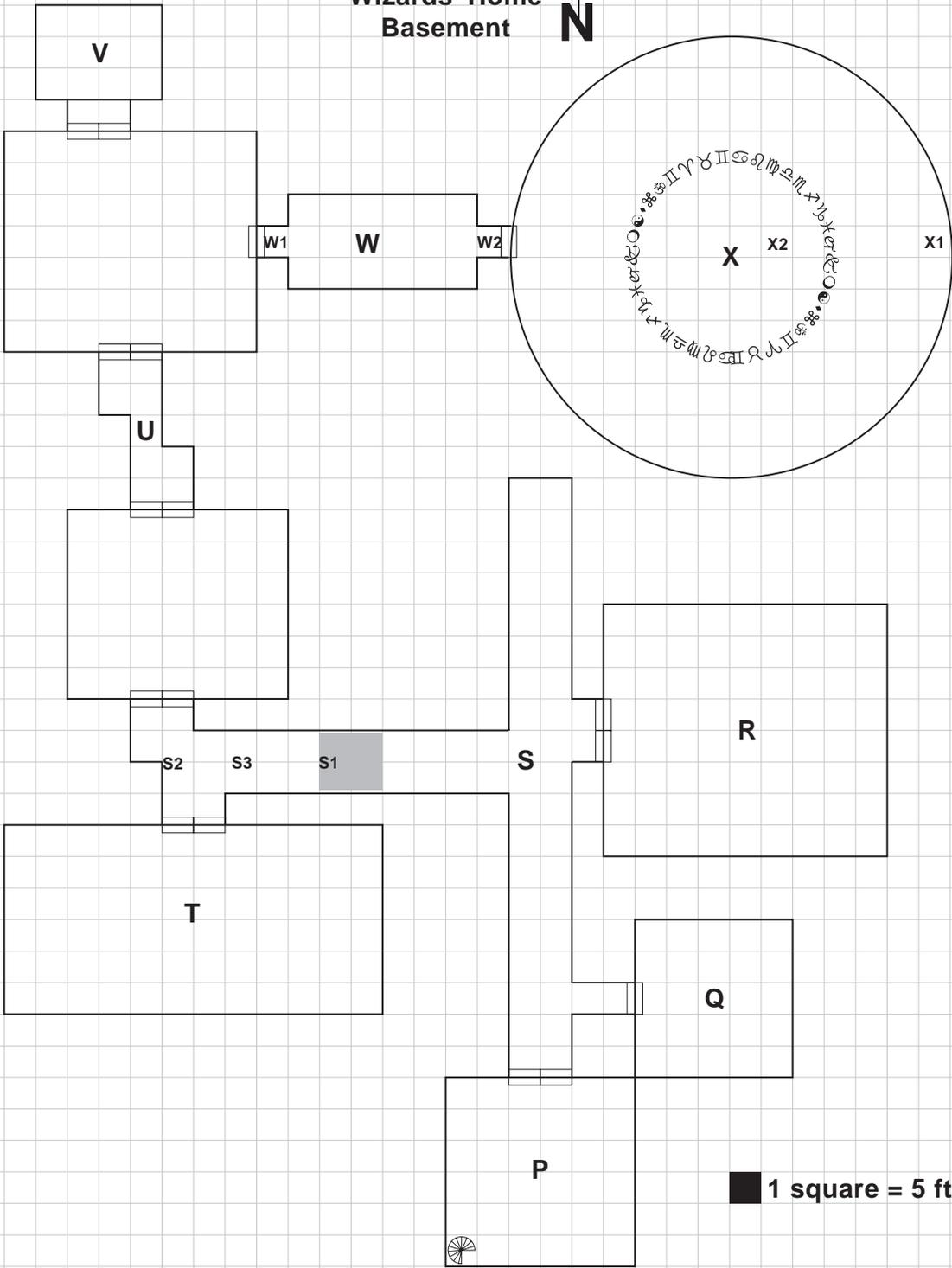
- 1 square = 5 ft.
- || — Window
- T — Trap Door
- / Trail of blood.

Wizards' Home
Upper Floor



- 1 square = 5 ft.
- || — Window
- S — Secret Door
- / — Trail of blood.

Wizards' Home
Basement



APPENDIX 5: TEXTES EN FRANCAIS

INTRODUCTION

Les chemins sinueux de Tusmit sont splendides en ces derniers jours d'été, et, en chemin vers le mariage le plus attendu de la saison, tout semble encore plus beau.

Vous arrivez dans la ville de Twallish, dans le cheikdom de Nahim, alors que le soleil se couche à l'horizon. Malgré l'heure tardive, vous décidez de prendre votre temps et de traverser la ville en route vers votre auberge.

Les rayons du soleil couchant colorent la ville en milles couleurs chaudes, donnant un ton plaisant à votre randonnée vers l'auberge. Alors que vous traversez une partie plus résidentielle de la ville, vous avez le temps de réfléchir sur votre passé et votre futur.

ENCOUNTER 1: A PANICKED SCREAM

En passant devant l'une des demeures les plus cossus de la ville, et en admirant son gazon coupé avec soin et ses nombreuses fleurs multicolores, la porte d'entrée s'ouvre brusquement et un jeune homme, d'au plus quinze ans, sort en toute hâte dans la rue.

Les habits tout simples du jeune homme sont couverts de sang et d'entrailles, et il crie de façon hystérique :

"Aidez-moi! Aidez-moi! Les Diables sont à mes trousses, ils veulent me tuer..."

En finissant sa harangue, il s'écroule sur le sol et s'évanouit derechef.

ENCOUNTER 2 – EVERYTHING SEEMS NORMAL.

1a - "Entrance Hall"

Passant entre les deux larges portes en acajou, laissés ouvertes par le départ précipité de Gulam, vous entrez dans hall d'entrée à la fois somptueux et étincelant de propreté.

Des deux côtés du hall, un certain nombre de petites chevilles de bois sont apposés sur les murs, à peu près à 2 mètres du sol. Une de ces chevilles retient ce qui semble être une cape de femme.

En plein centre et au-dessus des portes sur le mur nord, se trouve un petit miroir d'argent poli, mais il semble bizarre qu'il soit placé à cette hauteur, à 3 mètres du sol.

1a-2 Symbol Trap

En retirant la cape de la cheville, vous apercevez un étrange dessin inscrit sur le mur. Il semble se mettre à luire aussitôt que vous posez les yeux dessus.

1b "Foyer"

Cette large antichambre est impressionnante. Le plancher est en tuiles de marbre blanc, veiné de rouge et de noir. Tout en haut, au plafond du deuxième plancher, un énorme chandelier fait de cristaux délicats est suspendu, illuminant la pièce d'une pale lueur jaunâtre.

Les marches de couleur foncées menant en haut disparaissent sous le balcon délicatement sculpté du deuxième étage.

Il y a quelques gouttes d'un liquide rouge vif sur certaines des marches menant à l'étage.

Il y a 3 autres portes qui permettent de sortir de la pièce, chacune étant faites de pin blanc, gravés de filigranes délicats, et avec de larges poignées de cuivre – et le tout ayant été astiqué vigoureusement.

1c "The Larder"

En entrant dans cette pièce, une odeur de moisi vous prend à la gorge. Cette pièce semble être un garde-manger, avec plusieurs sacs étiquetés comme contenant du riz, de la farine, des oignons et le reste.

Bien que le plancher, les étagères et les comptoirs semblent propres, il y a une fine poussière grise recouvrant les sacs de nourriture, de même que les instruments de cuisines servant à manipuler cette nourriture. Il semble étonnant que les choses aient été laissées dans cette condition.

1d "The Kitchen"

En entrant dans la cuisine, la température semble grimper de manière perceptible, comme si le feu dans le four venait tout juste d'être attisé. Il y a très peu de fumée dans la pièce, la cheminée sortant directement du mur nord.

Il y a des lianes d'ails, de poivrons et d'herbes accrochés aux murs, et des chaudrons et des casseroles sur la moitié des comptoirs.

Il y a une trappe dans le plancher, assorti d'un large anneau sur le dessus.

Il semble étrange que, donné l'heure tardive, et la chaleur venant du four, aucune nourriture n'ait été préparée de la journée, car l'odeur de cuisson est inexistante ici.

Ouvrant la trappe, une brise fraîche vient agréablement rafraîchir l'atmosphère. Descendant les quelques marches dans la remise, vous la trouvez pleine de nourriture.

Il y a des saucisses et autres viandes suspendues à des crochets au plafond. Des meules de fromage sont installées sur les étagères, de même que des boisseaux de fruits et de légumes frais. Sur le mur sud, des tonnelets, chacun étiquetés en grandes lettres claires.

Vins rouges et blancs, bière, et hydromel se retrouvent ici, bien au frais.

Pourtant, comme dans le garde-manger, toute la nourriture semble couverte d'une fine poussière grise.

1e "The Dining Room"

Il ne fait aucun doute sur la fonction de cette pièce dès que vous entrez. Avec une large table de chêne fraîchement polie, et dix chaises placées au beau milieu de la pièce, ceci doit être la salle à dîner.

Il y a deux larges armoires sur chacun des murs est et ouest, contenant des assiettes bordés d'or, de larges plateaux de services en argent, et autres pièces de porcelaine délicate, de même que d'étincelants gobelets et carafes de cristal.

Les fenêtres sont ouvertes, et les rideaux de dentelle flottent doucement dans la brise, et on peut sentir le parfum des fleurs provenant du jardin à l'extérieur.

1f "Cook's Quarters"

Vous entrez dans une pièce aux couleurs vives, au mobilier usé mais de bonne qualité, ayant toutes les qualités d'un logis.

Cette pièce a de toute évidence appartenu à quelqu'un avec des goûts simples et modestes, travaillant pour le mage Is'haaq bin Tahir. Ceci est la chambre de la cuisinière.

Les murs sont de couleur crème, avec de petits tapis tout en rouge et or accrochés aux murs. Le mobilier en bois est usé mais bien entretenu.

Le large lit le long du mur semble extrêmement confortable, avec un trio d'immenses oreillers de plumes. La courtepointe fait main semble tout aussi confortable et plutôt chaude. Le symbole de la Coupe et du Talisman cloué au-dessus de la tête du lit est une touche rassurante.

La seule chose dans la pièce qui ne semble pas à sa place et plus que légèrement inquiétant, est le corps d'une femme Baklunienne, morte, dans une mare de son propre sang, et avec la gorge lacérée.

1g "The Privy"

Vous entrez dans ce qui ne peut être décrit que comme un chef d'œuvre d'ingénierie et de design. Ce qui ne pourrait être qu'une simple pièce, le cabinet, a été transformée en une merveille.

Les tuiles bleu-vert vous rappellent l'eau en mouvement, et le plafond bleu comporte de petits points blancs peints au hasard, pour représenter le ciel nocturne. Les petits points semblent briller de leur propre accord, illuminant la pièce toute entière d'une douce lumière blanche.

Il y a 2 petits enceintes sur le côté, avec la porte de l'une d'elle ouverte. Jetant un coup d'œil à l'intérieur, vous pouvez voir une siège de porcelaine, avec un trou découpé en son centre, menant on ne sait où. Contrairement aux autres cabinets d'aisance que vous avez visités, il n'y a aucune odeur ici. Plutôt, un petit appareil brille pour un moment, et soudain les latrines exhalent un parfum vaguement floral.

En plus, il y a un large bain de porcelaine, se tenant sur quatre pattes sculptées pour donner l'impression que le bain est tenu dans les griffes

d'un dragon. Il y a aussi une colonne supportant un bol de porcelaine finement ciselé, et sur une étagère au-dessus du bol réside une magnifique carafe de porcelaine. Derrière l'étagère se trouve un large miroir d'argent poli.

1h "Stairs Leading Down"

En descendant de la dernière marche, et que la lumière vous révèle le chemin devant vous, vous voyez que vous êtes dans un petit passage, à 20 pieds d'un autre escalier en spirale qui descend dans l'obscurité.

ENCOUNTER 3 – A PASSAGE DOWN.

2i "Upper Balcony"

En enjambant la dernière marche en haut de l'escalier, vous avez une vue beaucoup plus rapprochée du magnifique chandelier qui illumine la pièce au complet. Il est fait de centaines de larmes de cristal finement ciselées; chacune d'entre elles fait environ 15 centimètres de long, avec un diamètre de 7 centimètres à la base. Une merveille de design.

Le même bois sombre dont sont fait les marches a été utilisé ici pour construire un balcon entourant la cage d'escalier, avec des balustrades de pin blanc empêchant un plongeon dangereux.

Autour de vous, 3 autres portes permettent de quitter le balcon.

2j "Gulam's Bedroom"

Vous êtes dans une chambre à coucher toute simple. Il y a un lit de manufacture grossière contre le mur ouest, une petite commode, avec un rideau pour se changer près du mur nord, et un petit guéridon supportant un bol et une carafe d'eau près du mur sud.

2k "Alchemy Laboratory"

Ouvrant la porte, vous êtes immédiatement assailli par nombre d'odeurs différentes, et le mélange est loin d'être plaisant.

Il semble que vous avez trouvé ce qui semble être une laboratoire d'alchimiste. Les murs sont parés de placards, et au centre de la pièce trônent deux énormes tables de chêne. Une de celles-ci comporte un impressionnant ramassis de bouteilles, de

gobelets et d'autres outils propres à l'alchimie. L'autre est couverte de feuilles de parchemin, qui décrivent tous les ingrédients et les processus requis pour créer diverses substances alchimiques.

Regardant dans les placards, vous trouvez une foule d'ingrédients différents pour créer diverses substances alchimiques.

2l "The Library"

Ouvrant la porte, vous êtes accueillis par une pale lueur émanant du centre de cette vaste pièce. Les rangés de livres qui tapissent les quatre murs sont une indication claire que vous vous trouvez dans la bibliothèque du mage.

Il y a 2 longues tables en bois, posée le long des murs est et ouest, avec chacune au moins six chaises à dossier haut.

Dominant le centre de la pièce se trouve une imposante fiole de verre de 3 mètres de haut, avec un énorme bouchon en acier. Regardant au travers du verre, vous apercevez facilement une épée longue, faite dans ce qui semble de l'or massif, et ornée au pommeau et à la garde de brillants saphirs. Juste sous le bouchon se trouve une feuille de parchemin, avec cette note écrite à la main : "Ne pas ouvrir".

Comme si cela n'était pas suffisamment étrange, il y a cette petite brosse qui balaie par elle-même le devant de la fiole, nettoyant quelques gouttes d'un liquide brun rougeâtre.

2m "Hidden Passage"

Vous vous trouvez dans un long tunnel, dépouillé de tout mobilier, de fenêtres ou de quoi que ce soit de particulier, sauf une cage d'escalier qui descend dans la noirceur.

2n "Crafting Room"

Ouvrant la porte, il semblerait que vous ayez trouvée une pièce qui aurait servi d'atelier. Il y a des bancs de travail au centre de la pièce, avec une poignée de hauts tabourets à côté de chacun.

Il y a une large forge en acier dans le coin nord-est de la pièce, avec une cheminée sortant du mur est, et des placards sur chacun des murs.

2o "Is'haaq bin Tahir's bedchamber"

En ouvrant la porte, vous vous trouvez devant une pièce assez peu meublée, mais les meubles qu'elle

contient sont parmi les plus beaux que vous avez jamais vu.

Le lit à baldaquin, en bois massif, domine le coin nord-est de la pièce. Le cadre en bois de galdà est gravé d'un bas-relief représentant un troupeau de chevaux sauvages parcourant les plaines du nord de Tusmit. Le dais de soie blanche s'agite doucement dans la brise provenant de la fenêtre ouverte.

Le plancher est couvert d'un magnifique tapis rouge et or, avec pour motif un dragon encerclant une coupe surmontée d'une étoile à huit branches.

Sur le mur est se trouve une haute armoire en bois de cerise, avec des portes doubles serties d'or.

A l'intérieur, il y a deux tiroirs, fait du même bois de cerise serti d'or. L'armoire renferme une quantité de vêtements, et autres objets personnels appartenant à quelqu'un de nanti.

Sur le mur sud se trouve un imposant bureau de chêne. Sur le dessus est éparpillé une quantité de parchemin, certains roulés, certains grands ouverts. Trois tiroirs peuvent être aperçus si on déplace la chaise à haut dossier qui est placée devant le bureau.

P "Basement Landing"

La descente de cet escalier fait un bon trente mètres, et vous amène dans cette simple pièce. Mesurant 10 mètre sur 10, et faite de pierre, il n'a ni mobilier ni inscriptions apparentes. Le seul fait à noter est la porte d'acier noir massif gravée d'images dépeignant un ciel tranquille. Elle est entrouverte, laissant filtrer un faible lueur violette dans la pièce.

Q "Secondary Alchemy Lab"

En ouvrant la porte de cette pièce, vous êtes assaillis par un grand nombre d'odeurs après. Quelqu'un a manifestement utilisé cette pièce pour y concocter diverses substances.

Il y a deux longues tables en chêne, toutes deux couvertes de bouteilles, gobelets et de fioles. Les murs sont couverts de petites armoires, remplies d'une foule d'ingrédients divers – tous utilisés dans le cadre de recherche alchimique.

R "Lower Library"

Les murs de cette pièce sont ceints de rayonnages, remplis de toute sorte de tomes, de volumes et de parchemins. La large table de chêne au milieu de la pièce est entourée de trois chaises, et couverte d'un amas de parchemins ouverts.

T "Practice Room"

Aussitôt que vous ouvrez la porte, vous devinez que cette pièce est spéciale. Contrairement aux autres que vous avez visitée dans ce sous-sol, celle-ci semble avoir été construite entièrement d'une sorte de pierre métallique noire.

Il y a une paire de formes humanoïdes au fond de la pièce, eux aussi fait de la même substance noir métallique que les murs, le plancher et la plafond.

Fait à noter, les murs sont couverts de traces de roussis, et d'autres marques provenant d'autres sources, mais la pièce elle-même ne semble pas avoir souffert de ces mauvais traitements.

V "Storage Room"

En entrant cette petite pièce, vous ne pouvez que remarquer le mélange hétéroclite d'objets sur les rayonnages qui entourent cette pièce. Aucune trace de poussière ne se trouve sur ces objets, mais la plupart ont perdu leur lustre d'antan.

On peut voir un bocal rempli d'un liquide jaunâtre. Dans le milieu du bocal se trouve le doigt d'un troll. Observant le bocal quelques instants, vous pouvez voir le doigt commencer à se régénérer, mais le liquide semble contrecarrer le processus en dissolvant le doigt au fur et à mesure.

Un sablier est seul sur une étagère, la partie supérieure remplie de fine poussière d'argent.

Un petit morceau de roche verte se trouve tout près de la, presque cachée derrière le pied, long de 3 mètre, d'un immense créature d'acier.

Et le plus étrange est ce bloc de glace de 30 centimètres carré qui est suspendu au plafond. Encore plus étrange est le fait qu'il n'y a aucune trace de fonte sur le plancher sous le bloc.

Si vous remplacez le sablier pour que la poussière se retrouve dans la partie supérieure, vous pouvez l'observer monter lentement vers le haut, dans un mouvement régulier.

ENCOUNTER 5 – UN-HOLY COW.

W “Protective Ward”

Ouvrant la porte, vous constatez certaines différences entre ce couloir et la pièce que vous venez de quitter. Les murs, les planchers, et le plafond sont beaucoup plus lisses que le reste du sous-sol.

De plus, les lumières accrochés au plafond sont beaucoup plus rapprochées, à seulement 3 mètres les unes des autres, donnant un éclairage beaucoup plus vif à cette couloir.

X “Summoning Chamber”

Finalement, vous sentez que vous êtes dans la dernière, et la plus vaste, des pièces de ce sous-sol. Vous vous trouvez dans un large chambre hémisphérique de 23 mètres de diamètre, avec un plancher d'une hauteur de 13 mètres au centre de la pièce.

Gravé dans le plancher de cette pièce aux murs lisses est un cercle, de 10 mètres de diamètre, composé d'étranges runes et de symboles. Tout autour du cercle se trouvent de petites chandelles blanches, à tous les 2 mètres.

Les lumières magiques qui flottent au plafond sont plus brillantes que dans toutes les autres pièces que vous avez visitées.

Deux créatures sont déjà dans la pièce. La première semble de loin être une créature exquise, comme la plus belle femme que vous n'avez jamais vu, à l'exception de la paire d'ailes de chauve-souris qui lui pousse dans le dos et de ses yeux rouges incandescent qui brillent de malice en vous regardant.

L'autre créature est encore plus étrange. Cette bête sans forme et scintillante est agitée de palpitations, et chaque palpitations répands un fin nuage de poussière.

La femme à l'allure malfaisante tourne son attention vers vous, et d'une voix voluptueuse, vous dit:

“Ha, alors vous êtes ceux dont ma maîtresse m'a prévenue l'arrivée. Vous ne me semblez pas être

une menace, mais j'aimerais quand même avoir le temps de vous réduire en lambeaux.”

“Hélas, on m'attend ailleurs, alors je vous laisse avec ce cadeau de ma maîtresse. Amusez-vous bien!”

Alors qu'elle finit sa tirade, elle se tourne vers la bête sans forme et lui dit “Maintenant, suis tes ordres, et massacre-les.” Sur ces mots, elle prononce une phrase indescriptible et disparaît. Aussitôt, l'autre créature se met en mouvement dans votre direction.

CONCLUSION

Il s'est écoulé trois jours depuis que vous avez vaincu l'étrange créature dans le sous-sol de la maison de Is'haaq bin Tahir. Vous voyez arriver Gulam à votre auberge, la mine basse, et prendre un moment pour regarder autour de lui. Finalement, il vous regarde et marche vers vous, le pas assuré.

“Mes amis, je suis éternellement reconnaissant à chacun d'entre vous pour ce que vous avez fait pour moi, et pour la mémoire de mon précédent maître, Is'haaq bin Tahir.”

“J'ai passé les derniers jours à vendre la plupart de ses effets, et maintenant j'ai de quoi vous récompenser pour ce que vous avez fait pour moi.”

Il tend alors à chacun d'entre vous une petit bourse rempli de pièces.

“Avec le reste, je m'en vais à Sefmur, au Collège des Arts, où j'espère trouver un nouveau maître, qui pourra m'enseigner les Arts mystiques.”

“Mais, pardonnez-moi, j'ai encore du mal à croire à cette histoire. Pas dans les faits tels que vous me les avez racontés, je vous crois sur parole, mais pourquoi est-ce que la fiancée de mon maître aurait agi de la sorte, et pourquoi aurait-elle conjuré cette créature? Pour moi, cela n'a aucun sens.”

“Mes amis, je vous remercie à nouveau pour tout, et je vous reste redevable pour le restant de mes jours. Que Al'Akbar vous protège.”

Sur ces mots, il se retourne, la mine encore basse, mais pas aussi basse que lors de son arrivée, et il sort de l'auberge, dans les rues ensoleillés.

La Fin... Pour maintenant.

PLAYER HANDOUT 1

Excerpts from Thaylin's Guide to the Planes.

Whilst most every known sage is aware of the Elemental Planes, the Upper and Lower Plans, and the Transient Planes, it is the where these various planes intersect where most sages get completely lost...and the place where I would like to begin.

As has been explained earlier, there are four basic Elemental Planes: the Planes of Air, Earth, Fire and Water. There are portions of each of these planes where they overlap the connecting plane, and travel between them is possible, but where a new take on the cosmology of the Multiverse must occur. These new Para-Elemental planes work much in the same fashion as understanding how the Astral Plane overlaps over our own.

The four Para-Elemental Planes are as follows: Ice; where Air meets Water, Magma; the convergence of Fire and Earth, Ooze; where Earth and Water combine, and Smoke; joining Air to Fire. These planes are dangerous enough, but the gods have seen fit to add yet another layer to this confusion.

It is not for certain whether it is the Elemental Planes, or the Para-Elemental Planes, that are overlapped by the Positive and Negative Material Planes, but it is certain that it has created eight new Planes – The Quasi-Elemental Planes. These new planes are nearly a complete mystery to most sages, but I believe that I have figured out enough to at least categorize them.

Along the Positive Elemental Plane there are the following Quasi-Elemental Planes: Lightning, Mineral, Radiance and Steam. Along the Negative Material Plane, they are as follows: Ash, Dust, Salt and Vacuum. As the connection to the Positive or Negative Planes defines the qualities of the Quasi-Elemental planes, it also defines the nature of the planes as well.

The planes connected to the Positive Material Plane are pure, if somewhat chaotic, places. They embody creation and the purity of form. On the other hand, those associated with the Negative Material Plane are consumed with consumption: the consumption of light, energy, matter and even life.

CRITICAL EVENT SUMMARY

At the conclusion of the adventure, please take a moment to fill out the following information, and return it to the Tusmit Triad, or e-mail the answers to them at poc@tusmit.org before December 2nd, 2006.

1) Did the PCs figure out who Galastard was?

Yes, she was a Succubus.

Yes, she was the girl known as "Kal'Li-Andra"

No.

2) Did the PCs make the connection to the woman that Galastard spoke of?

Isis Khalid.

The Ice Queen of Perrenland.

Someone Else.

No connection.

3) Did anybody eat any of the tainted food or drink the tainted drink?

Yes.

No.

Details: _____

4) How long did it take for the PCs to get to the Summoning Chamber and stop the creature brought forth from the Quasi-Elemental Plane of Ash?

Time, in hours (game time): _____