

TUS5-02

Dancing out with the Starlit Mage

A One-Round D&D[®] LIVING GREYHAWK[™]

Tusmit Regional Adventure

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These are dark times for one of Tusmit's most respected establishments. The College of the Arts has had more than its share of troubles recently. It seems fate and the stars have aligned against the mages and scholars. The chill of winter is still on Tusmit and a powerful diviner needs your help. Is there a better way to warm oneself than a trek in the hills? Pack your gear, this is an adventure for brave adventurers character levels 1 to 10. (APLs 2 to 8).

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

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

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 character. 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, 2006.

To learn more about the LIVING GREYHAWK character 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 characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

Time Units and Upkeep

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

Adventure Background

About 20 years ago, a young and coming mage from the College of the Arts with a dedication to astrology and the stars convinced the leaders of the College to found an observatory. A private observatory belonging to the College from where astrology charts could be made and their results determined away for the pressures of the court.

The young mage, Awad Al-Argeus graduated with honors from the observatory dedicated to Celestian in Sefmur. He wanted to be the most knowledgeable astrologer in all of the Flanaess. To that end, he needed powerful tools to study the stars. Therefore, using some of his contacts, notably within the churches of Al'Akbar, Celestian, and the Mouqollad Consortium, he managed to be placed in charge of the project.

So he set out to find a suitable location. It had to be somewhat close to Sefmur. Awad Al-Argeus found a site that was situated upon a series of ruins. These ruins were ancient, but nothing indicated they were linked to anything evil, but to an ancient wizard. Anyways, it wouldn't have mattered to the young mage whose eyes were filled with stars. Awad Al-Argeus had his observatory built on the site.

While the observatory is in no way secret, few people know about it outside the Churches of Celestian, the Mouqollad Consortium and, obviously, the College of the Arts. Even if many travellers have noticed the beautiful building in the high Tusman hills.

For many years, Awad Al-Argeus ran the observatory, sending frequent calculations and predictions. He predicted a number of things such as the successful ascension of Muammar Quaran, important births, the return of the Khund among many others. He even predicted disastrous years for many high-ranking members of the Mouqollad Consortium. This last prediction did not sit well among the merchants. More than one severed their relations to the College observatory.

Enter the World Burners

Roving around the Tusman hills, a band of World Burners captured a travelling merchant of the Mouqollad Consortium. The merchant, in exchange for his life, offered all the possessions they caught him with. When he saw it wouldn't save him, he offered them something more, he told them about the observatory and the ruins around it. Using his silver tongue, he managed to convince the leader of the band the ruins had a number of fire symbols upon it, but the wizards hid them with illusions.

This excited the leader, Spartacian who ordered his band to move northwards to seize such a holy site. The clever merchant was left alive, alone and without any weapon deep in the Tusman hills. Spartacian plans on burning down the observatory if the wizards do not agree to give him their treasures and vast number of books.

Spartacian entered the observatory and took Awad Al-Argeus hostage. He had the acolytes brutally slaughtered by his men. However, Spartacian and his bodyguard, Dina, were themselves taken hostage by the defenses of the tower and are themselves stuck there, unable to leave. Only a small number of his men are still outside, waiting for the return of their leader. In his fury, Spartacian destroyed many objects inside the observatory, unwittingly destroying any means he had to exit or to communicate with the outside world.

Worried wizards

Back at the College of the Arts, two days without news and no way of getting any news had many people worried. The College had been the target of too many attacks recently and they are getting nervous.

So they decided to post a message asking for adventurers. Before the heroes show up, the mages could not agree on the candidates.

Adventure Summary

Introduction The heroes see a post asking for adventurers on behalf of the Sefmur College of the Arts.

Encounter One: College days - The heroes are interviewed for the job by Karam Fateil, Warlock of the College. They are told they must travel to the College observatory to see what is happening to the head astrologer, Awad Al-Argeus

Encounter Two: Before leaving Sefmur - The heroes get a chance to find more information on current events in Tusmit, the College and Awad Al-Argeus.

Encounter Three: Wounded Tree - The heroes come across an ancient holy site dedicated to Beory that was desecrated by the World Burners. They get a chance to heal the tree. They can also meet a local druid who can give them some information about Awad Al-Argeus.

Encounter Four: Ruins - The heroes arrive at the observatory and are attacked by World Burners. They can also find a back entrance into the observatory.

Encounter five: Backway in - The heroes enter through the back way and must face some elementals.

Encounter six: Inside the Observatory - The heroes confront the leader of this band of World Burner who is trapped inside the observatory.

Conclusion - Returning to Sefmur, Karam tells the adventures of a dark prophecy.

Introduction

A chilly spring breeze whips the marketplace in Sefmur. Making your ways through the stalls, you barely manage to keep the wind from freezing you to the bone. Most of the traders have closed for the day, thus preventing their wares from flying off in the distance.

While this is deserted for a place such as Sefmur, it is still more active than most markets in similar towns

around the Flanaess. People have short memories and the warm winter is long forgotten.

Passing a board where a burly half-elven Tusman Nomad wearing heavy bear pelts with a greatsword in his back is talking down to a dwarf dressed in heavy armor.

"I tell you Dwarf, I is all dem stoopid wezerd need. I is strong. No need for you stumpy" says Habal, tapping his chest with his fist.

"And I keep telling you, you pebble-brain, their kind do not pay well. Plus what do you care about them wizards. I'm telling you, we want combat, the dwarf puffs back at his partner."

The pair walks off, giving you a full view of the board. Slim pickings... Only a single message is pinned there, written by the steady hand of one used to write.

"Attention adventurers!

Brave adventurers required. Report to the College of the Arts before sunset.

Karam Fateil,

Warlock of the College of the Arts"

Members of the College of the Arts or anyone who succeeds a Knowledge (Local/VTF) check [DC 20], to know that Fateil works in the Astrology & Divination department of the College. Success is automatic for members of the College.

Talking to the dwarf and the half-elf leads up to nothing, they both only want to fight monsters and don't want anything to do with the heroes.

Encounter One: College Days

At the entrance, the heroes are met by Samir, a young apprentice. Samir shows the heroes inside. There, they must wait in line along with a number of other adventuring parties. The line moves forward quickly and soon they are ushered inside a room.

A single wizard, Fateil Karam sits alone in a room. He looks at the party and asks them a series of questions:

Who are you? This is the classic, tradition-approved time for the heroes to present themselves.

Any one of you belongs to the College? If one of the heroes is a member of the College, then the party is automatically accepted and chosen. Move on to "Accepted".

Are they willing to work for the College? Fateil wants to know why the party is seeking employment with the College. This is not an important question to the wizard. As long as the answer given does not jeopardize the College or Tusmit, the wizards are satisfied.

Have they worked successfully with the College before? If the heroes can muster 2 favors or influence points (spent or unspent) with the College, then they are automatically chosen, proceed to “Accepted”. They do not need to be spent or used.

Do you have any references? If the party can muster, among the whole group a total of 6 unspent favors or influence points from Tusmit (or a faction in Tusmit). However, Influence with groups of wizards (such as the Archons of Ket, the Zashassar of Ekbir or the Circle of Eight) can be substituted. Membership in a Tusmit meta-organization or a foreign Wizards meta-organization also qualifies as an influence point for this purpose. If the party includes one member of the college, they are automatically accepted.

Again, these do not need to be spent or used. Once the influences are gathered, proceed to “Accepted”.

Why should you be chosen instead of others? Allow the party to praise themselves. Have them make a Diplomacy check [DC 10+APL], but give them ample role-playing bonuses for their speech. If they succeed, then proceed to “Accepted”.

Troubleshooting: If they fail the roll, Fateil asks them where they are staying. He asks them to stay there, that he will contact them once he finishes his interviews. After sunset, a page joins the heroes and asks them to head to the college, that they have been selected. The young man does not know what they are to do. Modify the following encounter to fit the situation.

Accepted

Read or paraphrase:

You are escorted inside a dimly lit room where a tribunal of mages are sitting on large chairs. Their faces remain hidden by the shadows. The one facing you stands and removes his hood. You recognize Fateil, the man who interviewed you but a moment ago.

“On behalf of the College of the Arts, we thank you for having agreed to help us. The College has suffered a number of... misfortunes lately and we might be jumpy at our shadows, but nonetheless, we prefer to play it safe.”

“Last summer, during the battle of Vilayad, Kasim bin-Jarad was brutally murdered while trying to save a number of valuable books. Things have gone downhill from there.”

“And now, our leading expert in astrology has gone missing... well... we aren’t certain... You see, Archmage Awad Al-ARGEUS is the one who runs and operates the College’ observatory high up in the Tusman hills, has given us no news for the past 3 days. Awad Al-ARGEUS has held the function of chief astrologer for nearly 20 years, ever since the observatory was built. Many of us have been there once or twice.”

“To make matters worse, we have tried teleporting to the observatory and have failed every time. Same thing goes for scrying. However, divinations lead us to believe that Awad Al-ARGEUS is still alive.”

“That’s where you come in... We want you to go up to the observatory and make sure he is okay.”

“Do you have any questions?”

Fateil is willing to answer questions. Here are a few ones likely to be asked by the party. The College does not know the World Burners are involved in the affair. Use the adventure background to complete your answers. The College needs the heroes to investigate and they have nothing to hide about the observatory. If the party are stuck, have Fateil be forthcoming.

Who built the observatory? It was built jointly by the College, the government, the Church of Celestian and some money from House Kamal of the Mouqollad Consortium. It is now the property of the College. However, as a measure of good relations, we often do some star-charting or research for the Pasha or the Consortium.

How old is the observatory? It was built just about 20 years ago. Awad Al-ARGEUS has been the custodian and head of Astrology there since.

Why was that site selected? Awad Al-ARGEUS found and chose the site himself. It is perfectly located, with a nice view from the stars, far from the lights of the cities.

Tell us more about Awad Al-ARGEUS? His father was a Faris and his mother a devout follower of the Lady-of-our-Fate (Istus). Awad Al-ARGEUS is a strong believer in the High Cleric and the Lady-of-our-Fate. He has been our leading expert about the stars since he was accepted as an apprentice.

Did he make any prophecies recently? Yes, some of them are very cryptic. We wanted to get precisions from him regarding those. It had to do with fire and

something rising again. Since I'm not fully aware of all the details or unsure of many possible meanings, I'll let Al-Argesus answer.

Are there any rival observatories in Tusmit? There are a number of them at shrines to Celestian, especially in the larger cities like Blashikdur and Vilayad. Ours is smaller than the one the followers of Celestian have here in Sefmur. However, we are on good terms with them. It would make little sense for them to antagonize us that way.

Who would gain from the destruction of the observatory? It makes no sense... it is such a remote location. It has no military value nor does it hold any treasure of any real value except to a fellow astrologer.

What do you think happened? It seems that all of Awad Al-Argesus' protective wards and other protections were activated at once.

Did Awad Al-Argesus have enemies? None that I know of, he lived pretty much as a recluse. He had many apprentice studying with him once over the course of the 20 years. There should be two with him right now.

Do you know if he is still alive? We can't be sure right now. We think he is.

How long do we have to complete our mission? Do with all haste. We don't want anything preventable happening to him.

What do we get out this? We can offer you a wide range of services, plus we'll pay you some money for your troubles. I guess 100 fountains each would be acceptable...

What does the observatory look like? You can hand them a basic drawing of the observatory. That is the layout Awad Al-Argesus made for the College.

How far is the observatory? About 3 days up the river.

Encounter Two: Before leaving Sefmur

Asking around town

Before leaving Sefmur, the heroes are free to go around town, and ask question about a number of subjects. For every gp they spend give them a +2 Insight bonus.

DC 5: The College of the Arts is one of the most respected groups of mages. It is more respected in Tusmit than the Circle of Eight.

DC 10: The College funds a number of research projects around Tusmit and were responsible for peace advances with the Udgru elves.

DC 12: Since the siege of Vilayad, every member of the College has been targeted and killed. (Exaggerated but not false)

DC 15: Yes, the College has an observatory in the Tusman hills, which is ridiculous because the best and biggest one is here is Sefmur!

DC 18: The observatory is run by a hermit called Awad Al-Argesus who never comes to town.

DC 20: The College of the Arts predicted House Kamal of the Mouqollad Consortium would have a number of difficult years. The house since broke their ties to the College.

DC 25: The area around the observatory is filled with ruins.

DC 30: The ruins are of Flan origin and predate the Baklunish migrations. Much speculation exists about those ruins, who built them, who they worshipped, how they died. Feel free to embellish the story to your liking.

Observatory of Celestian

The heroes may wish to head to the observatory ran by the Church of Celestian. There, the priests are very friendly yet cannot offer much help to the party. They can confirm the information given to the heroes by Fateil.

House Kamal of the Mouqollad Consortium

House Kamal deals in luxury items such as spells components, spellbooks and magic scrolls. Any Tusman spellcaster has dealt with them in the past and automatically know of them. Otherwise, a Knowledge (Local/VTF) [DC 15] (with +5 regional bonus for Tusman characters) is required to know about the house.

The heroes are met by Wassid. A man in his mid-thirties, he is personable, yet has a tendency to whine about how he used to be the head of the house in Vilayad, "but the war changed all that."

Wassid blames the College for having cursed the House into hard times. A Knowledge (arcana, religion or local/VTF) [DC 15] (+5 for Tusman heroes) informs them that the people in southern Tusmit are particularly superstitious, and calling bad luck on someone is often a bad omen.

Wassid said his House used to offer a significant discount to the College and its members on spell components and

other things they needed such as ink and paper. However, when one of the mages (Wassid doesn't know who) brought bad luck on his family things went from bad to worse. His house stopped to sell at a discount to the College. "Then the war came..."

Wassid can confirm that the family often dealt with the Archmage, and used to be satisfied with the service they have.

No other member of the House is willing to talk to the heroes about the observatory. House Kamal definitely looks like someone with a motive. Don't discourage this train of thought. They are, of course, innocent of any guilt.

Underworld Contacts

Members of the Brotherhood of Basharaat or the Tears of the Marid can ask their contacts. No one knows anything about the whole affair. However, contacts can confirm most of the background Fateil told them about the observatory.

Troubleshooting: We can teleport there

It is possible that heroes at higher APLs have access to teleportation-style magic. See later to see what the situation is there (the numerous *dimensional anchors*). Unless the party find a way to teleport away from the observatory, then jump directly to **Encounter Four**.

Encounter Three: Wounded Tree

Read or paraphrase:

Heading northeast out of Sefmur along the Sefmur river, frontier between the sheikdoms of Suvii and Keruz. The chill of the last few days has left place to a cool but pleasant day.

About two days out of the capital of Tusmit, you come across a clearing on a hillock. Like a hand made of rock, five large standing stone claw their way out of Oerth. One of the stones, the one due north is much taller than the others.

Yet these are not what draw your eyes. In the center of the circle, stands a huge willow. Its top branches droop sadly, while the lowest ones seem to have been hacked off. The main trunk has also been hacked with axes. Despite these grievous wounds, the tree still stands.

Remains of a campfire rest just below the formerly majestic tree.

Making a Knowledge (religion or nature) [DC 15] shows this place to be holy place dedicated to Beory, the Mother-Oerth. It is very obvious to know the place has been defiled. Making a Heal or Survival check [DC 15] on the tree shows it to be dying, and requires some kind of healing magic to save it. Any healing magic used on the tree has it rejuvenate almost instantly: small blossoms appear where there were deep cuts just an instant before.

If they save the tree, they receive the blessing of Beory, see **Rewards** section. It can be used during this adventure.

The campfire is cold, a Survival check [DC 15] shows it has been that way for at least 4 days. Tracking [DC 20] shows a number of heavy individual, around 10. There are also a large number of wolf tracks (knowing they are wolf tracks requires a Knowledge (nature) [DC 11]).

The Wolf-man

After the heroes have looked around a little, have one of them who hasn't done much notice two wolves watching them from a bush outside the clearing. The wolves are content to watch the heroes and are not aggressive.

If the heroes attack the wolves, both wolves flee. In that case, proceed to **Encounter Four**. Rolan bin-Yusuf the druid does not assist those who harm nature.

If they healed the tree, or they do not attack the wolves, the two wolves walk forward warily towards the heroes. About 50 feet from the party, one of the wolves transforms into a man of Flan and Baklunish heritage.

He presents himself as "Rolan bin-Yusuf". He asks the heroes what they are doing here. Assuming the heroes act friendly towards him, he asks the heroes if they would agree to share a meal with him. He mixes a few roots, dried herbs and berries in a small clay pot. The resulting soup, he shares with his wolf.

Over the meal, Rolan asks the heroes news about the rest of the world. He in turns tells them what happened at the clearing three days ago.

A number of nomads, including many half-orcs came to the clearing and began to hack off the sacred tree to build a fire. The nights were cold but there were no need for them to do that. When he approached them to command them to stop, they attacked him and pursued him. He barely escaped with his life by jumping in a nearby river, thank to his faithful wolf. He spent the last 2 days recovering. When he got back here, the heroes were looking around.

Rolan can answer questions.

Did they have a leader? Yes, they were lead by a scholarly elf.

What were they equipped with? Falchions, scimitars, chains, most of them wore light armors. Lucky for me, they didn't have any bows.

Anything odd about them/ Do the nomads do such things? Nomads don't normally attack on sight like that. And more importantly, they don't defile obvious holy sites such as this.

Do you know of an observatory? Yes, there is one near here. It is run by my friend Awad Al-Argeus.

Rolan also tells the following information to the heroes.

- Awad Al-Argeus and Rolan consider each other friends, but they see each other about twice a year. Awad Al-Argeus is interested only in the stars and the future. Rolan hasn't seen Awad Al-Argeus in over two months and he seemed fine.
- Awad Al-Argeus gives astronomy lessons to a number of youth.
- Awad Al-Argeus is a devout follower of the High Cleric and the Four Feet of the Dragon (Rolan is not so attached to the principles himself, though he recognizes their significance).
- Merchants used to come here often, but have done so a lot less recently. (This is due to the war)
- Pilgrims from the churches of Boccob, Istus and Celestian sometimes travel to the observatory. Usually in small groups.
- If the heroes tell him about their mission, he becomes quite worried about his friend's safety.

Rolan tells the heroes they can freely rest here if they want that the observatory is still about six hours walk from here. He can give them directions to the observatory.

If the heroes are genuinely nice to him and they took care of the tree, Rolan tells them that there is a subterranean passage under the ruins leading right into the observatory. Awad Al-Argeus mentioned it to him many years ago. However, Rolan doesn't know exactly where it is nor as he ever looked for it. It is "somewhere in the ruins".

Rolan is not going to *commune with nature* or cast any other spell that will give away the adventure. However he would be willing to cast healing type spells for the party if they wish it and only if they helped out the tree.

Encounter Four: Ruins

Read or paraphrase:

Before you, stands a tall square red stone tower. Three stories high, a large cylinder pierces the roof. A worn flag of Tusmit hangs limply from a flagstaff atop the building.

Around the observatory a few barely standing buildings cover the rest of the hill. Long-since abandoned, nature has already reclaimed most of the structures.

The observatory

Forming a cylinder fifty feet around the tower, there is a *permanent wall of force* and four *permanent dimensional anchors* covering the interior of the cylinder and the interior. All of these spells were cast by the colleges wizards.. At higher APLs, it might be possible to use *dispel magic* spells to break through the barrier. At lower APLs, the party needs to find the secret entrance to enter.

Normally, these are protections are NOT active, and thus the mages of the college can freely teleport inside.

Examining the ruins

Studying the ruins for at least 30 minutes and making a Knowledge check (architecture or religion) [DC 10] allows the hero to identify this structure must have been a religious site, most likely Ur-Flan in origin. However time has erased most traces.

Looking for the secret entrance

If Rolan told the heroes about the secret entrance or if the heroes decide to look for another entrance, ask them for Search rolls [DC 20]. Rolan's information gives them a +5 Insight bonus. Once they found the entrance, proceed to **Encounter Four**; make sure the World Burners spring their trap before proceeding.

BURN THE WORLD!

Just as the party is about to enter the tower after dispelling the *wall of force* or as they are looking around for the secret entrance, then the World Burners spring their trap.

Allow every hero an opposed Spot (at -8 (-4 for distance and -4 for the cover)) check at DC 18. The DC assumes the World Burners take 20 on their roll.

APL 2 (EL 4)

☞ **Graak & Krel:** Male Half-Orc Bbn1; hp 14; see Appendix One

☞ **Qir:** Female Half-elf Bbn1; hp 13; see Appendix One

☞ **Ramish:** Male Ftr1; hp 12; see Appendix One

APL 4 (EL 6)

☞ **Graak & Krel:** Male Half-Orc Bbn2; hp 23; see Appendix One

☞ **Qir:** Female Half-elf Bbn1/Rog1; hp 18; see Appendix One

☞ **Ramish:** Male Ftr2; hp 19; see Appendix One

APL 6 (EL 8)

☞ **Graak & Krel:** Male Half-Orc Bbn4; hp 41; see Appendix One

☞ **Qir:** Female Half-elf Bbn1/Rog3; hp 28; see Appendix One

☞ **Ramish:** Male Ftr2/Rgr2; hp 33; see Appendix One

APL 8 (EL 10)

☞ **Graak & Krel:** Male Half-Orc Bbn6; hp 69; see Appendix One

☞ **Qir:** Female Half-elf Bbn1/Rog5; hp 38; see Appendix One

☞ **Ramish:** Male Ftr4/Rgr2; hp 48; see Appendix One

Tactics: The World Burners approach the party by stealth then they spring their attack when they get within 40ft. At that point they start screaming "FIRE!", "FOR THE FIRE GOD!" and "BURN THE WORLD!" The World Burners leave any dead bodies behind this includes anyone falling unconscious or brought back to life (say through the Blessing of Beory). About 15 minutes after the fight, the World Burners tire of waiting for their leaders and take off. Rolan appears later to heal the party back to consciousness. The heroes may resume the adventure if they wish.

Treasure:

APL 2: L: 156 gp; C: 0 gp; M: 0 gp

APL 4: L: 156 gp; C: 0 gp; M: 0 gp

APL 6: L: 380 gp; C: 0 gp; M: 0 gp

APL 8: L: 380 gp; C: 0 gp; M: 0 gp

Encounter Five: Backway In

The entrance to the tunnel is hidden by overgrown brush and fallen rocks, making it difficult to see from the outside. The cave is about 10 feet wide, 10 feet high and 200 feet long. There is no lighting in the cave. Any hero with the stonemasonry ability can guess the way rises lightly towards the observatory.

Any Tracking done here reveals no one but the occasional small rodent entered. Any humanoid tracks have vanished with time.

The corridor opens on a large cave (80ft x 90ft) where a lake of water (60ft x 70ft) occupies the center of the room. For the first 30 feet, the water is but a few inches deep before dropping to ~5 feet and 10 feet about 15 feet from the opposite wall.

When the party gets within 40 feet of the water, two creatures emerge from the water.

APL 2 (EL 4)

☞ **Medium Water Elemental:** hp 26; see *Monster Manual* page 100.

☞ **Small Water Elemental:** hp 9; see *Monster Manual* page 100.

APL 4 (EL 6)

☞ **Large Water Elemental:** hp 60; see *Monster Manual* page 100.

☞ **Medium Water Elemental:** hp 26; see *Monster Manual* page 100.

APL 6 (EL 8)

☞ **Huge Water Elemental:** hp 136; see *Monster Manual* page 100.

☞ **Large Water Elemental:** hp 60; see *Monster Manual* page 100.

APL 8 (EL 10)

☞ **Greater Water Elemental:** hp 178; see *Monster Manual* page 100.

☞ **Huge Water Elemental:** hp 136; see *Monster Manual* page 100.

Tactics: The elementals do not attack anyone clearly displaying a holy symbol of Al'Akbar (either faith), unless the bearer attacks them first (through weapon or spell). Being a devout follower of the High Cleric himself, Awad Al'Argeus built this safety.

Note: Once the creatures are defeated, the heroes can explore the water. It is 10 feet deep and there is a passage. The passage is 20 feet long and leads into the observatory water cistern. There are bars allowing one to climb out of

the cistern and into the observatory kitchen. The DC for all swim checks is 5. Refer to the drowning rule in the *Dungeon Masters Guide* if someone decides to hold their breath. Moving around the cistern does NOT count as heavy activity unless one is wearing a heavy armor.

Encounter Six: Inside the Observatory

This encounter refers heavily to the maps of the observatory (see **Appendix Three**). Note that any hero who steals the property within the observatory will be pursued to the fullest extent of the law. (See **Appendix Five**).

First floor

The first floor has the kitchen, and the dining room.

The kitchen has been ransacked and food is beginning to turn bad. The well leads down to the back way in (see **Encounter Four**).

In the dining room lie the beheaded bodies of two humans dressed in scholarly robes (they were Awad Al-Argeus' young apprentices).

Second Floor

The second floor has Awad Al-Argeus' room, the apprentices' dormitory and the map room.

Awad Al-Argeus' room is very neat and minimalist; there is a pantry with many robes (all in the color of Al'Akbar) and a small, hard bed overlooked by a holy symbol of the High Cleric.

The apprentices' dorm is not so neat. It was searched and ransacked by Dina. The beds and chests are all broken open and their content scattered across the room. Other than the occasional token of Boccob, Celestian and Al'Akbar, there is nothing of value here.

Third Floor

The third floor has a single room with a very high ceiling (20ft).

This is where Awad Al-Argeus studies the stars and makes the calculations. On the far side of the room is the large telescope (it doesn't appear on the map because it is 10ft off the ground).

The World Burners

By the time the heroes reach the third floor, Spartacian and Dina both wait for the party.

APL 2 (EL 4)

☛ **Spartacian:** Wiz3 (Evocation); hp 13; see Appendix One

☛ **Dina:** Ftr1; hp 13; see Appendix One

APL 4 (EL 6)

☛ **Spartacian:** Wiz5 (Evocation); hp 21; see Appendix One

☛ **Dina:** Ftr3; hp 31; see Appendix One

APL 6 (EL 8)

☛ **Spartacian:** Wiz7 (Evocation); hp36; see Appendix One

☛ **Dina:** Ftr5; hp49; see Appendix One

APL 8 (EL 10)

☛ **Spartacian:** Wiz9 (Evocation); hp 48; see Appendix One

☛ **Dina:** Ftr7; hp 67; see Appendix One

Tactics: Before the heroes enter the room, Spartacian casts *enlarge person* on Dina and uses two scrolls of *resist energy (fire)* on himself and on Dina, then casts *fly* and *shield* on himself (his AC reflects that) then casts and concentrates on a *wall of fire* (facing towards the heroes). Adjust the list of active spells depending on APL.

Dina charges towards the heroes as soon as she can and tries to pin them near the stairs. Spartacian remains behind and blasts away at the party with his spells. Both of them seem to enjoy seeing the flames.

Treasure:

APL 2: L: 26 gp; C: 0 gp; M: *elixir of fire breath* (91 gp per character), *cloak of resistance+1* (83 gp per character), *ring of protection+1* (166 gp per character)

APL 4: L: 56 gp; C: 0 gp; M: *elemental gem* (187 gp per character), *elixir of fire breath* (91 gp per character), *cloak of resistance+1* (83 gp per character), *ring of protection+1* (166 gp per character)

APL 6: L: 56 gp; C: 0 gp; M: *elemental gem* (187 gp per character), *elixir of fire breath* (91 gp per character), *cloak of protection+1* (83 gp per character), *ring of protection+1* (166 gp per character)

APL 8: L: 9 gp; C: 0 gp; M: *breastplate+1* (112 gp per character), *flaming bastard sword* (694 gp per character),

headband of intellect+2 (333 gp per character), *elemental gem* (187 gp per character), *elixir of fire breath* (91 gp per character), *cloak of protection+1* (83 gp per character), *ring of protection+1* (166 gp per character)

The head astrologer

Awad Al-Argues looks like a typical old wizard: he has a long beard, minuscule spectacles on the tip of his nose. He wears robes with an obvious symbol of the High Cleric, and at a glance looks like a frail Qadi.

Awad Al-Argues has been hit more than a few times and is just barely alive. Spartacian keeps him alive because Awad Al-Argues has promised to tell him how to become head of the World Burners. So far, he has managed to keep himself alive. But Spartacian's patience grows thin.

Awad Al-Argues never had any desire to tell the half-elf anything, he knows the College will send someone to rescue him. All he can do is to bide his time. Spartacian does not let the diviner regain his spells.

All APLs (non-combatant)

♣ **Awad Al-Argues:** Male Baklunish, Wiz7 (Diviner)/LorMstr3; hp 21 (3); NG Knowledge (arcane) +17, Knowledge (religion) +15.

Conclusion

Awad Al-Argues is very happy to be saved. He promises the heroes his assistance in the future. He gives them a note they must return to Fateil at the College as soon as possible.

If there is a wizard in the party, offer them an opportunity to copy spells from Spartacian's spellbook (see its content in **Appendix One**). Awad Al-Argues claims the spellbook as the property of the College, to pay for the damage the World Burners did on the observatory but allow any hero to copy a spell from it.

The note, written in Draconic describes a series of numbers. The code makes no sense to anyone but Awad Al-Argues & Fateil.

The return trip to Sefmur is uneventful. Fateil takes the note avidly and reads it carefully. First he turns pale with fear, muttering to himself "By the Four Feet of the Dragon... I was right." Looking up to you, Fateil thinks for a moment his eyes filled with dread...

"This summer should bring yet more war and fire to our beloved lands. Only this time, I fear Tusmit will

have to face its problems alone, may the High Cleric look kindly upon us."

Fateil then offers to sell a series of items that might be useful to the heroes. The list has been added to the list of items. Items offered by the College are preceded by a *.

The End

Experience Point Summary

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

Encounter Four

Defeating the World Burners

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Encounter Five

Defeating or bypassing the elementals

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Encounter Six

Defeating Spartacian & Dina

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Story Award

Saving the Sacred Tree

APL 2	30 xp
APL 4	45 xp
APL 6	90 xp
APL 8	105xp

Saving Awad Al-Argues

APL 2	60 xp
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APL 4	90 xp
APL 6	90 xp
APL 8	120 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained

field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: magic Items (sell value)

Encounter Four: Ruins

APL 2: L: 156 gp; C: 0 gp; M: 0 gp

APL 4: L: 156 gp; C: 0 gp; M: 0 gp

APL 6: L: 380 gp; C: 0 gp; M: 0 gp

APL 8: L: 380 gp; C: 0 gp; M: 0 gp

Encounter Six: Inside the Observatory

APL 2: L: 26 gp; C: 0 gp; M: *elixir of fire breath* (91 gp per character), *cloak of resistance+1* (83 gp per character), *ring of protection+1* (166 gp per character)

APL 4: L: 56 gp; C: 0 gp; M: *elemental gem* (187 gp per character), *elixir of fire breath* (91 gp per character), *cloak of resistance+1* (83 gp per character), *ring of protection+1* (166 gp per character)

APL 6: L: 56 gp; C: 0 gp; M: *elemental gem* (187 gp per character), *elixir of fire breath* (91 gp per character), *cloak of protection+1* (83 gp per character), *ring of protection+1* (166 gp per character)

APL 8: L: 9 gp; C: 0 gp; M: *breastplate+1* (112 gp per character), *flaming bastard sword* (694 gp per character), *headband of intellect+2* (333 gp per character), *elemental gem* (187 gp per character), *elixir of fire breath* (91 gp per character), *cloak of protection+1* (83 gp per character), *ring of protection+1* (166 gp per character)

Conclusion:

Payment from the College

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

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 100 gp; M: 0 gp

APL 8: L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp
APL 8: 1300 gp

Appendix One: NPCs

APL 2

Encounter 4: Ruins

Ramish: CR 1; Male Human (Baklunish) Ftr1; Medium Humanoid; HD 1d10+2; hp 12; Init +2; Spd 20 ft; AC 15, touch 12, flat-footed 15; Base Atk +1; Grp +5; Full Atk or Atk +7 melee (1d6+4, masterwork scimitar); AL CE; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 8, Wis 8, Cha 8;

Skills and Feats: Climb +5, Intimidate +3. Power Attack, Cleave, Weapon Focus (Scimitar)

Possessions: masterwork scimitar, hide armor, heavy wooden shield

Graak & Krel: CR 1; Male Half-orc Bbn1; Medium Humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +6; Full Atk or Atk +7 melee (2d4+7, masterwork falchion); AL CE; SA Rage; SV Fort +4, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 6;

Skills and Feats: Climb +8, Intimidate +2. Power Attack.

Possessions: masterwork falchion, studded leather

Qir: CR 1; Female Half-elf Bbn1; Medium Humanoid; HD 1d12+1; hp 13; Init +4; Spd 40 ft; AC 20, touch 14, flat-footed 14; Base Atk +1; Grp +3; Full Atk +4 melee (1d6+2, masterwork scimitar); AL CE; SA Rage; SV Fort +3, Ref +4, Will +0; Str 14, Dex 18, Con 12, Int 8, Wis 10, Cha 8;

Skills and Feats: Climb +4, Intimidate +3, Survival +4. Combat Reflexes

Possessions: masterwork scimitar, chain shirt, heavy wooden shield.

Encounter 6: The Observatory

Spartacian: CR 3; Male Half-Elf; Wiz3(Evocation), HD 3d4+3; hp 13; Init +3; Spd 30 ft; AC 13 touch 13, flat-footed 10; Base Atk +1; Grp -1; Full Atk or Atk -1 melee (1d4-2, dagger); SQ *resistance fire* 10; AL CE; SV Fort +3, Ref +5, Will +6; Str 6, Dex 16, Con 12, Int 18, Wis 14, Cha 8.

Skills and Feats: Concentration +7, Decipher Script +10, Knowledge (arcana) +10, Knowledge (religion) +10, Knowledge (The planes) +10, Spellcraft

+12; Energy Substitution*, Scribe Scroll, Maximize Spell.

Spells Prepared (4/4/3; base DC = 14 + Spell Level; DC = 15 + Spell Level for Evocation); 0—[*detect magic, read magic, ray of fire* (2)]; 1st—[*burning hands* (2), *enlarge, shield*]; 2nd—[*flaming sphere, scorching ray* (2)].

Possessions: Spellbook, dagger, ~~2 scrolls of resist energy (fire)~~, *elixir of fire breath, cloak of protection +1*.

* See Appendix 2: New Rules Items

Spellbook: 0—[*ALL except Enchantment & Illusion*]; 1st—[*animate rope, burning hands, comprehend languages, enlarge person, magic missile, reduce person, shield, shocking grasp, Tenser's floating disk*]; 2nd—[*flaming sphere, scorching ray*].

Dina: CR 1; Female Half-Orc; Ftr1, HD 1d10+3; hp 13; Init +2; Spd 20 ft.; AC 19 touch 12, flat-footed 17; Base Atk +1; Grp +5; Full Atk or Atk +5 melee (1d10+4, bastard sword); SQ *resistance fire* 10; AL CE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Swim -8; Combat Reflexes, Exotic Weapon Proficiency (bastard sword).

Possessions: bastard sword, breastplate, Heavy Wooden shield

APL 4

Encounter 4: Ruins

Ramish: CR 2; Male Human (Baklunish) Ftr2; Medium Humanoid; HD 2d10+4; hp 20; Init +2; Spd 20 ft; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +6; Full Atk +8 melee (1d6+4, masterwork scimitar); AL CE; SV Fort +5, Ref +2, Will -1; Str 18, Dex 15(+2), Con 14, Int 8, Wis 8, Cha 8;

Skills and Feats: Climb +5, Intimidate +4. Power Attack, Cleave, Improved Sunder, Weapon Focus (Scimitar)

Possessions: masterwork scimitar, hide armor, heavy wooden shield

Graak & Krel: CR 2; Male Half-orc Bbn2; Medium Humanoid; HD 2d12+4; hp 23; Init +2; Spd 40 ft; AC 15, touch 12, flat-footed 15; Base Atk +2; Grp +7; Full Atk or Atk +8 melee (2d4+7, masterwork falchion); AL

CE; SA Rage; SQ Uncanny Dodge; SV Fort +5, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 6;

Skills and feats: Climb +9, Intimidate +3. Power Attack

Possessions: masterwork falchion, studded leather

Qir: CR 2; Female Half-elf Bbn1/Rog1; Medium Humanoid; HD 1d6+1d12+2; hp 18; Init +4; Spd 40 ft; AC 20, touch 14, flat-footed 16; Base Atk +1; Grp +3; Full Atk or Atk +4 melee (1d6+2, masterwork scimitar); AL CE; SA Rage, Sneak (+1D6); SV Fort +3, Ref +6, Will +0; Str 14, Dex 18, Con 12, Int 8, Wis 10, Cha 8;

Skills and Feats: Climb +2, Hide +2, Intimidate +3, Survival +4, Tumble +5. Combat Reflexes

Possessions: masterwork scimitar, chain shirt, heavy wooden shield.

Encounter 6: The Observatory

Spartacian: CR 5; Male Half-Elf; Wiz5 (Evocation), HD 5d4+5; hp 21; Init +3; Spd 30 ft; AC 13 touch 13, flat-footed 10; Base Atk +2; Grp +0; Full Atk or Atk +0 melee (1d4-2, dagger); SQ *resistance fire* 10; AL CE; SV Fort +3, Ref +5, Will +7; Str 6, Dex 16, Con 12, Int 19, Wis 14, Cha 8.

Skills and Feats: Concentration +9, Decipher Script +12, Knowledge (arcana) +12, Knowledge (religion) +12, Knowledge (The planes) +12, Spellcraft +12; Energy Substitution*, Maximize Spell, Scribe Scroll, Spell Focus (Evocation).

Spells Prepared (4/6/5/3; base DC = 15 + Spell Level; DC = 16 + Spell Level for Evocation): 0—[*detect magic, read magic, ray of fire* (2)]; 1st—[*burning hands* (2), ~~enlarge~~, *magic missile* (2), ~~shield~~]; 2nd—[*darkness, flaming sphere, scorching ray* (3)]; 3rd—[*dispel magic, fire Bolt* (2)].

Possessions: Spellbook, dagger, ~~2 scrolls of resist energy (fire)~~, elixir of fire breath, cloak of protection +1, elemental gem (fire).

* See Appendix 2: New Rules Items

Spellbook: 0—[*ALL except Enchantment & Illusion*]; 1st—[*animate rope, burning hands, comprehend languages, enlarge person, magic missile, reduce person, shield, shocking grasp, Tenser's floating disk*]; 2nd—[*darkness, flaming sphere, scorching ray, spectral hand*]; 3rd—[*lightning bolt, dispel magic*].

Dina: CR 3; Female Half-Orc; Ftr3, HD 3d10+9; hp 31; Init +2; Spd 20 ft; AC 19, touch 12, flat-footed 17; Base Atk +3; Grp +7; Full Atk or Atk +8 melee (1d10+4,

bastard sword); SQ *resistance fire* 10; AL CE; SV Fort +6, Ref +3, Will +1; Str 18, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Swim -8; Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: masterwork bastard sword, Breastplate, Heavy Wooden shield

APL 6

Encounter 4: Ruins

Ramish: CR 4; Male Human (Baklunish) Ftr2/Rgr2; Medium Humanoid; HD 2d8+2d10+8; hp 34; Init +2; Spd 30 ft; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +8; Full Atk +8 melee (1d6+4, masterwork scimitar), +6 melee (1d6+2, short sword), +10 melee (1d6+4, masterwork scimitar); Atk +10 melee (1d6+4, masterwork scimitar); AL CE; SA Favored enemy (human), Two-Weapon fighting style; SQ Track; SV Fort +8, Ref +5, Will -1; Str 18, Dex 15(+2), Con 14, Int 8, Wis 8, Cha 8;

Skills and feats: Climb +8, Intimidate +4, Move Silently +6, Survival +6. Power Attack, Cleave, Improved Sunder, Two-Weapon Defense, Two-Weapons Fighting, Track, Weapon Focus (Scimitar)

Possessions: masterwork chain shirt, masterwork scimitar, shortsword

Graak & Krel: CR4; Male Half-orc; Bbn4; Medium Humanoid; HD 4d12+8; hp 41; Init +2; Spd 40 ft; AC 15, touch 12, flat-footed 15; Base Atk +4; Grp +9; Full Atk or Atk +10 melee (2d4+7, masterwork falchion); AL CE; SA Rage; SQ Uncanny Dodge SV Fort +6, Ref +3, Will +0; Str 21, Dex 14, Con 14, Int 6, Wis 8, Cha 8;

Skills and feats: Climb +10, Intimidate +3, Survival +3. Power Attack, Cleave

Possessions: masterwork falchion, masterwork studded leather

Qir: CR 4; Female Half-elf Bbn1/Rog3; Medium Humanoid; HD 3d6+1d12+4; hp 28; Init +4; Spd 40 ft; AC 20, touch 14, flat-footed 16; Base Atk +3; Grp +5; Full Atk or Atk +6 Melee (1d6+2, masterwork scimitar); AL CE; SA Rage, Sneak attack (+2d6); SQ Trapfinding, Evasion; TSV Fort +4, Ref +7, Will +3; Str 15(+2), Dex 18, Con 12, Int 8, Wis 10, Cha 8;

Skills and feats: Climb +4, Escape Artist +9, Hide +4, Intimidate +3, Move Silently +7, Survival +4, Tumble +9. Combat Reflexes, Iron Will

Possessions: masterwork scimitar, chain shirt, masterwork heavy wooden shield.

Encounter 6: The observatory

Spartacian: CR 7; Male Half-Elf; Wiz7(Evocation), HD 7d4+14; hp 36; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +3; Grp +1; Full Atk or Atk +1 melee (1d4-2, dagger); SQ resistance fire 10; AL CE; SV Fort +3, Ref +5, Will +7; Str 6, Dex 16, Con 12, Int 23, Wis 14, Cha 8.

Skills and Feats: Concentration +11, Decipher Script +15, Knowledge (arcana) +16, Knowledge (religion) +15, Knowledge (The planes) +15, Spellcraft +15; Energy Substitution*, Improved Toughness*, Maximize Spell, Scribe Scroll, Spell Focus (Evocation).

Spells Prepared (4/7/6/4/3; base DC = 15 + Spell Level; DC = 16 + Spell Level for Evocation); 0—[*detect magic, read magic, ray of fire (2)*]; 1st—[*burning hands (2), enlarge, magic missile (3), shield*]; 2nd—[*darkness, flaming sphere, scorching ray (4)*]; 3rd—[*dispel magic, fly, Fire Bolt (2)*]; 4th—[*Otiluke's resilient sphere, fire storm (2)*].

Possessions: Spellbook, dagger, ~~2 scrolls of resist energy (fire)~~, elixir of fire breath, cloak of protection +1, elemental gem (fire).

* See Appendix 2: New Rules Items

Spellbook: 0—[*ALL except Enchantment & Illusion*]; 1st—[*animate rope, burning hands, comprehend languages, enlarge person, magic missile, reduce person, shield, shocking grasp, Tenser's floating disk*]; 2nd—[*darkness, flaming sphere, scorching ray, spectral hand*]; 3rd—[*dispel magic, fireball, fly, lightning bolt*]; 4th—[*Otiluke's resilient sphere, ice storm*].

Dina: CR 5; Female Half-Orc; Ftr5, HD 5d10+15; hp 49; Init +2; Spd 20 ft.; AC 19 touch 13, flat-footed 17; Base Atk +5; Grp +9; Full Atk or Atk +12 melee (1d10+8, bastard sword); SQ resistance fire 10; AL CE; SV Fort +7, Ref +3, Will +1; Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Swim -2; Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork bastard sword, Breastplate, Heavy Wooden shield

APL 8

Encounter 4: Ruins

Ramish: CR 6; Male Human (Baklunish) Ftr4/Rgr2; Medium Humanoid; HD 2d8+4d10+12; hp 50; Init +2; Spd 30 ft/x4; AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +10; Atk +12/+7 Melee (1d6+6, masterwork scimitar); Full Atk +10/+5 melee (1d6+6, masterwork scimitar), +9 melee (1d6+2, short sword), +12/+7 melee (1d6+6, masterwork scimitar); AL CE; SA Favored enemy (human), Two-Weapon fighting style; SQ Track SV Fort +9, Ref +6, Will +0; Str 18, Dex 15(+2), Con 14, Int 8, Wis 8, Cha 8;

Skills and feats: Climb +8, Intimidate +4, Jump +7, Move Silently +6, Survival +6. Power Attack, Cleave, Improved Sunder, Two-Weapon Defense, Two-Weapons Fighting, Track, Weapon Focus (Scimitar, short sword), Weapon Specialization (Scimitar)

Possessions: masterwork chain shirt, masterwork scimitar, shortsword

Graak & Krel: CR 6; Male Half-orc Bbn6; Medium Humanoid; HD 6d12+12; hp 59; Init +2; Spd 40 ft; AC 15, touch 12, flat-footed 15; Base Atk +6; Grp +11; Atk +13 melee (2d4+7, masterwork falchion); Full Atk +13/+8 melee (2d4+7, masterwork falchion); AL CE; SA Rage; SQ Improved Uncanny Dodge, Uncanny Dodge; SV Fort +7, Ref +4, Will +1; Str 21, Dex 14, Con 14, Int 6, Wis 8, Cha 6;

Skills and feats: Climb +10, Intimidate +3, Survival +7. Power Attack, Cleave, Weapon Focus (Falchion)

Possessions: masterwork falchion, masterwork studded leather

Qir: CR 6; Female Half-elf Bbn1/Rog5; Medium Humanoid; HD 5d6+1d12+6; hp 38; Init +4; Spd 40 ft; AC 20, touch 14, flat-footed 20; Base Atk +4; Grp +6; Full Atk or Atk +7 Melee (1d6+2, masterwork scimitar); AL CE; SA Rage, Sneak attack (+2d6); SQ Trapfinding, Evasion, Uncanny Dodge; SV Fort +4, Ref +10, Will +3; Str 15(+2), Dex 18, Con 12, Int 8, Wis 10, Cha 8;

Skills and feats: Climb +4, Escape Artist +11, Hide +9, Intimidate +3, Jump +11, Move Silently +7, Survival +4, Tumble +13. Combat Reflexes, Iron Will, Lightning Reflexes

Possessions: masterwork scimitar, chain shirt, masterwork heavy wooden shield.

Encounter 6: The observatory

Spartacian: CR 9; Male Half-Elf; Wiz9(Evocation), HD 9d4+18; hp 45; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +4; Grp +2; Atk +2 melee (1d4-2, dagger); SQ *resistance fire* 10; AL CE; SV Fort +4, Ref +6, Will +8; Str 6, Dex 16, Con 12, Int 22, Wis 14, Cha 8.

Skills and Feats: Concentration +13, Decipher Script +17, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (The planes) +17, Spellcraft +17; Energy Substitution*, Greater Spell Focus (Evocation), Improved Toughness*, Maximize Spell, Scribe Scroll, Spell Focus (Evocation).

Spells Prepared (4/7/7/6/4/3; base DC = 16 + Spell Level; DC = 18 + Spell Level for Evocation); 0—[*detect magic*, *read magic*, *ray of fire* (2)]; 1st—[*burning hands*(2), ~~*enlarge*~~, *magic missile* (3), ~~*shield*~~]; 2nd—[*darkness*, *flaming sphere*, *scorching ray* (5)]; 3rd—[*dispel magic* (2), ~~*fly*~~, *fire bolt* (3)]; 4th—[*Otiluke's resilient sphere*, *fire storm*, *shout*, ~~*wall of fire*~~]; 5th—[*Bigby's interposing hand*, *cone of flame* (2)].

Possessions: Spellbook, *Headband of intellect* +2, dagger, ~~2 scrolls of *resist energy* (fire)~~, *elixir of fire breath*, *cloak of protection* +1, *elemental gem* (fire).

* See Appendix 2: New Rules Items

Spellbook: 0—[ALL except *Enchantment & Illusion*]; 1st—[*animate rope*, *burning hands*, *comprehend languages*, *enlarge person*, *magic missile*, *reduce person*, *shield*, *shocking grasp*, *Tenser's floating disk*]; 2nd—[*darkness*, *flaming sphere*, *scorching ray*, *spectral hand*]; 3rd—[*dispel magic*, *fireball*, *fly*, *lightning bolt*]; 4th—[*ice storm*, *Otiluke's resilient sphere*, *shout*, *wall of fire*]; 5th—[*Bigby's interposing hand*, *cone of cold*].

Dina: CR 7; Female Half-Orc; Ftr7, HD 7d10+21; hp 67; Init +2; Spd 20 ft.; AC 20, touch 15, flat-footed 18; Base Atk +7; Grp +11; Atk +14 melee (1d10+8+1d6(fire), +1 *flaming bastard sword*); Full Atk +14/+9 melee (1d10+8+1d6(fire), +1 *flaming bastard sword*); SQ *resistance fire* 10; AL CE; SV Fort +8, Ref +4, Will +2; Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Swim -2; Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 *flaming bastard sword*, +1 *breastplate*, heavy wooden shield.

Appendix Two: New Rules Items

Energy Substitution [Metamagic] as presented in Complete Arcane

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

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

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

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

Last Breath [Spell] as presented in Complete Divine

Necromancy

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

With this spell, you can return a dead creature to 0 hit points, provided it died within the last round. You take 1d4 points of damage per HD of the creature affected, and your spell resistance cannot overcome this damage.

The subject's soul must be free and willing to return (see PHB). If the subject is not willing to return, the spell does not work; therefore, a subject who wants to return receives no saving throw.

Last Breath cures enough damage to bring the subject's current hp to 0. Any ability scores damaged to 0 or below are raised to 1. Normal poison and normal disease are cured but magical diseases and curses are not undone. The spell closes mortal wounds and repairs lethal damage of most kinds but missing body parts are still missing when the creature returns to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

Coming back from the dead is an ordeal. The subject loses one level when it returns to life, just as if it had lost a level to an energy-draining creature. This level cannot be repaired by any spell. A subject who was previously 1st level loses 1 point of Con instead. A character that had spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spell slots for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

Last Breath has no effect on a creature that has been dead for more than 1 round. A creature that died from a death effect can't be raised by this spell, nor can constructs, elementals, outsiders and undead creatures. *Last Breath* cannot bring back a creature that has died of old age.

Improved Toughness [General] as presented in Complete Warrior

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

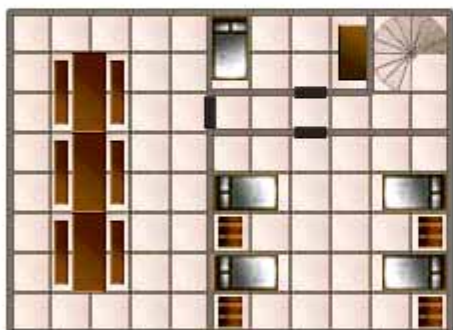
Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Appendix Three: DM's Map of the Observatory

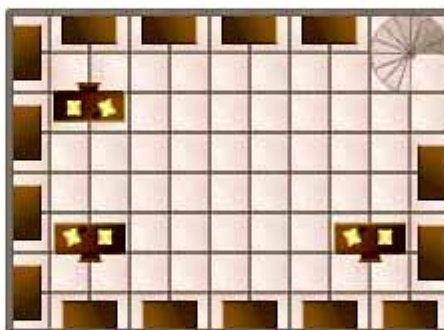
First Floor



Second Floor



Third Floor



Appendix Four – Laws (For the south of Tusmit)

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

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

Note that the College will not press charges against the heroes for vandalism unless, they use destructive spells without regard for the observatory. DM should use common sense.

Assault. (Major)

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

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

Assault (Minor)

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

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

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

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

Sentences: Government official, noble, military, or church official: Imprisonment of two time units and loss of fifty percent of property

Other: Fine of one and a half times the blackmail price

Vandalism

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

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

Illegal use of magic

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

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

Manslaughter

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

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

Murder

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

Sentence: Mass murder: torture in public and death.

Other: Death.

Theft

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

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

Theft (Horse)

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

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

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. 10 lashes will also be given per point scored below the DC. The total penalty will be one time unit of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

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

Appendix Five: Textes Français

Introduction

Un vent frais de printemps fouette le marché de Sefmur. Avancant parmi les étales, vous parvenez à peine à empêcher le vent de vous geler jusqu'aux os. La plupart des marchands ont fermé pour la journée, pour empêcher leurs marchandises de s'envoler dans la forte brise.

Même si l'endroit est déserté pour un endroit comme le marché de Sefmur, il y a toujours une activité plus grande que dans plusieurs villes similaires de la Flanaess. Les gens ont la mémoire courte et le chaud hiver est déjà oublié.

Un large demi-elfe nomade portant des peaux d'ours avec une flamberge (greatsword) sur le dos, parle à un nain portant une armure lourde.

« Euj'te dis, nain, je su route kessé que cé mawjes on besoin. Je su fort ! Pas besoin de toé ti-boutte, dit Habal tapant sa poitrine avec son poing. »

« Et j'arrête pas de te le dire, tête de linotte, eux ne paient pas bien. Et que veux-tu avoir à faire à des mages. Je te dis, nous ont cherche du combat, grogne le nain à son partenaire. »

Le duo s'éloigne, vous permettant de voir l'ensemble du panneau. Peu de choses... Un seul message placé au center et écrit d'une main sure et habituée à l'écriture.

« Attention aventuriers!

Cherche aventuriers courageux. Rendez-vous au Collège des Arts après le coucher du soleil.

Karam Fateil,

Warlock du Collège des Arts”

Accepted

On vous escorte jusque dans une pièce sombre où un tribunal de mages siège sur de larges fauteuils. Leurs visages cachés dans les ombres. Celui qui vous fait face se lève et retire sa capuche, c'est Fateil, l'homme qui vous a interviewé plus tôt.

« Au nom du Collège des Arts, nous vous remercions pour avoir accepté de nos aidé. Le Collège a souffert une séries de... malchances

dernièrement et nous pouvons peut-être avoir peur de simples ombres, mais toujours est-il que nous préférons être prudent. »

« L'été dernier, durant la bataille de Vilayad, Kasim bin-Jarad a été brutalement assassiné en tentant de sauver plusieurs de nos livres les plus valables. Et les choses n'ont fait qu'empirer depuis ce moment. »

« Maintenant notre maître astrologue est maintenant manquant... enfin... nous ne sommes pas certain... Vous voyez l'Archimage Awad Al-Argeus est celui qui opère et administre l'observatoire du Collège haut dans les collines Tusmanes. L'Archimage ne nous a donné aucune nouvelle depuis trois jours. Il est le chef astrologue depuis près de vingt ans, enfin, depuis que l'observatoire a été construite. Plusieurs parmi nous y avons été une fois ou deux. »

« Pour empirer les choses, nous avons essayé de nous téléporter jusqu'à l'observatoire et avons échoué à chaque fois. La même chose se produit avec les sortilèges de clairvoyance. Cependant nos divinations nous permettent de croire qu'Awad Al-Argeus est toujours vivant. »

« Voilà où vous entrez en scène... Nous voulons que vous vous rendiez jusqu'à l'observatoire vous assurer qu'il ne soit rien arrivé à l'Archimage. »

« Avez-vous des questions? »

Encounter Three: Wounded Tree

Vous dirigeant vers le nord-est en quittant Sefmur, vous longez la rivière Sefmur, frontière entre Suvii et Keruz. La fraîcheur des derniers jours a fait place à une journée fraîche mais plaisante.

Deux jours hors de la capitale, vous pénétrez dans une clairière sur une légère butte. Comme une main faite de pierres, cinq menhirs percent la Taerre. La pierre au nord est beaucoup haute que les autres.

Pourtant ce n'est pas ce qui attire votre regard. Au center du cercle, un gigantesque saule, dont les branches supérieures tombent tristement,

alors que les branches inférieures semblent avoir été coupées. Le tronc lui-même a été entaillé à plusieurs endroits par des haches. Malgré ses sévères blessures, l'arbre tient toujours.

Des restes d'un feu de camp repose sous l'arbre qui fut majestueux.

Encounter Four: Ruins

Devant vous se dresse une tour carrée de pierre rouge. Trois étages de haut, le toit est percé d'un immense cylindre. Un drapeau use portant les couleurs de Tusmit pend mollement d'un mat au-dessus de la bâtisse.

Autour de l'observatoire, quelques ruines à peine debout couvrent le reste de la colline. Abandonné depuis longtemps, la nature a déjà réclaté la plupart des structures.

Conclusion

Le retour à Sefmur se déroule sans encombre. Fateil prend la note et la lit avidement. Il tourne d'abord très pâle envahi par la peur, puis se murmure à lui-même « Par les Quatre Pieds du Dragon... J'avais raison. » Levant les yeux vers vous, Fateil réfléchi pour un instant, ses yeux remplis de terreur...

« L'été va amener encore plus de guerre et de feu sur nos terres bien-aimées. Seulement cette fois, Tusmit devra affronter ses problèmes seule, puisse le Grand Clerc veiller sur nous tous. »

The End