

TUS4-Intro2

Tricks of the Trade (Get Rich or Die Trying)

**A One-Round D&D LIVING GREYHAWK[®]
Tusmit Introductory Regional Adventure**

Version 7.0

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For some people, all or nothing is all that matters. An adventure set in Sefmur for 1st level characters only.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Reporting

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum

above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 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

Tusmit has long been a crossroads for trade. Throughout the years, several merchant

houses have vied for economic control over a population known for its diversity of tastes and desires. Now, in an effort to enhance his business, one unscrupulous member of an upcoming trading organization has started mixing the illegal with the dangerous, and the situation has become a powder keg ripe to explode. Two unsuspecting travelers become the hapless victims of this struggle.

Hadrian is a Keoish merchant newly come to Tusmit. His brother, **Artaxerxes**, is a preacher and priest spreading the word of Saint Cuthbert while simultaneously protecting his brother. The pair are of Oeridian descent, but both bear faint traces of Suel heritage, which can serve to make a bad situation worse.

Together, the pair traveled the world. Hadrian dealt with mercantile affairs, and Artaxerxes dealt with protection and spiritual comfort. Several months back a Keoish merchant took Hadrian in a scam. This merchant convinced Hadrian to buy a herd of camels and travel with them to Tusmit, which he described to Hadrian as being a desert paradise in need of such beasts. Excited at the idea of a large profit, Hadrian agreed foolishly. Now he has arrived in Tusmit and found that, to his dismay, the land is not desert but lush grassland, and home to some of the finest horses he has ever seen.

Shareef Al'Tamar is a local merchant of the House of Tamaref, an official member of the Mouqollad Consortium. He deals primarily in

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

staple goods with salt being their primary merchandise. Over the last several months he has taken to diluting the salt he sells with a mixture of sand and chalk in order to turn a bigger profit. Originally his goal was to woo the woman of his desires in an extravagant manner such that his competition would have no chance.

Shareef succeeded, and is recently married. However, seeing as how no one realized the salt he sold was being diluted, he continued to do so. With the fine profit he turned from the illegal salt practices his greed increased and it was only a small step to start a small but efficient forging operation that deals in the local currency.

From the events in the market place in the **Introduction**, Shareef sees a way to make a profit out of the misfortunes of the Keoish travelers. Planting counterfeit coins on Hadrian serves two purposes – 1) to test if the coins can be passed off and 2) if they can, to buy up the camels with the fake money.

Masseh ibn Kalla is another local merchant of the Joint Houses of Ahlem and Ammar. They are the large trading house, also a member of the Mouqollad Consortium, that deals with imports and exotic wares. Until the coming of the war the House has done very well. However, due to the war the taxes and tariffs imposed on the populace has pushed luxury and exotic goods out of the general populations' grasp.

Masseh and Shareef were the best of friends since childhood. Recently, both of them had their eye fall upon the same woman, and fell into competition for her. Masseh's business was doing well, but Shareef's new trading practices ensured that he was doing better. He was able to woo the woman more completely and, to no one's surprise, Masseh lost out, and the friendship they once shared was ruined. Masseh is highly suspicious of how Shareef has suddenly become rich and is embittered by the loss of his heart's desire to another man.

There is a common saying that goes "The most dangerous enemies are the friends you've double-crossed."

Glass Company is a small but ambitious mercenary company that has recently started hiring out in Tusmit. They are primarily hired by Mouqollad Consortium members to take care of some of the dirtier details of existence.

Adventure Summary

Please note that the events of this scenario do not have to occur in their encounter order. The Heroes are likely to break from the order and do unexpected things. If they do so, proceed to the encounter that fits their actions.

Introduction: The heroes arrive in the city of Sefmur, meet the cast of characters, witness some interaction between them, and are approached by Atraxerxes and Shareef.

Encounter One: The Heroes follow the request of Artaxerxes and investigate the trail of salt to its supplier.

Encounter Two: Frightened by the recent turn of events, Hadrian and Artaxerxes ask the Heroes to help guard their investment overnight.

Encounter Three: The Heroes speak with Masseh, who is furious at the events of the past few weeks. He asks them to either sabotage Shareef's business by planting evidence that will draw the authorities, or investigate the matter on their own, whichever they are more comfortable with.

Encounter Four: The Heroes decide to thoroughly investigate Shareef's salt storage facilities, either by guarding it at his request, or trying to break in.

Encounter Five: The inside of the warehouse and a possible conflict with a Salt Mephit Guardian.

Encounter Six: The Heroes decide to take the matter to the authorities, or lose a combat and end up in custody.

Encounter Seven: Masseh accuses Hadrian of passing counterfeit coins and Artaxerxes takes his brother's place in jail.

Encounter Eight: The Heroes listen to all three sides and find the forging operation, either intentionally or as a set up.

Conclusion: The Heroes either succeed in exonerating Hadrian and Artaxerxes or not. They can then either pay the fine themselves or an innocent man serves a lengthy jail sentence out of love for a sibling.

Introduction:

Passing through the winding streets of the city of Sefmur, your senses are assaulted by a

myriad collection of interesting sights and sounds. The merchants of the city obviously plan on taking advantage of the warm weather.

The atmosphere is festival like and the populace is jovial and friendly. A lineup of people, mostly of parents and children snake their way to a small stand selling spicy kabobs.

Right next to this booth you can see an outlander in strange dress, calling out in a strange accent above the din of playing children and eager merchants.

The voice belongs to Hadrian, and he attempts to tempt passersby into purchasing one of his camels. He extols their seemingly endless virtues to any who will listen: tireless, strong, feisty, and require little maintenance. Several beasts can be seen, but most are in a pen behind his brother Artaxerxes who is reclined in a shaded chair reading from a text written in Ancient Suel. Both men are Oeridian with a tinge of noticeable Suel features.

Anyone paying attention (Sense Motive [DC 12]) will notice that Hadrian seems frustrated and a bit worried. This is attributed to the lack of interest in his wares.

Shareef Al-Tamar is also nearby, amongst the crowd. A Spot check [DC 10] shows that he is watching the Keoish men with interest, apparently interested in the man's wares, but waiting for the right moment to approach.

Masseh ibn Kalla has a small tent not too far from the camel pen. He is engaged in a brisk business while he bargains with a pair of Perrenlands over a brace of finely crafted throwing knives he is trying to sell them.

Allow the heroes to show interest in any of the local establishments. As soon as they start to look bored, near-tragedy will strike.

Amongst the chatter of the market, a shrill cry rings out.

"Falleh! Help! Someone help!" A small woman kneels besides a boy who has collapsed and is coughing up blood.

Falleh is a small boy who has eaten a potentially lethal dose of tainted salt on his spiced kebab. The salt, laced with sand, has torn open something inside him. He is obviously dying. The mother calls out for help. Artaxerxes sizes up the situation for two rounds before acting, which should give the

heroes a chance to act first. Otherwise he is the next to approach and help the boy.

A Heal check [DC 10] reveals that the boy has ingested something causing the discomfort. A Heal check [DC 15] reveals that a regular cure spell will stop the bleeding momentarily, but not cure the ongoing problem. A Heal check [DC 20] reveals the boy is suffering from physical internal damage, rather than poison and a Heal check [DC 25] allows the healer to take the appropriate actions to remove the cause (the salt mixture has torn his insides). Artaxerxes confirms or share this information with the heroes if they fail to identify it or ask for confirmation. Should all else fail, Artaxerxes steps in and heals the boy.

Until the problem is solved, the young boy needs to make a Fortitude save [DC 20] or bleed for 1d6 points every round. A Heal check may be attempted every round.

Falleh: 6 HP, Fort Save +0

The crowd begins cheering if the boy sits up. He starts flocking around the hero (or Artaxerxes) who healed him. Artaxerxes looks chagrined and a bit bewildered at the attention.

A Spot check [DC 12] is required to see the kebab the boy was eating on the ground. Hadrian and Shareef eventually both bend over to pick it up and examine it should no else have done so after ten rounds. Hadrian gets his hand on it first and gives it to Artaxerxes, who quickly examines it.

At this point, Masseh comes storming through the crowd and grabs Shareef by his robes, and begin yelling at him about responsibility and proofs. The focus of the crowd quickly shifts to watching the altercation.

Masseh handles Shareef roughly and curse the man soundly. He raves on like a madman about this being "All your fault" and that "No matter what it takes, I will see you exposed!" Shareef is unable to get a word in edgewise. Finally, Masseh pushes Shareef away and stomps off while Shareef crumples to the floor at the feet of one of the Heroes.

The heroes have three immediate choices here.

- They can run after Masseh. If this is the case then proceed to **Encounter Three: Of Carnivores and Merchants.**
- The heroes decide to talk to Artaxerxes and/or Hadrian. If this is the case proceed

to the section entitled '**Outlanders**' further in this encounter.

- The heroes decide to talk to Shareef. If this is the case proceed to the section entitled '**The Snake**' further in this encounter.

If the heroes do not make the first move Artaxerxes approach the heroes. Hadrian helps Shareef up from the floor, where Masseh pushed him down. Proceed to the section entitled '**Outlanders**'.

Outlanders

Artaxerxes is clearly not the brains of the brother's operation. In short, he's simple, but he's caring. He introduces himself and holds out the kebab to the heroes, pointing it out as the source of the problem. It's hopelessly covered in dirt from where the boy dropped it. A Heal or Knowledge (Nature) check [DC 20] confirm Artaxerxes' claim that something seems wrong with the salt on the kebab.

Artaxerxes implores the heroes to investigate this matter. Hadrian argues that since they are outlanders, they will have a hard time getting any information out of the populace. Artaxerxes is adamant that if they start investigating, that they start immediately.

Meanwhile, Shareef watches this all in silence, and wait for the Heroes to respond to Artaxerxes before he speaks up. Proceed to the section entitled '**The Snake**'

The Snake

Shareef introduce himself to the Heroes and the outlanders. He comes off as a genuinely pleasant man. He is small and Baklunish, with a quick grin and a friendly demeanor.

Shareef Al'Tamar – Male Human (Baklunish)
Expert 2/ Important skills: Bluff + 6, Sense Motive +6

He explains what he does here in Sefmur (that he is a merchant dealing in staple goods), and ask the Heroes to consider a proposition. Shareef tells the Heroes the very basics of the problem with Masseh, that they used to be friends and now are bitter rivals. Now, in front of all these people Masseh has threatened to pin this disaster on him. If the heroes would be so kind as to help him he would be much obliged.

Shareef attempts to hire the Heroes for the sum of 50 fountains (gp) apiece to guard his salt house until the following day when the Arbitrator arrives.

Development: If the heroes choose to follow Artaxerxes proceed to **Encounter One: Slugs and Salt Trails**.

If the heroes choose to help Shareef proceed to **Encounter Four: Guard Duty**.

Encounter One: Slugs and Salt Trails

This section is relevant to the heroes only if they are looking to find the merchant responsible for the quality of the salt on the tainted kebab. Most often they arrive at this point at the behest of Artaxerxes.

A Gather Information check [DC 15] is required to proceed further in this encounter, noting that it will take 1d4 hours for this check. If the heroes fail they must be approached by Masseh and told that Shareef is responsible. If the heroes listen to Masseh at this point proceed to **Encounter Three: of Carnivores and Merchants**.

Success gives the heroes the following pieces of information:

- The vendor, named Halaffa has always run this booth in the past and has never had any problems.
- All the food from these vendors are prepared elsewhere and brought to the grounds ready to be served after some heating only.
- A good place to find information is in the Bathhouses, in particular, a Ketite one run by an Oeridian.
- Shareef represents the House of Tamaref and Masseh is from the Joint Houses of Ahlem and Ammar

In the confusion of the marketplace, the owner of the kebab has panicked and run off. While he may not know why the boy is sick, he knows the boy ate from his stand last, and he fears the harsh laws in Tusmit. The stand is now deserted. No one saw where the vendor went.

A quick inventory of the stand shows that it is well stocked, but all the food here is fully prepared. It

must have been prepared and then brought here in bulk for quick re-heating and sale. A Search check [DC 18] finds several small ticket stubs for one of the Bathhouses in town.

The asking around and/or the searching will have given Shareef some time to get some thugs to dissuade the heroes from investigating the salt, for he knows it is his salt, and he is guilty. The thugs intercept the heroes just before they reach the bathhouse. The street they choose is fairly wide but rather deserted. As they attack, they yell something about "Punishing those who aid the Suel outlanders."

APL 1 – EL 3

Thugs (4); War1; Baklunish Humans; hp 10 each; See Appendix One.

Tactics: The thugs are nothing but hired goons out to take on the heroes for the money they got from Shareef. They attack the Heroes right in front of the bathhouse, attempting to swarm the biggest hero they see

At all times the thugs use non-lethal combat with saps. If disarmed, they draw other weapons and take a –4 penalty on their attacks. They are not looking for major punishment if caught and do not change this tactic under any circumstance. If seriously wounded, they attempt to flee.

Development: The Heroes may lose to the thugs. If so, they wake in **Encounter Six: The Authorities**. The adventure is not over, but the first day has ended without any success on behalf of the heroes.

If they fend off the thugs (make them flee) they may continue into the bathhouse.

If they render any of the thugs unconscious they can search the thugs. One of them is carrying an ornate masterwork dagger with the symbol the House of Tamaref deeply engraved on the hilt.

The Bathhouse

The Bathhouse is owned by Jal'akra the Sender (Oeridian Expert 4) who has run this bathhouse for many years, after taking over from his father, and grandfather. It has become part of the lifeblood of the city. The populace has grown accustomed to having the Ketite bathhouse here and despite current tensions it is always filled with people.

Jal'akra is rumored to know a little bit about everything. Jal'akra tell the heroes what they are looking to hear if they ask (no check required).

In this case, he knows the little man who ran the booth at the market as he often comes to this bathhouse. He is willing to point him out to the heroes if they guarantee the man's safety.

If they agree, he asks the heroes to wait for a few minutes, and then they meet the vendor, a man named Halaffa.

If the heroes don't agree, Jal'akra tells them they he has no information that can help them.

By the end of this encounter dusk has set.

The Vendor

Halaffa is simply a man trying to make his way in the world. He prepares the food himself, and says that the meat is deer meat from a local butcher and that the spices come from the merchant Shareef of the House of Tamaref. He buys spices regularly from a small storehouse, but has never been inside. Furthermore, he says that all the spices in the city get sold through the House of Tamaref, one way or another. The only place he knows of to find Shareef is at the warehouse.

Development: If the heroes decide to return to the outlanders proceed to **Encounter Two: Fear and Loathing**.

If the heroes decide to go and speak to Masseh, take them to **Encounter Three: Of Carnivores and Merchants**.

If the heroes decide to confront Shareef, proceed to **Encounter Four: Guard Duty**

If the heroes decide to approach the authorities with this information, take them to **Encounter Six: The Authorities**.

Treasure:

APL 1: 35 gp (l); 2 gp (c); 0 (m)

Encounter Two: Fear and Loathing

This encounter takes place if the heroes return to the outlanders after **Encounter One: Slugs and Salt Trails**.

Hadrian and Artaxerxes inquire to the information the heroes may have gathered.

Artaxerxes cures any wounds the heroes may have suffered during combat, up to 3 *cure light wounds* spells and 3 *cure moderate wound* spells (he is saving his *Cure Minor Wounds* for other

problems). Hadrian become very concerned that Shareef, who had been so kind to them, was the one responsible for the tainted salt.

Upon discovering that the thugs had been released either to the authorities or just defeated and let go (left unconscious, or run away) Hadrian becomes very worried.

If the heroes mention the masterwork dagger from **Encounter One: Slugs and Salt Trails**, Hadrian looks doubly suspicious and mumbles that perhaps Shareef is more complicated than he seems, and that this land is not for him.

Hadrian then beseeches the heroes to help watch over their investment. He mentions that they must be vigilant tonight for news that they know who is responsible for the tainted salt surely has reached the ears of the guilty party by now. And as the heroes were attacked to be dissuaded of pursuing that line of question, so might the outlanders. While Artaxerxes can protect Hadrian, the camels are relatively defenseless. And losing those would cause the brothers serious financial woe.

For the job of protecting the camels Hadrian offers the heroes 50 fountains each to stand watch the night. He makes it known that he intends to pack up and head out first thing in the morning.

Hadrian and Atraxerxes eventually take their leave, and the Heroes presumably stand watch (if not, skip the rest of this encounter). Shortly after dark (within an hour), a pair of mercenaries hired by Shareef attempt to break into the pens and free the camels, causing a disturbance, and potential loss of stock. They also plant some evidence against the brothers (a small sack of counterfeit coins) near one of the camel halters.

APL 1 – EL 3

Glass Company Mercenary (2); Ftr1; Baklunish Humans; hp 15 each; See Appendix One.

Tactics: The Mercenaries come hurtling over the sidewall of the pen. When they see the Heroes, they warn them off, telling them to “Go on their way or get hurt.”

The pen is 50 by 50, with a 5' wall on all sides save a double door exit to the north in the middle of the wall. The walls are wooden slats, climbable with a DC5 check. The interior of the pen is dirt (no vegetation) with a water trough (10 long) directly to the west of the double doors leading into the pen. Feed is generally dumped in on a daily basis and there is little or none of it remaining. Randomly arranged in the pen are 6

camels (10 by 10 creatures) who do not participate in the combat.

At all times the Mercenaries use non-lethal combat and take a –4 penalty on their attacks. They are not looking for major punishment if caught and do not change this tactic under any circumstance. If seriously wounded, they attempt to flee.

Development: If the heroes lose, they are healed by Artaxerxes in the morning, who encourages them to report this crime to the Authorities. Hadrian and Artaxerxes are trying to collect their camels. If the heroes agree proceed to **Encounter Six: the Authorities**.

Otherwise, if the heroes wish to continue accompanying the outlanders, proceed to **Encounter Seven: Counterfeit**.

Treasure:

APL 1: 72 (l); 50 gp (c); 0 (m)

Encounter Three: Of Carnivores and Merchants

This encounter takes place when the heroes go to talk to Masseh. The text in this encounter accounts for the following situations:

- The heroes followed Masseh from the market square after having shoved Shareef down. If this is the case refer to the section entitled **‘Off in a Huff’**.
- The heroes agree to listen to Masseh while guarding Shareef’s salt warehouse. If this is the case refer to the section entitled **‘Salt can be Sour’**.

Either way Masseh asks the heroes to perform one of two tasks.

The heroes are asked to help the Arbitrator to see that Shareef and the House of Tamaref requires further investigation (minor sabotage). If this is the case refer to the section entitled **‘Salt Sabotage’** for more information on the mission Masseh requests.

The heroes are asked to gather incriminating evidence to present before the Arbitrator. If this is the case refer to the section entitled **‘Salt Sleuth’**

for more information on the mission Masseh requests.

Masseh's motivations are both professional and personal. He relates the story between him and Shareef and does not hide or gloss over any details that do not flatter him. Masseh is jealous and bitter, but truly believes that Shareef is tainting his goods and hurting the populace. Masseh really is a good person, who is just so furious that he has lost sight of his usual reason.

Off in a Huff

Masseh is *furious* and on the edge of losing reason. When the heroes catch up to him he is pacing around, cursing in a variety of different languages and generally fraying at the edges. He immediately launches into a diatribe of the unfairness of the situation, stopping to listen to the heroes (with great difficulty) when they start talking.

If the heroes succeed at a Diplomacy check [DC 20] he calms down somewhat and becomes relatively more lucid. He answers whatever questions they have with forced patience.

Once the heroes have asked their last question, he ponders and realizes an opportunity may be presenting itself. First he delicately discovers the nature of the heroes' alignment. He is looking to see if they would be willing to help bring Shareef's practice down directly, or if a more laborious (and legal) solution must be found.

Refer to the appropriate task section (**Salt Sabotage** or **Salt Sleuth**) depending on the vibe Masseh gets from the heroes.

Salt can be Sour

Masseh has come to the heroes with a cooler head. He sees that they have been taken in by Shareef and are guarding Shareef's salt warehouse. He knows nothing of the thugs sent to attack the heroes.

He tries to persuade the heroes that 'taking a look around' may in fact reveal the truth to the heroes. He is positive that they will find the salt is tainted on their own, he just wanted to make sure that Shareef didn't swap the tainted goods for clean goods when the Appraiser arrives.

If the heroes do any work for Masseh he offers them 50 fountains each.

Salt Sabotage

Masseh asks the heroes to plant evidence that will catch the eye of the Arbitrator. He is basically asking for the heroes to run up a red flag that will force a large scale investigation (by the officials). He wants to be sure that when he insists to the Arbitrators that Shareef needs investigating that something is found and he will not have wasted anyone's time.

Masseh provides the heroes with a small scroll tube and a scroll inside, listing two popular smuggling routes and ways of avoiding taxes, as the evidence to plant.

Once the heroes agree proceed to **Encounter Four: Guard Duty** in the section entitled **Sweet Sabotage**.

Salt Sleuth

Masseh asks the heroes to break into the warehouse to ensure that Shareef hasn't switched the salt and erased the evidence. Once the heroes have done this he wants them to report back to him so that can be absolutely sure of his accusations when the Arbitrator comes.

Once the heroes agree to this proceed to **Encounter Four: Guard Duty**, the section entitled **We Want In**.

Treasure:

APL 1: 0 (l); 50 gp (c); 0 (m)

Encounter Four: Guard Duty

There are two ways that this encounter can take place.

- The heroes have agreed to work for Shareef and are defending the salt warehouse. If this is the case refer section entitled '**On the Wrong Side**' under the **Tactics** section of this encounter.
- The heroes have agreed to break in to the warehouse on behalf of Masseh. If this is the case refer to the section entitled '**We Want In**' under the **Tactics** section of this encounter.

The warehouse is 40' by 40', with a set of double doors on the north face. The night is clear and calm. There are some noises inside the warehouse that can be heard with Listen check [DC 15]. The main path leads up to the north face and there is a 10 foot clearing between buildings

on the west and east side. The south face has two windows that have been barred and shuttered and are no longer functional. Things are leaned up against the window from the inside preventing entry.

APL 1 – EL 3

Glass Company Rogues (3); Rog1; Baklunish Humans; hp 11 each; See Appendix One

Tactics: Either attacking or defending, the heroes encounter the Glass Company Rogues.

At all times the rogues use non-lethal combat. They are not looking for major punishment if caught and do not change this tactic under any circumstance. If seriously wounded, they attempt to flee. They do not divulge any information to the heroes or the authorities under any circumstances.

On the Wrong Side

This case accounts for the heroes working for Shareef to guard the warehouse.

The trio of rogues tries to break in shortly after midnight. The rogues were hired by Shareef but made to appear as though they are trying to plant evidence. They have on them bags of chalk and fine sand. Additionally, one of them is carrying a masterwork dagger engraved with the heraldry of the House of Ammar.

Development: If the heroes win the fight Masseh approaches about an hour after the attack on the warehouse. Move to **Encounter Three: Of Carnivores and Merchants**. He genuinely does not know anything about attack and flee if the heroes try to harm him in anyway.

If the Heroes lose the fight, they wake up in **Encounter Six: The Authorities**.

We Want In

This text accounts for the heroes looking to get into the warehouse and do the bidding of Masseh.

Here the three rogues are guarding the front gates. Two are kneeling in the dirt playing dice to pass the time and the other is sitting up against the doors half asleep.

The heroes can gain entrance to the warehouse in one of several ways. They can fight the rogues,

Bluff [DC 15] their way in, or bribe [5 gp each] their way in.

A successful Bluff will convince the guards to let the heroes in, providing they can come up with a good reason. They will let the heroes into the building for five minutes unattended. If the heroes don't leave by that time the rogues turn and fight them.

A failed Bluff check angers the rogues and they attack.

Development: If the heroes succeed in getting in, proceed to **Encounter Five: Salt Tables**.

If the heroes fail to do so they wake up in **Encounter Six: The Authorities**.

Treasure:

APL 1: 3 gp (l); 5 gp (c); 0 (m)

Encounter Five: Salt Tables

This encounter takes place inside the salt warehouse owned by Shareef.

Inside the warehouse are several crates stamped with the approval crests of the Mouqollad Consortium and the house crests of the House of Tamaref. Inside the crates are piles and piles of salt, apparently pure. A Search check [DC 25] of the warehouse turn up a set of sacks half-filled with sand and chalk hidden behind some rotting wallboards. Also behind the wallboards is a pair of small iron-lidded casks. Inside the casks are salt similar to that in the crates, but examination (Search, Survival or Profession: Cook [DC:10]) shows that the salt is tainted with the chalk and sand from the sacks.

Guarding the "tainted" salt is a Salt Mephit. He is one bored little guardian, never getting to actually do anything. Promptly on the hour he casts his *glitterdust* to liven things up (and he therefore does not have use of it for the **Encounter**). On top of that, he hates the moisture of this environment (the humid air in the city) that he uses his ability to draw moisture out of the air each day at dawn – so it too is unavailable unless the heroes come in exactly at dawn (and note the limitations on his fast healing as described in Appendix One).

Salt Mephit; Small Elemental; hp 19; See Appendix One.

Tactics: The Mephit has strict orders to guard the salt only. He does not leave the warehouse under any circumstance. He is also lazy – he only flies when seriously threatened (down to 3 hp or less). Otherwise, he fights to the best of his abilities and does what he can to guard the “tainted” salt.

Development: If the heroes lose the combat, the Salt Mephit binds their wounds (whether they are alive or not), stabilizing them and dumps them in the alleyway (he is not the brightest tool in the shed when it comes to covering up his attack). The heroes wake up in **Encounter Six: The Authorities**, or they run away and can do/go wherever they wish. If they do nothing but return to the market place in the morning they can encounter Masseh and Hadrian. Proceed to **Encounter Seven: Counterfeit**.

If the heroes return to Masseh, he asks them to accompany him to the market in the morning to see the Arbitrator. But first, he would like to solidify a deal with Hadrian. Go to **Encounter Seven: Counterfeit**.

If the Heroes take this turn of events to the authorities, go to **Encounter Six: The Authorities**.

Treasure:

APL 1: None

Encounter Six: The Authorities

This encounter can be reached through several paths. The following are a guideline:

- If the heroes committed any crime or involved in any scuffle they are detained here. They witness the aftereffects of **Encounter Seven: Counterfeit**, as referred to in the section entitled ‘**For the Love of Brothers**’.
- If the Heroes approach the authorities before they have done anything illegal (such as in **Encounter Five: Salt Tables**) refer to the section entitled ‘**You Have Their Ear**’.
- They witness the aftereffects of **Encounter Seven: Counterfeit**, as they

see Hadrian brought in and Atraxerxes take his place for punishment. If this is the case refer to the section entitled ‘**For the Love of Brothers**’.

- If the heroes wish to report Masseh’ desire to sabotage Shareef or turn in any thugs. If this is the case refer to the section entitled ‘**Someone Else in Trouble**’.

You Have Their Ear

If the heroes enter and have not committed any crimes (the Qadi – Clerics of the Exalted Faith tasked with upholding the law – ask under *zone of truth*) they inquire to the nature of their business.

The Qadi listen to most things and agree to anything reasonable that does not violate some law, somewhere, or allow for the law to be broken.

So, if, for example, the heroes present a good case for why they should be granted permission to enter the premises of Shareef’s salt warehouse and wish to be deputized (so as not to break the law) the authorities agree.

For the Love of Brothers

If the heroes are detained because they woke up here, or because they committed some crime and are being questioned and sentenced they miss the market events in **Encounter Seven: Counterfeit**. They do, however, see the fallout events.

They see Hadrian brought in chained and manacled, and watch his interaction with the Qadi. Hadrian is charged with distributing counterfeit coins of the realm and sentenced to time in jail offering no valid defense. Further, the Qadi remarks on his Suel ancestry and checks Hadrian’s license to sell draft beasts.

Hadrian has no such permit, and the Qadi sentences him to a fine equal to two times the value of the camels, to be spent in jail until he can pay. Artaxerxes throws himself at the Qadi’s feet and begs to allow him to take Hadrian’s punishment in his stead. Shocked (and touched by this show of love – Sense Motive check [DC 5]), the Qadi agrees. Artaxerxes is divested of his personal belongings and left in a cell. Hadrian is led away and told that he has three days to pay or the herd is confiscated permanently and become the property of the Sheik.

The Qadi dealing with the heroes punishes them according the laws of the Sheikdom. Refer to **Appendix 2 – Laws** for a list of laws.

Masseh and Hadrian see the heroes here. They each ask for help from the heroes. If the heroes agree and can come up with a good reason – (Diplomacy or Bluff check [DC 10]), they can summon a guard to them who lets them out and finish the balance of their sentence at the end of the mod. They can likewise attempt to bribe him to get out if their reasoning fails (10 fountains). Proceed to **Encounter Eight: The Cleanup**.

Someone Else in Trouble

The heroes decided to either turn in any thugs, turn in Shareef for being responsible for the tainted salt incident in the market, or turn in Masseh for wishing to sabotage Shareef/hire out the heroes to break in and investigate.

The Qadi thanks the heroes and sends people to investigate their claims.

Treasure:

APL 1: None

Encounter Seven: Counterfeit

This encounter takes place on the morning of the second day.

There are two conditions by which the heroes do not witness this encounter:

- If they are in custody with the authorities in **Encounter Six: The Authorities**.
- The heroes do not complete the adventure for some reason.

Otherwise, the heroes arrive at this encounter because they followed one of the three main characters.

If the heroes were last with the outlanders or with Masseh refer to the section entitled '**Counterfeit Shmounterfeit**'

If the heroes were last with Shareef proceed to **Encounter Eight: The Cleanup**.

Counterfeit Shmounterfeit

At first light, Hadrian and Artaxerxes meet up with Masseh. They have gotten together to discuss a potential sale. Masseh has arrived with bodyguards and asks to inspect a camel for a possible purchase.

Hadrian agrees, somewhat stunned, and Masseh inspects several of the beasts. Pleased by what he sees, he begins haggling with Hadrian over the price of one of the beasts. After a spirited bargaining process (Appraise check [DC 5] to recognize the quality of the haggling), a deal is struck for a single camel. Masseh says that if the camel does well, he will buy the rest of the herd at the same price. Hadrian looks pleased and money changes hands.

Masseh starts to put his change away, looks at one of the silver hookahs he has been given and bites into it. He immediately becomes furious and starts screaming at Hadrian, accusing him of being a cheat. Hadrian looks confused, and Masseh flings the silver hookah at him. The coin is a forgery with an iron slug in the center. Masseh calls for the guards.

If the heroes did not successfully guard the camels (**Encounter Two: Fear and Loathing**) then a small bag of counterfeit coins is found on one of the camels, attached to a halter. If they did successfully guard the pen that bag is not present, but as the guards search Hadrian's purse they find several counterfeits, which were simply exchanged with Hadrian by Shareef's men during regular trade. Masseh demands Hadrian be taken away and the guards agree.

Artaxerxes starts yelling at Masseh once the guards lead Hadrian away, accusing the merchant of planting the coins to be able to get them in trouble. Masseh yells back, and his bodyguards step in between the two. Artaxerxes is furious and clearly has to calm himself down. The situation is a stalemate and they glare at each other for a few seconds before both being taken away by the guard.

If the Heroes follow they see the exchange of punishments from **Encounter Six: The Authorities**.

If they do not, Hadrian comes back to the market in about an hour to speak to the heroes, letting them know what happened, should they ask.

Encounter Eight: The Cleanup

This encounter takes place immediately after **Encounter Seven: Counterfeit**. There are two conditions under which this encounter can start, and two paths which the heroes can take.

- The heroes were detained in **Encounter 6: The Authorities**. If this is the case refer to the section entitled '**After the Fact**'.
- The heroes were at the market place and witnessed the exchange. If this is the case refer to the section entitled '**Red Handed**'.
- The heroes have worked for Shareef diligently and still wish to. If this is the case refer to the section entitled '**One Track Mind**'.
- The heroes have worked for Shareef, but eventually discovered that he is not what he seemed. The heroes now wish to work for either the outlanders or Masseh. If this is the case refer to the section entitled '**Once and for All**'.
- The heroes have worked for either the outlanders or Masseh and still wish to. If this is the case refer to the section entitled '**Once and for All**'.

After the Fact

The heroes will be approached by either Masseh or Hadrian, since they have been brought to the authorities as well. They will plead their case the heroes, even if they had previously worked for Shareef. The outlanders have the same goal – to investigate / bring down Shareef's operation.

Red Handed

The heroes have just witnessed the events in **Encounter 7: Counterfeit**. Hadrian comes to them, desparate, and explains the situation as he understands it. Under a *zone of truth* he heard Masseh swear that the coins were not his doing, and that he believed it to be the handy work of Shareef. Hadrian ended up listening, and has discovered a possible location for the heroes to go and investigate. Doing so will clear both Hadrian and Artaxerxes as well as Masseh from the crime of counterfeiting.

One Track Mind

Shareef approaches the characters when he gets a chance to clean up loose ends. He knows that the Keoish cannot afford the fine and that Masseh has been made to look a fool. It is even possible that when the Sheik claims the camels and sells them that only he will put in a bid for them. The last threads he needs to tie up are the heroes and closing his forging operation.

He tells them that they have done a fine job, and offers them a hundred gold fountains to guard some of his more delicate possessions as he moves them to a more sturdy building. He will send them directly to his forging operation with strict orders to guard the porters there.

After four hours, the last set of crates are moved, and the last set of porters - actually the forgers Shareef has been using - start to filter out. It is a Spot check [DC 24] to notice the hidden Glass Company 'assassins' readying to attack. This check is only available to heroes stationed outside the storehouse.

Proceed to the combat in this encounter, under the section aptly entitled '**Combat**'.

Once and for All

Hadrian, Artaxerxes, and Masseh want the forging operation to be found so as to prove their innocence, and preferably Shareef's guilt.

The heroes must make a Gather Information check [DC 10] to find the location of the forging operation. This check reveals that an unusual number of day laborers were hired in one of the poorer sections of Sefmur. With a Gather Information check [DC 15] the heroes learn that these laborers were hired to move goods from one of Shareef's buildings to another. The pay Shareef offered is triple the regular wage, so news spreads fast. Note that retrys are allowed on this check, taking one hour per attempt. At each retry, reduce the DC of the check by 2, as word filters through the city. There is no impact on being late but a sense of urgency should be conveyed to the players.

Eventually the heroes arrive at the new building that Shareef is using to store his goods. It is the center of his forging operation, which he has shut down and hopes to make look like a regular storehouse.

The heroes will arrive just after the assassins moved into the house. They will hear the cry of the first stabbed forger.

Combat

Warehouse layout: The warehouse is 80 feet long and 40 feet wide. There are rows of boxes extending 15 feet from either wall (leaving a 10 foot space between to move boxes and other goods. There is a five foot space from the wall, then a row of boxes, then another five foot space,

from one end of the warehouse (80 feet in total) to the other. There is one set of double doors at the north end of the warehouse, in the middle as a main entrance. There is a single door at the rear, an exit. Buildings adjoin on either side. The warehouse is 20 feet tall but a single story. There are small windows set in the front and back but could not be used for entrance save by a Tiny creature or smaller (they are open to the elements). The street beyond is 25 wide and all of the buildings in this area are warehouses – with current economic turmoil, there are no other passersby at the time of the combat.

APL 1 - EL 3

Glass Company Assassin (3); Ftr1; Baklunish Humans; hp 11 each; See Appendix One.

Tactics: The Assassins are serious and intent on lethal damage. They take a round to coup de grace any fallen enemy unless the battle is still in doubt or they are threatened by another person. In the first round, one attempts a coup de grace on the fallen porter to impress upon the characters the lethality of the situation.

Development: Any surviving porters/forgers thank the heroes profusely and tell them that they need the protection of the Qadi. They admit to being forgers working for Shareef, and beg to be taken to the authorities. They may spend time in jail, but that's better than being dead.

Characters may search the warehouse for evidence if none are left alive – Search check [DC 15] to find the crates below.

In order to provide the proof, any remaining forgers open three of the crates they just moved. These crates contain mostly salt with small bags hidden in the salt containing the following (or the heroes find them with a Search check):

Crate One: 100 counterfeit minarets.

Crate Two: 200 fountains, 200 hookahs, all counterfeit.

Crate Three: 400 counterfeit tokens.

Proceed to the **Conclusion**.

Treasure:

APL 1: 112 (l); 100 gp (c); 0 (m)

Conclusion

The conclusion of the module is based largely on the path the heroes took. Read the following and advise the characters of the relevant outcomes.

- If the forgers were saved (or at least one of the rogues in **Encounter 8: The Cleanup** was left alive) they will reveal all the necessary information to the Qadi to exonerate Artaxerxes, Hadrian and Masseh from the counterfeit scandal. Hadrian and Artaxerxes then sell the camels and reward the heroes with 100 fountains each and Masseh provides them with 100 fountains as a reward for helping clear their name of the counterfeit scandal. (total reward: 200 gp)
- If the heroes also manage to prove that Shareef's salt is tainted, a warrant is issued for his arrest. It then turns out the merchant has left the city (and his new wife).
- If the heroes are unable to provide the necessary evidence Artaxerxes is sentenced to three months of labor in the Iron mines to pay the fine. Their remaining goods are confiscated and Hadrian becomes a destitute beggar. If the heroes wish to intervene, the remaining fine is 1000 fountains (much less than the herd is worth but money from the brothers has already been taken into account).

Treasure:

APL 1: 0 (l); 200 gp (c); 0 (m)

End

Treasure Summary

Encounter One

APL 1: 35 gp (l); 2 gp (c); 0 (m)

Encounter Two

APL 1: 72 (l); 50 gp (c); 0 (m)

Encounter Three

APL 1: 0 (l); 50 gp (c); 0 (m)

Encounter Four

APL 1: 3 gp (l); 5 gp (c); 0 (m)

Encounter Eight

APL 1: 112 (l); 100 gp (c); 0 (m)

Conclusion

APL 1: 0 (l); 200 gp (c); 0 (m)

Module Total

APL 1: 400 gp max

Experience Point Summary

Encounter One

Defeat the Thugs: 135 xp

Encounter Two

Defeat the Glass Company Mercenaries: 135 xp

Encounter Four

Defeat or bypass the Glass Company Rogues:
135 xp

Encounter Five

Defeat or Bypass the Salt Mephit Guardian 135 xp

Encounter Eight:

Defeat the Glass Company Assassins: 135 xp

Story Award:

Arrange to have the brothers freed, whether by gathering the evidence needed or by paying their fine 60 xp

Roleplaying Award: 90 xp

Maximum XP: 450 xp

Appendix One

Encounter One

Thugs (4); War1; CR ½ ; Baklunish Humans; Medium Humanoids (5' 9" tall); 1d8+6; hp 10; Init +0 (Dex); Spd 30 ft; AC 13 (T 10, FF 13) (+3 studded leather); Atk or Full Atk +1 melee (1d6, [crit 20] [x2], sap); BAB +1; Grapple +1; Space/Reach 5 ft./5 ft.; SA; NA; SQ NA; AL LN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 9.

Skills and Feats: Climb +3, Handle Animal +3, Ride +4; Toughness, Toughness.

Possessions: Studded leather armor, sap, club, 2 daggers.

Encounter Two

Glass Company Mercenary (2); Ftr1; CR 1; Baklunish Human; Medium Humanoid (5' 8" tall); 1d10+5; hp 15; Init +5 (Dex); Spd 30 ft; AC 17 (T 11, FF 16) (+2 dexterity, +4 chain shirt, +2 heavy wooden shield); Atk or Full Atk +5 melee (1d8+2, [crit 19-20] [x2], masterwork longsword); BAB +1; Grapple +3; Space/Reach 5 ft./5 ft.; SA; NA; SQ NA; AL LN; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Profession (Armorer) +4, Improved Initiative, Weapon Focus: Longsword, Toughness.

Possessions: Chain shirt, heavy wooden shield, Masterwork Longsword, 2 daggers.

Encounter Four

Glass Company Rogues (3); Rog1; CR 1; Baklunish Humans; Medium Humanoid (5' 7" tall); 1d6+5; hp 11; Init +2 (Dex); Spd 30 ft; AC 14 (T 12, FF 12) (+2 dexterity, +2 leather); Atk or Full Atk +1 melee (1d4+1*, [crit 20] [x2], sap); BAB +0; Grapple +1; Space/Reach 5 ft./5 ft.; SA; NA; SQ Sneak Attack +1d6, Trap Sense; AL LN; SV Fort +2, Ref +4, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Disable Device +4, Gather Information +3, Hide +6, Listen +5, Move Silently +6, Open Lock +6, Search +4, Spot +5, Tumble +6; Combat Reflexes, Toughness.

Possessions: Leather armor, dagger, sap.

Encounter Six

Salt Mephit; CR 3; Small Outsider (Earth, Extraplanar); 3d8+6; hp 19; Init -1 (Dex); Spd 30 ft, Fly 40 ft. (average); AC 16 (T 10, FF 16) (-1 dex, +1 size, +6 natural); Atk +7 melee (1d3+3, [crit 20] [x2], claws); Full Atk 2 +7 melee (1d3+3, [crit 20] [x2], claws); BAB +3; Grapple +2; Space/Reach 5 ft./5 ft.; SA; Breath Weapon, spell-like abilities, *summon mephit*; SQ; Damage Reduction 5/magic, darkvision 60', fast healing 2; AL N; SV Fort +4, Ref +2, Will +3; Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +4, Hide +9, Listen +6, Diplomacy +3, Disguise +2 (+4 acting), Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings); Power Attack, Toughness.

Breath Weapon (Su): 10 foot cone of salt crystals, damage 1d4, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-like Abilities: Once per hour a salt mephit can use *glitterdust* (DC 14, caster level 3rd).

Once per day it can draw the moisture from an area in a 20-foot radius centred on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half, caster level 6th). This effect is especially devastating to plant creatures and aquatic creatures, which take a -2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A salt mephit heals only if in an arid environment (in this case, within 20' of his starting location).

Encounter Nine

Glass Company Assassin (3); Ftr1; CR 1; Baklunish Human; Medium Humanoid (6' 2" tall); 1d10+1; hp 11; Init +6 (Dex); Spd 30 ft; AC 18 (T 12, FF 16) (+2 dexterity, +4 chain shirt, +2

heavy wooden shield); Atk or Full Atk +5 melee (1d6+2, [crit 19-20] [x2], masterwork scimitar); BAB +1; Grapple +3; Space/Reach 5 ft./5 ft.; SA; NA; SQ NA; AL LN; SV Fort +3, Ref +2, Will +1; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Perform +2, Profession (Mercenary) +4; Dodge, Improved Initiative, Weapon Focus: Scimitar.

Possessions: Chain shirt, heavy wooden shield, masterwork scimitar, scimitar, 2 daggers, sap.

Appendix Two – 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 tusmittriad@yahoogroups.com.

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.

Disturbance of the Peace

Any act of interrupting, molesting, agitating, or otherwise changing the status of repose, or quiet environment to which the victims are entitled.

Sentences: Riot Incitement: Imprisonment of up to six time units and a fine equaling two times any damages caused.

Riot, participation: 10d4 lashes and a fine of fifty fountains.

Minor Disturbance: A fine of twenty-five fountains. This fine is doubled for repeated offences.

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

Bribery

Paying, soliciting, or receiving private favours in return for affecting a public action.

Sentence: Noble: Fine equaling 150% of bribe, and 5d4 lashes.

Other: Fine equaling 150% of bribe.

Vandalism

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

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

Operating without a proper licence

Acting, performing, or otherwise engaging in a transaction without proper documentation.

Sentence: Two times the cost of the goods, services, or information, sold.

Impersonation

Pretending to be, imitating the mannerisms, claiming to be, or representing without authority, another person.

Sentence: Official, Clergy, Military: Imprisonment of up to six time units, and loss of fifty percent of property.

Other: Imprisonment of up to three time units.

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 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 equaling up to five times the worth of the goods, services or information.

500 fountains worth or more, or theft of a horse: Sent to the mines instead of imprisonment, lashes, the fine and severance of the main hand.

Kidnapping

Abduction, removal, or taking away of a person without consent, or a justifiable reason.

Sentence: One year in the mines per abducted person.

Trespassing

Unauthorized entry or presence onto property.

Sentence: Imprisonment for one time unit and a fine of fifty fountains per offence. Repeated offences stack.

Please note: if the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains per week in the mines.

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

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

The Self-Defence 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).