

TUSI3-03

Big Troubles in Little Tusmit

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

Version 1.2

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The Halfling community of Akcool is having trouble with dangerous creatures preying on their valuable livestock. They are looking for heroes to make their country safe again. Could you be the heroes they need? An adventure for 1st level characters.

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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 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 seven 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 rule books 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players

vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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*.

Special thanks goes out to my editor and playtesters.

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 Players participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the Players participating in the adventure.
2. If Players 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 following 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.

CR	1	2	3	4
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	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.

4. If you are running a table of six Players, 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 Players 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. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Players 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.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may

be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Time Units and Upkeep

This is a one-round Regional introduction 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 round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

Bramish, an ugly half-orc was always an outcast. Throughout his life, he was a pariah. As a child, his only friend was his dog, a dirty, flea-infested mongrel. This relationship brought the youth into contact with nature where he befriended a lone wolf. The two of them lived a simple nomadic life together for a few years.

Living in the hills, staying away from settlements, Bramish trained his animals. One day, in the Yatil mountains, he encountered an orphaned baby Hippogriff. Bramish took care of the baby and trained him as his pet. Bramish, his wolf and his newfound friend lived on the fringes of Tusman society, deep in the hills.

However, a few days ago Bramish fell from a tree and broke his leg, leaving him crippled. Unable to go feed himself, his faithful Hippogriff began hunting for food. The beast saw the nearby fields where sheep grazed peacefully. The Hippogriff has taken many sheep and goats from local shepherds. Bramish crawled into a nearby bear cave for shelter, protected by his faithful wolf. Scene One: The players arrive on the scene as the Hippogriff tries to take off with a local farmer's ram.

Scene Two: The players meet the local farmers. The farmers scream and are very angry. Everyone is scared. If the players don't volunteer, someone will volunteer them. The players are offered a night at the mayor's house and some celebration.

Scene Three: The players are approached by a young halfling who saw a misshapen creature and

a hippogriff in the hills. He'll give a rough direction to the location where he saw the man.

Scene Four: On the way into the hills, the players are attacked by goblins.

Scene Five: The players find Bramish still wounded. He sends his wolf to attack them. Finally, the players confront Bramish who has lost everything, and is left crippled. The Players have a choice of what to do with him.

Scene Six: The players return to Akcool and must give a detailed account of their adventure to the assembled folk.

Introduction

Leaving your homes, you are headed for Sefmur, where you hope to find adventure and wealth. On the road, you have met other youths who are headed in the same direction and share your dreams of fame and wealth.

Let the players introduce their characters.

You are currently in the peaceful hills of Suvii. You haven't seen that many humans here. Most the locals in the area are Halflings, Gnomes or Dwarves. Humans tend to live in larger towns or in isolated thorps and villages. The local county's gently rolling hills, sheep and goats are being watched by young halflings lying under the shade of tall trees. Other halflings are busy fixing their mills or just sitting back smoking a pipe. As you pass by, these good citizens of Tusmit wave to you with a smile.

A painted sign reads "Welcome to Akcool, Best Foods in Tusmit, Ask for our famous cheese." Further down the road, you can make out the numerous barrows and you can see halfling women busy hanging sheets or beating carpets. Halflings seem to make up all of the population of Akcool.

The breeze brings you the smell of baked potatoes with a touch of that sour spice from the Udgru whose name you can never remember.

Delicious mutton stew with galda stuffing reach your nose next, followed by roasted pig with rich herb marinade. The delicious and subtle flavors assail you and you cannot help but dream in anticipation of the upcoming delight.

Encounter One

Your dreams of culinary delights are interrupted by a sudden scream. Someone is in trouble.

Have each player make a spot dc12 or listen dc 12 to locate the screams and the many sheep running in a nearby pen. Otherwise, have the Ram killed when the players arrive on the scene. The field is 50feet by 40 feet

As you enter a grazing area, you can see that many sheep are all packed in the corner, hiding from a hippogriff that is trying to grab a large ram. The hurt ram is trying to fight the hippogriff with limited success.

The shepherd is nearby, fumbling to find his sling. "Oh thank the gods, Heroes! Please help me! Save my ram!" he shouts at you as you come out of the hedges.

The hippogriff is 50 feet from the players, and has the ram cornered, Tomate 'Tom' Harissa (the poor halfling) is 40 feet across the field. If the Players help him he simply goes to take up a defensive position by placing himself between the Hippogriff and the rest of the flock.

Hippogriff: hp 25; see Monster Manual,

Tactics: The hippogriff tries to attack the ram but fails on the first round. It only attacks the ram until one of the Players actually hurts it, at which point it will attack them.

Since the hippogriff is trying to feed its friend and master, it will not flee when half of its hit points are gone.

Encounter Two

Once the players have vanquished the Hippogriff, ten halflings appear through the hedges, all with their slings in hand. Their leader, and new burgomaster of Akcool, Haricot 'Hari' Homus thanks the players for their help.

While most of the Halflings head for the mighty beast, a pudgy Halfling walks up to you, and with a quick bow introduces himself.

"Greetings my friends, I am Hari (pronounced HAH-REE) Homus, the local constable for the village of Akcool, and this here is my son-in-law, Tom (pronounced TOME) Harissa. I thank you very much for having saved the boy. There is a bounty for killing the beast and making our village safer."

The assembled Halflings begin complaining simultaneously. Forcing Hari to turn around and face them.

"What if more of these things come?", "It could've been my daughter!", "Lets get the Militia to take care of this!" "So close to town!" "It's the third time this week!" and even "Hari, what are you going to do about these things?"

"Now, my friends, I promise I'll get some of the Pasha's men on this. I'm sure we can get someone who can help us."

If the players offer themselves, the Halflings are very happy and smiles appear on their faces. Otherwise, have one of the Halflings point to the players and say "What about them?" Then everyone looks at them, waiting for an answer.

If the players wonder what the prize is for the killing of a Hippogriff, Hari tells them that it is 50gp each, claimable in any larger towns where there are government offices (obviously, there are none in Akcool).

When the players agree, the Halflings will shout out their joy, and hail them as heroes and saviours. If they have any question, Hari tells them he will answer them once in his house, after a good home-made meal.

Hari invites the players to spend the night with him, where he introduces his wife, the lovely Galda and their 8 children still living with them. He'll tell them that his eldest son, Hari Jr, has just left for his own house and that his eldest, Abi is now married to the neighbour's kid, Tom. He will also proudly say that one of his daughters, Pommette, has left to work in the kitchen of some aristocrat in Sefmur.

Inside the house, Galda insists that the Players let their boots & weapons outside. Only slings, clubs and quarterstaves are allowed. The ceiling throughout the barrow is 5-feet tall.

Upon entering the house, Hari's wife, Galda insists on everyone leaving their weapons and their boots in the cloakroom outside the barrow.

Galda Homus's meal is delicious. Sauces filled with flavors, meats cooked to perfection, vegetables adding some color to the delicious meal. You reach paradise when she brings out the hard cheese pickled in cider "made by my lovely son Mel" she says while looking at Mel. You are about to burst when finally she brings out the dessert, a three-story cream cake topped with fresh strawberries.

Once the meal is done, Hari congratulates his wife on her talents. Congratulations echoed by her obviously favourite son, the pudgy Mel, who can't say enough good of the food.

Hari sits back, lights a pipe and starts telling you tales of his troubles with a nearby genie. These troubles are over now as he and Ali have come up with a deal where the Halflings feed him and the Genie in turn helps with some difficult tasks around the farm. The Genie

however has left for parts unknown, as he sometimes does.

Hari describes some of the events from the interactive “La Chicane dans le Voisinage” by yours truly. The events in that adventure have little else to do than present the characters.

If the players have questions for him, Hari will answer them to the best of his ability. Note that Hari believes there are a number of hippogriffs, not just one.

Why is there a bounty on hippogriffs?

The local folk being quite small, they make for easy snacks for griffins and hippogriffs. There is a bounty on most large beasts that might attack the local folks. Since they live in the hills, hippogriffs are quite common in these parts.

How long have attacks occurred?

Attacks have always taken place, but for the last week or so, hippogriff attacks have taken place all over the county. Hari thinks something must be chasing them from their homes in the Yatils.

Have any Halflings been attacked?

No, but they don't want to wait for one to be taken by the beasts.

Will we get paid for this?

Yes, the local folks aren't rich, but they can guarantee a delicious meal like none you ever have.

What is it about a Genie?

A Genie lives on Hari' field. Normally, he would ask Ali for help, but Ali isn't there. Note to DM: The Janni, named Ali-Kafour lives in a field just east of Hari' barrow. However, Hari does not elaborate more than “he's gone right now, and I don't know where”. Ali has no impact on this adventure.

When the players run out of questions for Hari, read the following to them.

Just as everyone is about to retire, Mel comes back in the room, with another Halfling in tow. Hari walks up to him, holding out his hand.

“I've come to talk to the heroes” says the newcomer. “My name is Lem Taboolay, son of the famous cheese maker. I just have to say that a few days ago, I looking for Winespot, my best milk goat. She's prone to wander about while I take my nap. “

“Anyways, I found her high up in the hills. After I found her, I was heading back home when in the distance...I saw a beast talking to a hippogriff. It couldn't be human and seemed to communicate with the hippogriff. He has this big wolf-thing with him. When my mother told me you heroes had agreed to rid us from

the hippogriffs, I ran here thinking that might be an important clue for you.”

Lem indicates the direction to the players. It takes them directly into the Sehla hills, towards the Yatils. It was near a hill with a flat rock on top. Lem doesn't know anything else. Fearing for his goat, he headed back, and didn't ask any questions. He doesn't know much more.

Lem actually saw Bramish (the beast), his hippogriff and his wolf (it's just a large wolf, but Lem thought it was huge).

Encounter Three

In the morning, Hari thanks the Players and promise them a feast when they have rid them of the other hippogriffs.

Heading east into the Sehla Hills, you walk towards the mighty Yatil Mountains. The land here is even more sparsely populated. There are no more signs of sentient life than the occasional abandoned campfire. Following Lem' instructions, you are looking for the hill with a large, flat rock on the top.

Have the players give you a spot DC15 roll. Those Players who make it are not surprised.

Goblins (6): hp 4,4,4,4,4,4; see Appendix I

Tactics: The goblins fire their javelins at the less armored characters during the surprise round. They then rush in, charging at the largest target. The goblins retreat as soon as half of their numbers have fallen. They wake up sleeping goblins.

Encounter Four

Once the goblins are defeated, have the Players roll survival DC15 to locate the hill. If they fail, look dejected but have the Players find the hill just before nightfall.

Just ahead of you appears the hill Lem described. The flat rock he mentioned extends from the hilltop, providing a nice vantage point over the surrounding countryside. Under the rock, you can see there is a dark opening. Perhaps a cave?

A survival roll DC 15, will tell the players that the area is covered with bear tracks.

As the players approach the cave, a loud grunt can be heard emanating from within. If there is a druid among them, you can tell him that the grunt was not from any animals he knows. The growl comes from Bramish.

Approaching further, Bramish' wolf moves out of the shadows and growls menacingly, warning the players to stay away. When the players

approach within 30 feet, the wolf comes out and growl menacingly at the players. If the players approach further, the wolf attacks.

What the wolf really wants is food for himself and for Bramish. Anyone succeeding at a Handle Animal DC15 knows that. The players can find other ways of getting by the wolf without fighting it. They could cast sleep on it. Or they can approach the wolf with a Handle Animal DC15. Give them a +4 circumstance modifier if they offer food.

The cave is about 40 feet deep and 15 feet wide. The players can see a very dirty and unkempt half-orc covered in hides.

He only grunts, as he speaks no human language. The players have to draw or mime their way. Bramish isn't stupid, but he does fear other people. Bramish will explain his story to the players. (See introduction).

There are many ways for the players to conclude this encounter successfully. Leave it up to the DM to decide how successful the players are. However, if at any point, they threaten Bramish or if they want to bring him forcefully to civilization or if they want to receive payment for their service to Bramish (he doesn't understand payment); then they fail. Bramish is in no hurry. Casting magic near him scares him, enough that he will strike the spellcaster, if the Players have not explained what they are doing to him clearly.

To make Bramish better, either a cure light wounds or a heal check (DC 20) should do it. However, before doing either, the Players will have to explain themselves and do a bit of role-play. Remember that Bramish isn't stupid he is simply uneducated and without social skills. He knows he cannot win a fight with a group of well-armed Players. He is clearly afraid.

The goal of this encounter is to have the players role-play the situation.

Bramish: Crippled Male Half-orc hp 3, see Appendix I

If the Players act unfriendly or threatening to Bramish, the wolf will attack. If that is the case, Bramish will fight from his square. Because of his broken leg, Bramish cannot move. He isn't allowed a 5-foot move. Bramish's profile takes into account these modifiers.

Treasure: If the players kill him, Bramish has a collection of shiny tokens and rocks. These are actually rough gems and bits of silver.

Encounter Five

This encounter happens as soon as the Players say they are ready to leave the cave. You can let them rest here if they wish. When the

Players are about to leave the cave, the bear returns! And it is quite pissed off to find people in its den. Put the bear just outside the cave, and the players inside!

Black Bear: hp 15, see Monster Manual I

Tactics: Like any natural animal, the bear will flee when its hit points fall below half.

Encounter Six

The players now have to return to Akcool and explain what is happening. Once they reach Hari's burrow, a crowd of Halflings quickly gather to hear what the players did.

Let the Players make a short speech to the Halfling. Have the Players make a DC10 diplomacy roll with up to a +4 bonus if they mention the attacks will cease. The Halflings then offer a nice bounty to the Players in the form of farm animals, cheese, and other such loot. They also receive a letter of thanks from Hari and a letter of change for them to claim the bounty for the Hippogriff. The Players will be invited to a large banquet.

Conclusion

Everyone in Akcool came for the feast held in your honor. Everyone wants introduce you to his or her family, thank you in person and offer you gifts.

Your only problem is the quantity of apple cider and berry wine they keep offering you, not counting the number of bowls of stew or the creamy sauces & desserts. These people really define Tusman hospitality!

If all adventures end on such a high note, you really have chosen the best path in life! Unfortunately you know that there are rough times ahead. But if there are good, hearty folks like these who will always be looking up to you, then its all worth it.

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 One

Defeating the Hippogriff: 60xp
Offering to help the Halflings: 30xp

Encounter Two

Good roleplaying with the halflings: 30xp

Encounter Three

Defeating the goblins: 60xp

Encounter Four

Defeating the wolf & Bramish: 60xp
-or-
Not fighting the wolf: 90xp
Helping Bramish: 60xp

Encounter Five

Defeating the bear: 60xp

Encounter Six

Making the Halflings understand Bramish's plight: 30xp
Good Roleplaying: 30xp

Total possible experience:

APL2 450 xp;

Treasure Summary

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

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

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

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

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

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 50% of book price).

Appendix 1: NPLAYERS

Encounter One: The Hippogriff

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Three: The Goblins

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL A: L: 25 gp; C: 0 gp; M: 0 gp

Encounter Four: Bramish

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL A: L: 0gp; C: 50 gp; M: 0 gp

Encounter Six: Rewards

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

If the players made the diplomacy roll:

APL A: L: 0gp; C: 75 gp; M: 0 gp

If the players failed the diplomacy roll:

APL A: L: 0gp; C: 25 gp; M: 0 gp

Total Possible Treasure

APL 2: 200 gp

Goblins (6), War1: CR 1/3; Small-size humanoid; HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 Size, +2 leather armour, +1 light shield); Atks +2 melee (1d6 [crit x2], morningstar) or +3 ranged (1d4 [crit x2], javelin); AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 13, Int 10, Wis 9, Cha 9.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4; Spot+2 Alertness.

Possessions: Leather Armour, Javelin, Morningstar, small steel shields

Bramish, Male Half-orc Rgr1: CR 1; Medium-size humanoid; HD 1d8+2; hp 10 (3); Init -5 (Dex); Spd 30ft. (0ft.); AC 8 (-5 Dex, +3 hide armor); Atks +5 melee (1d6 [crit x2], Quarterstaff) AL N; SV Fort +4, Ref -3(+4), Will -; Str 16, Dex 0 (14), Con 14, Int 8, Wis 11, Cha 4.

Skills and Feats: Hide +4, Listen +2, Survival +4, Handle Animal +0, Spot +3; Self-Sufficient

Possessions: Hide Armour, Quarterstaff, shiny trinkets

Appendix 2: Textes Français

Introduction

Vous avez quitté vos maisons pour vous rendre à Sefmur où vous espérez trouver l'aventure et la gloire. Sur la route, vous avez rencontré d'autres jeunes qui se vont également route pour la Capitale de Tusmit. Ils partagent vos rêves de gloire et de richesses.

Vous êtes présentement dans les tranquilles collines du Sheikat de Suvii. Il y a bien peu d'humain dans cette région. La plupart des habitants sont des Petites-gens, des Gnomes ou des Nains. Les Humains vivent surtout dans les grandes villes ou dans des villages isolées.

Le comte que vous traversez possède un décors tranquille de collines douces, de grands arbres et des chèvres surveillées par de jeunes Petites-gens dormant à l'ombre un arbre réchauffés par le Soleil d'été. D'autres sont occupés à réparer leur moulin ou assis à fumer une pipe. A votre passage, tous ces bons citoyens de Tusmit vous envoie la main avec un sourire.

Un signe sur lequel on peut lire "Bienvenu a Akcool, Meilleure Nourriture a Tusmit, Demandez nos fromages "

Plus loin sur la route vous pouvez apercevoir plusieurs terriers où des femmes Petites-gens battent des tapis suspendus ou qui étendent des draps sur des cordes à linge. Les Petites-gens semblent former la totalité de la population de Akcool.

La brise vous apporte l'odeur de pommes de terre au gratin, avec un soupçon de cette épice aigre de l'Udgru dont le nom vous échappe toujours. Un délicieux ragoût de mouton farci au galda vous parvient ensuite, suivi d'effluves de cochon rôti mariné dans un riche mélange d'épices. Les délicieuses et délicates saveurs vous assaillent et vous vous trouvez incapable de ne pas rêvasser, salivant d'anticipation pour les délices à venir.

Encounter 1

Vos rêves de délices culinaires sont brusquement interrompu par un cri soudain. Quelqu'un a besoin d'aide

Comme vous pénétrez dans l'enclos, vous pouvez voir que plusieurs moutons sont à s'entasser dans un coin. Comme s'ils espéraient se cacher ainsi de l'hippogrieffe qui tente de s'emparer d'un gros bélier. Le bélier est blessé, mais tente de combattre l'hippogrieffe, avec un succès plutôt limité. Le berger est tout prêt, cherchant sa fronde. « Les dieux soient loués, des héros ! S'il-vous-plait sauvez-moi ! Sauvez mon bélier ! » Vous crie-t-il.

Encounter 2

Alors que les Petites-gens se dirigent vers la bête tombée, un Petites-gens rondouillet s'approche de vous et se présente avec un bref salut.

« Bonjour mes amis, mon nom est Hari Homus, je suis le constable du village d'Akcool. Lui, c'est mon gendre, Tom Harissa. » dit-il pointant le berger. « Je vous remercie de votre aide et pour avoir sauver le petit. Il y a une prime pour la mort de la bête et pour avoir ainsi, rendu notre village plus sécuritaire.

Le groupe de Petites-gens commencent à faire savoir leur mécontentement, forçant Hari à se retourner pour leur faire face.

« Et si d'autres de ces choses viennent !? », « Ca aurait pu être ma fille ! », « Allons chercher la milice pour qu'elle s'occupe de cette affaire ! », « Si près du village ! », « C'est la troisième fois cette semaine ! » et même « Hari, que vas-tu faire ? »

"Allons, allons, mes amis, je vous promet de mettre les hommes du Pasha sur l'affaire. Je suis certain qu'on peut trouver quelqu'un pour nous aider.

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En entrant dans la maison de Hari, sa femme Galda insiste pour que vous laissiez vos armes et vos bottes dans un garde-robe à l'extérieur du terrier.

Le repas de Galda Homus est délicieux. Des viandes cuites à la perfection, des sauces pleines de saveurs, des légumes ajoutent une touche de couleur au somptueux repas. Vous atteignez le paradis lorsqu'elle sort le fromage mariné dans du cidre, « fait par son bon fils Mel » dit-elle regardant son fils. Vous croyez exploser lorsque finalement elle amène le dessert, un gâteau à la crème à trois étages, le tout couvert de fraises fraîches.

Une fois le repas terminé, Hari félicite sa femme sur ses talents de cuisinière. Félicitations reprises et surenchères par son fils préféré, le gros Mel, qui ne parvient pas à dire suffisamment de bien du copieux repas.

Hari s'accote sur le dossier de sa chaise, s'allume une longue pipe avant de commencer à vous raconter ses problèmes avec un génie. Ses problèmes sont maintenant résolus car lui et Ali, le génie, se sont entendus car les Petites-gens le nourrissent et en retour, Ali l'assiste à faire différentes tâches autour de la ferme. Cependant, Ali est parti en ce moment, comme il lui arrive à l'occasion.

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Alors que tout le monde se prépare à se retirer pour la nuit, Mel revient dans la cuisine, un autre Petites-gens derrière lui. Hari se lève et lui tend la main.

« Je suis venu parler aux héros » dit le nouveau-venu. « Mon nom est Lem Taboolay, fils du fameux fromager. J'ai simplement à dire qu'il y a quelques jours, je suis parti chercher Winespot, ma meilleur chèvre à lait. Elle a la mauvaise habitude de se promener dans la nature pendant que je fais une sieste.

« Enfin, j'ai fini par la retrouver loin dans les collines. Je rentrais alors que j'ai vu une bête. Elle ne pouvait pas être humain et semblait parler à un hippogriffe. Elle avait une grosse chose-loup avec elle.

« Lorsque ma mère m'a dit que vous avez accepté de nous aider, je suis venu à la course, pensant que ce pourrait être important pour vous. »

Encounter 3

Vous vous dirigez vers l'est dans les collines de Sehla, marchant vers les puissantes Montagnes du Yatil. Le terrain ici est encore moins peuplé. Il n'y a aucun signe de vie intelligente excepté des campements depuis longtemps abandonnés. Suivant les indications de Lem, vous cherchez la colline avec une grosse pierre plate sur le dessus.

Encounter 4

Devant vous apparaît finalement la colline décrite par Lem. La pierre mentionnée s'étend au-delà de la colline, formant un promontoire offrant une vue superbe sur la contrée avoisinante. Sous la pierre, vous pouvez voir une entrée sombre.

Conclusion

Toute la population d'Akcool est présente pour le festin donné en votre honneur. Tout le monde veut vous toucher, vous présenter leur famille, ou vous offrir des cadeaux.

Votre seul problème est la quantité de cidre de pomme ou de vin de fraise qui vous sont offerts sans cesse. Sans compter les plats de ragoût ou de sauces crémeuses ou de desserts. Ces gens vous font vraiment découvrir l'hospitalité Tusmane !

Si toutes vos aventures se terminent sur une aussi bonne note, vous avez choisi la meilleure façon de vivre ! Malheureusement, vous savez qu'il y a des temps durs à venir. Mais tant que de bonnes gens vous accueilleront à bras ouverts, c'est une bonne vie.