

TUS5-03

Strands of Faith

A One-Round D&D[®] LIVING GREYHAWK[™]

Tusmit Regional Adventure

by Alexandre Foisy-Geoffroy

Edited & reviewed by the Tusmit Triad

Circle Edit: Tim Sech

Your steps have taken you to the city of Blashikdur. Outside of town, a camp has been built up with a banner displaying an armed man standing atop a mountain. It seems the followers of the Son of Light are preparing for a great pilgrimage. But like everything in Tusmit, not everyone agrees with their pilgrimage.

A Tusmit regional adventure for characters level 4 to 12. A sequel to **TUS2-08** *Historical Restoration* and **TUS4-02** *Grave Consequences*. Part one of the “Heroes of Days Past”

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com

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

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read

aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

The Story of Munthir Haddad

In the days when Tusmit was a young nation, Ulamur, first Pasha of Tusmit needed to consolidate his power. In those days (~2250-2270BH (~410 to -390CY)), the greatest threat to the fledgling country were the Flan occupants. Ulamur sent notices to the Flan leaders to submit to him or be destroyed. Many Flans simply accepted the new Pasha but others, especially the Ur-Flan settlers, refused to submit.

Ulamur ordered a series of high-ranking soldiers to lead armies to submit the Flan. Once an army was sent north, its leader was a follower of the Banisher of Darkness, a paladin called Munthir Haddad. Seeing that his enemies were corrupted and evil, many of them worshipping Nerull, Munthir's army (now known as the Host of Light) swept through the Flan settlements, burning them to the ground.

Seeing their numbers dwindle, the Ur-Flan began to animate the bodies of the dead to increase their forces.

The final battle took place near the village of Um-Mathar where the largest army of undead and Ur-Flan priests were gathered. This battle would decide the fate of the north of Tusmit.

The battle was fought hard, and many brave heroes lost their lives. The battle raged for days with the Ur-Flan continually animating their dead and throwing them into the fray. In the end, the Host of Light was victorious, and Munthir Haddad passed into local legend. The image of the enemies being sent constantly shocked the newborn

nation. It is said that since the battle Tusmans burn their dead to prevent them being raised again.

With time however, memories dull and Munthir was almost completely forgotten by the public at large. His tomb, once a chapel of Azor'alq was abandoned and forgotten.

But in 592CY (three years ago), the diary of Abbul Sharif, caretaker of the Tomb was discovered and brought to light. Tusman scholars searched and examined the writing detailing the life of Munthir Haddad. While the legend mirrors the story of the man, a single detail in the diary puzzled them.

Munthir Haddad is said to have died from a wasting illness he contracted at or shortly after the battle of Um-Mathar. How can a paladin die from a disease? The greatest historians of Tusmit are debating the issue.

The Hobgoblin Chieftain

Grostbar was born in the Yatils about thirty years ago. His tribe joined the Ketite army during the Greyhawk Wars. Grostbar became a great warrior and when the wars ended, he returned to the Yatils and decided to forge a name for himself. He quickly became a warlord in the goblinoid tribes

In the last 12 years, he led his tribe with an iron fist and turned them from a small tribe to a cohesive military unit.

When the Worldburners recruited a series of humanoids into their army, most of Grostbar's troops left. Grostbar himself decided to stay away from the conflict. He instead conquered by himself and forced into servitude a few goblin tribes who had scrapped a living in the Sehla hills.

Grostbar is not stupid. He knows the ways of man and knows the way of the Baklunish is to foster commerce and trade. He prays to a twisted version of the True Faith.

Blashikdur under martial law

Those who do not pay for upkeep OR elven heroes are taxed as they try and enter. The tax is APLx10gp. Any hero who does not pay this extra tax is not allowed to enter the city. This special tax has been raised by the Sheik to pay for the expenses of the army.

Because the city is under martial law, bows must be unstrung, and all weapons must be sheathed and peace-bound. That applies to all heroes not part of the army during their stay in the city. To unbind a weapon is a standard action that does not provoke. Those who do not obey this order, and are caught will be charged with Public Endangerment, which carries a fine of 100gp and 1d10 lashes. A second fine is the confiscation of the weapon, 500gp and 2 weeks in the mines. A third offense is confiscation of the weapon, 500gp in fines and 3 months in the mines, carried out right away.

Any non-standard animals (i.e. not found in the *Players Handbook*) are NOT allowed into the city during this time of martial law – with NO exceptions. The military commander of the city, Saeed Kazarai al-Liwa', has left explicit instructions to his men at the gate. Any normal animal of large size must be stabled (either as part of the cost of Upkeep, or at a cost of 1gp per day). Medium sized and smaller animals can be kept alongside the heroes, but they must be muzzled and leashed. Wizard/Sorcerer familiars need not be leashed, but muzzled.

Wild animals (wolves, for example) must be left outside the gates of the city. There is no argument that convinces the guards to let them in. Because of the elven connection to Nature, Kazarai al-Liwa' has been led to believe (another suggestion from Galastard) that those wild animals are spies for the elves.

Druids and others trying to avoid paying the taxes by flying over the wall are quickly found and arrested as spies. It takes 1d6 TUs for a hero to free himself of the charge, which takes him out of the rest of the adventure. If said hero is an elf, the Liwa' himself finds him guilty and executed without delay, his possessions given to the state.

Blashikdur is not a place to laugh about the law, especially not at this time. **Impress this upon the heroes.**

Tusmit Loyalists

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

- The Water Watchers
- The Tusman Army
- The Church of Al'Akbar

Tusmit Rebels

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

- The Knives of Winter goblin tribe
- Afhak Mahmoud's bandits.

Indifferent

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

- The Church of Azor'alq
- Everyone else

Theme & Choices

Throughout the adventure, the heroes are confronted with decisions. The clergy of Azor'alq is very zealous about its cause and so is Martha al-Istus.

This adventure offers two different paths the heroes may take. One, working with the priests of Azor'alq, this first path should be taken by most parties. The other way is shadier in terms of morality where the heroes work for Martha al-Istus.

Depending on the choices the players take during the adventure, it is possible that you, the DM, may have to improvise a little. What if the heroes decide to switch sides in the middle of the adventure? It's up to you, the DM, to advocate how this could work.

Of course, switching to work for Martha in the middle of the adventure is almost impossible but the heroes may come up with interesting and creative ideas. Reward creativity and intelligence with success. But the NPCs in this adventure are far from stupid. Joining the caravan after the heroes have attacked it shouldn't be easy.

Don't end the adventure simply because the heroes make slightly different choices than the ones offered here.

Introduction

Read or paraphrase:

In search of adventure you have arrived at the northern city of Blashikdur. You are surprised to see the amount of work being made on the city walls. The most important city in the north seems to be preparing itself to sustain a siege.

The waterways that lie next to the city are as important as any other in Tusmit, and it is under the watchful eye of the Water Watchers. It is a source of revenue, as well as a military tool. The Udgru Forest and the rebellious Elves that live there are under constant scrutiny of the Tusman army.

Squadrons of mounted Tusman guard ride along the column of people constantly looking closely at the crowd trying to enter the city.

Rumor spreads that the Sheik has declared martial law and that military command has passed into the hands of the local head of the Water Watchers Saeed Kazarai al-Liwa'. Apparently the elves of the Udgru are preparing a massive offensive against the city.

While elves are allowed inside the city, they are kept under strict observation and any mishap can get them executed. A special tax is being charged to those of elven blood upon entrance to Blashikdur. Someone tells you that once an elf tried to pass the city gates while invisible... The guards captured him and had him beheaded! Everyone recommends honesty and straightforwardness with the guard. It seems most people don't like what's going on, but don't make a scene. Nevertheless, you see the occasional elf and half-elf entering the city, answering the guard.

Finally your turns come up to enter the city where the guard examines each of you.

With all of the problems that have been seen in the region in the past few years, a large military force is garrisoned in and around town.

The guards question the heroes about their business in the city. Rank counts little here, as the guards all received their orders from Kazarai al-Liwa' (and have the paperwork to prove they can ask questions to anyone approaching the gates, this includes nobles, soldiers, foreigners, etc).

After taking in their names, the guard line up the heroes in a single file. Hand them **Player Handout #1: Martial Law in Blashikdur**.

The guards enforce the tax of 25gp on those who look suspicious (DM's call) and elves. If any of the heroes make a disturbance, they are arrested, and charged with Disturbance of the peace. The fine of 25 gp (doubled for repeated offenses) and 1d10+2 lashes. If the perpetrator is an elf or half-elf, they are taken into custody, and held for trial, found guilty of spying by the Liwa' and executed (effectively taking them out of the adventure).

Use of magic, except in protective circumstances, is not tolerated. The fine for being caught is 50 gp / spell level plus 1d10 lashes per spell level. Only members of the army are allowed to use arcane magic in town. Members of organized churches in Tusmit are also allowed to perform magic as long as no one complains and that there is no damage. Members of churches not recognized in Tusmit are not allowed to use magic (note that Olidammara does NOT have a recognized church). If the previous two rules are obeyed, no local complains.

Encounter 1: Information

This encounter details all the information the heroes may learn while in Blashikdur. It is presented in a series of small "mini-encounters" that can be played in a non-linear fashion.

Word on the street

The following information can be obtained by asking questions through a Gather Information check. Allow a +1 circumstance bonus for each gp handed over during the gathering of information. Members of the Church of Azor'alq receive a +10 Insight bonus to their check.

[DC 5] The followers of Azor'alq have set up a big camp just outside the city.

[DC 10] The followers of Azor'alq in Tusmit have gathered in or around Blashikdur. It seems they will leave soon on some kind of pilgrimage. All the leaders of the faith have gathered together.

[DC 12] They have been gathering for about a month, with new followers arriving every few days. The only traffic is between the camp and the temple, where the holy warriors have locked themselves in.

[DC 14] The Mullahs aren't in charge anymore, the army is. The Sheik passed all powers to the Liwa' and the place is now a lot safer from elven attacks.

[DC 15] Anybody taking a little time in the taverns hears comments like "I don't care that you guys are bothered about them. Ever since those banners have been flowing atop our city, the freaking elves have remained in the woods, and that's good enough for me. Let the followers of Azor'alq keep their secrets. As long as they're here, I'm happy."

[DC 16] Not all the followers of Azor'alq hail from Tusmit. Some of them also come from Ekbir or even as far as Zeif or the land of the Tiger and Wolf Nomads!!!

[DC 17] The followers of the Son of Light are known for being zealots and have been arrested a number of times for crimes like disturbing the peace or assault. Most of their attacks were aimed at the Mouqollad Consortium (see **TUS4-02 Grave Consequences**). But the assaults haven't stopped since.

[DC 18] The priests of Azor'alq are hiring men-at-arms and adventurers for whatever quest they are undertaking.

[DC 20] Kaza Al'Ahron al-Azor'alq, leader of the faith in Tusmit, has been seen going between the temple and the camp a number of times, and seems to be leading whatever operation the clergy is preparing now.

[DC 22] A blind priestess of Istus has been seen allowed in the temple three days ago. She was brutally thrown out half an hour later. She apparently cursed the priests out loud for their "folly"

[DC 25] A young boy is said to have snuck into the temple where he saw a tall golden vase. It was under heavy guard.

[DC 30] Since they received the ashes of Munthir Haddad, the priests have been frantic. They have gone across the Flanaess and searched the greatest arcane library and all the greatest divine libraries and schools..

[DC 35] The High Priest has discovered a way to bring back the great hero Munthir Haddad to life!!!

The Mullah

The Mullahs do not say what the clergy of Azor'alq is doing exactly, but it is very obvious they know what is going on and they approve. If prompted, the Mullahs tell the heroes to ask the priest of Azor'alq directly.

Note that the clergy of Al'Akbar knows about what is going on, but they have agreed to keep silent.

Most Mullahs resent the fact that they are not the ones who deliver lawful justice in town now that the military

is in charge. It is very obvious they resent martial law, but don't speak out against it.

Reporting to the Liwa'

All members of the army are asked to report to Kazarai al-Liwa'. The Water Watchers take down their names and residence and ask them to be ever vigilant for the presence of the enemy. The heroes are then free to go around town.

The Army

Members of the army, heroes spending an influence point with the army or those who succeed at a Bluff or Diplomacy check [DC 10+APL] (Ketites get a -4 circumstance penalty, while other foreigners only get -2; elves get a -6 racial penalty) can learn that some low-ranked guards are guessing all the commotion has to do with Munthir Haddad once again. The soldiers had to intervene more than a few times to stop brawls and vigilante-style attacks on the merchants.

Foremaster Jirah

The heroes may have met Foremaster Jirah in **VTF3-05 Firestorm**. The Foremaster knows nothing about this, since he spends his time researching evil cults, and he cares little for what the good priests of Azor'alq are doing.

If asked, he can tell the heroes about the story of Munthir

Haddad (refer to the 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).

The Temple of Istus

The Temple of Istus – well it's actually more of a shrine – has only a single priestess, a young woman barely out of her teens. She is not aware of anything that may have happened, or of any other priestess in town. She does say that the priests and worshippers of Azor'alq have become rather gruff and impolite towards her.

She nevertheless offer the heroes her services as a diviner (for the standard LGCS cost). If the heroes agree, the priestess tells them the following:

Death, Life all merge into one

Those in the light may not see

The blind may lead the blind

In the valley where death reigns once again

The priestess can offer no further insight on the meaning of her divination, but she says she will pray to gain more insight (to no avail).

Heading to the camp

Only members of the church of Azor'alq (from any country) are allowed into the camp. The camp is heavily patrolled by clerics and other warriors with dogs.

There is little of interest to see in the camp. There are a series of four heavily-guarded wagons. The central wagon has been *hallowed* and covered with an *invisibility purge* spell.

The camp has a large corral with many horses and an untied griffin walking about calmly. (This is a paladin's mount and uses its scent to look for intruders.)

Note that the camp is outside of the city. The heroes have to enter the city again. This means that some heroes may have to pay again to enter the town. Refer to **Introduction**.

Encounter 2: The Temple of Azor'alq

Any member of the Church of Azor'alq, or of the church of Al'Akbar, is allowed in the temple of the Banisher of Darkness. Members of the Faris, Heroes or Legendary Heroes of Tusmit are immediately allowed (but not Local Heroes or Supporter of Tusmit). Members of the Mouqollad Consortium or of the churches of Olidammara, Mouqol or Istus are –rather rudely– refused entry.

Other heroes must wait outside for the high priest to accept to see them.

The room just inside the gates, as well as the top floor where the followers of Azor'alq feed the blaze on the roof of the temple are both *hallowed*, with an *invisibility purge* attached to it. The urn holding the remains of Munthir has a *forbiddance* spell cast upon it. Only the high priest, Kaza Al'Ahran al-Azor'alq is allowed in the room where the urn is stored.

Heroes allowed inside the temple, are first sworn to secrecy, "for the good of the church" before being told what the clergy is doing. Those heroes are brought before high priest Kaza Al'Ahran.

In front of the blaze, kneeling in prayer is a number of followers. The priest escorting you approaches a balding man with white temple on his dark brown hair. The man stands and turns to you.

"Greetings and welcome to the temple of the Son of Light. I am Kaza Al'Ahran al-Azor'alq leader of the faith in all of Tusmit. I'm happy that you have come

here. We will soon embark on a great pilgrimage that will bring a new age of peace and glory to Tusmit."

"Would you like to join us in our glorious endeavor? The name of the Banisher of Darkness will once more shine upon this country as it once shined upon the rulers of the Baklunish Empire."

"We are in need of some adventurers to man our avant-garde. Perhaps you would like to be our avant-garde? Take your time to answer me, but know that we will be leaving in the morning, with the coming of the day."

If the heroes agree, Kaza tells them to be at the camp before dawn. He tells them that he extends the same offer to any other adventurers who are ready to serve.

Asking him for payment or rewards sees him shocked. "We offer you a chance for eternal glory and you think of gold?" Kaza asks each member of the party if they too are interesting in gold or glory. To those who answer gold, Kaza agrees to pay them 50gp for their troubles. On their AR, they receive "I work for gold" However they receive no further rewards from the priests. Members of the Mouqollad Consortium or of the churches of Olidammara, Mouqol or Istus are automatically considered to work for gold.

Information from Martha

If, after meeting Martha, the heroes decide to confront Kaza about what he is planning, Kaza does not deny the fact. Like a good zealot, he is certain that what he does is the best and only course of action.

He allows the heroes to change their mind about working for the priests. But Kaza insists that what they are doing is within the law and done with the approval of the Mullahs (which is true).

Is it illegal?

Some heroes may wonder if what the priests of Azor'alq are doing is illegal. The answer is no. Since Munthir was a known follower of Azor'alq, the clergy is allowed to try and bring him back to life; a Knowledge (Local/VTE) [DC 15] can confirm this.

The problem is deals more with ethics and morals. However, in that case, the clergy of Azor'alq is convinced what they are doing is right. Only the gods know if it is.

Encounter 3: The Prophecy

At one point, when the heroes return to their inn, the innkeeper hands them a letter, saying it was delivered earlier today by a young woman. Hand them

Player Handout #2: A letter

If the heroes go to the indicated address, they are met by a young woman dressed in grey robes topped by a large grey veil covering her from head to toe, a spindle attached to her veil. A Knowledge (Religion) check [DC 10] identifies it as a holy symbol of Istus, the Lady of Our Fate. Heroes from Baklunish countries immediately recognize the symbol for what it is.

The young woman makes sure none of the heroes are worshippers or member of the clergy of Azor'alq. Once satisfied, she opens the door for them and gesture them in.

Note: Martha has a *discern lies* spell active during the entire conversation. She immediately confronts any hero lying to her.

You are led in what appears to be emptied apartments, barred windows being the only decoration hanging on the white-painted walls. As you enter the farthest room to the right, you see only a woman wearing the veil and robes of Istus, sitting on the only cushion in the room, a crystal ball and a few scattered bones lying in front of her.

The lady doesn't even turn towards you when she speaks, her voice betraying her age: "Come and sit on the ground. We have no better accommodations. I chose this place in a hurry. Reishah my daughter, please leave us now."

You've just found a way to be somewhat comfortable when the old woman lifts her veil off. You are then born witness to a wrinkled face with milky-white eyes and all the weight of years. With this, she looks at you each as directly as if she had eyes to guide her movement, and says: "Martha al-Istus is my name. Now, let me tell you of what can be seen without eyes."

Heroes who played **TUS2-05 Better Off Forgotten** recognize Martha, the servant of Lara El'Anir, a priestess of Istus serving as advisor to the Pasha.

Read this if one or more of the Heroes has played **TUS2-05 Better Off Forgotten**:

Martha turns towards (the heroes who have played the scenario): You've seen me before, years ago, that is. Three years ago, a member of my order sent you to Dihl to investigate a forgotten dwarven door, which proved to be the work of evil creatures called the derro. Fate smiled on the land that carried so light a burden! Things are worse now, and I'll tell you, they're not going to get better anytime soon.

Start here if no one has played **TUS2-05 Better Off Forgotten**, or continue after the previous paragraph if one of them did:

"You are embarking on a calm journey, but towards an unwelcome purpose. I have seen what will come to be, should the chosen of Azor'alq succeed in their quest. They intend on reviving their hero of yore, Munthir Haddad, the Leader of the Host of Light, Vanquisher of Darkness and greatest of all heroes of Tusmit. I fear that they might succeed, succeed beyond their wildest dreams..."

"Let me tell you all the meanings of the prophecy I've read in the stars. Read it while I detail everything."

She hands them **Player Handout #3: The Prophecy of Doom**. Allow the heroes to read it. Heroes who received the "Prophecy of Doom" from **TUS5-02 Dancing out with the Starlit mage** can recognize the general meaning as being similar to what Fateil told them.

The first two verses are quite clear. They refer to the resurrection of Munthir and to his rise to glory, which will grant a new boost to the church of Azor'alq. I suspect the number of their followers will grow a lot after this. But there ends the good news for our land...

Later in the stanza, you can find that with the rising of the light (Munthir's resurrection), a great shadow will rise. I fear that there might be an undead trapped somehow by Munthir when he fought against the Ur-Flan long ago. Or perhaps, it is brought back with Munthir, Fate has a powerful voice and for everything that is given, something is taken away.

The 7th verse is the one I'm acting upon: trying to balance things out and avoid the rising of two opposites who would bring the whole country to war. Tusmit has enough problems without that.

The following verses mean that Munthir will lead a crusade against the World-Burners, and that everyone involved will wind up dead. That is what I am trying to prevent. Everybody dies means nobody wins.

I have absolutely no idea what the last two verses mean."

Note that a Knowledge (Arcana) reveals the next eclipse will happen towards the end of the summer.

The heroes are likely to want to discuss the prophecy. Martha answers questions as best she can, but she told the heroes most of what she knows.

Martha's viewpoint is that if Munthir Haddad is brought back to life, a great evil will rise, and bring death to all his followers, with the situation being no better than if he was not resurrected at all.

She doesn't want the heroes to hurt the followers of Azor'alq: she is very conscious of the fact that they have no ill intent. But, according to her, they are making a deadly mistake that the people of Tusmit will pay dearly, so it's better to stop it now. Sometimes, she says, the way to hell is paved with good intentions and the followers of Azor'alq, in their zealotry, do not see this.

She can not be swayed from her point of view; the heroes should realize that Martha, in a sense, is also something of a zealot. She tries really hard to convince the heroes to help her stop the pilgrimage, and won't give up until it is very clear that they all agree to ignore her pleas or that they refuse her.

Martha takes this action of her own, and makes it clear that she doesn't work for the temple. In fact, she guesses (correctly) the church would take a wait and see attitude.

If pressed as to what she wants to do, Martha says that as long as all of them do not agree to help her, she cannot reveal her plan, other than its nothing illegal. Talking before getting an agreement could put some people in danger.

If the heroes agree to help Martha with her plan against the priests of Azor'alq, take them to Martha's plan. If the heroes disagree, or if one of them is a worshiper of Azor'alq continue with **Encounter 4: Avant-Garde**.

Alternatively, the heroes may wish to obtain additional information. In that case, continue with **Encounter 1: Information**.

Martha's plan

If the heroes agree to help Martha, read the following, but don't forget that she has a *discern lies* spell active at all time during the meeting, so if a hero is just lying to her, she'll know.

"Thank you, oh noble heroes! I know that I am asking a lot of you, but be assured that I do this only because the nation needs it."

"My plan is really simple. The priests are headed to a valley a few days southwest of here, in the Sheikdom of Suvii. You and others I have recruited but trust somewhat less than you will steal the urn with the remains of Munthir Haddad."

"There is no need to kill these zealots, only taking the urn and coming back, Keep in mind: they are not evil folk but misguided fools."

Note that a third, better route is possible, but Martha hasn't thought of this plan. If the heroes have heard that the priests of Azor'alq are hiring guards for their caravan, they might realize that the best way to make the diversion is by being hired and "finding thieves on the way", which would only be a ploy to get as many of the followers away from the carriage with Munthir's corpse. If she hears this plan, Martha accepts it on the spot claiming it to be the perfect solution.

If this option is taken, then go to **Encounter 4: Avant-garde**. Only one problem: Martha's other men have no means to recognize the heroes, so their actions don't change. If Martha's idea is chosen, continue with

Encounter 8: Valley of Winter's Mists.

Interfering with Fate

It is possible the heroes challenge Martha's interpretation of the prophecy. Perhaps, they might say, the balance comes from talking. In that case, Martha is outraged and throws the heroes out. She does not offer them any employment. However, the heroes are right and Martha's way is wrong and plays with Fate.

Encounter 4: Avant-garde

If the heroes have not been hired by the priests of Azor'alq or by Martha, they are approached by a group of warriors led by a cleric of Azor'alq. The cleric sizes the party; he then approaches them and asks them if they have found employment.

If the heroes say they do have employment, then the group passes by and leaves. If the heroes have NOT found employment, then the adventure is over for them.

If the heroes say they are currently available, the cleric asks them if they would be willing to serve as guards to their caravan during their pilgrimage. The clerics do not promise money, but heavenly rewards. If the heroes insist on getting paid, the priest agrees to pay them 50gp for their troubles. On their AR, they receive **"I work for gold"** However they receive no further rewards from the priests. Members of the Mouqollad Consortium or of the churches of Olidammara, Mouqol or Istus are automatically considered to work for gold.

The heroes are told to head to the camp tomorrow morning just before dawn tomorrow morning. Continue with **Encounter 5: On the Road Again**.

Encounter 5: On the Road Again

Leaving Blashikdur is very easy and the heroes face no problem.

This assumes the heroes have been hired by the priests of Azor'alq, so they should be with the caravan before sunrise. Once they get there, read or paraphrase

A crowd of about 50 heavily-armed warriors and priests and a group of 40 or so youths wait for the rising of the sun. As the sun appears over the Yatils, everyone in the crowd kneels before it. Kaza Al'Ahrn al-Azor'alq the high priest prays out loud.

O to you Banisher of Darkness

We embark on this sacred journey

That your glory reigns over these lands

Find us worthy of your deeds

Let us ride with the Thousand Immortals

Morning prayers begin in earnest as each of the warrior bow many times to the rising sun.

At this time, allow priests and wizards to re-learn their spells. This ritual takes place every morning. The priests rely on spells to feed the pilgrims, while their horses are allowed a lot of time to graze.

Journeying with a caravan is surprisingly unpleasant. Sure, ox-drawn carts carry all the heavy supplies like tents and bedrolls, but the rain, the smell of the oxen is overwhelming and every river crossing becomes a major problem. If spring is anything to go by, this summer promises to be wet and cold.

The beasts advance slowly and rest often, and taking out a cart from the mud holes found on every road in the north really is getting on people's nerves. Still the pilgrims smile and look forward.

Light, purity, courage and strength are the four pillars of their faith and every hardship they cross only strengthens their resolve. You quickly learn the precepts by heart for they keep repeating them.

On occasion a rider catches up to you to tell you where to go next. They do not share your final destination with you so far other than "in the hills". The major problem you encounter is that it's hard to remain ahead to make your job right without completely outpacing the caravan when they get stuck for 2 hours in the mud or when an ox slips while crossing a river.

Once you've turned east, you pass the Sorrow Woods, where just over a year ago an army of undead walked out. Villages were rebuilt, but the Wave of Fire seriously changed all that. The formerly lush rolling terrain has been burned to the ground. Blades of grass are slowly clawing their way out of the ground, signs that Oerth is slowly taking back its rights.

The heroes' job

In short the heroes are cannon fodder. Their job is to clean up any obstacle in front of the caravan. The priests themselves, while they would love nothing more than to ride ahead, are all needed for the great ceremony crowning the pilgrimage. Losing a single member of their group makes them risk utter failure.

The priests concentrate on two things: getting to their final destination and prayer. They tell the heroes they must ensure they have a clear path ahead. None of the priests can enter combat.

In short: the priests will not do anything to help the heroes and heading back to them means failure in the end.

On the road again

For the first 3 days, the journey is uneventful. They meet the occasional shepherd and soldiers. You can refer to **Encounter 6: The Caravan** to run a few role-playing encounter with the members of the caravan.

Bandits

This scene is set in a patch of rocky ground, making charging with horses quite difficult.

Call for a Spot check [DC 25+APL] to see the bandits moving in the rocks, and therefore not be surprised. The bandits begin their attacks 300 feet away.

APL 4 (EL 7 -I for non-lethal)

🐾 **Balalaiki**: female human Rgr4; hp 31; see Appendix One

🐾 **Balalaiki's Wolf**: hp 13; see *Monster Manual* page 283.

🐾 **Hakiri and Waseem**: male half-orc Ftr1; hp 11; see Appendix One

🐾 **Black Bear**: hp 19; see *Monster Manual* page 269.

🐾 **Brown Bear**: hp 51; see *Monster Manual* page 269.

APL 6 (EL 9 -I for non-lethal)

🐾 **Balalaiki**: female human Ftr2/Rgr4; hp 47; see Appendix One

🐾 **Balalaiki's Wolf**: hp 13; see *Monster Manual* page 283.

🐾 **Hakiri and Waseem**: male half-orc Ftr2; hp 18 each; see Appendix One

🐾 **Brown Bear (3)**: hp 51 each; see *Monster Manual* page 269.

APL 8 (EL 11 -I for non-lethal)

🐾 **Balalaiki**: female human Ftr4/Rgr4; hp 63; see Appendix One

🐾 **Balalaiki's Wolf**: hp 13; see *Monster Manual* page 283.

🐾 **Hakiri and Waseem**: male half-orc Ftr4; hp 36; see Appendix One

🐾 **Black Bear**: hp 19; see *Monster Manual* page 269.

🐾 **Brown Bear (3)**: hp 51 each; see *Monster Manual* page 269.

🐾 **Dire Bear**: hp 105; see *Monster Manual* page 63.

APL 10 (EL 13 -I for non-lethal)

🐾 **Balalaiki**: female human Ftr6/Rgr4; hp 79; see Appendix One

🐾 **Balalaiki's Wolf**: hp 13; see *Monster Manual* page 283.

🐾 **Hakiri and Waseem**: male half-orc Ftr4/Bbn2; hp 54; see Appendix One

🐾 **Dire Bear (4)**: hp 105 each; see *Monster Manual* page 63.

APL 12 (EL 15 -I for non-lethal)

🐾 **Balalaiki**: female human Ftr6/Rgr4/OoB2; hp 93; see Appendix One

🐾 **Balalaiki's Wolf**: hp 13; see *Monster Manual* page 283.

🐾 **Hakiri and Waseem**: male half-orc Bbn4/Ftr4; hp 72; see Appendix One

🐾 **Dire Bear (3)**: hp 105 each; see *Monster Manual* page 63.

🐾 **Dire Tiger (4)**: hp 120 each; see *Monster Manual* page 65.

Tactics: These bandits make a diversion while their leader, the rebel known as Afhak Mahmoud tries to steal the ashes by himself.

Not wanting to kill anyone, the bandits use non-lethal damage. Balalaiki has also trained the animals to use non-lethal force. However, when an animal takes lethal damage, it forgets its training and it attacks with lethal force.

Treasure:

APL 4: L: 222 gp; C: 0 gp; M: +1 *chain shirt* (104 gp per character)

APL 6: L: 185 gp; C: 0 gp; M: +1 *chain shirt* (104 gp per character), +1 *composite longbow* (+2 Str) (120 gp per character)

APL 8: L: 18 gp; C: 0 gp; M: +1 *chain shirt* (104 gp per character), +1 *merciful composite longbow* (+2 Str) (704 gp per character), +1 *breastplate* (208 gp per character) +1 *composite longbow* (+5 Str) (458 gp per character)

APL 10: L: 18 gp; C: 0 gp; M: +2 *mithral chain shirt* (104 gp per character), +1 *merciful composite longbow* (+2 Str) (704 gp per character) +1 *breastplate* (208 gp per character) +1 *merciful composite longbow* (+6 Str) (1475 gp per character), *gloves of dexterity* +2 (333 gp per character); *gauntlets of ogre power* +2 (333 gp per character)

APL 12: L: 18 gp; C: 0 gp; M: +2 *mithral chain shirt* (104 gp per character), +1 *merciful composite longbow* (+2 Str) (704 gp per character) +1 *breastplate* (208 gp per character) +1 *merciful composite longbow* (+6 Str) (1475 gp per character), *gloves of dexterity* +2 (333 gp per character); *gauntlets of ogre power* +2 (333 gp per character)

NOTE: While killing is illegal in Tusmit, the priests of Azor'alq won't bother alerting the authorities if the heroes killed any bandit. Calling the Mullahs means delays and they are not about to postpone their endeavor for a few bandits who tried to steal their most prized possession and got what they deserved.

Interrogating the bandits yields very little unless they are promised their lives will be spared (sending them to the authorities is good enough). The pilgrims denounce anyone who murders or tortures prisoners to the Mullahs (for the purpose of the law torture is akin to assault). The sentence is to be carried out at the end of the adventure. The bandits work for Afhak Mahmoud, a known bandit and rebel. Refer to **Encounter 9: Bandits** for information about Afhak and his band. They were hired by a blind priestess of Istus (Martha) to steal an urn or a vase and return it to Blashikdur for a lot of gold. They have little else to say.

Encounter 6: The Caravan

Play these mini-scenes if the party is interested in some interaction with the people in the caravan or if they want additional information. Feel free to invent more personalities to make this moment interesting.

Remember the heroes may only speak to them at night (because they are not together during the day). Only Saïd is against the pilgrimage and most have only a vague idea of what they are going to do, but they follow their leaders.

All of them know they are carrying a sacred and precious relic on their pilgrimage,

Anyone can tell them the basics of the faith. Refer to **Appendix Four: Azor'alq** for more information.

Adelin Affah al-Azor'alq, Holy Warrior

Adelin Affah is a holy knight who has prayed Azor'alq since he was a child. The tales of the great knights and brave warriors have compelled him to swear his life, his horse and his blade to the service of the Son of Light. He greatly wishes that the following of Azor'alq sees a major boost in the coming years, when Munthir comes back to them.

He knows little of where there are going. He heard a rumor that there is a perpetual light shining there in honor of the great hero who fell to the Darkness he banished long ago. It is this light that they wish to harvest and use to make a new life for Munthir Haddad.

Adelin can relate the principles of the faith to those who ask him.

☛ **Adelin Affah al-Azor'alq:** Pal5; LG.

Ziad, Youth

Ziad was born in Blashikdur and was growing up to become one of the best burglars in town when he was caught by the priests as he tried to steal from the temple. The priests offered him a choice: convert and repent his ways or be brought to the Mullah where he would be imprisoned for years.

Ziad converted, and so far has found that the priests and the teachings of Azor'alq are much to his liking, and the path of a warrior calls to him.

☛ **Ziad:** Rog1; N (soon to be NG).

Saïd al-Azor'alq

Unlike most of the other priest who share a common joy in the hardship of the voyage, Saïd remains dour and unhappy. He opposes the voyage and stays in line only because he was ordered by his superior. Saïd speaks to anyone that the long-dead should be that way.

☛ **Saïd al-Azor'alq:** Clr5; CG.

Palq bin-Wamman

Palq is a nobleman and a scholar affiliated with the Sefmur College of the Arts. He is the official chronicler of the voyage. He writes down many details and makes drawings of those who speak with him. Palq strongly believes in Azor'alq and the strong tradition of the stories his followers have left.

Palq can relate the story of Munthir Haddad by heart, stopping only for dramatic effect. He can also tell the tenants of the faith.

☛ **Palq bin-Wamman:** Brd3; NG.

Fahtima al-Azor'alq

Fahtima was the one who tracked down the valley. It gave her a creepy feel, but she is nevertheless convinced that what they are doing is right.

Fahtima can give the heroes a brief description of what their destination looks like.

☛ **Fahtima al-Azor'alq:** Rgr3/Clr1; LG.

Encounter 7: Guardians of the Haunted Valley

Read or paraphrase:

The next 3 days are uneventful. After sunset, but before camp is established, you approach what was once a signpost but is now little more than a standing piece of charred wood. The young ones have begun to set up camp, but many are staying on their horses and fully-armored. Adelin Affah al-Azor'alq rides up to you.

"High priest Al'Ahror tells you that we will be continuing our journey into the night, so that we can reach our destination before setting camp. Our destination is just to the northeast of here, following the old trail. It is a possibility that this place has been cursed by the Ur-Flan who were defeated here, so we

suggest you watch your step and keep both eyes open. We will leave our heaviest supplies here and will organize the camp. Once we've left that which we don't immediately need, we'll catch up to you. Make sure the way is clear, we can't be distracted from the moment we'll walk out "

Adelin turns his horse and heads back to re-join the main body of the caravan.

The old dirt trail is easy to find in the sand. It is obviously well used. The heroes can make a Tracking check here:

[DC 15+APL] The trail is used mostly by goblins and wolves.

[DC 20+APL] There are also a few additional, much larger creatures, presumably giantkin.

[DC 25+APL] The giants move somewhat erratically.

Walking the trail in the dark is difficult and counts as a forced march. Refer to page 164 in the *Player's Handbook* for more information.

The Goblins

Approximately an hour after sundown, when you nearly reach your destination according to the indications you were given, you see a few mounted humanoids riding what appears to be wolves and horses guarding the entrance to the valley beyond. A number of lit torches mark the road ahead.

As you spot the torches and the riders up ahead, it appears they spot you, too, as you hear growling sounds, and even a clear howl, coming from up ahead. A small group of goblins mounted on horseback advances towards you slowly,

The goblin chief, a bulking brute of a hobgoblin wearing a bear's skin as a helmet and a huge battleaxe in his right hand, leads the mounted group from his large pure-white wolf. He stops about 100 feet from you and dismounts while the goblins form about 20 feet in front of him. While not outright hostile, they have their weapons well in hand. The goblins have torches attached to the back of their armor.

"Hail to you! You are on my lands invading stop now!" calls the hobgoblin.

Grostbar is riding a large-sized winter wolf. If combat starts, he uses his *ring of invisibility* and runs back. The wolf also turns tail and runs. Grostbar may be powerful, but he's not risking his life on this. At least not without his tribe backing him up.

The torches attached to the riders are *everburning torches*, if the party does not carry any lights, one of them drops his torch next to the party while charging past, as a free action. This lights the way for the archers.

The goblins are willing to negotiate this tight position (after all, they did hear about the caravan their chieftain warned them about, and they do feel outnumbered and

outmatched) as long as the heroes stop and do not take any hostile action (casting any spell constitutes a hostile action).. But their mounts have no such interest, the goblin having to constantly hold their mount back. Heroes with ranks in Ride or Handle Animal skills can see this. Others have to make a Sense Motive check [DC 15] to determine it.

Talking to the goblins

The goblins forbid the heroes from entering the valley beyond. They can learn the following information.

The Chieftain's name is Grostbar of the Knives of Winter. To convince Grostbar to let everyone pass without a fight is going to be difficult and requires the heroes to succeed at a Diplomacy check [DC 25 + APL].

Here are the considerations that might help the heroes' efforts to let the caravan pass. These are all circumstance bonuses and stack with each other because they are different terms.

- An official agreement that no person in the caravan will threaten the tribe or its land, made in the name of their god. (+5 bonus)
- An assurance that they want to dispel any evil in the valley up ahead (+5 bonus)
- There is a Ketite in the party (+2 bonus)
- For every 100 gp given (+5 bonus)
- If one of the heroes has been made a member of a goblin or hobgoblin tribe or has a symbol of friendship from a group of goblinoids (+2 bonus)

For every intervention where the heroes are aggressive, stupid or haughty with the hobgoblin chief, give a -2 penalty on the Diplomacy check. Don't allow the heroes to play dumb and make jokes.

If the heroes fail their Diplomacy check by 10 or more, the hobgoblin chieftain feels insulted (or some similar sentiment) and orders the attack. If they miss it by less than that, the chieftain refuses the offer, but still thinks about his options, giving the heroes another check (+1 cumulative bonus per Diplomacy check).

If the heroes wish to duel Grostbar for passage they may do so but they do at their own risk.

If the heroes manage to convince the chieftain, he lets them through. Continue with **Encounter 8: Valley of Winter's Mists**. Award them full experience for this act.

ATTACK!

Whether combat is initiated by the goblins or the heroes, here are the forces the heroes have to face.

All APLs

🔥**Grostbar:** Male Hobgoblin Bbn4/Ftr3/Rgr2/Rog5; hp 165; see Appendix One.

APL 4 (EL 6)

🔥**Goblin Warriors (2):** male goblins Ftr2; hp 20 each; see Appendix One.

🔥**Goblin Archers (2):** male goblins Rgr2; hp 17 each; see Appendix One.

🔥**Light Warhorse mounts (2):** hp 22 each; see *Monster Manual* page 274.

APL 6 (EL 8)

🔥**Goblin Warriors (2):** male goblins Ftr4; hp 40; see Appendix One.

🔥**Goblin Archers (2):** male goblins Rgr3/Rog1; hp 30; see Appendix One.

🔥**Light Warhorse mounts (2):** hp 22 each; see *Monster Manual* page 274.

APL 8 (EL 10)

🔥**Goblin Warriors (2):** male goblins Ftr6; hp 58; see Appendix One.

🔥**Goblin Archers (2):** male goblins Rgr4/Rog2; hp 43; see Appendix One.

🔥**Riding Dogs (2):** hp 13 each; *Monster Manual* page 272

🔥**Light Warhorse mounts (2):** hp 22 each; see *Monster Manual* page 274.

APL 10 (EL 12)

🔥**Goblin Warriors (2):** male goblins Ftr8; hp 76 each; see Appendix One.

🔥**Goblin Archers (2):** male goblins Ftr1/Rgr5/Rog2; hp 58 each; see Appendix One.

🔥**Riding Dogs (2):** hp 13 each; *Monster Manual* page 272.

🔥**Light Warhorse mounts (2):** hp 22 each; see *Monster Manual* page 274.

APL 12 (EL 14)

🔥**Goblin Warriors (2):** male goblins Ftr10; hp 94; see Appendix One.

🔥**Goblin Archers (4):** male goblins Ftr1/Rgr5/Rog2; hp 58 each; see Appendix One.

🔥**Riding Dogs (4):** hp 13; see *Monster Manual* page 272.

🔥**Light Warhorse mounts (2):** hp 22 each; see *Monster Manual* page 274.

Tactics: The goblin warriors are mounted on the warhorses and charge the least-armored targets they can,

looking to do as much damage as possible, using their abilities to the fullest. The archers all take the same targets, trying to down as many heroes as possible, as fast as possible. The archers are hiding behind cover in the dark about 100 feet on each side of the party. They can see the party because the party and the mounted goblins have lights. The riding dogs are the archers' animal companions. They move forward, providing flanks to the riders and try to make themselves as annoying as possible to the party. The archers take a position behind rough ground.

Treasure:

APL 4: L: 155 gp; C: 0 gp; M: 0 gp

APL 6: L: 88 gp; C: 0 gp; M: +1 *composite longbow* (400 gp per character)

APL 8: L: 2 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +1 *chain shirt* (416 gp per character), +1 *lance* (384 gp per character), +1 *composite longbow* (+1 Str) (416 gp per character)

APL 10: L: 18 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +1 *chain shirt* (416 gp per character), +1 *frost lance* (1384 gp per character), +2 *composite longbow* (+1 Str) (1416 gp per character)

APL 12: L: 18 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +2 *chain shirt* (1416 gp per character), +1 *frost lance* (1384 gp per character), +2 *composite longbow* (+1 Str) (1416 gp per character)

NOTE: At the end of the battle, the priests and paladins of Azor'alq arrive and offer to cast a few healing spells on the heroes. Assume these spells are cast at the minimal level. If a hero does not need healing, he can give his favor to another.

APL 4: One *lesser vigor* per hero

APL 6: One *vigor* per hero

APL 8: Two *lesser vigor* per hero

APL 10: Two *vigor* per hero

APL 12: One *heal* per hero

The clergy of Azor'alq also offer additional healing spells at the usual cost listed in the LGCS. They only have spells up to fifth level available.

At this point, the High Priest tells the heroes they have no further need for an avant-garde and the whole group will stay together. They are nearing their goal anyways.

Encounter 8: Valley of Winter's Mists

When the hobgoblins have been defeated or they parted without engaging hostilities, the caravan enters a valley

about 500 feet in diameter. If the heroes have some means of seeing across, it is flanked by three hills, with a dried gully crossing the middle. Heroes with military experience immediately know this area as a great place for a battle.

The valley before you has a floor draped in mist. Distant visibility is not an issue but seeing your feet is not an easy task. The mists seem to dance around your light sources like the veils of a Baklunish dancing girl. Occasionally, pieces of what might have been a hut appear from the mist.

The priests are surprised at the appearance of their destination, looking even gloomier in the torchlight. Kaza Al'Ahrón, looking more determined than ever, raises his hand and orders the procession forward.

"Courage, Light, Purity and Strength taught us the Son of Light. Where others falter, we go forward. Where there is darkness, we must bring light. Where there is corruption, we bring the flames of purity. Where others are weak, we turn the tides. Glory awaits! Onward!" The speech seems to motivate the worshippers of the Son of Light who walk into the valley with newfound resolve.

High priest Kaza Al'Ahrón al-Azor'alq approaches you. "Thank you for having kept out the bandits and defeated the goblins. The Son of Light smiles upon you."

"There is one more thing we must ask of you... Because all of our forces will be involved in the ritual to bring Munthir Haddad back to life, we ask you to protect our people during the ritual. I don't expect any problems, but courage implies being wise and prudent. Will you do this task for the greater good of Tusmit?"

The heroes are free to accept or they can leave with the blessing of the church. However, if they do leave, the ritual fails and very few of the worshippers make it out alive. In that case, continue with the **Conclusion**.

It takes about 6 hours to ready the ritual. The ritual should begin around midnight.

The ritual

Here is a description of the ritual the priests of Azor'alq try to accomplish.

The ritual takes six hours and must finish at the first light of day to be successful. The ashes of Munthir will be placed on an old altar (the priests don't know it's an old altar to Nerull).

The priests cast an extended *daylight* spell and cast a *consecrate* spell. Note that the *daylight* spell is re-cast once every hour so the light does not dispel. The assistant to the head priests maintain the *daylight* spells.

When the *consecrate* is cast, allow all the heroes to make a Spot check [DC 15+APL] to notice the mist apparently

becoming thicker near the source of the light (the same effect is not noticeable on other light sources. A Spellcraft check [DC 17] tells the heroes that something is wrong with the consecrated area. The priests ignore any warning, if it is brought to their attention.

Anyone using a *detect evil* at this point gets the reading of many trace auras (too low to be considered faint).

The ritual involves a head priest and three assistants. The head priest stands to the south and his three assistants position themselves at each of the other cardinal points.

Behind each priest is a servant who hands them the components they need during the ritual. Along the southern edge of the valley (about 250 feet from the center of the valley), 6 great pyres are being prepared. Every hour of the ritual, one is lit, and the six attendants chant out the glory of the Son of Light.

When the last pyre is ablaze, the head priest uses an *elixir of fire breathing* to burn the remains. The entire group chants for the coming of the light and the rising of the sun.

If the ritual is successful, then Munthir rises from his ashes as the first rays of the sun touch the altar.

Heroes making a Spellcraft, Knowledge (religion) or (arcana) [DC 25] can guess the ritual is a *true resurrection*, but empowered greatly by the addition of many components to extend the limits of the spell much beyond what it normally is.

Timeframe

First hour (midnight): The first bonfire is lit. The mists thicken. Temperature gets slowly colder. Anyone who can see invisible can see vague shapes in the mists.

Second hour (1 am): The second bonfire is lit. This time, anyone making a Spot check [DC 15+APL] can see a series of shapes forming in the mists. *See invisibility* reveals a number of humanoid shapes in the mists. A Knowledge (history) [DC 15] reveals their clothing is reminiscent of Ur-Flan warriors of old. *Detect evil* reveals definite shapes however they cannot be affected otherwise.

Third hour (2 am): The third bonfire is lit. The shapes in the mists are visible, but seem content to stand in place. They cannot be affected in any way.

Fourth hour (3 am): The fourth bonfire is lit. The shapes begin to converge on the northern edge of the daylight.

Fifth hour (4 am): The fifth bonfire is lit. The shapes begin to converge on the northern edge of the daylight. The shapes now become frantic and try to claw at anyone approaching them.

Sixth hour (5 am): The final bonfire is lit. At that time, many of the shapes form into shadows and attack anyone in the valley. The shadows attack from the northern edge of the altar.

At that time, the heroes have a choice: they can either let the clerics be attacked by the shadows, making the ritual fail OR they can intervene.

The shadows target the priests performing the ritual. The assistants try to block the way but are brought down by the shadows in 3 rounds.

NOTE: If a single cleric is hurt by a shadow, the ritual fails and Munthir is not brought back to life.

The shadows focus their attention to anyone trying to block their way. Be they heroes or the assistants.

APL 4 (EL 6)

☛ **Shadows (3):** hp 19 each; see *Monster Manual* page 221.

APL 6 (EL 8)

☛ **Shadows (4):** hp 19 each; see *Monster Manual* page 221.

☛ **Wraith:** hp 32; see *Monster Manual* page 257.

APL 8 (EL 10)

☛ **Greater shadow:** hp 58; see *Monster Manual* page 221.

☛ **Shadows (4):** hp 19 each; see *Monster Manual* page 221.

☛ **Wraith:** hp 32; see *Monster Manual* page 257.

APL 10 (EL 12)

☛ **Greater shadow (3):** hp 58 each; see *Monster Manual* page 221.

☛ **Shadows (4):** hp 19 each; see *Monster Manual* page 221.

☛ **Wraith:** hp 32; see *Monster Manual* page 257.

APL 12 (EL 14)

☛ **Dread Wraiths (2):** hp 104 each; see *Monster Manual* page 258.

☛ **Greater shadow (3):** hp 58 each; see *Monster Manual* page 221.

If none of the priests are disturbed during the ritual, the heroes have succeeded with the ritual to bring Munthir back and it's a success. Continue with the **Conclusion**.

If the ritual was disrupted, the ritual fails and Munthir is not brought back to life. Continue with the **Conclusion**.

Encounter 9: Bandits

The heroes have agreed to work with Martha al-Istus. She tells them to meet with Afhak Mahmoud, a man she contacted. Afhak is waiting for news in the Village of

Gerhe near the Suvii border. She insists they get there as fast as possible. Afhak is in charge of the operation and they should listen to him, as long as he doesn't ask them to do something illegal or immoral.

If the heroes wish to ask more questions, or talk to someone else before heading out, refer to **Encounter 1:**

Information.

Heroes can make a Knowledge (local/VTF) or (nobility) [DC 15] to know that Afhak is a wizard. He used to belong to the College but he allegedly "went crazy" shortly after the Ketite invasion. He is now wanted for crimes ranging from theft of spellbooks to intrusion. He is not wanted for violent crimes, but the sum of his thefts could land him in jail for over 20 years. He is, however, also wanted for treason for having openly called for the head of the Pasha.

The trip from Blashikdur to Gerhe is easy on a well-traveled road and takes about 2 days, provided the heroes do not slow down too much. This is a lot quicker than the caravan which crosses the same distance in 3 days.

In Gerhe, the heroes meet Afhak's band, all four of them. If you require statistics for them, take those found in **Encounter 5: On the Road Again** for the appropriate APL.

Afhak's band

The following descriptions should allow you to give them a little personality.

Afhak Mahmoud (male Baklunish) the truth behind Afhak's "madness" is simpler than it seems. Afhak was present in Nayya when the forces of Ket attacked and overran the Tusman defenses. Afhak was so appalled by the Pasha and his administration that he willingly opted to become an outlaw. Afhak is poised to become one of the greatest rebel leaders within the growing number of rebels groups in northern Tusmit.

Afhak is willing to explain the horrors he saw and what he believes to be the Pasha's ineptitude. He says that if the Pasha was remotely competent, the country wouldn't be in its current sorry state.

Balalaiki (Female Baklunish) was born in Northern Khalid near the Udgru. Her parents were loggers and she spends much time exploring the woods. Balalaiki is usually quiet and businesslike. She has a crush on Afhak so she stays with the band. Life as an outlaw matters little to her; she loves Afhak.

Hakiri and Waseem (male Half-orcs) are both Tusman nomads by birth. Both of them often push and shove each other in displays of manliness. Both enjoy life as outlaws because it is just like their own lifestyle. Both were saved from the Ketite army by Afhak and have since pledged their life to him.

I'm not gonna work with him!

Some heroes may refuse to work with Afhak, or even want to start a fight with him. Afhak's men defend him using only non-lethal damage. If Afhak is brought down (dying or unconscious) then Balalaiki, Hakiri and Waseem try to kill the heroes. Otherwise, Afhak leaves the heroes there and proceeds with his plan.

If a fight breaks out, the heroes' only chance to continue the adventure is to try to join the priests of Azor'alq who agree to their help and places them in the avant-garde where the events of **Encounter 5: On the Road Again** under **Bandits** are described.

Heroes who arrest Afhak are thanked by the local Mullah. Afhak is executed shortly afterwards.

Afhak's plan

Afhak explains his plan to the heroes. He received good intelligence from sympathizers to his cause, and, because he doesn't fully trust the heroes (indeed, they have just met), he has assigned them to perform a diversion: they are to attract as many of the warriors and priests as possible to the front of the caravan. Afhak and his people are to steal the ashes of Munthir and bring them back to Martha. Afhak has selected a site for the ambush. It's a narrow pass with a number of rock formations.

Afhak tells the heroes that he has no wish to kill anyone and that they should refrain from using lethal force at all costs. He doesn't want to be known as a murderer against anyone but the Pasha himself.

If things go wrong, Afhak plans to blow on a loud horn. This signal means "every man for himself".

Ambush site

The heroes have enough time to view the battleground and plan their attack. They are also one day ahead of the caravan giving spellcasters a chance to regain or change their spell selection.

The ambush site is on broken ground, perfect to rain missile fire on a caravan, and also perfect because it prevents attempts to charge, with the exception of the 20-foot wide dust road.

Allow the heroes ample time to plan their attack. Afhak and his men hide about a half-mile ahead and wait for the heroes to launch their attack before moving on the main body of the caravan.

On the other hand, the heroes may try to discuss and talk with the priests. They may use a variety of tactics: illusory monsters, pretend diplomacy. The warriors offer another chance to join them. If the heroes switch sides, proceed with **Encounter 5: On the Road Again** under **Bandits**.

APL 4 (EL 6)

☞ **Ahdan EffAik al-Azor'alq**: male Human(Baklunish) Pal3; hp 28; see Appendix One

☞ **Shinoah Imann al-Azor'alq**: female Human(Baklunish) Clr3; hp 24, see Appendix One

☞ **Sharan Mihmedd al-Azor'alq**: male Human(Baklunish) Ftr1/Rgr2; hp 26, see Appendix One.

APL 6 (EL 10)

☞ **Ahdan EffAik al-Azor'alq**: male Human(Baklunish) Pal5; hp 44; see Appendix One

☞ **Shinoah Imann al-Azor'alq**: female Human(Baklunish) Clr3; hp 42, see Appendix One

☞ **Sharan Mihmedd al-Azor'alq**: male Human(Baklunish) Ftr3/Rgr2; hp 38, see Appendix One.

APL 8 (EL 12)

☞ **Ahdan EffAik al-Azor'alq**: male Human(Baklunish) Pal5/Hosp2; hp 58; see Appendix One

☞ **Shinoah Imann al-Azor'alq**: female Human(Baklunish) Clr7; hp 52, see Appendix One

☞ **Sharan Mihmedd al-Azor'alq**: male Human(Baklunish) Ftr5/Rgr2; hp 58, see Appendix One.

APL 10 (EL 14)

☞ **Ahdan EffAik al-Azor'alq**: male Human(Baklunish) Pal5/Hosp4; hp 81; see Appendix One

☞ **Shinoah Imann al-Azor'alq**: female Human(Baklunish) Clr9; hp 66, see Appendix One

☞ **Sharan Mihmedd al-Azor'alq**: male Human(Baklunish) Ftr7/Rgr2; hp 74, see Appendix One.

APL 12 (EL 16)

☞ **Ahdan EffAik al-Azor'alq**: male Human(Baklunish) Pal5/Hosp6; hp 97; see Appendix One

☞ **Shinoah Imann al-Azor'alq**: female Human(Baklunish) Clr11; hp 80, see Appendix One

☞ **Sharan Mihmedd al-Azor'alq**: male Human(Baklunish) Ftr9/Rgr2; hp 101, see Appendix One.

Tactics: The priests of Azor'alq move to engage the heroes as soon as possible. There, they engage in non-lethal damage until such time as one of the heroes uses lethal force. At that point, they try to kill and have little qualms about it.

Treasure: None, there is no time to fully plunder the bodies.

NOTE: After 10 rounds of battle, Afhak' horn is blown, signaling the general retreat. Afhak and his men fail in getting the ashes of Munthir Haddad. Afhak himself manages to escape but his men are captured. He goes into hiding and doesn't want to have to do anything with the heroes. Captured heroes are stripped and chained to be handed to the local Mullah to face justice.

The caravan guards do NOT follow the heroes if they decide to retreat. Instead, they stand and shout out the litanies of Azor'alq to the cowards.

Should the heroes try to "play the heroes" and charge towards the main body, create an encounter from the total of all the APLs (of course, the names should be changed).

If hostilities break out between the heroes and the priests of Azor'alq, the heroes earn the **Enmity of the Sons of Light** (see

Treasure Summary).

Encounter 10: Dealing with the Devil

The ambush fails, whether because the heroes refused to do their part in it or because Afhak's men fail to retrieve the ashes. The heroes regroup a little further away from the caravan. Martha has been scrying and she is already aware of the heroes' and Afhak' failure.

Martha contacts a Janni she knows through a *lesser planar ally* spell. She hands him a letter for the heroes. Hand them

Player Handout #4: Martha al-Istus' Letter. The Janni also hands them a hand-drawn map with two Xs on it. Next to the nearest one is written "Grostbar's Fort" and next to the other "Valley of Winter".

At this point, the heroes should begin asking questions about Martha if they haven't already. Allow the heroes a chance to discuss amongst themselves. Dealing with goblins to attack a group of Tusman citizen is a serious offense. If the heroes don't realize this by themselves, don't point it out. It should be quite obvious.

The heroes have a choice here, they can either head to meet with Grostbar or they can head straight to the valley.

If they decide to head out and speak with the goblins, proceed with **The Knives of Winter's fort**.

If they decide to head directly to the Valley, proceed with **Another Ambush**.

The Knives of Winter's fort

Martha's map is accurate and any heroes with ranks in Survival can quickly find the place, other heroes simply take more time, but eventually get there.

Grostbar's fort lies on top of a hill. It used to be a military outpost for the Tusman Guard, but the Wave of Fire destroyed it. With the war in the south, the outpost was deemed unnecessary and abandoned in favor of more important targets. So far, Grostbar and his tribe have not caused enough trouble to warrant some retribution against them.

The goblins are oddly civil and not hostile. They appear in a war band of ten or so goblins, half of which are mounted on wolves. If no hero speaks goblin, the goblins find an interpreter who can speak some common. If asked to meet with Grostbar, the goblins insist the heroes peace bind all their weapons and refrain from using any magic.

All APLs (EL 6)

🐉 **Goblins (10):** hp 4 each; see *Monster Manual* page 133.

🐺 **Wolves (5):** hp 13 each; see *Monster Manual* page 283.

For information about Grostbar, see **The Hobgoblin**

Chieftain in the 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 and Appendix One.

Grostbar is big and mean-looking but also calm and friendly. He gives the heroes a certain measure of respect. Certainly, they wouldn't have come here if they weren't tough enough to take on his tribe. He keeps this illusion unless the heroes do something to make him change his mind.

Grostbar wants one thing: to have his tribe recognized as an ally of Tusmit. The Tusman Government does not recognize goblinoids as anything other than pests and vermin. Unless the heroes have lands they wish to give Grostbar (in that case cross it off the hero's AR), they have no authority.

Cutting a deal with Grostbar requires a Bluff, Diplomacy or Forgery (if presented with some "official documents" only) check [DC 15+APL]. The heroes should get the following circumstance modifiers:

- Promising him land and or titles (+5)
- Grostbar does not think them strong (−10)
- Heroes are members of an orc or goblin tribe (+2)
- A hero swears on the True Faith (+5)
- One of the heroes is from Ket (+2)
- Talks held in the goblin tongue (+2)

Grostbar will only agree to stop the caravan, any further condition falls on deaf ears. If the heroes make the bargain with Grostbar, they earn themselves the “**Fallen from Grace**” status if they worship a good deity. The DM should advocate on an individual basis for neutral deities (Istus and Olidammara shouldn't be angered by this, but most deities would).

The heroes may decide they don't want anything to do with Grostbar and leave. Proceed with **Another ambush**.

Otherwise, proceed to the **Conclusion**.

Another ambush

If the heroes decided not to cut a deal with Grostbar OR if they decided to bypass the goblins' fort and headed directly to the Valley indicated on Martha's map, they are ambushed by a party of goblins.

APL 4 (EL 6)

🐉 **Goblin Warriors (2)**: male goblins Ftr2; hp 20 each; see Appendix One.

🐉 **Goblin Archers (2)**: male goblins Rgr2; hp 17 each; see Appendix One.

🐉 **Light Warhorse mounts (2)**: hp 22 each; see *Monster Manual* page 274.

APL 6 (EL 8)

🐉 **Goblin Warriors (2)**: male goblins Ftr4; hp 40; see Appendix One.

🐉 **Goblin Archers (2)**: male goblins Rgr3/Rog1; hp 30; see Appendix One.

🐉 **Light Warhorse mounts (2)**: hp 22 each; see *Monster Manual* page 274.

APL 8 (EL 10)

🐉 **Goblin Warriors (2)**: male goblins Ftr6; hp 58; see Appendix One.

🐉 **Goblin Archers (2)**: male goblins Rgr4/Rog2; hp 43; see Appendix One.

🐉 **Riding Dogs (2)**: hp 13 each; *Monster Manual* page 272.

🐉 **Light Warhorse mounts (2)**: hp 22 each; see *Monster Manual* page 274.

APL 10 (EL 12)

🐉 **Goblin Warriors (2)**: male goblins Ftr8; hp 76 each; see Appendix One.

🐉 **Goblin Archers (2)**: male goblins Ftr1/Rgr5/Rog2; hp 58 each; see Appendix One.

🐉 **Riding Dogs (2)**: hp 13 each; *Monster Manual* page 272.

🐉 **Light Warhorse mounts (2)**: hp 22 each; see *Monster Manual* page 274.

APL 12 (EL 14)

🐉 **Goblin Warriors (2)**: male goblins Ftr10; hp 94; see Appendix One.

🐉 **Goblin Archers (4)**: male goblins Ftr1/Rgr5/Rog2; hp 58 each; see Appendix One.

🐉 **Riding Dogs (4)**: hp 13; see *Monster Manual* page 272.

🐉 **Light Warhorse mounts (2)**: hp 22 each; see *Monster Manual* page 274.

Tactics: The goblin warriors are mounted on warhorses and charge the least-armored targets they can, looking to do as much damage as possible, using their abilities to the fullest. The archers all take the same targets, trying to do as much damage as possible, as fast as possible. The riding dogs are the archers' animal companions. They try to prevent anyone from reaching the archers. The archers take a position behind rough ground behind large rocks. The goblins do not use their warhorses in combat, so the horses are not counted in the EL calculation.

Treasure:

APL 4: L: 155 gp; C: 0 gp; M: 0 gp

APL 6: L: 88 gp; C: 0 gp; M: +1 *composite longbow* (400 gp per character)

APL 8: L: 2 gp; C: 0 gp M: +1 *heavy wooden shield* (192 gp per character), +1 *chain shirt* (416 gp per character), +1 *lance* (384 gp per character), +1 *composite longbow* (+1 Str) (416 gp per character)

APL 10: L: 18 gp; C: 0 gp M: +1 *heavy wooden shield* (192 gp per character), +1 *chain shirt* (416 gp per character), +1 *frost lance* (1384 gp per character), +2 *composite longbow* (+1 Str) (1416 gp per character)

APL 12: L: 18 gp; C: 0 gp M: +1 *heavy wooden shield* (192 gp per character), +2 *chain shirt* (1416 gp per character), +1 *frost lance* (1384 gp per character), +2 *composite longbow* (+1 Str) (1416 gp per character)

Encounter 11: Valley of the Damned

Note that, although Martha suggests to the heroes that they should contact the local hobgoblins, they may choose not to go this way and simply find the valley where the caravan is headed.

The valley before you has a floor draped in mist. Distant visibility is not an issue but seeing your feet is not an easy task. The mists seem to dance around in the light like the veils of a Baklunish dancer girl.

Occasionally, pieces of what might have been a hut appear from the mist.

The heroes should reach the valley shortly before nightfall, a few hours before the worshippers of Azor'alq. Nothing happens until the worshippers arrive; the heroes can freely explore this empty valley. Only the ever-present mists are everywhere.

Two or three hours after sunset, the priests arrive in the valley. This time, there are only the priests and a few warriors. The others have been left behind in camp.

Again, the heroes have a choice. They can approach the priests of Azor'alq (go to **Approaching the priest**) or they can try to fight them one last time (continue with **Fighting the priests**).

Approaching the priest

When initially approached, the priests are wary of the heroes and indeed send a group of horsemen to speak with them while the others prepare the ritual (refer to **Encounter 8: Valley of Winter's Mists** for more details).

If the heroes offer to help them, the priests can be convinced only with a Bluff or Diplomacy check [DC 20 + APL]. The following modifiers apply:

- The heroes have **Fallen from grace** (-5)
- Asking to be converted (+10)
- Per gift (DM's choice) (+1)
- Sincere repentance (DM's call) (+2)

On a successful check, the heroes are asked to guard the ritual. Proceed with **Encounter 8: Valley of Winter's Mists**.

On a failure, the priests insist the heroes leave. If the heroes refuse, the priests withdraw and send a series of outsiders to fight the heroes: continue with **Fighting the priests**.

Fighting the priests

At this point, the priests do not want to engage combat, so they leave the fighting to some extra-planar allies.

The priests first withdraw, then send their allies into combat.

APL 4 (EL 6)

☞ **Hound Archon** (2): hp 33 each; see *Monster Manual* page 16.

APL 6 (EL 8)

☞ **Elandrin, Bralani** (2): hp 45 each; see *Monster Manual* page 93.

APL 8 (EL 10)

☞ **Hound Archon**: hp 33; see *Monster Manual* page 16

☞ **Elandrin, Bralani**: hp 45; see *Monster Manual* page 93.

☞ **Avoral**: hp 66; see *Monster Manual* page 141.

APL 10 (EL 12)

☞ **Avoral**: hp 66; see *Monster Manual* page 141.

☞ **Huge fire elemental** (3): hp 136 each; see *Monster Manual* page 99.

APL 12 (EL 14)

☞ **Elandrin, Ghaele**: hp 65; see *Monster Manual* page 94.

☞ **Avoral**: hp 66; see *Monster Manual* page 141.

☞ **Huge fire elemental** (3): hp 136 each; see *Monster Manual* page 99.

NOTE: If the heroes decide to attack the priests, make them fight the total of all the priests listed in **Encounter 9: Bandits** under **Ambush site**. Again, the priests show no mercy. If the heroes manage to kill but a single priest, the ritual to bring Munthir back to life fails. Proceed to the **Conclusion**

Conclusion

If the heroes assisted the priests to the completion of the ritual, continue with **Munthir Haddad rises from the grave**. Otherwise continue with **The ritual fails**.

Munthir Haddad rises from the grave

Read or paraphrase:

Over the mighty peaks of the Yatils, a ray of light appears. The beam seems to fly straight towards the altar where the ashes are deposited. The ashes burst into a holy white flame. The light is so bright that all turn their gaze or blink for a moment.

"Munthir Haddad! From the lands of the dead I summon thee! ARISE!" calls the high priest.

When the light dies, you look again upon the altar where rests the body of a Baklunish man in his late forties, with a balding head and salt and pepper hair. Munthir opens his eyes and looks at his hand in silence. Then he looks around at the assembled priests.

A single tear runs down his cheek. Once on his feet, the paladin kneels facing the rising sun, bowing so his head touches the ground.

His soft prayer can be heard by all in the valley. "Thank you, Son of Light. Now I can obtain atonement for my folly." Turning to the head priest, he adds. "In the darkest depths, I prayed to Him to hear my words. I ask for the forgiveness of the church, I ask for forgiveness for my folly, I ask to be

allowed to retire into the hills and lives as a hermit to contemplate my life, to do the glorious work of peace and to repair that which I have destroyed."

The high priest is shaken. "You are forgiven. The Son of Light has called upon you once again to lead us to glory. The Son of Light has allowed you to return to this world. Consider yourself forgiven."

The mists have disappeared from the valley and a new day rises over Tusmit.

The Church of Azor'alq rewards the heroes in three ways: first they offer the heroes some money, second the heroes receive the **"Favor of the Sons of Light"** and **"Bringer of Light"**. Heroes are offered to convert to the faith at no cost to them. Heroes worshipping Azor'alq received the **"Flames of Purity"** (even if they just converted).

Heroes who were considered to **"Work for gold"** do not get any other rewards than that.

The clergy returns to Blashikdur quickly. They then offer the heroes a sum of money. They also offer a series of items to the heroes.

All APLs: L: 0 gp C: 500 gp M: 0 gp

The ritual fails

Read or paraphrase:

Over the mighty peaks of the Yatils, a ray of light appears. The beam seems to fly straight towards the altar where the ashes are deposited. The ashes burst into a holy white flame. The light is so bright that all turn their gaze or blink for a moment.

"Munthir Haddad! From the lands of the dead I summon thee! ARISE!" calls the high priest.

When the light dies, you look again upon the altar, only to see the ashes of the great hero. The priests all stand facing the mountains. The high priest whispers to himself.

"Maybe the old woman was right... Maybe we were playing with Fate. Oh well... glory sometimes requires great failures. Bring back his ashes to the temple. We'll give Munthir the royal tomb his ashes deserve..."

The heroes get the **"Thanks of the blind priestess"**, whether or not they were working for her. If they were hired by the priests of Azor'alq, they receive the **"Favor of the Sons of Light"** unless they had the **"I work for gold"** in which case they only get the money. The heroes are also asked if they wish to convert.

Martha al-Istus sends them a purse full of fountains.

All APLs: L: 0 gp C: 500 gp M: 0 gp

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 role-playing) to each character.

Encounter 5: On the Road Again

Defeat the bandits

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter 7: Guardians of the Haunted Valley

Defeating the goblins or dealing a peaceful solution with the goblins

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter 8: Valley of Winter's Mists

Defeating the undead

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter 9: Bandits

Defeating the priests (ONLY if the heroes took the route of the Martha)

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter 10: Dealing with the Devil

Defeating the goblins or dealing a peaceful solution with the goblins

APL 4	180 xp
APL 6	240 xp

APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter 11: Valley of the Damned

Defeating the priests' allies (ONLY if the heroes took the route of the Martha)

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Discretionary role-playing award

APL 4	135 xp
APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp

Total possible experience:

APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,300 xp
APL 12	1,575 xp

Treasure Summary

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

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

value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 5: On the Road Again

APL 4: L: 222 gp; C: 0 gp; M: +1 *chain shirt* (104 gp per character)

APL 6: L: 185 gp; C: 0 gp; M: +1 *chain shirt* (104 gp per character), +1 *composite longbow* (+2 Str) (120 gp per character)

APL 8: L: 18 gp; C: 0 gp; M: +1 *chain shirt* (104 gp per character), +1 *merciful composite longbow* (+2 Str) (704 gp per character), +1 *breastplate* (208 gp per character) +1 *composite longbow* (+5 Str) (458 gp per character)

APL 10: L: 18 gp; C: 0 gp; M: +2 *mithral chain shirt* (104 gp per character), +1 *merciful composite longbow* (+2 Str) (704 gp per character) +1 *breastplate* (208 gp per character) +1 *merciful composite longbow* (+6 Str) (1475 gp per character), *gloves of dexterity* +2 (333 gp per character); *gauntlets of ogre power* +2 (333 gp per character)

APL 12: L: 18 gp; C: 0 gp; M: +2 *mithral chain shirt* (104 gp per character), +1 *merciful composite longbow* (+2 Str) (704 gp per character) +1 *breastplate* (208 gp per character) +1 *merciful composite longbow* (+6 Str) (1475 gp per character)

gp per character), *gloves of dexterity* +2 (333 gp per character); *gauntlets of ogre power* +2 (333 gp per character)

Encounter 7: Guardians of the Haunted Valley

APL 4: L: 155 gp; C: 0 gp; M: 0 gp

APL 6: L: 88 gp; C: 0 gp; M: +1 *composite longbow* (400 gp per character)

APL 8: L: 2 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +1 *chain shirt* (416 gp per character), +1 *lance* (384 gp per character), +1 *composite longbow* (+1 Str) (416 gp per character)

APL 10: L: 18 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +1 *chain shirt* (416 gp per character), +1 *frost lance* (1384 gp per character), +2 *composite longbow* (+1 Str) (1416 gp per character)

APL 12: L: 18 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +2 *chain shirt* (1416 gp per character), +1 *frost lance* (1384 gp per character), +2 *composite longbow* (+1 Str) (1416 gp per character)

Encounter 10: Dealing with the Devil

APL 4: L: 155 gp; C: 0 gp; M: 0 gp

APL 6: L: 88 gp; C: 0 gp; M: +1 *composite longbow* (400 gp per character)

APL 8: L: 2 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +1 *chain shirt* (416 gp per character), +1 *lance* (384 gp per character), +1 *composite longbow* (+1 Str) (416 gp per character)

APL 10: L: 18 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +1 *chain shirt* (416 gp per character), +1 *frost lance* (1384 gp per character), +2 *composite longbow* (+1 Str) (1416 gp per character)

APL 12: L: 18 gp; C: 0 gp; M: +1 *heavy wooden shield* (192 gp per character), +2 *chain shirt* (1416 gp per character), +1 *frost lance* (1384 gp per character), +2 *composite longbow* (+1 Str) (1416 gp per character)

Conclusion

All APLs: L: 0 gp; C: 500 gp; M: 0 gp

Total Possible Treasure

APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Appendix One: NPCs

Note that any feat, spell or item tagged with a double asterisk (**) is a new rule and is described in **Appendix Two: New Rules**.

ALL APLs

Encounter 10: Dealing with the Devil

Grostbar: Male Hobgoblin Bbn4/Ftr3/Rgr2/Rog5; Medium Humanoid (Goblinoid); CR 14; HD 5d6+2d8+3d10+4d12+84; hp 165; Init +6; Spd 20 ft/x3; AC 27 (+11 armor, +5 shield, +1 Dex), touch 11, flat-footed 27; Base Atk +12; Grp +18; Atk +20 melee (1d8+10, +1 lance) or +19 melee (1d6+7, +1 scimitar); Full Atk +20/+15/+10 melee (1d8+10, +1 lance) or +19/+14/+9 melee (1d6+7, +1 scimitar); SA Favored Enemy (Human), Sneak Attack (+3d6); SQ Darkvision (60ft), Fast Movement, Rage, Uncanny Dodge, Improved uncanny dodge, Trapsense +2, Wild Empathy, Evasion, Trapfinding; AL NE; SV Fort +19, Ref +17, Will +5; Str 22, Dex 22, Con 22, Int 13, Wis 10, Cha 18.

Skills and Feats: Climb +11, Diplomacy +17, Handle Animal +8, Intimidate +19, Jump +8, Listen +8, Ride +16, Survival +15, Tumble +17. Great Fortitude, Iron Will, Lightning Reflexes, Mounted Combat, Ride-By Attack, Power Attack, Weapon Focus (Lance), Track, Two-Weapon Fighting

Possessions: +3 full plate, +3 heavy steel shield, belt of giant strength+6, gauntlets of dexterity +6, amulet of health +6, cloak of charisma +6, potion of haste, potion of enlarge, potion of fly, ring of invisibility, +1 lance, +1 scimitar.

APL 4

Encounter 5: On the Road Again

Balalaiki: Male Human (Baklunish) Rgr4; Medium Humanoid; CR 4; HD 4d8+8; hp 31; Init +3; Spd 30 ft/x4; AC 18 (+5 armor, +3 Dex), touch 13, flat-footed 15; Base Atk +4; Grp +6; Atk +8 ranged (1d8+2, Masterwork composite longbow (+2 Str)) or +6 melee (2d4+3, Falchion); Full Atk +8 ranged (1d8+2, Masterwork composite longbow (+2 Str)) or +6 melee (2d4+3, Falchion); SA Favored enemy (human); SQ Wild Empathy; AL CN; SV Fort +6, Ref +9, Will +3; Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Climb +8, Handle Animal +7, Hide +9, Jump +8, Ride +12, Spot +7, Survival +7. Iron Will, Lightning Reflexes, Point Blank Shot, Rapid Shot, Track, Endurance

Possessions: +1 Chain shirt, masterwork composite longbow (+2 Str), falchion, 60 arrows

Hakiri and Waseem: Male Half-orc Ftr1; Medium Humanoid; CR 1; HD 1d10+1; hp 11; Init +2; Spd 20

ft/x4; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 15; Base Atk +1; Grp +5; Full Atk/Atk +6 melee (2d4+7, falchion) or +4 ranged (1d8+5, Masterwork Composite Longbow (+5 Str)); AL N; SV Fort +3, Ref +2, Will +0; Str 20, Dex 14, Con 12, Int 6, Wis 10, Cha 6;

Skills and Feats: Intimidate +0, Ride +4. Point Blank Shot, Precise Shot

Possessions: masterwork breastplate, falchion, masterwork composite longbow (+5 Str), 60 arrows

Encounter 7: Guardians of the Haunted Valley

OR

Encounter 10: Dealing with the Devil

Goblin Warriors (2): Male Goblin Ftr2; Small Humanoid (Goblinoid); CR 2; HD 2d10+4; hp 20 each; Init +4; Spd 30 ft/x4; AC 21, touch 15, flat-footed 17; Base Atk +2; Grp +0; Full Atk +6 melee (1d6+3, Lance) or +5 melee (1d6+2, Morningstar); SQ Darkvision; AL NE; SV Fort +5, Ref +4, Will -1; Str 14, Dex 18, Con 14, Int 10, Wis 8, Cha 6;

Skills and Feats: Handle Animal +3, Ride +15. Mounted Combat, Power Attack, Weapon Focus (Lance)

Possessions: Heavy wood shield, masterwork chainshirt, lance, morningstar.

Goblin Archers (2): Male Goblin Rgr2; Small Humanoid (Goblinoid); CR 2; HD 2d8+4; hp 17 each; Init +4; Spd 30 ft/x4; AC 19, touch 15, flat-footed 15; Base Atk +2; Grp -1; Full Atk/Atk +8 melee (1d6, Masterwork composite longbow) or +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human); SQ Darkvision, Wild Empathy; AL NE; SV Fort +5, Ref +7, Will +1; Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +5, Handle Animal +3, Hide +12, Ride +15, Spot +6, Survival +6. Point Blank Shot, Rapid Shot, Track

Possessions: masterwork composite longbow, morningstar, masterwork chain shirt.

Encounter 9: Bandits

Ahdan Eff'Aik al-Azor'alq: Male Human (Baklunish) Pal3; Medium Humanoid; CR 3; HD 3d10+6; hp 28; Init +1; Spd 20 ft/x4; AC 18 (+5 armor, +2 shield, +1 Dex), touch 11, flat-footed 17; Base Atk +3; Grp +5; Full Atk/Atk +6 melee (1d6+2, Masterwork scimitar), +5 melee (1d8+3, Lance); SA Smite Evil; SQ Code of conduct, Aura of Good, detect evil, Divine Grace, Lay on hands (6pts), Aura of Courage, Divine health; AL LG; SV Fort +7, Ref +4, Will +4; Str 14(+2), Dex 12, Con 14, Int 10, Wis 12, Cha 14;

Skills and Feats: Handle Animal +8, Knowledge (religion) +6, Ride +9. Mounted Combat, Ride-By Attack, Power Attack

Possessions: breastplate, masterwork heavy steel shield, masterwork scimitar, lance

Shinoah Imann al-Azor'alq: Female Human (Baklunish) Clr3; Medium Humanoid; CR 3; HD 3d8+6; hp 24; Init +0; Spd 20 ft/x4; AC 17 (+5 armor, +2 shield), touch 10, flat-footed 17; Base Atk +2; Grp +2; Full Atk/Atk +4 melee (1d6, Masterwork scimitar); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +5, Ref +1, Will +6; Str 10, Dex 10, Con 14, Int 12, Wis 16, Cha 12;

Skills and Feats: Concentration +8, Diplomacy +6, Heal +8, Knowledge (religion) +3, Spellcraft +7. Combat Casting, Spell Focus (Evocation), Domain Spontaneity (War)**

Possessions: breastplate, masterwork scimitar, heavy wooden shield, silver holy symbol

Spells prepared 4/3+1/2+1; DC = 13+Spell Level)
0th [*create water, detect magic, light, read magic*]; 1st- [*bles, magic weapon*, protection from evil, shield of faith*]; 2nd- [*heat metal*, spiritual weapon (x2)*]; *Domain spell.

Domains: [Sun (Once per day destroy undead instead of turning them), War (Martial proficiency with the scimitar and weapon focus (scimitar))

** see Appendix 2: New Rules Items

Sharan Mihmedd al-Azor'alq: Male Human (Baklunish) Ftr1/Rgr2; Medium Humanoid; CR 3; HD 2d8+1d10+6; hp 26; Init +3; Spd 30 ft/x4; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk +3; Grp +6; Full Atk/Atk +8 ranged (1d8+3, Masterwork composite longbow (+3 Str)), +6 melee (1d6+3, Scimitar); SA Favored enemy (human); SQ Wild empathy; AL NG; SV Fort +7, Ref +6, Will -1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8;

Skills and Feats: Climb +6, Handle Animal +3, Listen +1, Ride +9, Spot +4, Survival +4. Point Blank Shot, Far Shot, Precise Shot, Weapon Focus (Composite Longbow) Rapid Shot, Track.

Possessions: masterwork chainshirt, masterwork composite longbow (+3 Str), scimitar, 60 arrows, 10 *merciful arrows*

APL 6

Encounter 5: On the Road Again

Balalaiki: Male Human (Baklunish) Ftr2/Rgr4; Medium Humanoid; CR 6; HD 4d8+2d10+12; hp 47; Init +7; Spd 30 ft/x4; AC 18 (+5 armor, +3 Dex), touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +10 ranged (1d8+3, *+1 composite longbow* (+2 Str)) or +8 melee (2d4+3, falchion); Full Atk +10/+5 ranged (1d8+3, *+1 composite longbow* (+2 Str)) or +8/+3 melee (2d4+3, falchion); SA Favored enemy (human); SQ Wild Empathy; AL CN; SV Fort +9, Ref +9, Will +3; Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Climb +10, Handle Animal +7, Hide +9, Jump +10, Ride +14, Spot +7, Survival +7. Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Manyshot, Rapid Shot, Track, Endurance

Possessions: *+1 Chain shirt*, *+1 composite longbow* (+2 Str), falchion, 60 arrows

Hakiri and Waseem: Male Half-orc Ftr2; Medium Humanoid; CR 2; HD 2d10+2; hp 18; Init +2; Spd 20 ft/x4; AC 17 (+5 armor, +2 Dex), touch 12, flat-footed 15; Base Atk +2; Grp +7; Full Atk/Atk +7 melee (2d4+7, falchion) or +5 ranged (1d8+5, masterwork composite longbow (+5 Str)); AL N; SV Fort +4, Ref +2, Will +0; Str 20, Dex 14, Con 12, Int 6, Wis 10, Cha 6;

Skills and Feats: Intimidate +1, Ride +4. Point Blank Shot, Precise Shot, Rapid Shot

Possessions: masterwork breastplate, falchion, masterwork composite longbow (+5 Str), 60 arrows

Encounter 7: Guardians of the Haunted Valley

OR

Encounter 10: Dealing with the Devil

Goblin Warriors (2): Male Goblin Ftr4; Small Humanoid (Goblinoid); CR 4; HD 4d10+8; hp 40 each; Init +4; Spd 30 ft/x4; AC 21, touch 15, flat-footed 17; Base Atk +4; Grp +2; Full Atk/Atk +9 melee (1d6+5, masterwork lance) or +7 melee (1d6+2, morningstar); SQ Darkvision; AL NE; SV Fort +6, Ref +5, Will +0; Str 15, Dex 18, Con 14, Int 10, Wis 8, Cha 6;

Skills and Feats: Handle Animal +3, Intimidate +0, Ride +17. Mounted Combat, Power Attack, Weapon Focus (Lance), Weapon Specialization (Lance), Improved Toughness**

Possessions: Heavy wood shield, masterwork chain shirt, masterwork lance, Morningstar

** See Appendix 2: New Rules Items

Goblin Archers (2): Male Goblin Rgr3/Rog1; Small Humanoid (Goblinoid); CR 4; HD 1d6+3d8+8; hp 30 each; Init +4; Spd 30 ft/x4; AC 19, touch 15, flat-footed 15;

Base Atk +3; Grp +0; Full Atk/Atk +10 melee (1d6+1, *+1 composite longbow*) or +5 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +5, Ref +9, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +7, Handle Animal +4, Hide +14, Ride +16, Spot +7, Survival +7, Tumble +9. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track,

Possessions: *+1 composite longbow*, morningstar, masterwork chain shirt.

Encounter 9: Bandits

Ahdan Eff Aik al-Azor'alq: Male Human (Baklunish) Pal5; Medium Humanoid; CR 5; HD 5d10+10; hp 44; Init +1; Spd 20 ft/x3; AC 21 (+8 armor, +2 shield, +1 Dex), touch 11, flat-footed 20; Base Atk +5; Grp +7; Full Atk/Atk +8 melee (1d6+3, *+1 scimitar*) or +8 melee (1d8+3, masterwork lance); SA Smite Evil; SQ Code of conduct, Aura of Good, *detect evil*, Divine Grace, Lay on hands (10pts), Aura of Courage, Divine health, Special Mount; AL LG; SV Fort +8, Ref +4, Will +4; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 14;

Skills and Feats: Handle Animal +8, Heal +3, Knowledge (religion) +8, Ride +11. Mounted Combat, Ride-By Attack, Power Attack

Possessions: masterwork full plate, masterwork heavy steel shield, *+1 scimitar*, masterwork lance

Spells prepared: (1; DC = 11 + Spell Level) 1st-[*divine sacrifice***]

** See Appendix 2: New Rules Items

Shinoah Imann al-Azor'alq: Female Human (Baklunish) Clr5; Medium Humanoid; CR 5; HD 5d8+10; hp 38; Init +0; Spd 20 ft/x3; AC 20 (+8 armor, +2 shield), touch 10, flat-footed 20; Base Atk +3; Grp +3; Full Atk/Atk +5 melee (1d6+1, *+1 scimitar*); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 12;

Skills and Feats: Concentration +10, Diplomacy +6, Heal +8, Knowledge (religion) +4, Knowledge (the planes) +4, Spellcraft +9. Combat Casting, Spell Focus (Evocation), Domain Spontaneity (War)**

Possessions: masterwork full plate, *+1 scimitar*, masterwork heavy wooden shield, silver holy symbol

Spells prepared: (5/4+1/3+1/2+1; DC = 13+Spell Level); 0th-[*create water, detect magic, light, purify food, read magic*]; 1st-[*bless, entropic shield, magic weapon**, *protection from evil, shield of faith*]; 2nd-[*heat metal**, *silence, spiritual weapon* (x2)]; 3rd-[*dispel magic, searing light**, *wind wall*]; *Domain spell.

Domains: [Sun (Once per day destroy undead instead of turning them), War (Martial proficiency with the scimitar and weapon focus (scimitar))]

** See Appendix 2: New Rules Items

Sharan Mihmedd al-Azor'alq: Male Human (Baklunish)
Ftr3/Rgr2; Medium Humanoid; CR 5; HD 2d8+3d10+10;
hp 42; Init +3; Spd 30 ft/x4; AC 17 (+4 armor, +3 Dex),
touch 13, flat-footed 14; Base Atk +5; Grp +8; Full Atk/Atk
+10 ranged (1d8+4, *+1 composite longbow* (+3 Str)) or +8
melee (1d6+3, scimitar); SA Favored enemy (human); SQ
Wild empathy; AL NG; SV Fort +8, Ref +7, Will +0; Str
16(+3), Dex 17(+3), Con 14(+2), Int 10(+0), Wis 8(-1), Cha
8(-1);

Skills and Feats: Climb +6, Handle Animal +4,
Intimidate +2, Listen +1, Ride +13, Spot +4, Survival +4.
Mounted Combat, Point Blank Shot, Far Shot, Precise
Shot, Weapon Focus (Composite Longbow), Rapid Shot,
Track.

Possessions: masterwork chainshirt, *+1
composite longbow* (+3 Str), scimitar, 60 arrows, 10 *+1
merciful arrows*

APL 8

Encounter 5: On the Road Again

Balalaiki: Male Human (Baklunish) Ftr4/Rgr4; Medium Humanoid; CR 8; HD 4d8+4d10+16; hp 63; Init +8; Spd 30 ft/x4; AC 19 (+5 armor, +4 Dex), touch 14, flat-footed 15; Base Atk +8; Grp +10; Atk +14 ranged (1d8+5 (+1d6 non-lethal), +1 *merciful composite longbow*) or +10 melee (2d4+3, falchion); Full Atk +14/+9 ranged (1d8+5 (+1d6 non-lethal), +1 *merciful composite longbow*) or +10/+5 melee (2d4+3, falchion); SA Favored enemy (human); SQ Wild Empathy; AL CN; SV Fort +10, Ref +11, Will +4; Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Climb +12, Handle Animal +7, Hide +10, Jump +12, Ride +17, Spot +7, Survival +7. Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow), Rapid Shot, Track, Endurance

Possessions: +1 Chain shirt, +1 *merciful composite longbow* (+2 Str), falchion, 60 arrows

Hakiri and Waseem: Male Half-orc Ftr4; Medium Humanoid; CR 4; HD 4d10+4; hp 36; Init +2; Spd 20 ft/x4; AC 18 (+6 armor, +2 Dex), touch 12, flat-footed 16; Base Atk +4; Grp +9; Full Atk/Atk +9 melee (2d4+7, falchion) or +7 ranged (1d8+6, +1 *composite longbow* (+5 Str)); AL N; SV Fort +5, Ref +3, Will +3; Str 21, Dex 14, Con 12, Int 6, Wis 10, Cha 6;

Skills and Feats: Intimidate +2, Ride +5. Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Improved Toughness**

Possessions: +1 breastplate, falchion, +1 *composite longbow* (+5 Str), 60 arrows

** See Appendix 2: New Rules Items

Encounter 7: Guardians of the Haunted Valley

OR

Encounter 10: Dealing with the Devil

Goblin Warriors (2): Male Goblin Ftr6; Small Humanoid (Goblinoid); CR 6; HD 6d10+12; hp 58 each; Init +4; Spd 30 ft/x4; AC 23, touch 15, flat-footed 19; Base Atk +6; Grp +4; Atk +11 melee (1d6+6, +1 *lance*) or +9 melee (1d6+2, morningstar); Full Atk +11/+6 melee (1d6+6, +1 *lance*) or +9/+4 melee (1d6+2, morningstar); SQ Darkvision; AL NE; SV Fort +7, Ref +6, Will +1; Str 15, Dex 18, Con 14, Int 10, Wis 8, Cha 6;

Skills and Feats: Handle Animal +3, Intimidate +2, Ride +19. Mounted Combat, Ride-By Attack, Spirited Charge, Power Attack, Weapon Focus(Lance), Weapon Specialization (lance), Improved Toughness**

Possessions: +1 heavy wood shield, +1 chain shirt, +1 lance, Morningstar

** See Appendix 2: New Rules Items

Goblin Archers (2): Male Goblin Rgr4/Rog2; Small Humanoid (Goblinoid); CR 6; HD 2d6+4d8+12; hp 43 each; Init +4; Spd 30 ft/x4; AC 20, touch 15, flat-footed 16; Base Atk +5; Grp +2; Full Atk/Atk +13 ranged (1d6+3, +2 *composite longbow* (+1 Str)) or +7 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding, Evasion; AL NE; SV Fort +6, Ref +11, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +9, Handle Animal +5, Hide +16, Intimidate +2, Ride +17, Spot +9, Survival +7, Tumble +11. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track, Precise Shot

Spells Prepared (1); base DC = 11 + spell level); 1st—[*entangle*];

Possessions: +1 Chain shirt, +1 Composite longbow (+1 Str), Morningstar

Encounter 9: Bandits

Ahdan Eff'Aik al-Azor'alq: Male Human (Baklunish) Pal5/Hos2; Medium Humanoid; CR 7; HD 2d8+5d10+14; hp 58; Init +1; Spd 20 ft/x3; AC 23 (+9 armor, +3 shield, +1 Dex), touch 11, flat-footed 22; Base Atk +7; Grp +10; Atk +12 melee (1d6+3 plus 1d6 fire, +1 *flaming scimitar*) or +11 melee (1d8+4, masterwork lance); Full Atk +12/+7 melee (1d6+3 plus 1d6 fire, +1 *flaming scimitar*) or +11/+6 melee (1d8+4, masterwork lance); SA Smite Evil; SQ Code of conduct, Aura of Good, *detect evil*, Divine Grace, Lay on hands (21pts), Aura of Courage, Divine health; AL LG; SV Fort +12, Ref +5, Will +5; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 16;

Skills and Feats: Handle Animal +9, Heal +5, Knowledge (religion) +10, Ride +13. Mounted Combat, Ride-By Attack, Power Attack, Cleave, Weapon Focus (Scimitar)

Possessions: +1 full plate, +1 heavy steel shield, +1 *flaming scimitar*, masterwork lance, *gauntlets of ogre power* +2, *cloak of charisma* +2

Spells prepared: (2; DC = 11 + Spell Level); 1st—[*divine sacrifice***, *golden barding***]

** See Appendix 2: New Rules Items

Shinoah Imann al-Azor'alq: Female Human (Baklunish) Clr7; Medium Humanoid; CR 7; HD 7d8+14; hp 52; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; Base Atk +5; Grp +5; Atk +7 melee (1d6+1, +1 *scimitar*); Full Atk +7 melee (1d6+1, +1 *scimitar*); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +7, Ref +2, Will +8; Str 10, Dex 10, Con 14, Int 12, Wis 17, Cha 12;

Skills and Feats: Concentration +12, Diplomacy +8, Heal +8, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +11. Combat Casting, Spell Focus

(Evocation), Augment Healing**, Domain Spontaneity (War)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol

Spells prepared (6/6+1/4+1/3+1/2+1; DC = 13+Spell Level); 0th [*create water, detect magic (x2), light, purify food, read magic*]; 1st [*bless, entropic shield, magic weapon*, obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd [*bull's strength, heat metal*, silence, spiritual weapon (x2)*]; 3rd [*dispel magic, prayer, searing light*, wind wall*]; 4th [*dimensional anchor, divine power, fire shield**]; Domain spell.

Domains: [Sun (Once per day destroy undead instead of turning them), War (Martial proficiency with the scimitar and weapon focus (scimitar))]

** See Appendix 2: New Rules Items

Sharan Mihmedd al-Azor'alq: Male Human (Baklunish) Ftr5/Rgr2; Medium Humanoid; CR 7; HD 2d8+5d10+14; hp 58; Init +4; Spd 30 ft/x4; AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16; Base Atk +7; Grp +10; Atk +13 ranged (1d8+4, +1 composite longbow(+3 Str)) or +10 melee (1d6+3, scimitar); Full Atk +13/+8 ranged (1d8+4, +1 composite longbow(+3 Str)) or +10/+5 melee (1d6+3, scimitar); SA Favored enemy (human); SQ Wild empathy; AL NG; SV Fort +9, Ref +8, Will +0; Str 16, Dex 19, Con 14, Int 10, Wis 8, Cha 8;

Skills and Feats: Climb +7, Handle Animal +4, Intimidate +5, Listen +1, Ride +16, Spot +4, Survival +4. Mounted Combat, Mounted Archery, Point Blank Shot, Far Shot, Precise Shot, Manyshot, Weapon Focus (Composite Longbow), Rapid Shot, Track.

Possessions: +1 mithral breastplate, +1 composite longbow (+3 Str), scimitar, gloves of dexterity +2, 60 arrows, 10 +1 merciful arrows

APL 10

Encounter 5: On the Road Again

Balalaiki: Male Human (Baklunish) Ftr6/Rgr4; Medium Humanoid; CR 10; HD 4d8+6d10+20; hp 79; Init +8; Spd 30 ft/x4; AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16; Base Atk +10; Grp +12; Atk +17 ranged (1d8+6 plus 1d6 non-lethal, +2 *merciful composite longbow*) or +12 melee (2d4+3, falchion); Full Atk +17/+12 ranged (1d8+6 plus 1d6 non-lethal, +2 *merciful composite longbow*) or +12/+7 melee (2d4+3, falchion); SA Favored enemy (human); SQ Wild Empathy; AL CN; SV Fort +11, Ref +13, Will +5; Str 14, Dex 20, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Climb +13, Handle Animal +7, Hide +11, Jump +13, Ride +18, Spot +7, Survival +7. Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Far Shot, Precise Shot, Manyshot, Weapon Focus (Composite Longbow), Weapon Specialization (Composite Longbow), Rapid Shot, Track, Endurance

Possessions: +2 Mithral Chain shirt, +2 *merciful composite longbow* (+2 Str), falchion, *gloves of Dexterity* +2, 60 arrows

Hakiri and Waseem: Male Half-orc Bbn2/Ftr4; Medium Humanoid; CR 6; HD 4d10+2d12+6; hp 54; Init +2; Spd 30 ft/x4; AC 18 (+6 armor, +2 Dex), touch 12, flat-footed 18; Base Atk +6; Grp +12; Atk +12 melee (2d4+9, falchion) or +9 ranged (1d8+7, +1 *merciful composite longbow*); Full Atk +12/+7 melee (2d4+9, falchion) or +9/+4 ranged (1d8+7, +1 *merciful composite longbow*); SQ Rage, Fast Movement, Uncanny dodge; AL N; SV Fort +8, Ref +3, Will +3; Str 23, Dex 14, Con 12, Int 6, Wis 10, Cha 6;

Skills and Feats: Intimidate +4, Ride +7. Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Improved Toughness**, Sharp-Shooting**

Possessions: +1 breastplate, falchion, +1 *merciful composite longbow* (+6 Str), 60 arrows, *Gauntlets of ogre power* +2

** See Appendix 2: New Rules Items

Encounter 7: Guardians of the Haunted Valley

OR

Encounter 10: Dealing with the Devil

Goblin Warriors (2): Male Goblin Ftr8; Small Humanoid (Goblinoid); CR 8; HD 8d10+16; hp 76 each; Init +4; Spd 30 ft/x4; AC 23, touch 15, flat-footed 19; Base Atk +8; Grp +7; Atk +14 melee (1d6+7 plus 1d6 frost, +1 *frost lance*) or +12/+7 melee (1d6+3, morningstar); Full Atk +14/+9 melee (1d6+7 plus 1d6 frost, +1 *frost lance*) or +12/+7 melee (1d6+3, morningstar); SQ Darkvision; AL NE; SV Fort +8, Ref +6, Will +1; Str 16, Dex 18, Con 14, Int 10, Wis 8, Cha 6;

Skills and Feats: Handle Animal +3, Intimidate +4, Ride +21. Mounted Combat, Ride-By Attack, Spirited

TUS5-03 Strands of Faith

Charge, Power Attack, Cleave, Weapon Focus (Lance), Weapon Specialization (lance), Improved Toughness**

Possessions: +1 heavy wood shield, +1 chain shirt, +1 frost lance, Morningstar

** See Appendix 2: New Rules Items

Goblin Archers (2): Male Goblin Ftr1/Rgr5/Rog2; Small Humanoid (Goblinoid); CR 8; HD 2d6+5d8+1d10+16; hp 58 each; Init +5; Spd 30 ft/x4; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp +4; Atk +16 melee (1d6+3, +2 *composite longbow* (+1 Str)) or +9 melee (1d6+1, morningstar); Full Atk +14/+14/+11 melee (1d6+3, +2 *composite longbow* (+1 Str)) or +9/+4 melee (1d6+1, morningstar); SA Archery combat style, Favored enemy (human, human), sneak attack (+1d6); SQ Darkvision, Wild Empathy, Trapfinding; AL NE; SV Fort +8, Ref +12, Will +2; Str 12, Dex 20, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +12, Handle Animal +5, Hide +18, Intimidate +2, Ride +20, Spot +11, Survival +7, Tumble +12. Point Blank Shot, Weapon Focus (Composite Longbow), Rapid Shot, Track, Precise Shot, Far Shot

Spells Prepared (1; base DC = 11 + spell level) 1st – [entangle];

Possessions: +2 *composite longbow* (+1 Str), morningstar, +1 chain shirt

Encounter 9: Bandits

Ahdan Eff'Aik al-Azor'alq: Male Human (Baklunish) Pal5/Hos4; Medium Humanoid; CR 9; HD 4d8+5d10+18; hp 81; Init +1; Spd 20 ft/x3; AC 24 (+9 armor, +3 shield, +1 Dex, +1 natural), touch 11, flat-footed 23; Base Atk +9; Grp +13; Atk +15 melee (1d6+3 plus 1d6 fire, +1 *flaming scimitar*) or +14 melee (1d8+6, masterwork lance); Full Atk +15/+10 melee (1d6+3 plus 1d6 fire, +1 *flaming scimitar*) or +14/+9 melee (1d8+6, masterwork lance); SA Smite Evil; SQ Code of conduct, Aura of Good, *detect evil*, Divine Grace, Lay on hands (27pts), Aura of Courage, Divine health; AL LG; SV Fort +14, Ref +7, Will +7; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 16;

Skills and Feats: Handle Animal +9, Heal +7, Knowledge (religion) +12, Ride +15. Mounted Combat, Ride-By Attack, Power Attack, Cleave, Weapon Focus (Scimitar), Improved Toughness**

Possessions: +1 full plate, +1 heavy steel shield, +1 *flaming scimitar*, masterwork lance, *gauntlets of ogre power* +2, *cloak of charisma* +2, *amulet of natural armor* +1, *vest of resistance* +1

Spells prepared: (2; base DC = 11 + Spell Level); 1st – [divine sacrifice**, golden barding**]

** See Appendix 2: New Rules Items

Shinoah Imann al-Azor'alq: Female Human (Baklunish) Clr9; Medium Humanoid; CR 9; HD 9d8+18; hp 66; Init +0; Spd 20 ft/x3; AC 21 (+9 armor, +2 shield), touch 10, flat-footed 21; Base Atk +6; Grp +6; Atk +8 melee (1d6+1,

+1 scimitar); Full Atk +8/+3 melee (1d6+1, +1 scimitar); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +8, Ref +3, Will +11; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +13, Diplomacy +8, Heal +10, Knowledge (Arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +15. Combat Casting, Spell Focus (Evocation), Augment Healing**, Domain Spontaneity (War)**

Possessions: +1 full plate, +1 scimitar, masterwork heavy wooden shield, silver holy symbol, *periapt of wisdom* +2, *ring of freedom of movement*

Spells prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15+Spell Level); 0th [*create water, detect magic* (x2), *light, purify food, read magic*]; 1st [*bless, entropic shield, magic weapon**, *obscuring mist, protection from evil, sanctuary, shield of faith*]; 2nd [*bear's endurance, bull's strength, heat metal**, *silence, spiritual weapon* (x2)]; 3rd [*dispel magic, prayer, searing light**, *recitation***, *wind wall*]; 4th [*dimensional anchor, divine power, fire shield**, *invisibility purge*] [*flame strike**, *righteous might, spell resistance*]; *Domain spell.

Domains: [Sun (Once per day destroy undead instead of turning them), War (Martial proficiency with the scimitar and weapon focus (scimitar))]

** See Appendix 2: New Rules Items

Sharan Mihmedd al-Azor'alq: Male Human (Baklunish) Ftr7/Rgr2; Medium Humanoid; CR 9; HD 2d8+7d10+18; hp 74; Init +5; Spd 30 ft/x4; AC 21 (+6 armor, +5 Dex), touch 15, flat-footed 16; Base Atk +9; Grp +12; Atk +16 ranged (1d8+4, +1 composite longbow(+3 Str)) or +12 melee (1d6+3, scimitar); Full Atk +16/+11 ranged (1d8+4, +1 composite longbow(+3 Str)) or +12/+7 melee (1d6+3, scimitar); AL NG; SV Fort +10, Ref +10, Will +1; Str 16, Dex 20, Con 14, Int 10, Wis 8, Cha 8;

Skills and Feats: Climb +8, Handle Animal +5, Intimidate +7, Listen +1, Ride +19, Spot +4, Survival +4. Dodge, Improved Critical(Composite Longbow), Mounted Combat, Mounted Archery, Point Blank Shot, Far Shot, Precise Shot, Manyshot, Weapon Focus(Composite Longbow), Rapid Shot, Track.

Possessions: +1 mithral breastplate, +1 composite longbow (+3 Str), scimitar, *gloves of dexterity* +2, 60 arrows, 10 +1 merciful arrows

APL 12

Encounter 5: On the Road Again

Balalaiki: Male Human (Baklunish) Ftr6/Rgr4/OoB2**;
Medium Humanoid; CR 12; HD 6d8+6d10+24; hp 93; Init
+9; Spd 30 ft/x4; AC 21 (+6 armor, +5 Dex), touch 15, flat-
footed 16; Base Atk +12; Grp +15; Atk +20 ranged
(1d8+7+1d8 plus 1d6 non-lethal, +2 *merciful composite
longbow*) or +15/+10/+5 melee (2d4+4, falchion); Full Atk
+20/+15/+10 ranged (1d8+7 plus 1d6 non-lethal, +2
merciful composite longbow) or +15/+10/+5 melee
(2d4+4, falchion); SA Favored enemy (human), Ranged
Precision Attack, Close combat shot; SQ Wild Empathy;
AL CN; SV Fort +11, Ref +16, Will +8; Str 16, Dex 21, Con
14, Int 10, Wis 10, Cha 10;

Skills and Feats: Climb +14, Handle Animal +8,
Hide +12, Jump +14, Knowledge (religion) +3, Ride +18,
Spot +7, Survival +7. Improved Initiative, Iron Will,
Lightning Reflexes, Point Blank Shot, Far Shot, Precise
Shot, Improved Precise Shot, Manyshot, Weapon Focus
(Composite Longbow), Weapon Specialization
(Composite Longbow)

Possessions: +2 *Mithral Chain shirt*, +2 *merciful
composite longbow (+3 Str)*, falchion, *gloves of dexterity*
+2, 60 arrows

** See Appendix 2: New Rules Items

Hakiri and Waseem: Male Half-orc Bbn4/Ftr4; Medium
Humanoid; CR 8; HD 4d10+4d12+8; hp 72; Init +2; Spd
30 ft/x4; AC 18 (+6 armor, +2 Dex), touch 12, flat-footed
18; Base Atk +8; Grp +15; Atk +15 melee (2d4+10,
falchion) or +11 ranged (1d8+7, +1 *merciful composite
longbow*); Full Atk +15/+10 melee (2d4+10, falchion) or
+11/+6 ranged (1d8+7, +1 *merciful composite longbow*);
SQ Rage, Fast Movement, Uncanny dodge, Trap sense +1;
AL N; SV Fort +9, Ref +4, Will +4; Str 24, Dex 14, Con 12,
Int 6, Wis 10, Cha 6;

Skills and Feats: Intimidate +6, Ride +9. Iron
Will, Point Blank Shot, Precise Shot, Rapid Shot,
Improved Toughness**, Sharp-Shooting**

Possessions: *Gauntlets of ogre power* +2, +1
breastplate, falchion, +1 *merciful composite longbow (+6
Str)*, 60 arrows

** See Appendix 2: New Rules Items

Encounter 7: Guardians of the Haunted Valley

OR

Encounter 10: Dealing with the Devil

Goblin Warriors (2): Male Goblin Ftr10; Small
Humanoid (Goblinoid); CR 10; HD 10d10+20; hp 94 each;
Init +4; Spd 30 ft/x4; AC 24, touch 15, flat-footed 20; Base
Atk +10; Grp +9; Atk +16 melee (1d6+7 plus 1d6 frost, +1
frost lance) or +14 melee (1d6+3, morningstar); Full Atk
+16/+11 melee (1d6+7 plus 1d6 frost, +1 *frost lance*) or
+14/+9 melee (1d6+3, morningstar); SQ Darkvision; AL

TUS5-03 Strands of Faith

NE; SV Fort +9, Ref +7, Will +2; Str 16, Dex 18, Con 14,
Int 10, Wis 8, Cha 6;

Skills and Feats: Handle Animal +3, Intimidate
+6, Ride +23. Improved Critical (Lance), Mounted
Combat, Ride-By Attack, Spirited Charge, Power Attack,
Cleave, Weapon Finesse, Weapon Focus (Lance), Weapon
Specialization (Lance), Improved Toughness**

Possessions: +1 *heavy wood shield*, +2 *chain
shirt*, +1 *frost lance*, Morningstar

** See Appendix 2: New Rules Items

Goblin Archers (4): Male Goblin Ftr1/Rgr5/Rog2; Small
Humanoid (Goblinoid); CR 8; HD 2d6+5d8+1d10+16; hp
58 each; Init +5; Spd 30 ft/x4; AC 22, touch 15, flat-footed
18; Base Atk +7; Grp +4; Atk +16 melee (1d6+3, +2
composite longbow (+1 Str)) or +9 melee (1d6+1,
morningstar); Full Atk +14/+14/+11 melee (1d6+3, +2
composite longbow (+1 Str)) or +9/+4 melee (1d6+1,
morningstar); SA Archery combat style, Favored enemy
(human, human), sneak attack (+1d6); SQ Darkvision,
Wild Empathy, Trapfinding; AL NE; SV Fort +8, Ref +12,
Will +2; Str 12, Dex 20, Con 14, Int 10, Wis 12, Cha 6;

Skills and Feats: Climb +12, Handle Animal +5,
Hide +18, Intimidate +2, Ride +20, Spot +11, Survival +7,
Tumble +12. Point Blank Shot, Weapon Focus
(Composite Longbow), Rapid Shot, Track, Precise Shot,
Far Shot

Spells Prepared (1; base DC = 11 + spell level) 1st
– [entangle];

Possessions: +2 *composite longbow (+1 Str)*,
morningstar, +2 *chain shirt*

Encounter 9: Bandits

Ahdan Eff Aik al-Azor'alq: Male Human (Baklunish)
Pal5/Hos6; Medium Humanoid; CR 11; HD
6d8+5d10+22; hp 97; Init +1; Spd 20 ft/x3; AC 24 (+9
armor, +3 shield, +1 Dex, +1 natural), touch 11, flat-footed
23; Base Atk +11; Grp +15; Atk +18 melee (1d6+6 plus 1d6
fire, +2 *flaming scimitar*) or +16 melee (1d8+6,
masterwork lance); Full Atk +18/+13/+8 melee (1d6+6
plus 1d6 fire, +2 *flaming scimitar*) or +16/+11/+6 melee
(1d8+6, masterwork lance); SA Smite Evil; SQ Code of
conduct, Aura of Good, *detect evil*, Divine Grace, Lay on
hands (33pts), Aura of Courage, Divine health; AL LG; SV
Fort +15, Ref +8, Will +8; Str 18, Dex 12, Con 14, Int 10,
Wis 12, Cha 16;

Skills and Feats: Handle Animal +9, Heal +9,
Knowledge (religion) +14, Ride +17. Mounted Combat,
Ride-By Attack, Power Attack, Cleave, Weapon Focus
(Scimitar), Close-Quarters Fighting**, Improved
Toughness**

Possessions: +1 *full plate*, +1 *heavy steel shield*,
+2 *flaming scimitar*, masterwork lance, *gauntlets of ogre
power* +2, *cloak of charisma* +2, *amulet of natural armor*
+1, *vest of resistance* +1

Spells prepared: (2; base DC = 11 + Spell Level; 1st -[*divine sacrifice***, *golden barding***])

** See Appendix 2: New Rules Items

Shinoah Imann al-Azor'alq: Female Human (Baklunish)
Clr11; Medium Humanoid; CR 11; HD 11d8+22; hp 80;
Init +0; Spd 20 ft/x3; AC 24 (+9 armor, +3 shield, +1 natural, +1 deflection), touch 11, flat-footed 24; Base Atk +8; Grp +8; Atk +10 melee (1d6+1, +1 *Scimitar*); Full Atk +10/+5 melee (1d6+1, +1 *Scimitar*); SQ Spontaneous Casting, Aura of Good; AL NG; SV Fort +10, Ref +4, Will +13; Str 10, Dex 10, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +16, Diplomacy +8, Heal +10, Knowledge (Arcana) +6, Knowledge (religion) +10, Knowledge (the planes) +4, Spellcraft +16. Combat Casting, Spell Focus (Evocation), Empower Spell, Augment Healing**, Domain Spontaneity (War)**

Possessions: +1 *full plate*, +1 *scimitar*, +1 *heavy wooden shield*, silver holy symbol, *periap of wisdom* +2, *ring of freedom of movement*, *vest of resistance* +1, *ring of protection* +1, *amulet of natural armor* +1

Spells prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 15+Spell Level); 0th -[*create water*, *detect magic* (x2), *light*, *purify food*, *read magic*]; 1st -[*bless*, *entropic shield*, *magic weapon**, *obscuring mist*, *protection from evil*, *sanctuary*, *shield of faith*]; 2nd -[*bear's endurance*, *bull's strength*, *heat metal**, *silence*, *spiritual weapon* (x2)]; 3rd -[*dispel magic*, *prayer*, *searing light**, *recitation***], *wind wall*]; 4th -[*dimensional anchor*, *divine power*, *fire shield**, *invisibility purge*] [*flame strike**, *righteous might*, *spell resistance*]; 6th -[*blade barrier**, *bull's strength*, *mass*]; *Domain spell.

Domains: [Sun (Once per day destroy undead instead of turning them), War (Martial proficiency with the scimitar and weapon focus (scimitar))]

** See Appendix 2: New Rules Items

Sharan Mihmedd al-Azor'alq: Male Human (Baklunish)
Ftr9/Rgr2; Medium Humanoid; CR 11; HD 2d8+9d10+33; hp 101; Init +9; Spd 30 ft/x4; AC 21 (+6 armor, +5 Dex), touch 15, flat-footed 16; Base Atk +11; Grp +14; Atk +18 ranged (1d8+4 plus 1d6 non-lethal, +1 *merciful composite longbow* (mighty+3)) or +14 melee (1d6+3, scimitar); Full Atk +18/+13/+8 ranged (1d8+4 plus 1d6 non-lethal, +1 *merciful composite longbow* (mighty+3)) or +14/+9/+4 melee (1d6+3, scimitar); SA Favored enemy (human); SQ Wild empathy; AL NG; SV Fort +12, Ref +11, Will +2; Str 16, Dex 20, Con 16, Int 10, Wis 8, Cha 8;

Skills and Feats: Climb +8, Handle Animal +6, Intimidate +10, Listen +1, Ride +21, Spot +4, Survival +4. Dodge, Improved Critical (Composite Longbow), Improved Initiative, Mounted Combat, Mounted Archery, Point Blank Shot, Far Shot, Precise Shot, Manyshot, Weapon Focus (Composite Longbow), Rapid Shot, Track.

Possessions: +1 *mithral breastplate*, +1 *merciful composite longbow* (+3 Str), scimitar, *gloves of dexterity* +2, *amulet of health* +2, 60 arrows, 10 +1 *merciful arrows*

Appendix Two: New Rules Items

Augment Healing [General] as presented in Complete Divine

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

Domain Spontaneity [Divine] as presented in Complete Divine

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells of equal or higher level, as well as expanding one of your daily turn undead attempts. This works just as clerics spontaneously cast prepared spells as *cure* spells.

Special: You may take this feat multiple times, each time, you take the feat, it applies to a new domain.

Improved Toughness [General] as presented Complete Warrior

You are significantly tougher than normal

Prerequisite: Base Fortitude save bonus +2.

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

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

Improved Toughness [General] as presented in Complete Warrior

Prerequisite: Point Blank Shot, Precise Shot, base attack bonus +3

Benefit: Your targets only receive +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally provides +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

Close-Quarters Fighting [General] as presented in Complete Warrior

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity in a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his own opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Divine Sacrifice [spell] as presented in Complete Divine

Evocation

Level: Blackguard 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level

You can sacrifice your life force to increase damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (this does not provoke AoOs). For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack. Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends. You can make as many sacrifices as the spell duration allows. Sacrificed hit points count as normal damage.

Golden Barding [spell] as presented in Complete Divine

Conjuration (Creation)[Force]

Level: Blackguard 1, paladin 1

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Special mount touched

Duration: 1 hour / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You conjure forth a glowing, golden suit of barding for your special mount.

The *golden barding* you create has no armor check penalty and has no effect on the mounts' speed. The exact nature of the barding depends on your caster level.

2nd-3rd scale mail barding (+4 armor bonus)

4th-5th chain mail barding (+5 armor bonus)

6th-7th splint mail barding (+6 armor bonus)

8th-9th half-plate barding (+7 armor bonus)

10th full plate barding (+8 armor bonus)

Because *golden barding* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Recitation [spell] as presented in *Complete Divine*

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you.

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessings upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Order of the Bow Initiate as presented in *Complete Warrior*

When asked, "What is Truth?", an initiate of the Order of the Bow picks up his bow, fires an arrow and, without saying a word, lets his mastery of the weapon serve as the gauge of the archer's progress along the way. By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality. Order of the Bow initiates see their weapons as extensions of their being, and the use of the bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow. Rangers, paladins, and even barbarians utilize these skills and philosophies as well. Some rogues and bards have been known to enter the order, but they are rare indeed.

NPC initiates are most often encountered teaching others the ways of archery or wandering the lands looking for true challenges for their skill.

Hit Die: d8.

Requirements

To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills

The Order of the Bow initiate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot: At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see below) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th-level Order of the Bow initiate's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

Table: THE ORDER OF THE BOW INITIATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Ranged precision +1d8
2nd	+2	+0	+3	+3	Close combat shot
3rd	+3	+1	+3	+3	Ranged precision +2d8
4th	+4	+1	+4	+4	Greater Weapon Focus
5th	+5	+1	+4	+4	Ranged precision +3d8
6th	+6	+2	+5	+5	Sharp-Shooting
7th	+7	+2	+5	+5	Ranged precision +4d8
8th	+8	+2	+6	+6	—
9th	+9	+3	+6	+6	Ranged precision +5d8
10th	+10	+3	+7	+7	Extended precision

Hospitaler as presented in Complete Divine

Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care. It is the duty of knights hospitaler to protect people traveling on religious pilgrimages. Over the years, this single duty has expanded to include construction and administration of hospitals and refugee facilities.

Most hospitalers are paladins, though rangers, fighter/clerics and even ranger/clerics often join the ranks of the knights hospitaler as well.

NPC hospitalers often travel in groups, usually pilgrims on their way to or from a site of importance to their faith. Hospitalers may be found running pilgrim hostels, defending temple hospitals, or standing vigil over religious relics or sites. They seldom go on quests of adventures except to rescue endangered pilgrims or to recover relics or sites from heretics and unbelievers.

Hit Die: d8.

Requirements

To qualify to become an Hospitaler, a character must fulfill all the following criteria.

Alignment: Any non-chaotic.

Base Attack Bonus: +5.

Skills: Handle Animal 5 ranks, Ride 5 ranks.

Feats: Mounted Combat, Ride-by Attack

Spells: Ability to cast 1st-level divine spells.

Class Skills

The Hospitaler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Religion) (Int), Profession (Wis) and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Hospitaler prestige class.

Weapon and Armor Proficiency: Hospitalers gain proficiency with all simple and martial weapons, with all types of armor and with shields.

Lay on hands: A hospitaler gains lay on hands as a paladin. If the hospitaler has this ability, her levels in that class stack.

Spells per Day/Spell Known: Hospitalers continues to advance in divine spellcasting as well as learning the skills of the hospitalers. See the table below for details.

Bonus feats: At the indicated levels, the hospitaler may take a bonus feat. These feats are drawn from the feats designated as fighter bonus feats in the PHB.

Table: Hospitaler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+1	+2	+0	+0	Bonus feat, lay on hands	—
2nd	+2	+3	+0	+0	—	+1 level of existing divine class
3rd	+3	+3	+1	+1	Remove Disease 1/week	+1 level of existing divine class
4th	+4	+4	+1	+1	—	+1 level of existing divine class
5th	+5	+4	+1	+1	Bonus feat	—
6th	+6	+5	+2	+2	—	+1 level of existing divine class
7th	+7	+5	+2	+2	Remove Disease 1/week	+1 level of existing divine class
8th	+8	+6	+2	+2	—	+1 level of existing divine class
9th	+9	+6	+3	+3	Bonus feat	—
10th	+10	+7	+3	+3	—	+1 level of existing divine class

Remove Disease (Sp): Beginning at 3rd level, a hospitaler can *remove disease* as a spell-like ability once per week. At 7th level and higher, she can use it twice a week.

Code of Conduct: Hospitalers take an oath of poverty, obedience and defense of those in their care. This does not mean that hospitalers live mean, penny-pinching lives. They share their wealth amongst themselves, and give any excess to their order. Obedience is not related to character or social rank, but rather to position assigned within the order, and often changes with the situation. Regardless of their ranks, all hospitalers defer to the head of the facility while on the grounds. Hospitalers must be willing to lay down their lives to protect the pilgrims or hospitaler facility under their care, but should not do so recklessly.

Multi-class not: A paladin who becomes a hospitaler may continue advancing as a paladin.

Appendix Three: Laws in Northern Tusmit

Generalities

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

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

Horses

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

High Fines

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

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

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

The Self-Defense Clause

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

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

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

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

Assault. (Major)

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

Sentence: Confiscation of weapon used and imprisonment of up to six time units and 10d10 lashes.

Assault (Minor)

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

Sentence: Confiscation of weapon used and imprisonment of three time units and 5d10 lashes.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: overlooked (left off with warnings).

Blackmail

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

Sentences:

- Government official, noble, military, or church official: Imprisonment of four time units and loss of seventy-five percent of property.
- Other: Fine of one and a half times the blackmail price

Vandalism

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

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

Illegal use of magic

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

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

Manslaughter

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

Sentence: Sent to the mines for up to 10 years, plus loss of all property to be given to the family of the victim.

Murder

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

Sentences:

- Mass murder: torture in public and death.
- Other: Death.

Theft

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

Sentence: Imprisonment for one time unit and 4d10 lashes per one hundred fountains worth of goods, services, or information. As well a fine up to equalling up to five times the worth of the goods, services or information. 500 fountains worth or more.

Theft (Horse)

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

Sentence: Death.

Appendix Four: Azor'alq

Name: Azor'alq

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Light, Purity, Courage, Strength

Titles: Son of Light, Banisher of Darkness

Holy Symbol: An armed man standing atop a stone summit

Alignment: NG

Origin of Worship: Baklunish

Core Worshippers: Baklunish

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scimitar (m)

Other Preferred Weapons:

Weapon of the Deity Spell: *+1 flaming scimitar*

Domains: Good, Sun, War.

Special Notes:

Description: Valiant Azor'alq (Ah-zor-ALK), triumphant champion of the First Dynasty emperors, has been venerated as a hero by the Baklunish people for more than 3,000 years. He is first mentioned in the mythic tale of Hegira in which he defended the royal family from the minions of Darkness that assailed them in the flight from their defiled homeland across the desolate western mountains. Poets still sing of his courage and strength in battle, naming him the Banisher of Darkness. Philosophers and mystics esteem his purity and call him the Son of Light. The entrance to his great sanctum is said to be found at the highest peak among the Dramidj Ocean island-pinnacles that bear his name. He dwells within that sanction with his ancient paladins, the Thousand Immortals. Azor'alq appears as a tall, handsome warrior, dark of skin, clad in a coat of fine mail and a helm topped with peacock feathers. He wields a long curved sword known as Faruk. His symbol is an armed man standing atop a stone summit. "Strength grows in the light of courage. The bright sword of Azor'alq, once drawn, may be sheathed again only in victory. A true leader is the first to join in battle, and the last to seek rest. The flame of truth must be tended with good thoughts, good words, and good deeds, so that the purity of its light may dispel the tyranny of darkness." Azor'alq finds his strongest following among young warriors, but anyone in need of steady courage might call upon him. His adherence to good is unwavering, therefore he does not seek to restore the fallen or convert the evil, for he has no mercy to offer them. Among the Paynim, the clergy of Azor'alq is hereditary; they claim that the legacy of their cult goes back to the earliest days of the Baklunish empire. They often serve as war-leaders, and are always in the forefront of battle. In the settled lands clerics of Azor'alq are most often found in closed communities, where they are sometimes mistaken for fire worshippers. His few remaining paladins seek to emulate the legendary Thousand Immortals by destroying creatures of Darkness (typically fiends and undead). Some even make a quest to the Pinnacles of Azor'alq, when they feel they have grown sufficiently in knowledge and strength to overcome the challenges that their master has set for them there.

Player Handout #1: Martial Law in Blashikdur

The Guard forms you up in a single file before drawing a piece of parchment. In a tone reminiscent of a Mullah's stating the word of the Restorer of Righteousness he begins to speak.

"The city of Blashikdur has been placed under martial law by our beloved sheik Ed'our Bin Kan. Until such time that the threat from the Udgru has passed, Saeed Kazarai al-Liwa' has been given the authority of command and any military personnel is to report to him directly."

"For years now, the elves have threaten what is legally our. By attacking our citizen, they have made themselves outlaws in Tusmit. Because of this, the Liwa' has instituted a series of measure aiming at preventing the enemy from infiltrating our city."

"First, any Elf caught breaking the laws of Blashikdur will be sentenced to death."

"Second, vagrants will not be tolerated. Vagrants will be sent to the mines for up to 4 weeks."

"Third, the laws against illegal use of magic, whether of divine or arcane origin is restricted to members of the army. On all others, the law will be strictly enforced."

"Fourth, to all those who are not members of the Tusman military, all weapons must be peace bound. Failure will result in fines, confiscation of the weapon and possible time in the mines."

"Fifth, there is a curfew in place. After sunset, only members of the Tusman military are allowed on the streets. Everyone else will be arrested for vagrancy, and imprisoned."

"And finally, all domestic animals must be stabled for the duration of your stay in Blashikdur. Any wild animals must be left outside of the city. Any animal caught inside the city will be put to death."

Player Handout #2: A letter

If you want to know more, meet me in the fourth door of the third block east of the Snapping Turtle's Inn.

Player Handout #3: The Prophecy of Doom

In a land of Winter ancient shall be rekindled the flames of purity.
The reborn flames will grow to a raging bonfire once more.
As even Fate never will have the will to smother it.
The chosen of the heavens will peer into darkness to defeat the chosen of man.
As a sun that rises in all its glory is the cause for the deepest twilight,
The rise of this light will bear the greatest of shadows.
But through a single voice can the balance be found, a single act of Fate.
Its infant shall rise as the decades go, and the nomad's blaze will bestow harmony
To those who lost their mates and souls to the Lord of Winter,
In the new halls of the Mountain King where madness lives no more.
Soon, the Whisper's hiding will cross with moon and sun.
On this day, a new Fate shall unfold.

Player Handout #4: Martha al-Istus' Letter

Dear adventurers,

I am aware of your failure at the caravan. I had a dream you would.

Dreams have shown me another avenue the zealots can be stopped. Head towards the Yatils and find Grostbar and the Knives of Winter. He and his tribe can succeed where you have failed. Lie to them if you must; promise them what they want to hear. Send them to attack the caravan and hopefully, dwindle their numbers so they decide to turn back and not perform the ritual. Be careful when dealing with them. While they may be trustworthy, don't rely on them too much. Use them as you would a knife, pointing away from you. Goblins may not be physically impressive but an army of a hundred goblins is still an army.

The Lady looks over you; she has told me where the priests of Azor'alq are headed. It is a foggy valley in the hills. Apparently it was the site of an ancient battle. Does it not look odd to you that they would bring back a paladin from the dead in a valley filled with the long-dead bodies of worshippers of evil?

Fate smile upon you,

Your eyes in the current darkness,

Martha al-Istus

Appendix Five: Textes Français

Introduction

A la recherche d'aventure, vous arrivez à la cité nordique de Blashikdur. Vous êtes surpris de voir la quantité de travail effectué sur les murs de la ville. La plus importante ville du nord semble se préparer à soutenir un siège.

Les rivières près de la ville sont aussi important que partout ailleurs à Tusmit et est sous le regard attentif de Water Watchers. C'est une source de revenus, mais aussi un outil militaire. La forêt de l'Udgru et de ses elfes rebelles est sous la constante supervision de l'armée Tusmane.

Des escadrons de gardes Tusman montés chevauche le long de la colonne de gens qui tentent d'entrer dans la ville.

La rumeur s'est répandue que le Scheik a déclaré la loi martiale et le commandement militaire est passé aux mains du chef local des Water Watchers, Saeed Kazarai al-Liwa'. Apparemment, les elfes de l'Udgru préparent une offensive majeure contre la ville.

Même si les elfes sont toujours admis dans la ville, ils sont sous stricte surveillance et tout effraction est punie de mort. Une taxe spéciale est chargée à tous les elfes lors de leur entrée dans Blashikdur. Quelqu'un vous dit qu'un elfe a tenté de passer la ville alors qu'il était invisible... Les gardes se sont emparé de lui et l'ont empalé! Tous recommandent l'honnêteté avec les gardes. Il semble que même si la plupart de gens n'apprécient pas ce qui se passe, bien peu osent faire une scène. Malgré cela vous pouvez voir quelques elfes et demi-elfes entrant dans la ville après avoir répondu aux gardes.

Finalement, vous tour arrive et les gardes vous examinent attentivement.

Avec tous les problèmes que la région a connue récemment, une large force militaire est posté en garnison dans et autour de la ville.

Encounter 2: The Temple of Azor'alq

Devant un large brasier, un groupe de fidèles sont agenouillés en prière. Le prêtre qui vous escorte approche un homme chauve aux tempes grisonnantes dans sa chevelure brun foncé. L'homme se lève et se tourne vers vous.

"Bonjour et bienvenu au temple du Fils de la Lumière. Je suis Kaza Al'Ahrón al-Azor'alq, chef de la foi dans tout Tusmit. Je suis heureux que vous

soyez venu ici. Nous nous préparons à entreprendre un grand pèlerinage qui amènera une nouvelle ère de paix et de gloire à Tusmit."

"Voudriez-vous vous joindre à nous dans notre glorieuse entreprise? Le nom du Chasseur des Ténèbres brillera de nouveau sur ce pays comme il brilla jadis sur les chefs de l'Empire Baklunien."

"Nous cherchons quelques aventuriers pour notre avant-garde. Peut-être voudriez-vous être notre avant-garde? Prenez votre temps pour me répondre, mais sachez que nous partons avant l'aube."

Encounter 3: The Prophecy

On vous conduit au travers d'un appartement vide, des fenêtres barricadées sont les seuls décorations sur les murs blanc. Alors que vous entrez dans la pièce du fond, vous voyez une femme revêtu elle aussi du voile et des habits gris des prêtresses d'Istus. Elle est assise sur le seul coussin présent, devant elle se trouve une boule de cristal et quelques ossements éparpillés.

La femme ne se retourne même pas alors qu'elle prend la parole, sa voix trahissant son grand âge. "Entrez et asseyez-vous sur le sol. Nous n'avons pas mieux. J'ai choisi cet endroit rapidement. Reishah ma fille, tu peux nous quitter."

Vous vous trouvez à peine confortable lorsque la vieille femme lève son voile dévoilant ses orbites vides et un visage couvert de rides. Malgré cela, elle regarde vers chacun de vous, comme si elle avait des yeux pour voir. "Martha al-Istus est mon nom. Maintenant laissez-moi vous dire ce qu'on peut voir sans yeux."

Martha se tourne vers (les héros qui joués le scénario): "Vous m'avez déjà vu il y a de cela plusieurs années maintenant. Il y a trois ans, un membre de mon ordre vous a envoyé à Dihn pour investiguer une porte naine oubliée, que vous savez être l'oeuvre de créatures malfaisantes nommées derro. Le Destin sourit à la nation dont le fardeau est si léger. Les choses empirent et laissez-moi vous dire, elles ne vont pas s'améliorer."

"Vous vous embarquez dans un voyage paisible, mais vers un but indésirable. J'ai vu ce qui allait arriver si les suivants d'Azor'alq réussissent dans leur quête. Ils veulent ramener à la vie le héros antique Munthir Haddad, chef de l'Armée de la Lumière, Vainqueur des Ténèbres et plus grand de

tous les héros Tusmans. Je crains qu'il pourraient réussir, réussir au-delà de leur rêves..."

"Laissez-moi vous dire la signification de la prophétie que j'ai vu dans les étoiles. Lisez-la pendant que je vous explique sa signification."

"Les deux premiers vers sont très clairs. Ils traitent de la résurrection de Munthir et de sa montée vers la gloire qui amènera de nouveaux suivants à l'église d'Azor'alq. Je crois que leur nombre grandira beaucoup. Mais voilà où se terminent les bonnes nouvelles pour Tusmit."

"Plus tard dans la strophe est dit le réveil de la lumière (résurrection de Munthir), une grande ombre de lèvera. Je crains qu'il pourrait s'agir d'un puissant mort-vivant emprisonné par Munthir alors qu'il combattait les Ur-Flan. Ou peut-être est-ce quelque chose qu'il ramène avec lui. Le Destin a une voix puissante et pour tout ce qu'il donne, il prend quelque chose en échange."

"Les vers suivant indiquent que Munthir mènera une croisade contre les Worldburners, et que tous seront tués. Voilà ce que je tente d'empêcher. Tout le monde meurt signifie que personne ne gagne."

"Je n'ai pas vraiment d'idée quant à la signification des deux derniers vers..."

Martha's plan

"Oh merci braves héros! Je sais que je demande beaucoup de choses de vous, mais soyez assuré que je fais cela uniquement parce que la nation en a besoin."

"Mon plan est simple, les prêtres s'en vont dans une vallée à quelques jours au sud-ouest d'ici, dans le Sheikdom de Suvii. Vous et d'autres personnes que j'ai engagé, mais à qui je fais moins confiance qu'à vous créerez tenterez de vous emparer de l'urne contenant les restes de Munthir Haddad."

"Il n'y a aucun besoin de tuer ces zélotes, simplement prendre l'urne et revenir. Rappelez-vous: ils ne sont pas malfaisant, seulement idiots."

Encounter 5: On the Road Again

Une foule d'une soaine de guerriers et de prêtres lourdement armés ainsi qu'un groupe d'une 40aine de jeunes attendent le lever du soleil. Alors que le soleil apparaît au-dessus des Yatils, tous s'agenouillent devant lui. Kaza Al'Ahran al-Azor'alq, le grand prêtre, prie à voix haute.

O à vous Chasseur des Ténèbres

Nous commençons ce voyage sacré

Que votre gloire règne sur ces terres

Trouvez-nous dignes dans nos actions

Laissez-nous joindre les Mille Immortels

Les prières du matin commencent alors avec ferveur alors que tous les guerriers se prosternent vers le soleil levant.

Voyagez avec la caravane est particulièrement déplaisant. Même si les boeufs tirent les chariots avec tout le matériel lourd comme les tentes, provisions et lits de camps, mais la pluie, l'odeur suffocante des boeufs et tout passage de rivière devient un problème. Si le printemps annonce l'été, alors ce sera un été froid et humide.

Les bêtes avancent lentement et doivent souvent s'arrêter pour se reposer. Sortir les chariots des champs de boue que sont devenus les routes du nord, commence sérieusement à jouer sur votre moral. Cependant les pèlerins sourient et regardent en avant.

Lumière, pureté, force et courage sont les 4 piliers de la foi et toutes les difficultés qu'ils rencontrent ne font que renforcer leur détermination. Vous apprenez rapidement les préceptes par coeur pour les entendre les répéter sans cesse.

Occasionnellement, un cavalier vous rejoint pour vous dire où aller. Cependant, ils ne dévoilent pas leur destination finale, disant tout au plus "dans les collines". Le plus grand problème que vous avez est de ne pas partir trop au-devant de la caravane qui progresse à pas de tortue et qui ralentissent chaque fois qu'un chariot se prend dans la boue ou qu'un boeuf trébuche en traversant une rivière.

Vous avez maintenant tourné vers l'est longeant le Sorrow Woods où à peine un an plus tôt, une armée de mort-vivant était sortie. Des villages furent reconstruits, mais la Vague de Feu a sérieusement changé tout cela. Où on trouvait une végétation luxuriante, on ne trouve plus que de la terre brûlée. Des brins de gazon semblent percer la terre par endroit, signe que la Taerre reprend lentement ses droits.

Encounter 7: Guardians of the Haunted Valley

Les trois jours suivants se déroulent dans la monotonie. Vous approchez ce qui autrefois a dû être un marqueur de direction, mais qui n'est plus aujourd'hui qu'une pièce de bois carbonisé.

Les jeunes ont établi un camp pour la nuit, mais la plupart des prêtres et des hommes d'arme restent montés et en armure. Adelin Affah al-Azor'alq chevauche en votre direction.

'Le grand prêtre Al'Ahron vous fait dire que nous poursuivons cette nuit, pour atteindre notre but avant d'y monter un camp. Notre destination est au nord-est d'ici, en suivant le vieux sentier. Il est possible que cet endroit soit maudit par les Ur-Flans qui y furent vaincu. Restez sur vos gardes et gardez l'oeil ouvert. Nous laisserons notre matériel lourd ici et nous allons organiser le campement. Une fois que nous aurons laissé ce qui pourrait nous retarder et que le camp sera organisé, nous vous rejoindrons.'

Adelin éperonne son cheval et retourne vers le groupe qui s'affaire autour des chariots.

Une heure après le coucher du soleil, vous êtes presque rendue à destination, si vous vous fiez aux directions qui vous ont été donné. Vous pouvez voir un groupe d'humanoïdes montés sur ce qui semble être des loup et des chevaux gardent l'entrée de la vallée au-delà. Un nombre de torches allumées marquent la route.

Alors que vous voyez les torches et les cavaliers devant, ils semblent vous voir eux aussi car vous entendez des grognements animaux et même un hurlement venant de devant. Un petit groupe de gobelins à cheval avancent dans votre direction lentement.

Leur chef, une brute hobgobeline portant une peau d'ours sur la tête et une immense hache de guerre mène le groupe monté sur un gros loup blanc. Ils s'arrête à une 100aine de pieds de vous et descend de sa monture. Son escorte quant à elle, s'arrête 20 pieds devant leur chef. Même s'ils ne sont pas immédiatement agressifs, ils ont leurs armes bien en main. Les gobelins ont des torches attachées au dos de leur armure.

"Héla à vous! Vous êtes en train d'envahir mes terres!" Lance le chef hobgobelin.

Encounter 8: Valley of Winter's Mists

Le sol de la vallée qui s'étend devant vous est drapé de brumes. Votre vue à distance n'est pas brouillée, mais voir vos pieds est presque impossible. Les brumes semblent danser dans la lumière comme les voiles d'une danseuse Baklunienne. Occasionnellement, des restes de ce qui fut autrefois une hutte apparaît dans la grisaille.

Les prêtres sont surpris de l'apparence de leur destination, qui semble encore plus sinistre à la lumière des torches. Kaza Al'Ahron, qui semble plus déterminé que jamais, lève la main et ordonne à la procession d'avancer.

"Le Courage, la Lumière, la Pureté et la Force nous a enseigné le Fils de la Lumière. Là où les autres reculent, nous avançons. Là où règnent les ténèbres, nous apportons la lumière. Là où sévit la corruption, nous amenons les flammes purificatrices. Là où d'autres sont faibles, nous repoussons les marées. La Gloire nous attend! En avant!"

Le discours semble motiver les pèlerins qui s'avancent dans la vallée d'un pas remplis d'une détermination nouvelle.

Les Grand Prêtre Kaza Al'Ahron al-Azor'alq vous approche alors. "Merci d'avoir arrêté les bandits et vaincu les gobelins. Le Fils de la Lumière veille sur vous."

"Il y a une dernière chose que nous devons vous demander... Puisque toutes nos forces seront impliquées dans le rituel pour ramener Munthir Haddad à la vie, nous vous demandons de protéger nos gens durant le rituel. Je n'anticipe aucun problème, mais le courage implique aussi la prudence et la sagesse. Pouvez-vous faire cela dans l'intérêt de Tusmit?"

Encounter 11: Valley of the Damned

Le sol de la vallée qui s'étend devant vous est drapé de brumes. Votre vue à distance n'est pas brouillée, mais voir vos pieds est presque impossible. Les brumes semblent danser dans la lumière comme les voiles d'une danseuse Baklunienne. Occasionnellement, des restes de ce qui fut autrefois une hutte apparaît dans la grisaille.

Conclusion

Munthir Haddad rises from the grave

Au-dessus des puissantes Yatils, un rayon de lumière apparaît. Le rayon semble voler dans le ciel droit vers l'autel où les cendres sont déposées. Les cendres explosent dans une flamme sainte. La lumière est si intense que tous tournent les yeux où clignent des yeux pour un moment.

"Munthir Haddad! Du royaume des morts je t'invoque! Réveille-toi!" dit le grand prêtre.

Lorsque la lumière cesse vous posez les yeux sur le corps d'un homme Baklunien dans la quarantaine

aux cheveux sel & poivre dont le front est fortement dégarni. Munthir ouvre les yeux et regarde sa main en silence. Puis il regarde autour à l'assemblée de prêtres.

Une larme unique coule le long de sa joue. Une fois sur ses pieds, le paladin s'agenouille face au levant et se prosterne jusqu'à ce que son front touche le sol.

Sa douce prière peut être entendue de tous dans la vallée. "Merci Fils de la Lumière. Maintenant, je peux obtenir le pardon pour ma folie." Se tournant vers le grand prêtre, il dit. "Dans les profondeurs, j'ai invoquer Son nom. J'ai prié pour le pardon de Son église. Je demande le pardon pour ma folie, je demande qu'on me permette de me retire dans les collines pour contempler ma vie, pour faire l'oeuvre glorieuse de la paix et de réparer ce que j'ai détruit."

Le grand prêtre est surpris. "Vous êtes pardonné. Le Fils de la Lumière vous a rappelé pour nous mener à la gloire une fois de plus. Le Fils de la Lumière vous a permis de revenir dans ce monde. Considérez-vous pardonné."

Les brumes ont disparue de la vallée et un jour nouveau se lève sur Tusmit.

The ritual fails

Au-dessus des puissantes Yatils, un rayon de lumière apparaît. Le rayon semble voler dans le ciel droit vers l'autel où les cendres sont déposées. Les cendres explosent dans une flamme sainte. La lumière est si intense que tous tournent les yeux où clignent des yeux pour un moment.

"Munthir Haddad! Du royaume des morts je t'invoque! Réveilles-toi!" dit le grand prêtre.

Quand la lumière arrête, votre regard tombe sur l'autel où les ossements du grand héros couvrent l'autel. Les prêtres se tournent alors vers les montagnes. Le grand prêtre murmure à lui-même.

"Peut-être que la vieille avait raison... Nous avons joué avec le Destin. Bah... la gloire a amènes parfois de grands échecs. Ramenez ses cendres au temple. Nous lui monterons la tombe royale qu'il mérite.

Fin