

Home Alone

A One-Round Dungeons & Dragons® Living Greyhawk™

Tusmit Introduction Adventure

Version Draft

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Sure, the promises of fortune, fame and glory sounded great when you gathered your gear, but there's that whole "getting famous" part still in the way. Finding a job as an adventurer isn't always easy, and sometimes you have to look for adventure yourself instead of waiting for it to find you.

This introduction adventure is written for first level characters only and introduces new players to the region of Tusmit in the Living Greyhawk campaign setting.

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

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

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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 rule 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. For your convenience, that appendix is split by APL

LIVING GREYHAWK LEVELS OF PLAY

As an introduction module this adventure can only be played by first level characters.

TIME UNITS AND UPKEEP

This is a standard one-round Introduction adventure, set in Tusmit. All characters pay 2 Time Units, 1 for characters with Tusmit as home region.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

The whole story revolves around the Halfling wizard Jarev, who made researches on the bond between wizards and their familiars.

Jarev established a theory that he could forge a stronger link with a new familiar. Such a bond would be deeper than what wizards usually do but would provide him with heightened benefits.

Along this line of thought, Rusty, Jarev's black cat familiar, was to be replaced by Durtix, a rat. Rusty was to be dismissed to the status of simple house cat once the bond would break.

Simple enough until a Quasit took interest. Under the guise of a rat, Xaravitx approached Jarev, hoping to corrupt the wizard's soul with the deeper bond.

Rusty's instincts detected a ruse, but its protests were quickly dismissed as jealousy.

When the adventure starts, Rusty decided to trap its master in the food cellar room "for his own good" and intends to keep him there "until he comes to reason".

ADVENTURE SUMMARY

Encounter 1

The adventurers are looking for a job. This is a free form encounter. They can walk around and meet different parts of the Tusman culture on their way. This encounter will be free for improvisation depending on the time frame and the troupe. Eventually they will be directed to the College of the Arts to meet an employer.

Encounter 2

The group needs to prove they are worth employing. In the end they will be hired regardless but this encounter will determine how well they are paid and how much free resources (a couple potions and scrolls) they are given for their task.

Encounter 3

The group travels to the wizard's residence, they find it locked and deserted. They need to find a way inside by creative means. Since the residence is inside a city this may cause problems with the guard. The heroes will have to justify themselves if caught but unless they act foolishly they should be able to get away with it.

Encounter 4

The heroes enter the house, where they see Rusty acting as a regular cat and triggering a trap before running away. They can then proceed to explore the house. This encounter is multifaceted with a loose order depending on which room the heroes explore first.

Rusty has tunnels and entrances almost everywhere in the mansion, making it look like a Swiss cheese. Rusty will use them to attempt to block the heroes creatively with magical items taken from his master. The heroes will have to fight a summoned creature when Rusty breaks the circle of protection.

Encounter 5

Eventually the heroes will either run Rusty out of resources or capture it. Clever PCs may interrogate it (through *Speak with animal* or any creative means they find). The PCs will also be able to look for clues in the mansion as to what happened and eventually find the master. If the PCs have enough clues they may confront the Quasit.

Conclusion A

Jarev is freed but the treachery about his soon-to-be familiar was not revealed, he will accuse the cat and break the bond, taking the "rat" as his new familiar.

Conclusion B

Jarev is freed and evidence against Xaravitx was revealed. Jarev keeps Rusty as his familiar.

PREPARATION FOR PLAY

Before the game starts you might want to take time to make sure all the players understand the rules and have their characters ready and on par with Living Greyhawk standards (skill points, starting gear, 28 build points for stats etc.) A list of special regional feats is included at the end of this adventure if the PCs are interested. You should make sure you have all the handouts printed and also the meta-org certificates for the organizations featured in encounter 1.

- Order of Pure Blood
- Tears of the Marid
- Sefmur College of the Arts
- Tusman Militia
- Mouqolad Consortium

A word for DMs

This adventure is an introduction module; it has been created with the intent of presenting the game to new players both on the statistic and background level.

Some events in this game may look harsh but remember this game is not written as a death trap. Give the players a chance, and take the time to explain when you do, so that they can better grasp the fact normal games won't be so lenient. Encourage initiative and

innovation within the rules. Be receptive to creativity and feel free to add flavor if you are running in a loose time frame.

Take some time off to explain the rules and the setting when needed. Once the game is over, take time to explain the players how to fill their Adventure Records, answer questions they have and give them tips on purchases to make or character progression ideas. Have fun.

INTRODUCTION

This is where the adventure begins; the text addresses each PC individually but remains the same for everyone. If you feel comfortable with improvising and have some spare time feel free to vary introductions to fit each character. In most cases you should read or paraphrase the following text.

Since your decision to go adventuring, things haven't gone exactly as planned. You are still looking for the Holy Sword and the untold treasures, and the huge Orc you are facing reminds you that you're not really in a hurry to slay your first dragon ... even if he's in a cage surrounded by guards. It seems this one was caught near the Ketite border by the local militia, you see its cage being carried away towards the guard house.

The marketplace is busy as ever with the merchants and the slew of adventurers coming into town. Rumor has it there are a lot of jobs to find for the adventurous type, you'll just have to find one suited for you.

But before you start looking for a job you need a group; nobody will hire a lone adventurer without any background or credentials.

The tavern seems like a nice place to start.

If you are short in time you can assume the PCs eventually find each other simply by asking, or gathered by a PC with a charismatic/inquisitive character concept, and then continue with encounter 1.

If you are not limited by time the rest is free form to let the PCs introduce themselves. You can have a bar fight to introduce a barbarian PC, a drunken ruffian intimidating a Halfling PC or anything you can think of to give a bit of a presentation to each character.

The point of this encounter is to give the PCs time to introduce themselves, get familiar with their character and each others character.

If you find the PCs don't enjoy it just move on. Don't start the adventure until all the PCs have gathered.

Any PC leaving the tavern alone is effectively out of the adventure, adventurers need a group and players should understand that, drop obvious hints if necessary.

ENCOUNTER 1: HELP WANTED

The point of this encounter is to introduce Tusmit to the PCs by having them look for adventurous jobs. The order in which they do each part is irrelevant. Once again if time warrants you can always add and improvise to the ideas already present. Once the PCs have looked enough or the players start to slow down, you can have them find **Player Handout 1** and proceed to encounter 2.

If the PCs start "asking around for possible jobs" have them roll Gather Information and consult the following table. The PCs can also pay to get bonuses of +1 per 2 gp, up to a maximum of +4.

Gather Information

A check takes 1d4+1 hour and can be attempted repeatedly; attracting attention is not an issue in this particular case.

Aid Another

PCs can assist one leader by rolling against DC 10. Each helper can give +2 to the leader, help and to whom it is given has to be declared before rolling. You can't take 10 on an assist.

A Bardic Knowledge check can be made instead; it takes no time and does not cost gp but can't be assisted.

DC 5 The Militia and Guards are hiring to strengthen their ranks. It seems a lot of draftees were fired for allegations of being rebels.

DC 10 The Merchants of the Mouqolad consortium are looking for adventurers to help make the trade routes safe.

DC 15 The College of the Arts is looking to hire adventurers to carry a package to one of their members.

DC 20 The Tears of the Marid are looking for an assassin. The information is twisted through rumors and it's impossible to tell if they want to hire someone or if they want to track down someone in particular... and nobody is willing to clarify.

DC 25 The Order of Pure Blood, a wizard's cabal composed exclusively of Baklunish Tasmans, has suffered some form of "inquisition". According to the rumors members were expelled and some were found dead.

Knowledge [Local VTF]

The PCs can roll and learn the following. If the players were not aware of this, the Knowledge [local] is split by meta-region. If some players did not define which Meta-Region their character is from, it is safe to assume it is for the VTF, have them decide.

Knowledge checks can be attempted even if a PC does not have a rank but the results can't be higher than 10 in that case.

A Bardic Knowledge check can be made instead with the same results. The PCs could also pay somebody to get the information by paying Twice the DC they want.

DC 5 You are in Tusmit, a nation composed mostly of Baklunish people. The Faith of Al'Akbar is very strong here.

DC 7 The nation is ruled by a Pasha named Muammar Qharan, the territory is separated in Sheikdoms, ruled by Sheiks, who each have decisional power within their lands.

DC 10 Tusmit just survived what could have degenerated in a civil war. The former pasha Jadhim/orem came back after 12 years of exile and challenged Muammar to the throne. Muammar seems to have proved stronger but supporters of Jadhim still gather in small groups and underground organizations. Muammar yet has to fully recover from this challenge.

DC 12 The elves of the Udgru forest have broken negotiations with the Pasha after the execution of their former King Khellersorian. It seems the new elven King, Elohir, has allied himself with Jadhim/orem and did not show any interest of reopening negotiations with Muammar.

DC 15 The church of Azor'Alq has been declared outlaw after a conflict between the Pasha and

one of their high priests. Rumor has it that an ancient Paladin dead for 1000 years was resurrected recently and is now leading the Church from unknown locations.

DC 20 The College of the Art, a wizard's guild in Sefmur, suffered a madness attack last month and most high ranking members could have been executed. The College hasn't recovered in prestige since then, they are still trying to cover up the events.

The Orc / Guards

Some PCs may be curious on the orc's presence and approach the guards.

They will meet with a militia draftee at the guardhouse's entrance named Hushik.

Hushik is a middle aged Baklunish man who was an adventurer before but left the profession to a safer job in the militia. He seems pretty happy about the simplicity of the job and his 25 gold per week pay the rent for a relatively low risk position. He'll ask any PC who seems interested if they'd like to join part time and offer them a pamphlet (give them a Tusman Militia meta-org certificate).

If asked about the Orc, Hushik will tell the PCs he can't say much for "security purposes". If they insist and get a DC 15 Diplomacy check (PCs who mentioned they'd be interested in joining the militia get +5 on the check.) he'll tell them the following:

- The Orc is a chieftain of a small group caught near the border with Ket. He was kept alive for interrogation.
- Ket shares borders with Tusmit and war broke out last year.
- The Orc most likely isn't part of Ket's army, maybe he's from the Pomarj judging from the signs he wore, quite far from home.
- No adventurers are needed for now ... maybe later.

Otherwise he'll just ask them to "move along" if they insist he'll threaten to arrest them for public obstruction, and he's serious about it. If the PCs persist have them spend the night in jail. They can't see the Orc.

Order of Pure Blood

The Order of Pure blood is a secretive organization of Baklunish men. The players will not be able to meet any member within the confines of this adventure. If one of the PCs is a male Baklunish wizard and puts some effort

in finding somebody you can give him a lead (give them an Order of Pure Blood meta-Org cert) but only if the PC seems interested in learning more, this shouldn't be automatic.

The Merchants

The Marketplace is chaotic; describe it as yelling merchants everywhere; animals are running free in the streets, wares are on display in small booths and merchants can be heard constantly negotiating or trying to get attention.

If the PCs have some shopping to do or need to complete their starting equipment you can direct and assist them with the prices from the Player's Handbook and explain how purchases work in Living Greyhawk (with the Adventure Record policy). The PCs asking how things are doing will learn the following

- Trade is doing well despite some setbacks from the war with Ket a few years ago
- Most trade made by Tusmit has to go through Ket, who take a tax on everything going by.
- There's a rumor of a tunnel to Perrenland through the Yatil Mountains to avoid the Ketite taxes. Of course the dwarves take their share on this instead and the tunnel is not as well defended as the routes through Ket.
- Adventurers are needed to defend some caravans

If the adventurers ask for employment have them understand the merchants are looking for adventurers of much stronger build (or for guard duty at 2 copper per day).

If they pursue have them roll a DC 15 Gather information check. They will eventually meet with Mushist Al'Mouqol a priest of Mouqol in charge of supervising the galda (a Tusman fruit similar to a peach) trade made on barijajs (small low boats) through the Tulfik River (a river passing through Tusmit and being used as a large trade route):

"Well yes, I would need some adventurers to get rid of a tribe of Hill Giants. The tribe has attacked my caravans repeatedly and their Shaman cremated most adventurers I sent up to now. I assume you have killed Giants before of course?"

Players should understand at this point they need to keep on looking. If they still seem up to it, the priest will eventually understand they're not cut for the job and will "call them later if he needs them".

Even if the priest doesn't want to hire them he will mention them the possibility of joining the Mouquolad Consortium. (give them a Mouquolad Consortium meta-org certificate)

The College of the Arts

If the PCs specifically state they are looking for a job at the College read or paraphrase the following:

The College of the Arts in Sefmur is a large building. The structure seems to be made mostly of stone but some parts, probably more recent as part of some extension, made of wood.

Some repairs seem to be in progress as a large chunk of the South wall has been breached, probably by an experience gone bad ...

The PCs will probably look around for someone to talk to but will be informed nobody is available at the moment. A scribe will take their name down and ask them to come back in the morning. This is an excuse to get the players to do the rest of the encounters, if you feel it's time or if the mood is starting to slow down they can move to encounter 2.

The Tears of the Marid

The PCs can only find the Tears if they succeeded at the Gather Information check to learn of their whereabouts.

In a reclusive quarter of town, a seedy tavern named "the sick dog" hosts all sort of dangerous-looking types.

It's quite likely "holy looking" characters will be unwelcome, feel free to describe them a couple of people looking for trouble but don't get the PCs in too much problems here. A DC 12 Intimidate check should have the tugs looking elsewhere (For argument's sake only. It's not like if anybody was going to attack them anyways).

You quickly realize people don't like being asked questions and most of them give you a dirty look.

Have the PCs roll Sense motive.

DC 5 They are not welcomed here

DC 10 Buying a couple of drinks will get them a long way.

DC 15 Someone in the corner discretely made a sign to attract their attention

If the PCs ask the bartender or any other patron (and buy at least 1 gp worth of drinks) they can get confirmation that the Tears of the Marid are looking for an assassin the bartender will also give them a few

pointers should they want to join (Give them a Tears of the Marid meta-org certificate).

If the PCs go to the person in the corner he will ask them to sit down and say:

“You don’t seem to be from around here, maybe I can help you ... what do you want?”

If the Tears of the Marid are brought up, the man will present himself as Garrow Darkeyes, but will remain evasive about anything else. He will seem very interested in learning the rumors and other information the PCs have learnt. If asked about a job he will seem to ponder the idea and then:

“Maybe I do, maybe I do ... not for me though ... but one of my friends might need some hands. Tell you what ... if you pay me 50 gp I’ll send you the right way, if you work well maybe we can do business later.”

If the PCs negotiate have them roll a DC 15 Diplomacy check. On failure the price stays the same. On success:

“Ha, I like your type. Well I suppose the information you gave me has its own worth. Very well let’s call it a deal. You can meet Yavish at the College of the Arts, tell him I sent you.”

Either way, when the conversation ends, Garrow mention he may need effective fellows like them in the future (give them a Tears of the Marid Meta-org certificate)

ENCOUNTER 2: THE COLLEGE

At first when the PCs enter the College they will mostly meet workers and hired hands, not really any wizard or knowledgeable person, every worker they talk to will direct them to a wizard.

Once they go round in circles for a while they’ll eventually be directed to a waiting room by confused personnel.

The room most obviously has been improvised as such, chairs of different designs have been gathered and very little furniture is present. When you arrive, another group is already there waiting.

The other group won’t talk much, the PCs should quickly identify them as “the competition”; they’re here for the same job. You can describe the other group as you see fit, basing yourself on other characters you know, or use the classic layout of 1 human cleric of Pelor, 1 Halfling rogue, 1 Dwarven Fighter and 1 Elven Wizard.

After a couple minutes the first group is called inside, talk for about half an hour, and then come out. It’s going to be the PCs turn afterwards.

With a shout of “Neeeeeeext” You are invited inside what could have been a library if the shelves weren’t empty, the windows broken and boarded and most of the furniture missing.

The carpet seems stained in multiple areas and the tapestry on the walls is all torn up and faded.

A middle-aged Baklunish man is standing behind a desk with piles of paper in front of him. He seems tired and recites for what seems to be the hundredth time: “Name, specialty, past experience and reason we should offer you a job please” while plunging his quill in the ink pot.

The scribe is not a wizard, he’s just a very bored man named Yavish who wants to finish his job and call it a day. Use as little enthusiasm in his tone of voice as you can while portraying him.

Let the players introduce themselves and try to “sell” their employment. Once they all presented themselves have them roll a Diplomacy check (let them determine 1 leader who makes the roll and others can try assisting). If the players exaggerate their performances they can roll Bluff or Perform [Oratory] checks instead of a Diplomacy check.

Apply the following bonuses to the final roll:

- Good roleplaying and reasonable arguments (+2 to +8)
- Aware the job offered is a delivery to one of the College’s wizards (+2)
- Each wizard in the group (+2)
- Each member of the College in the group (+4, stacks with wizards bonus)
- Recommendation by Garrow (+8)
- Each member of the militia (-2, players should not be made aware of this penalty unless they make a DC 15 sense motive)

Regardless of their performance they will be hired but the payment will vary (the previous group asked higher payment than the College was ready to pay).

DC 12 and less “We’ll call you, have a great day”. The PCs will be asked to give a point of contact and will be asked to leave for now. They’ll be contacted 3 days later since the College didn’t find anybody else and had to resort to the

only name on their list, make them feel bad. At the end of the module mark 1 extra TU from their sheet. They'll be offered the job with:

- 50 gp each upon completion of the task.

DC 13 "Please wait outside while we process your file". The PCs will be made to wait in the next room for about 1 hour and then asked back inside. They'll be offered the job with

- 100 gp each upon completion of the task

DC 18 "Yes, you are what we are looking for". They'll be offered the job with:

- One Masterwork weapon of their choice (which they can sell or keep), now.
- 1 *potion of cure light wounds* each, now.
- 50 gp each, now
- 100 gp each upon completion of the task.

DC 23 "Perfect, you can start right away." They'll be offered the job with

- One Masterwork weapon of their choice (which they can sell or keep), now.
- 1 *potion of cure light wounds* each, now.
- 50 gp each, now
- 100 gp each upon completion of the task.
- They will be lent a +1 *magical weapon* of their choice but they'll have to return it after the job (unless they purchase it).

DC 28 "Very impressive, you should find no problem at all with this assignment." They'll be offered the job with:

- One Masterwork weapon of their choice (which they can sell or keep), now.
- 1 *potion of Cure light wounds* each, now.
- 100 gp each, now
- 100 gp each upon completion of the task.
- They will be lent a magical *ring of protection* +1 but they'll have to return it after the job (unless they purchase it).
- They will be lent a +1 *magical weapon* of their choice but they'll have to return it after the job (unless they purchase it).

DC 33+ "I see ... well we have a job, but I'm not sure if it's for you ... your level of expertise seems much higher than what we expected and I don't want to underpay you ..." They'll be offered the job with:

- One +1 *magical weapon* of their choice (which they can sell or keep by paying the costs on their AR), now.
- 2 *potions of cure light wounds* each, now.
- 200 gp each, now
- They will be lent a magical *ring of protection* +1 but they'll have to return it after the job (unless they purchase it).
- They will be lent a magical *cloak of resistance* +1 but they'll have to return it after the job (unless they purchase it).
- They will be lent a magical *amulet of natural armor* +1 but they'll have to return it after the job (unless they purchase it).

Once the pay has been offered and accepted give the players **Player Handout 2**; you can read or paraphrase the following text:

"Excellent, this is the document describing your objective. I have joined a map so that you can find the location. It contains all the information I have on the subject. I advise you not to open the package; it has been warded with a deadly trap."

Yavish will hand them a small chest and show them out. There isn't much else to learn in town or with Yavish, the next thing the heroes should do is get on their way to Encounter 3.

ENCOUNTER 3: THE JOB

Troubleshooting: Let's open the chest warded by a deadly trap!

If the PCs try to open the chest, remind them of the wizard's warning while you reach for a handful of dice. If they persist, they'll meet with their very first explosive rune...

Locked Small Wooden Chest: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Average Lock, Open Lock DC 25

And inside the chest...

Explosive Rune trap: CR 3; magical device; touch trigger; no reset; spell effect (*explosive runes*, 5th)

level wizard); 6d6 force, no save for person triggering, DC 14 Reflex save half damage within 10 feet; Search DC 28; Disable Device DC 28; Market value 750 gp

Inside the chest lies incense and powdered gems.

A Knowledge (arcana) or Spellcraft [DC 19] check reveals the powders to be a suitable gift for an outsider summoned through a *Planar Binding* or *Planar Ally* spell and a further Knowledge (the Planes) check [DC 13] reveals the outsider in question must not be very powerful to be satisfied by such a “small” gift.

An Appraise check [DC 15] estimates it to be worth around 1500 gp.

Unless the players can disable the *Explosive Runes* by beating its DC by 5 [DC 33!], their tampering will have left traces and they will receive the “Wizards find you untrustworthy” AR note at the end of the adventure. Any attempt to disable the explosive runes that fails by 5 points or more triggers it.

The players will travel by whatever means they have at their disposal until they reach their destination. The trip will be uneventful. This encounter is made to direct them to the wizard’s residence, the town wasn’t defined much so feel free to add flavor if necessary.

You arrive in the small town mostly unnoticed; people seem to be going at their business while most of the villagers are gone to the fields. Women can be seen taking advantage of the warm weather to do some cleaning, while children are playing “Faris and Ketite” with wooden swords.

If the players ask where to find the wizard, have them roll a Gather Information check. If they don’t find him they can always try again until they get at least DC 10.

DC 5 “The wizard is a Halfling, I’m not sure where he lives exactly, you should ask around.”

DC 10 The PCs will be given instructions to the Halfling wizard’s home by a child playing with a magical glowing rock.

DC 15 Villagers haven’t seen the Halfling in a while, usually he comes out often, he’s of the more social type than most wizards and a lot of villagers know him.

DC 20 The wizard Jarev recently told one of his neighbors he was conducting an experiment on the bonds of a familiar with his master. The PCs are not the first ones delivering a package,

probably more arcane components relating to familiars. Jarev has a cat familiar.

DC 25 One of the merchants sold a rat to Jarev about 2 weeks ago, Jarev seemed to be considering the rat as a possible new familiar.

After talking about the wizard with some villagers, PCs can make a DC 12 Spellcraft check to understand the “wizard” is actually a sorcerer.

The house

Your destination is not the stereotypical Tower or Large mansion but rather a simple two story brick house. The windows are boarded on the first floor and no light or movement can be seen through the ones on the second floor.

The PCs will not get any answers at the door. They can wait outside but should eventually start taking a more active approach.

If they ask around, refer to the Gather Information table above (DC 15+ should give them a hint). If they ask to talk with the authorities they can meet with the local Raqeeb (refer to the section below)

A DC 15 Spot check reveals one of the windows on second floor is broken. The Climb DC for the wall is 15 and the PC needs to cover 10 feet. Then they can throw down a rope for the others, dropping the DC to 5 (or 0 if it’s a knotted rope)

Climb

A climbing PC moves at ¼ speed so a PC with a base movement of 30 needs 2 checks, if he rolls 9 and less he falls. If he falls on the first one nothing happens. If he falls on the second check he takes 1d6 point of non-lethal damage.

The PCs could also try to use an Open Lock check (or an Axe) on the door

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Average Lock, Open Lock DC 25

If not already done, you can explain to them the “take 20” rule.

Taking 20

If the PCs are not faced with threats, distractions, consequences for a failure or time constraints, they could roll indefinitely until they come up with all

numbers on the die, effectively allowing them to “get 20” on a roll in 20 times the time it would have taken to try once.

If they didn’t have an agreement with the Raqeeb, it’s possible they get caught while sneaking in.

Have all the PCs present around the “crime scene” roll a Hide check, the DC is 12 during the day or 5 during the night. If one of them fails they’ll attract attention from a passerby. A DC 12 Bluff check should get them out of trouble, otherwise they’ll have to deal with the authorities (refer to the Laws of Tusmit at the end of this module).

Don’t be afraid to apply circumstantial bonuses for good roleplaying. Smart players should be able to get out of this one without too many problems.

Once they get inside proceed to Encounter 4.

The Raqeeb

Tsorah Al’Raqeeb is the town’s only authority except for the mayor (who has better things to do than deal with adventurers). Everyone in town knows him personally and respects his authority but he almost never has to deal with any real problem so he has taken a rather lax attitude on things.

The players can either meet him by being caught or come to ask him about Jarev’s whereabouts. Tsorah is definitely not looking for trouble; he will try to evade any extra work by stating he’s very busy, that the Halfling hasn’t disappeared for “that” long, and otherwise minimizing the situation.

Have the PCs roll a Sense Motive check

DC 10 The Raqeeb is very lazy

DC 15 The Raqeeb can be bribed unless it is too obvious.

DC 20 The Raqeeb just doesn’t want to hear about any extra work, if he has a chance to look away and still look professional he will take it.

If the PCs ask about an amount for a “normal” bribe (by guessing or making the Sense Motive roll) have them roll an Appraise check. These numbers are assuming the official is accepting bribes of course.

DC 10 20 gp should make him “look away” for something not done under his nose.

DC 15 50 gp per person should let them get away with a minor crime like breaking and entering (if they got caught)

DC 20 200 gp per person should get someone away from anything other than murder.

The PCs can also try to convince the Raqeeb that it’s in his best interest to have them look into the matter themselves (to save him the trouble of course) Have them roll a Diplomacy check. The DC rises by 5 if they got caught and have to negotiate it after the fact. If they fail they can pay 5 gp per point of difference between their check and the lowest DC on the chart to still succeed.

DC 15 *I just don’t want to hear about it. I have a deep sleep...*

DC 20 *Sure, just don’t break anything and report to me once you’re done.*

DC 25 *You’re right ... it IS strange ... well I could pay you – how about 50 gp each to investigate this?*

ENCOUNTER 4: CAT AND MOUSE

This encounter starts when the PCs get inside the house. They may get in by a window on the second floor or through the front door. Both entrances have been trapped with caltrops by Rusty. The entrance to the Lab and the entrance to the Kitchen have also been trapped.

Caltrops

Each time a character moves into an area covered by caltrops, it might step on one. The caltrops make an attack roll at +0 against the character. The creature only uses its armor bonus for protection, with a +2 bonus for shoes or other footwear. If the attack succeeds the character has stepped on a caltrop, receiving 1 point of damage and having its speed reduced by half for 24 hours or until it receives magical healing.

Entrance

Other than the caltrops in front of the main door there is nothing very particular about this room. The kitchen is to the right, the dining room to the left, stairs in front. All inside doors have a small trap door at the bottom

It is quite obvious the person living here is not married. The floors are not very clean; there is a dirty plate on a shelf and a pair of socks on the floor.

Dining Room

As it was expected the table and chairs are made for small people, it's a large room but does not contain much of interest. Jarev only came here when he had guests (not often) otherwise he ate directly in the kitchen or in his lab.

Kitchen

If the PCs seem to be deciding to go towards the kitchen first, Rusty will use her *Ghost Sound* spell to attract the PCs upstairs by creating the sound of breaking wood.

When the PCs enter the kitchen they will walk on caltrops unless they are careful.

While every other room is fine, the kitchen is a complete disaster. A large kitchen-press seems to have fallen on the side, spilling its content on the floor in a chaos of broken dishes and spilt food.

If the PCs start to search around and succeed at a DC 20 they can find that under the large furniture is a trap door blocked by the weight of the furniture.

Moving the kitchen-press requires a Strength check of 23 (PCs can assist each other to attain that result).

If the PCs make a DC 12 Listen check they will be able to hear somebody screaming from below the floor. If they pay attention, they will hear Jarev suggesting they get a scroll of Shatter located in his laboratory or an axe in the living room, on the second floor next to the chimney.

As soon as they open the trap door will come out a very relieved Halfling!

Continue to Encounter 5

Stairs

A large stone has been hidden above the stairs so that Rusty can tilt it on the PCs when they get ready to climb, it can hit only the first person climbing the stairs; if it misses it rolls harmlessly on the first floor below. PCs making a DC 20 Spot check will be able to see a black tail from above the rolling rock a second before it starts to move.

Rolling Rock Trap: CR 1; manual trigger (cat); manual reset; Atk +10 melee (2d6, rock); search DC 20; Disable Devise DC 22. Market Price -

After reaching the second floor, the PCs can go left to the living room and the Master's room, or right to the laboratory.

The Living Room

If the PCs go inside that room without looking, it is possible they receive a bucket on their head. The bucket is sealed with wax and contains a tick substance that will ignite if put in contact with air, just like an alchemist's fire.

Alchemist's Bucket: CR 1; manual trigger (open door); manual reset; Atk +8 melee (Alchemical Fire); search DC 18; Disable Devise DC 14. Market Price -

The sticky substance will not start a fire but will burnish the floor.

The room features a fireplace, a small library containing poetry and philosophy. The ashes are cold; the fireplace hasn't been used for quite a while. A small sized masterwork axe is standing in a log next to the fireplace.

Alchemist's Fire

Treat this as a ranged touch attack (+8 bonus); a direct hit deals 1d6 points of damage. Each creature within 5 feet takes 1 point of fire damage. On the round following a direct hit, the target takes an additional 1d6 points of damage unless they spend their next full round action attempting a DC 15 reflex save (with a +2 bonus if they roll on the ground)

The Master's Room

This is where Jarev sleeps. Most notable is the shreds of paper that can be seen on the floor. If the PCs take time to search a bit they can see a journal fallen on the ground with some pages torn out and spread on the ground also. A DC 15 Search check allows them to gather all the pieces - give them **Player Handout 3**. A DC 11 Knowledge (nature) check reveals the paper was torn by cat claws.

The Laboratory

The PCs will eventually end up in this chamber either by running after Rusty or by exploring. Read or paraphrase the following text:

You can see the black tail of a cat slipping quickly behind a solid stone door at the end of the hall, leaving it partly opened.

When you push the door open it reveals a 30' x 20' room cleared of any furniture. The left side of the room is occupied by what seems to be an arcane laboratory with vials and tools, while the other side

houses what looks to be an arcane pentagram surrounded by candles in each corner. In the center of the pentagram lies a winged creature that looks like a stony, rugged, mostly hairless dwarf. It rises when you come closer but stops at the limit of the pentagram as if blocked.

A black cat sits on top of one of the shelves on he left side.

If the pentagram is broken, the Mephit will attack the PCs (Rusty will run). If the PCs attack the Mephit it will also cause the circle to be “broken”.

If the PCs move toward the laboratory, Rusty will move on the shelves spilling some vials on the PCs “by accident”.

Acid Flask

Treat this as a ranged touch attack (+9 bonus); a direct hit deals 1d6 points of damage. Each creature within 5 feet takes 1 point of acid damage

The whole pentagram radiates moderate Abjuration magic while the candles radiate faint Evocation magic.

Rusty will then jump down, slowly moving on the ground but out of reach of the PCs. Once he gets close enough his tail will hit one of the candles “by accident”, extinguishing it and breaking the circle. Rusty will then run out of the room on his initiative.

(EL 3)

Earth Mephit (1): hp 19; *Monster Manual* 183.

When defeated, the Mephit crumbles to chunks of earth on the floor. If the PCs search the remains they’ll be able to find a small Emerald worth 400 gp.

If the PCs search the shelves they’ll be able to find an arcane scroll of *shatter*.

There is a door within the laboratory that leads to a closet; the closet contains a cage, which contains a rat. The closet’s door is the only one in the house without a cat door. The closet is locked from the outside with a tumbler.

Rusty

This black cat is bad luck for the PCs, she will do anything she can to drive them away from HER home. She believes they are agents from “the rat” and doesn’t want them releasing her master until they cleared their argument.

It is perfectly fine for the PCs to capture her at any time in this adventure. Rusty can understand common but can’t speak it, so she’s not going to argue or explain herself unless the PCs take the first step.

Of course PCs saying “we want to help your master” won’t be listened to since Rusty locked up Jarev “for his own good” and is convinced SHE is doing the right thing. “Saving your master” is not what Rusty wants.

Rusty, female cat familiar, hp 18; see appendix 1

The following skills can be used by the PCs to learn a few things:

Knowledge [Nature]

DC 11 This is a regular female cat

DC 16 Reveals this cat is magical and not natural

Knowledge [Arcana]

DC 11 Reveals this cat is magical in nature

DC 16 Reveals this cat is a wizard’s or sorcerer’s familiar.

Sense motive

DC 20 Reveals the cat is making fun of them. PCs can see a smirk, a malicious stare or some other compromising info revealing what Rusty just did at the time was purposefully against them and not an accident. After each additional act Rusty takes in front of the PCs they receive a +5 circumstantial bonus to their check (no bonus on the first roll).

The PCs can try to befriend the cat by offering her food or similar bait (have them roll a Handle Animal or Wild Empathy check [DC 10]), but if Rusty detects a ruse (Bluff check versus Rusty’s Sense Motive bonus of +10), she will not come. If the attention is genuine she will let herself picked up to spy on the PCs and jump away from them to have something fall on them.

If the PCs try to address the cat directly despite its apparent lack of understanding, they can roll a Diplomacy check. The DC is 30 with the following modifiers:

- Saying they come from the College of the Arts (+2)
- Having read Jarev’s notes on his intentions of changing familiar (+4)
- Knowing “the rat” is evil, poisonous or disguised (+8)
- Successful Wild Empathy (+4)

- Successful Handle animal (+2)
- Using speak with animals (+6)
- Convincing roleplaying (+2 to +8)
- Having dealt damage to Rusty (-4)

If the PCs capture Rusty they can intimidate her instead but only if they cast speak with animals, otherwise she won't be able to answer their questions. The DC for intimidate is 1d20 + 11 but the PCs receive a +4 bonus for each size category they have above Rusty (Medium characters get +8).

If either of those checks is a success Rusty will reveal the following information (through speak with animal or by using its mage hand spell to write on paper the PCs can give it):

- Its name is Rusty
- It is Jarev's familiar
- It locked its own master in the cellar while he was getting some food
- It did it because its master was about to dismiss it in favor of a rat!
- Rusty thinks the rat is evil.
- Rusty saw the rat walk into the chimney fire to grab a coin without being burned.
- Rusty believes the rat should be killed

Revealing Xaravitx

"The rat" is waiting inside a small metal cage in the closet of the laboratory. He could easily break through but that would imply fighting Rusty, and he does not want to blow his cover. He knows Rusty has doubts as to his identity but no proof yet, and does not want to risk providing one.

In fact, Xaravitx thinks he won when Rusty locked its own master up. It just convinced Jarev to make the switch. So the little demon is patient.

Xaravitx, Quasit; hp 13; see monster manual p. 47

Xaravitx

- Detects as Moderate Evil
- Detects as Poison (and a DC 20 Wisdom or Craft Alchemy reveals the poison to be Demon Poison)
- Is "disguised as a rat". A Spot check DC 22 reveals the "rat" is probably something else.

- Is pretending he doesn't care about the PCs presence (as a normal rat). A Sense Motive check [DC 18] reveals he is smarter than he looks and seems to be listening when they talk (this check should only be made if a PC requests it).
- Is inside a locked cage; a DC 25 Open Lock check reveals the lock has been damaged and doesn't keep the cage locked at all.

Unless threatened by physical violence, Xaravitx will pretend he's a rat until the last minute. If revealed, he will turn back to his natural form and fight. If the situation looks bad he will turn invisible and flee.

The lock on his cage is flawed and he can open it as a move action while under his natural form. He will start by using his *cause fear* ability before going in melee. Since he is tiny he will need to move into the target's space to attack, provoking an attack of opportunity by everyone who threatens him when he initiates the movement.

If the PCs defeat Xaravitx, he falls to the ground in his demonic form - he does not vanish. But unless Jarev witnessed the rat's transformation he may not be convinced directly by the demon's presence ...

ENCOUNTER 5: THE HALFLING

This encounter is triggered when the PCs find Jarev.

"Ho my! Ho my! Free at last! I though I was going to die in there! I was down for a midnight snack when the sky fell down on me. Talk about bad luck! At least I was locked down with my food reserves. I am Jarev; to whom do I owe my rescue?"

Give the PCs time to introduce themselves and explain the situation. If the PCs talk about the attacks from the cat, Jarev will at first dismiss the facts, thinking Rusty was in fact protecting his house from intruders. If the PCs insist, Jarev will sound more concerned and ask for all the details. Unless the PCs accuse the rat then proceed to conclusion A.

If the PCs accuse the rat without proof, the Halfling will dismiss their claims, thank them for the rescue, pay them each 50gp, take their package and have them on their way.

If the PCs want to face the rat, refer to the previous encounter. If the PCs defeat the rat or otherwise prove he was not a rat proceed to conclusion B.

CONCLUSION

Conclusion A

This conclusion is attained if the PCs freed the Halfling but didn't find out the truth behind the false rat's activities.

Jarev is grateful for his rescue and is quite upset at his cat for the prank she pulled. In the following days Jarev will dismiss Rusty and create a new bond with Durtix, his rat familiar.

The PCs will receive a 50 gp bonus each for their rescue.

Conclusion B

This conclusion is followed if the PCs freed Jarev AND made him realize he was being tricked by Xaravitx.

Jarev is grateful for his rescue and astonished at the revelation you made on the "rat". Terrified he almost linked his soul to a demon, Jarev will make sure your help is remembered. So you foiled your first demonic plans, now you're on your way to greatness!

The PCs will receive a 150 gp bonus each for their rescue.

EXPERIENCE POINT SUMMARY

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

Encounter 2

Getting the Job 30 XP

Encounter 3

Entering the house without problem with the authorities 60 XP

Encounter 4

Defeating the Mephit 90 XP

Surviving the Alchemist Fire 30 XP

Surviving the Acid Flasks 30 XP

Surviving the Rolling Rock 30 XP

Encounter 5

Saving Jarev 60 XP

Story Award

Revealed/Defeated the Quasit 60 XP

Discretionary roleplaying award 90 XP

Total possible experience: 450 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 2: The College

APL 1: Coin: 200 gp

Encounter 5: The Halfling

APL 1: Coin: 50 gp

Total Possible Treasure

APL 1: Coin: 250 gp

Special

Wizard finds you untrustworthy

PCs can get this note if they opened the chest they were given for delivery, if they steal from Jarev's house, break significant parts of the house or if they decide to keep the items they were supposed to return to the College of the Arts. A PC could also remove this curse at any time by paying for the services of a remove curse for the price of 150 gp.

Baptism of fire

If the players don't open the package, don't steal anything in Jarev's house and unveil Xaravix they can get spellcasting from the College at a later date.

Cat needs home

If the PCs didn't convince Jarev to keep Rusty, it will approach them later, possibly becoming a familiar for one of them.

Reference

This reward is given out during Encounter 1 when the PCs receive a meta-org certificate. Only 1 PC may receive each given recommendation and only 1 recommendation may be given per PC. It is perfectly fine for PCs to trade certificates at the end of the adventure.

ITEMS FOR THE ADVENTURE RECORD

Wizard finds you untrustworthy

You didn't play it straight with an Arcanist at some point and you were *cursed* for it. You will fail the next hostile saving throw you have to make while in combat. You can have this removed by the casting of a *remove curse*.

Baptism of fire

You completed your mission with more success than originally expected. This counts as a favor from the

College of the Arts and can be used to get any Core Arcane spell below level 3 cast on you without cost except for the material (if any).

Cat needs home

After being rejected by Jarev, the black cat Rusty is looking for a master. You can take her as your *familiar* by virtue of class feature. Rusty lost most of his powers but kept 5 ranks in Sleight of Hand and Bluff inherited from Jarev.

Reference

You have met a member of a Meta-Org who can give in a good word for your admission. This favor can be spent to circumvent the admission fees of ONE of the following meta-orgs (depending on which you met) if you join NOW. Only one person per table can use the reference for each meta-org.

- Militia
- Order of Pure Blood
- College of the Arts
- Mouquolad Consortium
- Tears of the Marid.

APPENDIX 1: NPCs AND CREATURES

ALL APLS

ENCOUNTER 4: CAT AND MOUSE

Rusty, female cat familiar, CR -; Tiny animal; HD 10 hp 18; Init +2; Spd 30ft; AC 18, touch 14, flat-footed 16; Base Atk +5; Grp -5; Attack Claw +9 (1d2-4) Full Attack 2 claws +9 (1d2-4) and Bite +4 (1d3-4)

SA Spell casting; SQ Low light vision, scent, Alertness, Improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of it's kind; AL NG; SV Fort +4 Ref +8 Will +10; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7. Feats: Weapon Finesse skills: Decipher Script +7, Disable Device +9, Escape Artist +13, Knowledge Arcana +13, Knowledge Nature +6, Tumble +15, Jump +9, Climb +9, Balance +13, Bluff +10, Sense Motive +10, Diplomacy +5 Listen +10, Spot +2, Sleight of Hand +8, Use magic Device +12 (+16 with scrolls), Hide +26, Move Silently +18 Spellcraft +10

Spells available (once each) DC 13 + spell level:
Mage Hand – Ghost Sound - Grease

ENCOUNTER 5: THE HALFLING

Jerev, Male Halfling, Rogue 3/Sorcerer 6/Arcane Trickster 1; CR 10; Small Humanoid; HD 3d6 + 7d4 ; hp 35; Init +4; Spd 20ft; AC 19, touch 15, flat-footed 11; Base Atk +5; Grp +0; Atk +4 Melee (1d4-2 dagger) or Ranged Touch +10 (ray spells); Feats Obtain Familiar, Improved Familiar, Practiced Spellcaster, Spell linked Familiar; SA Sneak Attack +2d6, SQ Halfling Traits, Ranged Legerdemain 1/day, Find Traps, Evasion, Familiar; Skills; Decipher Script +11, Disable Device +11, Escape Artist +15, Knowledge Arcana +17, Knowledge Nature +10, Tumble +17, Jump +11, Climb +11, Balance +15, Bluff +15, Sense Motive +10, Diplomacy +10 Listen +10, Spot +2, Sleight of Hand +10, Use magic Device +14 (+18 with scrolls), Hide +24, Move Silently +23 Spellcraft +14; AL LN; SV Fort +4, Ref +10, Will +10; Str 7, Dex 19, Con 10, Int 16, Wis 12, Cha 17.

Spells per day 6/6/6/4 spells known 7/5/3/2. DC 13 + Spell Level

0-level *Detect Poison, Detect Magic, Dancing Light, Prestidigitation, Mage Hand, Dancing Light, Ghost Sound* 1st level – *Unseen Servant, Grease,*

Hypnotism, Tenser's Floating Disc, Alarm 2nd level – *Glitterdust, Tasha's Hideous Laughter, Invisibility,* 3rd level *Explosive Runes, Suggestion*

APPENDIX 2: NEW RULE ITEMS

This adventure was written using the standard rules for the game in order to keep it simple, but the following options can be taken at character creation by Tusman characters. You can show this to players when the game starts if they are not sure which feat to pick yet.

FEATS:

Mercantile Background [General]

You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Benefit: You gain a +2 bonus to all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

Mercenary Background [General]

You've traveled across the Flanaess as a hired mercenary, learning a smattering of local flavor on every mission in a foreign land. Because you've known so many fellow mercenaries from distant lands, you have little difficulty picking up foreign languages.

Benefit: Speak Language is a class skill for you. You receive a +2 bonus on all Knowledge (local) checks

Mountain Fighter [General]

You know how to make the most of terrain-inspired advantages when fighting in mountainous terrain.

Benefit: When fighting in mountainous terrain, you gain a +2 dodge bonus to AC.

Special: You may take this feat as a fighter bonus feat.

Tongue of Mouqol [General]

You know your way around business negotiations.

Benefit: You receive a +3 Bonus on Bluff checks and Diplomacy checks related to business dealings.

These new rules are used by the NPCs:

SPELL LINKED FAMILIAR [PHB 2]

You and your familiar can share spell energy, allowing your familiar to cast a limited number of spells each day.

Prerequisites: Arcane Caster level 9th, familiar

Benefit: Your familiar can cast spells that you grant to it. A familiar gains spells based on your arcane caster level, and any spells granted to your familiar are subtracted from your daily allotment.

The maximum number of spells of a certain level that you can grant to your familiar is given on the table below. For example, as a 16th level arcane caster, you can grant your familiar as many as three 0-level spells, two 1st level spells, and one 2nd level spell.

The familiar uses $\frac{1}{2}$ your caster level as its caster level. It cannot cast spells that have a gp or xp cost, or that require a focus. A familiar does not need somatic, material, or verbal components to cast a spell that was granted to it by this feat.

APPENDIX 3: THE LAW IN SOUTHERN TUSMIT

Although the laws of Tusmit are supposed to be the same throughout the nation, the southern sheikdoms are much more rigorous in their following and application of the laws than the northern ones. In the sheikdoms of the north, justice is often swiftly served in the name of the True Faith and without any consultations or regards to the civil laws of the nation.

Generalities

Sentences range will vary depending on the circumstances of the offense and/or the status of the person being judged. Each week represents 1 Time Units (TU) in game play.

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

Lashings

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

Horses

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

High Fines

If the guilty party cannot pay a fine, it can be worked off at a value of 50 fountains (gp) 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 week of imprisonment, lashes and a fine (as listed above) per death. Lashes and fines (as listed above) are still applicable to assault (major).

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

Legal Authorities

In theory, there are three levels of legal authority in Tusmit. The lowest level is the Military, followed by the Court and finally the Sheik. Minor offenses are usually dealt with by an authority figure of the Military. This can be a high-ranking member of the Guard or the Faris. Major offenses are usually taken care of by the Court, and High offenses by the Sheik himself (or a representative (*almijah*), appointed by the sheik, who has been granted full decisional authority). Each sheikdom is responsible for appointing a Court in each major city of the sheikdom. A Court is a group of 3 judges responsible for hearing cases and rendering justice right after hearing the said cases. This group will always be composed of a member of the Church of the True Faith, a member of the Military (a Guard or Faris), and a member of the Nobility. In most towns and villages, the local authority figure or the highest ranking priest of Al'Akbar will replace the Court, depending on who is really in charge.

The Offences

Assault. (Noble, Church or Government official)

Threat or use of force that results in bodily harm upon a member of a legal church, noble or government official

Sentence: Confiscation of weapon used and imprisonment of 2 to 6 months.

Assault. (Major)

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

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

Assault (Minor)

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

Sentence: Confiscation of weapon used and imprisonment of two weeks.

Assault (Negligible)

Threat or use of non lethal force against a victim.

Sentence: Overlooked (left off with warnings).

Blackmail

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

Sentences:

- Government official, noble, military, or church official: Imprisonment of two weeks and loss of fifty percent of property
- Other: Fine of one and a half times the blackmail price

Illegal use of magic

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

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

Manslaughter

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

Sentence: Sent to the mines for up to five years.

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.
- Murder of government official, noble, military, or church official: Death
- Other: Sent to the mines for up to 20 years with loss of all property which will be given to the victim's family.

Theft

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

Sentences:

- Less than 100 fountains stolen: 1d10 lashes per 25 fountains stolen.
- 100 to 500 fountains in value: Imprisonment for 1 week and 2d10 lashes per 100 fountains' worth of goods.
- 500 fountains in value or more: Sent to the mines for 1 week per 100 fountains stolen.
- Horse theft: 2d10 lashes, sent to the mines for 5 years and loss of all property.

Treason

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

Sentence: Torture and death.

Vandalism

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

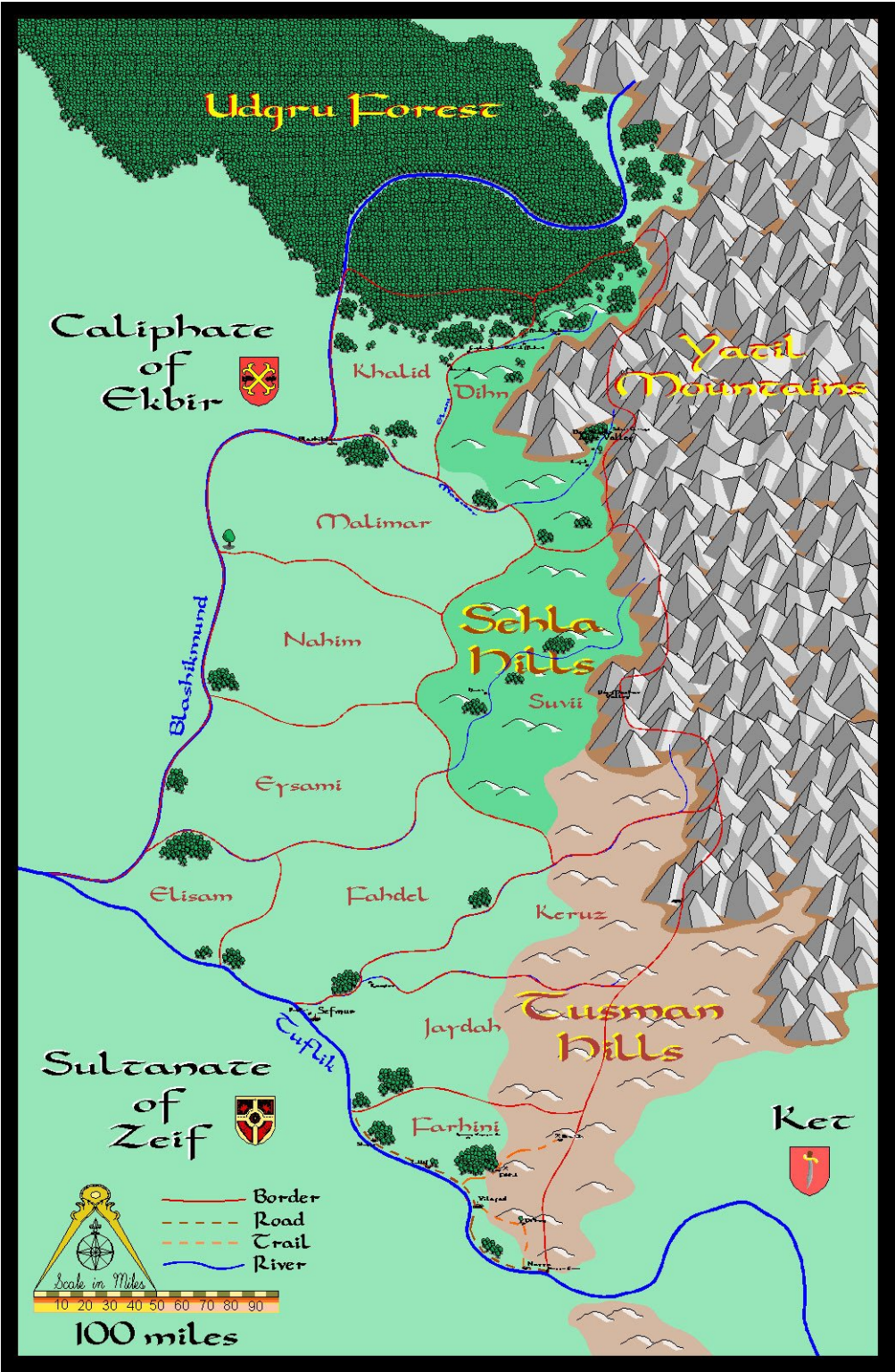
Sentence: 1d10 lashes per one hundred fountains and a fine equalling three times the cost of reparation.

Worship of a banned religion

Holding worshiping ceremonies to gods banned in Tusmit: the Fire God, the Elder Elemental Eye, Hextor, Iuz, Pyremious, Tharizdun, Vecna

Sentence: Sent to exile; sent to mines for life if caught in Tusmit again.

DM'S AID: MAP OF TUSMIT



PLAYER HANDOUT 1

Help Wanted

Adventurers are needed for multiple tasks at the College of the Arts.

Pay proportional to skills.

Group auditions are done during the whole week.

Bring resume and references to Yavish at the Sefmur College of the Arts.

PLAYER HANDOUT 2

This letter of employment states it's holder named _____ as been employed by the Sefmur College of the Arts for the Job of _____ effective on this day of _____ until completion of the task estimated at _____

If you find this document and it is not addressed to you please bring it to the College. If the holder of this document is dead when you find him please bring the remains along with the document without cremation.

Adventurers, the job you have to do is of simple delivery to a Halfling Wizard named Jarev. The package has to be handed out to him personally and to nobody else. Jarev resides in the Sheikhdom of Fahdel in the township of Sirhu. All equipment borrowed to the college has to be returned, your payment will be given once you return to the College with your task completed.

Yavish

Disclaimer:

The Sefmur College of the Arts is not responsible for any action undertaken by the holder of this document during his employment other than the ones specifically listed as the job needed.

The Sefmur College of the Arts is not responsible for any loss due to theft, wandering monsters or any hazards the holder of this document could encounter during the execution of the task but the Sefmur College of the Arts may, at its discretion, sell services for resurrection at a fare it will deem appropriate. The Holder of this document understands he will not be protected by the Sefmur College of the Arts should he undertake any actions deemed illegal or against the Sefmur College of the Art's policy.

PLAYER HANDOUT 3

The document seems to have suffered extensive damage, many pages have been shredded. Most of the preceding pages are simply speaking of day to day experiments and would take days to read. Skimming through them quickly you can learn that Jarev has lived here for about 5 years and seems to have a simple life with no obvious enemies occupying his thoughts.

This is the most recent part of his journal (the one who was the most damaged):

- I had a Baklunish Wizard from the Order of Pure Blood come here today; he invoked a small outsider for me and trapped it inside a summoning circle for questioning. I had to pay an arm and a leg for it ... ho well ... money is made to be spent. The creature is very interesting. I plan to converse with it on a regular basis.
 - The creature seems upset to be there after all and won't speak with me. I understand it but I can't release it now, it cost me too much and it would cause damage to my lab. I'll have to coerce it to get information.
 - Good! I promised the creature freedom if it revealed its secrets to me and it seems to have worked. Tomorrow I will start taking notes.
 - The creature revealed very valuable information to me. It seems it would be possible to create a bond similar to a familiar but of much stronger strength, perhaps this is what I was looking for.
 - Interesting, the bond would be deeper but would awake the deepest magical powers of the recipients. I would do it with the little earth guy but I suppose after I kept him prisoner for so long he probably wouldn't accept it ...
 - I have decided I would try the bonding with a different familiar, perhaps I should try a Rat ... I'll go buy one at the market, I don't know how I'm going to break this news to Rusty ... but she's always been so independent ...
-