

TUS4-01

Spoils of War

A One-Round D&D LIVING GREYHAWK[®]

Tusmit Regional Adventure

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Shortly after you met her, an old lady dies. Now you are caught between two factions who both want something that is not yours to give, something with ties to the Greyhawk Wars of old. Welcome to Vilayad, my friend, and its wonderful Bazaar – I hope you'll survive the experience! An Adventure for APLs 2 through 6.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

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

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

Time Units and Upkeep

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

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

Adventure Background

Once upon a time...

The House of al-Vareshi was one of the most respected merchant houses of Vilayad in Tusmit. The head of the house, Ammon al-Vareshi, only had one son, Abir. His son was at the same time his father's pride and a source of concern, because wanderlust filled the young man's heart. Instead of staying home and learning how to be a successful merchant, he was spending his time (and his father's money) taking trips abroad and dabbling with the arcane arts. Indeed, when his father passed away, Abir was in some distant land and it took several months before he returned home - with a wife! Her name was Anna; he met her in Perrenland, and was taken by her beauty and her grace.

Upon his return, Abir became head of House al-Vareshi and, even with his lack of training, a surprisingly shrewd and successful businessman. All would have been well if not for the terrible events that befell the whole of Flanaess: the Greyhawk Wars. Abir became embroiled in a scheme to develop a method of mass production for a 'weapon'. Unfortunately for him, it proved to be his last business venture: he got killed in the secret catacombs beneath the family's mansion.

Adventure Summary

Now...

Our PCs are taking in the sights and sounds of the famed Bazaar of Vilayad, when they are accosted by a strikingly beautiful older woman, whose torn and tattered clothes are the remains of what must have been once elegant fineries. She is trying to hawk some pitiful wares: bits of cutlery, broken porcelain, and a medallion which dull finish attest of its misuse. Suddenly, the woman gives a cry of terror and flees, not without pressing the pendant into the hands of one of the PCs. She is given chase by a group of men, who run after until she collapses in an alleyway...

That woman was Anna al-Vareshi, the widow of Abir bin Ammon al-Vareshi, and she has fallen on hard times indeed: her husband's family mansion is in ruins, and she is reduced to sell her last few heirlooms at the Bazaar. A man named Anjum Mostapha hired the men she is running from. He is an ambitious member of the local branch of the Mouqollad Consortium, who is looking for the medallion now in the possession of the PCs. That medallion is the key to get to the catacombs beneath the al-Vareshi mansion. There is supposedly a treasure of magical knowledge. The PCs will not learn about this from those thugs, of course...

Encounter 1: The PCs get to the scene where Anna has fallen. Surrounding her are a bunch of suspicious men (Anjum Mostapha, the ambitious member of the Mouqollad Consortium and his bodyguards) Fight or Parlay? [Combat and/or Negotiation]

Encounter 2: Following the death of Lady Anna al-Vareshi, the PCs are interrogated by the local mullahs and by Mulazim (Lieutenant) Duman of the local Guard garrison. Mulazim Duman was working on a series of break-ins at the ancestral home of the al-Vareshi and is now in charge of the death of Lady Anna. Later, a man who calls himself Hassan and claims to be another member of the Mouqollad Consortium (Ekbir branch) contacts the PCs. That man is looking for the same medallion, and he asks the PCs for their help locating it and the hidden laboratory of Abir bin Ammon al-Vareshi. The players have the choice of working for the Consortium or working for themselves. [Negotiation]

Encounter 3: The PCs find themselves face to face with the same member of the Mouqollad Consortium, Anjum Mostapha, which they met in Encounter 1. The players could try again to get out of this situation without fisticuffs, but this time the NPCs will demand the medallion and they won't take "no" for an answer... [Combat]

Encounter 4: After gathering the clues to get into the mansion's catacombs, the PCs have to find a way to access

Abir's lab without triggering the trap awaiting them there. [Puzzle]

Encounter 5: Once they find the entrance to the catacombs and overcome the trap laid there for the unwary, they will find the remains of Abir's lab – and the oozing creature that feasted on his remains. [Combat]

Introduction

This story starts in the Bazaar of Vilayad, capital city of the sheikhdome of Farhini, in the land of Tusmit. The players can be there for a number of reasons: they are passing by this town and need to replenish their supplies, they were in another town nearby, where they heard of the "famed Bazaar of Vilayad" and wanted to have a look for themselves, or they could even hail from here or know another adventurer who has made Vilayad his home. In any case, the players should all be grouped together at the start of the scenario, either haggling with one of the local merchants or admiring the prowess of one of the local entertainers.

You are in Vilayad, capital of the sheikhdome of Farhini in the land of Tusmit. No day would be complete without a visit to or through the famed bazaar of Vilayad. His Exalted Splendor has commissioned a series of artists to commence a grandiose display to honour the Heroes of Tusmit and instill pride among the inhabitants of the border sheikhdome. Visiting the bazaar of Vilayad is a popular custom for adventurers such as yourselves for you have encountered several of them along your way.

Now it's time for the time-honored tradition of introducing each other's characters...

As is the norm with such public places, the Bazaar comes with its lot of beggars and indigents, but the local Mullahs of the True Faith, in large number in the Bazaar, make sure they don't importunate the visitors too much.

The Bazaar is where Anna, the widow of Abir bin Ammon al-Vareshi, will approach the players to try and sell some of her family heirloom.

She first tries to talk with the character with the highest Charisma score (in case of a tie, she will display a preference for races in this order: Human, Half-Elf, Elf, Halfling, Gnome, and Half-Orc). If that character does not want to talk to her, she will then try the second highest, etc.

She then tries to sell what could be considered to be knick-knacks: mismatched earrings, broken china, and a black comb with missing teeth. Only one item stands out

from the rest: a medallion, about the size of the palm of her hand, made of silver and turquoise (see **Players' Handout "A"** for an illustration).

One of those beggars approaching you is a middle-aged woman who must have been a striking beauty in her youth. She is offering a few items and asking for a few coins in exchange: some mismatched earrings, a comb of obsidian missing some teeth, a chipped cup, and an ancient looking, palm-sized medallion of silver and turquoise.

An Appraise check (DC 12) will reveal the medallion to be worth 5 gp. She will accept whatever the PCs want to give her for the other items, but she will ask at least 25 gp for the medallion, and seems to be of two minds about parting with it.

If the players want to, give them just enough time to haggle the price of the medallion with Anna, before the next paragraph.

Suddenly, someone in the crowd shouts her name ("Anna!"). Frightened, she turns in that direction. A group of ugly men are striding towards you.

Those men are Anjum Mostapha and his bodyguards, and he finally decided to stop being nice (well, his version of "nice", in any case) and get the medallion from Anna, by force if need be.

If Anna has already sold the medallion she will simply take off running without any explanation. Otherwise read the following:

She turns to the one amongst you she befriended first, and, with an alarmed tone in her voice, she says: "Please, kind sir, keep this safe for me, I implore you!" And with those words, she thrust the medallion in your hands, and runs into a small alley between two rows of booths, closely followed by her pursuers.

That small alley is at the north end of the bazaar (see **DM Aid 1**).

If the PCs decide to catch up with Anna, proceed with Encounter One, otherwise skip to Encounter Two.

Encounter One: Death Alley

Have the players make a Listen check (DC 5) to hear Anna arguing with Anjum Mostapha.

If to anyone who succeeded, read the following:

As you enter the alley, you hear a male voice saying "My patience has reached its limit, Lady Anna. I know you know where your husband hid it, and by Mouqol

you will tell me now or else!", to which a shrill female voice respond "And for the last time I'm telling you I do not know! Now quit pestering me, you unpleasant little man, or I will go fetch the mullahs, which I should have done long ago!" You hear something being shoved aside, a sharp cry and a sickening thud.

If no-one succeeded:

As you enter the alley, you hear some bickering voices, then a sharp cry and a sickening thud.

The alley is about 60 feet long but no more than 15 feet wide, and ends with the back wall of a building adjacent to the Bazaar. A door, locked from the inside, is in the center of the back wall. On each side, only flimsy canvas walls separate the alley from the booths bordering it.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; Break DC 25. Treat the walls the same way as the door.

Red Herring:

Should any of the PCs break down this door or find some means of entering, they will enter on a little old lady in the midst of bathing in a wooden tub in the center of her small home. Charges for trespassing as per the Tusmit Gazetteer will be pressed against any of the party present at the time of encounter two.

Trespassing: Imprisonment of up to 1 week and fine of 50 gp (doubled for repeated offenses). The cost of replacing the door will also be added to the charge.

Read aloud the following:

At the end of the alley, you come upon the following scene: Some men are gathered around the prone form of the woman who approached you in the Bazaar.

What actually happened: After her exchange with Mostapha, Anna tried to push her way past him and his men, but was shoved back none too gently. She lost her balance, fell and hit her head hard on the uneven pavestones of the alley. The blow was too much for her already weakened health, and she died almost instantly. The players must now decide if they want to fight or parlay.

Creatures:

APL 2 (EL 2)

☠ **Anjum Mostapha:** male human Ari2; hp 18; see Appendix One.

☠ **Thugs (2):** male human War2; hp 14, 14; see Appendix One.

APL 4 & APL 6 (EL 4)

☛ **Anjum Mostapha:** male human Ari2; hp 18; see Appendix One.

☛ **Thugs (4):** male human War2; hp 14, 14, 14, 14; see Appendix One.

Tactics: Anjum Mostapha only wanted to frighten poor Lady Anna into telling him where her husband had hidden his notes or his secret lab, and is not prepared to fight well-armed and determined foes. He will try to convince the PCs that he has nothing to do with Lady Anna's demise, but his bodyguards will engage anyone who wants to physically assault their boss.

Development: After 3 rounds of combat or the same amount of time of discussion between the PCs and Mostapha, a patrol of city guards and mullahs will arrive on the scene. If the PCs try a Heal or a Search check on Anna's body (DC 10), they will find out that she died of a blow to the head, most probably suffered when she fell (the blood and hair-matted pavestones are a dead giveaway...). The mullahs will come to the same conclusion, but will still round up everyone for a more thorough interrogation at the local guardhouse. They will return any items that might have been "misappropriated" (or looted from an enemy) to their proper owner.

If the players have killed Anjum Mostapha, the adventure is over for them and they are charged with the crime of manslaughter. With enough influence in Tusmit and bribes (DM discretion; contact the Tusmit Triad if possible), they may bypass this sentence, in which case they can continue the adventure but skip all references to Anjum Mostapha (including encounter 3).

Encounter Two: An offer you can't refuse

The mullahs arrive shortly thereafter on the scene, promptly gather everyone in the vicinity, including yourselves, as potential witnesses and bring you all to the local guardhouse for a more thorough interrogation. They also bring the body, which has been mercifully covered with a blanket.

The mullahs question you relentlessly for several hours, till finally you are brought in front of Mulazim (Lieutenant) Duman, who seems to be in charge of this affair.

"There have been a series of break-ins at the house of the late Abir bin Ammon al-Vareshi in the past few weeks, and now his widow, Lady Anna, has been

found dead. Are you involved in any of this?", he asked bluntly?

☛ **Mulazim Duman:** male human War6; Sense Motive +6

Mulazim Duman is already convinced of the innocence of the characters in this affair, but wants to learn what they know about it. After letting the players tell their side of the story, he will agree to answer a few of their questions, if they ask him.

- Abir bin Ammon al-Vareshi was the son of a wealthy and well-respected merchant of Vilayad, and he had inherited the family business (selling land and herds) after his father's passing.
- He died in 583 CY, during the Greyhawk Wars, but how and where is not known.
- He spent a lot of time in his youth exploring the length and width of the Flanaess. He met his wife, Anna, in Perrenland, married her, and then came back to Tusmit.
- It is said he was a surprisingly shrewd merchant, but with a penchant for unusual and rare items.
- He had a house just outside of Vilayad, near the Tuflik River. Mulazim Duman does know where it is but is not willing to tell the PCs the directions to reach it, saying that this house is still being investigated
- Lady Anna was living in a meager lean-to in the Bazaar area, the local merchants tolerating her presence out of pity for her, and she was only making infrequent trips to the ancestral home of the late husband to gather more heirlooms to sell.

If the characters show him the medallion, he takes a few minutes to look at it closely, but gives it back to the characters, telling them that they can keep it for now, but to be prepared to hand it over to him at a latter date if he decides it might help his investigation.

Ultimately, Mulazim Duman declares being satisfied that you had nothing to do with the untimely death of Lady Anna al-Vareshi and that you are free to go. He does you warn you: "What seemed to be a simple case of burglary has now been tainted with death. If you know or learn anything else, I order you to report it to me as quickly as possible".

The sun is starting to descend on the horizon, and the Bazaar is closing for the evening. So, finishing

replenishing your supplies will have to wait till tomorrow...

The players may decide to get lodging all at the same place, or in different inns. In case of the latter they can find themselves at the Gold Coin, a local tavern offering a few rooms to rent. Otherwise, they have the choice of the following: the Gold Coin, the Dancing Lion, or the Scale and Balance.

The following encounter will occur at the location where the PC who has the medallion is staying.

As you entered your room at the inn, you are startled to notice that there is already someone in your room. "Do not be alarmed", says a voice in hushed tones, "I mean you no harm. In fact, I have a proposition for you..."

"My name is Hassan, a member of the Mouqollad Consortium, as is that oaf of Anjum Mostapha with which you had an altercation earlier. I noticed Lady Anna talking to you, and I was deeply saddened when I heard of her passing."

"Mostapha has been harassing poor Lady Anna for quite some time now, ever since he learned that her husband was rumored to have a very sophisticated, and very secret, laboratory somewhere around Vilayad. It is said that most of his family's fortune went into equipping that laboratory and that some of those riches are still there, waiting to be seized by whoever would find them."

"Alas, poor Abir bin Ammon al-Vareshi died before all those expenses could turn a profit, and Lady Anna was left almost with nothing, except for her house and her broken heart. Some say she lost her mind then as well, but it is unwise to ill-speak of the dead..."

"I need some help in locating this laboratory myself, mostly to spite that arrogant bully of Mostapha. My own research leads me to believe the key to its discovery lies with a silver medallion that used to belong to Abir bin Ammon al-Vareshi. Did Lady Anna mention anything to you about something like this?"

🗡️ **Hassan:** male human Exp6; Diplomacy +6

The PC can admit having the medallion or flat out lie, either way Hassan is still interested in acquiring their services to locate the laboratory. If asked for more details, he can tell the players that:

- Abir bin Ammon al-Vareshi was the son of a wealthy and well-respected merchant of Vilayad, and he had inherited the family

business (selling land and herds) after his father's passing.

- He died in 583 CY, during the Greyhawk Wars, but how and where is not known.
- He spent a lot of time in his youth exploring the length and width of the Flanaess. He met his future wife, Anna, in Perrenland, married her, and then came back to Tusmit.
- It is said he was a surprisingly shrewd merchant, but with a penchant for unusual and rare items.
- He had a house just outside of Vilayad, near the Tuflik River. Hassan does know where it is and can easily tell the PCs the directions to reach it.
- Hassan himself is a member of the Ekbir branch of the Mouqollad Consortium, and had to endure the bravado and posturing of Anjum Mostapha in the past – reasons enough, he says, for wanting to teach him a lesson by finding the laboratory before him.

All he asks from the PCs is that they return to this inn with the location of the laboratory and any notes or documents that they can find there. Anything else, the PCs can keep...

A Knowledge (local: Meta-region – Tuflik, Fals and Velderdyva Trade Route) check [DC 20] will let the players know he really belongs to the Ket Branch of the Mouqollad Consortium.

Encounter Three: Curses! Foiled Again!

Now, the PCs shouldn't have any problem locating the house of the late Abir bin Ammon al-Vareshi... except for the fact that Anjum Mostapha is waiting to ambush there: he deduced that since the PCs were the last one to talk to lady Anna when she was alive (the mullahs who performed Speak With Dead do not count), they must have the medallion!

If the PCs start looking for clues on the medallion, refers to **DM Aid 2** and **Players' Handout "A"** for a description. No doubt they will almost immediately notice the scratched-out part of it. A Spot check (DC 10) will make out that those scratches were intentional, not the product of neglect or accident.

The trail leading to the al-Vareshi house leads from Vilayad's South Gate to the Tuflik River. The ambush

planned by Mostapha is about half an hour from the house, and is detailed on **DM Aid 3**.

Creatures:

APL 2 (EL 3)

♣ **Anjum Mostapha**: male human Ari2; hp 13; see Appendix One.

♣ **Thugs (3)**: male human War2; hp 15, 15, 15; see Appendix One.

APL 4 (EL 5)

♣ **Anjum Mostapha**: male human Ari2; hp 13; see Appendix One.

♣ **Thugs (5)**: male human War2; hp 15, 15, 15, 15, 15; see Appendix One.

APL 6 (EL 7)

♣ **Anjum Mostapha**: male human Ari2; hp 13; see Appendix One.

♣ **Thugs (5)**: male human Ftr2; hp 22, 22, 22, 22, 22; see Appendix One.

Tactics: Anjum and his men will try to ambush the PCs from both side of the trail, firing their crossbow first then the thugs will go hand-to-hand with their longsword. Anjum will stay behind to, well, “coordinate” the attack.

Treasure:

APL 2: L: 62 gp; C: 24 gp; M: +1 dagger (191 gp per character)

APL 4: L: 96 gp; C: 24 gp; M: +1 dagger (191 gp per character)

APL 6: L: 96 gp; C: 54 gp; M: +1 dagger (191 gp per character)

Encounter Four: Assault on Castle al-Vareshi

After defeating Anjum and his men, the PCs can proceed to the house. If they have already guessed that the location of the scratches on the medallion indicates where the entrance to Abir’s laboratory is located by the riverside, a successful Search check (DC 10) will reveal it. Read this to the players if this is the case:

Guided by the medallion, you found a hidden entrance near the river, almost completely masked by carefully-placed overgrown vegetation

If they did not use the medallion, then the Search check is [DC 24]. Read this then:

After several hours of painstakingly combing the house and the surrounding grounds, you finally discover the hidden entrance, almost completely masked by carefully placed overgrown vegetation.

♣ **Stone Door**: 4 in. thick; hardness 8; hp 60, Break DC 28; Open Lock DC 28

A PC who makes a successful Spot check (DC 10) will find a round depression, about palm-sized in the middle of the door, at eye level. On the side of the depression is a series of scratches that matches the ones on the medallion.

Trap: To open the door, all a PC has to do is insert the medallion in the depression and turn... counter-clockwise! Turning the other way or breaking the door open will trigger the trap. Dwarven characters get their +2 racial bonuses for Stonecutting if they search for the trap.

APL 2 (EL 2)

⚔ **Pit Trap (40’ Ft. Deep)**: CR 2; manual reset; no attack roll necessary (4d6) Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Note*: affects 5’ x 5’ square right in front of the door.

APL 4 (EL 4)

⚔ **Spiked Pit Trap (60’ Ft. Deep)**: CR 4; automatic reset; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Note*: affects 5’ x 5’ square right in front of the door.

APL 6 (EL 6)

⚔ **Spiked Pit Trap (100’ Ft. Deep)**: CR 6; no attack roll necessary (10d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Note*: affects 5’ x 5’ square right in front of the door.

Encounter Five: It’s Oozing Time!

Beyond the door, an ancient staircase descends into then darkness at a steep angle. After a while, the staircase becomes a tunnel that winds its way more or

less straight ahead of you, before opening into a vast chamber.

The tunnel and the laboratory are in complete darkness. PCs will need light sources or darkvision to navigate them.

Characters who managed to find a way to gauge their progression will realize that they are now under the house of al-Vareshi.

The house has been built upon a series of natural underground caverns, and Abir simply walled the largest and topmost of these to make his laboratory.

You find yourself in the remains of a great laboratory. Overturned shelves and the shattered remains of a massive workbench litter the place. A summoning circle, its lines still brightly etched in red can be seen in the middle of the room. If you look in the farthest section of the room, your eyes grow wide as you spy a 10 foot long metal object shaped in the form of an arm and hand!

Several skeletons lie around in grotesque poses, some seemingly blasted away by unseen forces, others simply crumpled on the floor where that fateful blade or arrow cut their unnatural lives short.

About 5 rounds after the PCs have entered the main laboratory chamber (see **DM Aid 4**), the ooze that has been trapped in there since shortly after Abir's death will greet them from behind some of the barrels (the X on DM Aid 4). It wandered into the laboratory from the maze of caverns below it through a crack in the walls when it was much smaller, and gorged itself on the bodies and furniture it stumbled upon. It has been waiting for the next course ever since...

Creatures:

APL 2 (EL 4)

☛Ochre Jelly: hp 30; see *Monster Manual*

APL 4 (EL 5)

☛Ochre Jelly: hp 60; see *Monster Manual*

APL 6 (EL 7)

☛Ochre Jelly (2): hp 60, 60; see *Monster Manual*

Tactics: The ooze will wait in the corner of the laboratory the furthest away from the door, behind the massive metal arm. If the PCs do not come its way, it will creep up on the PCs within 5 rounds of them entering the laboratory and will try to attack the closest PC(s) it can

find. PCs will need to roll a Spot check (DC 10) not to be surprised.

Development: Searching behind the metal arm (Search check, DC 10) will reveal a small metal chest containing some letters, and notes of research.

Searching the skeletons reveals a number of magic rings.

☛**Metal Chest, small:** 1/2 in. thick; hardness 10; hp 15, Break DC 24; Open Lock DC 30

Treasure:

APL2: L: 0 gp; C: 0 gp; M: Scarab, Golembane (208 gp per character), Ring of Sustenance (208 gp per character)

APL4: L: 0 gp; C: 0 gp; M: Scarab, Golembane (208 gp per character), Ring of Sustenance (208 gp per character), Ring of Climbing (208 gp per character), Ring of Jumping (208 gp per character)

APL6: L: 0 gp; C: 0 gp; M: Scarab, Golembane (208 gp per character), Ring of Sustenance (208 gp per character), Ring of Climbing (208 gp per character), Ring of Jumping (208 gp per character), Ring of Swimming (208 gp per character), Eyes of the eagle (208 gp per character)

Conclusion

Opening the small chest, you discover it contains crude drawings and plans for what looks to be a 25-foot tall humanoid construct. It also contains the dried-out letters to Abir bin Ammon al-Vareshi from a certain Lord Albron of Furyondy, half of them asking al-Vareshi for status reports on a "secret project" he was working on for the war effort, and the other half warning him about the agents of Old Wicked, stating "they're everywhere in these troubled times..."

You now have to decide what to do with your findings...

If the PCs go back to the inn where they met Hassan earlier and give him back the chest, he will thank them profusely and promise them the help of the Mouqollad Consortium if they ever need it (Influence Point with the Mouqollad Consortium). The very next morning, mullahs and members of the Guard arrive at the inn and interrogate all its patrons, saying that they were told subversive agents from Ket, posing as simple merchants, had been seen here. Of course, Hassan is nowhere to be found at that point...

If the PCs decide to go back to Mulazim Duman and show him the chest, he will take a look at its content, and quickly confiscate it, saying that he was informed that

subversive agents from Ket, posing as simple merchants, have been looking around Vilayad for something similar and that he has to send this chest to his superiors in Sefmur. In return, he assures the PCs of his support if they have to deal again with the local garrison of the Guard (Influence Point with the Guard in Vilayad).

The PCs might also decide to keep the plans and letters for themselves. Simply note it as such on the Adventure Record.

☛ **The Token of Hassan** – If the heroes go back to the inn where they met Hassan earlier and give him the chest he will grant each of them a small coin that is a token of his good will. This token can be cashed in as an Influence Point with the Mouqollad Consortium.

☛ **Influence Point with the Guard** - If the PCs go back to Mulazim Duman and give him the chest they will receive an Influence Point with the Guard in Vilayad

The End

Experience Point Summary

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

Encounter One: Death Alley

Preventing Anjum Mostapha and his men from escaping before the mullahs arrive

APL2	60 xp
APL4	120 xp
APL6	120 xp

Encounter Three: Curses! Foiled Again!

Defeating Anjum Mostapha and his men

APL2	90 xp
APL4	150 xp
APL6	210 xp

Encounter Four: Assault on Castle al-Vareshi

Evading the trap, or springing the trap without getting caught.

APL2	60 xp
APL4	120 xp
APL6	180 xp

Encounter Four: It's Oozing Time!

Defeating the ooze

APL2	120 xp
APL4	150 xp
APL6	210 xp

Discretionary roleplaying award

APL2	90 xp
APL4	135 xp
APL6	180 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 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.

Encounter Three: Curses! Foiled Again!

APL 2: L: 62 gp; C: 24 gp; M: +1 dagger (191 gp per character)

APL 4: L: 96 gp; C: 24 gp; M: +1 dagger (191 gp per character)

APL 6: L: 96 gp; C: 54 gp; M: +1 dagger (191 gp per character)

Encounter Five: It's Oozing Time!

APL 2: L: 0 gp; C: 0 gp; M: Scarab, Golembane (208 gp per character), Ring of Sustenance (208 gp per character)

APL 4: L: 0 gp; C: 0 gp; M: Scarab, Golembane (208 gp per character), Ring of Sustenance (208 gp per character), Ring of Climbing (208 gp per character), Ring of Jumping (208 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: Scarab, Golembane (208 gp per character), Ring of Sustenance (208 gp per character), Ring of Climbing (208 gp per character), Ring of Jumping (208 gp per character), Ring of Swimming (208 gp per character), Eyes of the eagle (208 gp per character)

Total Possible Treasure

APL 2: L: 64 gp; C: 24 gp; M: 607 gp - Total: 695 gp

APL 4: L: 96 gp; C: 24 gp; M: 1023 gp - Total: 1143 gp

APL 6: L: 96 gp; C: 54 gp; M: 1439 gp - Total: 1589 gp

Maximum Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

Special

☛ **The Token of Hassan:** If the heroes go back to the inn where they met Hassan earlier and give him the chest he will grant each of them a small coin that is a token of his good will. This token can be cashed in as an Influence Point with the Mouqollad Consortium.

☛ **Influence Point with the Guard:** If the PCs go back to Mulazim Duman and give him the chest they will receive an Influence Point with the Guard in Vilayad

Appendix One: NPCs

Introduction

☛ **Anna al-Vareshi**, female human Nob1: CR 1; Size M (4 ft., 11 in. tall); HD 1d8-3; hp 5; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack -2 melee, or +2 ranged; SV Fort -3, Ref +2, Will +5; AL LG; Str 7, Dex 15, Con 4, Int 13, Wis 16, Cha 17.

Languages Spoken: Common, Flan

Skills and feats: Handle animal +7, Heal +5, Hide +2, Knowledge (nature) +5, Listen +3, Move silently +2, Read lips +3, Sense motive +7, Spot +7, Wilderness lore +7; Iron will, Skill focus (handle animal).

Possessions: mismatched earrings, comb missing some teeth, chipped cup, medallion of silver and turquoise.

Encounter One: Death Alley

APL 2 (EL 2)

☛ **Anjum Mostapha**, male human Ari2: CR 1; Size M (4 ft., 11 in. tall); HD 2d8; hp 13; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 15 (chain shirt, +1 Dex, touch 11, flat-footed 14); Atks +1 melee (1d4/crit 19-20, dagger) or +0 melee (1d6-1, club) or +3 ranged (1d8/crit 19-20, crossbow, light); SV Fort +0, Ref +1, Will +5; AL CN; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 14.

Skills & feats: Bluff +7, Diplomacy +7, Gather information +6, Hide +1, Knowledge (Local) +6, Listen +4, Move silently +1, Read lips +7, Sense motive +7, Spot +4, Wilderness lore +4; Alertness, Improved initiative. Languages Spoken: Common, Gnome.

Possessions: dagger +1, club, pouch containing 15 gp and 40 sp.

☛ **Thugs (2)**, male human War2: CR 1; Size M (5 ft., 11 in. tall); HD 2d8+2; hp 14; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex, touch 11, flat-footed 10); Atk +5 melee (1d6 subdual, sap); SV Fort +4, Ref +1, Will +0; AL LE; Str 16, Dex 12, Con 13, Int 12, Wis 10, Cha 11.

Skills & feats: Balance +3, Diplomacy +2, Forgery +2, Hide +1, Innuendo +1, Intimidate +5, Listen +2, Move silently +3, Spot +2; Alertness, Weapon focus (sap). Languages Spoken: Common.

Possessions: sap, pouch containing 11 sp

APL 4 and APL 6 (EL 4)

☛ **Anjum Mostapha**, male human Ari2: CR 1; Size M (4 ft., 11 in. tall); HD 2d8; hp 13; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 15 (chain shirt, +1 Dex, touch 11, flat-footed 14); Atks +1 melee (1d4/crit 19-20, dagger) or +0 melee (1d6-1, club) or +3 ranged (1d8/crit 19-20, crossbow, light); SV Fort +0, Ref +1, Will +5; AL CN; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 14.

Skills & feats: Bluff +7, Diplomacy +7, Gather information +6, Hide +1, Knowledge (Local) +6, Listen +4, Move silently +1, Read lips +7, Sense motive +7, Spot +4, Wilderness lore +4; Alertness, Improved initiative. Languages Spoken: Common, Gnome.

Possessions: dagger +1, club, pouch containing 15 gp and 40 sp.

☛ **Thugs (4)**, male human War2: CR 1; Size M (5 ft., 11 in. tall); HD 2d8+2; hp 14; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex, touch 11, flat-footed 10); Atk +5 melee (1d6 subdual, sap); SV Fort +4, Ref +1, Will +0; AL LE; Str 16, Dex 12, Con 13, Int 12, Wis 10, Cha 11.

Skills & feats: Balance +3, Diplomacy +2, Forgery +2, Hide +1, Innuendo +1, Intimidate +5, Listen +2, Move silently +3, Spot +2; Alertness, Weapon focus (sap). Languages Spoken: Common.

Possessions: sap, pouch containing 11 sp.

Encounter Three: Curses! Foiled Again!

APL 2 (EL 3)

☛ **Anjum Mostapha**, male human Ari2: CR 1; Size M (4 ft., 11 in. tall); HD 2d8; hp 13; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 15 (chain shirt, +1 Dex, touch 11, flat-footed 14); Atks +1 melee (1d4/crit 19-20, dagger) or +0 melee (1d6-1, club) or +3 ranged (1d8/crit 19-20, crossbow, light); SV Fort +0, Ref +1, Will +5; AL CN; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 14.

Skills & feats: Bluff +7, Diplomacy +7, Gather information +6, Hide +1, Knowledge (Local) +6, Listen +4, Move silently +1, Read lips +7, Sense motive +7, Spot +4, Wilderness lore +4; Alertness, Improved initiative. Languages Spoken: Common, Gnome.

Possessions: dagger +1, club, light crossbow, case with 20 bolts, pouch containing 15 gp and 40 sp.

☛ **Thugs (3)**, male human War2: CR 1; Size M (5 ft., 11 in. tall); HD 2d8+2; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (chainmail, +1 Dex, touch 11, flat-footed 15); Atk +6 melee (1d8+4, longsword) or +3 ranged (1d8, crossbow, light); SV Fort +4, Ref +1, Will +0; AL LE; Str 16, Dex 12, Con 13, Int 12, Wis 10, Cha 11.

Skills & feats: Balance +3, Diplomacy +2, Forgery +2, Hide +1, Innuendo +1, Intimidate +5, Listen +2, Move silently +3, Spot +2; Alertness, Weapon focus (longsword). Languages Spoken: Common.

Possessions: chainmail, longsword, light crossbow, case with 20 bolts, pouch containing 11 sp.

APL 4 (EL 5)

☛ **Anjum Mostapha**, male human Ariz: CR 1; Size M (4 ft., 11 in. tall); HD 2d8; hp 13; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 15 (chain shirt, +1 Dex, touch 11, flat-footed 14); Atks +1 melee (1d4/crit 19-20, dagger) or +0 melee (1d6-1, club) or +3 ranged (1d8/crit 19-20, crossbow, light); SV Fort +0, Ref +1, Will +5; AL CN; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 14.

Skills & feats: Bluff +7, Diplomacy +7, Gather information +6, Hide +1, Knowledge (Local) +6, Listen +4, Move silently +1, Read lips +7, Sense motive +7, Spot +4, Wilderness lore +4; Alertness, Improved initiative. Languages Spoken: Common, Gnome.

Possessions: dagger, club, light crossbow, case with 20 bolts, pouch containing 15 gp and 40 sp.

☛ **Thugs (5)**, male human War2: CR 1; Size M (5 ft., 11 in. tall); HD 2d8+2; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (chainmail, +1 Dex, touch 11, flat-footed 15); Atk +6 melee (1d8+4, longsword) or +3 ranged (1d8, crossbow, light); SV Fort +4, Ref +1, Will +0; AL LE; Str 16, Dex 12, Con 13, Int 12, Wis 10, Cha 11.

Skills & feats: Balance +3, Diplomacy +2, Forgery +2, Hide +1, Innuendo +1, Intimidate +5, Listen +2, Move silently +3, Spot +2; Alertness, Weapon focus (longsword). Languages Spoken: Common.

Possessions: chainmail, longsword, light crossbow, case with 20 bolts, pouch containing 11 sp.

APL 6 (EL 7)

☛ **Anjum Mostapha**, male human Ariz: CR 1; Size M (4 ft., 11 in. tall); HD 2d8; hp 13; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 15 (chain shirt, +1 Dex, touch 11, flat-footed 14); Atks +1 melee (1d4/crit 19-20, dagger) or +0 melee (1d6-1, club) or +3 ranged (1d8/crit 19-20, crossbow, light); SV Fort +0, Ref +1,

Will +5; AL CN; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 14.

Skills & feats: Bluff +7, Diplomacy +7, Gather information +6, Hide +1, Knowledge (Local) +6, Listen +4, Move silently +1, Read lips +7, Sense motive +7, Spot +4, Wilderness lore +4; Alertness, Improved initiative. Languages Spoken: Common, Gnome.

Possessions: dagger, club, light crossbow, case with 20 bolts, pouch containing 15 gp and 40 sp.

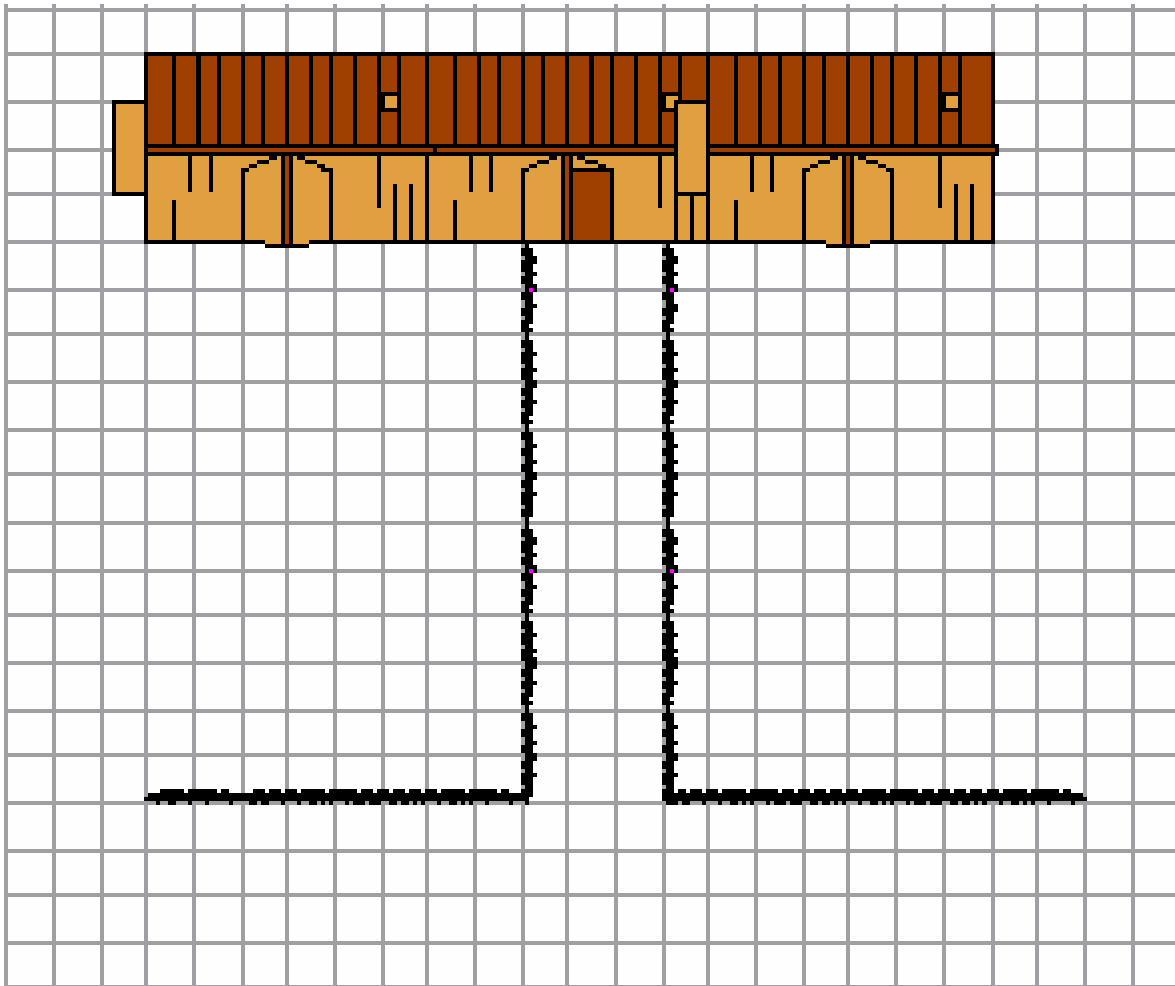
☛ **Thugs (5)**: male human Ftr2; CR 2; Size M (5 ft., 7 in. tall); HD 2d10+6; hp 22; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 17 (chainmail, +2 Dex, touch 12, flat-footed 15); Attack +4 melee (1d8+1, longsword), or +4 ranged (1d8, crossbow, light); SV Fort +6, Ref +2, Will +1; AL LE; Str 13, Dex 15, Con 17, Int 14, Wis 12, Cha 10.

Languages Spoken: Common.

Skills and feats: Climb +2, Forgery +4, Hide +2, Jump +3, Knowledge (local: Vilayad) +2, Listen +1, Move silently +2, Open lock +4, Sense motive +3, Spot +1, Swim +3, Use rope +4; Dodge, Improved initiative, Power Attack, Weapon Focus (longsword).

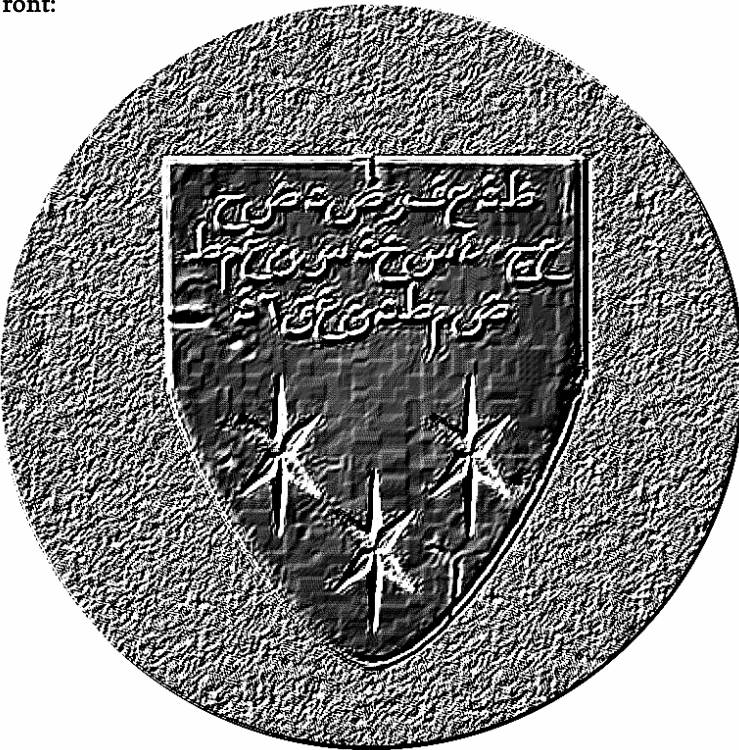
Possessions: chainmail, longsword, light crossbow, case with 20 bolts, pouch with 7 gp.

DM Aid 1: Section of the Bazaar of Vilayad



DM Aid 2: Medallion

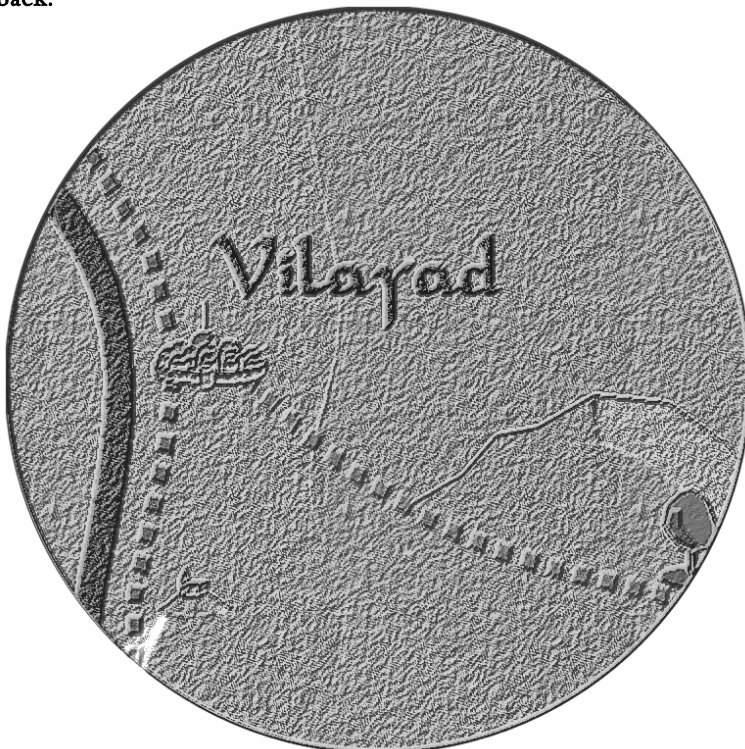
Front:



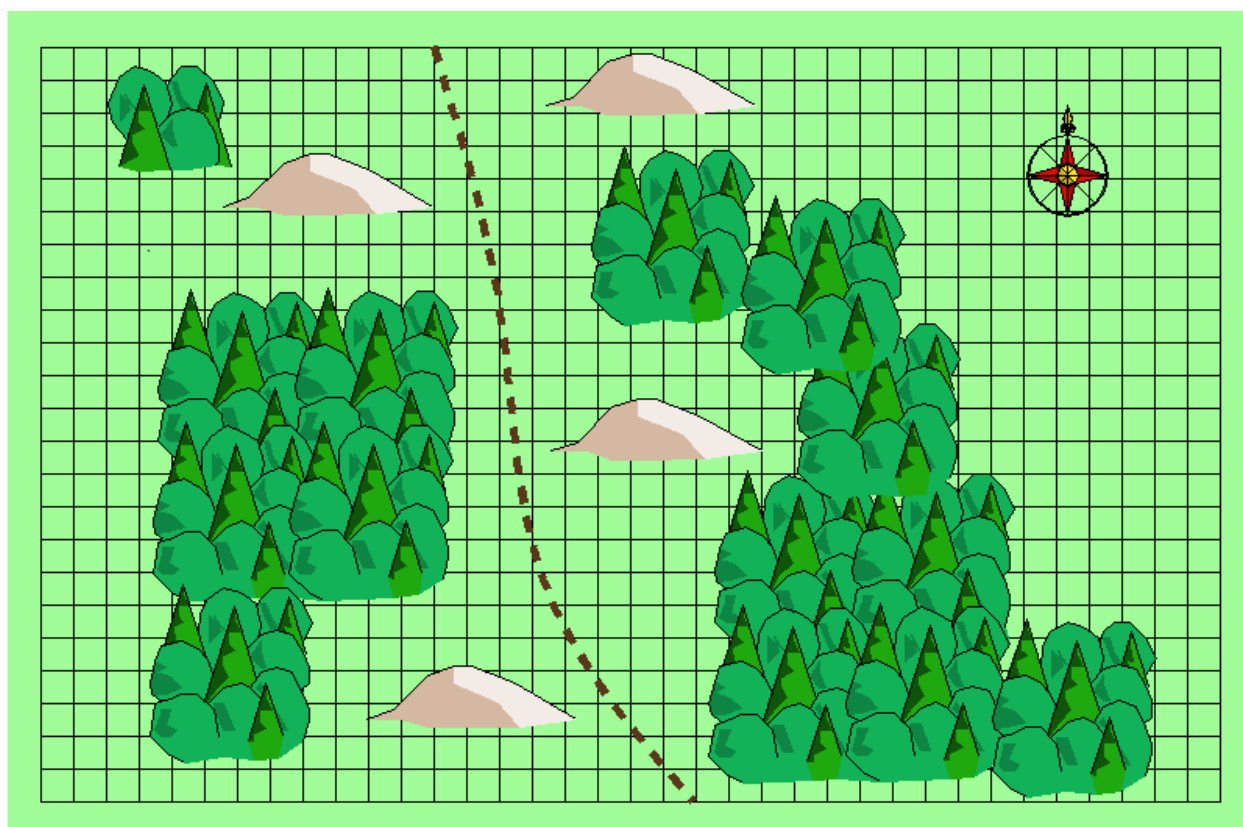
This medallion is made of silver, with turquoise inlays. It seems to be very old and battered, but the only noticeable scratches that can be found are on the back.

[DM only: A Spot check (DC 10) will reveal those scratches to have been made on purpose. They indicate more or less where the hidden laboratory of Abir bin al-Vareshi is located. They also serve as an indicator as to the proper position of the medallion when used as the key to the laboratory.]

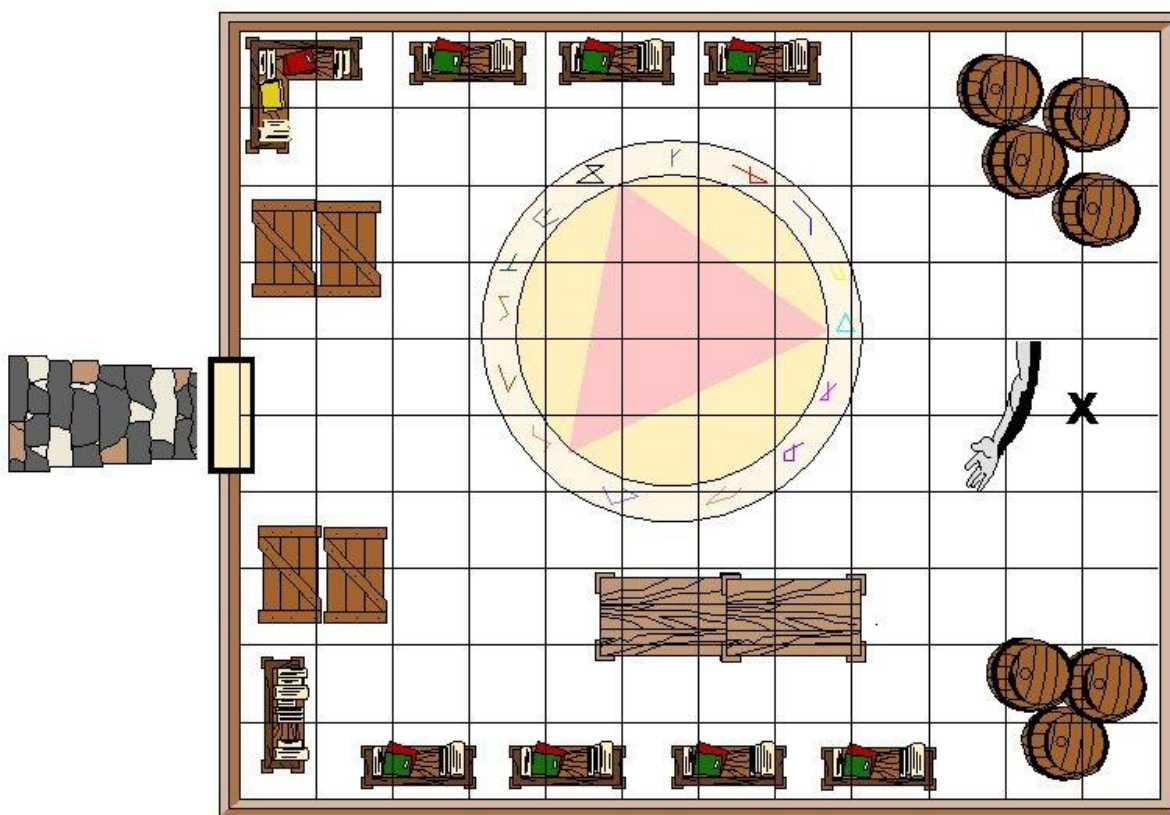
Back:



DM Aid 3: Ambush

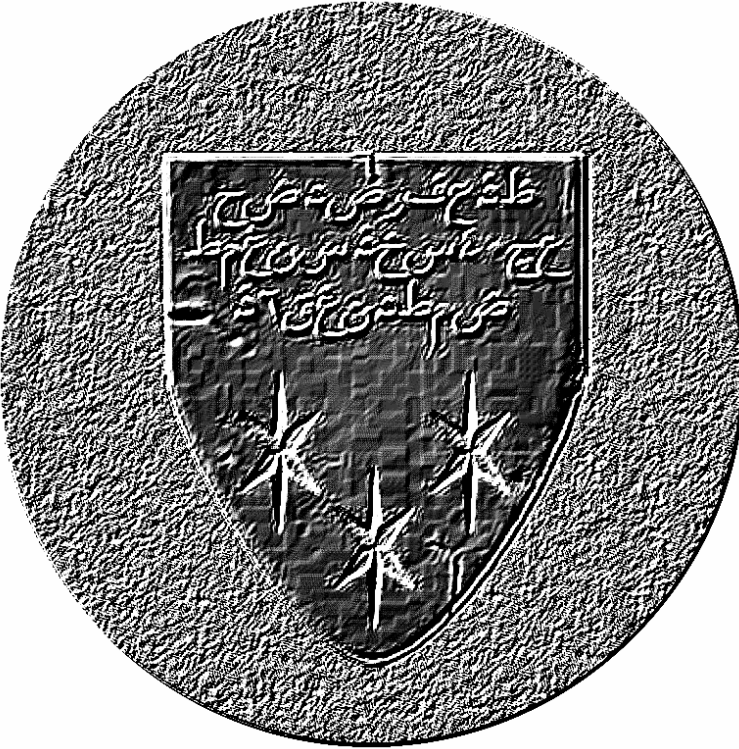


DM Aid 4: Laboratory



Player Handout “A”: Medallion

Front:



This medallion is made of silver, with turquoise inlays. It seems to be very old and battered, but the only noticeable scratches that can be found are on the back.

Back:

