

Night Terrors*

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Abstract

As the PCs enter a foreign town, an epidemic of hallucinations erupts. At first, it seems that the town has been attacked by demons. Then, the truth emerges, and the governor closes the town doors, waiting for the wave of madness to abate. The PCs must take up the investigation, unless they want to remain locked in the city, and possibly share the fate of its population.

This adventure is designed for a group of 4-6 characters of first or second level¹. A Cleric or Atruaghin Shaman able to cast *cure light wounds* is recommended. The adventure is written for OD&D Rules Cyclopedia, and assumes the use of General Skills.

¹The module has been playtested with a small party of one Wererat Cleric (C2/Wererat Cub), one Elf (E1) and one Magic User (MU1); one additional combat-oriented character, such as a Fighter, Halfling, or Dwarf, would be needed for a more balanced challenge

*This adventure draws inspiration from an adventure hook by Sean Meaney

1 Plot Summary

The city of Jahore is just recovering from a decade of disorder, provoked by the poisoning of the Asanda river by the Black Rajah of Jaibul, a bitter rival of the local Maharajahs. Right after the PCs' arrival in the city, Jahore plunges into another crisis, this time unwittingly caused by unscrupulous merchants who have imported a cargo of granaries contaminated by ergot.

The PCs find themselves in the middle of a bout of collective madness, while the local governors close the city to all passage, hoping to capture the poisoners. The party is first led to the hideout of a group of cultists of Kala, and finally to the villa of a rich merchant, who is the actual culprit.

2 The City of Jahore

Jahore, the Pearl of Putnabad. A sleepy, overcrowded city sprawling on the banks of the placid Asanda river. The high-walled inner city encloses the Maharajah's palace, the "Raj Tahal", with its high, slender tower and shining golden domes, a dozen temple complexes and many villas and palaces of the high-caste noblemen and rich merchants. Most of the newer buildings are oddly constructed, with crooked, leaning towers, asymmetric features and walls on the point of crumbling. The entire area is crowded with building sites manned by lower caste workers and overseers. The Asanda river passes through the inner city, and is crossed by two stone bridges.

The rest of the city is a mass of haphazardly built shacks, divided by muddy, overcrowded passages. Circa four Jahoreses in five live here. South of the city walls, a shallow port allows shallow barges to reach the city, carrying cargo from the high-sea ships anchored at the mouth of the river.

2.1 Trade

Even though Jahore's commerce is overshadowed by the rising star of Sambay, a number of merchant ships and caravans still reaches the Pearl of Putnabad. Thus, many currencies pass from hand to hand in the port and in the merchant houses. The imperial currency, minted in platinum from the mines of Azadgal, is only found in the inner

city, in the vaults of noblemen and merchants. The Ashupta kings of Jahore mint a type of gold coin, called the Mohur, in three denominations (one Mohur, two thirds and one third of a Mohur). The smaller coins have been produced only in the last decade, due to the decadence of the city, and the larger coin is being abandoned. Silver and copper coins are minted by Rishiya orders to allow payment of taxes from the Praliya caste.

Coins from other Mumlykets and even foreign nations are also common in Jahore, especially the gold Bhani and the silver Anna from Jalawar, and the silver Khundars from Jhengal and Azadgal. Jhengali ceramic coins are also used for smaller scale trade. The gold Crona of the Minrothad Guilds is the most common foreign coin.

Table 1 gives an overview of the coins used in Jahore.

2.2 Major Non-Player Characters

Maharajah Jalil Ashupta Khan Lawful Fighter 11, age 54.

A plump, middle-aged Sindhi nobleman, the Maharajah Jalil Ashupta is always taken by some fashion fad. After an Ethengarian period, the current court style is Imperial Alphetian – so the Maharajah wears flowing, ornate Alphetian-style *kihara*, gaudily dyed in bright colors.

Maharaj Kumar Dharjee Ashupta Lawful Fighter 6, age 28.

A polite, soft spoken man, Prince Dharjee is the only male heir of Maharajah Jalil Ashupta. Dharjee is dark skinned, tall, and slim. He wears rich clothes adorned with jewels and gold brocade.

Mohan Neutral Cleric 3, age 37.

A Rishiya of modest wealth and station, Mohan tends to the Shrine of the Four Deva together with his extended clan. He does not belong to any of the primary Rishiya sects. Mohan is slightly more plump than the average high-caste Sindhi, and has large, black eyes. He wears priestly robes while at the Shrine.

Vikram Lawful Mystic 2, age 24.

A Jashpurdana Mystic from a famous monastery in northern Sind, Vikram is strong willed, devout,

and inquisitive. He is also well trained in unarmed martial arts. Vikram dresses simply, in orange-red monastic robes. He has embarked in a ten-years journey to learn about the world, after completing his studies at the Jashpurdana monastery.

Gaurang Nima Neutral Thief 3, age 29.

This short, wiry, dark skinned man dresses as a commoner, but is actually a member of the Jadugerya caste. Not skilled in the magical arts, he has trained in stealth, becoming one of the ears of the Rajahdhirajah – the king of kings, Chandra ul-Nervi. He arrives in Jahore three days after the PCs, and starts looking after the cause of the commotion.

Madesh Chaotic Buraiya (Thug) 3, age 37.

Madesh is a dark skinned Sindhi man in his late thirties. He has great strength, and, while not intelligent in the scholarly sense, he is very cunning. A skilled assassin, Madesh is a cell leader in the Buraiya cult. When working, he dresses in minimal clothing and smears his skin with oil to make it slippery. Otherwise, he wears dark clothes that hide stains easily. Madesh only carries easily hidden, disposable weapons. He prefers a bola-like strangling weapon, but will use a dagger in close quarters (e.g., in his underground hideout).

Sarad Yodhana Chaotic Cleric 3 of Kala, age 31.

A tall, noble looking Rishiya, Sarad is a true fanatic – and looks the part, with feverish eyes and a gaunt face contoured by a bushy beard and large moustaches. Sarad Yodhana wears gaudily colored, loose-fitting clothes, and a square cap that covers his deep black, oily hair. He fights with a slender mace, but keeps an obsidian dagger at his belt for ritual purposes.

2.3 The Temple District

The Temple district of Jahore is a collection of tall, many-storied towers surrounded by water tanks, prayer rooms, pilgrim hostels, chapels, shrines and other devotional structures. The area has been occupied by temples since the foundation of the city, and many buildings are ancient. Thus, they look less shaky than the rest of the city, their towers

standing erect and massive-looking among the unbalanced, slim, or asymmetric towers of the noble and merchant districts. Only the recently completed Raj Tahal has wrested the title of most majestic building in Jahore from the Temple of Himayeti.

As everywhere in Sind, uncountable aspects of many Immortals are worshipped in Jahore. However, most Rishiya belong to one of five primary sects. Table 2 reports the primary Immortals worshipped in Jahore, and the sects which worship them. Immortals not specifically worshipped by any one sect still have small shrines, sometimes within one of the major temples, sometimes on their own.

Also, many Rishiya (about 30% of them in Jahore) do not adhere to a specific sect, but rather worship at specific temples, depending on family traditions or personal recognition of a given set of aspects.

2.3.1 Himayetya

This sect comprises the largest part of the local Rishiya population, circa 45% of the total. It focuses on Himayeti as the source of all divinity. Ayami and Aksyri are seen as proceeding from Himayeti, and so are the *devi*, or companions of the three aspects of Himayeti. These are generally the three primary aspects of Valerias, though sub-sects often replace one or more of them with other female aspects.

All other Immortals are seen as lesser aspects of Himayeti as well. Ayodhya, Sita and Laksman, however, are particularly revered.

2.3.2 Devi Bhakti

A smaller sect (about 15% of the local Rishiya), the Devi Bhakti worships primarily female aspects, generally recognizing Asanda, the personification of the placid river that cuts through Jahore, as the main Immortal, and other female Immortals as lesser aspects of Asanda. Aksyri is also worshipped as the primary consort of the goddess, and Ganetra as their offspring.

2.3.3 Aksyri Bhakti

This sect follows similar principles to the Himayetya, but replaces Himayeti with Aksyri. Also,

Table 1: Currencies found in Jahore and Sambay

Name	Value	Enc	Metal	Mint	Reverse	Obverse
Guru	5 pp	1	Platinum	Imperial	Quartz, “Rajahstan of Sind – One Guru”	Quartz, “Rajahdhirajah Chandra ul Nervi”
Rupee	1 pp	1	Platinum	Imperial	Wheel, “One Rupee”	Head of the Rajahdhirajah, “Rajahdhirajah Chandra ul Nervi”
Mohur	3 ep	1.5	Gold	Ashupta	Tree	Head of Jalil Ashupta “Maharajah Jalil Ashupta”
2/3 Mohur	1 gp	1	Gold	Ashupta	Mounted archer	Head of Jalil Ashupta “Maharajah Jalil Ashupta Khan”
Bhani	1 gp	1	Gold	Madhar	Elephant	Head of Dhrisana Madhar, “Rani Dhrisana Madhar of Jalawar”
Gold Crona	1 gp	1	Gold	Minrothad Guilds	Scales & 5 stars	Head of Oran Meditor, “Oran Meditor”
1/3 Mohur	1 ep	0.5	Gold	Ashupta	Lion	Head of Jalil Ashupta “Maharajah Jalil Ashupta Khan”
Anna	4 sp	4	Silver	Madhar	Elephant	Head of Dhrisana Madhar, “Rani Dhrisana Madhar of Jalawar”
1/2 Anna	2 sp	2	Silver	Madhar	Elephant	Head of Dhrisana Madhar, “Rani Dhrisana Madhar of Jalawar”
Khundar	1 sp	1	Silver	Jhengali dynasties	Bull, “Mumlyket of Jhengal” or “Mumlyket of Azadgal”	Head and name of the rajah
Rupyaka Pana	1 sp	1	Silver	Rishiya Orders	Sun, name of the issuing authority	Ayami, Aksyri or Himayeti
Rupyaka Ardhapana	5 cp	0.5	Silver	Rishiya Orders	Wheel, name of the issuing authority	A dancing Devi
Tamri Pana	1 cp	1	Copper	Rishiya Orders	Sun, name of the issuing authority	Kudesha, holding scales
Tamri Ardhapana	1/2 cp	0.5	Copper	Rishiya Orders	Wheel, name of the issuing authority	Asuradha, holding a cornucopia
Aydha	1/2 cp	1	Ceramic	Jhengali Rishiya Orders	Crescent, “Mumlyket of Jhengal” or “Mumlyket of Azadgal”	Name and sigil of the issuing authority
Tamri Pada	1/4 cp	0.25	Copper	Rishiya Orders	Bow & arrow, name of the issuing authority	One of the Dvadasapala

Table 2: Immortals worshipped in Jahore

Standard name	Sindhi name	Rishiya sect	Aspect
Ixion	Ayami		Creator
Ixion	Himayeti	Himayetya	Preserver
Ixion	Aksyri	Aksyri Bhakti, Devi Bhakti	Destroyer
Valerias	Asanda	Devi Bhakti, Ashtamarutas	The river Asanda, knowledge, creativity, purity
Valerias	Dhanya	Devi Bhakti	Wealth, fortune, beauty
Valerias	Khurishi	Devi Bhakti	The Khurish mountains, power
Ilsundal	Ayodhya	Himayetya, Ashtamarutas	Abstract thought, law
Ilsundal	Sita	Himayetya, Devi Bhakti	Contemplation of nature (a female aspect)
Ilsundal	Laksman	Himayetya	Opponent of Atzanteotl
Asterius	Murtijai		Lord of Thieves
Asterius	Asuradha		Prosperity, trade
Asterius	Kudesha	Ashtamarutas	Lord of Wealth
Ganetra	Ganetra	Ashtamarutas, Devi Bhakti	Lord of Knowledge
Ruaidhri	Ruaidhri	Ashtamarutas	Giver of Courage
Petra	Ashmavati	Ashtamarutas, Devi Bhakti	Giver of Fortitude
Ixion	Sumati	Ashtamarutas, Devi Bhakti	Benevolence, wisdom (a female aspect)
Thor	Runar	Ashtamarutas	Lord of Thunder and Vigor
Thor	Vajradhara		Armed of lightning
Thor	Ashadha		Patron of the Himaya code
Vanya	Bhanjika	Devi Bhakti	Divine wrath
Vanya	Adhvanya	Devi Bhakti	The wandering princess
Vanya	Adya	Devi Bhakti	Lady of war and armies
Twelve Watchers	Dvadasapala		Crafts (twelve avatars)
Brissard	Bhrisharadha		Patron of the Sindhi-Varna
Masauwu	Mahavasha		Persuasion, orators
Atzanteotl	Ravana		King of the Rakhasa
Atzanteotl	Acchanital		Opponent of Ilsundal
Hel	Kala	Buraiya cult, Devi Bhakti	Death

less focus is given to the aspects of Ilsundal, and the Khurishi aspect of Valerias is worshipped instead as the consort of Aksyri.

This ascetic cult hails from the mountains of Kadesh and Gunjab, and has only been present in Jahore in the last century. It involves slightly more than 5% of the Rishiya.

2.3.4 Ashtamarutas

This ancient sect has been steadily losing influence in the last four centuries. It worships eight primary aspects (the *Eight Winds* that give the name to the sect), representing the eight winds as well as the eight *samdhu* virtues.

Currently, its followers among the Rishiya have dropped to just about 5%.

2.3.5 Buraiya cult

A small cult, with less than 1% of the Jahore Rishiya involved, the Buraiya is an illegal sect that worships Kala as its primary patron. The cult also functions as an Assassins' Guild. Contrary to the other sects, which tend to coexist peacefully, the Buraiya are violently opposed to all other cults.

3 Arrival

The PCs arrive in Jahore on their own business – they may be on route to Jaibul or Sayr Ulan, for example, or even to the Savage Coast; in any case, their ship lands in Jahore, and they'll have to book travel on another ship to their final destination. Let the PCs choose an inn of their liking, herding them in the inner city – the outer city looks dirty and dangerous, while prices in the inner city seem lower than in their homeland.

Use the random encounters provided below to give the PCs a taste of Jahore. The town looks a bit odd, but there is clearly a lot of work going on to bring it on par with more modern Sindhi towns, like Sambay.

Once the PCs have settled down, had dinner and retired for the night, move to Section 4.

3.1 Random Encounters

The following encounters may happen in any order, depending on where the PCs go during their

first day in Jahore. Use them (or add others) to familiarize the PCs with the city, while setting them up for the plague. It is important to stress the placid nature of the average citizen, and the arrogant attitude of the higher castes, especially the richer Himaya families.

1. A military detachment, led by an elephant, crosses the path of the PCs. If they are not quick to make way, the elephant trumpets, and the Sindhi soldiers chase the PCs away.
2. The PCs meet the convoy of a noble, with porters, servants and guards. The nobleman (or noblewoman) does not care about them, but his servants may be arrogant or aggressive, if the PCs are not openly armed.
3. If the PCs pass over one of the bridges on the Asanda river, they see a lanky, ascetic man standing on one leg on the bridge's railing, the other leg bent inward. The man is a yogi (Rahesh, a Lawful, level 4 Mystic), who is performing a meditation exercise. If the PCs want to speak to him, they must wait until the end of the exercise (it takes one hour). The Mystic speaks some Darokinian, but no Thyatian.
4. When the PCs cross the port quarter, they meet several beggars (Kuliya of *urdu-varna* descent), some of whom speak a little Thyatian, or Minrothaddan *patois*. If the PCs are kind to the beggars, one of them, a Fakir (level 3 Neutral Mystic) may appear later to give an hint or otherwise help the PCs.
5. While the PCs cross a market section, an especially insistent hawker tries to sell them his wares. While the PCs are distracted, a thief (level 5) tries to pilfer the characters' goods.

4 The Night Terror

During the night, the residents of the inn are waked by cries from a street. It seems that a pottery merchant living across the road has gone crazy. The PCs may choose to go out in the street and calm the man. If they avoid getting involved, the innkeeper and his servants calm the man and give him a strong drink.

As the PCs gather for breakfast the next morning, the innkeeper stops to swap some words with them. He regrets deeply to bring bad tidings to his guests, but it appears that a plague has swept across the city, causing widespread madness. The authorities fear another Jaibul plot, and have closed the doors of the city. The royal Jadugeryas have also strengthened the teleport wards – basically, it is impossible to leave the city even for the richest and most powerful nobles.

4.1 Investigating the Plague

Make it clear to the PCs that, until the plague disappears, they are not being allowed to leave the city. Moreover, it should be clear from the confusion and general lack of organization in the forces of the Maharajah that they are more than likely to be affected by the plague before the government officials can solve the problem. Also, if they were affected, the Rishiya clergy would be under no obligation to help them, since they do not belong to the caste system – they would have to pay for clerical help, and to find an available Rishiya.

4.1.1 Government officials

The local officials are neck-deep in paperwork, filling endless reports of violent actions by people afflicted by the plague. Most of them are Himaya, each with his own servants doing most of the legwork.

The PCs may talk to an official, after a suitable wait. They will soon discover that the government does not have the faintest idea of what is going on. The official version is that this is a new attempt by Jaibul to poison the inhabitants of Jahore, and there are standing orders to arrest anyone who could be from Jaibul.

The official, if bribed (10 Mohur at least), may point vaguely to the Buraiya cult as the possible culprit. He is not at all sure of this information (indeed, it is false), but he will try to please the PCs by sounding firmly convinced.

4.1.2 The Rishiya

The PCs may (correctly) turn to the temples for help in identifying the source of the plague, since most likely they do not have clerical magic. There

are many temples in the inner city – most are devoted to the incarnations of Ayami, Aksyri and Himayeti, or their consorts, Asanda, Khurishi and Dhanya, but there is a temple of the Ashtamarutas, as well as many minor shrines.

Unfortunately, with the plague afoot, most members of the Rishiya caste able to actually cast spells, and even many of those who are not, are busy helping the victims. The shrines and temples are manned at best by younger boys (C1), at worst by inept Rishiya (NM or T1-3).

On of the few people willing to speak with nosy foreigner at a time like this is Mohan (C3), an non-sectarian Rishiya attached to a family shrine that features colorful statues of Mahavasha, Vajradhara, Asuradha and Ruaidhri around a central statues of the three primary aspects of Ixion. Mohan has exhausted his spells for the day, so he is free to talk with the PCs while other members of his clan pick up his work. However, the Rishiya has no idea of what is going on – he has no medical skills and only modest divine powers. He does have an agenda, though, and the PCs, as gullible foreigners, come at the perfect time for his plan. Mohan's family, while high-caste, is not especially powerful.

Thus, one of his uncles has been murdered and his niece, Kanika, has been kidnapped by the Buraiya. Due to the poisoning of the Asanda river, the investigation was soon dropped – the investigators assumed that the girl had killed her father and escaped. Now that the curse has been lifted, though, Mohan has been able to pinpoint a Buraiya cult member, a priest named Sarad Yodhana. He tells the PCs the Buraiya cult is probably responsible for the plague, as Kala is the goddess of disease and madness (this is true, but the Buraiya never kill their victims using diseases, since those are too likely to turn on the killer as well). He also tells them of Sarad, and recommends that the PCs first discover the hideout of the cult, and proof that Sarad is involved.

4.1.3 Sage Advice

Sages are the best source of information – if you can find them. Most sages in Jahore belong to the Jadugerya caste, so they live in the inner city.

An *Information Gathering* skill roll, and possibly an offering at some temple, may yield the name of one of them. The sage the PCs get recommended

to will indeed be an expert on herbs, poisons, and diseases. However, he has a long list of visitors, and his servants will let members of the Rishiya and Himaya class first. PCs, assuming they look warlike enough, come immediately after the local Himaya.

The sage can give them the information they could have got themselves with the appropriate skills. He has skill levels of 16 in both *Science (Toxicology)* and *Science (Medicine)*. See Section 4.1.5 for the actual information obtained.

4.1.4 Gathering Information

Taverns and local gossips can yield a wealth of information – most of it, inaccurate or plain false. An *Information Gathering* skill roll, and some copper Pana, can lead to the following information, depending on the skill roll (plus whatever bonuses are appropriate for roleplaying the investigation):

- Success, less than Skill-4: roll 1d4+4 on Table 3;
- Success, within -4 of Skill score: roll 1d6+2 on Table 3;
- Failure, within +4 of Skill score: roll 1d6 on Table 3;
- Failure, more than Skill+4: the PCs are not able to find any accurate information, and know it.

The PCs may try several times – every time, let them have one or two encounters from the primary or additional encounter sets before allowing a new roll.

Also, the PCs may obtain other information with successful Information Gathering skill rolls, such as the location of Buraiya hideout or where to find Sarad Yodhana.

The sage can also prepare alchemical healing potions (each allows the recovery of 1d4 HP, but spoils after a week or so). The cost for the raw materials is about 10 Rupees per dose, and the sage will also charge 10 Rupees for his work (per dose).

4.1.5 Examining a victim

If a victim is examined and/or questioned, the symptoms of ergotism may be detected: nausea,

Table 3: Information gathering results

1. There are really demons afoot in Jahore – a friend of my cousin saw them tonight!
2. The plague is sent by the Immortal Aksyri to cleanse Jahore of its sins.
3. The plague is sent by the Immortal Kala to cleanse Jahore of its sins.
4. The plague is the result of a curse bestowed by a powerful Rishiya on the ruling Ashupta clan.
5. A group of Jaibul assassins is behind the plague: they have poisoned the wells.
6. The Rajah of East Jhengal is involved – he has had the Asanda river poisoned, hoping that the blame will fall on Jaibul.
7. A group of Buraiya is involved.
8. The controls on food and water are stricter than usual, but lazy or corrupted officials are still fairly common.

spasms, hallucinations, hitches and desquamation of the skin on hands and feet.

However, the medical knowledge of the PCs will probably not suffice to pinpoint the origin of the plague. *Healing* and *Science (Medicine)* are the most appropriate skill for the diagnosis. *Profession (Herbalist)* and *Science (Toxicology)* can be used as well to recognize the symptoms, and are more useful to find the source of the plague. *Veterinary Healing* can help if no other skills are available, with the usual penalties (+3) for dealing with human subjects.

For detecting the symptoms, allow a single skill roll, on the highest applicable skill. In all cases, an additional penalty of +3 is applied, since the disease is not common enough. If a character has both a Healing-related and a Toxicology or Herbalism skill, the penalty does not apply.

The result of the examination can be given as follows:

- Success, less than Skill-4: the PCs are able to correctly detect the symptoms, and related them to an acute form of ergotism.

- Success, within -4 of Skill score: the PCs are able to detect the main symptoms, and connect them together, but not to give an explanation – except that it is most likely a disease of some type, caused by some hallucinogenic substance.
- Failure, within +4 of Skill score: the PCs are not able to detect significant symptoms beyond the obvious, and are led to believe that the plague is actually the result of some exotic poison used by the Jaibul assassins.
- Failure, more than Skill+4: the PCs are not able to detect significant symptoms beyond the obvious, and cannot relate them to a known disease.

If the PCs also examine the dwelling of a plague victim, and a character with the *Food Tasting* actually tastes the bread, he will be able to detect something odd with it (some reddish grains in the flour) on a successful roll. *Profession (Herbalist)* or *Science (Toxicology)* can then be used to identify the substance.

4.2 Primary Encounters

While the PCs are investigating the source and the nature of the plague, they are forced to hit the road to contact officials, local sages, Rishiya, and other potential informants. Thus, they have the occasion to witness the effects of the plague.

Several encounters feature madmen, normal Sindhi affected by the ergot plague. They are considered, from a mechanical point of view, as Berserkers while under the effect of hallucinations.

4.2.1 The Duelists

While you are walking down the street from the inn, you hear a thundering crash, and see two men, roll out of a door into the muddy road. Each of the two wields a dagger, and they seem locked in mortal combat, grappling with their legs and free arms while keeping each other's dagger away. They have a gleam of madness in their eyes.

These two men are fighting each other, as they see each other as demonic beings. They will fight

to the death unless stopped. If the PCs try to interfere, they will fight back.

Capturing or subduing the madmen without killing them earns the PCs double XPs.

Madmen: AC 8/9; 1+1* HD each (5/6 HP), 38 XP (x2 if subdued).

4.2.2 Demonic Visions

You hear a scream, in a high-pitched voice, coming from a shack on your left. A second voice, that of a man, growls something in a language you do not understand – most likely Sindhi.

Within the shack, a man driven crazy by ergot vision is trying to kill his little daughter. If the PCs promptly come to the rescue, they can save the kid.

Capturing or subduing the madman without killing him earns the PCs double XPs. Saving the kid adds another 50 XPs bonus.

Madman: AC 9; 2* HD (10 HP); Attacks: 1 dagger (1d4); 25 XP (x2 if subdued).

4.2.3 Rampaging Elephant

You cross a large market area, crowded with hawkers and stalls of fruit and vegetable vendors. Suddenly, you hear a blasting sound, and see a huge, tusked, grey quadruped rumble down an avenue, while the locals try to move away from its path. A naked, brown skinned man is nested on the animal's neck, and goads it mercilessly with a metal-topped stick.

The *mahout* is fleeing from imaginary demons, and does not care for the bystanders. On the other hand, the elephant (a fairly young one) is not affected by the plague, and can be placated if the driver is subdued. If the driver is killed, though, the elephant will fly into a frenzy.

If the PCs are able to recover the elephant alive, its proprietor will give them a reward of 15 Mohurs and 25 silver Pana.

Madman: AC 9; 1+1* HD (6 HP); Attacks: 1 goad (1d4); 19 XP (x2 if subdued).

Young elephant: AC 6; 9-9 HD (34 HP); Attacks: 1 trample (4d6) or 2 tusks (1d6/1d6); 450 XP.

4.2.4 The Dancing Monk

When approaching your inn, you see a short, dark skinned, man sitting cross-legged near the doorstep. The man wears an orange-red garment similar to an old-style Thyatian toga. You can see he is slim, but well muscled. He is shaking visibly, and has a wild look in his eyes.

When he sees you, he clenches his fists hard, but does not move otherwise.

While this Mystic, Vikram, has fallen victim of the ergot plague, he can be reasoned with. His monastic training makes him more resistant to the effects of the ergot plague, and he trusts his mind over his senses. He also speaks some Thyatian – but with a heavy accent.

Hallucinating Jashpurdhana: AC 7; My2 (8 HP); Attacks: 1 fist (1d4); 20 XP.

4.3 Additional encounters

While the PCs are investigating the plague, they can make several encounters that do not challenge their skills, but may provide additional background:

- The PCs meet a man covered in blood, who wanders aimlessly, screaming incoherent phrases. There is no actual threat – the man wounded himself with a razor while trying to extract “beasts crawling under his skin”.
- The PCs meet a woman who is dancing to some inaudible rhythm. The woman is under the effect of the plague (a form of seizure), and is unable to stop her “dancing”.
- The PCs meet a starving beggar who asks for some coin. The beggar is not affected by the plague – unsurprisingly, since he has not been eating much in the last few days.
- At any time when the PCs are involved in violent events related to the plague (see the Primary Encounters above), there is chance that they will be noted by Gaurang Nima, who becomes convinced that they might be involved in the events. He will thereafter shadow them (give the PCs some chance to detect him, especially if they have the *Alertness* skill), and may

make his move at any time – maybe as an ally, e.g. if the PCs are losing the battle with Sarad Yodhana in the Buraiya hideout (section 5), or as an enemy, if the PC threaten or kill someone in the Grain Merchant’s mansion (section 6).

4.4 Conclusion

This part of the adventure may lead the PCs to further investigation in the Buraiya hideout or in the flour merchant’s villa. Each of these events is covered in a separate section.

In this initial stage of the investigation, however, the PCs may get up to 634 XP from monsters, plus the following goal-based awards:

- 150 XP for discovering the Buraiya cult hideout;
- 250 XP for discovering the cause of the plague;
- 50 XP for befriending the Vikram, the Jashpurdana mystic;
- 50 XP for saving the kid.

Once the PCs have identified the plague as the result of eating contaminated bread, they can track down the shipments of grains in the last few days through the archives of the port authorities at the south-western tower on the Asanda river. They can then close down to three merchants, in different zones of the town. By comparing this information with the location of the first cases of the plague (i.e., the area near their inn), they can pinpoint the merchant who imported the contaminated ergot, one Naresh Agrawal. They now need proof of their hypothesis – which they can get by either forcing the merchant to confess, or by stealing into his warehouse and examine the flour. Move to Section 6 to play out this part of the adventure.

Meanwhile, it is possible that the PCs will become convinced that the real culprit are the Buraiya cultists. If so, they should be able to track them down to a small mansion in the merchant quarter of the inner city. The Buraiya safehouse is hidden in the catacombs below the mansion. Section 5 deals with the raid in the Buraiya hideout.

5 The Buraiya

The Buraiya cultist have built a small temple to Kala in the basement of a small townhouse in the merchant district of Jahore. The townhouse itself is staffed by servants who know nothing of the Buraiya cult, but one of the Buraiya is always present to keep them watch for intruders. The Buraiya enter their hideout via an hidden trapdoor in the floor of a warehouse area.

The Buraiya are 1 HD Thugs, while their leaders are a 3 HD Thug and a 3rd level Cleric of Kala. There are 8 Thugs, plus the leaders.

5.1 The Townhouse

The outward appearance of the Buraiya hideout is fairly inconspicuous – it is a simple townhouse as it might belong to a merchant, craftsman or scholar of moderate wealth. Most rooms are not dangerous at all, and only random encounters needs to be checked.

5.1.1 Room description

Entrance (room 1) The Thug in *room 3* has 50% chance of noticing the PCs (75% if they wear metal armor), unless they take special care (e.g., moving silently).

Courtyard (room 2) This area sees a lot of passage; the chance of random encounter is doubled.

Garderober (room 3) A Buraiya Thug (6 HP; 16 XP), disguised as a waiting man, is on guard in this room. If he notices the PCs, he will follow them stealthily, and will try to reach *room 8* and alert the other Thugs. If discovered, he will shout and alert the other people in the house.

Common room (room 8) Three Thugs (7, 5, 4 HP respectively; 16 XP each) are resting here; they are easily surprised if the guard has been bypassed or taken out without noise.

Storage (room 9) This room is full of large crates. However, there is an empty space in the farthest corner, where a trapdoors opens into *room 1* of the underground hideout.

5.1.2 Random encounters

1. 1 servant (NM, 2 HP; 5 XP); this is a lower caste servant; he can be easily intimidate by warrior characters, but will run to tell the Thugs of the intruders.
2. 1-2 Thugs (5 HP each; 16 XP each); if out-matched, they will try to flee in different directions.

5.2 The Buraiya hideout

The hideout is a network of cramped rooms and narrow passages dug deep under the townhouse. The soil here is made of a brittle, easily worked stone. In general, the digging work is shoddy at best, and the ceiling looks like it is going to crumble down at any time – it is actually mostly safe, though only someone with dwarven detection abilities or the *Profession (Miner)* skill would be able to tell.

5.2.1 Room description

Townhouse entrance (room 1) This small room is empty, except for the ladder that leads to the townhouse (*room 9*).

Main corridor (room 2) This long, narrow corridor is damp and dark, but generally empty except for passing Thugs or scurrying rats.

Jail (room 3) Two Thugs (5 HP each; 16 XP each) are on guard in this large room. The ceiling is supported by two roughly hewn pillars, and two cells blocked by heavy metal doors open on this room. The keys to the doors hang from the belt of one Thug.

Cell (room 4) This cell is empty, but has been recently used.

Cell (room 5) This cell holds a (very frightened) man; he is a Kuliya, and has been captured to be used as a human sacrifice. This man only speaks Sindhi, and knows nothing about the Buraiya. He has been kidnapped only the night before the PC entered the hideout, in the outer city.

Waterworks (room 6) This corridor leads, through a rusty metal ladder, to a long passage. At the end of the passage is a trapdoor to the waterworks of the nearby Temple of Himayeti. This building houses the control switches that regulate the influx and deflux of water. A fleeing Buraiya Thug may attempt to trap his pursuers in the lower corridor, which he will then flood with water from the tank.

Barracks (room 7) This cramped room serves as a meeting room, office, and emergency barracks for the Buraiya. There are several bedrolls, a small desk, and several stout barrels that double as stools. The Thug leader, Madesh (3 HD Thug, 18 HP; 65 XP), and two other Thugs (6, 5 HP respectively; 16 XP each). The Thugs have assorted Jahore coins for 20 gp and 90 sp, and a clay vial holding a *potion of healing* is locked in the desk – the Thug leader has the key.

Antechamber (room 8) This room is empty, but there are traces of recent works, including a structure of wooden beams holding the ceiling. This room, as well as rooms 9, 10 and 12, is remarkably less damp than the others.

Storage (room 9) This room is stocked with barrels holding clean water, grains (not tainted), and salted meat.

Servants of Kala (room 10) This room is occupied by a large statue of a squatting, black-skinned, four-armed woman with a bright red tongue. Each arm holds a different weapon smeared with real blood. Six Skeletons (5 HP each, 60 XP total) are aligned behind the statue, and attack any intruder (i.e., anyone entering the room, unless the cleric Yodhana is present).

Deathtrap (room 11) This corridor leads to the shrine, but makes a steep dive before returning to the same level of the rest of the dungeon; at the bottom of the curve is a camouflaged pit trap. Unless the PCs are proceeding with caution (sounding the floor for traps), the first character needs to save vs. Paralysis to avoid falling into a 5' depth pit, taking 1d6 HP damage. The slippery floor makes it hard

to bypass the pit – an Acrobatics or similar skill roll may be in order.

Shrine of Kala (room 12) This large room contains a bloody altar on a slightly raised dais. Sarad Yodhana, a 3rd level Cleric of Kala (10 HP; 50 XP; spells: Blight, Protection from Good) stands in front of the altar, ready to sacrifice a kidnapped girl – Mohan's niece. This fanatic will fight the PCs to the death, believing he will be reincarnated as a lesser Fiend after death. Yodhana has a richly inlaid holy symbol showing a many-armed, black-skinned, dancing woman (worth 100 gp), a ritual obsidian dagger worth 30 gp and 40 gp in Jahorese coins.

The girl, Kanika (C1 of Khurishi), has been a prisoner of the Buraiya for months now, and is being sacrificed as the last element of a series of rituals aimed at summoning a servant of Kala (a Death Fiend). If the PCs hesitate or try to parley with Sarad, he will finish his ritual by killing drugged girl with his ceremonial dagger. The ritual, complete but imperfect due to the PCs' intervention, will open a portal for the Death Fiend, who will emerge in 3 rounds. It will take 3 more rounds for the Death Fiend to assume a complete form, consuming Kanika's body in the process, and will be helpless during the process. If the PCs manage to cut off the head from Kanika's corpse, the Death Fiend will be banished. Otherwise, they might still escape (fighting a Death Fiend is all but impossible for such low-level characters) – but the Death Fiend will be free, and will come back at a later time to haunt them.

5.2.2 Random encounters

- 1-2 Thugs (5 HP each; 16 XP each); if out-matched, one of them will flee while the other tries to block the corridor.
- 1-3 packs of 5-10 rats (1 hp each; 2 XP each); they frighten easily, and must check Morale before attacking.
- 1-3 Skeletons ((5 HP each; 10 XP each); these undead are moving to or from *room 12*; they will not attack first.

5.3 Goal rewards

Award the following XP bonuses at the end of this section:

1. Killing the Buraiya leaders, Yodhana and Madesh: 100 XP.
2. Freeing the Kuliya prisoner: 50 XP.
3. Discovering the secret passage to the outer city: 50 XP.
4. Saving Kanika: 200 XP.
5. Banishing the Death Fiend: 150 XP (only if Kanika dies).

If they have discovered the secret passage in *room 12*, the PCs can also leave Jahore. In this case, they receive the 500 XP bonus for completing the adventure, but not the other rewards mentioned in Section 7.

6 The Grain Merchant

This part of the adventure takes place when the PCs manage to find some hints on the merchant who is selling the tainted flour. This man, Naresh Agrawal, has a mansion and a warehouse in the merchant sector of Jahore's inner city.

The mansion is built around two courtyards. It is a brick construction with parquet floors and a verandah. The warehouse is a wooden building leaning against the right side of the mansion.

The main courtyard sees a lot of activity during the day, as it is used as Naresh's office, while the inner court is reserved to the family.

6.1 Encounters

1. The merchant owns four guard dogs. These animals are closed in the warehouse main room during the night, but roam freely through the warehouse, the verandah and the main court during the day. 5 Dogs (2 HD, 100 XP)
2. Laborers: six low caste workers are found in the warehouse during the day, busy moving sacks of flour from the crates to smaller packages that are delivered to bakers. 6 NM, 30 XP

3. Guards: two guards are always on duty; during the day, they are posted in the verandah, screening the entrance to the house and the warehouse; during the night, the guards are posted in the main court and in the warehouse. 2 F1, 20 XP
4. Servants: three servants are found in the kitchen and in the other areas of the house during the day. 3 NM, 15 XP.
5. The grain merchant: Naresh Agrawal, the merchant, generally oversees the workers in the warehouse or receives customers and other merchants in the verandah or in the main court. T2, 20 XP
6. Merchant's son: Naresh's son, Prasad, helps his father; he is often away for the deliveries (with two or three laborers); otherwise, Prasad shares the same patterns as Naresh; he sleeps in the second room on the left in the main court. T1, 10 XP
7. Merchant's wife: Naresh's wife is generally found in the inner court, overseeing the servants; their two younger children are usually found in the inner court as well. NM, 5 XP

6.2 Goal rewards

Award the following XP bonuses (and penalties) at the end of this section:

1. Obtaining a confession from Naresh or his son, or getting some tainted flour from the warehouse: 150 XP.
2. Killing anyone in the mansion: -50 XP.

7 Conclusion

If the PCs manage to report the actual cause of the plague to the government officials, their claim is (not too quickly) verified. Two days after their report, the PCs are contacted by an Himaya captain, who leads them to the Raj Tahal. There, they are received by Prince Dharjee, who has an official praise read by the court herald. He also confers to each character the right to use the *sri* title, as well as an embroidered scarf worth 20 gp. He will also

give them a copy of the *Sutra of Ayami the Lightbringer*, a manuscript by a saintly Rishiya (a clerical spell scroll holding the *bless* and *light* spells). After the ceremony, the Himaya captain will also offer them a reward of 100 Mohurs. Moreover, the merchants of Jahore offer free passage to the PCs one any one journey by sea – which the PCs can use to reach Jaibul, or to go back to Darokin or Minrothad.

If the PCs fail to find the actual cause of the plague, they are blocked in Jahore for 1d4 weeks – which obviously costs them a lot. They also have a 25% chance of getting exposed to ergot-contaminated bread per week. In that case, the PCs must pass a ST vs Poison or being affected by hallucinations of the type described earlier.

Moreover, there is 20% chance per week that the hallucinations will be (correctly) identified as the result of a plague, and enraged mobs of common Jahoreses will start hunting down foreigners, suspecting them of being its carriers. In this case, the PCs may have to face mobs of 5d6 angry Jahorese (NM) at any time during the day – they may be added to the set of Additional Encounters in section 4.3.

When the PC finally manage to depart Jahore they receive a 500 XP bonus for completing the adventure.

A Adapting the Adventure

This appendix deals with the possibility of running the adventure with a different setup, either changing the location or the average level of the Player Characters.

A.1 Higher Level PCs

The "Night Terrors" module is written for first level character, but can be easily adapted to higher level PCs. This section gives some ideas on using the adventure with Player Characters of levels 3-5.

A.1.1 The Night Terrors

In this version, the madmen in section 4 are more dangerous, being the equivalent of 3 HD Berserkers.

The rampaging elephant from encounter 4.2.3 is also an adult specimen at full strength.

A.1.2 Buraiya Hideout

In section 5, Sarad Yodhana becomes a 6th level Cleric of Kala, and Madesh becomes a 6 HD Thug. All lesser Thugs have 2 HD, and are twice as many as in the low-level version.

Also, The Death Fiend has been already summoned by Sarad. It is in the altar chamber and is about to devour the kidnapped girl.

Finally, double the numbers of monsters in the random encounter table, and replace Skeletons with Zombies.

A.1.3 Grain Merchant

Apply the following changes to the NPCs met in Naresh Agrawal's mansion (section 6).

The guards are doubled in numbers, and are 3rd level Fighters.

The dogs are large and ferocious mastiffs, and wear spiked metal collars – consider them war dogs.

Naresh is now a 4th level Thief, and Prasad a 2nd level Thief.

A.1.4 Treasure

Treasure, especially the magical variety, should also be upgraded. Doubling the non-magical treasures found during the adventuring and multiplying by five the final reward should be enough.

The *Sutra of Ayami the Lightbringer*, on the other hand, could now confer the ability to cast *bless* and *light* once per day rather than being a common spell scroll.

Sarad Yodhana's ritual dagger becomes a magical *+1, +2 vs Law dagger*.

Finally, Mohan, the Rishiya of the Shrine of the Four Deva, offers the PCs two *potions of cure light wounds* to help them in their fight with Sarad and the Buraiya.

A.2 Changing Location

The adventure is set in Jahore, but can work with little effort in any walled town in Sind where the law is not especially strong.

Outside Sind, the changes need be more extensive, including finding a replacement for the Buraiya cult – in Karameikos, the Iron Ring or the Cult of Demons can work if the adventure is set in Specularum or Kelvin. The elephant in encounter

4.2.3 can be replaced with a carnival's dancing bear, and Mystics can be replaced with wandering members of the Cult of Halav. The *Sutra of Ayami the Lightbringer* is replaced by an illuminated copy of the *Song of Halav*.

The adventure can also work quite well in Glantri City, since the lack of Clerics makes it more realistic to have a sudden, uncontrolled plague. In adapting for Glantri, the Buraiya may be kept, since some Sindhi elements are present in Glantri as well. The cult might simply be part of the Unseen Hand. Replace Mohan and her niece with Erewan elves, and use Lhamsan Mystics instead of Jashpurdhanas. Replace the *Sutra of Ayami the Lightbringer* with a magic-user spell scroll with the *light* and *protection from evil* spells.