

# Life and Death in Oturak

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## There are many ways to arrive in Oturak...

Hired to guard a traveling merchant caravan, saved by travelers after collapsing in the desert, sent to investigate reports that a wanted and dangerous summoner has been seen in the city...

While exploring Oturak, players are likely to be noticed by the city guard, who are desperate for manpower. Players will be hired by Naazil and given a series of assignments. Naazil suspects a cult is preparing for an act of great terror.

## Background

Governor Naazil has earned respect by keeping the peace in Oturak with the help of the city guard. Naazil lives in the far east corner (A) and the guard barracks surround his mansion. People become poorer as you move away from Naazil's mansion and toward the wall. The wealthy merchants live in large stone manors and the poorest people, who work as laborers, live in tents or wooden shacks along the wall.

A fertility cult has been steadily growing in the west of the city. They are led by an elderly summoner, called "The Oracle" by his followers. They seek to bring glory to the "Divine Mother". To reach this end, the cult is planning a ritual to cleanse the desert of non-believers. Cultists shave their bodies and wear short cloth pants.

## Random City Encounters (1d4)

- 1 Cart drops a random barrel of spice.
- 2 Group of 1d6 bandits carrying a rug are being chased by a market owner.
- 3 Cultist with 1d10 children chase 1d20 goats through a crowd.
- 4 Drunk, affluent locals want to talk with players about art!

Player Handout ✂

## City of Oturak

Built within a fissure on the east side of a canyon, Oturak is a refuge in the desert. Rock cliffs reach hundreds of feet up on two sides and a man-made wall guards from windstorms and invaders. The population fluctuates with trade, sometimes reaching 2,500. For many years, caravans from the realm to the north have brought fine textiles to trade for spices with merchants from the south. Oturak is a natural place for travelers to rest and for merchants to trade their goods. Many people have become rich within the city's red walls.

- A. Governor Naazil's Mansion
- B. Opera House
- C. Ahba Community Fountain
- D. Market & Statue Garden
- E. Mirage Meadery
- F. Crude Stone Temple
- G. Eagle's Hood Tavern
- H. The Wall

## 1. Capture Abbas Modil for Questioning

A suspected high-ranking cult member. He can be identified by his tattoo - a long black line originating at his navel and wrapping around his body several times. Modil is known to loiter at the market but will certainly flee if he sees guards or suspects he is being tracked

**Market (D)** The buzzing market is the centre of trade and of life in Oturak. There is a constant sound of traders haggling, friends laughing, and falling water. The fountain and lush gardens are an oasis in the desert fed by an underground spring. Scattered around are statues which reveal the city's wealth.

**Reward:** 20 GP per player for successfully capturing Modil and returning him to the Guard

## 2. Retrieve Lieutenant's Key

The interrogation of Modil has lead to the stone temple, where a cult lieutenant works. The lieutenant holds a key to the cult headquarters. A hulking priest (Othus Forgeback) greets the players at the temple. However, the lieutenant is an unassuming woman working in the corner who will avoid a fight.

**Temple (F)** This crude stone temple stands in the Southwest region of town. The building is very plain except for the many devotees quietly worshipping inside and socializing outside on the street. Othus Forgeback ministers the temple. He welcomes all visitors, but is tough and quick to defend his temple.

**Reward:** Each player may select a single piece of equipment from Naazil's personal armoury at the GM's discretion.

① Ritual Shack is at base of this canyon crack

## 3. Investigate Cult Hideout

Using the key retrieved from the lieutenant, players are asked to investigate the cult shack to the NW and return with information about the cult's intentions. Once, the players are inside the shack, refer to the Ritual section. This will be the epic battle climax of the adventure.

**Ritual Shack (I)** A wooden shack, just like dozens around it, built off the cliff wall. A deep chamber has been dug into the rock face within the shack. This is the secret hideout of the fertility cult.

**Reward:** Players are offered 35 GP each to collect the information. If they stop the ritual, Naazil offers his +1 cloak of defence and 3 doses of healing spice.

## The Ritual

The cult has been preparing for weeks but will be rushed into action by the players closing in on them. The magic will cause a female "host-mother" to give birth to one small wormlike monstrosity every few minutes. The birthing will stop if she is killed or after 25-50 creatures. GMs may choose for the ritual to begin as players are finding the headquarters or sooner. Either way, one creature should appear every few combat rounds after the ritual starts.

## Random Market Spices (3d4)

|   |           |         |        |
|---|-----------|---------|--------|
| 1 | Mundane   | Alpine  | Tea    |
| 2 | Explosive | Dream   | Pepper |
| 3 | Forbidden | Mystery | Powder |
| 4 | Soothing  | Steppe  | Paste  |

## Random Market Textiles (3d4)

|   |             |        |           |
|---|-------------|--------|-----------|
| 1 | Patterned   | Silk   | Sari      |
| 2 | Embroidered | Jute   | Quilt     |
| 3 | Brilliant   | Cotton | Headcloth |
| 4 | Poorly Made | Hemp   | Robe      |

