

Conspiracy in Lutum

The Situation

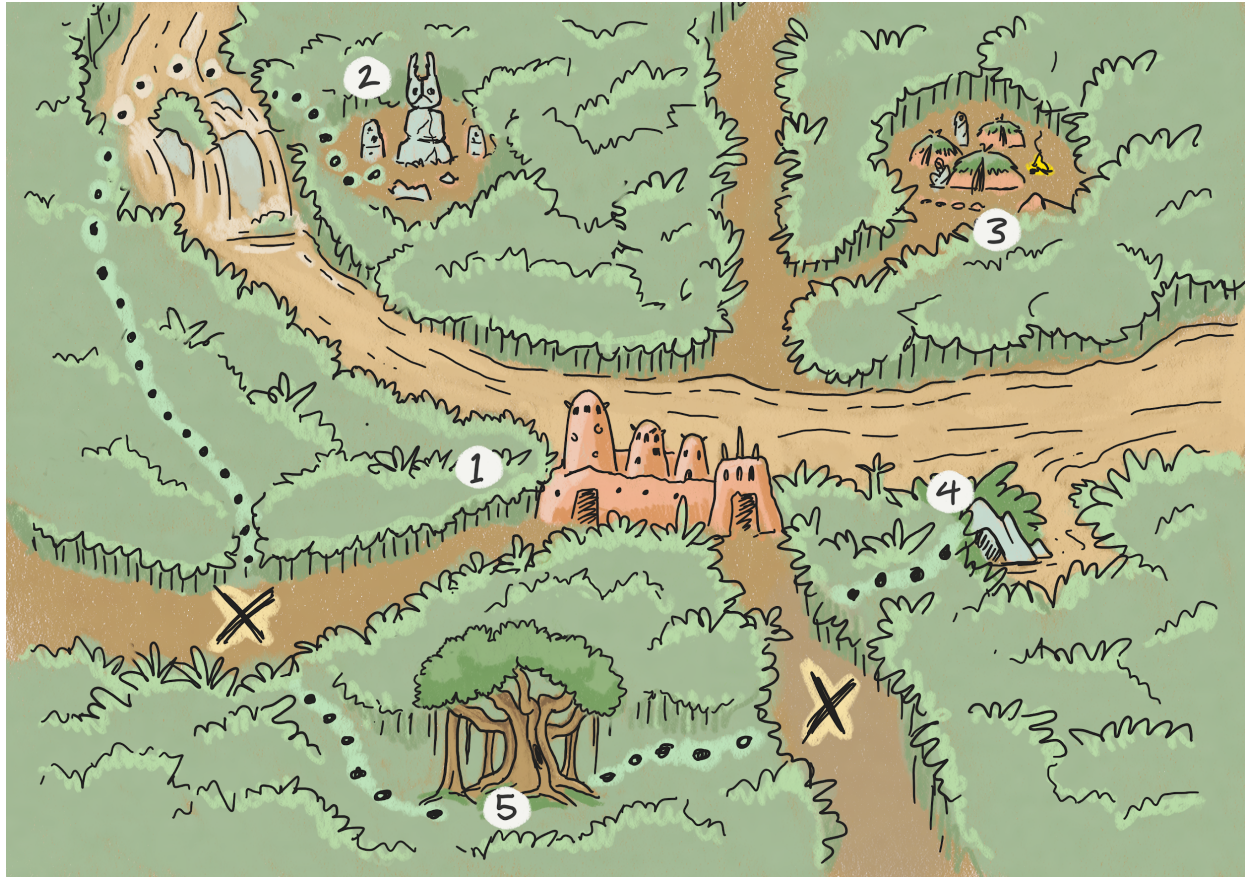
Lutum is a walled town of fire hardened mud on the banks of a silt laden river. Traders take trails around the rapids upstream and ship goods downriver to the major cities.

Lutum has some problems:

1. **People occasionally catch 'River-Rot'**, a nasty, incurable disease that slowly eats away at your skin. Anyone suffering from it is exiled to a camp across the river. This is an old problem the town has learned to live with.
2. **Lately travelers have been set upon by bandits** on their way in and out of town. Nobody knows where these outlaws are coming from or disappearing to. This is a new problem and the town would like it to stop.
3. **Angry swarms of ants are spreading through the jungle** on the northern bank of the river. This is making life even harder for folks in the river-rot camp and they may soon need to find a new home. This is a very new problem and if the ants manage to cross the river everyone's in trouble.

The Jungle Map

Moving between adjacent locations takes about half an hour (longer if you're slogging through jungle) - roll on the encounters table to see if the party bump into anything.



1. **Lutum** (see Town Map)
2. **Shrine to a forgotten god** - The mandibles of the ant statue used to hold a polished amber sphere. It's missing and hordes of furious ants are spreading over this side of the river.
3. **River Pox Camp** - Locals who catch river pox are exiled here. They are trying to build defenses against the ants.
4. **Hidden Cave** - Troll Mother's lair. Opens into the mangroves at the river's edge. A canoe full of stolen goods is moored here. A tunnel leads towards town.
5. **Ancient Fig** - Monkeys watch from the canopy. A head sized hole in the main trunk drops down to a tunnel below that leads toward town. .

..... = Trails the party can find if they look.

X = Sites of previous ambushes

Encounters

When the party changes locations or lingers somewhere, roll a d6. On a 1 they encounter something below. On a 2 the encounter is happening nearby and the party can choose to engage or not.

Encounters D6 (+3 after sunset)	
Town	Jungle
1. A dead crocodile full of ants floats towards the bank - The ants are trying to cross the river! More ants emerge from the mouth every round	A swarm of ants - Increase the size of the swarm and the damage it does every round as more ants arrive. They're hard to target and the tiny ants crawl past armor.
2 Member of the river-rot camp seeking help with the ants - (the townsfolk will try and turn them away)	Two yam soldiers on patrol
3. Hatha and her yam guards conduct a search of guests in the travelers house looking for evidence of banditry.	A lost traveler (roll on table)
4. 1xd4 Travellers departing or arriving (flip a coin) If any doppelgangers are waiting in ambush they were, or will be, robbed on the road.	
5. A traveler is recognised as one of the bandits. They protest their innocence.	A Doppelganger near the end - Their features are dissolving and they will soon fall apart entirely.
5 Monkeys attempt to hide seeds amongst the bedding in the travelers house. Any who sleep near them have dreams of suffocating darkness as their consciousness brushes against that of the double growing in a pod below town.	The Monkeys are following the party. Given the opportunity they will hide seeds near them when they sleep.
6. Four doppelgangers emerge from the hidden cave. They look like previous guests of the traveler's house. Roll on the Travelers Table if you're unsure who they should look like.	

If the players are in town - the doppelgangers wait to ambush the next lot of travelers.

If the players are in the jungle - the doppelgangers attempt to ambush them.

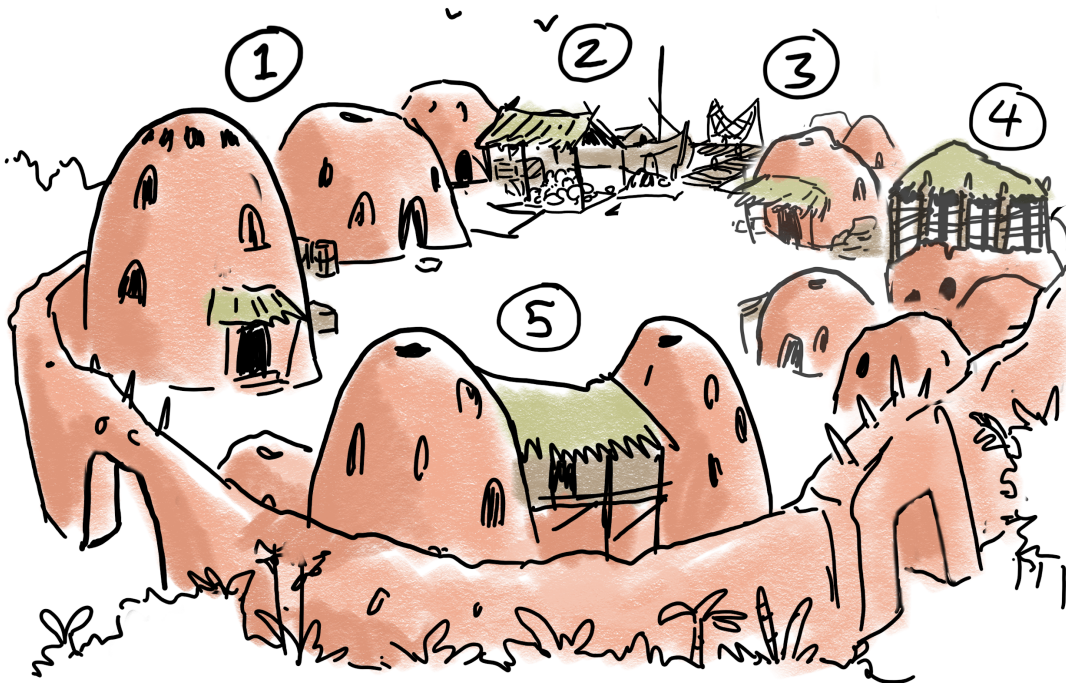
8. The monkeys feed the troll child. They sneak into the window of the locked room in the traveler's house with fish.

Deadly Moon Mantis - A praying mantis the size of a large deer. Can manipulate fringes on its carapace to blend with the surrounding foliage.

9 The Troll mother searching for her child. She sticks close to the water, afraid of the people in the town.

TOWN MAP:

1. **Yam Priest's residence** (Hatha lives here)
2. **Fish Market** (Vando is here)
3. **Doctor Sana's residence**
4. **Monkey enclosure** (Kidek lives in an adjacent hut)
5. **Traveler's House** (See Travelers House Map)



Travellers & Their Treasure D20

Travellers	Their Treasure (numbers match) Everyone has a coin pouch = to 1d20gp
1. Toadlicker wizard - Ragged garments crawling with tiny toads. Licks them for a random spell. Choose from 3 spells for the 1st toad. Then 2 - then all bets are off. 2. Snake merchant - A wagon of hissing baskets to restock the snake pits for all those temples and dungeons. 3. A sexy and troubled stranger - were-panther seeking a cure for "this damned sexy curse" 4. Peg legged fisherman - Seeking the great white catfish that took his leg. 5. Harvester of exquisite jungle poisons - to sell in the great cities 6. A master perfumier - from The Amber City, seeking rare ingredients. 7. A traveling scholar - scrolls and journals full of notes and sketches. Disappointed the old ruins are inaccessible due to the ants. w 8. A traveling exorcist - with bottled demons to sell on the black market. 9. Two Lovers - on the run from their overbearing families 10. Two Bounty Hunters escorting a body downstream for payment 11. Young scion of a noble house escorted by their tutor, nurse & bodyguard 12. A silt paner - hunting gold along the river roads 13. A grizzled veteran - turned forest guide 14. A trio of performers - on their way to a grand festival. 15. A murderer - trying to disappear somewhere far from the city	1. A kazoo that can call 1d6 spell frogs per square mile of jungle 2. Vials of Antivenom and an extremely rare giant anaconda 3. A Silver Moon Charm that helps were-creatures control their curse 4. A Compass that points at the biggest fish within 1 mile (whales etc count as fish). Coin pouch hidden in peg leg. 5. An Expensive Poison 6. A Perfume that makes you extra charming. 7. A Map to a lost ruin 8. A Jar of Salt and 1xd6 Bottled Demons (Each corresponds to a vice like rage or greed) 9. A Box of Jewels stolen from a rich household. 10. A Body with a specific birthmark and a Poster promising a 200gp reward - alive or dead 11. A pile of boring text books and 100GP hidden in a stuffed animal 12. A gold pan and 50gp in nuggets. 13. An oil that repels insects and a diamond worth 60gp 14. Ornate performers masks, fireworks worth 30gp and imitation jewelry made from glass and paste. 15. An anklet that tightens the closer a specific person is. You can change the person by changing the hair platted through the band 16. A string of pearls (60gp) 17. A clutch of 6 'turquoise falcon' eggs 50gp an egg 18. An enchanted quill and inkwell that take dictation.

16. A nice old couple - who want to take a river cruise 17. A bird catcher - trapping wild birds for rich people's homes 18. A foreign delegation - on their way to negotiations 19. A High ranking Yam Priest delivering a score of Yam Soldier mercenaries to a client. 20. A lone bounty hunter - here to catch the bandits (will set annoying traps on the roads)	19. An unsigned magical contract for control of a cadre of Yam Soldiers 20. A bunch of traps , and a pouch of blinding powder .
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The Townsfolk

Vando the fisherman

Friendly and enterprising. Can ferry you across the river for a price. If there's anything else you need he 'has a cousin' who can help you. Monkeys keep stealing his fish.

Kidek the Monkey Bard

Wanders town playing a Zither accompanied by a troupe of costumed monkeys. They perform dances and historical plays for the amusement of travelers. He lives in a small hut by the monkey enclosure.

Hatha the Yam Priestess

A marshall priestess from The Red Citadel and the highest ranking official in town. She is attended by a scribe and four Yam Soldiers. She would like a promotion out of this back water.

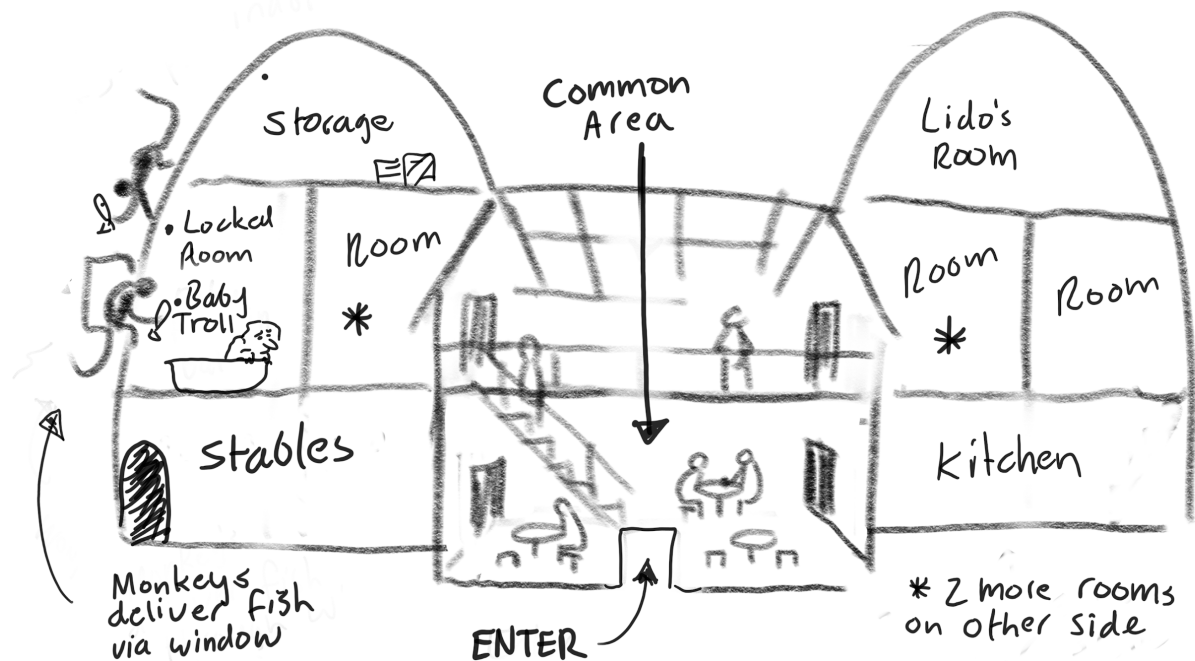
About Yam Soldiers

Yam soldiers are animated tubers with corpulent bodies that stomp about on rootlike appendages. They tend toward humanoid shapes but there's a lot of variety. They can be trained to clasp simple weapons and march in formation. The Red Citadel has such a surplus of yam soldiers that they hire out cadres of them to other towns for defense or campaigns of aggression. A small priesthood keeps the knowledge of the yam soldiers' cultivation a secret. Yam soldiers are very strong and durable if a little slow and dull witted. It's not certain how they perceive their environment. They tend to rot within a year unless preserved in some way.

Lido, Keeper of the Traveler's House

Vando's cousin. The Traveler's house has eight rooms for guests, each with space for multiple sleeping mats or hammocks. Lido thinks he's leasing the eighth room to Vando (but it's actually a doppelganger). He's concerned Vando might be smuggling something and assumes the less he knows the better. He's eager to avoid the notice of Hatha.

The Traveler's House





Sana, the doctor

Kicked out of the academy for unorthodox methods. Tends to the people in the river-rot camp. She does her best with the medicines available. She's weary from years of dealing with institutional inertia and indifference to the plight of river-rot sufferers.



River Troll Mother

Is afraid of the strange people who don't blink - they took her child and are holding him captive somewhere to ensure she doesn't trouble them.

About River Trolls

Solitary fish eaters. Excellent swimmers who are invisible when totally immersed. Can produce minor magical effects in water e.g currents, whirlpools, jets of pressurised water etc.

The Conspiracy

Dr Sana had been struggling for years to treat those suffering from river-rot. Effective medicines are expensive and the authorities are largely indifferent. She had resorted to experimenting with ingredients from the surrounding jungle or whatever she could barter with passing traders.

She doesn't recall the face of the person who sold her the seeds. They sat on a shelf in her hut for some time whilst she experimented with more promising possibilities for a cure. During this time her dreams grew progressively stranger - a suffocating warm darkness in which each sensation was split into a distorted echo. Then, on a visit to the river-rot camp, she saw her own likeness stepping out of the jungle. The experience was unsettling but somehow expected. Her double showed her how the seeds could be placed near people as they slept, drawing out bad humours, alleviating the symptoms of illness (but not curing it entirely). This process produced a twin who shared partial memories not just with the original but each other. The doubles were short lived - after a day or so their features began to slip and they quickly fell apart into piles of dark soil. Sana's own double disintegrated and returned many times over the next few months. In that time she showed her the forgotten silver mines under the town where the strange trees grew in darkness. She instructed her in their care and the pair made a dealt.

The Deal

Sana uses the seeds to extend the lives of those suffering from River-Rot.

The doubles this process produces rob travelers on the road with a minimum of violence. Sana then sells the stolen goods downriver and purchases medicines and treatments that could potentially cure the disease permanently.

In return, once a new moon, Sana supplies the heart of a dying person to their double to consume thus allowing them to go on living. Sana has sought to limit this offering to those who are at death's door. Doppelgangers who have been 'stabilized' in this way usually wander off into the jungle - Sana doesn't know where they're going.

Kidek: The elderly monkey bard is a doppelganger. Sana treated him through his final days and as his time grew near a double was produced. When he passed, his heart was fed to it. This has

greatly expanded the operation as the monkeys can be employed to hide seeds next to people as they sleep in the travelers house. The doppelgangers have added a convenient entrance into the tunnels under their enclosure.

THE DOPPLEGANGER'S NEST

