

Life and Death in Oturak

The City of Oturak

A merchant town in the base of a great desert canyon. The entire city is built within a fissure on the east side of the canyon. Rock cliffs reach hundreds of feet up on two sides and a man made wall guards from windstorms and invaders in the canyon. The population fluctuates with trade, with a maximum of 2,500. For many years, caravans from the realm to the north have brought fine textiles to trade for spices from the realm to the south. As the lone place of refuge along the arid road, Oturak is the natural place for merchants to rest and to trade their goods. Many people have become rich within its red walls.

The Government

Governor Naazil has earned respect by keeping the peace in Oturak with the help of the town guard. Naazil lives in the far east corner and the guard barracks surround his mansion.

The People

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.

The Cult

In the past few years, a fertility cult has grown in the west of the city. They are led by an old summoner called 'The Oracle' by his followers and 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 (see below). Cultists shave their bodies and wear short cloth pants; high ranking members have a tattooed line starting from their belly button. The town guard treats cultists with disregard

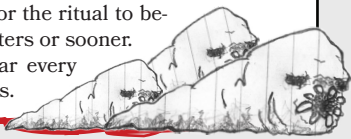


D10 Every 4 Hours or District Visited

- 1 Gang of naked cultist children try to steal from a member of the party
- 2 Guard mistakes a party member for a cultist
- 3 D6 guards hassle an old man
- 4 D6 Cultists kick a hacky sack at the party. Joining the game results in Cultists inviting party to statue garden
- 5 D4 cultists are tampering with a wagon belonging to the city guards
- 6 Single cultist is feeding a large eagle
- 7 A travelling merchant drops a barrel of spice off their car without noticing (see exotic spice table)
- 8 D6 guards marching D4 Cultists to the barracks
- 9 Cultists with D12 children run through a crowded area chasing D20 goats
- 10 Drunk affluent locals want to talk with the party about art!

The Ritual

The fertility cult will perform a ritual at their shack in the NW of town after 2-3 days. 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. 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.

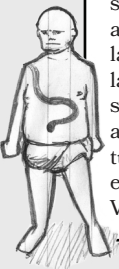


Governor Naazil's Mansion



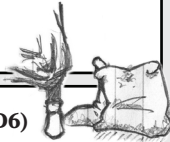
Market & Statue Garden

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"I Heard..."

- If you visit the bazaar after midnight you can purchase forbidden aphrodisiacs and fertility elixirs!
- The Oracle can heal all wounds and repair all damage
- Mother is coming to visit soon the Oracle went to get her
- More rumours...



Random Exotic Spice (3D6)

Mudane	Alpine	Tea
Enchanted	Grotto	Pepper
Explosive	Mystery	Powder
Forbidden	Steppe	Paste
Soothing	Leaf	Blend
Unrefined	Desert	Spice