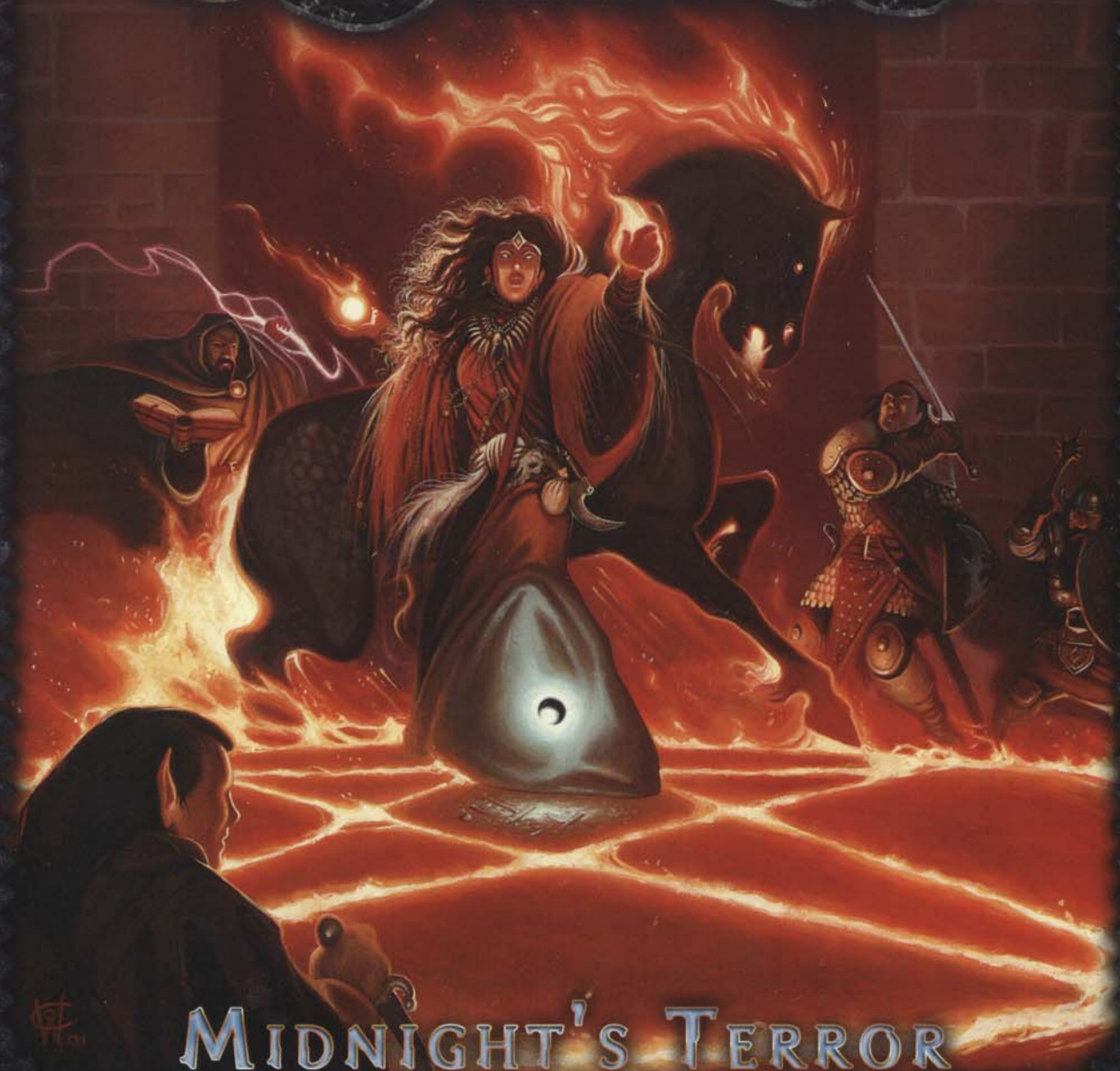


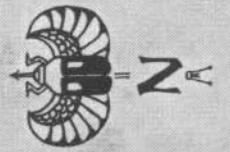
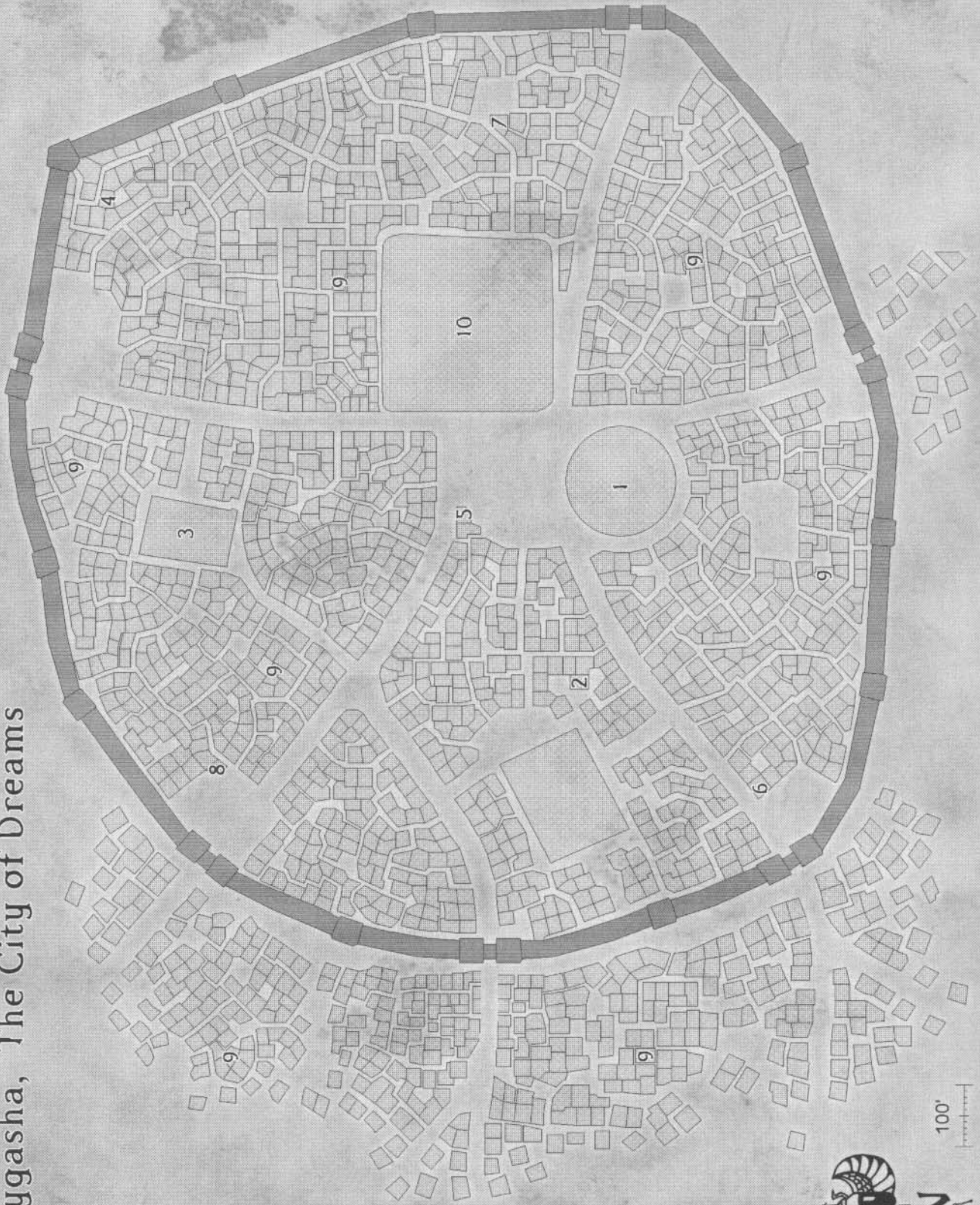


Kingdoms of Kalamark



MIDNIGHT'S TERROR

Thygasha, The City of Dreams



MIDNIGHT'S TERROR

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INTRODUCTION

This fantasy adventure is recommended for use with four to eight characters of 8th to 10th level, but is adaptable for use with more or less experienced PCs by adjusting the strength of the foes and traps described herein. The adventure takes place in and around the City of Thygasha, the Arajyd Hills and the Khydoban Desert (See The *KINGDOMS OF KALAMAR™* Campaign Setting Sourcebook, pages 135-137).

The DM should read this adventure entirely at least once before play in order to ensure a smooth game. The following information is for the Dungeon Master only.

PROLOGUE

The Tale of Tur Radhkke

As Tur approached the doors to his inner sanctum, two disheveled bugbear guards scrambled to their feet and attempted to look as though they were alert. "Mornun shur!" muttered the one on the left, frantically brushing away the sweet-bread crumbs from his lower lip.

Radhkke shook his head and groaned. He had instructed Major Toma a dozen times to drill the bug-vermin and whip them into shape. It was a disgrace. And how dare the mite-ridden creature that stood before him address him with such an obvious lack of respect.

"See here, guard. When you see me approaching you are to call out sharp and snappy. I want you to bellow, 'Good morning, my Liege! This post is secure!' Do we understand each other?"

"Shur?" The bewildered guard looked to his comrade for help. His companion, however, was not about to offer comment.

"I am the Lord of this fortress, and I demand respect from those who serve me. Look, you and your dimwitted friends may not have figured this out yet but someday soon a huge city will be erected here. We cannot have dignitaries from distant kingdoms come here to pay me homage only to be greeted by... by..., Oh, never mind. When you see me approaching your post I want you to snap to attention and bellow out, 'Good morning, my liege!' sharp and snappy, you understand?"

"Yes suh. Gud mornun, muh leesh." The bugbear smiled with pride and waited for Radhkke's glowing words of approval.

Tur Radhkke looked to the floor and shook his head. He continued on to his office. There was no point in trying to turn his bugbear contingent into palace guards. For the time being they served a purpose. Soon, when things fell into place, he would build a real army worthy of serving him. They would have the finest uniforms and weapons. And when King, no, Emperor Tur entered the room they would snap to salute in unison and roar out his name. He sighed at the very thought. He could almost hear them practicing drill and ceremony under the leadership of a dozen war-seasoned battlelords on the parade field he would build for just that purpose. Radhkke made his way to his parlor and anxiously entered. He smiled as he moved toward the large oaken table in the center of the room.

A large diorama covered the surface of the table. Dozens of miniature buildings fashioned from blocks of wood, plaster and clay portrayed a fabulous city, the city Radhkke was going to build on the desert wastes surrounding his pyramid. For hours

each night he loved to sit at the table and work on his ambitious plans; moving buildings around, shuffling street plans, bolstering the city's defenses with new walls and towers. It was one of the few joys he had as of late.

Radhkke reached across the table and picked up one of the buildings. He cradled it in his hands before replacing it on the table. It was his favorite, the treasury. Here he would stockpile gold, jewels, precious art and hundreds of bags packed with Silver Sand.

He frowned at the thought of the silvery dust. He lowered himself into a chair and as he leaned back he moaned with despair. "So many set-backs. So very many set-backs," he said to himself. "Any other man would have given up long ago! But not I. Not Tur Radhkke."

When Radhkke had first translated the ancient treasure map he and his fellow adventurers unearthed from the crypt of a haunted burial site, he had little idea how deeply impacted his life would be. According to the hieroglyphics on the map's legend, the priests of an ancient cult in the area made use of a silvery, hallucinogenic sand in their ritual. It said the Sand gave the power to *fyna dafyna dythash donathy*, 'dream dreams and to see visions.'

Tur Radhkke knew that Thygasha's princes marketed a similar sounding drug that fetched a dear price. It was a commodity they jealously guarded and over the years many battles had been fought to maintain control over the precious Sand. For years it had been widely believed that there was only one source of the silvery sand on Tellene, a source upon which the Thygashan princes held an iron grip.

He kept the translation a secret, claiming he needed more time to decipher the ancient hieroglyphics. His comrades, fools that they were, hadn't realized what they had found. Radhkke, however, knew that he must keep the map for himself so he eventually murdered his trusting friends in their sleep and stole away with the treasure map.

Radhkke immediately set out to organize an expedition into the Khydoban Desert. But it was an expensive venture. Although Radhkke was by no means a poor man, he had one rule in life: "Never risk your own money when you can gamble with someone else's."

His plan was brilliant, or so he thought. He would borrow enough money to stake the entire expedition. Then, when he had secured the second source of the Silver Sand he would easily pay off the loan and be set for life. Tur Radhkke went to Bet Kalamar to find a financier. But he was having trouble finding anyone to finance such a risky venture. Finally, he turned to a man named Arabo, a money lender rumored to be under control of the Secret Network of the Blue Salamander. It was to him that he turned for financing. Radhkke was so desperate, he borrowed the money even after seeing the telltale blue symbol.

With the Blue Salamander's money in hand, Radhkke set about equipping his expedition. He decided he would pose as an eccentric archeologist who wanted to investigate the rumors of ruins lying in the Khydoban. Confident that his venture would be successful and that he was only weeks away from being fabulously rich, Radhkke spared no expense. The locals began to call the wizard 'Mad Radhkke' because he was spending 'his' money so freely. A few days later, the expedition party set off for the desert wastes.

As the days unfolded, it quickly became apparent that the journey was not going to be an easy one. The party had entered the Khydoban at the worst time of the year. The nomads called it the Kyjkkak Nadaryr Donabynosh, Season of the Gnawing Winds, a time when fierce sand storms swept the region - storms so bad that men and pack animals were known to smother on the choking sand that filled the air.

Radhkke insisted that his expedition leaders push the party to make the best possible time and offered bonuses for speedily reaching their goal. Despite his cajoling, the expedition continued to make slow progress. Morale plummeted. Several camels, and with them invaluable provisions, were lost to menacing trolls and in the blinding storms. Radhkke tried to keep his spirits up, but at night, as he lanced his saddle sores and plucked sand fleas from his evening meal, he was finding it increasingly harder to muster his strength and push on.

Finally, one day, as the expedition was struggling up the side of an enormous sand dune, an excited roar of cheers swept through the ranks. There on the horizon a large stone pyramid rose up from the desert wastes. It was like a vision, a beautiful rose in the middle of an ocean of sand. Radhkke was thrilled. He knew the presence of such a magnificent structure in such a remote and harsh land could mean only one thing: the ancient cult had built the temple so that it could be close to the source of Sand.

Radhkke knew that the supposed source of the Silver Sand was a mere league to the north beside a rocky crag marked on his map as Shynad Najat, the Faces of Scorn. Even though night was swiftly approaching, he immediately ordered the expedition to keep moving. It didn't take long for the rocky formation to appear over the drifting dunes. After exploring the area, they discovered a deep man-made pit.

It was very similar to the sieve-pits used by the Thygashan princes to filter normal sand from impure Silver Sand. As wind blew sand across the pit's mouth the sand would separate as it fell, the silver dust being much lighter. The silver dust would be captured in thousands of pock-marks carved into the brick wall of the pit where it would be retrieved by a sand gatherer lowered on a rope.

Radhkke used a rope to lower a lantern into the pit and almost immediately a glistening silver gleam reflected from the walls. Apparently there was indeed a second source for the Sand. He was ecstatic. "Mad Radhkke am I?!" he laughed. "Mad and filthy rich!!" As he danced a jig near the mouth of the pit, he ordered his men to retrieve some of the Silver Sand so he could test it.

Just as they lowered a 'volunteer' into the pit, a cry of alarm went up from one of the sentries. Seconds later, two hideously deformed giants emerged from the darkness. Enraged, the formorian giants attacked every creature in sight. Within minutes the giants slaughtered Radhkke's entire retinue. Caught off guard, the wizard conjured a *phantom steed* and fled for his life without so much as a pinch of his precious Sand.

While making the long trek back to Thygasha, Radhkke was again ambushed, this time by a rag-tag group of bugbears. These bugbears were a pathetic sight. They were malnourished, thirsty and pitifully armed. They had the great misfortune of thinking they had this lone traveler outmatched. Much to their chagrin, Radhkke quickly gave them a first hand accounting of his magical prowess. A flash of inspiration struck Tur; he knew he would need help vanquishing the hideous giants who were apparently guarding the Silver Sand. He also knew he needed

help quickly because the Blue Salamanders were probably already getting anxious about the money they had loaned him.

Radhkke chased down the fleeing bugbears and told them he wanted to speak with them. The monsters were leery, but they paused to hear what the mad wizard had to say. They were flabbergasted when he stated in their own language that he wanted to employ them. Their suspicions were mollified when, from a small decanter, he magically produced sufficient water for all of them to drink. They decided to lead Radhkke to their chieftain, for they were awed by the magic water and knew that more was needed back at their camp.

Chief Krelddor, the leader of the bugbears, was outraged when his hunting party returned with a lone human wanting to be their boss. What hubris would compel a mere man-thing to think that Krelddor would ever willingly serve?

Radhkke, fluent in the Goblin tongue, quickly surmised that water was in short supply and offered to trade all the water they could drink just for a chance to discuss a partnership. Krelddor reluctantly conferred with his warparty and they convinced him of the man-thing's magical powers. Krelddor decided to allow Radhkke a chance to speak. Radhkke offered all the meat and water the bugbears could eat and drink and, in return, the tribe would serve as his guards and raiders. It sounded good to Krelddor but he would have to save face in front of his subordinates.

He agreed to ally with Radhkke on one condition: the wizard would have to fight the sub-chief hand to hand. If he won, the tribe would willingly serve, but if he lost he would forfeit his magical decanter! This seemed outrageous to Radhkke especially since he had stopped adventuring to avoid these very circumstances. He saw no alternative though, so with a queasy stomach he reluctantly agreed. After a protracted duel, his magical protections proved adequate and he was able to best the bugbears' champion. Krelddor, satisfied that their new leader was not a weakling, swore his allegiance to the wizard.

Tur led the bugbears back toward the pyramid. When it became obvious they were headed toward the pyramid, the bugbears refused to continue; local legend held it to be haunted. Tur finally convinced Krelddor to send a half dozen scouts with him so that the nature of the pyramid could be determined. The pyramid offered excellent defensibility and shelter from the heat. From there he would be able to defend his claim to the Silver Sand while he gathered it. Who knew how many giants there were?

Tur was exuberant. He set about exploring the temple but promptly encountered a spectre. As the bugbears bolted in terror, he reacted calmly and *arcane locked* the door before him, sealing the creature within (or so he thought). Although it took some serious browbeating, the bugbears were finally convinced to re-enter the tomb and have demonstrated to them the certainty of the undead terror's confinement. Ironically, the incorporeal nature of the spectre still allows it to roam the temple area freely.

They then explored the remainder of the complex uneventfully with the help of the shaman's *find traps* spell. Instead of disarming the traps encountered, Radhkke decided to leave them intact to discourage any overly curious would-be Sand thieves. The bugbears also uncovered a secret passageway leading down to a small crypt. Tur decided he would excavate this area and thereby have a lair with an ominous reputation to keep strangers away once word of his newfound riches spread.

Leaving the pyramid in the hands of the bugbears, he teleported back to Bet Kalamar where he recruited an experienced battle officer, Major Toma, to train the bugbears. He returned with Toma and a full compliment of supplies in his portable hole. After a couple of weeks, the Major had the bugbears competently executing combat drills and eager for battle. Radhkke now felt confident enough to venture back to the rocky crag to vanquish the giants and seize control of the pit.

When Radhkke led his newfound army back to the pit he was dumbfounded but appreciated his good fortune. The giants were nowhere to be found. He gathered a sample of the Silver Sand and, later that night, tested it on two unsuspecting bugbears. The results confirmed that the Silver Sand was the real stuff. But was it as potent as the sands of the Thygasha princes? If it proved to be inferior, Radhkke's Silver Sand might not garner the high prices he was expecting. To be sure, he took a sample and teleported back to Bet Kalamar.

There he located a Sand peddler, a barkeep in the lower quarter who Radhkke was certain could tell him the quality of his Sand. When the Sand peddler tested it and asked to buy the remainder of the sample at a premium price, Radhkke's fears finally dissipated. He immediately returned to the pyramid, his coin pouch heavy with the gold he received from the small sample he sold.

Upon his return, Major Toma informed the wizard that the bugbears had discovered something very strange while cleaning out the temple's alcoves and chambers: an ancient relic. The object appeared to be a black stone sphere with a large chunk cracked off. It was a foot in diameter with a pearlescent surface of the purest black.

"If ever Evil dwelled within a thing it dwells herein!" Radhkke commented.

The object made Radhkke feel uneasy yet at the same time he was fascinated with it. He attempted to use his magic to learn something of the nature or origin of the object but failed. The only thing he knew for certain was that it radiated a powerful, ancient and most evil magic. Confident that he would eventually learn the ways of the Orb and command its power, he stored the artifact away for later study. To be safe, he secured it in a powerful *magic circle against evil*. He then turned his attention to building his Silver Sand empire.

THE TEMPLE OF SLEEPLESS NIGHTS

Fellow Alovina raced down the long corridor as she fumbled with the buttons on her robe. Fellow Tyrokk stepped out of his chamber, rubbing the sleep from his eyes, and joined her. As they moved toward the main temple, she yawned and looked at him.

"Did you have the same dream?" she asked.

"If you can call it a dream," he responded, still groggy with sleep. "Do you really think it's the *Orb of Midnight*?"

Alovina didn't answer. As they entered the main temple they found that most of the other members of the temple had already gathered. Xaanu, the high priest, excitedly addressed the group, his arms raised over his head.

"It calls to us brethren! From two resting places, the *Orb of Midnight*, once broken asunder by our foes and hidden for eons, calls out for us to deliver it."

Alovina moved up to the group and approached the high priest. "Fellow Xaanu, then it is true? Have we all heard the Orb's call in our dreams?"

Fellow Arav stepped forward proudly, "Can you believe it? All these years we've been looking for it. My great-grandfather, Tyrashan, died in the Dead Lands looking for it. We are honored that our generation has been chosen to reclaim the Orb."

Arav approached the high priest and knelt before him. "Please, I beg you. Let me have the honor of leading an expedition into the Khydoban."

Alovina knew Arav well. He was a shrewd worm and had been clawing his way up the ranks of the Temple for years at the expense of those around him. She wasn't about to let him have the honor of retrieving the Orb. She was about to protest when the matter was resolved for her.

"No, Fellow Arav," replied the high priest, "Fellow Alovina will go into the Khydoban. You, Arav, will find and recover the half in Thygasha. Until the halves are found, your mortal challenge to Alovina's second rank must be set aside. You two may resume your death challenge only after we have the whole Orb. So commands the Sultan himself!"

"We can waste no time! You each will leave at dawn and bring your half of the Orb back to me here. Alovina, you will assume control of our Khydobanian temple and use it as a staging area for your expedition. Arav, you will determine the exact location of the *Lesser Orb* in Thygasha and steal it. Both of you must return your halves immediately to me and must not tarry. The Sultan of Fear grows impatient! Do you understand?"

Alovina smiled. "I do!"

Arav nodded, shooting a glare at Alovina. He would soon take her life and Fellowship rank, but the killing would have to wait until after he recovered his half of the Orb.

Alovina commanded Tyrokk to hastily make the necessary preparations. She bade him to select not the best fighting men and women from the membership, but those most loyal to her. He was also to gather and memorize all maps of the area in which the Orb had made its location known and also those maps of the areas in and around the Khydobanian temple.

Finally, at dawn, Alovina, Tyrokk and their subordinates rode out from the Temple with her troops following her, quite certain that success was already a given. They entered the temple, which was disguised as an abandoned farmstead. Alovina immediately ordered half of her followers to bolster the temple's defenses. She sent the other half with Tyrokk to recover the Orb.

Once her subordinates were in action, Alovina went to her private room. There she created a *magic circle against law* and released Bargash the Efreeti from her greater efreeti bottle. She commanded him as follows: "Using all haste, go sneak into wherever the lesser half of the *Orb of Midnight* is hidden in Thygasha, steal that half of the Orb and bring it back here to me." Bitter at being forced to serve, Bargash sneered, "it shall be done," and he disappeared.

Amazingly, Bargash returned in less than a day, the lesser half of the Orb in hand. Grinning evilly, Bargash described his theft, "just as you commanded I stealthily entered into the Church of the Silver Mist and stole this half of the Orb. Then I burst out, blasting stone walls and making damn sure I woke every worshipper in the building. Ha ha. Hope you don't mind, my mistress."

Alovina cursed him for his failure to follow orders, but Bargash insisted he did exactly as told and that nothing in her instructions required him to sneak out, only to sneak in. Incensed, she commanded him back into the *efreeti bottle*. Alovina placed the Orb in the *magic circle* to prevent the *efreeti* or a similar creature sent by her enemies from removing it.

Ambush

Shortly after Tyrokk and his troops caught sight of the fabled Temple of Kadar, they were ambushed by an enemy clad in loose dun colored garments which blended into the shifting sands. The attack was well coordinated as soldiers behind a dune's ridgeline loosed volleys of arrows and heavy quarrels. Under cover of this fire, another squad stealthily advanced on Tyrokk's soldiery and were within melee distance before they were spotted. These creatures turned out to be well armed bugbears whose attacks proved murderously efficient on the already weakened and disorganized churchmen. Tyrokk was fortunate to escape with his life; no one else was so blessed.

The beating Tyrokk took on the battlefield was nothing compared to the bitter anger of Alovina, who went into a rage upon hearing the news. "But there wasn't time to do anything!" cried Tyrokk. "They were on us so fast. You can't expect our troops to last against beasts such as these wielding greatswords and wearing mail hauberks!"

Secretly Alovina knew he was right. She knew Tyrokk was no fool and the priestess herself had not expected resistance, certainly none of this caliber. Whoever or whatever was behind this attack was a force to be taken seriously.

Alovina sank into melancholy; if her plan had worked she would currently have the entire Orb. After she destroyed Xaanu and crowned herself head of the Fellowship, the reign of terror she would have unleashed would have been unlike any ever seen on Tellene. But she failed. Soon Xaanu would discover her theft through magical means and would surely recognize her treachery. He would send an army, probably led by Arav, to destroy her and seize the half of the Orb she possessed. Poor Alovina would undoubtedly die a horrible and most painful death.

That night news came back from High Priest Xaanu. Communicating via a special type of *dream* spell, he told Alovina that both halves of the Orb had disappeared. The lesser half had almost certainly been stolen given the recent beehive of activity at the erstwhile leisurely Church of the Silver Mist. However, both the lesser and the greater half ceased their calling. Furthermore, all magical searching could not produce either half's current location.

Alovina couldn't believe her luck; the others were ignorant of her treachery. Arav has been questioned and he denied any involvement in the heist. Alovina truthfully stated that she had not yet recovered her assigned half, nor had she or any of her agents spoken to anyone regarding Arav's mission. She told Xaanu of her failure, and requested more money, reinforcements and at least three month's time. She was granted all but the time; she was given a month and a half only, and was warned that failure was absolutely unacceptable. Alovina guaranteed complete success. She awoke ecstatic that her heist was still secret and she gained perhaps six weeks' time to recover the other half.

Alovina pondered long and hard on the matter of the Temple of Kadar. It was too well guarded and she didn't have the military strength to launch another assault. Somehow she had to infiltrate the complex, determine exactly where the Orb was located, and possibly sneak it out. She knew she had to risk using the *efreeti* and his twisting, unreliable service.

Alovina freed Bargash and commanded him to: "Go to the Temple of Kadar, retrieve the greater half of the *Orb of Midnight* and bring it back to me here. Swiftly."

The *efreeti* made his way to Kadar as instructed (via the astral plane) and killed a bugbear sentry. He assumed its form, thereby allowing himself an easier investigation of the pyramid. At night, Bargash used his *gaseous form* and *invisibility* abilities to stealthily search for the artifact. Unfortunately, he discovered that the object was kept in a *magic circle against evil* that prevented him from taking it. Grinning broadly, Bargash returned to Alovina and told her of the situation.

Alovina was furious with what she had just learned. Not only was the artifact protected from extra-planar theft, but the level of opposition she would have to face in attempting to take the item by force made assault an insanely risky proposition. She ordered Bargash to instantly return to the pyramid, re-assume the form of a bugbear and serve as a mole within Tur Radhkke's organization until the opportunity to retrieve the Orb presented itself. He was also to report back with any new information relevant to her cause.

What was Alovina to do? It was only a matter of time before the Misties got off their slumbering arses and moved to attack the Temple of Kadar. And what about Arav? He had to know that she was somehow behind the theft of the lesser half. How long would it be before he started skulking around?

Arav's Plight

"I can't believe Xaanu chose Alovina to retrieve the greater half and granted her most of our available resources," whined Arav to his lieutenant. "And to top it off, that bitch goes and warns the Misties that I'm coming!" Why else would they be so worked up? He had tried causing several disturbances within Thygasha to distract the Dream Weavers so that he could infiltrate their church and have a look around for the Orb. Unfortunately, they seemed to have mobilized every worshipper they had. The Church of the Silver Mist was in an almost paranoid state of readiness. "Far too dangerous to risk a look around," Arav muttered, "and why bother? Something is up."

Xaanu's urgent communiqué merely confirmed his suspicions. "No, I don't have it," Arav asserted via the dream. "Alovina alerted the enemy as to my intentions. She's a traitor to the cause."

For the time being, Arav has set up camp at a nearby homestead. He and his most trusted followers have assumed the guise of the settlers (who now lie in shallow graves beneath their home) and are spying on Alovina. The rest of his forces are stirring up trouble in Thygasha in an attempt to force Prince Shyja into taking action against Alovina's new parish in the Khydoban. Should Arav or his men hear of the Orb's whereabouts, they will certainly make a diligent attempt to recover it, irrespective of Alovina's mission.

Radhkke's Woes

Meanwhile, Radhkke was busy trying to exploit his newfound cache of Silver Sand. Much to his horror, the find proved to be a

letdown. It was quickly tapped out. He was now left with a large investment in a garrison but no cash income.

He frantically ordered the construction of new sand pits but none of them produced any Silver Sand. The situation had to be remedied. The Blue Salamanders were expecting payment any day now and soon they would have their assassins scouring the Khydoban for him.

At the same time, word began to leak out that a second source of Silver Sand had been uncovered. Would-be treasure hunters made a couple of forays into the desert, one of which actually located the pyramid and the rocky crag. His bugbears were able to kill this group, but Radhkke feared additional forays. However, when the booty from the vanquished group was sold, it netted a small but welcome profit.

Radhkke, always on the lookout for a new opportunity, felt that he had just stumbled upon a less glamorous but nonetheless profitable endeavor. He would lure people into the desert and kill them for their equipment and provisions which he would resell. If he could raise enough to pay off the Blue Salamanders or to at least stall them, he may be able to figure out a way to tap into the Silver Sand.

Radhkke began a campaign to lure fortune seekers to the rocky crag. His favorite tactic was to kill all but one man, fill his pocket with a handful of Silver Sand, and let him go so that he could flee back to civilization and lend credence to the rumor of fabulous fortune in the desert.

"We've set the dining room table," said Radhkke. "Now all we have to do is wait for the guests to arrive."

Incidentally, the bugbears enjoyed the killing involved with the new plan far better than mining for Silver Sand.

A Terrible Loss

For ages the lesser half of the *Orb of Midnight* was secreted far beneath the Church of the Silver Mist in a vault long ago bricked up. Only the current Keeper of the Mist knew of its existence, and even he did not know the exact resting place for fear of an enemy agent gaining this knowledge by surreptitious means. To touch this most unholy artifact would arouse the evil within and cause it to cry out to its loathsome slaves to free it from the bonds of captivity.

The one contingency they did not and could not plan for was the resurfacing of the other half of this relic. When it did, the half so long locked within the bowels of the Domed Temple issued forth its plaintive wail, an urgent call for rescue directed towards all who serve Adajy, the Prince of Terror.

Enter the Seers

Not only the Temple of Sleepless Nights became aware of the resurfacing of the dark artifact. The Inevitable Order of Time long suspected that the lesser half of the artifact was

holed up in the Church of the Silver Mist. In fact, the Prophets divined the Orb's theft.

The Inevitable Order of Time now fears a cataclysmic shift in the balance of power if the Fellowship of Terror recovers the artifact. They know they must act now to prevent both halves from falling into the hands of the Temple of Sleepless Nights or risk the very threads of fate unraveling.

PLAYER CHARACTERS START:

There are many possible avenues of approach given the circumstances that have transpired.

1) The Church of the Silver Mist will certainly be interested in recovering the lesser half. If a good aligned group can be coerced into performing this task (with correspondingly less risk to the Dream Weavers), it will be pursued diligently but very discreetly.

2) The Inevitable Order of Time clearly does not want the greater half to fall into the Prince of Terror's hands and will be working behind the scenes to preserve the status quo. As such, they will initially be opposed to anyone sacking the Pyramid of Kadar for fear of the artifact turning up. Once this proves inevitable, however, they will lend all aid to prevent its capture by the Fellowship of Terror.

3) Alovina will be interested in doing anything that results in a weakening of Tur Radhkke's position. An onslaught by well armed, treasure seeking adventurers would certainly accomplish this. As such, they will lend whatever aid they can (and copious misinformation) to urge the party to attack the pyramid.

4) The Prince of Thygasha may also play a role. Though ignorant of the underlying goal of the principals, he is interested in ceasing the hostilities which threaten to disrupt trade. He is also interested in learning the whereabouts of scouting groups sent to the farmstead (Alovina's Khydobanian outpost). Lastly, he sorely wants to shut down the rumored rival source of Silver Sand.

5) The adventurers may want to simply find the rumored second source of Silver Sand for themselves.

6) The Secret Network of the Blue Salamander might hire the PCs to find, then eliminate, Tur Radhkke.

7) Arav could hire the players to find either half of the Orb and return it to him. He would also like the PCs to assault Alovina and eliminate her if possible.

THE CITY OF THYGASHA

Thygasha, City of Hope, City of Dreams

SHOW ILLUSTRATION 3 ON IQ2.

Population: 35,600 humans with few demihumans. The people are mainly Dejy, with a little Reanaarian blood mixed in. A handful of Fhokki from up north and a few Reanaarians relocated from across the Bay also call Thygasha home. Few pure Reanaarians live here.

At a Glance: Six gates break the thick stone wall around the city, leading to numerous villages in the Arajyd Hills, the city-state of Dynaj, east into the Khydoban Desert and north to the Wild Lands. Roads from the gates lead inward to a large common area and a huge market in the center of the city. The Church of the Silver Mist oversees this activity from a magnificent domed structure.

Government: Prince Shyja, a descendant of the original Dejy leader who founded the city, clearly shows his heritage. The prince often leads parades clad in desert garb and showing off his impressive riding skill. While not historically true (the Reanaarians brought the horses to Thygasha, not the Dejy), the folk of Thygasha love these shows and patriotism runs high during the parades.



Thygasha, City of Dreams

The Prince has had bad luck with his appointees (they keep getting into scandals or being killed by the scoundrels they associate with), but his personal skill at finances is admirable. Thus far, it has helped the city through the last few years, when corrupt royal officials threatened to scare away foreign merchants with their demands for bribes and their threats. Despite his knowledge and shrewd business acumen, his weakness for Shyta wine and fine horses sometimes clouds his judgement during deals. Anyone negotiating with the Prince would be wise to bring gifts of one or both.

Economy: Countless shepherds and farmers inhabit the surrounding lands under Prince Shyja's control. They provide the city's residents with food and wool. While exported textiles are fair, the precious Silver Sand is the city's mainstay. Aside from an assortment of religions that consider the substance sacred or holy, sorcerers, philosophers, sages and the affluent purchase it. The Silver Sands sell consistently throughout the Bay area and through Zoa to the rest of the world.

Thygasha also has numerous taverns, inns, restaurants, guides, and other accouterments of a tourist site. These businesses thrive on the hundreds of pilgrims and others who visit the city each year.

Military: The city maintains a standing army of 350 infantry (studded leather, spears, and composite bows), and 350 light cavalry (leather armor, shield, and lance). The cavalry screens the city by making regular patrols around the roughly 150-mile perimeter of the city's influence, while the footmen stay in or near the city walls.

The cavalry commander is Count Dashy, a handsome young Deji known among his warriors for a lightning fast blade (actually a *scimitar of speed*) and among the rural maidens for his irresistible smile. Among the kobolds in the eastern Arajyd Hills, Dashy is known as the "Spear of Thaaajgak," ever since a kobold bard once saw four of his squirming companions impaled on the end of the count's spear.

Temples: The current Keeper of the Mist, an old man named Rozhan, rarely makes public appearances anymore. He is famous for requesting (and receiving) a special high level spell beyond his normal capabilities which allowed him to remove fear for 24 hours in those he touched. A quick trip through the market allowed him to bestow this protection on thousands of folks who slept peacefully that night, thereby thwarting his arch-enemies, the Temple of Sleepless Nights. Now, Kirsan the Mist Walker manages the logistical needs and daily business of the temple in place of the ancient Rozhan. Kirsan has been hiring mercenaries and adventurers to both protect against and raid the Temple of Sleepless Nights.

The Assembly of Light is a large stone building near the center of Thygasha. Its two-story walls encompass a large open air courtyard where the Order of Light holds services. The rector of the Assembly is an elderly man named Khali who holds the rank of Torch within the Order of Light. The lesser members of the Order oversee the organization of the local Dark Watch, a night watch that assists the Prince's troops with nighttime law enforcement.

The Temple of Sleepless Nights, led by a Reanaarian named Xaanu, claims to have discovered the secrets of the sands. They say their temple was founded by the Deji Jyjan. Jyjan's Day (the 14th of Renewal) is an official city holiday, and local legend seems to bear the claim out. Xaanu is presently trying to use the

claim to gain a monopoly on the use and sale of the Silver Sand. The Temple itself is hidden by powerful illusions.

The city also boasts temples to the Inevitable Order of Time (led by Prophet Farad), a token following of the Rotlord, and an outdoors shrine to the Traveler that is frequented primarily by desert nomads. Most other religions have a minor shrine or altar dedicated somewhere in or near the metropolis.

Mages & Sages: Thygasha has seen the recent creation of a new kind of sorcerer, one who draws his power from his dreams. This school of magic is being pioneered by Dvisti of Vhott, who claims to have learned spells in his sleep. He also claims that a night of pleasant dreams makes his spells more powerful (+1 to DCs against spells he casts at others), while nightmares reduce their strength (-1 DC on his spells).

Baarat the Sage lives in a nondescript home within Old Town and creates maps of the area for steep fees. Shagra the Seer looks like a bad side show, but she is actually a sage who specializes in Thygashan history, culture, and dreaming.

Underworld: Thugs of any race might find work in the service of one of the feuding temples. Those of proper inclination might also serve as assassins or legbreakers for one of three crimelords in the city. The thieves' guild is nominally operated by these three working in concert. In reality, they use it as a recruiting house for their own activities. Several con men work the market as well. Scams include planting gilt coins on strangers and accusing them of fraud or selling sickly camels that appear healthy because of minor illusions.

Interesting Sites: Several abandoned and haunted mines, farms and homesteads exist in the area. These places typically carry legends of unspeakable terrors or monsters, each scarier than the next. No trouble seems to come of them and most Thygashans question the veracity of the rumors; parents of misbehaving children typically use stories of these areas to scare their children into proper behavior.

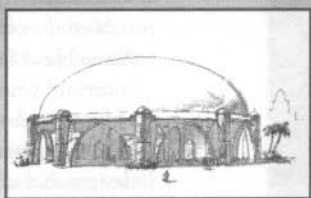
Special Notes: The city is a mecca for both the Masters of Dread and the Dream Weavers. The Prophets also considers Thygasha a holy place. Thousands of pilgrims visit the city each year.

The Masters of Dread and the Dream Weavers have recently had several confrontations, some of which have culminated in battle in the streets. Several innocent bystanders and many city guards have been slain. This open hostility has had a detrimental effect on trade. The Prince is reportedly stepping up efforts to control the violence. He maintains that the outbreaks are isolated and the streets of Thygasha are as safe as ever.

AREAS OF INTEREST

Although the City of Thygasha forms a central element of this story, the antagonists have moved on, leaving relative calm in their wake. The PCs will probably spend a few uneventful days in Thygasha as they piece together the background of the adventure and prepare an expedition into the desert. It is left to the Dungeon Master to fill in the details. Use the ideas in the Player Characters' Start section as a guideline. The areas which the players will most likely want to visit are detailed below.

- 1) **The Church of the Silver Mist**
SHOW ILLUSTRATION 1 ON IQ1.



The Church of the Silver Mist

A spectacular domed structure near the heart of Thygasha houses the Church of the Silver Mist. It is truly an engineering marvel and the largest of its kind in all of Tellene. The faithful may come to pray and rest in the inner temple's large common area. The outer hall, which encircles the inner sanctum, contains extravagantly built private rooms decorated in a variety of styles reflecting different cultures in Tellene. Reputedly, the Dream Weavers keep live tigers and other great cats somewhere within the confines of this fantastic temple.



Baarat the Sage

The whole place seems very busy and unorganized to a novice observer. Many visitors marvel at the architecture and mill about the grounds. Worshippers and pilgrims from all over Tellene crowd both the temple and the streets outside the sacred dome. These strangers have attracted numerous peddlers. These street vendors congregate outside the entrance to the temple, offering products ranging from comfortable sleeping robes to feline statuettes and herbal sleep aids.

Services are held at the whim of the leaders of the Dream Weavers. The Church of the Silver Mist is headed by Rozhan, the much exalted Keeper of the Mist. Rozhan rarely makes public appearances and is said to be quite old. Kirsan the Mist Walker manages the logistical needs and daily business of the temple.

2) The Inevitable Order of Time

The Prophets who reside in Thygasha maintain a low profile compared to the Church of the Silver Mist and the Assembly of Light. They prefer to manipulate events as revealed to them by the Fate Scribe from behind the scenes. Consequently, the Order is housed in a modest building. Since it is not of sufficient size to house all members of the local priesthood, many of the priests keep homes in the area surrounding the main Order. The local Order is led by Farad, who holds the rank of Prophet within the Order. Farad knows the events surrounding the *Orb of Midnight* which have transpired recently. He will assist any efforts to prevent the Temple of Sleepless Nights from gaining both halves of the Orb but stops short of the overwhelming devastation of this evil cult. Farad and his followers might confound the PCs by rendering aid one day and fighting on the side of evil the next. Their goal is to maintain the balance of power among the local sects.

3) The Assembly of Light

Near the center of Thygasha, in a large stone building, lies the Assembly of Light. Its two story walls encompass a large open air courtyard where the Order of Light holds services. The interior of these thick walls houses the priests. The gleaming white structure is intricately detailed with fine sculpting of elaborate designs and murals colored in gold. Basked in perpetual light of magical origin, the interior of the Assembly shines as bright as the sun. At each of the four corners and above the main entrance, an oversized gilded lantern hangs. These also emit light around the clock so the church is a dramatic sight at night. Beautiful backlit stained glass glows throughout the temple.

The rector of the Assembly is an elderly man named Khali who holds the rank of Torch within the Order of Light. Khali performs most services. He also ensures that the doors to the Assembly are always open to the public, but, when necessary, Khali posts guards at the gates. The lesser members of the Order

oversee the organization of the local Dark Watch, a night watch that assists the Prince's troops with nighttime law enforcement.

A relative newcomer to the city, the Order of Light has made a very strong impression on Prince Shyja as being people of action. This is a title the more laid back Church of the Silver Mist cannot claim. As such, the Prince has accorded Khali the unprecedented honor of joining his council of advisors.

The congregation itself is rather small, numbering only a couple hundred members. It seems the self-discipline required is somewhat alien to most of the Thygashan populace. From the flurry of activity though, one would guess that the flock numbered in the thousands.

4) Sage Advice

Should the PCs attempt to gain some background information to aid their search, the townsfolk will direct them to Baarat the Sage. **SHOW ILLUSTRATION 2 ON IQ1.** Baarat lives in a nondescript house within Old Town. Assuming he is home (50% chance), he will cheerfully greet visitors into his home and have his servants brew up some tea while ushering them into his parlor. Notably absent will be the presumed trappings of a sage, namely a huge scattering of books. He will conduct a general interview to learn what the characters desire while attempting to gauge their general intent. Assuming they seem earnest in the pursuit of good, he will provide them with general answers to their questions.

He will be able to provide them with a map depicting the northern portion of the Khydoban desert - including the location of Kadar. However, this will take time and necessitate a fee of 500 gp (halved if the PCs are acting at the behest of the Assembly of Light or the Church of the Silver Mist).

5-9) The Sand Clubs

People visit Thygasha for many reasons: to trade their wares, to visit the fabulous temples or to get a glimpse of the rich Thygashan nobility in all their finery. Most, however, visit the Desert Star to escape in the Silver Sand induced dreams that can be obtained with a handful of gold pieces in one of several dozen dream clubs or sand bars. The following are a few of the more interesting clubs to be found.

5) The Stardoor

The premier club in Thygasha is the Stardoor lounge. The Stardoor stands in the center of town, an impressive rectangular building with a 60-foot tall square tower set atop the main floor. To gain admittance one must pay no less than 10 gp (although the Stardoor sells annual memberships for 125 gp). Four well armed guards stand duty in the main entrance to guarantee that only paying customers enjoy the club.

The main level boasts a full length and fully stocked bar that includes rare liquors from as far away as Ek'Kasel. A large fire pit stands directly in the center of the hall. Seven dimly lit, pillowed living room pits surround the fire pit. There, several escorts entertain guests with verbal intercourse (or more, for the right price). Musicians take turns playing on either end of the main room. Other entertainment, including jesters, dancers and fortune tellers, delight guests throughout the hall. The music and side shows are free, but big tipplers receive the lion's share of attention. Servants and hired help buzz about the main hall, catering to the every whim of the patrons.

The tower and basement are partitioned off to create dozens of small, private rooms. Guests enjoy themselves in these small rooms at all hours of the day or night. The cheapest private

rooms lie in the basement. These rooms can be rented by the half-day for 3 gp. The basement also holds the spa, a pool heated by servants with decanters.

Spiral stairs lead up the tower to private rooms on each of its four floors. These rooms have rugs, large beds, tapestries, silk sheets and pillows, open air balconies, silk curtains and a stocked bar. Each room has a servant attached to it for room service and extra servants stand ready if guests require a bath, spices rubbed in their hair or a beard braided. These private rooms are rented by the day for 15 gp and are usually occupied by the richest of merchants and nobility.

The Silver Sand at the Stardoor is of the highest quality. Dreamers gain +15% on the die roll when using Stardoor Sand. However, at 12 gp per pouch, it is quite expensive.

6) Pasha's Place

Pasha, a Sand dealer sanctioned by the town, runs this middle-class bar. The bar is well stocked, but the prices for food, drink and Silver Sand are a tad expensive (6 gp per pouch of Sand). At a retail area near the main entrance, patrons may buy packaged Silver Sand at only 2 gp a pouch. Pasha sells this Sand only to patrons leaving Pasha's Place for their use anywhere in the city. Pasha rents simple private rooms in the back at 5 gp per day.

Most locals find the prices here a bit too expensive, although not exorbitant like the Stardoor. Despite the prices, Pasha's Place commands a bustling business. Low to mid level city officials, travelers, foreign merchants and local merchants make up the main clientele of this open, airy bar.

Shagra the Seer (Knowledge (arcana) +5, Knowledge (local) +5, Knowledge (Thygasian history) +5) often frequents Pasha's Place. Locals call her a nut and a con-artist. While she looks like a bad side show, Shagra is actually a sage by trade. Her areas of expertise include history, culture and dreaming. She also claims she can decipher dreams. If she feels the party is good, she will invite them to her house where she will interpret any dreams or answer questions falling in her areas of knowledge. She charges 25 gp per question or interpretation.

Pasha, a fat eunuch, was freed by his master after saving his life. Pasha found his master having a nightmare of being choked to death by a python, although in actuality it was the cord of the curtains from around his bed. Believing himself saved, the master freed Pasha from his duty and gave him enough money to set up this bar.

Pasha is pleasant and an entertaining storyteller. But he has a much darker side. As a sideline, Pasha sells information to the highest bidder, whether he be a ranking member of the palace, city guard, thieves' guild, assassins' guild or Plaza Five.

Pasha collects his most valuable information from travelers. When he spots a prospective target who might provide information, he gives them the back private room. This room has a concealed door and a two-way mirror. Here, while drugged on Silver Sand, the sleeper is coaxed into talking in his sleep. Pasha has hired an illusionist and notetaker to hide in the concealed area to assist in bringing out information. The players might easily fall victim to Pasha's information gathering. If so, they will likely be marked by the thieves' guild as rich targets. The churches have also been paying Pasha for information about heroes, so the party may unwittingly stumble upon a method of employment. Additionally, the PCs may seek Pasha for aid in their quest or information about Thygasha. In either case, that help will surely be expensive.

7) Paschar's Refuge

Paschar's Refuge is a favorite for locals. The clientele is very close-knit and frown on strangers or outsiders frequenting the club. Prices are reasonable; Sand is just 2 gp a pouch, and even less for friends of the employees. Paschar's place has no rooms for rent, but a back room is available for small parties or gambling.

Paschar, the original owner of the club, died nearly 150 years ago. However, he still sits at the place of honor at a large banquet table located in one of the private dining alcoves in the club. His skeleton, adorned with fine silk robes and jewels, always has a freshly poured goblet of wine placed before him each day. It is believed that buying him a drink or placing a small bag of Silver Sand in front of him brings good luck and a long life.

Over the years hundreds of small leather bags of Silver Sand have been placed before old Paschar. This is actually a popular prank that the club pulls on newcomers. The legend is told to the newcomers who are encouraged to purchase some Sand to place before Paschar. Later the club-regulars empty the bags and replace them with normal sand. They then get dusted on the Sand and have a good laugh.

The jewels and the reverence to Paschar expressed by the club is genuine. If anyone disturbs his body or steals one of the jewels, the club regulars will turn out in force to find the violator.

8) Radgreer's Dream Gate

This Sand bar is actually a small mobile tent. The tent and furnishings inside can be loaded into three carts and moved about the city. Radgreer, the proprietor, is a crafty old thief. He was crippled while trying to loot a desert tomb years before; a large stone block fell on his legs as he was crawling out of the tomb. For years, poor Radgreer begged at the city gates but few people had sympathy for a thief (Radgreer bears the mark of a thief branded on his forehead). Half-starved, Radgreer spent every hard coin he could get his hands on visiting the local dream clubs where he could forget his woes. One day, the owner of a dream club gave Radgreer a job in his club. Radgreer sat behind the counter and collected money and handed out small ampules of Sand to the customers.

Seeing all the money exchange hands in these clubs, Radgreer became bitter and resentful. He began to 'cur' the Sand he was selling to the customers and slowly amassed his own small fortune in Silver Sand.

As the months passed, Radgreer devised a brilliant plan. Through his contacts with the thieves' guild he obtained a powerful poison. When diluted, the poison rendered the victim unconscious for several hours. Radgreer quit his job and used his ill-gained stash of Silver Sand to open his own bar.

Radgreer's establishment is mobile for a reason. When a customer comes to Radgreer, he is offered a lucrative deal, Silver Sand, dancing girls, feed and brushing for his camels/horses, and safeguarding of any valuables or trade goods by Radgreer's men. The patron is made to feel safe and comfortable.

Rather than Silver Sand, Radgreer gives his victim a very fine normal sand mixed with alum and laced with the diluted poison. When his victim falls unconscious, Radgreer's henchmen strip the victim of all possessions, including mounts. Then they kill the victim and dump the body in a nearby alleyway. When the heat gets too hot or when Radgreer is afraid his operation has been detected the tent is packed up and they move to another part of the city.

Poison: Ingested; Fort DC 18; Initial damage 1d4 Con; Secondary damage unconsciousness (1d4 hours).

9) Other bars

These are typically one room places to get cheap Sand. They are dark, dank, one room affairs with a few dirty couches for lounging. Most locals have one of these favorite joints, which are not sanctioned, not advertised, and require a password.

10) Prophet's Head Bazaar

Prophet's Head Bazaar is located on a large paved plaza in the center of Thygasha. During the Wars of Discord, the plaza was crowded with numerous temples and shrines. When fire razed the forum just after the wars, the ruins were cleared away and the plaza was constructed to handle the increased trade Thygasha began to enjoy after the conflict.

The plaza takes its name from the legend of Habar Tran Thela, a famous prophet who was beheaded during a period of civil unrest. The prophet's head was supposedly hung from a wooden beam in the middle of the plaza for several years. Interestingly enough there are dozens of merchants at the bazaar on any given day who will 'swear by their mother's honor' that they have the head of Habar Tran Thela in a box - for a price, of course.

The Bazaar opens at dawn each day and closes one hour before sunset (as prescribed by local law). Merchants wanting permanent booths in the plaza can lease space by the month from the city for a rather stiff fee (these permanent booths are limited in number). Colorful mosaic tiles on the plaza grounds plot out such spaces. Most merchants, however, are forced to tear down their booths and move them out of the plaza each day only to return in the morning to set up again.

Competition for prime space is fierce. It is a common scene in the morning hours to see two or more vendors brawling over a disputed lot. The Prince recently took steps to alleviate the problem by creating a lottery. Now, each morning vendors must draw clay shards from a large vase. Each shard is inscribed with a lot number. The result is that the bazaar is forever changing its face from day to day. Once all the shards have been drawn all other would-be vendors are turned away for the day.

Merchants come and go. Products that were abundant one day may be hard to find the next. This is one of the reasons the bazaar is so popular and activity is so lively. There is always something new and exciting to be found there. Because the bazaar turns over daily, there is a feeling of urgency when looking over the various wares. The customer knows he doesn't have the luxury to go home and think it over and come back the next day. Chances are the customer won't be able to find the same vendor even if he does bother to return and set up his wares.

Dangers in the Bazaar

Despite the fact the bazaar lies at the heart of Thygasha and is constantly patrolled by soldiers, Prophet's Head is a rather treacherous place to do business. This is especially true for strangers to the city who are regarded as prime targets by thieves and scam artists.

New arrivals in Thygasha are often greeted by women and children at the city gates who place a yellow desert flower on their collars. The stranger is told that the flower brings good luck and that it is a gift, though a tip is obviously expected.

What the new arrival doesn't know is that he has just been marked as a stranger to the city and will quickly be targeted by Thygasha's darker elements. Buyers moving about Prophet's

Head Bazaar with a yellow flower pinned to their tunics will quickly find themselves the center of attention. The following are just a few of the pitfalls awaiting such unfortunates.

Herding-the-Goat:

This ploy is a favorite among the freelance (non-guild members) thieves who constantly roam the plaza. Working in teams of five to ten men they select a victim and 'herd' him to a side alleyway where they subdue him and take anything of value. Such rogue-gangs are just as likely to kill their victim as not. The key-man selects the target, usually engaging him in conversation. The key man will claim he knows where a fantastic deal or a highly sought commodity is located and that he will lead the way. As the victim follows, the other team members stealthily move in from the both sides and the rear, silently boxing the victim in. Usually the victim isn't even aware of his predicament, innocently thinking the bodies pressing in around him are simply other buyers trying to make their way through the crowded plaza.

Flipping-the-Coin:

This scam is one reason it is unwise to shop alone in the bazaar. The buyer approaches a vendor and inquires about a commodity or item at the booth. The vendor, sizing up the buyer and surmising that he's easy prey asks to see the buyer's hard-coin before discussing business. He complains that too many people are wasting his time handling his wares and asking questions when they have no gold to actually make the purchase. The buyer, eager to show that he is sincerely interested in doing business produces his coin pouch and shows the vendor. At this point the vendor grabs the coin pouch and begins screaming for a guard (who are usually nearby anticipating the call for help and their cut of the scam). The guard quickly arrives and the vendor produces a handful of worthless lead coins which have been gilded with gold. The angry vendor points at the startled buyer and claims that he attempted to pass the worthless coins off as real gold.

The buyer is roughly hauled away and told he will have to face a judge. Usually, however, the guard makes it known that he will accept a bribe and release the buyer if he promises to leave the city. Such is justice in the big city.

The Plaza Five

No description of Prophet's Head Bazaar would be complete without mention of the Plaza Five. Several years ago a bloody feud erupted in Prophet's Head Bazaar when several wealthy merchants attempted to establish control over the bazaar. When the smoke cleared several dozen merchants had been killed and many more were forced to flee Thygasha for their lives. The victors were a handful of powerful merchants who had pooled their resources and influence and are now known as the Plaza Five.

It is rumored that the Plaza Five have links with the thieves' guild, funneling stolen goods and monies back and forth. If a vendor refuses to yield to the Plaza Five's control, they often disappear in the night, only to be found later in the dunes outside the walls of Thygasha with a slashed throat.

The Plaza Five forbid any vendors in Prophet's Head Bazaar from selling certain spices, wines and especially Silver Sand; markets which they jealously hold a monopoly on. From time to time the Plaza Five attempt to fix the prices on certain commodities.

Try'Char's Camels

Try'Char is an extremely charismatic old man. He specializes in breeding, raising and trading camels. Besides being very good at what he does, he is also incredibly dishonest.

Try reserves his finest camels to trade with the rich and the affluent, since he demands the highest possible price for his mounts. His camel ranch is located on a private estate just outside Thygasha. No one is allowed to visit the Ranch except by invitation. It is here that the camels are bred, trained and raised. Try is a member of the Plaza Five and has a permanent booth in Prophet's Head where he sells and trades his trained camels of lesser quality to the general public. It is here that Try runs one of the biggest scams in the Bazaar. All of his camels are rigorously trained, which of course is constantly demonstrated for potential buyers. The buyer marvels at what he sees. When asked how old he is the camel taps out the number of years with his left hoof. When asked to kneel, the camel obediently lowers himself to his belly so the rider can get on.

There is one trick the camel has been taught which the buyer is not told about. Once purchased and laden with goods the camel will inexplicably throw its rider and run as fast as it can for Try's Ranch. Try will sell any goods the camel may have brought back with him and then place the animal up for sale again. He has several skilled slaves who are experts at dying camel wool and changing the animal's appearance in case a previous owner shows up.

Another scam Try runs is selling sick or diseased camels. He keeps a wizard in his employment who casts minor illusion spells on such camels so that they fetch a top price. Within hours of purchasing such camels the spell dissipates and the buyer realizes he's been had.

Shopping in the Bazaar

Prophet's Head Bazaar should offer a wonderful opportunity for role-playing. The DM should attempt to capture the lively atmosphere. Player characters who venture into the Bazaar will be bombarded with the sales pitches of dozens of vendors at every turn. Thieves and cutpurses will be looming in every shadow. Obnoxious guards will be rudely shoving their way through the crowds.

INTO THE DESERT

Rigors of the Desert

Geological Note: For several miles around Kadar, the topography is primarily barren sand broken up by low rock formations. Closer to Thygasha, the desert is home to heartier small animals, scrubs and cacti. The entire adventure takes place in a region of mild geological instability. As such, it is subject to periodic tremors which are usually very minor. While this will have no effect in the time frame covered in this scenario, its long term effect has been to weaken even the most well built structure. The Temple of Kadar is no exception. Portions of inner works have collapsed over the centuries so that today the inner pyramid is but a third of its former size. In addition, a large earthquake about four centuries ago gave access to the burial crypts. The structure is now accessible to small desert reptiles that seek shelter from the scorching heat.

Heat:

Although Thygasha is relatively far north, the daytime temperatures in the Khydoban to the east surpass 90 degrees F for about nine months of the year. During the winter months it is much more hospitable in terms of temperature. Nighttime lows range from about 45 degrees F in the summer to well below freezing in the winter. During the hot months travelers in this area of the Khydoban must dress smartly to effectively deal with the heat. The locals know that this means donning armor is only done when necessary and then only for a short duration. Normal travel garments include thin, white or light gray cotton robes and a proper hat.

Heat Dangers:

In extreme temperatures, characters must frequently make Fortitude saves (DC 15, +1 for each previous check) or suffer 1d4 points of subdual damage. Characters wearing any type of armor or heavy clothing save at -4. Characters who pass out begin taking real damage. In temperatures between 90 and 110 degrees F, saves must be made once per hour. In environments between 111 and 140 degrees F, saves must be made every ten minutes. Characters who take subdual damage this way become fatigued until they regain the hit points lost to heat exposure.

Water:

At all times of the year, the Khydoban Desert is incredibly dry. Inhabitants must drink at least two gallons of fluid per day (Small characters only need to drink one gallon per day).

Thirst Dangers:

Characters can go without water for 1 day plus a number of hours equal to their Constitution scores. After that time, each hour they must make Constitution checks (DC 10, +1 per previous check) or suffer 1d6 points of subdual damage and become fatigued. This damage cannot be healed by any means until the character gets enough water.

RANDOM ENCOUNTERS

See Appendix G for random encounters in the Arajyd Hills and Northern Khydoban Desert. Check for random encounters three times per day (1 in 10 chance). If you determine that there is an encounter, roll on the chart above. See also the detailed random encounters below. You may use these unique encounters at your discretion, either when the foe described in the encounter appears on the table, or in place of whatever you actually rolled.

1) The Lost Patrol (EL 8)

The party has stumbled across one of Tur Radhkke's bugbear patrols. These poor souls were patrolling the outer perimeter of the pyramid when a sandstorm suddenly flared up. The patrol panicked and in their rush to get back to the pyramid and find shelter they became lost.

You are traveling along a sandy road. Crude trail-markers in the form of white, granite rocks spaced approximately 100 yards apart are the only clue that you are on an established trade-route. As you crest a sand

dune you notice a group of large soldiers struggling up the other side.

Bugbears (8): hp 10, 12, 13, 15, 16 (x2), 17, 19; (MM 27).



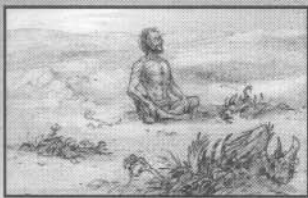
Bugbear Patrol

SHOW ILLUSTRATION 4 ON IQ3. The bugbear posing as the officer in charge is actually an impostor. When the bugbears realized they were lost and were probably going to die they murdered their officer. As such they have no intention of rejoining their brethren back at the pyramid for fear that their crime will be found out.

The bugbears are desperately hungry and thirsty. They attack if they have a clear advantage, otherwise they attempt trickery or resort to negotiations in order to obtain water and/or food. If the players give aid to the patrol and question them, the bugbears exaggerate and lie about the powerful nature of the forces at Kadar.

2) Haf'Ben

As you travel across the shifting sands, you come across a man sitting with his legs crossed in the burning sand. Except for a tattered loin cloth, he has no clothes on. His chest and shoulders are covered with lacerations and scratches. At his side are the half eaten remains of several vultures.



Haf'Ben

SHOW ILLUSTRATION 5 ON IQ3. This is the poor unfortunate 'volunteer' that Radhkke lowered into the sand pit in order to retrieve a sample of Silver Sand. The giants attacked the group and during the foray poor Haf'Ben was dropped in the pit and abandoned.

Haf'Ben (male human War1) was trapped in the sand pit for nearly a week, inhaling the Silver Sand and going insane. Finally, one night the fomorian giants returned to gather some sand

and pulled Haf'Ben out. They were about to kill him when they noticed he was already insane and decided it was more amusing to toy with him, so they let him live. Haf'Ben eventually escaped from the giants and has been wandering the desert ever since.

He has managed to stay alive by pretending he is dead and lying on the burning sand. When one of the circling vultures overhead swoops down to feast on his 'carcass' he leaps up and chokes the bird.

Haf'Ben is not particularly dangerous. If attacked he attempts to block the blows with his hands or run away. If the party attempts to communicate with him they find that he babbles nonsense. Haf'Ben cannot communicate his tale coherently to anyone, but if his thoughts are magically probed, the reader may learn of how Tur hired him to go on his expedition.

3) Search Party (EL 5)

Eight Thygashan soldiers are mounted on camels, outfitted in chain shirts and armed with shortspears and longbows.

Soldiers, human War1 (8): hp 5 each; chain shirt, shortspear, longbow, 10 arrows.

In the distance you see the fluttering banner of a military patrol heading your way.

Rogishan, the officer in charge, is arrogant, obnoxious and insulting. He questions the PCs on the whereabouts of his lost comrades and does not believe that they have no information for him. He considers the party to be no more than brigands. Rogishan uses his position of [minor] authority to enrich himself if possible. If he notices any interesting weapons or items of value in the party he attempts to confiscate them. If his efforts are resisted he avoids physical confrontation but carefully studies the PCs and tell them to be on their guard within Thygasha since he will be watching them.

4) Expedition (EL Variable)

Six individuals are seeking their fortune in the desert.

Your party comes upon a small oasis. As you approach, you notice the smoke of a camp fire coming from the small grove of trees.

The party has stumbled across another adventuring party. The group was taken by a merchant in Thygasha who sold them a counterfeit map to a 'second source' of Silver Sand. They have just slaughtered one of their camels and are cooking it because they have been several days without food.

If the players' party has mounts, the expedition will offer to buy at least two of them at normal market prices. If their offer is refused they will insist and up their price. They do not relish the idea of walking out of the desert and will go to great lengths to obtain new mounts and/or provisions. If obviously outmatched, rather than risk direct confrontation, the expedition will attempt to follow the party and steal their mounts under cover of darkness.

Ootoo Deat, male human Ftr1: CR 1; hp 11; bastard sword, shortbow, 4 arrows, chainmail (not worn), large wooden shield, 9 gp, 12 sp.

Seri, female half-elf Ftr1/Wiz1: CR 2; hp 12; longsword, longbow, 10 arrows, dagger, small wooden shield, 160 gp.

Neix, male human Rog2: CR 2; hp 14; longsword, dagger, leather armor.

Beff, male human Ftr2: CR 2, hp 19; bastard sword, shortbow, 4 arrows, chainmail (not worn), large wooden shield, 9 gp, 12 sp.

Refsen, male human Ftr1: CR 1; hp 9; battleaxe, large wooden shield, splint mail (not worn), 2 gems worth 20 gp each.

Nairib, male human Clr2: CR 2; hp 12; battleaxe, chainmail (not worn), 1 pp, 81 gp, 4 sp, 5 cp, silver holy symbol.

5) Merchants

Four men on camels come into your view. They wear lightly colored, thin robes and appear to be keeping their distance once they notice you.

These nomadic merchants are on their way into Thygasha to get supplies. They are carrying salt and other spices to trade. They have very little interest in speaking to the PCs but might

provide general information on desert survival or types of creatures to avoid if paid. They know of the location of Kadar but will not go there unless paid handsomely.

Desert Merchants, human Com1 (4): AL NG.

6) Nomads (EL Variable)

As you approach an outcropping of jagged rock rising up from the sand, you notice the tops of several tents on the other side.

The party has stumbled across a group of 12 nomadic warriors who have set up camp. (They have read a 'sign' in the air and sense a sand storm is approaching.)

This particular band is not openly hostile. They are a roving patrol for their tribe which has set up camp several miles away. Their chieftain has been alarmed at the influx of Sand-seekers moving into the area recently so numerous such patrols have been roving the dunes around the main camp.

They will honor the code of hospitality and offer to share their food and/or water with the party if they are in need. They will be very suspicious if too many questions are asked or if they are prodded for information. After offering a meal they will attempt to barter/trade with the party. They will offer up ordinary weapons, a few camels, semi-precious stones, etc. for anything the party is willing to trade. They are particularly interested in alcohol, fine cloth and oil.

Note:

If the party has encountered the banished nomad from encounter 7 and has offered him assistance the Nomads immediately demand that the party hand him over to their custody.

Desert Nomads, human War1 (12): hp 5 each; scimitars, large wooden shields, 5 days of rations, 4 waterskins. Between the 12 of them, they have 7 gems worth 5 gp each.

7) Banished Nomad

You see a staggering man. He is near death.

The man is actually a nomad who has been banished for stealing camels from his chieftain. His eyes have been sewn shut and his arms have been tied behind his back. He has a rope tied around his waist which has a large rock tied to the other end. He has apparently been wandering the desert for days, blind and dragging the rock like a plow-shard through the sand. The rock is inscribed with a hieroglyph meaning "banished". According to nomadic tradition, it is forbidden for anyone to render aid to someone who has been banished. The punishment is death.

If the party renders aid to the man he will automatically become a henchman to the player initiating such help. The nomad has desert survival skills and knows the terrain very well.

If the party rescues the man and later run into the nomads in encounter 6 all hell will break lose.

Asinbar, male human War1: hp 1 (max 5).

8) The Terrible Trolls (EL 8)

You are traveling a sandy path through the desert and everything was quiet until now. A few dozen yards off to your left, three large, hideous, sand-colored humanoids burst out of hiding from the desert floor and rush towards you.

A cunning pack of desert trolls hunts the border regions of the Khydoban Desert. They prey upon travelers and have developed an interesting strategy for obtaining meals with little effort or danger to themselves. Using their natural camouflage, they lie in wait for a caravan to approach within a few dozen yards. Once within striking range, they rush forward to attack but focus their attention on the party's mounts. Once they have slain at least three creatures, they disengage from the melee (unless they are having an incredibly easy time of it) and regroup in a position from which they can observe the prey. Once the travelers have [most likely] stripped the mounts of gear and moved on, the trolls return to feast on the carcass(es). If successful, they continue to stalk the party and employ the same tactics over and over until they take a severe beating.

Desert Trolls (3): hp 52, 60, 70. (Appendix C)

9) Sand Worm (EL 8)

As you travel across the shifting sands, a dune surges upwards before you about 60 ft. away. As the initial sand thrust settles, you find that a mound of desert powder builds up before your eyes and travels in a direct path toward where your party stands. It gets taller as it approaches until an enormous dun colored worm bursts out of the mound with mouth agape and spanning the size of a man.

SHOW ILLUSTRATION 6 ON IQ4: The beast is 8 feet in diameter and 40 feet long. If it loses more than 50 hit points it retreats beneath the sand. It will be impossible to pursue it through conventional means in this case since the sand will settle in around its path.

Sand Worm (1): hp 85. (Appendix C)



Sand Worm

10) Bell of Summoning

As the group struggles through the shifting sand you come across several wooden beams protruding from the edge of a dune. It appears to be some sort of structure or framework.

If the party investigates further and digs away the sand (assume 20 minutes to fully uncover the structure) they will uncover a wooden frame which stands approximately 12 feet high and forms a small tower. At the top of the tower is an ancient bronze bell. The bell is covered with raised runes and strange markings.

The bell was used hundreds of years ago by nomads. The bell has special properties in that its ringing attracts sand worms. The bell was used to lure the worms away from approaching caravans. A lone warrior on a swift mount would sound the bell, drawing any worms in the area away from his party or caravan. At the last possible moment he would ride away as fast he could.

Anyone ringing the bell is in danger of attracting 1 to 3 worms in 1d6 x 10 minutes (75% chance).

11) Bogie at Twelve O'clock (EL 5)



Kobold Raiders

Far off in the distance you spot a flying winged beast. As it approaches you see that it has indigo colored reptilian scales covering its entire body.

If the party stands completely still upon spotting the dragon, it flies by without taking notice. However, if they do not, it will approach from a distance of 500 yards for an attack. It speaks its native tongue plus Deji and

Merchant's Tongue. The dragon only retreats if it suffers a large amount (20+ points) of damage very quickly or is offered praise and treasure in excess of 10,000 gp equivalent value. Its lair is far away.

Young Blue Dragon (1): hp 64; (MM 65).

12) Leapin' Lizard (EL 5)

Your party comes upon a barren rocky area. As you approach, the earth suddenly seems to shift and what you thought had been rock, now appears very much alive. A 40 ft. long lizard snatches at you with long sharp teeth.

Minotaur Lizard (1): hp 80. (Appendix C)

Treasure: This carnivore has treasure it has collected from incidental victims over the years and which has accumulated in the nearby area of its lair. Those searching among the rocks will find a +2 *small steel shield*, a *gem of brightness* (39 charges) and 241 cp, 153 sp, 37 gp and 12 pp.

ENCOUNTER IN THE ARAJYD HILLS

The Kobold Raiders

A group of 41 well disciplined kobold brigands delight in efficiently robbing any human or gnome travelers they come across in the Arajyd Hills. They are led by a unique individual named Shagaaz who has introduced them to the teachings of Daar the Strategist. Although they have no shaman in their midst, Shagaaz provides adequate schooling in the ways of the Temple of Armed Conflict. See the sidebar item "Shagaaz: The Hulk" for details.

Shagaaz "The Hulk," male kobold Ftr2: CR 3; hp 18 (24 in hulk form); morningstar, javelin. (Appendix C)

While Shagaaz has great power after his transformation, he prefers to avoid it because of the chaos that ensues. He would much rather see his team succeed as a finely trained unit according to their plans.

Shagaaz also has two dire weasels at his command. They function as guards for the group during the day and for Shagaaz himself during their raids.

Dire weasels (2): hp 16, 12. (MM 56)

Tactics

USE ILLUSTRATION 8 ON IQ5.

The entire tribe is mounted on ponies and trained to fight both from this position and the ground, although the former is preferred since they are all expert riders. Every member of the team is well disciplined and loyal to the end. The group remains in hiding during the day, either in one of the many local caves or camouflaged amidst the semi-arid landscape. At night they hunt for the camps of vulnerable travelers throughout the Arajyd Hills.

The first approach is always by the stealth team (described below) who silently approach the camp. If there is no one guarding the camp, they simply make off with any supplies and mounts that can be easily removed leaving the inhabitants unharmed (except gnomes, whom the kobolds will murder in their sleep). If the camp is guarded but doesn't appear to have an overwhelming force, the stealth team throws their javelins at the guards and retreats on their ponies if they do not kill all the guards right away.

When the stealth team retreats, five of the hit teams flank any opponents who pursue but will avoid remaining in a long battle. As this occurs, the gear team and the final hit team will approach the camp from the other direction in an effort to steal mounts. Shagaaz commands from the rear of the main hit team force and avoids intentionally getting into battle. The basic idea behind these attacks is to "hit and run" as quickly as possible and stop any chance of pursuit. The kobolds know the layout of most of the Arajyd Hills very well and are difficult to pursue because of this.

6 "Hit teams" of 5 kobolds each

These groups are the heavy infantry of Shagaaz's fledgling tribe. Each hit team has one member who is also armed with a tanglefoot bag.

Kobold "Hit Teams" (5): hp 4, 4, 3, 3, 2 each. (MM 123)

"Stealth team" of 5 kobolds

The stealth team is in charge of initial attacks upon unsuspecting opponents. They are lightly armored to accomplish this purpose. Each member of the stealth team is also armed with a flask of combustible oil. They dislike using this because of the bright light but will not hesitate to use it if an effective opportunity presents itself. This would most likely be to aid an escape or to divide the ranks of their opponents. Furthermore, this team has found it quite effective to throw a handful of sand in the eyes of their opponents before engaging in melee or when trying to escape. On a successful ranged touch attack, the opponent will be completely blinded for 1d3 rounds. A successful Reflex saving throw (DC 13) indicates that the target gets -1 to hit for the same duration instead. Characters wearing full helmets are immune to this attack.

Kobold "Stealth Team" (5): hp 4, 3, 2, 2, 1. (MM 123)

"Gear team" of 5 kobolds

The gear team is in charge of controlling and transporting the group's supplies. They are lightly armored to aid in swift movement and excel at animal handling. Supplies: 5 javelins, 2 warponies, a mule, food, water, camping equipment including beige tents, rope, stakes, hammers and flint. The gear team also keeps a wooden box filled with large caltrops. They will dump the entire supply over an area to aid in escape when necessary. The gear team keeps several throwing nets among their supplies. The gear team also carries the tribe's treasure of 600 gp in mixed coinage and gems evenly split between the ponies and mule.

Kobold "Gear Team" (5): hp 4, 2, 2, 1, 1. (MM 123)

NEAR THE PYRAMID AT KADAR

1) Lion of the Desert (EL 8)

You come upon a small funnel-shaped cave. It slopes downward and appears to be empty.

If the PCs enter the cave they must make a Balance check (DC 11) or slip on the loose gravel. If this happens read the following:

As your feet slide out from under you on the loose gravel of the cave, you plummet uncontrollably to the depths below. When you finally come to rest after being shaken by the fall, a huge insect-like creature with large mandibles emerges from the sand and attacks.

If the PCs fall into the cave, the ant lion will automatically gain surprise. Otherwise, the PCs will still be attacked but may be allowed to gain initiative. The ant lion has no treasure.

Giant Ant Lion (1): hp 40. (Appendix C)

2) Say What? (EL 8)

As you come upon a hilly area you begin to hear the faint sounds of laughter. Then you distinctly hear the patterns of a conversation off in the distance, yet cannot make out the subject.

If the PCs advance continue to advance read the following:

Three large mangy-looking creatures slowly come upon you over a low rise. They are four-legged beasts with the head of a badger and jagged bony ridges in their jaw.

The leucrotta attacks the PCs on sight. There are no humans in the area - the leucrotta can mimic sounds in this manner to lure prey. They have no treasure.

Leucrotta (3): hp 51, 44, 33. (Appendix C)

3) Camel Herd

Your party sees a herd of large pack camels approaching.

Once the 44 camels notice the PCs they keep their distance and eventually wander away.

THE TEMPLE OF SLEEPLESS NIGHTS

The Temple of Sleepless Nights has existed in and around Thygasha for centuries. Few outside of the Fellowship of Terror know the true location of the main temple since its whereabouts are carefully hidden by powerful illusions. Many partakers of the Thygashan Silver Sand swear to have seen visions of this maddening place before sinking into a trembling state of perpetual fear and paranoia. Over time, the main temple has spread its influence by establishing outposts both near and far. One such outpost is a haunted farmstead on the very southeast fringe of Prince Shyja's territory.

The Fellowship of Terror established the small farmstead temple 49 years ago. The evil priests murdered the original homesteaders and assumed control of the land. Since then, the Temple has actively promoted the idea that the farm is haunted. It has been the frightening setting of many local folk tales ever since the murders. In recent times, however, it has become much more dangerous (and larger) than told in the old stories used to get children to behave.

This haunted farmstead now houses Alovina's parish of the Temple of Sleepless Nights. Until recently the homestead was a rather small Temple of Sleepless Nights outpost. However, Alovina strengthened the defenses considerably since her appointment as head of this dark congregation. She gathered an assortment of monsters to assist her in the recovery of the Orb, the defense of her temple and, ultimately, in her gambit to rule the entire Temple of Sleepless Nights.

Powerful illusions mask the farmstead's true nature. To a cursory explorer, the place consists of a primitive silo, a barn, a farmhouse and a couple of outbuildings. The dilapidated buildings seem to have been unoccupied for several decades. But in fact, the silo is a newly-constructed, fortified tower, while the farmhouse sits atop a warren of underground passageways.

At the approach of strangers, the Masters of Dread lie in wait and attempt to play on the intruders' fears of the supernatural by using spells to scare them away. If the strangers insist on

Shagaaz: The Hulk

When Shagaaz was a young kobold he was captured from his tribe by an alchemist. This would-be scientist held Shagaaz as a living experiment for testing his unnatural concoctions. As a result, Shagaaz appears deformed and ugly, even by kobold standards. Although his body was abused for years, the experiments produced some lasting beneficial side effects. The near poisonous mixtures he was forced to imbibe actually increased his brain capacity such that he became much smarter than his kobold peers. He secretly learned to read and studied several tomes written by the Order of the Pike.

In addition to his above average intellect, he is capable of great physical prowess in certain situations. Whenever he experiences stress, he is 40% likely to undergo a fantastic transformation. In addition to times of stress, the transformation will automatically occur if Shagaaz suffers a mortal blow. In the space of six seconds he becomes a giant among kobolds, towering a full 8 feet compared to his normal 3 feet. His Strength increases to 20.

It was a transformation that allowed him to escape his captor and return to his homeland in the Arajyd Hills. He rallied what forces he could from the existing tribes and now uses them to capture riches so that he can establish himself as chief of his own tribe.

harming the structures or actually discover the area's true nature, the Fellowship of Terror quickly assaults the violators. The clerics use their magic to overwhelm the intruders without entering a pitched battle. If worse comes to worse, the Fellows retreat, but will quickly set about stalking the intruders so as to ambush them come nightfall. They will be very tenacious about not allowing anyone who uncovers the secret outpost to tell others.

IMPORTANT NOTES FOR THE DM

Each cleric wears a robe of multi-hues (see Appendix F for a description of this item) and carries a shrunken head unholy symbol. Many of them carry a powdered drug hidden inside a tiny container within their unholy symbol. They use this hallucinogen to increase the vulnerability of potential prey. Most will also wear a grotesque mask, often fashioned from the actual skin of the face of a victim. Because they are forbidden to wear any type of armor, all clerics capable of it try to cast any protective spells they may have prepared on themselves before entering melee. All the lesser clerics wield various types of morningstars or equivalent dangerous-looking weapons.

Since advancement in the Temple of Sleepless Nights is through mortal combat, all members of the Fellowship are cautious and somewhat paranoid. They are careful to avoid self-sacrifice to the extent that they will be weakened more than their peers, and thus vulnerable to a challenge. A challenge from a Fellow seeking advancement may not be refused. Many higher ranked Fellows have met their doom from a subordinate who took advantage of illness, wounding, or spell depletion on the part of the superior.

Approaching the Temple (EL Variable)

A pack of 20 death dogs roam the lands around the lair. The Fellowship trained these dogs to frighten off the curious or defend against attackers. About a half mile from the complex, the party encounters 2-5 of these foul beasts. The dogs pounce from the underbrush and bark voraciously in an attempt to scare off unwanted visitors. If the group immediately flees, the hounds do not attack. Should they offer resistance, the death dogs launch a vicious attack. Their barking alerts the remainder of the pack as well as the cleric on guard duty in the silo [1a]. The balance of the death dogs will arrive in 10-20 minutes to join the fray or to follow the scent of a group which has defeated their relatives.

Death Dogs (20): CR 2 each; hp 10 each. (Appendix C)

Additionally, the Fellows keep a rookery with several huge rooks (non-combatants) which are used as messengers, scouts, and an advance warning device.

You stumble upon a long abandoned homestead. The place consists of a primitive silo, a barn, a farmhouse and a couple of outbuildings. Time and the elements have left the dilapidated buildings in a sorry state. The porch of the weathered house collapsed as did the roof of the barn. A single barn door, attached by but one hinge, creaks slowly in the wind. An eerie, pervasive silence lays over

the place. Neither bird nor forest creature can be seen or heard. Long, unnatural shadows cast themselves across the barren dirt, seemingly in defiance of the sun above. An icy breeze sends chills up your spine as if some incorporeal entity has physically passed through your body. Occasionally, distant whimpers compel you to look over your shoulder making you doubt your senses. As you approach the farmstead, a disturbance in the trees gives rise to loud squawking and a flutter of wings; a large flock of rooks takes noisily to the air.

SHOW ILLUSTRATION 9 ON IQ6.

Four skulks roam the grounds but generally remain hidden to visitors. If intruders appear vulnerable, the skulks will attack them from behind. However, at the slightest setback they will flee and Hide.

Skulks (4): EL 6; hp 17, 13, 13, 9. (Appendix C)

Treasure: Four scimitars on their persons plus a *stone of good luck* and 300 gp stashed in a hollowed out tree.

The Fellowship of Terror periodically uses the skulks as raiders. Led by several of the lesser clerics, they are sent to abduct lone citizens of Thygasha or its environs and bring them back to the Temple for a thorough terrorizing. The victims are seldom killed since the Fellowship wishes to maintain the rumors and fearsome tales of the Temple of Sleepless Nights.

A. THE ABANDONED FARM

1) Primitive Silo

This unstable-looking 20-foot tall wooden silo stands wavering in the breeze. The lone entrance, a closed door, appears sturdy.

This 20-foot tower is actually made of stone. It is under a permanent *mirage arcana* to appear as an old and unstable wooden silo. The oak door is barred from the inside.

1a) Tower Upper Level (EL Variable)

The upper level of the tower contains several casks and large bags of sawdust. Also stored here are several suits of armor, arms, and equipment.

The casks contain oil. The equipment consists of 8 shortspears, 8 composite longbows, 8 suits of studded leather, 64 arrows and 8 waterskins. All this equipment belonged to the Thygashan cavalry troop which was defeated by the Fellowship.

The tower is normally guarded by a 1st-level cleric stationed on the upper level who will be alerted to intruders by the anxiety of the rooks or the barking of the death dogs. The guard may peer outside the tower from any of the many arrow slits without ruining the illusion. If the intruder(s) appear to be fooled by the illusions of the spooky farmstead but do not leave, the guard uses his *cause fear* spell to drive one of them away. If the rest do not leave, he *summons* a fiendish hawk to attack. If the intruders are



The Abandoned Farm

unphased by these spells or present a clear threat, the guard retreats to the lower level to mobilize the ogres and/or the humans in Areas 11 and 12 to get additional support. He also cries out for help from the skulls or any death dogs in the immediate area.

1st-level cleric of the Prince of Terror: CR 1; hp 7. Possessions: *robe of multi-hues* (see Appendix F), morningstar, light crossbow, 10 bolts.

1b) Tower Lower Level (EL 6)

This room is sparsely furnished containing only some mangy animal hides.

This is where four ogres reside. They were recruited by the Fellowship to act as a supplementary force for the cleric sentries stationed in the tower upper level. The Fellowship relies upon individual clerics for primary guard duty since the ogres have proven to be incompetent in this task (although they are an excellent source of muscle).

Ogres (4): hp 32, 27, 23, 14 (MM 144).

2) Barn

The roof of the barn has partially collapsed. A single door is still hinged to the structure but it swings in the wind.

There is a chance that the PCs distinctly hear and/or smell the horses from outside the barn (Listen check DC 15). If the players look inside read:

The interior of the barn is just as neglected as the outside. Dilapidated wooden horse stalls stand empty amidst a sparse littering of old hay and rusty farm tools.

If the PCs enter more than two feet into the barn read:

As you cautiously enter the abandoned barn, you are shocked to see that it shelters a dozen coal black stallions. The large wicked-looking beasts sport flaming hooves and nostrils, fanged teeth and glowing red eyes.

The barn is actually inhabited by twelve otherwise normal stallions, except that their appearance is the result of a permanent *veil*. The barn itself is sturdy but under a permanent *mirage arcana* of being both neglected and empty unless entered beyond 2 feet. In spite of their appearance, the horses are tame and pose no threat. If the barn is searched, horse feed and riding equipment will be found. An old plow iron and badly damaged cart are also stored here.

3) Wellhouse

This small wooden shack is sturdier than the rest of the

farmstead buildings.

If the PCs enter, continue:

The shack houses a circular stone well above which rests a wooden winch. Several buckets and an ample amount of rope lie on the dirt floor. A child's faint voice can be heard crying from within the well.

If the PCs investigate read:

The well is cool and damp to the touch. The shaft is pitch black and no bottom can be seen.

The blackness of the well shaft and the calling child are a programmed image (Will save DC 20 to disbelieve). It is triggered when anyone not wearing an unholy symbol of the Sultan of Fear enters the building. No amount of light, magic or otherwise, will cause the bottom of the well to become visible. The "child" periodically sobs and calls feebly for help ("I'm hurt," "I can't get out," etc.). The spells lasts for 11 rounds, and on the last round the "child" will scream. The well shaft leads down to the pool of water in area 14 below.

Trap: See Area 19 if anyone descends into the well.

4) Outhouse

Before you is a small rickety shack.

If the PCs enter, continue:

The odor that assaults your senses tells you immediately that you've entered a privy. The putrid stench and filthiness of the interior exceed your worst experiences with such places. The bench is teeming with crawling and writhing insects, as is the pit below.

This frightening place is fully functional and safe. The majority of the filth is from a *permanent image*. Characters can make a Spot check (DC 13) to notice a slimy black tentacle lash up from the hole. This too is a *permanent image*.

5) Farmhouse

If the PCs approach the front of the house from the west, read the following:

The front porch runs along the length of the one-story house but has collapsed in the center. A boarded-up, shuttered window is located on the wall just above the collapsed section of the porch. A small rickety staircase in front of the rotted porch leads up to the door. There is a cellar entrance on the south side of the house.

The front porch is actually sturdy but care must be taken to avoid stumbling into the collapsed section. Neither the front nor

cellar door is locked but each requires a Strength check (DC 15) by any character who attempts to open it. NOTE: If the players pry open the window and attempt to enter area 5a, the sheet phantom will attack. See area 5a for details.

The inside of the house appears long abandoned; cobwebs and dust cover everything from the floor to the ceiling. The air is eerily calm inside this dark museum of farm life. The contents of the room include a cupboard near the doorway, a table and three stools on the north wall, a stone fireplace on the east wall and a bed and a nightstand on the south wall. There is a door on the east wall and one on the west wall.

The cupboard holds ordinary kitchen utensils and bowls. If the fireplace is examined, it will feel slightly warm to the touch, as if it recently held a fire. The bed is a simple straw mattress supported by a low wooden frame. The sheets are stained with a dark brown substance.

On the nightstand is a small hand mirror with its reflective face lying down. Anyone who picks up the mirror and peers into it will see their normal reflection but they will also catch a brief glimpse of a woman's bloody face peering over their shoulder.

5a) Sheet Phantom (EL Variable)

This small sitting room contains furniture covered by dusty old sheets. A sheet also covers the window on the west wall. A painting of a lush old farm hangs crookedly on the north wall.

The covered furniture includes a small couch, a comfortable reading chair next to a small table and a yarn spindle with a chair.

A sheet phantom under Alovina's control hangs just above and partially covering the window. It has been commanded to guard the house and eliminate any intruders. If the PCs pry open the shutter from outside, the sheet phantom does not attack immediately. Instead, it waits for one of the PCs to attempt to climb through the open window and attack while he or she is prone, thereby gaining a ++ bonus to hit. If the PCs enter via the interior door, the sheet phantom attacks and attempt to gain surprise as soon as someone comes near the window where it hangs. Until it attacks, the sheet phantom is indistinguishable from the other sheets in the room. If a victim is slain, he or she becomes a sheet ghoul.

Sheet Phantom (1): CR 3; hp 19. (Appendix C)

Sheet Ghoul (1): CR 3; hp 27. (Appendix C)

B. TEMPLE LEVEL 1

6) Cellar

The stairs descend to a dreary, damp space. Several rickety crates and barrels are located in the center of this cellar. Squeaking and the scurrying of tiny feet issues faintly from the crates.

All but two of the crates and barrels hold foodstuffs covered completely with hairy molds. One crate holds bits of rotting wood and the final barrel holds moldy, insect ridden cloth.

If the players search the southwest corner of the dirt floor they will find that there is a five foot section of the ground loosely packed as if there had been some recent excavation in the area. The loosely packed dirt can easily be removed to reveal a coffin only a foot below the surface.

Trap (CR 0): The coffin lid is rigged with a secret mechanical device (Search DC 20, Disable Device DC 20) so that when it is opened, the door to the cellar will slam shut and become barred from the outside. Blocks of wood are made to pound on the cellar stairs outside so that it resembles the sound of someone noisily running up the stairs. The coffin contains a shriveled corpse dressed in woman's clothing.

The clerics periodically investigate the cellar to see if the trap has been sprung. If it has, they organize a group of Fellows to investigate and capture anyone caught in it.

In the lower portion northwest corner of the room there is a two feet high by three and a half feet wide opening in the wall. The opening is covered by an *illusory wall* that is indistinguishable from the normal walls except that it is intangible.

7) Flaming Corridor

A sandy, rough hewn corridor extends westward.

After the characters advance into the corridor read:

You hear a faint hissing noise and suddenly flames burst forth from the sandy floor.

This corridor is under the effects of a *programmed image* that causes the hallway to become engulfed in flames whenever it is entered by a living being. The flames appear to filter up through the sandy floor as if fed by an unseen cache of flammable gas. The illusionary flames are not excessively hot and do not cause any damage, but they should frighten the PCs.

The west end of the passageway is actually an illusory wall. It is indistinguishable from the normal walls except that it is intangible.

7a) Ochre Jelly (EL 5)

As you enter the cavern, a large mass of dark yellow gelatinous material creeps towards you from a recess in the wall.

Ochre Jelly (1): hp 69; (MM 145).

The jelly is trapped here because it fears the illusionary fire in area 7. It has a 2 in 6 chance of fleeing if threatened with flames presented strongly by two or more characters (sources).

8) Sand Golem (EL 4)

A man-shaped sandstone statue stands in the center of

this natural cavern. The area also contains several open boxes full of torches.

If anyone enter the cavern more than five feet, continue:

As you enter the room, the statue creaks into motion, advancing towards you with its huge fists clenched.

Sand Golem (1): hp 30. (Appendix C)

This lesser golem was created by Fellow Alovina to serve as a guard for this entrance to the temple. It attacks all those who pass without displaying a shrunken head, the unholy symbol of the Prince of Terror.

The narrow portion on the east and north walls of the room below two feet high is actually an *illusory wall*. The illusion is indistinguishable from the normal walls except that it is intangible.

9) Execution Chamber

In the center of this finely decorated chamber stands a small ornate guillotine. A plain wooden 2 ft. by 3 ft. by 3 ft. box lies to the rear of the device. A basket that appears to be the gaping mouth of a wicked beast lies in front of the guillotine. The floor is covered with sawdust. A painting hangs on the east wall. The other walls are covered by dark red velvet curtains.

SHOW ILLUSTRATION 10 ON IQ7. The painting depicts a gaunt, yet fierce, coal black stallion. The stallion breathes fire, has flaming hooves and a necklace supporting a grotesque severed head. The wall below the painting contains a sloppy inscription written in brown paint (actually dried blood). The inscription, written in Merchant's Tongue, reads: "All Tellene must kneel and tremble before the Prince."

The wooden box has a hinged lid and a circular neck opening on the side facing the guillotine. There is a secret trap door (Search DC 20) below the wooden box. The only way to open the secret trap door is to kneel down in the box, close the lid and place your head firmly into the guillotine neck support. When this is done, a *programmed image* activates; the guillotine blade appears to crash down and sever the head of the character kneeling in the box. The character's bloody head will appear to topple into the basket, laughing all the way (ha, ha, ha). Moments later, the bottom of the basket appears to open, dropping the head into a dark chute and then slam closed again. In reality, a trap door opens below the box, sending the unharmed individual tumbling safely towards Area 12 below.

A narrow portion on the west wall of the room is actually an *illusory wall*. The illusion is indistinguishable from the normal walls except that it is intangible.

10) Iron Maidens

This unadorned room contains an open iron maiden on the south wall and a closed one on the west wall. The

carved outer lids of each depict a screaming victim covered with puncture wounds. A bag of sawdust leans against the southwest corner of the room.

Bloodstained metal spikes line the interior of each torture device. Sawdust and dried blood cover the bottom of each iron maiden.

If the iron maiden on the west wall is entered and the door closed, an outer latch falls into place so that it cannot be opened from the inside. The victim feels the bite of the iron spikes as they pierce his or her flesh (1d6 points of damage per round of entrapment).

If the iron maiden on the south wall is entered and the door closed, the rear of the device will swing back to allow the user to safely enter the tunnel beyond. When the iron maiden is closed, a *programmed image* of a muffled scream will occur followed by muffled moaning and whimpering. While the iron maiden is closed, a hidden interior bar falls into place so that the lid may not be opened from the outside. This iron maiden also has a latch on the outside similar to the other iron maiden except it can be opened from the inside. A lever hidden in a recess on the west wall of the tunnel is used to reset the device. If the back of the iron maiden is carefully examined a secret door may be found (Search DC 15).

The outline of the one-way door on the west wall may be discovered by a careful observer searching for secret doors in this room. However, this door cannot be opened from this side without major excavation.

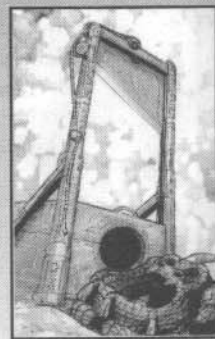
A Search check (DC 20) reveals a secret door on the north wall. The stairs there lead up to Area 1. This is the path that the fellows of the Temple use to come and go once the traps in 6-10 have been set.

11) Lesser Clerics' Quarters (EL 9)

You slide into a cluttered room. Surprised at your presence, many grotesquely tattooed men and women wearing garish robes begin to hastily arm themselves.

This cramped cavern is home to the rank and file members of the local Fellowship. The lesser clerics hope to gain the favor of their superiors and welcome the opportunity to deal with intruders. Consequently, they will be quick to attack those who stumble into their lair. If a fight does not quickly go their way, they will scatter and hide nearby, returning later to ambush the intruders using hit-and-run tactics. Those who cannot immediately join the fray will circle around in an attempt to attack from the rear. They will do this by using the staircase leading from Area 11 to Area 10. The door at the top of the staircase is mechanically designed to only allow passage out of Area 11. It functions like a modern turnstile with solid doors.

The cavern is extremely cramped. Four rows of crudely made bunks run down the center of the room. The bunks range from three to four pallets high. On the end of each row is a small round table with three to four chairs around it. Each table has a candle flickering on it. There are scrolls, vials of ink and other



Execution Chamber

writing materials scattered on the tables. One table has a bottle of wine on it and several loaves of hard bread.

The bunk beds have been constructed so that there is three feet of space beneath the bottom bunk and the floor. Here each cleric has his own personal storage space for his clothes and personal items. (If the players search all these storage areas they will find nothing of real value except temple garb, cult-items and the like.)

Cleric of Adajy, the Prince of Terror, human Clr1 (5): hp 7 each.

Cleric of Adajy, the Prince of Terror, human Clr2 (3): hp16 each.

Cleric of Adajy, the Prince of Terror, human Clr3 (1): hp 20.

Cleric of Adajy, the Prince of Terror, human Clr4 (1): hp 25.

12) Worker Quarters (EL Variable)

This large cavern is filthy and damp. Scattered about the floor are small pallets and piles of frayed clothing and linen. Small fires built directly on the floor have pots of thin-watery stew boiling on them.

This is where from 2-20 temple laborers dwell when they are not serving their masters. A taskmaster has a private area in the southwest area of the room. There is a desk by his bedside and on it a work roster indicating who is to be where and when. It is his job to make sure the temple workers do their jobs. The temple laborers are normal members of the congregation, about 50 strong, who come from miles around the temple to worship and serve the Fellowship. They rotate assignments and seldom stay for more than a few days at a time. They are not typically heavily armed but some of them may carry daggers or knives for protection.

Temple Laborer, human Com1: CR 1/2; hp 3.

13) The Privy

This small chamber has a deep fissure running through it. The fissure is hundreds of feet deep and running water can be heard from the depths. A wooden structure has been made that bridges the fissure, and a curtain separates this area from the hallway

This is the latrine for the temple. Only one person can sit on the wooden plank and relieve themselves at a time.

14) Clerics' Quarters (EL 8)

This chamber houses three 5th-level clerics of the Fellowship. It also serves as a kitchen for preparing meals. If the Temple has been invaded, Fellow Ruthor alerts his superiors in

the lower level while Fellows Kedgy and Chard fend off the attackers.

Fellow Kedgy, male human Clr5: hp 26.

Possessions: +4 bracers of armor, morningstar, unholy symbol.

Fellow Ruthor, male human Clr5: hp 19.

Possessions: +1 ring of protection, morningstar, unholy symbol.

Fellow Chard, male human Clr5: hp 28.

Possessions: +2 morningstar, potion of cure light wounds, potion of bull's strength, unholy symbol.

If the clerics are defeated, read:

A fire pit lies in a recess on the east wall. Cooking utensils lie near the fire pit. The chamber is in disarray but not overly cluttered. A curtain is suspended by a rope stretched from one end of the room to the other.

A large curtain suspended by a rope stretched from one wall to the other is used to partition the clerics' private quarters from the kitchen area. The kitchen area has a brick oven built into the wall (a flue 1 foot in diameter has been drilled down from the surface through the cavern wall). Food can be cooked in one of three oven chambers or on top of the oven, which is made out of a sheet of iron two feet wide and six feet long.

Near the oven is wooden box filled with dried camel dung, lumps of coal and wood scraps to stoke the ovens with. There is also a fire bucket with five gallons of water in it. Above the oven on four iron rods suspended from the ceiling are dozens of copper pans, pots, ladles and utensils.

A 10-foot long table with ten chairs on either side, runs parallel to the oven. There are four bowls of moldy bread and rotting fruit on the table.

On the other side of the curtain are three wooden pallets with straw mattresses on them. There are two large wooden cabinets (containing robes and personal items) along one wall. At the foot of the middle bed is a small table with two chairs. At the foot of the other bed is a writing table with scrolls and other materials.

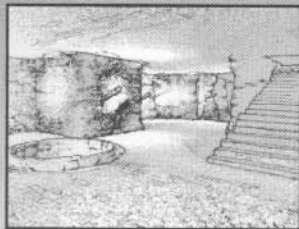
C. TEMPLE LEVEL 2

15) Main Temple

A wide stone stairway descends into a large open room. The room is devoid of furnishings, but the dimly torchlit walls are adorned with all manner of grotesque murals and inscriptions, most of which are illegible. Those decipherable scrawlings simply pay a warped tribute to the Prince of Terror. The floor of the room contains a 10 foot diameter pit. The west side of the room leads to a black pool of water. Shackles line the east wall and a lone prisoner sits huddled and chained in the southeast corner of the room.

SHOW ILLUSTRATION 12 ON IQ8. This is the main temple where the Fellowship congregates to attend their dark ceremonies. Prisoners used during the ceremony are terrorized while shackled to the wall. Troublesome prisoners are sometimes dropped into the Pit of Despair or released into the Maze of a Thousand Screams.

The male human prisoner (named Raed) is the officer from the Thygashan cavalry troop captured by the Fellowship. He is



The Main Temple

badly shaken, almost to the point of insanity, and does little more than cower and mumble in his corner. If released from the temple, it will take him a long time to fully recover from his ordeal.

Several parts of the walls as indicated on the temple map are actually illusory walls. They are indistinguishable from the normal walls except that they are intangible.

16) Pech's Quarters

A tiny hole in the wall opens into a larger cavern. The rock is irregularly shaped yet smooth and contoured such that it is comfortable to be seated in certain areas. A small thin humanoid cowers in the corner, shielding his eyes from your light source.

This cubby hole is the quarters of the lone stone worker within the Temple. This unfortunate being was captured, along with four comrades from his tribe of stone-shapers and brought to the Temple to carry out Alovina's expansion plans. Following their initial indoctrination of terror, the other four stoneworkers died. As the last survivor, he is now treated reasonably well. He wishes desperately to escape yet he fears the mere thought of actually doing so. He only speaks his native language, Terran.

Pech (1): hp 27. (Appendix C)

Possessions: hammer, 2 picks, a tiny uncut diamond (50 gp).

17) Cells

This area contains a series of cramped cells. A ring of keys hangs on a hook across from the doors.

There are three soldiers here from the Thygashan cavalry troop sent to scout the farmstead. There are also three other commoners from the Thygashan area: a man, a woman and a child. All but one of the captives are incomprehensible and frightened to the point of madness.

The one soldier who remains coherent is a man named Alyrama. If questioned, he can detail the events that led to his capture and much information about the activities at the Temple. If freed, Alyrama aids any good aligned party. Alyrama is little more than a young soldier in the Thygashan cavalry.

Corporal Alyrama, male human Ftr2: hp 15.

18) The Maze of a Thousand Screams (EL 6)

The walls of this labyrinth are mirrored. Screams, groans and moans can be heard coming from all directions.

The sound effects are a *permanent image* unique to this maze. Pit traps are indicated on the Temple map which open to the areas in the Pit of Despair also indicated on the map. Secret doors and shifting walls are also indicated on the map. The shifting walls close after the last party member has passed. A secret lever on either side of a shifting wall can be used to shift the wall open or closed.

Persons not associated with the Fellowship who enter the maze are subject to stalking and attack by the lamia who lives within this mirrored network. The lesser members of the Fellowship avoid this place because the lamia's Wisdom draining attack mortifies them. The lamia is a worshipper of the Sultan of Fear and may come and go freely. It is one of the monsters that Alovina recruited when she took command of the outpost.

Lamia (1): hp 61 (MM 126).

Possessions: a pale lavender *ioun stone* (absorbs spells up to 4th level, 18 spell levels left, *DMG* pg. 220).

18a) Lamia Lair

You enter a 15 ft. by 10 ft. room from the northeast corner. In the southwest corner is a heap of luxurious furs from various beasts, apparently molded into some sort of bed. A large oval rug dominates the center of the floor, and four shrunken heads hang from pegs in the east wall.

The Lamia will be in this room if it has not already been encountered in the maze or if it was forced to retreat (although it would prefer to flee to Alovina). If the bedding is searched, PCs will find 374 sp, 401 gp, 19 pp, and a *wand of levitate* (ending in a cupped hand) with 21 charges cached in the southwest corner. If the PCs spend more than a full turn disassembling the bedding, they will find a scroll of 2 first-level arcane spells, *identify* and *detect undead* (both written at 3rd level casting ability) of which the Lamia was not aware. The four shrunken heads are Thygashans (Dejy), but nothing short of magical investigation would reveal their origin or race.

19) Black Pool (EL 4)

Seven men in chainmail hastily draw their shortswords. Oddly enough they are standing in a pool of water.

A squad of men-at-arms brainwashed into service of the temple keeps a eye on the well in addition to their duties as personal bodyguards for Alovina. They are in utter fear of Alovina and will not surrender.

Men-at-Arms, human War1 (7): hp 7 each.

Possessions: shortsword, sap, chainmail.

Once the party defeats the men-at-arms read:

This dark pool shows a slow current flowing from north to south. It is approximately 30 feet in diameter and sheltered by a domed roof.

The water is relatively shallow (about 2 feet deep) and is only dangerous to those trying to cross too quickly. Hidden rocks and holes make traversing the pool without falling difficult. Hasty crossers will stumble or twist an ankle doing 1 point of damage to themselves and are 25% likely to have a foot caught in a hidden crevice. The current is harmless and easily resisted. The domed ceiling, 25 feet in height, leads to the well hole which extends another 45 feet up to the surface. Note that the well is

covered with slimy growths and thus increases the Climb DC by 5 (to 25, otherwise it is DC20).

A careful Search of the shaft walls (DC 20) reveals a six inch deep, six inch tall and three foot wide depression or foothold on the west side of the well shaft 44 feet below the surface.

Any commotion in the pool certainly alerts Areas 22 and 23.

Isolate any player whose character descends the well from Area 3 and read the following:

As you are lowered down the slimy shaft, the well suddenly opens up into a torchlit cavern. As your eyes try to adjust to the sudden light, you can hear the gentle rustling of running water beneath you. Then you hear the unmistakable sound of stone grinding above you. Suddenly your rope goes slack and you plummet.

Read the following to the players waiting at the well above:

You hear growling, followed by rending noises. Suddenly the rope goes slack. You hear a muffled scream followed by silence.

As soon as the illusion of the child crying enacts (see Area 3), one man-at-arms runs to the southeast wall and prepare to pull the lever there. The lever activates the trap (see below). The others will ready themselves and wait by the pool for possible intruders. Should anyone be so bold as to lower themselves down the well, they lie in wait until the victim's rope snaps (see below). They then rush the victim with three of the guards attempting to hold the person's head beneath water while the others beat him with saps. They do not wish to kill their prey, so they will attempt to resuscitate the character once he ceases struggling.

Trap: If a character descends from Area 3 above, a six inch thick stone slab will slide from the east side of the shaft across the cross-section of the shaft. The slab is located one foot above the opening to Area 19. It fits into a 6 inch high by 6 inch deep groove in the west wall of the shaft. Any object, such as a rope, in the path of the slab will be severed as it slides into the groove. From above the slab appears to be the stone bottom of a dry well. A careful search will reveal grooves on the east and west side. No amount of weight will cause the slab to break. When the slab moves across, a *programmed image* activates causing the rending noises and muffled screams (see the boxed text above) to be heard by the characters at the top of the shaft.

A note on roleplaying: As DM you want those at the top of the well to be frightened. To pull this off you need them to believe their comrade has fallen prey to some hideous beast. She may or may not be eaten yet. They need to descend the well to attempt to rescue her (it should be amusing to see how they decide who goes next!). For them to believe their friend has died or is in danger, you must isolate her while you read the boxed text. Bring her in another room and tell her to bring her character sheet and dice. Let her roll a few rounds of combat with the men-at-arms before you go back and describe the rending noises.

20) Magic Circle

This open area is barren except for a 10-foot diameter circle encompassing a perfectly drawn pentagram. Lying precisely at the center of the pentagram is one half of a stone, egg-shaped orb.

Alovina stores the *Lesser Half of the Orb of Midnight* here. See Appendix F for an account of its powers.

Alovina also uses this area for demonic gating purposes. If necessary, she has the power to summon a nightmare here to do her bidding.

Nightmare (1): hp 45 (MM 140).

A narrow portion on the west wall of the room is actually an *illusory wall*. It is indistinguishable from the normal walls except that it is intangible.

21) Spinning Corridor

The walls, floor and ceiling of this area are patterned with black and white spiraling stripes which spin rapidly. The effect is disturbing yet hypnotic and you feel compelled to maintain your gaze on the bizarre sight.

This small corridor is a *permanent image* that causes those who are unaccustomed to its effect to become disoriented and dizzy. The following random effects will befall observers unless they make a Will save (DC 20).

- 1: Fall unconscious for 1d6 rounds
- 2: Stand transfixed for 1d6 rounds
- 3: Flee in terror for 1d6 rounds
- 4: Suffer -1 to attack rolls and -1 to weapon damage rolls for 30 minutes, may not cast spells
- 5: Suffer -2 to attack rolls and -2 to weapon damage rolls for 60 minutes, can only move at half speed, may not cast spells
- 6: Vomiting, suffer same effects as item 5 for twice the duration

All of the exits to this area are actually *illusory walls* as indicated on the temple map. They are indistinguishable from the normal walls except that they are intangible.

22) Alovina's Quarters (EL Variable)

This unkempt room contains a bed, a simple wooden table and chair and various trinkets such as bottled human fingers, eyeballs, jagged glass, nails and blood stained stone tools. Coins are also scattered around the floor.

Trap: The entrance is trapped with a trip wire that releases a large stone from the ceiling.

Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25).

Treasure: Alovina controls most of the treasure owned by the Temple of Sleepless Nights and stores it here in her private quarters. The room contains 2,331 cp, 319 sp, 79 gp, and 12 pp.

Stacked under the bed are 31 gold ingots each weighing 25 pounds, all are marked with an impression of a shrunken head. Each is worth 250 gp. Additionally, one of the table legs is hollow. If it is removed, a cache of 89 gemstones will be discovered. They are valued at 500 gp (x3), 100 gp (x8), 50 gp (x21), and 10 gp (x57).

A bottle of liquid labeled "healing" is actually an extremely virulent poison which requires anyone tasting so much as a sip to make a Fortitude save (DC 20) or die a horribly painful death within one round.

Fellow Alovina, female half-elf Clr14: hp 57.

Possessions: +2 ring of protection, +4 morningstar, +2 wavy punching dagger, amulet of nightmare summoning, shrunken head unholy symbol, grotesque mask, high hard boots.

When the PC's encounter Alovina, **SHOW ILLUSTRATION 11 ON IQ7**. If Alovina recognizes any intruders to her temple as a significant threat, she will attempt to parley from a position of strength. She will offer bribes and/or cast her geas/quest spell on the leader in order to force the players to go to the ruins of Kadar to retrieve the other half of the Orb of Midnight. If this fails, she will try to ensure that she is defended both by her human and monster minions while she casts her spells.

23) Secondary Clerics' Quarters (EL Variable)

This simple room is rather tidy compared to most of the rest of the Temple. Two neatly fluffed piles of bedding each lie alongside a pair of shiny black boots. A large round table covered with tools and bottles is located in the center of the chamber.

Trap: Just inside of this room lies a pile of worthless scrap metal. It serves as a makeshift alarm to warn against intruders who are unaware of it (Spot DC 15).

Several long needles and pins as well as bottles of multi-colored ink and spirits are scattered on the table. These are used for tattoo artistry. A severed arm lying on the table appears to be used for practice. A severed foot serves as a pin cushion.

Fellow Tyrokk, male human Clr8: hp 40.

Possessions: +1 morningstar, boots of striding and springing, bag of tricks (rust), onyx ring (200 gp value).

Fellow Moazure, male human Clr6: hp 45.

Possessions: ring of blinking, +1 punching dagger of brilliant energy, potion of bull's strength, a nose stud of jet (50 gp), spinel earring (150 gp), golden lip and nipple rings (10 gp each).

24) Web Filled Corridor

This corridor is completely filled with a mass of sticky spider webs. The webs completely obscure vision down the passage.

This passageway is actually free of any obstruction. These webs are a *permanent image*.

D. TEMPLE LEVEL 3

25) Shadow Demon (EL 5)

This small room is little more than a wider pocket of the connecting passageway. It is devoid of furnishings. The passage to the northwest extends from this point as far as the eye can see. It slopes down slightly and is penetrated by a chilly draft.

This room is the lair of a shadow demon under Alovina's control. If encountered here, the demon hides until it senses that the PCs feel safe, then attacks them from behind. The lengthy twisting corridor to the northwest leads to the realm of the dark creepers and their masters the dark stalkers. This passage is left open for further development by the Dungeon Master. Otherwise it may be blocked off by rubble from a cave-in.

Shadow Demon (1): hp 41. (Appendix C)



Fellow Alovina

26) Dark Creepers (EL 2)

This chamber is unadorned save for some simple bedding in the northeast corner.

This room serves as the quarters of the two dark creepers who serve Alovina. The creepers serve two purposes for the Fellowship. They assist Alovina and the shadow demon with concocting drugs and poisons in the alchemy lab of Area 26a. They also serve as the first line of defense in the event that a prisoner in the Pit of Despair finds his way toward the exit.

If the creepers are alerted by the alarm in Area 27, one of them Hides while waiting for an opportunity to sneak attack passing inmates. The other alerts the shadow demon in Area 25 and stealthily returns to the scene of the encounter to help with a sneak attack attempt of his own. Prior to launching an attack, the creepers cast *darkness* to attempt to extinguish any light sources.

Dark Creepers (2): hp 12, 9. (Appendix C)

26a) Alchemy Room

This small room houses an impressive display of beakers, vials, bottles and other alchemy equipment set upon a low wooden table and the floor.

Alovina, the shadow demon and the dark creepers concoct new potions and drugs in this room. Several of the containers hold many doses each of the famous Thygashan Silver Sand. Some of the bottles contain poison, both contact and ingestive. Powdered hallucinogens of various strengths are also present. A

locked iron chest under the table contains three leatherbound alchemy manuals and several notebooks. One of these manuals contains a detailed description of Silver Sand and its effects.

Beakers, flasks, glass bottles, crucibles, bowls and other instruments used to mix and make drugs crowd the shelves. A locked cabinet contains cork-stoppered bottles filled with herbs, minerals and other materials (a spell caster has a 50% chance of finding a desired material spell component for any 1st- through 5th-level spell).

A brazier sits in the center of the room. A crucible filled with chalk dust and a pair of tweezers rest on the edge of the brazier.

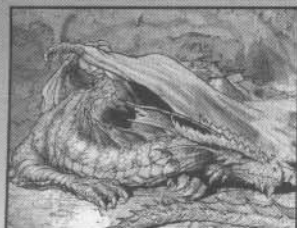
27) Trip Wire Trap and Alarm (EL 5)

Trap: Just beyond the *illusory wall* of this corridor, a 3 ft. ledge drops down to a passageway trapped with a trip wire. The trap releases a large rock from the ceiling. It also sounds a bell which will alarm the dark creepers in Area 26.

Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25).

28) Dome Room (EL 4)

This chamber has a domed ceiling above a circular shaft which drops about 10 feet. Water drips from the ceiling and trickles out of the basin through cracks in the rocks below. A damp ledge lies on the northwestside of the shaft.



The Sleeping Dragon

The ledge contains a gray ooze which attacks any creature attempting to pass that way.

Gray Ooze (1): hp 17 (MM 145).

29) Corpse Pile

This eerie cavern is littered with bones and remains of clothing and equipment. Stalactites and stalagmites decorate the chamber.

The remains are from victims of the minotaur. If they are searched, a turquoise gem worth 10 gp will be found.

30) Lair of the Minotaur

This sparse cave contains some old straw bedding and primitive wall drawings of combat between humans and a dominant, horned, humanoid beast.

The Fellowship of Terror placed a minotaur, Gronnt by name, here to frighten their victims. The clerics drop troublesome prisoners into the Pit of Despair (Area 34). There the prisoners are hunted by this relentless predator. Alovina and the other Fellows sometimes intervene in these sacrifices to petrify both the hunted and the hunter with fear. Although the hunt may be prolonged, those sacrificed to Gronnt seldom live.

Gronnt himself is a frightened prisoner. He was placed here a few years ago. Although he is a remorseless and efficient predator, Gronnt is willing to communicate with those he feels

might be powerful enough to help free him. If encountered by a well armed party numbering five or more, Gronnt approaches boldly but does not attack unless the party shows fear. If the group parleys with him, he states (in Giant, his native tongue, although he speaks Deji as well) that he is Gronnt the Fearsome, Servant of None. Should the spokesman mention that they are in some way on unfriendly terms with the Fellowship, Gronnt grunts his approval. "Gronnt does not respect cowards. Tricky cowards keep Gronnt here. You take me to a lighted place and I will help kill cowards." If the players agree to Gronnt's request, he accompanies them and viciously attacks any Fellow who bars his path. He is, however, extremely intolerant of inaction (such as searching rooms) and insists upon finding the exit. Gronnt becomes extremely uncooperative if he does not get his way.

Gronnt, male minotaur: hp 37 (MM 137).

Possessions: Huge greataxe.

31) Sleeping Dragon

After sloping down, the narrow tunnel opens into an enormous cavern wherein a great beast of a dragon lies still, apparently sleeping.

SHOW ILLUSTRATION 13 ON IQ9. This small room is actually under a *permanent image* which depicts the sleeping red dragon. The illusion is harmless and the room is empty.

32) Stream of Water

The causeway begins to slope down and ends by intersecting a rushing stream of water.

This underground stream of cool water runs from north to south. It is not traversable without the aid of magic (the tunnel through which it travels is too tight, and no source of air is available to those immersed in it). However, it leads to Area 28 upstream and eventually outdoors far downstream.

33) A Place to Hide

This corridor seems to come to a dead end similar to many of the other passages in the Pit of Despair. However, if it is investigated, some loose rocks will be discovered which, if cleared, reveal a narrow opening to a ledge above. This ledge opens to a small cave which can be closed off with rocks. Gronnt the minotaur cannot enter this cave due to his girth.

34) The Pit of Despair

Below the 10 ft. circular opening in the ceiling lies the Pit of Despair. This name is written in a dark brown paint (actually blood) on the wall of the large chamber. The floor directly below the hole is strewn with broken glass, pottery, rocks and excrement. A wooden door lies on the north wall and a passage leads out from the south.

If the PCs open the door read the following:

Beyond the door lies an inviting room with comfortable

chairs in front of a blazing fireplace. Entrance to the room is barred by a metal portcullis.

The door and the room beyond are actually a *permanent image* cast upon a normal stone wall.

Several of the walls in this area are actually *illusory walls* as indicated on the map. They are indistinguishable from the normal walls except that they are intangible.

35) Just Passing Through (EL 7)

This natural passageway narrows just before it ends into a naturally formed room. Off the beaten path, this area appears safe.

If the party stays here for more than a few minutes, read:

Suddenly, you hear a low rumbling. A large, stout, humanoid beast with powerful claws and oversized mandibles bursts into the chamber from beyond the wall.

This creature was literally just passing through (the solid stone wall!) and heard the PCs wander by.

Umbur Hulk (1): hp 66 (MM 180).

Treasure: Its only treasure is a scroll tube which hangs from a chain around its neck. The tube contains a scroll of *barkskin*, a scroll of *meld into stone*, and a scroll of *sanctuary* (all written at 5th level casting ability).

ENCOUNTERS NEAR THE PYRAMID OF KADAR

The Faces of Scorn (EL 10)

As you enter the cave you see that it is simply furnished. It is, however, wildly decorated with bizarre art covering the entire cave.

SHOW ILLUSTRATION 7 ON IQ4. This cave is the home of three fomorian giants. These repulsive creatures are servants of Veuxoo the Creator of Strife and delight in their misshapen "art." In fact, much of the outside of the Lost Temple of Kadar is similarly decorated. The giants themselves are uniquely deformed with asymmetrical appendages and sensory organs and random patches of scraggly hair. The fomorians are currently in a state of sustained, bitter rage because of the depletion of their cherished Silver Sand. They had been summoned by the Minions of Misfortune to the west for an assault on the citizens of Nissen and had to leave their lair rather hastily. Once the mission was complete, they returned to find their home robbed. They are furious but have not yet discovered the base that Tur has established in the Temple. The giants most certainly attack any intruders they find near their home. However, if the adventurers can communicate with them (they speak Deji) and convince them that Radhkke was behind the theft, they immediately seek to find and destroy him.

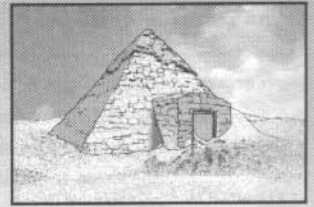
Treasure: The only things of value that the giants possess (besides a well in their cave and some marginal foodstuffs) are eight gems (values - 100 gp, 2x300 gp, 550 gp, 600 gp, 700 gp, 800 gp, 1000 gp) and 2 magic items. The magic items are a *brooch of shielding* (85 hp left) and a *ring of minor fire resistance*.

Fomorian Giants (3): hp 129, 110, 86. (Appendix C)

Half Buried Vault

A low stone pyramid juts up from the shifting sand. The stone door is covered half way to the top with sand. The area appears to have remained undisturbed for centuries.

SHOW ILLUSTRATION 14 ON IQ10. If the PCs remove the sand in front of the stone door to this place, it can be slowly opened (Strength check DC 15). Inside this small barrow lie two rooms.



Half-Buried Vault

1) Antechamber (EL 3)

If the PCs enter this chamber at night read the following:

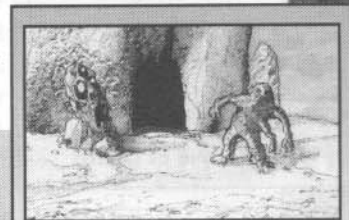
The dim light you release in to this ancient chamber barely penetrates the ubiquitous darkness. As your eyes adjust you notice a door and the hint of sparkles reflecting off relics of the past. A chill runs down your spine as a ghostly hand gropes out at you.

The PCs are being attacked by a wight. He was a brigand who had come to rob this place but now ironically serves as its guardian. After four rounds of melee, the wight is joined by his master from area 2.

Wight (1): hp 26 (MM 183).

If the PCs enter the chamber during the day read the following:

The bright light of the desert sun invades an ancient chamber. You see several relics of the past reflecting sparkles of yearned-for light. Crouched in waiting against one of the walls, a robed figure recoils at the daylight and rushes through a stone door in the rear of the chamber.



The Faces of Scorn

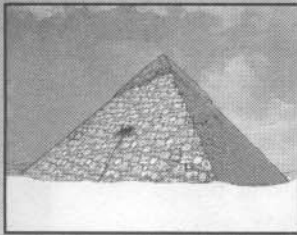
Treasure: Items contained in the ante chamber include 4 gems (100 gp each), a large urn containing 400 gp, and a sash woven with gold (100 gp) a *potion of bull's strength* and a *helm of comprehending languages and reading magic*.

2) Vault (EL 5)

Stale fumes escape when you open the door to this vault. The blank chamber houses nothing more than a wicked

looking ghostly figure.

Wraith (1): hp 34 (MM 185).



The Pyramid of Kadar

This undead servant of Kygyryr, Ruler of the Dead, has existed in the tomb for centuries. He was originally sent by his lich master out of the southeastern Dead Lands to scout the expectation of an invading force from the Thygasha area. He arrived at the Pyramid of Kadar to set up a base for his scouting mission. Over time, he could not find suitable cover within one night's journey; he now remains a prisoner of the region around the pyramid, trapped by the daylight. The original bodies buried in this tomb were removed by him and buried outside long ago.

If the PCs enter the cairn by day, the wraith and his spawn remain in Area 2 and do not disturb them. If they are attacked, the burial vault room remains shrouded in shadow enough for them to mount a dangerous defense. If they are left until nightfall, they surely emerge and joyfully hunt any living beings in the area (including Tur and his troops). They are fully capable of exiting the tomb but have not done so for years since they are brooding over their lot in "unlife." The wraith tried to investigate the pyramid long before Tur arrived; however, he grew bored and quit searching. The undead are completely unaware of their new neighbors.

THE PYRAMID OF KADAR

A millennium ago, the northern Khydoban Desert was far more hospitable than it is today. Though still arid, large sections could support grazing and some agriculture. Within one of these areas developed the Kingdom of Kadar.

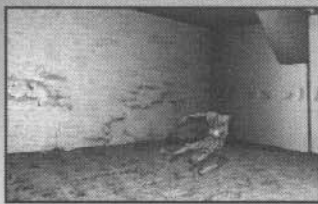
Kadar was an advanced civilization. The people of Kadar had their own written form of communication and spoke an advanced language, a precursor to modern spoken Dejay.

The people worshipped their king as god, for all other religions were prohibited and indeed unknown. The great Temple Pyramid of Kadar was thus built to formalize the worship of their god-king. Upon the original king's death, a tomb

was added to house his earthly remains as well as those who succeeded him (they believed that every king thereafter was merely another incarnation of his spirit). Kadar thrived in this fashion for almost three centuries.

During the third century of Kadar's Kingdom, the clerics began to secretly worship Adajy, the Prince of Terror. They began dark rituals of fear and unspeakable horrors deep within the tomb of their ancient kings. Thus, the Pyramid of Kadar is perhaps the oldest formal Temple of Sleepless Nights.

After another three generations, the royal lineage ended under questionable circumstances and the rulership of Kadar was overtaken by the priests. The theocrats were a severe authority and brooked no dissent. Those who questioned them were sacrificed, supposedly to the king to appease his wrath and bring the rainy season. In actuality they were sacrificed to Adajy by the evil priests to appease their dark god. In return, Adajy created the *Orb of Midnight* to aid his Fellowship of Terror.



The Alcove of Death

With the Orb, the Fellowship of Terror was able to spread its influence throughout the Khydoban area. Unfortunately for the people, a side effect of the Orb was that it caused the area around it to become drier and drier. The action of the Orb, coupled with a changing climate, caused the area around Kadar to become too dry for agriculture and grazing.

Eventually, the combination of brutal climate and even more brutal rulers caused the collapse of Kadar; her people wandered westward and abandoned their lands to the encroaching dunes. Even the priests must have scattered, totally abandoning the great temple monument to Adajy. The ravages of time have since destroyed most of the temple proper but the tomb has remained remarkably intact. **SHOW ILLUSTRATION 16 ON IQ11.**

A. THE ANCIENT PYRAMID

1) Alcove of Death

A set of narrow stone stairs lead up to a small foyer that is sheltered from the desert winds. Weathered runes line the walls. Against the back wall lies the skeletal husk of a human clad in leather armor. His bony outstretched right hand still rests against the back wall.

Closer investigation reveals:

The corpse appears mummified. A paper thin sheath of dried skin encases his bones. He bore standard adventuring equipment, including a bone scroll tube. The middle finger of his left hand still bears a plain gold band.

SHOW ILLUSTRATION 15 ON IQ10. The inscriptions on the foyer walls state (in an ancient hieroglyphic form of Dejay) the following: "Here lies the final resting spot of King Echtaalon - woe be to those who would disturb his rest."

The ring is a cursed *-1 ring of protection*. The bone scroll tube at his waist contains a crude map of the surrounding area upon which the pyramid is prominently featured and a scroll of *dismissal*.

The body lies directly in front of the catch for the secret door. A *symbol of death* had been inscribed there, but it was long ago discharged by the unfortunate graverobber lying here.

2) Hall of Pits (EL 1)

As you open the secret door, a gust of wind rises and an audible pop can be heard just as the seal is broken. The rotten odor of centuries-old stale air boldly expands past you to mix with the sterile desert wind. Inside you see a 20 foot wide stone hallway that extends into darkness. You get an eerie feeling as you realize that no light has entered this place for many hundreds of years until you so brahly intruded.

Trap: Just inside the doorway (the door actually swings over it) is a 20 feet deep pit covered by an *illusory wall* spell. Read the following if no precautions are taken. [You may wish to keep this particular illustration handy throughout the remainder of the adventure!]

As [name of the first character] boldly steps into the tomb, he vanishes into the floor!

If the adventurers prod ahead, read the following:

As you prod the ground beyond the entrance, you observe that your pole seems to pass through the floor.

Pit Trap (20 ft. deep): CR 1; no attack roll necessary (2d6).

The other pits indicated on the map are also covered by illusory walls but are merely 10 feet deep. The small ovals indicated on the map are pressure plates that, if stepped upon, will release an arrow from the wall. The poisonous coating has long since been rendered harmless but have the PCs roll Fortitude saves anyway, just to scare them.

Arrow Trap: CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20).

At the end of this corridor stands a large bronze portal embossed with an ornate emblem. Oddly, the ancient door has not tarnished. Suddenly, a mouth appears on the door and speaks in a strange tongue.

SHOW ILLUSTRATION 17 ON IQ12. If one or more of the PCs understands the ancient Deji language continue reading the following:

Speak my name to break me and enter.

A *magic mouth* was placed on this door by the builders to provide a mnemonic aid for the password. Anyone speaking the command word "silence" (even unwittingly) will cause the door to soundlessly open and allow entrance. The magic mouth is triggered by any movement within 5 feet of the door and is programmed to recur on a ten minute cycle if the conditions for its triggering are still in place.

If the keyword is not uttered and an individual attempts to open or examine the door, read the following:

The portal seems to be very securely fastened. Closer examination reveals a complex lock cleverly built into the ornate symbol.

The bronze portal is *arcane locked* at the 20th-level of ability in addition to the keyed lock. As such, the DC to break it down is increased to 35. The DC to Open the lock is 30. The door has

not turned green simply because there is insufficient humidity to promote its oxidation.

3) Burial Chamber

The bronze portal leads into an unadorned 30 ft. square room. There is a lone stone sarcophagus in the center of the room and no apparent exits.

If the characters lift the sarcophagus lid, read the following:

Inside the sarcophagus are just some bone fragments and a skull with gold teeth. A golden scarab lies directly in the center of where the corpse's chest cavity once was.

The corpse is that of Echtalon's evil half-brother who plotted to take the throne but was eliminated by subterfuge. His body was not mummified as that would have revealed his true cause of death, namely the golden *scarab of death*. Anyone ghoulish enough to pry out the sixteen remaining gold teeth will be able to sell them for 3 gp each.

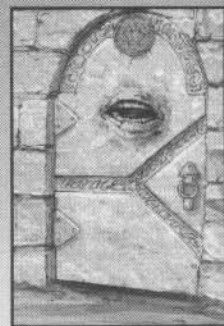
There is a secret trapdoor centered in the ceiling. It is wooden and covered by an *illusory wall*.

4) Salon

The passageway leads to a comfortable-looking salon with 15 ft. ceilings. Cozy-looking, well-upholstered couches are neatly arranged in conversation areas with a low table neatly placed in front of each setting.

This room was the waiting room and dining area during construction of the tomb for the important guests who would stop by to check on the progress of the construction. The furniture is antique but there is really nothing of value in the room.

The secret door is at a height of 12 ft. so it may be difficult to find (Search DC 25). Beyond this room the secret passage continues down some stairs and links up with the rest of the crypt.



Magic Mouth

5) Room of Sliding Walls (EL 10)

The corridor leads to a steep narrow stairway that appears to descend into the bowels of the structure.

If the characters descend the stairway without successfully detecting traps, read:

As you traverse the stairs, you hear a distinct metallic click. The stairs suddenly collapse together to form a

steep ramp down, which you slide into a featureless room. With a resonating crash, a heavy bronze plate slides into place at the base of the ramp sealing off any hope of your party returning back up the staircase.

The room is 50 ft. by 30 ft. and has no apparent exits, although there is a secret door (Search DC 20). There is nothing evident on the walls or the floor save a few bones. If these bones are examined, it will be evident that they have been thoroughly crushed. One intact bony hand can be found still wearing a plain gold ring worth 50 gp.

If the adventurers tarry for more than 10 rounds, read:

You hear a low rumbling sound. Looking around you begin to notice that the east and west walls have moved perceptibly inward and show no sign of stopping!

The walls take 20 rounds to close together and the secret door is inaccessible in 12 rounds. Anyone remaining in the room after 20 rounds will be crushed, suffering 20d6 points of damage. The walls are actually solid bronze plates covered with a thin facing of stone.

Crushing Walls Trap: CR 10; no attack roll required (20d6); Search (DC 20); Disable Device (DC 25).

6) Burial Chamber (EL 3)

You travel through a low narrow, L-shaped corridor for about 70 feet and enter into what appears to be an ancient burial chamber. Faded murals depict a funeral procession through a fertile land terminating oddly enough in a structure which bears a remarkable resemblance to this pyramid. An ornate credenza abuts the south wall upon which rests two unlit candelabras. In each corner stands an upright sarcophagus whose gilded surface gleams in your light.

If the PCs remain in the room for more than three rounds, a *programmed image* enacts; **SHOW ILLUSTRATION 18 ON IQ12** and read:

Suddenly the candelabras light up. A spectral visage of a regal looking man appears from nowhere and speaks to you in a booming voice, "Kako-tanay dayra bayna shayen. Sayeta-Kadar Deyr-deta do dokajon jenogayatat nozey kayegey-aran-o-goya!"

The man speaks in an ancient dialect of Dejy, which a modern speaker of this tongue can follow only with some difficulty; it is only intelligible to a person fluent in eastern Dejy (near Thygasha) with an Intelligence of 13 or greater. It roughly translates to: "Let my bones lie in peace. Leave this place immediately or you will soon be joined with me in death!"

While he is speaking, a mummy quietly creeps out of the northwest sarcophagus. It chooses one victim and attacks it until it dies or flees before moving on to another victim.

Mummy (1): hp 40 (MM 138).

Treasure: The candelabras are gold and worth 200 gp each.

The concealed door can be found only if the northwest sarcophagus door is opened. It is in the back of that sarcophagus and held with a visible latch.

7) The Maze (EL 2)

A 5-foot wide, 7-foot tall corridor continues beyond the secret door.

The corridor leads to a maze.

Trap: There are two pits in this area. An illusory wall covers each pit such that each appears to be simply a continuation of the hallway.

Pit Trap (20 ft. deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids.

The secret door exit is a revolving wall in the southwest corner of the maze.

8) Burial Chamber (EL 7)

A 30 ft. long corridor leads into another burial chamber. Murals on the wall depict a beautiful young king and queen being laid to rest and a throng of citizens that cry out in stylized anguish. Twin sarcophagi lie perpendicular to the west wall. A bronze statue of a faceless, genderless being is standing between them. The floor is very dusty. Eerily, there seems to be some movement of the air where one would only expect utter stillness.

Nothing in the room is of any value. Closer examination of the mural reveals that all of the pallbearers are demons. The concealed door opens if the statue is swiveled to the left. If either sarcophagus is disturbed, an invisible stalker attacks the party, fighting until dead for it is bound to this place. The sarcophagi are empty.

Invisible Stalker (1): hp 47 (MM 123).

9) Lavish Chamber

This appears to have once been a lavishly furnished chamber but now it is old and all fabrics within are moldy and rotten. A mural of a beautiful man and woman standing on a hill covers the west wall. On the east wall hang two glistening scimitars. Two tables fill the center of the room. A mummified body holding twin staves crossed over its chest rests on each table.

If the party stays in the room for more than five rounds a ghostly apparition of a man in his prime, clad in regal garment appears. He communicates by speaking directly into the minds of the characters. He states, "I am Echtaalon, king of the fertile plains. Invaders have been plundering my tomb lately. You must find and destroy them for me, for my power is limited in this



Burial Chamber

world. Will you do this for me?" If the players agree, Echtalon draws his sword from its sheath and hands the apparitional blade, hilt-first to the first character who agreed. When the player reaches for the hilt, it materializes into a very real *+1 vorpal scimitar*. Echtalon fades away as soon as the sword fully materializes.

If the players later take anything from the tomb that Radhkke's troop did not already plunder, the *+1 vorpal scimitar* becomes cursed: on any natural attack roll of "1", the sword strikes the wielder's nearest ally, severing a random limb or their head. If no allies are present, the sword severs the wielder's own leg, head or non-sword arm.

The mummies are normal mummified bodies. The bodies' staves are worth 1000 gp each.

10) Urn Room (EL 3)

You see in front of you a 30 ft. by 30 ft. room. Three large lavishly painted urns are lined up on the south wall with two large ornately carved wooden chests between them. Two shelves with plates on them are hung on the north wall. There is a large woven rug decorated with arcane designs on the floor.

Trap: If searched, the chests will be found to be locked (Open Lock DC 30). If the chest on the right is opened, a *fire trap* explodes, but otherwise it is empty.

Fire trap: CR 3; 5 ft. radius burst of flame (1d4+12); Reflex save (DC 18) for half damage; Search (DC 29); Disable Device (DC 29).

Treasure: The chest on the left has a large gold ring with a large [fake] diamond set in it (Profession (jeweler) or Appraise check DC 15 to detect that it is a fake), worth only 50 gp.

The urns are full of wine that has long since gone sour and is now vinegar. The plates are only pewter and are worth a total of 5 gp. The rug is too bulky to carry.

11) Storehouse of Treasures

This room certainly contains the amassed store of treasures of the past kings of the desert. There are gold fabric covered chairs and oaken tables; beautiful silk tapestries and golden urns. A gold chandelier hangs from the ceiling. A door is located on the north wall.

The entire room is covered by a permanent *mirage arcana*. The gold is actually bronze. The chairs and tapestries are moth-eaten and rotten. The chandelier is only a brass hanging piece. The door is real, though, and unlocked.

12) Portcullis (EL 2)

Trap: The corridor is trapped with a falling portcullis. If the players do not succeed a Search check (DC 20), read:

As you proceed down the corridor and are about 20 ft. from the door, you hear a slow rumbling overhead.

If the front two ranks have not moved out of the way, a spike-bottomed portcullis slams down on the front rank. If the portcullis slams down just behind them, the front rank is cut off from the rest of the party. The portcullis can be lifted with a Strength check (DC 28).

Portcullis Trap: CR 2; +10 melee (3d6/x2 crit); Search (DC 20); Disable Device (DC 20).

13) Crossroad

You walk into a 40 ft. by 50 ft. room with three visible exits. There are two matching exits, one on the east wall and one on the west wall, both 10 feet wide. A larger exit, 20 ft. wide, is on the south end. Nothing else is visible in the room.

If a character with the Track feat examines the exits, he finds that the southern exit has been trod the most.

14) Dead End Corridor (EL 4)

You see that the corridor goes west, turns south and trails off into darkness.

Trap: Thirty feet into the corridor, a *glyph of warding* is inscribed into the floor.

Glyph of Warding: CR 4; 5 ft. radius blast of electricity (5d8); Reflex save (DC 17) for half damage; Search (DC 28); Disable Device (DC 28).

There is nothing else in the corridor. If the party ventures down the corridor without disarming the *glyph*, read:

The corridor is suddenly illuminated in an eerie blue light as electricity arcs from a glowing sigil in the floor to the lead character. The stench of ozone fills the corridor.

15) Fear Trap (EL 4)

As you enter the room, you see 30 ft. by 30 ft. area containing nothing save a brass bound chest resting alongside the north wall.

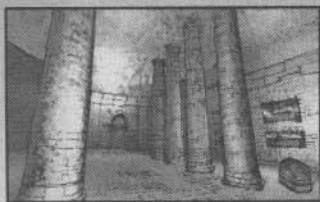
Trap: The chest is a trigger mechanism for a two part trap. It rests upon a pressure plate which, if disturbed, opens the lid to the pit in the hallway (the lid is currently latched and safe to walk over). Upon the chest is inscribed a *symbol of fear* which is revealed by touching it. Anyone affected by this makes a hasty retreat and risks falling into the pit in the hallway.

Symbol of Fear: CR 2; 60 ft. radius (fear); Will save (DC 26) avoids; Search (DC 33); Disable Device (DC 33).

Spiked Pit Trap (20 ft. deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Treasure: The chest is locked (Open Lock DC 30) and contains 60 gems worth 50 gp each and a *potion of fly* (cast at 6th level).

16) Fissure (EL 6)



The Pillar Room

This narrow corridor is only about 2 to 3 feet wide at the entrance but opens to 8 feet wide at the end. You hear a low rumbling coming from under the floor.

Centuries ago, an earthquake shifted the pyramid and formed this fissure. A xorn has recently burrowed through the floor in search of minerals. If it smells precious metals, the xorn demands (in Merchant's Tongue) an amount equivalent in weight to 2,000 coins. If not given the coins, it attacks. If the players choose to fight back and the xorn feels it is being beaten, it burrows back beneath the floor.

Average Xorn (1): hp 49 (MM 187).

17) Mudroom (EL 2)

There is a large room ahead of you that appears to be bubbling with quicksand. A narrow but solid-looking walkway is evident running along the east end of the room. The wall in the southwest corner of the room has buckled revealing a narrow, rough passageway.

As soon as more than 100 pounds of weight is applied to the center of the walkway, it begins to slowly sink. The sinking is barely perceptible, and unless a player is specifically looking at the ledge or makes a Spot check (DC 30), no one notices it sink. In 2 rounds, the path completely sinks under the quicksand and collapse, spilling anyone on the ledge into the quicksand. Anyone submerged in the quicksand suffocates unless he or she gets back to the entrance. Characters can Swim through the quicksand (DC 20) at half their normal swimming speed.

The wizard created this obstacle by transmuting the stone floor to mud and then allowing it to dry until it became a thick paste. A detachment of bugbears periodically come here to replenish the mud with the wizard's *decanter of endless water*.

18) Fissure

This passageway is actually a fissure in the rock more than 2 feet wide. The fissure was created centuries ago by a long-forgotten earthquake.

19) Room of Pillars (EL Variable)

You see ahead of you an irregularly shaped room with two columns of six pillars. The twelve pillars lie about 15 feet to the left and right of the centerline of the room, spaced about 20 feet apart. There is a door on the far wall. The ceiling height is unusual, 30 feet high and rounded to a dome at the top. Many burial chambers of various sizes lie along the walls of the room.

SHOW ILLUSTRATION 20 ON IQ13. Behind each of the pillars hides a skeleton. They continuously pepper the party with arrows. When a character closes to melee range, that particular skeleton fights with its claws while the others continue to fire arrows. Each skeleton has *shadow plate* (see Appendix F) cast upon it, which absorbs 10 points of damage before dissipating. The skeletons use the pillars for one-half cover if possible, gaining +4 to AC and +2 to Reflex saves. As they have been instructed not to let anyone pass, they fight until they are destroyed. They have no treasure.

Skeletons (12): EL 4; hp 8 each. (MM 165, Medium skeletons)
Possessions: shortbow, 12 arrows.

The sarcophagi contain the mummified remains of respected leaders in the court of Ectalon. There are also several animal mummies including cats and dogs. One of the sarcophagi contains the skeletal corpse of Ectalon's trusted bodyguard. Its heavy lid can be opened by a Strength check (DC 18). After his death and the conversion of the priests to evil, they cursed him to undeath by turning him into a skeleton warrior.

If the PCs open the sarcophagus of the skeleton warrior read the following:

A hideous skeletal corpse rests within the stone enclosure. It still wears a suit of chainmail, a jeweled necklace and holds a greatsword. You feel the hair rise on the back of your neck as it rises out of its chamber.

Any characters below 5th-level flee in panic at the sight of the skeleton warrior if they fail a Will save (DC 12). The skeleton warrior does not immediately attack. Once it is released from the sarcophagus it defends itself if necessary. However, if the PCs do not attack it, it tries to bypass them and walk toward Area 39.

The skeleton warrior can be controlled by the possession of its circlet headpiece. The last person to do so was the temple priest now living in undeath as a spectre in Area 39. The skeleton warrior wants to gain control of his circlet in order to free his soul from its curse. He is intelligent and might try to communicate (non-verbally) with the PCs in order to get them to obtain the circlet for him. The jeweled necklace contains 5 rubies and is worth 2000 gp.

Skeleton Warrior (1): CR 11; hp 52. (Appendix C)
Possessions: greatsword, chainmail.

20) Mummification Chamber

This room has scenes of death covering the walls. Tapestries depict a pair of mummified bodies lying on a large table. A door stands ajar on the south wall. Several ceramic containers lie about the room.

This room holds several empty ceramic containers. They were once filled with chemicals and primitive instruments used to mummify corpses. One of the larger containers holds ancient strips of cloth.

21) Sacrifice Room (EL 5)

Ahead of you is a 40 ft. by 40 ft. room. A finely crafted oak chair rests near the north side of the room and a pair of arm shackles hang from the south wall. A stone altar stands along the west wall. A ceramic censer and a ceremonial bowl rest upon the altar and a clay pot rests at its side.

This room was added to the temple after Ectalton's reign. It is where the ancient priests sacrificed their offerings first to their god-kings, then later to the Prince of Terror. The clay pot contains incense. The bowl contains a few black flakes (very old dried blood). Shifting the altar to the side reveals a small cache.

Trap: A poison needle guards the compartment. Inside the secret cache is a potion of *enlarge* (5th level).

Poison Needle Trap: CR 5; +8 ranged (1, plus deathblade poison); Search (DC 22); Disable Device (DC 20). Deathblade poison: Injury DC 20; Initial 1d6 Con; Secondary 2d6 Con.

There is a trap door in the floor near the west side (Search DC 20).

22) Open Pit Corridor

Ahead you can see an open pit. It is 20 feet across and 10 feet deep. On the other side, the passage continues east.

The pit is normal, and can be crossed by any of the conventional ways or through magical means (*spider climb*, *fly*, etc.). Anyone who falls in will take 1d6 points of damage.

23) Sacrifice Holding Area

Ahead of you is a 30 ft. by 30 ft. room. A rotting couch and two chairs lie scattered around the room. The floor appears well-worn.

This room is where the sacrifices stayed until they were used. The chairs and couches are of fine craftsmanship but now, with age and neglect, are worthless. If the chairs are searched, a small scroll will be found tacked to the underside of one of them. Upon it is a *cure serious wounds* spell written at the 8th level of ability. This room was added to the temple after Ectalton's reign.

24) Maze of Fear (EL Variable)

You enter into a corridor with walls of black stone which run perpendicular to the door you passed through. Eerie sounds can be heard off in the distance. A sudden chill runs down your spine.

The corridors within this maze are a uniform 8 feet in width. The walls are one foot thick and constructed from blocks of deep black basalt with an unusually high concentration of magnetite that effectively disrupts the direction sense of certain demihumans and magic items.

A *permanency* spell has been cast upon a group of *ghost sound* spells which, although harmless, are nonetheless rather eerie and make a restful night's sleep impossible, i.e. spellcasters will not find it possible to regain spells even if they allot an appropriate amount of time in which to do so.

Spots marked on the map with a "DD" are the epicenter of a permanent *deeper darkness* spell. There are inscriptions on the walls (in ancient Deji) at numerous points within the maze. Listed below is a sampling of these inscriptions.

1. There is no escape.
2. Abandon all hope.
3. When you sleep sound, we will soon be around.
4. The war within thyself has begun.
5. Fear is the mindkiller.
6. Welcome to your nightmare.

Pit Traps (20 ft. deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

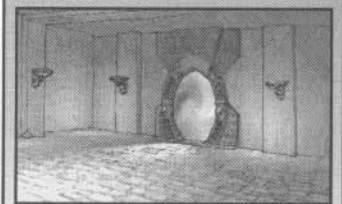
The secret door (Search DC 20) opens to Area 25.

25) Magic Portal (EL 9)

As you emerge from the corridor, you see a small room in which the western wall is dominated by an archway flanked by two statues of hideously deformed men. An opaque, rolling green gas mysteriously fills the archway from top to bottom.

SHOW ILLUSTRATION 19 ON IQ13. The room is made of finely worked stone. The archway is actually a teleportation device to Area 34. If the characters come within 10 feet of the archway, the statues animate and attack.

Animated Statues (2): hp 50 each (MM 108, use statistics for flesh golems).



Magic Portal

26) Falling Block Trap (EL 7)

As you turn the corridor, [insert character name] is thrown off balance as [his/her] foot sinks a half foot into

the ground. The pressure plate [he/she] stepped upon locks into the recessed location but does not seem to activate any trap.

The Dungeon Master should now count silently to ten. When the count reaches ten, a huge 10 ft. x 10 ft. x 10 ft. stone falls from the ceiling and blocks off the corridor in the shaded area on the map. Anyone in the shaded area when the count reaches 10 will be hit. Anyone on the north part of the corridor will be blocked off from the rest of the party.

Removing the stone block will prove to be a formidable task as it weighs over 2000 pounds.

Falling Block Trap: CR 7; +15 melee (10d6); Search (DC 20); Disable Device (DC 20).

27) Bronze Door

While wandering through the maze, you come upon a bronze bound door.

This door is *arcane locked* at the 12th level of ability (Break DC 34).

28) Ancient Guards

You enter a 40 ft. by 30 ft. room through a door on the south wall. There are three skeletons on the wall, clad in bronze armor, longswords still clasped in their bony hands.

These skeletons are all that remains of the unfortunate soldiers chosen to stand the last guard over the tomb. If the skeletons are searched, each has a bag containing 1d8 pp. The door is bolted on the opposite (north) side, and at one time could strongly resist being opened. Now the door is old and eaten away by dry rot, and can consequently be broken down with a Strength check (DC 10).

29) Rock Trap (EL 2)

The door opens to a room 50 feet long but only 20 feet wide. There is a door on the east wall constructed of wood reinforced with a greenish metal. The room appears to be empty.

The greenish metal is oxidized bronze.

Trap: If the false door is opened, rocks will fall from the ceiling and hit the opener.

Falling Rock Trap: CR 2; +6 melee (3d4); Search (DC 20); Disable Device (DC 20).

30) Ballista Room (EL 2)

A 40 ft. by 40 ft. room lies directly ahead of you. There are three exits; a door on the west wall, another on the north wall, and a hallway heading south from the east wall.

Trap: The west door is actually a trapped false door. If it is opened, a ballista will fire straight out.

Ballista Trap: CR 2; +0 ranged (3d6/crit x3); Search (DC 20); Disable Device (DC 20).

31) Caved-in Room

This room must have once been impressive as gauged by the ornamental molding and edification now lying in ruins within the confines of the chamber. The ceiling has collapsed and crushed most of what was inside. A large stone block has fallen in the southern part of the room. There are no apparent exits.

The large block conceals a trap door in the floor leading to a small tunnel which worms for about 60 feet before it surfaces in Area 21.

Treasure: If the rubble is searched, a 1000 gp spinel in the shape of a jackal's head will be found.

32) The Chasm

The faded murals on the walls of this hallway depict a stylized journey of the royal personage to the outer planes. You see directly ahead of you that the path ends abruptly at a chasm. On the other side of the chasm the passage continues. The chasm appears to represent the 'crossing over' from this plane to the next.

This long passageway symbolizes the journey of the soul from the Prime Material Plane to the more glorious outer planes. The funeral procession ceremoniously traveled this passage on their way to the temple of internment.

The "chasm" is actually a *permanent image* that covers a pit merely 20 feet in depth. It appears that the "chasm" is deeper than any light source can penetrate. Additionally, any item falling into the pit seems to fall out of sight and never hit bottom. The illusion also hides a narrow one foot wide stone pathway that spans the center of the pit; it is invisible.

33) Throne Room

Before you stand a pair of ornately carved doors. An allegory of spiritual transcendence is depicted in bas relief upon the portals. Though green with age, they

appear to be solid.

If the doors are carefully examined by a character with the Profession (stonemason) skill, read:

Closer investigation of the doors reveals that recent structural improvements have been performed. Additionally, they seem to be barred from the opposite side.

Tur's people have barred the doorway with a stout wooden beam. A Strength check (DC 30) is required to open the doors. The ruckus so caused may worry the players but no attention will be paid to the noise by any of the inhabitants of the dungeon.

This large chamber is clearly a throne room. A large marble throne sits a few feet in front of the eastern wall. Gilded doors can be seen on the northern and southern walls. A rubble filled passage once left this chamber to the west but is now completely impassable. Several low stone benches lie in rows before the throne.

This room is where the ancient King Echtalon held audiences with faithful who would come to visit the temple. The rubble filled passage once led to his living quarters but this area has long since been destroyed.

34) Gateway

This 30 ft. square chamber bears faded scenes of death, torment and all manner of nightmarish and ghoulish things on the walls. An ornate archway lies in the center of the south wall. A persistent opaque fog hinders any glimpse of where the doorway might lead.

SHOW ILLUSTRATION 19 ON IQ13. This room was added to the temple in its malignant years of decline. In the final days of the temple, this room was known as the Hecatom. Political enemies were disposed of in a ritual disguised as a sacrifice to appease Echtalon. The victims were cast into the archway and consequently teleported into the labyrinth of death (Areas 24-31).

Prodding through the foggy doorway with an inanimate object such as a pole or weapon gives the impression that a 10 ft. wide corridor continues northward (a stone or arrow shot through the archway will not be heard from, though). A *detect magic* spell indicates that the archway radiates a strong dweomer. Anyone bold or foolish enough to place their hand or any other body part, into the fog is immediately whisked away into Area 25.

35) Pit (EL 1)

Pit Trap (20 ft. deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

36) Tapestry Room

Tapestries line this room from wall to wall. There is a corridor in the western wall.

The tapestries depict different things; life and death, victory and defeat, happiness and sadness, etc. There is nothing else of interest to the party in this room.

37) Barracks (EL 4)

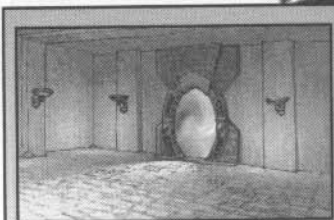
Rough hewn bunks lining the walls of this L-shaped room insinuate that the former purpose of this room was a barracks or dormitory. A large wooden chest sits at the foot of each bed and a long narrow table abuts the south wall. A dimly glowing orb suspended from the ceiling by a chain illuminates the chamber.

The light stems from a *continual flame* cast on the globe. The globe only illuminates a 10 ft. radius due to a thick coating of dust (if it is cleaned, it illuminates a 20 ft. radius). The chain is platinum and worth 500 gp, 200 gp if it is broken (it can be opened with a *knock* spell). Save for two exceptions, the 15 chests are empty and unremarkable. Number two has a false bottom which conceals the following treasure: 217 sp, 92 gp, 29 pp, 5 gems worth 50 gp each, and 2 small emeralds worth 500 gp each. The fifth chest is, in reality, a mimic. Read the following passage if this 'chest' is disturbed:

On touching this chest, a pseudopod emerges from it and grabs onto you. It then shouts "Feed me, you miserable biped!" in Merchant's Tongue.

If not fed, the mimic attacks all comers. If given a quick offering of rations, it releases the character while new pseudopods emerge to devour the food. After satiating its appetite, the mimic is well disposed toward those feeding it and gladly answers any questions posed to it. It knows that a "powerful" wizard transported it here and that "large goblins - bigger'n you" bring it food from time to time. Nothing else it knows is particularly relevant, though it is happy to prattle on for hours with anyone willing to chat.

Mimic (1): hp 45 (MM 135).



The Magic Portal

38) Officers' Quarters

Four beds, one at each corner of the room, each grouped with an armoire, chest and night stand rest herein.

In addition, a round table occupies the center of the room. Two lumps of wax sit on the table.

This was the officers' quarters for the troops stationed across the corridor. All of the furniture is notably better quality though any remaining bedding or clothes have long ago moldered. Hidden under the wax in the leftmost candle is a tiny 100 gp diamond.

39) Grain Storage

This room was evidently a food storage room. There are numerous barrels lining the west wall.

The barrels contain grains. Remarkably, the grains are edible.

40) Food Storage (EL 1)

This room contains an odor of long decayed meat. There are numerous barrels lined up along the walls. There are no other exits out of the room.

The meat in the room is clearly not edible and causes nausea and vomiting for 1d4 rounds (Fortitude save DC 12 to avoid) for anyone who dares to eat it.

If the barrels are disturbed, 3 monstrous centipedes scurry out of their nests and attack.

Small Monstrous Centipedes (3): hp 4 each (MM 207).

41) Rubble-filled room

This room appears to have been totally destroyed by falling rubble. You cannot tell for certain what this room might once have been, but a storage room is most likely.

There is nothing of interest or value in the room.

42) Jenbodo's Haunt (EL 7)

The door to this room is *arcane locked* at the 12th level of ability.

This room is very musty. The whole room is decrepit and old. There is a bed with lumpy, moldy pillows on it. A nightstand lies to the left of the bed, and there is a dresser on the right.

If the room is searched, a spectre appears and attacks. **SHOW ILLUSTRATION 21 ON IQ14** and read the following:

Seemingly from nowhere, a ghostly, tattooed figure clad in priestly garb appears and shouts in a booming voice "Dodejay Na-Kodegay!"* as it advances to strike the nearest character.

* roughly translates to "Get out of here!" in ancient Dejay.

The spectre Jenbodo is the former priest of the temple. It was Jenbodo who ordered construction of the hecatomb. Now he is cursed to a fate similar to his victims. Although the door is *arcane locked*, as an incorporeal being he is free to wander Areas 35-44, but he seldom leaves his room. After almost a millennium of imprisonment, he is petulant and merely wants to brood in his room. Jenbodo violently attacks anyone who dares disturb him but makes only a half-hearted attempt at pursuit after which he returns to his room. However, he leave his room to attack any group foolish enough to set up camp in the area in which he is free to roam.

Jenbodo the Spectre: hp 42 (MM 169).

Treasure: The dresser holds ancient *robes of multi-hues*. Hidden under the robes are two potions of cure critical wounds, a *+3 ring of protection*, a *brooch of shielding* (35 points remaining), and the circlet that Jenbodo uses to control the skeleton warrior in Area 19. The nightstand has several tiny needles and a dry bottle of ink (both were used by Jenbodo in life for tattoo artistry).

43) Treasure Room (EL 1)

You pass through the secret portal into a long closet. Piled on the floor of this otherwise non-descript room are golden treasures whose luster has not been diminished by the passage of years. Three ornamental pectorals hang upon the south wall.

A quick perusal reveals that there are eight inlaid bowls fabricated with a gold foil over a copper base (10 gp each), six jeweled scepters (1000 gp each), and an intricately fashioned facial mask bearing a likeness to a lion (2,500 gp). The pectorals (an antiquated piece of armor that protects the wearer's chest) are gilded and set with many semi-precious stones arranged in a beautiful design (100 gp each).

Trap: The last pectoral removed is the trigger mechanism of a trap that launches a spring-loaded javelin.

Javelin Trap: CR 1; +8 ranged (1d6); Search (DC 20); Disable Device (DC 20).

44) Main Temple

Light fills the room from an opening in the ceiling 50 feet above. This room was evidently the temple of the pyramid. The vaulted ceiling 100 feet high at its peak must have been grandiose in its day, although the murals which covered it are all but completely faded away. Steps lead up to an altar on the west wall.



Jenbodo the Spectre

The light is either sunlight or moonlight, depending on the time of day. The room has been ransacked, so the main objects are gone. The steps are of marble, and are still well polished. The altar moves to reveal a stairway plunging down into the darkness.

B. TUR RADHKKE'S GARRISON

The only way to get to Level 2 is by the stairs from Area 44.

No formal defensive strategy has been formulated by Tur, Toma or the bugbear chieftain. However, if a general alarm is sounded (i.e. bugbear guards come retreating down a hallway shouting that a gang of humans has entered the lair and is successfully pressing home the attack), the following measures are taken:

Tur casts *invisibility* on himself and seeks out the disturbance. If he encounters a pack of PCs battling his bugbears, he casts *minor globe of invulnerability* on himself followed by a *chain lightning* into the PCs' midst. If any spell casters are still standing, he then sends a burst of *magic missiles* at them or, failing that, casts *hold person* on the front rank of fighter types. He follows that up with a *fireball*. Next in order of spell uses *charm person* on a fighter type, *slow*, and then *confusion*. If things go badly, he casts *transmute rock to mud* on the entire hallway in the hopes of burying the PCs alive. He uses *dimension door* to get a jump on the players if engaged hand to hand combat and then flees to his room (*arcane locking* the door behind him). He then gathers up his spellbooks and *teleports* to his home in Bet Kalamar.

Wandering Monsters: Every ten minutes, check for wandering monsters. There is a 1 in 6 chance that a group of bugbear guards will encountered.

Bugbear Guards (1d4+2): CR 2 each; hp 16 each (MM 27). Each carries a bastard sword, chain shirt, large shield and 3d6 gp.

45) Trash Area (EL 7)

The secret door at the bottom of the stairs can be found with a Search check (DC 20).

You pass through the secret door and proceed into a 30 ft. by 30 ft. room. There are many broken casks and crates scattered about. You see no exits. From out of nowhere, a broad demonic looking creature appears before you. It soundlessly nods at [the lead character].

SHOW ILLUSTRATION 22 ON IQ14. The guardian dæmon was summoned as the west door was opened. It pauses for a minute or two while nodding and then stares at the lead character (waiting for the password). Failing the correct password or if an aggressive move is made, it flames the party (a cone 30 feet long which will engulf the narrow corridor leading into the chamber) and then engage them in combat. It attempts to keeps its back to the wall to avoid being flanked.

Guardian Dæmon (1): hp 50. (Appendix C)

The concealed door (Search or Spot DC 10) is bolted from the other (east) side and will take a Strength check (DC 25) to open. This will triple the chance of an encounter with wandering monsters for twenty minutes.

46) Corridor (EL Variable)

This is a 10 ft. wide hallway obviously of new construction.

A bugbear sentry stands at each of the positions marked on the map, armed with a longsword and a heavy crossbow. They raise the alarm and fire at the first intruder they see.

Bugbear Sentry: CR 2; hp 17 (MM 27).

47) Guard Chamber (EL 8)

If an intruder alarm has not been sounded, nine bugbears can be found lounging on the bunks. Otherwise the room is unoccupied. If intruded upon while resting they attack as soon as they see the party, but if they are losing they call for help.

Bugbears (8): hp 16; bastard swords, chain shirt, large shield (MM 27).

Bugbear Sergeant (1): hp 19; bastard sword, chain shirt, large shield (MM 27).

There are twelve bunks in this room. Each bed has a chest in front of it.

The chests are all filled with bugbear-sized clothes.

Treasure: The bugbears have a combined total of 42 pp.

48) Armory

Note: The door to this room is iron-bound and locked. The lock mechanism has a *Leomund's trap* cast on it. Keys are held by the bugbear chief and his subordinate as well as the wizard.

This room is filled with weapons and armor.

Neatly arrayed within are:

- 23 longswords
- 21 heavy crossbows
- 672 bolts
- 16 bugbear sized chain shirts
- 18 large steel shields
- 14 bastard swords



Guardian Dæmon

49) Mess Hall

Long rows of benches are lined up in the chamber. Dirty dishes litter every available surface. A lone and seemingly overwhelmed goblin is attempting to clean up this mess. Hanging from the ceiling is a bronze sculpture of a

winged serpent. Grasped in his front talons are two candelabras which illuminate the room. The serpent's mouth is stretched open wide as if it is about to attack some unseen foe.

The unruly bugbear diners have taken to wagering bets on who can spit, lob or fling chunks of food into the serpent's mouth. Rotting pieces of meat, fruit and gravy-soaked bread are plastered all over the serpent's face, teeth and horns emitting a horrible stench.

Robij the goblin is a nervous wreck. He was slated to be sacrificed by the bugbear shamen (see Area 61) but was spared when a live prisoner was taken from the ill-fated attack by the Temple of Sleepless Nights. He knows this is only a month's reprieve though. If the PCs can calm him down, he cooperates with them. Robij has developed an extreme stutter in his speech which makes communicating with him a time consuming annoyance. If the PCs have the patience to deal with Robij, he will be able to give them a brief description of any Area from #45 through #72.

Robij the Goblin: hp 3 (MM 107).

50) Pantry

Stacks of dried and salted camel meat are piled all over this room. Several large sacks of dried peas, rice and beans are stacked along the south wall. Curiously, stencils listing the contents are printed in Merchant's Tongue on each bag.

51) Guard Chamber (EL Variable)

If an intruder alarm has not been sounded, twelve bugbears can be found lounging on the bunks. Otherwise the room is unoccupied. If intruded upon while resting they attack as soon as they see the party. The twelfth 'bugbear' is actually Bargash the Efreeti, who cast *polymorph self*. They attack, but if losing call for help. Each is armed with a bastard sword, chain shirt and large shield, and carries 1d4 pp and 2d4 gp.

This room appears to be a guard room. There are sixteen bunks lined up on the walls. In front of each bed is a chest.

One of the chests has 219 pp and 92 gp in it, the rest are filled with clothes.

Bugbears (10): CR 2; hp 16 each (MM 27).

Bugbear Sergeant (1): CR 2; hp 19 (MM 27).

Bargash the Efreeti: CR 8; hp 51 (MM 94).

52) Staging Area (EL 6)

Six 7 ft. tall humanoids wielding huge swords charge you from atop a ramp.

The bugbears charge the party and attack. They do not call for help unless being badly defeated.

Bugbears (6): hp 19 each (MM 27)

Possessions: Greatswords, chain shirts, 2d4 pp each.

This room has a wide, long, ramp leading up to a pair of double doors. The floor is covered with a thin layer of sand.

The door to the west leads to the stable, one on the east opens into the storage area and the ramp to the north eventually leads outside.

53) Stable

You enter a stable housing five camels. There appears to be no one else around. A pair of doors in the south wall stand open to what appears to be a storage area.

53a) Tack Room

Racks on the walls hold saddle bags, tack and harnesses for camels.

This room is simply a storage space for the mounts' supplies. All the saddle bags carry food and water. The fifth saddle bag along the west wall (numbering from north to south) has a 500 gp garnet buried under the rations.

54) Storage

This room is full of equipment plundered from various parties the bugbears have ambushed. All of these items are in clean and saleable condition (having been cleaned by the goblin servants) and covered with a light oil in the case of metal items. They are packaged for travel in various cloth sacks. Each sack is tagged with its contents (The complete written inventory is kept in Tur's room).

11 suits [Medium size] leather armor
13 suits [Medium size] chainmail
7 suits [Medium size] splint mail
5 suits [Medium size] banded mail
2 suits [Medium size] plate mail
38 longswords
16 longbows
chainmail barding for a camel
31 complete sets of tack for a camel
3 ivory scrolls cases valued at 100 gp each (one contains a map of the northwestern Khydoban Desert)
7 ornamented camel saddles (100 gp each)
47 pairs of leather boots

4 medium sized tents

1 large tent

16 waterskins. One waterskin is tagged - in Merchant's Tongue - as being 'filled with something disgusting.' If anyone samples the contents they confirm that it truly is disgusting. The fluid has the consistency and flavor of warm cod liver oil. However, it is actually a *potion of endurance* (6th level).

55) Training Hall

This very large and well lit chamber has mats that cover the floor and racks along the walls which hold weapons and shields. The lower section is a target range for cross bows.

This very large chamber is the training room for the group. The light is provided by *continual flame* spells. The weapons are all either wooden imitations or blunted and overly weighty. The far wall has four wooden poles 4 feet in diameter that reach from floor to ceiling. They appear to have been hacked at without mercy. At the base of the archery range are eight boulders approximately 1 foot in diameter.

The castellan had this room built to provide an area in which to hone the bugbears' inherent combat skills. Though not entirely successful, it has engendered a smidgen of discipline and skill which makes the bugbears a far more effective combat threat.

56) Detention Block

There are four doors along the walls, two along the north wall, one on the east, and one on the south wall.

56a) Bunk Room (EL 6)

In the room are five bugbears who attack intruders first by shooting their heavy crossbows, then entering melee with halberds.

Bugbears (5): hp 16 (MM 27).

Possessions: Halberds, heavy crossbows, 6 bolts, 2d4 gp each.

After the PCs defeat the bugbears, read:

Six bunks and six chests occupy this room. On one wall is a slate with pieces of chalk hanging near it on a string. Written on the slate are what appears to odds/betting figures on a fight. On a small table in the corner is a helmet sitting upside down.

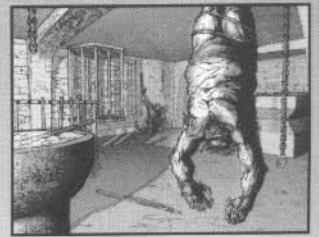
The helmet is filled with 25 gp (the pot on the current bet). The chests contain clothes and personal items of the bugbears.

56b) Torture Chamber

This room has instruments of torture strewn about the floor and hanging haphazardly from the walls and ceiling. A very obese bugbear is hanging from the ceiling by his feet. A naked, tattooed man hangs shackled to the far wall by one arm and one leg.

SHOW ILLUSTRATION 23 ON IQ15. The bugbear is Krowl'Lain (hp 16). He is being punished for losing his weapon. He will be grateful to anyone that lets him down. However, he is loyal to Krelldor and will run or reveal the party's location at the first opportunity.

The man is Vrind, a chaotic evil cleric of Adajy. Vrind, a Brandobian, came to Thygasha to serve Adajy at his greatest mecca. Vrind is now but a shadow of his former self. The only known living survivor



Torture Chamber

of Alovina's ill-fated attack force, he has been tortured thoroughly and continuously. The bugbear shamen have been overseeing his torture, which has also taken the form of ritual religious desecration. The shamen want to make sure that Vrind survives long enough to be the next sacrifice to their dark god of misfortune. Toma acquiesced and let the bugbears keep poor Vrind to help boost morale, but ordered Vrind's tongue removed just in case Alovina found a way to magically communicate with him. Indeed, his semi-conscious state has prevented any dream spell communication.

Vrind's left arm has been severed at the elbow and carefully cauterized. The three remaining fingers of his right hand are badly crushed. He has been badly whipped and his toenails have all been removed. All of the tattoos on his body have been either burned off or altered by burning pokers, brands and irons (including a large smiley-face burned into his chest).

56c) Da Pit

A crude sign on the door of this room reads (in Merchant's Tongue), "Da Pit." You hear growling, grunting and occasional thumping coming from beyond the door.

When the players open the door read:

Beyond the door you see two bugbears battling with wooden swords.

The two bugbears are in fact beating each other to death with blunt wooden swords. These poor unfortunates are being punished by Major Toma for lacking in their training. A *geas/quest* spell has been cast on both of them and they have been ordered to kill each other. The blunt weapons simply prolong the painful ordeal. They ignore any intruders and

continue to fight until one or the other is dead or unconscious. The bugbears in Area 56a have bets wagered on the fight.

56d) Empty Cells

These are holding cells for those unfortunate enough to be waiting their turn in Areas 56b, 56c, or 61. They have simple bunks, and buckets for waste, but nothing of value.

57) Maintenance Room (EL Variable)

Several goblins are busy on a variety of tasks, all of which seem to have loud annoying noise as the primary fruit of their labor! One suddenly curses vehemently and throws a hammer against the wall, the result of the goblin smashing his thumb with the offending hammer.

A large workshop and all the equipment necessary for maintaining the complex is housed within this chamber. Arrayed throughout the room are tools employed by a blacksmith, carpenter, mason and leatherworker as well as a large cache of entrenching tools. Scattered about are several projects upon which a team of nine goblin craftsmen are working. If confronted by a heavily armed group of adventurers, they slowly and cautiously retreat sans tools while asking (in the Goblin language) what is wanted of them.

The goblins were originally enslaved by Radhkke with the intent of being used as scullions but he quickly noticed that they were all quite adept at fixing things and were diligent workers, at least in comparison to the bugbears. In a mutually beneficial arrangement, he assigned them to maintain the base. Tur is extremely upset with the bugbear shamen for sacrificing his workers and only agreed as a last measure to keep order (see Area 61: Temple of Strife).

Goblins (9): EL 2; hp 3 each (MM 107).

58) Dormitory

This smallish room has little straw cots scattered along the walls. On each is scattered a jumble of bedding and clothing.

This room is the dormitory for the goblin workers and is only accessible through the workshop. A thorough investigation reveals a cache of hoarded food but nothing of salable worth.

59) Latrine

The stretch coming from this room is apparent long before one arrives to it. Crude pits have been dug into the floor of the room though from the looks of it, most of the bugbears don't even bother aiming for the pits. The walls are blanketed with graffiti.

This is the one room within the base that the bugbears know that Radhkke and Toma will not enter, so much of the graffiti (written in Goblin) are insults or jokes about those two individuals. Examples: 'Da Major's Mudda is a dungworm' or 'Rawdkee has da face like da camel's arse.'

60) Hospital (EL 9)

This room has many beds in it, and on each lies a bugbear. They appear to be wounded as many are wearing blood soaked bandages. There are four other apparently uninjured bugbears walking around the room.

The room is occupied by 9 wounded bugbears and 3 bugbear shamen who will call for help then attack. They will try to hold off intruders until help comes. The bugbears have no treasure but the shamen each carry 8d4 gp and 2d4 pp. They have no spells prepared at this time.

Bugbears (9): hp 17, 16, 13 x2, 12, 8 x2, 4, 2 (MM 27).

Bugbear Shamen (3): 21, 20, 17.

Ad Hoc XP Adjustment: Characters should only earn one-half (or less) XP for defeating the injured bugbears.

61) Temple of Strife

This small room is awash in a myriad of clashing, bizarre colors and patterns. A stone altar stained with a dark brown substance stands near the center of the room. Upon the crude altar rests a crooked stick. One end of the stick holds a perplexing geometric object. The object tricks your eyes such that its shape seems to change radically when viewed from different angles. Three large urns rest on either side of the altar. A pair of cymbals, a crude drum and a horn lie strewn on the floor of the room.

The strange object is an unholy symbol of Ill-Luck, the Creator of Strife. The urns are all filled with salt (worth 300 gp for the lot). The brown substance is dried blood from past sacrifices (usually a goblin once per month). The instruments are all damaged such that it is difficult to produce a proper note.

This room has been devoted to the Creator of Strife at the insistence of the bugbear shamen. They are furious over Toma's and Tur's influence on the tribe with respect to bringing non-secular order and discipline to the ranks. They prefer the time when they had the primary influence over the actions of the tribe by channeling the wishes of the King of Disharmony to Krelldor. If the shamen are involved in a mass battle with intruders that looks like it could go either way, they would not be beyond secretly casting a baneful spell on Tur or Toma. In the absence of the human dictators they would route their bugbear brethren from the battle and regroup in the wilderness.

62) Guard Chamber (EL 8)

If an intruder alarm has not been sounded, nine bugbears can be found lounging on the bunks. Otherwise the room is unoccupied. They attack as soon as they see the party. If being defeated, they call for help.

Bugbears (9): hp 15 x8, 19 (Sergeant); bastard sword, chain shirt, large shield, 1d4 pp and 2d4 gp each; (MM 27).

There are twelve bunks in this room. Each bed has a chest in front of it.

The chests are merely full of old bugbear-sized clothes.

63) Junior Officers' Quarters (EL 6)

The Kalamaran non-commissioned officers are quartered here. These were four of Toma's trusted NCOs whom he brought along. If an intruder alarm has not been sounded, three are lounging on their bunks (unarmored) while the Master Sergeant sits at the desk going over some paperwork (in armor). They attempt to arm themselves and melee, if not surprised. If surprised or obviously facing a losing situation, the four surrender.

Sergeants (3): hp 15, 15, 13; longsword, banded mail, large shield.

Master Sergeant (1): hp 28; longsword; full plate, large shield.

There are four cots, a writing desk and a chair in this room. A large piece of parchment hangs on the south wall.

The large piece of parchment is a guard roster (written in Kalamaran); it shows the names of all human and non-human guards, and their times and places of duty. The writing desk holds real parchment, 3 quills (one badly worn), a small book on the teachings of the Old Man and ink. The papers all deal with guard duties, scouting reports and bugbear training. The four cots have real feather mattresses on them and each cot has a small chest under it. These contain each NCO's personal effects, clothes and the following treasure: (1) a +1 dagger with a jeweled scabbard (120 gp), a small 35 gp spinel and a small sack with 77 sp, 42 gp and 28 pp; (2) a plain gold ring (40 gp), two silver wrist bands (10 gp each) and a small sack with 62 sp, 91 gp and 64 pp; (3) one damaged ruby earring (124 gp), a scrimshaw handled knife (50 gp) and a small sack with 62 sp, 29 gp and 18 pp; (4 - the lieutenant's chest) half of an ivory tusk (50 gp), 6 matching pearls (100 gp each or 700 gp for the set), a Kalamaran Medal of Valor, a tiny wooden replica of two crossed pole arms (5 gp), one flawed fire opal (250 gp), a small sack with 91 gp and a second small sack with 54 pp.

64) Bugbear Leaders Quarters (EL 7)

This is the room of the bugbear leaders, Krelldor, the chief, Rollark, the spiritual advisor, and Grumark, the sub-chief. Rollark (and the other shamen) worships the Creator of Strife.

Krelldor, male bugbear Ftr4 (chief): hp 49.

Possessions: +2 longsword, *potion of cure serious wounds*, chain shirt, large steel shield.

Rollark, male bugbear Adp4 (spiritual advisor): hp 34.

Possessions: scroll of *cure serious wounds* (8th level), scroll of *glyph of warding* (8th level), morningstar.

Grumark, male bugbear Ftr2 (sub-chief): hp 28.

Possessions: greatsword, light crossbow, 6 +2 bolts.

They attack intruders immediately. Grumark fires his magical bolts until the PCs engage him in melee. Krelldor rushes to meet intruders. Rollark casts *mirror image* and *protection from good* before getting into melee combat.

This room contains three bunks and a table. In front of each bed is a chest, and a desk rests against one wall. The desk is cluttered with junk.

The bottom drawer of the desk contains a small plain wooden box with no lock. It contains a cache of large but very flawed and consequently valueless gems. The chief wears several weighty but crudely wrought gold chains valued at a total of 600 gp.

65) Commander's Room (EL 7)

A stout wooden door banded in bronze bars passage to this chamber. Upon the door is a plaque.

The plaque says "Amoda Toma," which is Kalamaran for Commander Toma. The door is not locked.

SHOW ILLUSTRATION 24 ON IQ16. These are the personal quarters of Major Toma. If the alarm has not been sounded, Toma is here studying. He attacks if he feels he has a chance, otherwise he bargains for his freedom.

Major Toma, Advisor/Castellan, male human Ftr7: hp 63.

Possessions: Masterwork half-plate, +2 large steel shield, and +2 longsword.

The most striking feature of this room is the large sand covered table directly in front of you. A 6 ft. x 6 ft. canvas map hangs on the north wall. The rest of the room is rather spartan. The southwest corner of the room has a bed with cloth sheets, a dresser, a well crafted table covered in sheaves of paper and a large chest.

Several figurines stand on the sand table; most bear the likeness of bugbears but others look like armored and unarmored humans. The figures are arranged such that the bugbear figurines are conducting an ambush on a group of the human figurines. Six pieces of colored chalk also rest on the sand.

The map is drawn with colored chalk. It is a large scale map (Thygasha is pictured). A large black X is located some distance to the southeast of Thygasha and a dotted line leading from Kadar to the X is traced out. The X, of course, marks the location



Major Toma

of Alovina's Temple of Sleepless Nights outpost. This information was gathered from torturing Vrind (see Area 56b).

The chest is locked (Open Lock DC 30). Inside are the following items: 30 small platinum bars each weighing 2 lbs. (worth 100 gp each), 348 gp, 112 pp, a small wooden box containing badges of rank corresponding to a Kalamaran field captain, an ornate yet serviceable dagger worth 180 gp, a *potion of lesser restoration* and a diary.

66) VIP Quarters

This room is furnished with an expensive looking woven rug, a bed, a cabinet and a small table with two stools. On the table is a small bell.

This currently unoccupied room is reserved for VIPs. The rug is worth 500 gp and weighs 75 pounds. The bell is used to summon a servant. Spy holes in the west wall allow someone in Area 69 to observe occupants.

67) Elite Guards (EL 5)

Ahead lies a 20 ft. by 20 ft. foyer. There are four half-plate clad bugbears each wielding poles topped with a sword and battleaxe. They stand before ornate double doors.

These bugbears are Radhkke's personal guards. They are fanatically loyal to him (they are the remaining members of the raiding party that initially encountered Tur in the desert and brought him to Krelldor). They will fire their crossbows then attack. If they are being beaten, they will call to Tur for help. If they do or if he hears the din of battle, he will not be surprised by the party. The room is bare of furnishings. The double doors are inscribed with a flowing rune, the Kalamaran letter 'R'.

Bugbears (4): hp 26, 24, 22 (MM 27).

Possessions: Halberds (1d10+3, crit x3), light crossbows, 6 bolts, half-plate (AC 20), 3d4 gp each, 2d4 pp each.

68) Tur's Office (EL 13)

The 20 ft. wide, 20 ft. long foyer leads to a 40 ft. by 20 ft. room. There is a door on the south wall. There are tapestries along the wall depicting battles won. There is but one piece of furniture in the room, a large desk.



Tur Radhkke

When the PC's encounter Tur, **SHOW ILLUSTRATION 25 ON IQ16**. If the alarm has not yet been sounded, Tur is here accompanied by his pet war dogs. The war dogs have alerted him of the party's presence (and are up and barking) unless precautions have been taken.

Tur calls for any available assistance, then casts *stoneskin* on himself while using the dogs as a screen (they are trained and move to intercept anyone heading for Tur). The DM should decide which spell he casts next. If he is in trouble, he casts a *darkness* in the room followed by *invisibility* on himself, and sneaks out the secret door.

He carries three 100 gp gems and a necklace of platinum worth 750 gp. The papers on the desk are a series of architectural drawings.

Tur Radhkke, male human Wiz12: hp 54.

War Dogs (6): hp 13 each (MM 196, use statistics for riding dog).

69) Parlor

This room has a large circular table in it. A smaller sandstone table supports what appears to be a diorama.

This is a meeting room. The diorama on the sand table represents Radhkke's ambitious plans for the construction of a city centered around the pyramid.

70) Master's Suite

A lavishly furnished room lies beyond the door. A feather bed stands by the west wall. A dresser rests on the north wall, and two tables stand in the middle of the room. There are tapestries on all four walls. On top of one table are some glittering utensils. There are furs atop the bed, and a rug lies in front of the bed.

This is Tur Radhkke's bedroom. The utensils are worth 50 gp. The furs on the bed are worth 675 gp, but the floor furs are worthless. The four tapestries are worth 100 gp each, but each weighs 50 pounds. Under the bed is a secret cache that holds *potions of haste*, *cure moderate wounds*, and *clairaudience* (all at 10th level). The concealed door is hidden behind one of the tapestries. In his nightstand is also a map of the top level of Kadar upon which has been annotated the results of his initial investigation (all traps are noted).

71) Library

This room contains a huge desk abutting the west wall with a large leather chair set beside it. Several open tomes and scrolls lie upon the desk. Tapestries cover the walls. There are numerous bookcases in the room, most crammed with huge leather bound tomes, but some of them contain glass flasks. A shuttered lantern hangs from the ceiling.

Notable book titles include: *A History of the Fellowship of Terror* (a non-religious historical work detailing as much of the inner workings of this cult as the author could determine) and *A*

History of the Kingdom of Kadar circa bYND 1500 - bYND 500 (this text covers the rise and fall of the Kingdom [and later Theocracy] of Kadar - bYND is an acronym used by regional historians to denote "before the Year of New Discovery" as the reckoning of years only goes back 749.) A delicate and seemingly ancient map also lies open on the desk. This is the treasure map which led Tur to the Pyramid. (A reproduction of this map appears on page 62).

This is where Tur goes to study. If he is still alive, he has noticed the party's advance through a peephole and prepared his most destructive spell. As soon as the party nears the door, he casts *transmute rock to mud* under their feet. He then grabs his spellbooks and *teleports* away to a house he owns in Bet Kalamar. If the party should somehow sneak up on him, he fights to the best of his ability. His three spellbooks are contained in a lead-lined oak box hidden under a loose stone in the floor. The lead lining prevents this box from radiating magic. They contain:

First Spellbook

0th- all; 1st- *charm person, comprehend languages, identify, jump, mage armor, magic missile, protection from evil, ray of enfeeblement, spider climb, unseen servant*; 2nd- *arcane lock, bull's strength, continual flame, darkness, detect thoughts, invisibility, knock, Leomund's trap, levitate, magic mouth, mirror image, protection from arrows, web*.

This book is protected by a *fire trap* on the first page.

Fire Trap: CR 3; 5-ft. radius burst of flame (1d4+12); Reflex save (DC 17) for half; Search (DC 29); Disable Device (DC 29).

Second Spellbook

3rd- *clairaudience/clairvoyance, explosive runes, fly, grounding, gust of wind, hold person, halt undead, Leomund's tiny hut, lightning bolt, magic circle against evil, summon monster III, major image, slow, tongues*. 4th- *arcane eye, charm monster, confusion, dimension door, fire trap, illusory wall, minor globe of invulnerability, polymorph other, polymorph self, stoneskin*.

This book is protected by a *fire trap* on the both the first and fourth pages.

Fire Traps: CR 3; 5-ft. radius burst of flame (1d4+12); Reflex save (DC 17) for half; Search (DC 29); Disable Device (DC 29).

Third Spellbook

5th- *Bigby's interposing hand, cloudkill, cone of cold, dream, feeblemind, Leomund's secret chest, stone shape, telekinesis, teleport, transmute rock to mud, wall of stone*; 6th- *chain lighting, guards and wards, summon monster VI, repulsion*.

This book is protected by a *glyph of warding* on the first page and a *fire trap* on the second page.

Glyph of Warding: CR 4; blindness; Fort negates (DC 14); Search (DC 28); Disable Device (DC 28).

Fire Trap: CR 3; 5-ft. radius burst of flame (1d4+12); Reflex save (DC 17) for half; Search (DC 29); Disable Device (DC 29).

Hidden in the nightstand are scrolls of *major image, cause fear, and arcane eye* written at the 12th level of ability. The flasks on the shelves (there are eight in all) each hold four ounces of octopus ink. The lantern illuminates a 20 ft. radius with bright white light if the shutter is removed (a *continual flame* was cast upon the stump of a candle within).

72) Laboratory

The room appears to be an alchemy lab. An acrid odor fills the air. Shelves all along the walls are crammed with bottles and flasks. There is a door on the east wall. There is no furniture in the room save for a large stained table with one chair.

In the northeast corner of the room is inscribed a magic circle against evil. In it sits the *Greater Half of the Orb of Midnight*.

The bottle and flasks are all empty, except for these special ones:

- (red): elven blood
- (black): poison (dark reaver powder)
- (blue): potion of *ghoul touch*
- (green): treant sap
- (clear): labeled "aqua regia" (this potent acid will cause

1d6 points of damage to anyone splashed by its contents - anyone foolish enough to drink it will sustain 5d4 points of damage)

A *decanter of endless water*

10 flasks of flaming oil (used in a special apparatus to boil liquids)

5 flasks of fine sand (common sand used by Tur to produce fake Silver Sand)

3 bottles of *yrderlium*, a rare spice. When sprinkled on sand that has been heated in an oven it gives the sand a silvery luster which can easily be passed off as Silver Sand (Spot DC 20 to detect the fakery).

The door leads to the library (Area 71).

THE LAST WORD

If the PCs recover the *Greater Half of the Orb of Midnight* from Kadar and try to return to Thygasha with it, they are assaulted by the forces of the Temple of Sleepless Nights. If the Temple at the haunted farmstead has already been sacked, then the force does not have any of the creatures or people named here who have already been killed. Otherwise the force consists of all the clerics from the haunted farmstead, the nightmare and the lamia. Even if the farmstead has been sacked, the assault force described here consists of 6 1st-level clerics, 5 2nd-level clerics, 4 3rd-level clerics, 3 4th-level clerics, 2 5th-level clerics and 1 8th-level cleric with the same statistics and powers as those described in the haunted farmstead. They will be supported by three other lamias identical to the one described previously.

The clerics cover themselves with *invisibility* spells and lay in ambush near a small oasis (or a wide crevasse) in the midst of the dry landscape. When the party arrives and stops for water, four

clerics *summon* various monsters. Half of the remaining clerics and the lamia then attempt to engage the PCs in melee.

The other half of the clerics cast offensive spells on the PCs so that they hopefully split up, and leave the Orb behind or defended by only a few individuals. Once they have the Orb, they attempt a quick get away (mounted on camels) leaving the lamias and several clerics behind to cover the escape of the Orb bearer.

FURTHER ADVENTURES

After the players complete this adventure, there will still be plenty of opportunities for them to find action in and around the City of Thygasha. Within the city itself, the players may decide to return to the Prophets Head Bazaar to get even with any crooked vendors who wronged them. Also, even if they have defeated Alovina and her Fellows, the rest of the Fellowship in Thygasha, including Arav and Xaanu, will most certainly consider them an enemy worthy of long term malice and plotting. The Blue Salamanders will continue to try to settle their debt with Radhkke. If he has been slain, the Salamanders will seek to recover his former possessions, which they believe they own, through any means necessary. They do not look kindly on Tur's killers because they believe that when he was alive, at least he had the potential for future earnings. Failing recovery of Tur's possessions, the Blue Salamanders will claim that the players assassinated Tur, and the players will be marked as enemies of the Secret Network to be silenced as soon as possible.

Outside Thygasha, if they have not already discovered Radhkke's folly, the PCs might continue to seek the truth behind the rumors of the second source of the Silver Sand. If the PCs have not yet dealt with him, the fledgling tribe of Shagaaz the Hulk will remain in the Arajyd Hills. If the PCs do not defeat him now, he is sure to become a significant power over the other kobolds in the region. This will spell trouble for the peaceful gnomes and halflings of the Nanakary Forest. And what about the wraith in the cairn outside the Pyramid at Kadar? If the PCs have awakened this lost minion of the undead armies rumored to reside deep within the Dead Lands, what would he report back to his lich master if he were finally to return?

APPENDIX A: NOTABLE NPCs

Fellow Alovina, Priestess of the Fellowship of Terror

Female half-elf Clr14: CR 14; Size M; HD 14d8; hp 57; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 12 [[+4 Dex, +2 *ring of protection*]]; Atk +13/+8 melee (1d8+3/crit x2, +4 *morningstar*) or +16/+11 melee (1d4+1/crit x3, +2 *punching dagger*) or +9/+4/+12 melee (1d8+3/1d8+3/crit x2, +4 *morningstar* and 1d4+1/crit x3, +2 *punching dagger*); SQ Spontaneous casting, rebuke undead 6/day; AL CE; SV Fort +9, Ref +8, Will +12; Str 9, Dex 18, Con 11, Int 17, Wis 17, Cha 17.

Skills and Feats: Alchemy +11, Concentration +17, Hide +21, Knowledge (religion) +20, Spot +11; Ambidexterity, Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Weapon Finesse (*punching dagger*).

Spells Prepared (6/7/7/6/5/4/4/3): 0th—*cure minor wounds* (x2), *detect magic* (x2), *detect poison*, *read magic*; 1st—*change self*[®], *comprehend languages*, *cure light wounds* (x3), *detect undead*, *protection from law*; 2nd—*cure moderate wounds* (x2),

death knell, *hold person* (x2), *invisibility*[®], *silence*; 3rd—*cure serious wounds* (x2), *dispel magic* (x2), *nondetection*[®], *summon monster III*; 4th—*cure critical wounds* (x2), *discern lies*, *divine power*, *unholy blight*[®]; 5th—*cure serious wounds* (Empowered), *false vision*[®], *flame strike*, *spell resistance*; 6th—*geas/quest*, *heal*, *mislead*[®], *poison* (Empowered); 7th—*blasphemy*, *flame strike* (Empowered), *screen*[®].

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +2 *ring of protection*, +4 *morningstar*, +2 *wavy punching dagger*, *amulet of nightmare summoning*, shrunken head, grotesque mask, high hard boots.

Fellow Alovina is the second ranking member in the Fellowship of Terror. She desires to rule the Temple but has not yet declared her intentions for mortal combat with her superior, Xaanu, because she wants to be certain of victory first. She has been biding her time, yet all the while keeping a close eye on the advancement efforts of Fellow Arav, the number three member of the Fellowship. To her dismay, he has openly challenged her to the mortal contest of advancement. Their forays to date have resulted in a stalemate. She now feels pressured and hopes to gain enough power through the Orb of Midnight to both fend off Arav and send Xaanu to meet the Prince of Terror permanently.

Fellow Arav, Priest of the Fellowship of Terror

Male human Clr11; CR 11; Size M; HD 11d8+11; hp 66; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 [[+3 Dex, +4 *bracers of armor*]]; Atk +10/+5 melee (1d8+1 and 1d6 cold/crit x2, +1 *frost morningstar*); SQ Spontaneous casting, rebuke undead 3/day; AL CE; SV Fort +8, Ref +6, Will +11; Str 10, Dex 16, Con 13, Int 13, Wis 18, Cha 11.

Skills and Feats: Alchemy +8, Concentration +15, Hide +17, Knowledge (religion) +15; Combat Casting, Dodge, Expertise, Spell Penetration, Weapon Focus (*morningstar*).

Spells Prepared (6/7/6/6/5/3/2): 0th—*cure minor wounds* (x3), *detect magic* (x2), *detect poison*; 1st—*change self*[®], *command*, *cure light wounds* (x3), *endure elements*, *summon monster I*; 2nd—*cure moderate wounds*, *darkness*, *death knell*, *find traps*, *hold person*, *invisibility*[®]; 3rd—*bestow curse*, *cure serious wound*, *dispel magic* (x2), *nondetection*[®], *water breathing*; 4th—*confusion*[®], *cure critical wounds* (x2), *discern lies*, *restoration*; 5th—*break enchantment*, *dispel good*[®], *flame strike*; 6th—*mislead*[®], *summon monster VI*.

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +4 *bracers of armor*, +1 *frost morningstar*, *potion of cure moderate wounds*, *hand of glory*, *robe of multi-hues*.

Arav is the third ranking member of the Fellowship of Terror and hates Alovina passionately. He is an 11th-level cleric and finds it insulting to the entire Fellowship that Alovina will soon attain high enough level, yet lack the wisdom to invoke the most powerful spells granted by the Sultan of Terror. He believes himself to be a more suitable servant of the Sultan of Fear. If he is successful in finding the half of the Orb of Midnight assigned to him he hopes to gain the favor of other clerics, including Xaanu, and use those alliances against Alovina. He is considering hiring mercenaries to attack and weaken her or to search for her half of the Orb and steal it. Arav will refuse to battle the PCs except in the most desperate situation because he fears

becoming weak to the point that his own underlings would challenge him.

Bargash the Efreeti

CR 8; Large Outsider (Evil, Fire, Lawful); HD 10d8+20; hp 66; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18, touch 12, flat-footed 15[[-1 size, +3 Dex, +6 natural]]; Atk +15/+10 melee (1d8+9 and 1d6 fire, slam) or +7/+2 melee (1d10+9 subdual/crit 19-20/x2, bastard sword); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, heat; SQ Plane shift, telepathy; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +12, Concentration +16, Escape Artist +13, Intimidate +11, Listen +12, Move Silently +13, Sense Motive +11, Spellcraft +11, Spot +12; Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

Spell-like Abilities: At will- *produce flame* and *pyrotechnics*, 1/day- grant up to three *wishes* (to nongenies only), *detect magic*, *enlarge*, *gaseous form*, *invisibility*, *permanent image*, *polymorph self* and *wall of fire*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

Heat (Ex): The efreeti's red-hot body deals 1d6 points of additional fire damage whenever it hits in melee or each round it maintains a hold in a grapple.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Bargash is the unwilling servant of Alovina; she commands him through her greater efreeti bottle. The bottle forces Bargash to serve Alovina for 1,001 days; however, Alovina's death will immediately free Bargash from his bond. He greatly resents his servitude and has no personal interest in Alovina's goals. Thus, Bargash will and has sought to pervert Alovina's instructions in any way possible.

If encountered in the Pyramid of Kadar, Bargash is *polymorphed* into bugbear form. In this form, he uses a bastard sword (two-handed) that could potentially inflict 1d10+9 points of damage; however, Bargash purposely 'pulls his punches' in combat so as not to attract undue attention (-4 to hit and subdual damage).

If the party defeats Tur Radhkke and his minions, Bargash slips into the Astral Plane and wait for the players to recover the greater half of the *Orb of Midnight*. He then materializes invisibly near the Orb bearer and casts a *wall of fire* in a ring shape around himself and the bearer. If possible, Bargash snatches the Orb from the bearer and escapes to the Astral Plane. If this tactic fails or is impossible, he simply becomes visible and demands the Orb. If the PCs mount a rigorous defense, he shouts out "We can do this the easy way or the hard way. I don't personally want that cursed thing but my mistress, Alovina, located at her farmstead temple outside Thygasha, has commanded me to retrieve it for her. Now give it to me or let me escort you there quickly!" Bargash is sincere in his wishes to cooperate with the PCs. He must bring the Orb to Alovina as she commanded but she said nothing about bringing others with it and Bargash would like nothing more than to see the PCs destroy Alovina and consequently free him.

Chedef, Thygashan Royal Advisor (LN)

Chedef is a Deji bureaucrat in loyal service to Prince Shyja. Unlike the typical palace servant busy with mundane affairs, Chedef uses his position to maintain his playboy status in the

city's upper social circles. His most recent assignment from the Prince is to get to the bottom of the rumors of the second source of Silver Sand. Too engaged in his social life to see to it personally, he started out by delegating the mission some royal troops, now missing. Distressed by this, he now plans to hire a group of inconspicuous mercenaries to accomplish the task and find out what has happened to his patrol. Chedef is prepared to offer the PCs up to 100 gp each if they can offer evidence confirming, or once and for all disputing the existence of a source of Silver Sand outside the city. He can also arrange an advance up to 250 gp in order to buy supplies.

Chedef is a wealthy socialite with a cavalier attitude. Although he is becoming more concerned with the rumors of the second source than he originally was, he does not want to waste his precious time negotiating terms of employment with some ill-bred thrill-seekers. If the PCs can demonstrate their effectiveness, he will be more willing to consider a bonus.

Farad, High Priest of the Inevitable Order of Time (N)

Farad the Prophet believes his priesthood must maintain the balance of power among the local sects of Adajy the Prince of Terror and Yendaj the Coddler. Ideally, he would like to gain possession of the *Orb of Midnight* for safekeeping. If the Temple of Sleepless Nights is severely defeated, he will even consider turning half of the item over to them so they may regain power. Farad is well versed in Knowledge (history, local and ancient), and ancient languages. He is willing to offer adventurers the benefits of a *commune* spell and answers to any questions regarding Kadar from his own knowledge in exchange for their promise to return at least one half of the Orb of Midnight to him.

Khali, High Priest of the Thygashan Assembly of Light (LG)

Khali runs the Assembly of Light. While now cloistered, at one time he led the Dark Watch and physically battled the forces of evil. Kirsan recently informed him of the theft of the *Orb of Midnight*. Khali feared an escalation in the activities of the minions of the Prince of Terror and their allies. Recent increases in banditry and the warring between the Temple of Sleepless Nights and the Church of the Silver Mist suggest that his fears are well founded. Though dismayed by their methods and demeanor, Khali would like to form a plan to aid the Church of the Silver Mist for the good of all Thygasha. If anyone comes to him sharing these goals, he will help them in any way he can.

Kirsan, High Priest of the Church of the Silver Mist (CG)

Discussions with Kirsan can be unnerving to those unaccustomed to him. His mind is a whirlwind of ideas that leave him as often as they come to him. Because of this he often talks to himself even when in the presence of others. In the middle of a conversation he dramatically changes the subject to avoid forgetting his fleeting thought. His assistant, Naomir, follows him around and captures the ideas for later implementation. Kirsan is not overly concerned with the fights between the Dream Weavers and the hated Fellowship of Terror. He seeks such confrontation. However, he is deeply concerned about the recent theft of the *Orb of Midnight*. He wants desperately to recover it and is seeking mercenaries qualified to do so. The bulk of his own Dream Weavers must remain near Thygasha to protect the Church and its followers. He is prepared to offer the

equivalent of 1000 gp to a band of adventurers who can return the Orb to him or see that it gets destroyed.

Narika, Blue Salamander Assassin, male human Rog9

CR 9; Size M; HD 9d6+9; hp 41; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 20 [[+4 Dex, +6 bracers of armor]]; Atk +12/+7 melee (1d6+4/crit 18-20/x2, +2 rapier) or +10/+5 ranged (1d6/crit x3, shortbow); SA Sneak attack +5d6; SQ Evasion, uncanny dodge (can't be flanked, retain Dex bonus while flat-footed); AL LE; SV Fort +4, Ref +10, Will +2; Str 15, Dex 18, Con 12, Int 15, Wis 9, Cha 11.

Skills and Feats: Climb +14, Decipher Script +14, Disable Device +14, Hide +16, Listen +11, Move Silently +16, Open Lock +16, Pick Pocket +16, Search +14, Spot +11, Use Magic Device +12; Combat Reflexes, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Finesse (rapier).

Possessions: +6 bracers of armor, +2 rapier, three doses of shadow essence poison, shortbow.

Narika is an assassin for the Secret Network of the Blue Salamander. He has come to Thygasha to find Tur and either collect the money owed or eliminate him.

Tur Radhkke, male human Wiz12

CR 12; Medium Humanoid; HD 12d4+24; hp 54; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 [[Dex +3, +5 bracers of armor]]; Atk +9/+4 melee (1d4+3/crit x3, +2 punching dagger); AL NE; SV Fort +10, Ref +11, Will +13; Str 12, Dex 17, Con 15, Int 17, Wis 17, Cha 15.

Skills and Feats: Alchemy +18, Concentration +19, Knowledge (arcana) +18, Scry +18, Spellcraft +18, Spot +10; Combat Casting, Dodge, Great Fortitude, Heighten Spell, Lightning Reflexes, Maximize Spell, Scribe Scroll, Skill Focus (Concentration), Spell Penetration.

Spells Prepared (4/5/5/5/3/3/2): 0th- *detect magic, detect poison, ghost sound, mage hand*; 1st- *charm person, jump, magic missile* (x3); 2nd- *arcane lock, darkness, invisibility, mirror image, protection from arrows*; 3rd- *hold person, lightning bolt, slow, summon monster III, web* (Heightened); 4th- *confusion, dimension door, stonewall*; 5th- *Bigby's interposing hand, telekinesis, transmute rock to mud*; 6th- *chain lightning, lightning bolt* (Maximized).

Possessions: +5 bracers of armor, +2 punching dagger, +2 cloak of resistance, wand of hold person (22 charges), ring of spell storing (teleport x2), portable hole, potions of reduce (5th level) and cure serious wounds (10th level), finely crafted miniature chest (the replica for his *Leomund's secret chest* - see below).

Radhkke's Secret Chest: Should the PCs succeed in recovering Tur's secret chest, it will appear as a large, finely crafted mahogany box with platinum hardware. A lock is set into the front and there is writing on top. The writing is in Merchant's Tongue and reads "Confidential material only to be seen by the eyes of Tur Radhkke. Do not read this. This means you. Don't say we didn't warn you." but the last word is actually a *sepia snake sigil* which will take effect on the first person to attempt to read this script. In addition to the amazingly complex mechanical lock (Open Lock DC 40), the chest is also *arcane locked* (at 12th level of ability). Should anyone bypass these security measures and lift the lid, a *fire trap* (doing 1d4+12 points of damage in a 5 ft. radius) is also set to explode.

Fire Trap: CR 3; 5-ft. radius burst of flame (1d4+12); Reflex save (DC 17) for half; Search (DC 29); Disable Device (DC 29).

Contained within the chest are the following valuables: Two *potions of remove disease*, a *scroll of dismissal*, two mundane scrolls trapped with *explosive runes* (a reader unaware of the presence of these *runes* will take 6d6 points of damage with no saving throw allowed, others within the 10 foot blast radius may save (Ref save DC 16) for half damage (Search DC 28, Disable Device DC 28), a *Dæmonic Guardian Handbook*, and five gems: a fire opal (2,000 gp), a black sapphire (5,000 gp), and three diamonds (3,000 gp, 2 at 1,000 gp each).

Tur's exploits and motivations have been described in the background to this adventure. However, he is not truly aware of the significance of the Orb, although he does suspect something unusual about it. He is primarily concerned about the attack by the Fellowship of Terror and believes they wish to exploit his Silver Sand rumors. He is also very concerned about the Blue Salamanders and the debt he owes to them.

Shenak, Priest of the Thygashan Assembly of Light (LG)

Shenak is the young and brash leader of the Dark Watch. Although he respects Khali's years of service and devotion to the Assembly of Light, he believes that Khali lacks the initiative to properly deploy the Dark Watch against the recent mayhem occurring in the streets of Thygasha. He is unaware of the theft of the *Orb of Midnight* and the larger scope of the crisis.

Major Toma, Advisor/Castellan, male human Ftr7

CR 7; Size M; HD 7d10+21; hp 63; Init +6; Spd 20 ft.; AC 21; touch 10, flat-footed 21 [[masterwork half-plate, +2 large steel shield]]; Atk +14/+9 melee (1d8+8/crit 19-20/x2, +2 longsword); AL LE; SV Fort +8, Ref +4, Will +4; Str 19, Dex 15, Con 16, Int 14, Wis 14, Cha 15.

Skills and Feats: Climb +8, Listen +7, Ride +12, Search +7, Spot +7; Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Possessions: +2 longsword, masterwork half-plate, +2 large steel shield.

Toma was a battle seasoned officer of the Kalamaran Expeditionary Infantry Corps (the units that get the hated detail of having to deal with the dwarven/giant problems in the Ka'Asas. Incidentally, they are the lowest echelon in the Kalamaran military hierarchy - hence the worst assignment). He was easily lured away to be Radhkke's military advisor.

Toma commanded a company of hobgoblin soldiers so is experienced at working with humanoids. Though extremely self-disciplined, he is wise enough not to push too hard lest he receive an inopportune swing to the back! His responsibility has been to mold the bugbears and other creatures into a more effective fighting team. In that regard Toma has ably succeeded as Krelldor has grown to respect his wily tactics which seem to mesh with the bugbear chief's own ideas on how battles should be fought.

Vorty, Thygashan Liegeman

Male human Brd1; Size M; HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 [[leather armor, +1 Dex]]; Atk -1 melee (1d8-1/crit 19-20/x2, longsword) or +1 ranged (1d8/crit 19-20/x2, light crossbow); SQ Bardic music 1/day, bardic knowl-

edge; AL NG; SV Fort +0; Ref +3, Will +1; Str 8, Dex 13, Con 10, Int 14, Wis 9, Cha 15.

Skills and Feats: Climb +3, Concentration +6, Decipher Script +6, Knowledge (history) +6, Listen +3, Perform (ballad, buffoonery, drums, didgeridoo, limericks) +8, Pick Pocket +5; Skill Focus (Concentration), Skill Focus (Perform).

Vorty is the young, streetwise apprentice of Chedef. His common Deji family pushed him into the position saying it would be a great honor to serve the prince in such a way. Vorty has served Chedef for enough years to learn the politics of the city well. However, Vorty has no interest in the elitism he has seen demonstrated by Chedef and longs for adventure outside the city walls. Eager to finally see some action, he will request that Chedef allow him to accompany the PCs if they will have him. He is a novice bard and uses his position to stay abreast of rumors around the city. Vorty is a good singer and poet and his instruments of choice are the bongo drums and a 6 foot didgeridoo. He is 5 ft. 10 in. tall, weighs 150 lbs and is 17 years old. He speaks Deji and Merchant's Tongue.

Xaanu, High Priest of the Fellowship of Terror (CE)

Xaanu is the (20th level) leader of the Fellowship of Terror and has his mind set on greatness in the eyes of his Lord. He recognizes the pivotal opportunity he has been given to recover the Orb and use it against the Dream Weavers, yet carefully rations his participation since he does not want to expose himself to his untrustworthy underlings. He is very confused by the way recent events have unfolded and communicates with Alovina and Arav on a daily basis using *discern lies* spells. Thus far he has worded his questions such that Alovina has been able to keep her plans a secret. He too will avoid direct conflict with the PCs. If they thwart his plans and significantly harm the Fellowship he will be sure to use his influence to cause them hardship at a later time. He is very concerned about the apparent surfacing and subsequent disappearance of the Orb, since now all seems quiet.

APPENDIX B: OTHER NPCs

Corporal Alyrama

Male human Ftr2; Size M; HD 2d10+4; hp 15; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 [[+1 Dex]]; Atk +5 melee (1d3+3 subdual, unarmed strike); AL NG; SV Fort +5, Ref +1, Will +3; Str 17, Dex 13, Con 15, Int 13, Wis 16, Cha 12.

Skills and Feats: Climb +7, Listen +5, Ride +5, Spot +; Cleave, Dodge, Expertise, Power Attack.

Asinbar

Male human War; Size M; HD 1d8; hp 1 (max 5); Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 [[+1 Dex]]; Atk +2 melee (1d3+1 subdual, unarmed strike); AL CG; SV Fort +2, Ref +1, Will +1; Str 13, Dex 13, Con 10, Int 9, Wis 13, Cha 13.

Skills and Feats: Ride +5, Wilderness Lore +5; Skill Focus (Wilderness Lore), Weapon Focus (scimitar).

Beff

Male human Deji Ftr2; CR 2; Size M; HD 2d10+4; hp 19; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [[large shield]]; Atk +7 melee (1d10+4/crit 19-20/x2, bastard sword) or +2 ranged

(1d6/crit x3, shortbow); AL CN; SV Fort +5, Ref +0, Will -1; Str 18, Dex 11, Con 15, Int 10, Wis 8, Cha 13.

Skills and Feats: Climb +9, Bluff +3, Ride +5; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: bastard sword, shortbow, 4 arrows, chainmail (not worn), large wooden shield, 9 gp, 12 sp.

Fellow Chard

Male human Clr; CR 5; Size M; HD 5d8+5; hp 28; Init +3, Spd 30 ft.; AC 13, touch 13, flat-footed 10 [[+3 Dex]]; Atk +7 melee (1d8+4/crit x2, +2 *morningstar*); SQ Spontaneous casting, rebuke undead 4/day; AL CE; SV Fort +5, Ref +4, Will +7; Str 15, Dex 16, Con 13, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +9, Hide +11, Knowledge (arcana) +9, Knowledge (religion) +9; Brew Potion, Combat Casting, Dodge.

Spells Prepared (5/5/4/3): 0th—*create water, cure minor wounds (x2), detect magic, read magic*; 1st—*change self⁶, comprehend languages, cure light wounds (x2), shield of faith*; 2nd—*cure moderate wounds (x2), hold person, invisibility⁶*; 3rd—*bestow curse, nondetection⁶, summon monster III*.

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +2 *morningstar, potion of cure light wounds, potion of bull's strength, unholy symbol.*

Ootoo Deat

Male Reanaarese human Ftr1; CR 1; Size M; HD 1d10+2; hp 11; Init +3; Spd 30 ft.; AC 14, touch 9, flat-footed 14 [[chain shirt, small wooden shield, -1 Dex]]; Atk +3 melee (1d8+1/crit 19-20/x2, longsword) or +0 ranged (1d6+1/crit x2, javelin); AL CG; SV Fort +1, Ref -1, Will -2; Str 13, Dex 9, Con 9, Int 6, Wis 6, Cha 8.

Skills and Feats: Ride +3, Jump +5; Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: longsword, chain shirt, small wooden shield, javelin.

Grumark

Male bugbear Ftr2 (sub-chief); CR 4; Size M (Goblinoid); HD 3d8+3 (bugbear) + 2d10+2 (fighter); hp 28; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 [[+1 Dex, +3 natural, leather]]; Atk +9 melee (2d6+6/crit 19-20/x2, greatsword); or +7 ranged (1d8+2/crit 19-20/x2, light crossbow); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +4, Will +1; Str 19, Dex 12, Con 13, Int 9, Wis 11, Cha 10.

Skills and Feats: Climb +4, Hide +4, Listen +3, Move Silently +6, Spot +4; Alertness, Combat Reflexes, Weapon Focus (greatsword).

Possessions: greatsword, light crossbow, 6 +2 bolts.

Fellow Kedgy

Male human Clr5; CR 5; Size M; HD 5d8+5; hp 26; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 [[+3 Dex, +4 bracers of armor]; Atk +4 melee (1d8+1/crit x2, *morningstar*); SQ Spontaneous casting, rebuke undead 5/day; AL CE; SV Fort +5, Ref +4, Will +7; Str 12, Dex 16, Con 12, Int 12, Wis 16, Cha 15.

Skills and Feats: Concentration +9, Disguise +10, Hide +11, Knowledge (religion) +9; Combat Casting, Improved Initiative, Spell Focus (Enchantment).

Spells Prepared (5/5/4/3): 0th—*cure minor wounds* (x3), *detect magic* (x2); 1st—*change self*^{*}, *command* (x2), *cure light wounds* (x2); 2nd—*bull's strength*, *hold person* (x2), *invisibility*^{*}; 3rd—*contagion*, *cure serious wounds*, *magic circle against good*^{*}.

***Domain Spell.** *Domains:* Evil (+1 caster level for Evil spells); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +4 bracers of armor, morningstar, unholy symbol.

Krelldor

Male bugbear Ftr4 (chief); CR 6; Size M (Goblinoid); HD 3d8+6 (bugbear) + 4d10+8 (fighter); hp 49; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16 [[chain shirt, +1 Dex, large shield]]; Atk +15/+10 melee (1d8+10/crit 19-20/x2, +2 longsword); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +5, Will +2; Str 22, Dex 12, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +6, Hide +3, Listen +6, Move Silently +6, Spot +7; Alertness, Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword, *potion of cure serious wounds*, chain shirt, large steel shield.

Fellow Moazure

Male human Clr6; CR 6; Size M; HD 6d8+18; hp 45; Init +8; Spd 30 ft.; AC 14, touch 14, flat-footed 10 [[+4 Dex]]; Atk +9 melee (1d4-1/crit x3, +1 dagger); SQ Spontaneous casting, rebuke undead 2/day; AL CE; SV Fort +8, Ref +6, Will +8; Str 7, Dex 18, Con 16, Int 13, Wis 17, Cha 9.

Skills and Feats: Concentration +12, Heal +12, Hide +13, Knowledge (religion) +10; Combat Casting, Dodge, Improved Initiative, Weapon Finesse (dagger).

Spells Prepared (5/5/5/4): 0th—*cure minor wounds* (x3), *detect magic*, *detect poison*; 1st—*cause fear*, *change self*^{*}, *cure light wounds* (x2), *shield of faith*; 2nd—*cure moderate wounds*, *hold person*, *invisibility*^{*}, *summon monster II*; 3rd—*cure serious wounds* (x2), *nondetection*^{*}, *summon monster III*.

***Domain Spell.** *Domains:* Evil (cast Evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: *ring of blinking*, +1 *punching dagger of brilliant energy*, *potion of bull's strength*, jet black nose stud (50 gp), spinel earring (150 gp), golden lip and nipple rings (10 gp each).

Nairib

Male Reanaarese human Clr2; CR 2; Size M; HD 2d8+2; hp 12; Init +1, Spd 30 ft.; AC 11, touch 11, flat-footed 10 [[+1 Dex]]; Atk +3 melee (1d8+1/crit x3, battleaxe); SQ Spontaneous casting, turn undead 4/day; AL CN; SV Fort +4; Ref +1; Will +7; Str 13, Dex 13, Con 13, Int 5, Wis 18, Cha 12.

Skills and Feats: Concentration +6, Heal +9; Combat Casting, Dodge.

Spells Prepared (4/4): 0th—*create water* (x4); 1st—*divine favor*, *entropic shield*, *magic weapon*^{*}, *summon monster I*.

***Domain spell.** *Domains:* Chaos (+1 caster level for Chaos spells); War (free Martial Weapon Proficiency and Weapon Focus in battleaxe).

Possessions: battleaxe, chainmail (not worn), 1 pp, 81 gp, 4 sp, 5 cp, silver holy symbol.

Neix

Male Reanaarese human Rog2; CR 2; Size M; HD 2d6+4; hp 14; Init +8; Spd 30 ft.; AC 16, touch 14, flat-footed 12 [[leather armor, Dex +4]]; Atk +2 melee (1d8+1/crit 19-20/x2, longsword) or +5 ranged (1d4+1/crit 19-20/x2, dagger); SA Sneak attack +1d6; SQ Evasion; AL N; SV Fort +2, Ref +7, Will -1; Str 13, Dex 18, Con 14, Int 10, Wis 9, Cha 13.

Skills and Feats: Bluff +6, Disable Device +5, Hide +9, Listen +6, Move Silently +9, Open Lock +9, Pick Pocket +11, Search +5, Spot +6; Alertness, Improved Initiative.

Possessions: longsword, dagger, leather armor.

Refsen

Male Deji human Ftr1; CR 1; Size M; HD 1d10+1; hp 9; Init +0; Spd 30 ft.; AC 12, flat-footed 12, touch 10 [[large shield]]; Atk +2 melee (1d8/crit x3, battleaxe); AL N; SV Fort +3, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Ride +4, Hide +2; Blind-Fight, Run, Weapon Focus (battleaxe).

Possessions: battleaxe, large wooden shield, splint mail (not worn), 2 gems worth 20 gp each.

Rollark

Male bugbear Adp4 (spiritual advisor); CR 5; Size M (Goblinoid); HD 3d8+3 (bugbear) + 4d6+4 (adept); hp 34; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13 [[+1 Dex, +3 natural]]; Atk +5 melee (1d8+1/crit x2, morningstar); AL CE; SV Fort +3, Ref +5, Will +7; Str 13, Dex 12, Con 13, Int 10, Wis 15, Cha 9.

Skills and Feats: Climb +1, Concentration +5, Hide +3, Knowledge (religion) +4, Listen +5, Move Silently +6, Spot +5; Alertness, Combat Casting.

Possessions: scroll of *cure serious wounds* (8th level), scroll of *glyph of warding* (8th level), morningstar.

Spells Prepared (3/3/1): 0th—*cure minor wounds* (x2), *detect magic*; 1st—*command*, *cure light wounds*, *protection from good*; 2nd—*mirror image*.

Fellow Ruthdor

Male human Clr5; CR 5; Size M; HD 5d8-5; hp 19; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 [[+3 Dex, +1 ring of protection]]; Atk +1 melee (1d8-2/crit x2, morningstar); SQ Spontaneous casting, rebuke undead 3/day; AL CE; SV Fort +3, Ref +6, Will +7; Str 7, Dex 16, Con 9, Int 18, Wis 16, Cha 11.

Skills and Feats: Bluff +8, Concentration +7, Disguise +8, Heal +11, Hide +11, Knowledge (religion) +12, Spellcraft +12; Dodge, Lightning Reflexes, Toughness.

Spells Prepared (5/5/4/3): 0th—*cure minor wounds* (x3), *resistance* (x2); 1st—*cause fear*, *cure light wounds* (x2), *protection from good*^{*}, *sanctuary*; 2nd—*cure moderate wounds*, *death knell*, *hold person*, *invisibility*^{*}; 3rd—*cure serious wounds*, *magic circle against good*^{*}, *prayer*.

***Domain Spell.** *Domains:* Evil (+1 caster level for Evil spells); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 ring of protection, morningstar, unholy symbol.

Seri

Female half-elf Ftr1/Wiz1; CR 2; Size M; HD 1d10+1d4; hp 12; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11 [[+2 Dex, small

shield]]; Atk +5 melee (1d8+3/crit 19-20/x2, longsword) or +3 ranged (1d8/x3, longbow) or +3 ranged (1d4+3/crit 19-20/x2, dagger); SQ Low-light vision, immune to *sleep* spells, +2 racial bonus vs. Enchantment saves; AL NG; SV Fort +2, Ref +2, Will +3; Str 17, Dex 14, Con 11, Int 18, Wis 12, Cha 14.

Skills and Feats: Climb +5, Concentration +5, Knowledge (arcana) +8, Knowledge (history) +8, Ride +4, Search +7, Spellcraft +8, Spot +4; Dodge, Weapon Focus (longsword).

Spells Prepared (3/2): 0th—*detect magic, mending, read magic*, 1st—*burning hands, mage armor*.

Spellbook: 0th—all; 1st—*burning hands, change self, detect undead, jump, obscuring mist, mage armor, true strike*.

Possessions: longsword, longbow, 10 arrows, dagger, small wooden shield, 160 gp.

Shagaaz "The Hulk"

Male kobold Ftr2; CR 3; Small (Large) Reptilian Humanoid; HD 2d10 (+6); hp 18 (24); Init +1 (-1); Spd 30 ft.; AC 17, touch 12, flat-footed 16 [[+1 size, +1 Dex, +1 natural, chain shirt]] or 11, touch 8, flat-footed 11 [[-1 size, -1 Dex, +3 natural]] in hulk form; Atk +3 melee (1d8-1/crit x2, morningstar) or +4 ranged (1d6-1/crit x2, javelin) or +7 melee (1d8+5/crit x2, morningstar) in hulk form; SQ Darkvision 60 ft., light sensitivity, transformation; AL LE; SV Fort +3 (+6), Ref +1 (-1), Will +3; Str 8 (20), Dex 13 (9), Con 11 (17), Int 13, Wis 12, Cha 8.

Skills and Feats: Craft (trapmaking) +8, Ride +6, Search +3; Expertise, Improved Disarm, Weapon Focus (morningstar).

*Statistics in parentheses apply when Shagaaz is in hulk form.

Fellow Tyrokk

Male human Clr8; CR8; Size M; HD 8d8+8; hp 40; Init +4; Spd 60 ft.; AC 14, touch 14, flat-footed 10 [[+4 Dex]]; Atk +9/+4 melee (1d8+2/crit x2, +1 morningstar); SQ Spontaneous casting, rebuke undead 3/day; AL CE; SV Fort +7, Ref +6, Will +10; Str 12, Dex 18, Con 13, Int 15, Wis 18, Cha 10.

Skills and Feats: Bluff +11, Concentration +11, Disguise +11, Hide +15, Jump +11 (from *boots of striding and springing*), Knowledge (religion) +13; Combat Casting, Dodge, Spell Penetration, Weapon Focus (morningstar).

Spells Prepared (6/6/5/5/4): 0th—*cure minor wounds* (x3), *detect magic* (x2), *read magic*, 1st—*change self*[®], *cure light wounds* (x3), *shield of faith* (x2); 2nd—*bull's strength, cure moderate wounds, hold person* (x2), *invisibility*[®]; 3rd—*animate dead, cure serious wounds* (x2), *dispel magic, nondetection*[®]; 4th—*cure critical wounds, divine power, summon monster IV, unholy blight*[®].

***Domain Spell.** Domains: Evil (+1 caster level for Evil spells), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 morningstar, boots of striding and springing, bag of tricks (rust), onyx ring (200 gp value).

APPENDIX C: MONSTERS

Bugbear Shaman (Adp1)

CR 2; Size M (Goblinoid); HD 3d8+3 (bugbear) + 1d6+1 (Adept); Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13 [[+1 Dex, +3 natural]]; Atk +3 melee (1d8+1/crit x2, morningstar); SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +3; Str 13, Dex 12, Con 13, Int 10, Wis 13, Cha 9.

Skills and Feats: Concentration +5, Hide +3, Listen +3, Move Silently +7 Spot +5; Alertness, Dodge.

Spells Prepared (3/2): None.

Cleric of the Prince of Terror

Human Clr1; CR 1; Size M; HD 1d8; hp 7; Init +2; Spd 30 ft.; AC 12, flat-footed 10, touch 12 [[+2 Dex]]; Atk +1 melee (1d8+1/crit x2, morningstar) or +2 ranged (1d8/crit 19-20/x2, light crossbow); SQ Spontaneous casting, rebuke undead 4/day; AL CE; SV Fort +2, Ref +2, Will +5; Str 12, Dex 15, Con 10, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +4, Hide +6, Knowledge (religion) +4; Dodge, Spell Focus (Necromancy).

Spells Prepared (3/3): 0th—*cure minor wounds, detect magic* (x2); 1st—*cause fear, change self*[®], *summon monster I*.

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills).

Cleric of the Prince of Terror

Human Clr2; CR 2; Size M; HD 2d8; hp 16; Init +2; Spd 30 ft.; AC 12, flat-footed 10, touch 12 [[+2 Dex]]; Atk +2 melee (1d8+1/crit x2, morningstar); SQ Spontaneous casting, rebuke undead 4/day; AL CE; SV Fort +3, Ref +2, Will +6; Str 12, Dex 15, Con 10, Int 10 Wis 16, Cha 13.

Skills and Feats: Concentration +5, Hide +7, Knowledge (religion) +5; Dodge, Spell Focus (Necromancy).

Spells Prepared (4/4): 0th—*cure minor wounds* (x2), *detect magic* (x2); 1st—*cause fear, change self*[®], *command, cure light wounds*.

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Trickery (Bluff, Disguise and Hide are class skills).

Cleric of the Prince of Terror

Human Clr3; CR 3; Size M; HD 3d8; hp 20; Init +2; Spd 30 ft.; AC 12, flat-footed 10, touch 12 [[+2 Dex]]; Atk +3 melee (1d8+1/crit x2, morningstar); SQ Spontaneous casting, rebuke undead 4/day; AL CE; SV Fort +3, Ref +3, Will +6; Str 12, Dex 15, Con 10, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +6, Hide +8, Knowledge (religion) +6; Combat Casting, Dodge, Spell Focus (Necromancy).

Spells Prepared (4/4/3): 0th—*cure minor wounds* (x2), *detect magic, resistance*; 1st—*cause fear, change self*[®], *cure light wounds* (x2); 2nd—*death knell, invisibility*[®], *summon monster II*.

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Cleric of the Prince of Terror

Human Clr4; CR 4; Size M; HD 4d8; hp 25; Init +3; Spd 30 ft.; AC 13, flat-footed 10, touch 13 [[+3 Dex]]; Atk +4 melee (1d8+1/crit x2, morningstar); SQ Spontaneous casting, rebuke

undead 4/day; AL CE; SV Fort +4, Ref +5, Will +7; Str 12, Dex 16, Con 10, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +7, Hide +10, Knowledge (religion) +7; Combat Casting, Dodge, Spell Focus (Necromancy).

Spells Prepared (5/5/4): 0th—*cure minor wounds* (x3), *detect magic*, *resistance*; 1st—*cause fear*, *change self*⁶, *cure light wounds*, *shield of faith*, *summon monster I*; 2nd—*death knell*, *hold person*, *invisibility*⁶, *spiritual weapon*.

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Dark Creeper

CR 1; Small Humanoid (4 ft. tall); HD 2d8+2; Init +1; Spd 20 ft.; AC 20, touch 20, flat-footed 19 [[+1 size, +1 Dex, +8 deflection]]; Atk +4 melee (1d4/crit x3, +1 punching dagger); SA Sneak attack +2d6; SQ Evasion, spell-like abilities, immolation, light vulnerability, darkvision 120 ft.; AL CN; SV Fort +1, Ref +4, Will +0; Str 8, Dex 13, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Alchemy +2, Disable Device +5, Hide +10, Listen +5, Move Silently +6, Open Lock +6, Pick Pocket +6, Search +5; Weapon Finesse (dagger).

Spell-like abilities: At will—*detect magic*; 3/day—*darkness* (duration 1 hour).

Light vulnerability: In any light source brighter than torchlight, dark creepers lose their deflection bonus to AC.

Immolation (Su): When a creeper dies, its body spontaneously combusts. All within 10 feet of the creeper must make a Fortitude save (DC 12) or be blinded for 1d6x10 minutes.

Possession: +1 punching dagger.

Death Dog

CR 2; Medium Magical Beast; HD 1d10+3; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 [[+3 natural]]; Atk +3 (1d10+2 plus disease, 2 bites); SA Disease; SQ Scent; AL N; SV Fort +5, Ref +2, Will +0; Str 14, Dex 10, Con 16, Int 2, Wis 10, Cha 5.

Skills and Feats: Listen +2, Spot +2; Power Attack, Improved Bull Rush.

Disease (Su): Anyone bitten by a death dog must make a Fortitude save (DC 15) or become infected with the red ache disease (incubation period 1d3 days, damage 1d6 points of temporary Strength).

Desert Nomads

Human War1; CR 1/2; Size M; HD 1d8; hp 5 each; Init +0; Spd 30 ft.; AC 12, flat-footed 12, touch 10 [[large wooden shield]]; Atk +3 melee (1d6+1/crit 18-20/x2, scimitar); AL NG; SV Fort +2; Ref +0; Will +1; Str 13, Dex 11, Con 11, Int 10, Wis 13, Cha 11.

Skills and Feats: Ride +4, Spot +3, Wilderness Lore +5; Skill Focus (Wilderness Lore), Weapon Focus (scimitar).

Possessions: scimitars, large wooden shields, 5 days of rations, 4 waterskins.

Desert Trolls

CR 5; Large Giant (Fire) (10 ft. tall); HD 6d8+36; Init +3; Spd 40 ft.; AC 19, touch 12, flat-footed 16 [[-1 size, +3 Dex, +7 natural]]; Atk +9/+9/+4 melee (1d6+6/crit x2, 2 claws, 1d6+3/crit x2, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Regeneration 5, scent, darkvision 90 ft., fire subtype; AL NE; SV Fort +11, Ref +5, Will +3; Str 23, Dex 16, Con 23, Int 8, Wis 9, Cha 6.

Skills and Feats: Hide +13*, Listen +5, Spot +5; Alertness, Iron Will. *Their mottled brown coloring bestows a +8 racial bonus to Hide checks.

Regeneration (Ex): Cold and acid deal normal damage to a desert troll. Water deals 2d4 points of damage per quart. If a desert troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it on to the stump. Sand trolls only regenerate in weather conditions greater than 85°F and less than 20% relative humidity, and if the temperature falls to below 45°F they are slowed to half speed.

Fire subtype: Desert trolls take no damage from heat or fire. They take double damage from cold-based effects on a failed save.

These distant relatives of the troll family are rare and found only in the driest desert climates. Living in packs of up to 10, they are sometimes called sand trolls. They possess only a low intelligence and keep no treasure due to their nomadic way of life. Unlike standard trolls, these creatures revel in heat and flames. Fire will cause them no harm - hence they will boldly approach an open flame or actually plunge through a *wall of fire*.

High ambient temperatures will allow them to regenerate at a rate of 5 hit points/round. However, these creatures are adversely affected by cold and moisture. Water will cause them great pain (2d4 points of damage per quart).

The only way to permanently kill these creatures is to soak them in water or do a sufficient amount of damage from cold based spells. When soaked in water long enough, their body melts away into a slurry of wet sand.

Fomorian Giant

CR 7; Large Giant; HD 13d8+52; Init +0; Spd 30 ft.; AC 17 [[-1 size, hide armor, +5 natural]]; Atk +17/+12 melee (2d6+12/crit x2, huge greatclub); SQ All-around vision; AL NE; SV Fort +12, Ref +4, Will +4; Str 27, Dex 10, Con 19, Int 10, Wis 10, Cha 4.

Skills and Feats: Climb +8, Jump +8, Search +9, Spot +9; Cleave, Great Cleave, Power Attack.

All-around vision (Ex): Fomorians have multiple eyes on various parts of their head and body, allowing them to see in all directions. This gives them a +4 racial bonus to Search and Spot checks and prevents them from being flanked.

Giant Ant Lion

CR 8; Large Vermin (10 ft. long); HD 8d8+8; hp 40; Init +2; Spd 20 ft.; burrow 3 ft.; AC 18, touch 11, flat-footed 16 [[-1 size, +2 Dex, +7 natural]]; Atk +8 melee (5d4+6, mandibles); SA Improved grab; SQ Vermin; AL N; SV Fort +6, Ref +4, Will +2; Str 23, Dex 14, Con 12, Int -, Wis 10, Cha 10.

Skills: Listen +8, Spot +7.

Guardian Dæmon

CR 7; Large Outsider (9 feet tall); HD 8d8+16; hp 50; Init +1; Spd 30 ft.; AC 19, touch 10; flat-footed 18 [[+1 Dex, -1 size, +9 natural]]; Atk +12/+12/+10 (1d12+5/crit x2, 2 claws, 1d6+2/crit x2, bite); SA Fire breath; SQ Immunities, speak and understand all languages, damage reduction 10/+2; AL NE; SV Fort +8; Ref +7, Will +6; Str 20, Dex 13, Con 15; Int 11; Wis 11; Cha 9.

Skills and Feats: Concentration +10, Intimidate +7, Knowledge (the planes) +8, Listen +10, Search +8, Sense Motive +8, Spellcraft +8, Spot +10; Alertness, Multiattack.

Breath Weapon (Su): 3/day: Cone of fire 30 ft. long, 5d6 damage, Reflex save DC 16 for half damage.

Immunities: Immune to fire, polymorphing, and mind-affecting attacks.

Kobold "Hit Team" (Ftr1)

CR 1/3 each; Small Humanoids (Reptilian); HD 1d10; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16 [[chain shirt, +1 size, +1 Dex, +1 natural]]; Atk +1 melee (1d8-1/crit x2, morningstar) or +3 ranged (1d6-1/crit x2; javelin); SQ Darkvision 60 ft.; light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 8; Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Ride +5, Search +2, Spot +2; Alertness, Point Blank Shot.

Kobold "Stealth Team" (Ftr1)

CR 1/3 each; Small Humanoids (Reptilian); HD 1d10; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14 [[leather, +1 size, +1 natural, +2 Dex]]; Atk +1 melee (1d8-1/crit x2, morningstar) or +5 ranged (1d6-1/crit x2, javelin); SQ Darkvision 60 ft.; light sensitivity; AL LE; SV Fort +2; Ref +2, Will +0; Str 8, Dex 15, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +9, Move Silently +5, Ride +6, Search +2; Point Blank Shot, Weapon Focus (javelin).

Kobold "Gear Team" (Ftr1)

CR 1/3 each; Small Humanoids (Reptilian); HD 1d10; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 [[leather, +1 size, +1 natural, +1 Dex]]; Atk +1 melee (1d8-1/crit x2, morningstar) or +3 ranged (1d6-1/crit x2, javelin) or +3 ranged (special, net); SQ Darkvision 60 ft.; light sensitivity; AL LE; Fort +2; Ref +1; Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +8, Listen +2, Handle Animal +4, Ride +5, Search +2, Spot +2; Alertness, Exotic Weapon Proficiency (net).

Leucrotta

CR 5; Large Beast; HD 6d10+18; Init +2; Spd 40 ft.; AC 16, touch 11, flat-footed 14 [[+2 Dex, -1 size, +5 natural]]; Atk +8 melee (3d6+3, bite) or +6 melee (1d6+3, 2 hooves); SQ Voice mimicry, retreating attack; AL CE; SV Fort +8, Ref +7, Will +2; Str 16, Dex 15, Con 16, Int 8, Wis 10, Cha 5.

Skills and Feats: Listen +4, Spot +4; Dodge, Mobility, Spring Attack.

Voice Mimicry (Ex): The leucrotta can imitate the voice of a human or demihuman.

Retreating Attack (Ex): The leucrotta can attack with both rear hooves and then move without provoking attacks of opportunity from the square it started in.

Men-at-arms

Human War1; CR 1/2; Size M; HD 1d8; hp 7; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 [[chainmail, +1 Dex]]; Atk +4 melee (1d6+2/crit 19-20/x2, shortsword) or +3 melee (1d6+2 subdual/crit x2, sap); AL CE; SV Fort +2, Ref +1, Will -1; Str 15, Dex 13, Con 11, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +1, Ride +5; Blind-Fight, Weapon Focus (shortsword).

Possessions: shortsword, sap, chainmail.

Minotaur Lizard

CR 5; Huge Animal (40 ft. long); HD 7d8+49; Init -2; Spd 20 ft.; AC 15, touch 6, flat-footed 15 [[+9 natural, -2 Dex, -2 size]]; Atk +17 (2d6+12/crit x2, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Improved Grab; AL N; SV Fort +10, Ref +3, Will +3; Str 35, Dex 7, Con 20, Int 2, Wis 12, Cha 2.

Skills: Climb +17, Listen +6, Spot +6.

Improved Grab (Ex): To use this ability, the minotaur lizard must hit with its bite attack.

Non-Commissioned Officer; Sergeant

Human Ftr2; CR 2; Size M; HD 2d10+4; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18 [[banded mail, large steel shield]]; Atk +5 melee (1d8+2/crit 19-20/x2, longsword); AL N; SV Fort +4, Ref +0, Will +0; Str 15, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Jump +7, Ride +5; Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword).

Non-Commissioned Officer; Master Sergeant

Human Ftr4; CR 4; Size M; HD 4d10+8; hp 28; Init +6; Spd 20 ft.; AC 24, touch 11, flat-footed 20 [[full plate, +1 Dex, large steel shield]]; Atk +8 melee (1d8+5/crit 19-20/x2, longsword); AL N; SV Fort +6, Ref +3, Will +3; Str 16, Dex 15, Con 14, Int 11, Wis 11, Cha 10.

Skills and Feats: Climb +10, Ride +9, Spot +3; Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Pech

CR 2; Small Outsider (Earth) (4 ft. tall); HD 4d8+12; Init -1; Spd 20 ft.; AC 17, touch 10, flat-footed 17 [[+1 size, -1 Dex, +7 natural]]; Atk +7 melee (1d4+3/crit x4, light pick) or +7 melee (1d4+3/crit x2, light hammer); SQ Spell-like abilities, immunities, tactics; AL NG; SV Fort +7, Ref +3, Will +4; Str 16, Dex 8, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Craft (stonemasonry) +10, Intuit Direction +7, Knowledge (architecture and engineering) +8; Skill Focus (Craft).

Spell-like abilities: 4/day—stone shape, stone tell. 1/day—a group of 4 pechs can cast wall of stone. A group of 8 pechs can cast stone to flesh.

Immunity (Ex): Pechs are immune to petrification.

Tactics (Ex): Pechs' knowledge of stonework is so great that when they are in combat with lithic monsters such as stone golems, they can bypass any damage reduction those creatures may have.

Sand Golem

CR 4; Medium Construct (6 ft. tall); HD 5d10; Init -1; Spd 30 ft. (can't run); AC 13, touch 9, flat-footed 13 [[-1 Dex, +4 natural]]; Atk +7 melee (2d6+4, 2 slams); SQ Construct, damage reduction 5/+1; AL N; SV Fort +1, Ref +0, Will +1; Str 19, Dex 9, Con -, Int 2, Wis 11, Cha 1.

Construction: A sand golem's body is carved from sandstone and weighs over 2000 lbs.

The golem costs 16,000 gp to create. Assembling the body requires a successful Craft (sculpting or masonry) check (DC15).

The ritual requires an 11th level creator who can cast divine spells. Completing the ritual drains 900 XP and requires *animate objects*, *bless*, *commune*, and *prayer*.

Sand Worm

CR 8; Huge Beast (8 ft. diameter, 40 ft. long); HD 10d10+50; Init -2; Spd 20 ft., burrow 20 ft.; AC 16, flat-footed 16, touch 6[[-2 size, -2 Dex, +10 natural]]; Atk +15 melee (1d12+8/crit x2, bite); Face/Reach 15 ft. by 15 ft. (coiled)/10 ft.; SA improved grab, swallow whole; SQ tremorsense; AL N; SV Fort +10, Ref +5, Will +2; Str 27, Dex 7, Con 20, Int 2, Wis 5, Cha 3.

Skills: Climb +10.

Improved Grab (Ex): To use this ability, the sand worm must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

Swallow Whole (Ex): A sand worm can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d12+8 points of crushing damage per round plus 1d6 points of acid damage per round from the worm's gizzard. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to the worm's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out using claws or Small or Tiny slashing weapons to deal 15 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The worm's interior can hold two Medium, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Shadow Demon

CR 5; Medium Outsider; HD 7d8; Init +3; Spd 30 ft.; AC 11/15/19, touch 11, flat-footed 10/14/18 [[+1 Dex, +0/+4/+8 natural]]; Atk +8/+6/+6 melee (1d8+1/1d6/1d6, bite and 2 claws); SA Leap; SQ Spell-like abilities, light vulnerability, fire resistance 20, cold resistance 20, electricity resistance 20; AL CE; SV Fort +5, Ref +6, Will +5; Str 13 (15, 17), Dex 13, Con 11, Int 13, Wis 11, Cha 7.

Skills and Feats: Hide +16*, Listen +8, Search +9, Spot +8 (*+8 racial bonus to Hide checks); Multiattack.

Spell-like abilities: 1/day: *darkness*, *fear*; 1/week: *magic jar*.

Light vulnerability: In daylight or its equivalent, the shadow demon has no natural armor and its Strength is 13. In addition, it takes double damage from weapons. In torchlight its Strength is 15, it has +4 natural armor and it takes normal damage from weapons. In darkness or near-darkness its Strength is 17, it has +8 natural armor, and it gains damage reduction 10/+2. In any light conditions, if the shadow demon is the subject of a *light* or *daylight* spell, it takes 1d6 points of damage per caster level (maximum 10 dice, Fortitude save for half damage allowed).

Leap (Ex): During the first round of combat, the shadow demon can use its small wings to leap on an opponent. It can make a full attack with all four of its claws in addition to its move action. The claws deal 1d6 points of damage each and the attack bonus is +8.

Quick Movement (Ex): Using its wings, the shadow demon can double its movement for one round. It may use this ability once per minute as a free action.

Sheet Ghoul

CR 3; Medium Undead; HD 4d12; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 [[+3 Dex, +5 natural]]; Atk +5/+3/+3 (1d6+3, bite, and 1d4+1, 2 claws); SA Spit acid; SQ +5 turn resistance, undead; AL CE; SV Fort +1, Ref +4, Will +4; Str 16, Dex 16, Con -, Int 10, Wis 10, Cha 5.

Spit acid (Su): The sheet ghoul can spit a 10 foot long line of acid from its nose for 1d8 points of damage (Reflex save DC 12 for half damage). The ghoul can use this ability once per round as a free action.

Sheet Phantom

CR 3; Large Undead; HD 3d12; Init +7; Spd 20 ft.; AC 17, touch 12, flat-footed 14 [[+3 Dex, +5 natural, -1 size]]; Atk +3 melee (envelopment); Face/Reach 10 ft. by 10 ft./5 ft.; SA Envelopment, constriction 1d6+3; SQ +4 turn resistance, metamorphosis, undead; AL CE; SV Fort +1, Ref +4, Will +3; Str 16, Dex 16, Con -, Int 10, Wis 10, Cha 5.

Skills and Feats: Hide +20, Move Silently +20; Improved Initiative. *+12 racial bonus to Hide and Move Silently.

Envelopment (Ex): A sheet phantom can try to envelop a Medium-size or smaller creature as a standard action. The phantom attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, the victim is unable to move or attack the sheet phantom unless they had a Tiny piercing weapon in hand when they were enveloped. Attacks that hit an enveloping sheet phantom deal half their damage to the monster and half to the trapped victim. In addition, the captive is unable to breathe.

Murderous Metamorphosis (Su): When an enveloped victim dies (whether from suffocation, constriction, or damage unwittingly inflicted by his comrades), the sheet phantom merges with the body and the whole becomes a sheet ghoul.

Skeleton Warrior

CR 11; Medium Undead; HD 9d12; hp 52; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17 [[+1 Dex, chainmail; +2 natural]]; Atk +14/+9 melee (2d6+8/crit 17-20/x2, greatsword); SA Fear aura (DC 12); SQ Undead, damage reduction 10/+1, turn resistance +8; SR 29; AL NE; SV Fort +3, Ref +4, Will +7; Str 18; Dex 12; Con -, Int 13, Wis 12, Cha 6.

Skills: Climb +16, Listen +7, Search +7, Spot +7. **Feats:** Cleave, Expertise, Great Cleave, Improved Critical (greatsword); Improved Disarm; Improved Initiative; Power Attack; Weapon Focus (greatsword); Weapon Specialization (greatsword).

Skeleton Warrior Template

"Skeleton Warrior" is a template that can be added to any humanoid or monstrous humanoid fighter or warrior. The creature's type changes to "undead."

Hit Dice: Increase to d12.

AC: The creature's natural armor becomes +2.

Special Attacks:

Fear Aura (Su): Creatures of less than 5 hit dice must make a Will save (DC 10 + 1/2 the warrior's HD + the warrior's Charisma modifier) or be affected as a fear spell cast by a sorcerer of the skeleton warrior's level.

Special Qualities:

Damage Reduction (Su): 10/+1.

Spell Resistance: 20 + the skeleton warrior's hit dice.

Turn Resistance (Ex): +8.

Abilities: Cha -4. As undead, a skeleton warrior has no Constitution score.

Challenge Rating: As base creature +2

Alignment: Never good

Skulk

CR 2; Medium Undead; HD 2d12; Init +3; Spd 30 ft.; AC 13, flat-footed 10, touch 13 [[+3 Dex]]; Atk +2 melee (1d6+1/crit 18-20/x2, scimitar); SA Sneak Attack +3d6; SQ Undead; AL NE; SV Fort +0, Ref +3, Will +3; Str 12, Dex 16, Con -, Int 8, Wis 10, Cha 5.

Skills: Hide +16, Move Silently +16. *+8 racial bonus to Hide and Move Silently.

Tur's Bugbears

Standing 7 feet tall and weighing nearly 400 pounds, the inherent combat ability of these troops is obvious. Their natural ability has been augmented by their training and equipment. Each is clad in a chain shirt and large steel shield which results in an AC of 20. They are able to wield bastard swords one-handed to full effect (Exotic Weapon Proficiency) and are proficient in the crossbow though they will not usually be carrying one indoors. Most also know at least a few words in Kalamaran.

APPENDIX D: THE FELLOWSHIP OF TERROR

(The following excerpt is taken from *The KINGDOMS OF KALAMAR™ Campaign Sourcebook*, pages 222-223.) This information is included to allow the Dungeon Master who may not own *The Kingdoms of Kalamar* fantasy campaign setting to understand the motivations of this evil cult and to properly roleplay NPCs associated with it.

PRINCE OF TERROR, SULTAN OF FEAR, BLOODCURDLER, MASTER OF HORRORS, OLD SHIVERS, KING OF THE MACABRE, SENDER OF DREAD

Fintor (Brandobian)

Adajy (Dejy)

Goli (Kalamaran)

Owhzi (Svimohzish)

Tannar (Fhokki)

Vasau (Reanaarese)

SPHERES OF INFLUENCE:

Fear and nightmares

ALIGNMENT: Chaotic Evil

SYMBOL: Face filled with terror

DIVINE FOCUS:

Shrunken head

UNHOLY DAYS: Unholy

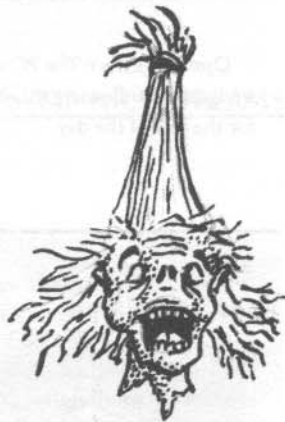
days are periodic and announced to the public in advance to inspire fear and nightmares.

PLACE OF WORSHIP: Abandoned, haunted or reputedly haunted locations

COLORS: All

ANIMAL: Coal black stallion

APPEARANCE: The Prince of Terror always assumes the form of his viewer's worst nightmare.



CHURCH: The Temple of Sleepless Nights

CLERGY: The Fellowship of Terror

RAIMENT: Fellows of Terror wear magical multi-hued robes.

These shimmering garments change color and form right before the viewer's eyes. A cleric of the Bloodcurdler will usually wear a mask bearing a grotesque visage. Fellows cover themselves with revolting, hideous tattoos that seem to move and shift of their own accord.

SACRIFICE & FREQUENCY: The Master of Horrors requires only fear as a sacrifice. A sacrifice is confined to a cell, drugged to a state of absolute paranoia and literally scared out of his mind. Clerics do these actions repeatedly until the victim dies or is driven permanently insane. Insane victims are released as their deranged babblings help spread the fearful reputation of the Temple of Sleepless Nights.

ADVANCEMENT: Advancement is through mortal combat. Once a cleric issues a challenge to a superior, the only rule is that the survivor gains or maintains the ranking position.

CLERICS: The Fellowship of Terror exists for the sole purpose of spreading dread in the name of their master, the Sultan of Fear. These clerics wage psychological warfare, known as the War of the Intangibles, against all sentient beings on Tellene. They believe that once fear is implanted in the mind, the brain will wage war within itself, eventually destroying the victim.

Clerics of Old Shivers are masters of alchemy and mind influencing drugs. Even the most powerful and fearless warrior can easily be taken captive when under the influence of a specially concocted powder. Most clerics conceal such powders within their divine focus.

In hand to hand combat, it is obvious that these clerics are extremely weak fighters, after all, fear is but an illusion. Therefore, clerics of the King of the Macabre try to avoid battle to maintain their fearsome image. Fellows tend to use hit and run tactics designed to split up their enemies. The Bloodcurdler's clerics then hunt down, trap and capture the foes split from the main group.

FRIENDS/ALLIES: The Order of Agony, the Church of Endless Night, the Congregation of the Dead, the House of Knives.

FOES/ENEMIES: The Face of the Free, the Assembly of Light and the Theater of the Arts.

SAYINGS: When you sleep sound, we will soon be around. - The war within thyself has begun. - Fear is the mind killer. - All Tellene trembles before the Prince [of Terror].

APPENDIX E: THYGASHAN DREAMS

As described above in the section entitled "The City of Thygasha," the City-State of Thygasha is also known as the City of Dreams. City dwellers are repeatedly given the unforgettable experience of terrifying nightmares in the middle of the night, followed by serene and pleasant dreams near dawn. This Appendix is devoted to providing background material for the Dungeon Master if he or she chooses to provide details to the PCs on their Thygashan dream experiences. These dreams might mean nothing at all or the DM can use the dreams as a way to drop clues to the party. At the DMs option, some of the dreams might produce temporary game effects. Unless noted otherwise

(such as in the dreams that should be roleplayed out in real time), the DM should take the player aside, away from the others and make it seem real. The specific dream may be randomly determined or chosen by the Dungeon Master to fit a particular situation.

Visions/Omens:

Each dream has a 5% (non-cumulative) chance of predicting some event in the future or predicting the exact opposite of what really happens (50%/50%). Thygashans know this from experience, so they tend to ignore their premonitions because only a small portion actually come true and the reverse comes true just as often as the actual dream. The Prophets insist they can divine which dreams will occur and which will not come to pass, but there is no empirical evidence that the Prophets possess this ability.

The following table should be consulted once per hour while sleeping in Thygasha.

Dream Selection Table

Percent	Description
1-15	horrible, evil nightmare
16-30	nightmare
31-40	uneasy semi-nightmare
41-60	no dream
61-70	interesting semi-nice dream
71-85	pleasant dream
86-100	very good, beautiful dream

Rolls are modified by the time of day as follows: at midnight subtract 30%, at 11:00 p.m. and 1:00 am subtract 15%, at 6:00 am add 30%, at 5:00 am and 7:00 am add 15% (these are non-cumulative, of course). Most characters will have 4-8 dreams each night, so it is recommended that after the first night in town you roleplay only a few dreams each night and briefly describe the other dreams. Simple dream results can be obtained by rolling on random encounter tables. Some examples of each category of dream are provided below.

VERY GOOD, BEAUTIFUL DREAMS

1) Reunited

You awaken and find yourself frolicking in a green meadow. While playing in the meadow, you see your brother who ran away from home many years ago. He sees you and hurries over to embrace you. Before you can speak, he anticipates your questions and tells you that he is safe and that he loves you. You hug once again only to find yourself waking up with your pillow in a tight embrace. You feel slightly disappointed yet somehow hopeful as if someone is watching over you.

Optional Effect: The PC will gain the benefit of a +1 deflection bonus to his Armor Class for the rest of the day. Any near combat strikes which would have otherwise hit seem to be deflected by

an apparition seen only by the PC (i.e. his companions will see only a close miss).

2) Flying

You are running as fast as you can as if you are being chased. Suddenly you come to the edge of a sheer cliff. Before you can stop, you careen over the edge. As you accelerate and you fear the inevitable, your body mass begins to lighten and you feel like you can control your plummet. With the speed of thought you change course and charge through the oncoming wind. As you learn to control your newfound power, you find yourself soaring over a village. You swoop up and down between houses tempting fate as if you had been born in the air. When you finally settle to the ground, you feel invigorated and you swagger over to the local tavern to boast of your flight. Before you reach the tavern you awaken refreshed and excited.

Optional Effect: The PC will feel energized throughout the day. He or she will not require rest after an exertion and will be able to move at twice normal speed for up to ten minutes.

3) Mommy's Baking Bread

You see yourself as a child again in your mother's kitchen. The fragrance of fresh spices and warmth from the stove fill the room. Your mother has just taken some fresh bread from the hearth and she offers you the first mouth-watering piece. It melts in your mouth. She pats you lovingly and tells you to go wash up for the rest of your dinner.

Optional Effect: The PC will feel exceptionally well rested and invigorated following this dream. He or she will not need to eat for the rest of the day.

PLEASANT DREAMS

1) An Old Flame

You are paddling a small canoe down a tranquil stream. Beautiful ferns, wild flowers and ivy blanket the banks of the stream. You have the strange sensation that the stream is taking you to see an old friend (or long lost love). At a large bend in the stream the boat drifts close to the outer bank and becomes lodged on a shallow sand bar. From here you notice a gentle footpath leading up the bank continuing onward over the crest of a friendly hill. You leave the boat and follow the path for several minutes. At last you come to a small clearing in a grove of

fragrant trees. A warm bonfire is blazing and standing next to the fire is your friend (or love). Your friend embraces you and you sit to chat and talk of old times

[see below under optional effect for potential information to discuss].

After a few minutes your friend looks to the fire which is beginning to burn low. "Would you be kind enough to gather more wood for the fire?" your friend asks. You walk to the grove where there are plenty of sticks and fallen branches for the fire. When you return your friend is gone.

Optional Effect: The friend tells the character a bit of information to help the character in an upcoming adventure such as the solution to a riddle or a warning about a hideous trap (e. g., the well trap at the Temple of Sleepless Nights or the sliding wall trap at the Pyramid of Kadar).

2) I'm So Proud

You see yourself returning home after a long absence. As you walk through the streets, you notice people start to stop and whisper about your arrival. Soon a crowd gathers and raises you above their heads, praising your name. They whisk you to the town square where trumpeters are blowing and the local ruler hurriedly makes preparations to receive you.

Optional Effect: The PC will feel confident and gain +2 to Charisma for the rest of the day.

INTERESTING SEMI-NICE DREAMS

1) Socialite

You are at a party with many Thygashan bourgeois in attendance. You meet a dashing and popular man named Chedef. He excuses himself from the women flocking around him to pull you aside and talk privately. He wants to hire you for a mission. Before you can get very far in your discussion, you hear a cry of distress from outside. As you run to the window to look out, you see a tattooed man dressed in a hideous robe of scintillating colors flee into the shadows. A frightened townsman lies trembling in the street and looks to you for comfort.

Optional Effect: If the character ever meets a member of the Fellowship of Terror, the cleric will appear to recognize him

even to the extent of saying "Not you again," while making eye contact. The PC will experience *déjà vu*.

2) Dry Mouth

You are traveling alone in a desert, away from anything you recognize. There is nothing around you but sun, sand and rock. You lick your parched lips, wanting moisture. Over a low rise you see a small cactus. To your amazement, a tiny pool of water rests on a rock in the shadow of the cactus. You lap at it lovingly and it refreshes your whole body.

Optional Effect: If the character is ever in the Khydoban Desert and in want of water, he will find a cactus similar to that in the dream. There will not be any water directly on the surface but some light digging will reveal a sufficient amount to help sustain life.

3) It's in the Wind

You are in the desert and a fierce wind storm kicks up. In a dash for safety you move closer to a nearby rocky crag. A narrow cave opens up and you enter a comfortable hollow. The wind continues to howl very loudly in a connected cavern. As you enter the cavern to investigate you see a small vortex of Silver Sand sparkling in the strong wind. Suddenly the wind stops and a tiny pile of Silver Sand lies before you. As you pick it up to sample the Sand, a voice from behind you says, "It's not in the rock. It's in the wind."

Optional Effect: None

UNEASY SEMI-NIGHTMARES

1) The Dragon's Eye

You see a vision of an ancient dragon sleeping in his lair. The dragon lies surrounded by his magnificent hoard of gold coins, gems and fabled relics. Also among the riches lie the skeletons of several would-be dragon-slayers scattered among the coins. Your view zooms into the dragon's face. You can almost feel the dragon's hot breath. One scaly eyelid suddenly pops open. You feel the reptilian eye penetrate your soul.

Optional Effect: The character is convinced he's being watched, possibly to the extent that he will fear certain types of gems that resemble the dragon's eye of the dream. As a coinci-

dence, the place he or she might be requested to meet an NPC could be a bar called the Dragon's Eye.

2) He Who Laughs Last

You are sitting around a campfire telling stories with a group of close friends. Merriment and laughter pervade the atmosphere. After a silly joke you all begin to laugh uncontrollably. The laughter is so intense you soon become exhausted but you find it impossible stop. Your joy gives way to worry. Some of your comrades clutch their throats and gasping for air in between guffaws. You still can't stop; the panic on each face just becomes funnier and funnier. Soon your voice can be heard over all others as your friends pass out one by one. Now this really cracks you up...

Optional Effect: The character(s) will feel uneasy at the next large social gathering or festive atmosphere.

3) You're Late

You find yourself standing on top of a large grassy hill. It appears to be just after sunset. The horizon is a brilliant orange and there is just enough light to see several hundred yards in any direction. As you peer beyond the hill you are suddenly startled by a voice from behind. "You're late!" As you spin around you are surprised to find a venerable woman in tattered robes, brandishing a long, gnarled wooden staff. She is apparently blind in one eye because there is only a bluish-white scar where her left pupil should be.

[allow the player an attempt to respond]

As you attempt to communicate with the old lady she only responds with scolding and finger wagging. "You are very late! Perhaps too late. And you are alone. Where are your comrades?" She waits for and answer.

[again allow the player an attempt to respond]

"No, no, no. This is not right," she says. After a few moments she takes the staff and points it at your eyes. You notice that the staff's head is crowned with a bronze and silver ornament. You are amazed to see that the ornament bears the faces of yourself and the other members of your party. Each face has an expression of horror and pain on it. The old lady taps you on the forehead three times with the staff and says, "Back to where you came from. Don't be late again."

Optional Effect: If a mission to find the Orb of Midnight is proposed, the character feels rushed and obligated with a great sense of urgency to complete it.

4) Someone Watching?

You wake up in a sleepy state and see a figure standing over you. As you reach up to touch her, she disappears. You then realize that the person was standing through where your waist lies and couldn't have been real.

Optional Effect: A *nightmare* spell cast on this character within the next two days has twice the normal effect.

5) The Net

You wake up in a sleepy state and see a large black net floating through the air near your bed. When you stand up to knock it down it disappears.

Optional Effect: The others in the room are awakened by the dreaming character. The dreamer refuses at all costs to personally go down into the next shaft or pit found.

6) Why Did It Have to be Snakes?

You wake up and see a viper on your bed. You jump up and fling it off, then you see a bunch of snakes on your buddy's bed. You fling off his covers and hack at them, waking him up. He then yells at you to stop hitting him. When you fully wake up you see no sign of any snakes.

Optional Effect: The others in the room are awakened by the dreaming character. The friend may also be injured.

NIGHTMARES

1) The Poor and Tired

You are wandering through the crowded streets of a large city choked with poor beggars, starving children and crippled outcasts. Everyone you pass seems to sense that you are some sort of hero and they are convinced that you have come to help them in their plight. You search your person for a morsel of food or a spare coin, but find nothing of value and insist that you cannot help. You try to negotiate your way through the crowd, but they swarm about you, cutting off your path. They plead for help in

unison and pull at your fine clothing. Hundreds of citizens, hearing the commotion, push their way toward you. As the crowds push forward you begin to feel suffocated. You fall to the ground and get trampled and kicked.

Optional Effect: The character wakes in a cold sweat panting for breath. The next three times he sees a beggar or someone in need he feels compelled to help. The level of assistance he feels compelled to render is based on his alignment. The closer his alignment is to good the more effort and assistance is required before the nagging guilt goes away. Thus, an evil character can quell the guilt by merely tossing a copper coin in a beggar's cap. A neutral person would toss a silver or gold piece. The good character may feel compelled to buy the beggar a meal, a pair of boots or teach him some skill which he could use to make a living.

2) The Walls Come Tumbling Down

You hear shouting and wake up to find all of your companions missing. You hear fighting coming from outside the building. You look out the window and see your companions battling humanoid invaders in the streets.

[give the player a chance to state that her character goes outside]

Upon leaving the inn you enter a pitched battle. It reminds you of the story of the Wars of Discord, except in this scenario, the walls of Thygasha have been breached. You see your companions up the street, about 30 feet away, defending against a mob of invaders. The mob hacks them to pieces. The invaders then turn toward you.

Optional Effect: The player fears combat of any type and receives a -2 morale penalty on all attack rolls until she survives one melee.

HORRIBLE, EVIL NIGHTMARES

1) Dungeon Crawl

You find yourself crawling through a cramped dungeon. It is a terrible, muddy dungeon with low ceilings and maze-like passages that turn left and right continuously. Water seeps through the walls of the dungeon. As you keep moving along, the water rises from ankle depth, to chest level and then to your chin. The water laps at your torch. Thick mud, scum and debris float in the water. Suddenly, what appears to be a trickle of thick mud runs

down your eyes, blurring your vision. As you wipe your eyes you are terrified to learn it is actually your own blood and your hands are covered in tiny leeches. Quickly reaching up to investigate you feel a writhing mass of leeches all through your hair and on your neck and cheeks. Panicking, you pull out a dagger and begin to cut away at the leeches. In your panic you drop the torch and find yourself in total darkness and up to your neck in water. The water continues to rise and you struggle, dog paddling. Now, only an inch or so of air space lies between the ceiling and the water's surface. You soon become forced to float on your back with your mouth almost pressed against the slimy surface of the dungeon. As you gasp for air, the leeches begin to attach themselves around your mouth. Some leeches manage to get into your mouth and throat as the filthy water laps in.

Optional Effect: The character is afraid or hesitant to enter the next enclosed, damp or slimy area she encounters. When the character awakens she finds that she has been clawing at her face in her sleep with her fingers or a sharp object.

2) The Dungeon

You wake up from the jostling you are receiving from the city guards. They take you to the palace dungeon. A hooded man asks for your knowledge of the Sand. He uses a myriad of devices on your person. First thumb screws, then the rack, then whipping, followed by hot irons. Finally he severs your fingers one at a time, then your wrist, then your arm to the elbow, then to the shoulder. As you scream he only laughs and asks for what you know about the Sand. Where is the Sand? Where have you hidden it? Finally you are turned upside down and sawed in twain between the legs. You awaken, paralyzed with pain.

Optional Effect: The character desperately wants to find information about the Silver Sand.

3) Bugs

In the middle of the night something moving on your bare chest awakens you from a deep sleep.

[wait for a player response, like: "What is it? I look."]

You see a scorpion crawling about. It stings you - take 3 points of damage and make a Fortitude saving throw.

[wait for the player to make his rolls, and state an action like: "I fling it off," etc. Start rolling dice, then shake your head sorrowfully and say:]

You feel movement under the sheets and sharp pain - make 6 saves and take 16 points of damage.

[allow the player to respond, e.g., "I try to whip the sheets off, get up," etc.]

Under the sheets, your bed is completely filled with thousands of crawling and stinging insects - your left leg is eaten down almost to the bone.

[now the player will interrupt with a response, but keep reading:]

Your right foot is tied down to the bed, but your left leg rips out from its bonds leaving behind remnants of flesh. Take 20 points of damage and make 6 more saves...

[pause here, while the player rolls. Ask the other players what they are doing.]

You wake up in the dark in a cold sweat. Legs and bed and sheets are intact.

Optional Effect: Because of a throbbing pain in his leg, the character will have a noticeable limp and -1 to Dexterity for the remainder of the day.

4) The Seduction

This dream works best if it is role played during the normal course of the game. You should have the player roll dice, record damage, etc. Thus, there is very little boxed text.

The character is in a bar or walking the street alone. He (or she) meets a beautiful woman (or man). The character should flirt with the strange woman, buy her a drink, flirt some more and finally kiss. She will ask for an escort home and invite the character in. After more kissing the character and the strange woman will end up in bed. Then simply read:

She rolls onto your chest and bites your neck. Lose two levels.

[WHAT!!]

She bites again, lose another two levels and take 15 points of damage all together. You are pinned by her vampire strength. As she throws her head back and laughs your blood dribbles down her chin. She plunges her teeth again, lose two more levels and take 8 points of damage.

Go to the other players and role-play for a while. Then come back and tell the player that his character woke in his own bed, no bites, perfectly fine.

Optional Effect: Character fears any and all strangers for two days. Character will also be impotent/frigid for a month.

APPENDIX F: NEW MAGIC ITEMS AND SPELLS

Magic Items

Amulet of Nightmare Calling:

This wicked item is made of black adamantine and embossed with the fearsome image of a nightmare's head. It is usable only by a nongood spellcaster of 9th level or higher and contains a maximum of 5 charges. The amulet allows the wearer to call a nightmare (demon horse or hell horse) no more frequently than once per month, as per the *gate* spell. Control of the beast is not automatically imbued but it is likely to be pleased with its summoner for the opportunity to ravage the Prime Material Plane.

Caster Level: 17th; Prerequisites: Craft Wonderous Item, gate, Market Price: 11,475 gp; Weight: -.

The Dæmonic Guardian Handbook:

This evil manual is a minor artifact, bound in the scaly hide of a mezzodæmon. Its contents describe in excruciating detail the horrific arcane procedures required for calling and binding a guardian dæmon. This work may be used by any spellcaster. Several of these books are known to exist within the Kingdoms of Kalamar. Once summoned, the dæmon must perpetually guard the summoner's treasure until released by the summoner.

The book is cursed in that once any of its contents have been read in even the most cursory manner, it will thereafter cast a *suggestion* spell on a daily basis to entice the reader to spend all day perusing its contents. The range of this effect is a full mile but does not extend beyond the Prime Material Plane. Once the contents have been completely read, the reader must make a daily Will save (DC 19) or be single-mindedly compelled to perform the summoning ritual.

The summoning ritual requires material components which will likely need to be acquired by the reader. Good characters who are compelled to acquire the materials and carry out the summoning procedure will slowly transform to an evil alignment if the summoning is completed. The items required for the summoning ritual are: A holy symbol stolen from a good church, stolen coins or gems worth 100 gp equivalent value, the ashes from a burned home, and the brain of a murdered child.

Caster Level: 18th; Weight: 5 lbs.

Greater Efreeti Bottle:

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. When a character first opens the bottle, the efreeti imprisoned inside issues forth instantly. The efreeti will begrudgingly serve the character for 1,001 days, or until one of them dies. The efreeti will follow the letter of the commands, not the spirit.

Caster Level: 16th; Prerequisites: Craft Wonderous Item, *planar binding*, *summon monster VII*;

Market Price: 175,000 gp; Weight: 1 lb.

The Orb of Midnight [major artifact]

Ages ago, Nakar, a very wicked high priest of Adajy prayed for his dark god to give him inhuman power so that he might rule Kadar. In return for the power, Nakar promised to turn Kadar into a land of nightmare, devoted only to the Prince of Terror. Adajy granted his wishes by creating the *Orb of Midnight*. Unfortunately for Nakar, Adajy required one more sacrifice; the god bound Nakar's soul into the *Orb* to give it its power. With the *Orb*, the Fellowship of Terror spread its influence throughout Kadar and into the whole northern Khydoban area.

After the fall of Kadar, the *Orb* disappeared, hidden by its faithful. The artifact would reappear during times of trouble only to disappear when evil waned again. After several generations of battle, the Dream Weavers finally captured the *Orb*. They divined that the relic could be split in two and substantially weakened. Fearing recapture by Adajy's faithful, the Keeper of the Mist order the two halves hidden.

All history after this time is mere speculation, but it seems likely that the Lesser Half was hidden in the Church of the Silver Mist in Thygasha and remained there until the present day. It appears that the bearer of the Greater Half of the *Orb* went insane or became corrupt and claimed it for his own. In any case, control of the Greater Half was lost to the Dream Weavers. There have been various accounts and brief sightings of the Greater Half throughout the centuries, but none have been verified, and it has heretofore been lost to history.

Appearance of the Orb of Midnight: The *Orb of Midnight* appears as a pearlescent black sphere approximately one foot in diameter. If closely observed, its surface seems to shift and flow. Examining either half of the *Orb* requires that any non-worshipper of the Sultan of Fear make a Will save (DC 20) or become permanently afflicted with paranoia.

The *Orb* is sentient and can change its shape to become as small as a pearl or as large as a keg. It may also change its mass to anything from a few ounces to as much as several hundred pounds. The *Orb* radiates overwhelming magic if *detect magic* is cast upon it.

Powers of the Orb of Midnight:

Lesser Half: This part appears as a chunk of dull black basalt with one highly polished hemispherical surface 7 inches in diameter. Anyone not of the Fellowship who touches it feels a sense of evil and unease but these have no game effects. Touching it awakens the *Orb* and it begins to call out to Adajy's faithful. This summons continues for a year but may be blocked by placing the half within any type of *magic circle*.

Powers

- +1 deflection bonus to AC and +1 resistance bonus to saves
- cast *fear* 2/day
- *change self* at will

Acts as a homing device for the *Greater Half*. Holding the *Orb* and concentrating reveals the direction and approximate distance to the *Greater Half*.

Greater Half: This part appears as a 1 foot diameter sphere of glossy jet. A large chunk is missing and this surface is very rough and dull. Anyone not of the Fellowship who touches it will feel a sense of evil and unease but these have no game effects. As with

the *Lesser Half*, touching it will awaken the *Orb* and it will begin to call out to any of Adajy's followers. This summons will continue for a year but may be blocked by placing the half within a *magic circle against chaos or evil*.

Powers

- +2 deflection bonus to AC
- cast *phantasmal killer* 1/day
- *misdirection* at will

Acts as a homing device for the *Lesser Half*. Holding the *Orb* and concentrating reveals the direction and approximate distance to the *Lesser Half*.

Complete Orb of Midnight:

- cast *nightmare* 3/day (Will save DC 22).
- A *gate* to the Demi-Plane of Shadow is brought into existence. This *gate* cannot be closed (even by the *Orb* Bearer) except by splitting the *Orb*.
 - All land within a 20 mile radius of the *Orb* is concealed by *hallucinatory terrain*. The immediate 250 ft. radius of the *Orb* is covered by a *mirage arcana*.
 - Any illusion or fear-inducing spell cast by Adajy's followers within a one mile radius is extra potent (DC increased by 2).

The *Orb* bestows the following special powers upon the keeper of the *Orb* in addition to the powers of the individual halves. The keeper must be an absolutely faithful devotee of Adajy for the special powers to function.

- The Keeper of the *Orb* may cast *weird* 1/day.
- The Keeper of the *Orb* may rebuke any inhabitant of the Demi-Plane of Shadow while it dwells within the same plane as the *Orb*. This ability functions as rebuking undead does, and may be used 3 + (Cha modifier) times/day.
 - The Keeper radiates a *Fear Aura (Ex)* in a 60 ft. radius as a lich. (Followers of Adajy are immune to this effect).
 - May assume *gaseous form* at will.
 - *Shadow walk* at will.
 - Confers +3 deflection bonus to AC and +3 resistance bonus to saves.

Side Effects of the Complete Orb: The complete *Orb* causes all water within a fifty mile radius to evaporate at twice the normal rate. The bearer of the *Orb* must consume double the normal quantities of water.

The *Orb* causes the bearer to have awful nightmares. The bearer slowly becomes reluctant to sleep. If the bearer is not a cleric of Adajy, he or she must make a Will save (DC 18) once per day or go permanently insane (acute paranoia and hallucinations) from the nightmares and sleep deprivation. Even if the bearer is a faithful follower of the Bloodcurdler, she or he must make a Will save (DC 16) once per the number of months equal to her or his number of cleric experience levels or go insane as above. For example, a 1st-level member of the Fellowship of Terror would have to save once per month, while a 13th-level Fellow would save merely once per year (13 months).

Each time the bearer uses the *Orb's* major power of casting *weird*, there is a 1% cumulative chance that the bearer becomes the mental slave of the *Orb* for 2d4 weeks. In this instance, the bearer's soul becomes trapped in the *Orb* while the spirit of Nakar possess the bearer's worldly body.

Destroying the Orb of Midnight: The *Orb* may be split if it is struck by a +4 or better magic weapon, a vorpal weapon, or a weapon of disruption. A critical hit is needed to split the *Orb* in this manner. The *Orb* may only be permanently destroyed if struck by a *gem of seeing* launched from a magical sling by an individual with *true seeing* cast upon him. A critical hit is needed to shatter the *Orb* in this manner. Any lesser score merely splits it in two.

-1 Ring of Protection:

This cursed item decreases the wearer's AC by 1. It also imbues the wearer with a strong feeling that the ring is lucky and he will irrationally resist any attempt to remove it. This baneful ring may only be taken off after the application of a *remove curse* spell cast by a 9th level spellcaster.

Caster Level: 15th; Prerequisites: Forge Ring, *bestow curse*,
Market Price: 1,500 gp.

Robe of Multi-hues:

The robe's powers function only for the faithful of the Sultan of Terror who wear the garment. This shimmering magical garment changes color and form right before the viewer's eyes. In addition to unusual patterns, it also reenacts images of frightening scenes and the horrified faces of victims that the cleric has tormented in the past. It has a disturbing effect on those viewing it, especially when worn by a higher level Fellow. When engaged in melee with a Fellow wearing this garb, the viewer of the garment must make a Will save (DC 16) or suffer a -1 morale penalty to attack rolls for ten melee rounds. The attack penalty doubles for every three levels of experience the Fellow has obtained (-2 at 3rd level, -4 at 6th level, -8 at 9th level, and so forth).

Caster Level: 5th; Prerequisites: Craft Wonderous Item, *bane*, *cause fear*, creator must be a worshipper of the Sultan of Terror;
Market Price: 10,000 gp.

Spells

Shadow Plate; Illusion (Shadow)

Level: Sor/Wiz 4
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Humanoid touched
Duration: See text
Saving Throw: Will negates (harmless), Will disbelieves
Spell Resistance: Yes (harmless)

This ancient spell allows the spell caster to conjure up a virtual suit of armor to protect the object of the enchantment. The subject will seemingly acquire a full suit of ornate half-plate which, unless actively disbelieved by an opponent, will provide a real measure of defense. Until dispelled, the subject is to be treated as if she were actually clad in half-plate armor (+7 armor bonus). In addition, the enchantment will absorb 1 point of damage per level of the caster. When it has sustained damage beyond its capacity, the enchantment is broken.

Focus: A small piece of tempered bronze.

Grounding: Abjuration

Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: 0 ft.
Effect: 50 ft. radius
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This enchantment brings into existence a magical grounding point to which any electricity (e.g. lightning bolts, spark showers) is preferentially drawn. While active, any electrical spells passing through or originating within a 50 ft. radius of the epicenter will be harmlessly discharged to the ground.

Material component: A rod or staff constructed of pure copper which is driven into the ground during execution of the spell.

APPENDIX G: GLOSSARY

Adajy – Deji name for the god of fear and nightmares. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p222.

Alovina, Fellow – The second ranking member in the Fellowship of Terror, searching for the Orb of Midnight, p22, 42.

Alyrama, Corporal – A Thygashan cavalryman, p21. Stats p45.

Ant Lion, Giant – A large vermin, p15. Stats p48.

Arabo – A moneylender in Bet Kalamar rumored to be under control of the Secret Network of the Blue Salamander, p2.

Arajyd Hills – Hills at the northwestern boundary of the Khydoban Desert. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p140.

Arav, Fellow – Third ranking member in the Fellowship of Terror, searching for the Orb of Midnight. Adversary of Fellow Alovina, p42.

Asinbar – A nomadic desert warrior, p13. Stats p45.

Assembly of Light – Church of the god of day, light and dawn, p8. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p193.

Baarat the Sage – A map maker who lives in Old Town and charges steep fees, p7, 8.

Bargash – An Efreeti unwillingly in the service of Fellow Alovina, p35, 43.

Beff – Human fighter and adventurer, p12. Stats p45.

Bet Kalamar – Capital of the Kingdom of Kalamar and the largest, most opulent city on Tellene. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p38.

Brandobian – Name of the people who live on the western side of Tellene and of the language spoken by them. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p6, p13, p175.

Chard, Fellow – Human cleric of the Fellowship of Terror, p20. Stats p45.

Chedef – A wealthy socialite and a Thygashan royal advisor in loyal service to Prince Shyja. Description p43.

Church of the Silver Mist – Church of the god of restful sleep, dreams and aspirations, p7. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p201.

City of Dreams – Another name for the city of Thygasha. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p135.

Creator of Strife – God of discord, foul weather and misfortune. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p223.

Dark Creeper – A small humanoid creature, p23. Stats p48.

Dark Watch – A night watch sponsored by the Assembly of Light that assists Prince Shyja's troops with nighttime law enforcement.

Dashy, Count – Commander of the cavalry of Thygasha, p7.

Dead Lands – Another name for the Khydoban Desert. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p141.

Death Dog – A medium magical beast, p16. Stats p46.

Dejy – Name of the people who live in the Wild Lands and their language. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p7, p176.

Desert Trolls – Relatives of normal trolls, p13. Stats p48.

Didgeridoo – A large musical pipe made from a hollow sapling.

Disciples of Avrynnner – A secret group which nurtures budding psionicists and seeks an end to the persecution of such gifted individuals. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p170.

Dream Weavers – Priesthood of the god of restful sleep, dreams and aspirations. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p201.

Dvistasi of Vhott – Pioneer of a new kind of dream-based sorcery in Thygasha, p7.

Farad, Prophet – High Priest of the Inevitable Order of Time in Thygasha, p8, 43.

Fate Scribe – Another name for the goddess of prophesy, fate and time. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p208.

Fellowship of Terror – Priesthood of the god of fear and nightmares. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p222.

Fhokki – Name of the people who live in the Young Kingdoms and their language. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p7, p177.

Fomorian Giant – A type of giant, p25. Stats p48.

Grumark – Male bugbear sub-chief, p39. Stats p45.

Guardian Dæmon – A large outsider. Stats p48.

Haf Ben – An unfortunate human warrior, p12.

Hauberik – A long tunic made of chain mail.

Ill-Luck – Another name for the god of discord, foul weather and misfortune. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p223.

Inevitable Order of Time – Church of the god of prophesy, time and fate, p8. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p209.

Ka'Asas, The – The large, active volcanic mountain range that divides Reanaaria Bay from the Kingdom of Kalamar. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p69.

Kalamar – The largest and most populous nation on Tellene. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p37.

Kalamaran – Name of the language spoken by people who live in the *KINGDOMS OF KALAMAR™*. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p178.

Kedgy, Fellow – Male human priest in the Fellowship of Terror, p20. Stats p45.

Keeper of the Mist – Title of a level of priest in the priesthood of the god of restful sleep, dreams and aspirations.

Khali – The High Priest of the Assembly of Light, p43.

Khydoban Desert – A desert expanse that marks the eastern edge of the continent of Tellene. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p141.

King of Disharmony – Another name for the god of discord, foul weather and misfortune. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p223.

Kirsan – High Priest of the Church of the Silver Mist, p43.

Krelldor, Chief – Leader of the bugbears currently serving under Tur Radhkke, p39. Stats p46.

Kygyrry, Ruler of the Dead – Dejy name for the god of death and the underworld. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p217.

Leucrotta – A large beast, p15. Stats p49.

Masters of Dread – Another name for the priesthood of the god of discord, foul weather and misfortune.

Merchant's Tongue – Name of the common language spoken by most people on Tellene. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p187.

Minotaur Lizard – A huge animal, p14. Stats p49.

Minions of Misfortune – Priesthood of the god of discord, foul weather and misfortune. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p223.

Mist Walker – Title of a level of priest in the priesthood of the god of restful sleep, dreams and aspirations. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p200.

Moazure, Fellow – Male human priest in the Fellowship of Terror, p23. Stats p46.

Nairib – Male Reanaarese cleric and adventurer, p12. Stats p46.

Naolir – Assistant to Kirsan, p42.

Narika – Assassin for the Secret Network of the Blue Salamander, p44.

Nanakary Forest – Forest at the heart of the gnomish Kingdom of Nissen. It stretches from Reanaaria Bay on the west to and nominally encompasses the Arajyd Hills. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p140.

Neix – Male Reanaarese rogue and adventurer, p12. Stats p46.

Nissen – Gnomish kingdom in the Nanakary Forest. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p140.

Old Man – God of war, tactics and strategy. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p204.

Ootoo Deat – Male Reanaarese adventurer and fighter, p12. Stats p45.

Orb of Midnight – The object of Fellows' of the Temple of Sleepless Nights obsession in the adventure.

Order of Light – Priesthood of the god of day, light and dawn. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p193.

Paschar's Refuge – A local Sand club, p9.

Pasha's Place – A middle class Sand club, p9.

Pech – A small outsider (earth), p21. Stats p49.

Plaza Five – A group of powerful merchants who hold monopolies in Prophet's Head Bazaar, p10.

Prince of Terror – God of fear and nightmares. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p222.

Prince of Thygasha – Prince Shyja. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p135.

Prince Shyja – The Prince of Thygasha. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p135.

Prophet's Head Bazaar – A bazaar located on a large paved plaza in the center of Thygasha, named after the legendary and beheaded prophet Habar Tran Thela, p10.

Prophets, The – Priesthood of the god of prophesy, time and fate. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p209.

Radgreer's Dream Gate – A mobile Sand club, p9.

Raed – Leader of the Thygashan cavalry patrol that went missing, p21.

Reanaarese – Name of a language spoken by the people who live in the Reanaaria Bay area. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p180.

Reanaaria Bay – The long and extremely deep bay which runs along the eastern edge of the Ka'Asa-Vrykarr mountain range. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p141.

Refsen – Male Dejy fighter and adventurer, p12. Stats p46.

Robij – A goblin, p34.

Rollark – Male bugbear adept, p39. Stats p46.

Rozhan – Current Keeper of the Mist in Thygasha, p8.

Ruthdor, Fellow – Male human cleric in the Fellowship of Terror, p20. Stats p46.

Sand Golem – A medium construct, p19. Stats p49.

Sand Worm – A huge beast, p13. Stats p50.

Secret Network of the Blue Salamander – The largest secular organization on Tellene. They are obsessed with power, bent on world domination and will settle for nothing less. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p169.

Seri – Female half-elf fighter/wizard and adventurer, p12. Stats p46.

Shadow Demon – A medium outsider, p23. Stats p50.

Shagazz "The Hulk" – Male kobold fighter with a sever glandular problem/magical curse, p14. Stats p47.

Shagra the Seer – A peculiar woman who is actually a sage in Thygashan history, culture and dreaming.

Sheet Ghoul – A medium undead, p18. Stats p50.

Sheet Phantom – A large undead, p18. Stats p50.

Shenak – Cleric of the Thygashan Assembly of Light, p44.

Silver Sand – Sands found in the Khydoban Desert that have hallucinogenic effects on the human mind. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p135.

Sisterhood of Seers – Another name for the priesthood of the god of prophesy, time and fate.

Skeleton Warrior – An undead template. Stats p50.

Skulk – A medium undead, p16. Stats p51.

Stardoor, The – The premier Sand club in Thygasha, p8.

Sultan of Fear – Another name for the Prince of Terror, god of fear and nightmares, p15. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p222.

Tellene – The continent where the adventure occurs. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p5.

Temple of Sleepless Nights, The – Church of the god of fear and nightmares. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p222.

Thygasha, City of – Also known as the City of Dreams, located in the Khydoban Desert on the northern edge of the Arajyd Hills. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p135.

Toma, Major – Tur Radhkke's military advisor, p39, 44.

Try'Char – An extremely charismatic old camel trader, p11.

Tur Radhkke – Current occupant of the Temple of Kadar, p40, 44.

Tur's Bugbears – Description p51. Stats MM 27.

Tyrokk, Fellow – An eighth level cleric in the Fellowship of Terror and an ally of Fellow Alovina, p23. Stats p47.

Veuxoo – Another name for the Creator of Strife, god of discord, foul weather and misfortune. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p223.

Vorty – Apprentice to Chedef, p44.

Wars of Discord – War between Dejj clans and the Minions of Misfortune. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p102.

Xaanu, Fellow – The High Priest of the Fellowship of Terror, p45.

Yendaj, the Coddler – Dejj name for the god of restful sleep, dreams and constrictions. See *KINGDOMS OF KALAMAR™* Campaign Sourcebook p200.

encounters below. You may use these unique encounters at your discretion, either when the foe described in the encounter appears on the table, or in place of whatever you actually rolled.

d%	Name	CR	# App	MM
01-04	Adventurers/Prospectors	Varies	Varies	*
05-06	Ankheg	3	1/1d3+1	18
07-08	Basilisk	5	1/1d4+2	23
09-11	Bat, Dire	2	1/1d4+4	57
12-15	Bugbear	2	1/1d3+1	27
16-17	Chimera	7	1/1d3+2	35
18-19	Cockatrice	3	1/1d3+1	38
20	Dragon, Blue, Wyrmling	2	1	65
21	Dragon, Blue, Very Young	3	1	65
22	Dragon, Blue, Young	5	1	65
23	Dragon, Blue, Juvenile	7	1	65
24	Dragon, Brass, Wyrmling	2	1	70
25	Dragon, Brass, Very Young	3	1	70
26	Dragon, Brass, Young	5	1	70
27	Dragon, Brass, Juvenile	7	1	70
28	Dragon, Copper, Wyrmling	2	1	73
29	Dragon, Copper, Very Young	4	1	73
30	Dragon, Copper, Young	6	1	73
31	Dragon, Copper, Juvenile	8	1	73
32	Dragon, Red, Wyrmling	3	1	67
33	Dragon, Red, Very Young	4	1	67
34	Dragon, Red, Young	6	1	67
35	Dragon, Red, Juvenile	9	1	67
36-37	Dragonne	7	1/2/1d6+4	77
38-41	Giant Ant, Worker	1	2d3	205
42-44	Giant Ant, Soldier	2	1/1d3+1	205
45-46	Giant Beetle, Bombardier	2	1d4+1/1d6+5	206
47-48	Giant Eagle	3	1/2	102
49	Giant, Fire	10	1/1d4+1	98
50	Giant, Fomorion	7	1/1d4+1	*
51	Giant, Hill	7	1d4+1	98
52-53	Griffon	4	1/2	113
54	Hippogriff	2	1/2/1d6+6	118
55-58	Hobgoblin	1/2	1d6+3	119
59-60	Lamia	6	1/2/1d3+1	126
61	Lammasu	8	1	127
62-63	Leucrotta	5	1/2/1d3+1	*
64-65	Lizard, Minotaur	5	1	*
66-67	Manticore	5	1/2/1d4+2	130
68-70	Monstrous Scorpion, Medium	1	1d4+1	209
71-72	Monstrous Scorpion, Large	2	1d4+1	209
73	Monstrous Scorpion, Huge	6	1/1d4+1	209
74-76	Monstrous Spider, Medium	1	1d4+1	210
77-79	Monstrous Spider, Large	2	1d4+1	210
80-82	Ogre	2	1/2/1d3+1	144
83	Snake, Giant Constrictor	5	1	201
84-85	Snake, Medium Viper	1	1	202
86-87	Snake, Large Viper	2	1	202
88	Sphinx, Andro-	9	1	170
89	Sphinx, Gyno-	8	1/1d3+1	170
90	Sphinx, Hieraco-	5	1/2/1d4+3	170
91	Spider Eater	5	1	171
92-93	Troll	5	1/1d3+1	180
94	Troll, Desert	5	1/1d3+1	*
95	Wereboar	3	1/2/1d3+1	219
96	Wererat	2	1/2/1d5+5	219
97	Weretiger	5	1/2	220
98-99	Wolverine	2	1	204
100	Worm, Sand	8	1	*

CR: Challenge Rating for one of the creatures.
 # App.: Number of creatures encountered.
 MM: Page number in the Monster Manual.
 * Statistics appear in Appendix C: Monsters.

APPENDIX H: RANDOM ENCOUNTERS

Random Encounters in the Arajyd Hills and Northern Khydoban Desert. Check for random encounters three times per day (1 in 10 chance). If you determine that there is an encounter, roll on the chart above. See also the detailed random

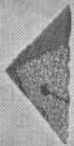
Reanaaria Bay



Temple of
Sleepless Nights



Ihyqasha



Pyramid of Kadar

Khzydoban Desert



Arid Zone

Arayd Hills

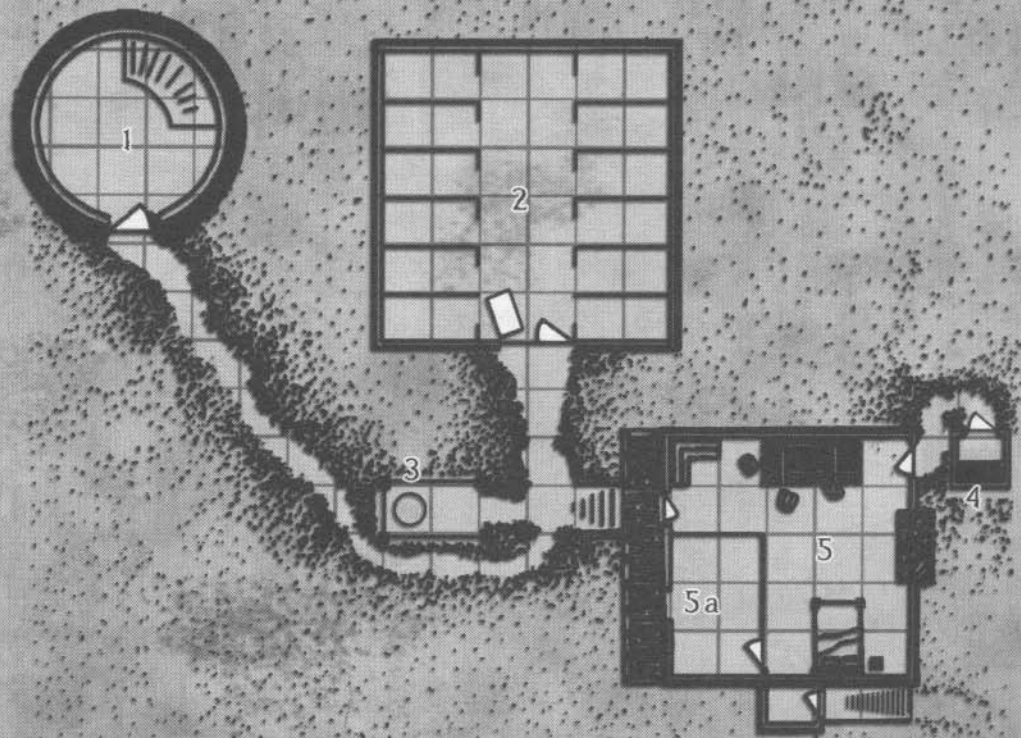
Kobold Lands

Nanakary Forest

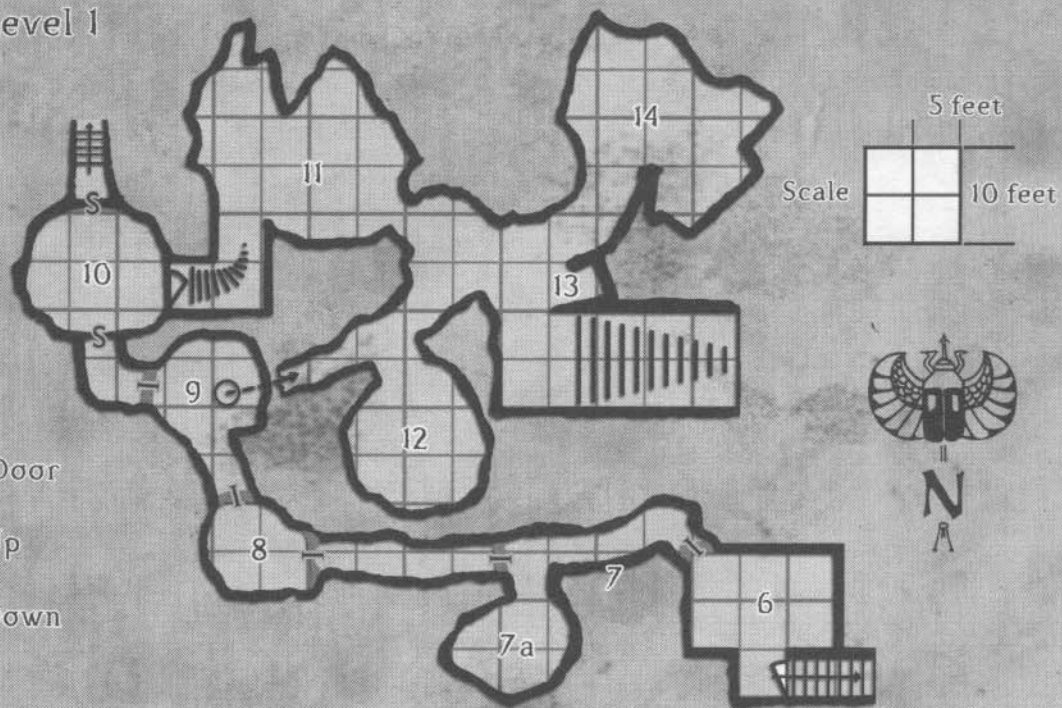


The Temple of Sleepless Nights



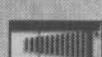


A. The Abandoned Farm



B. Temple Level 1

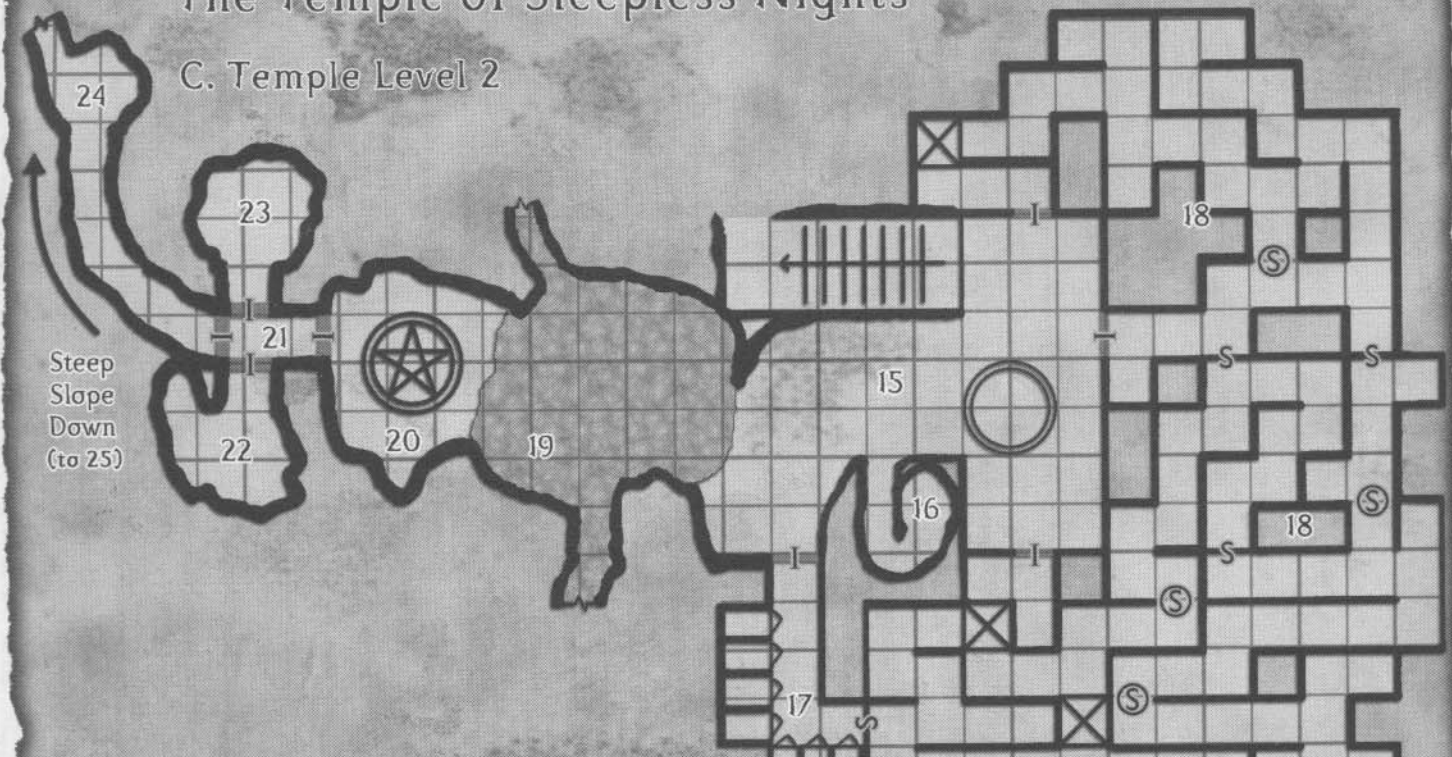


Key

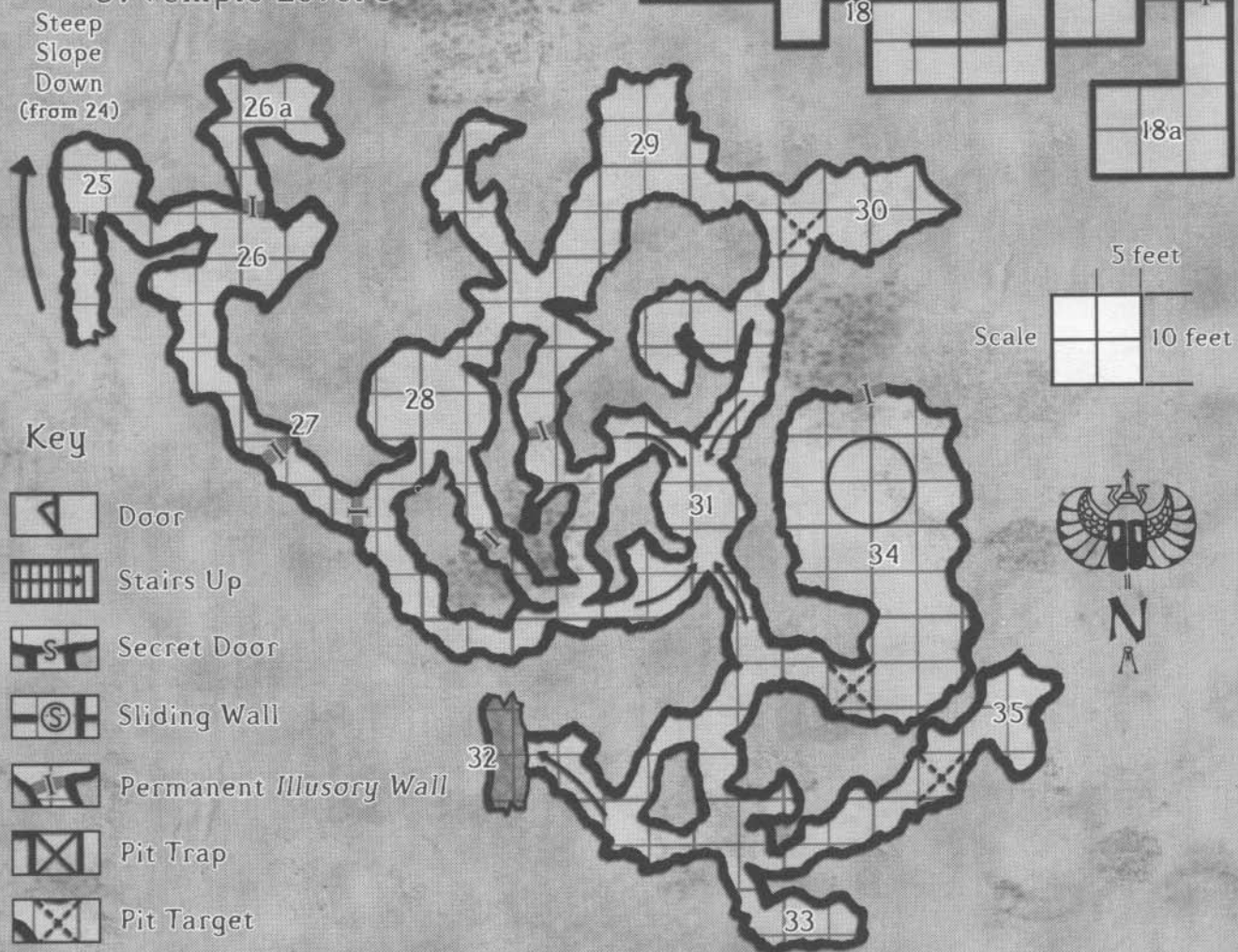
-  Secret Door
-  Stairs Up
-  Stairs Down
-  Door
-  Permanent Illusory Wall

The Temple of Sleepless Nights








C. Temple Level 2



D. Temple Level 3

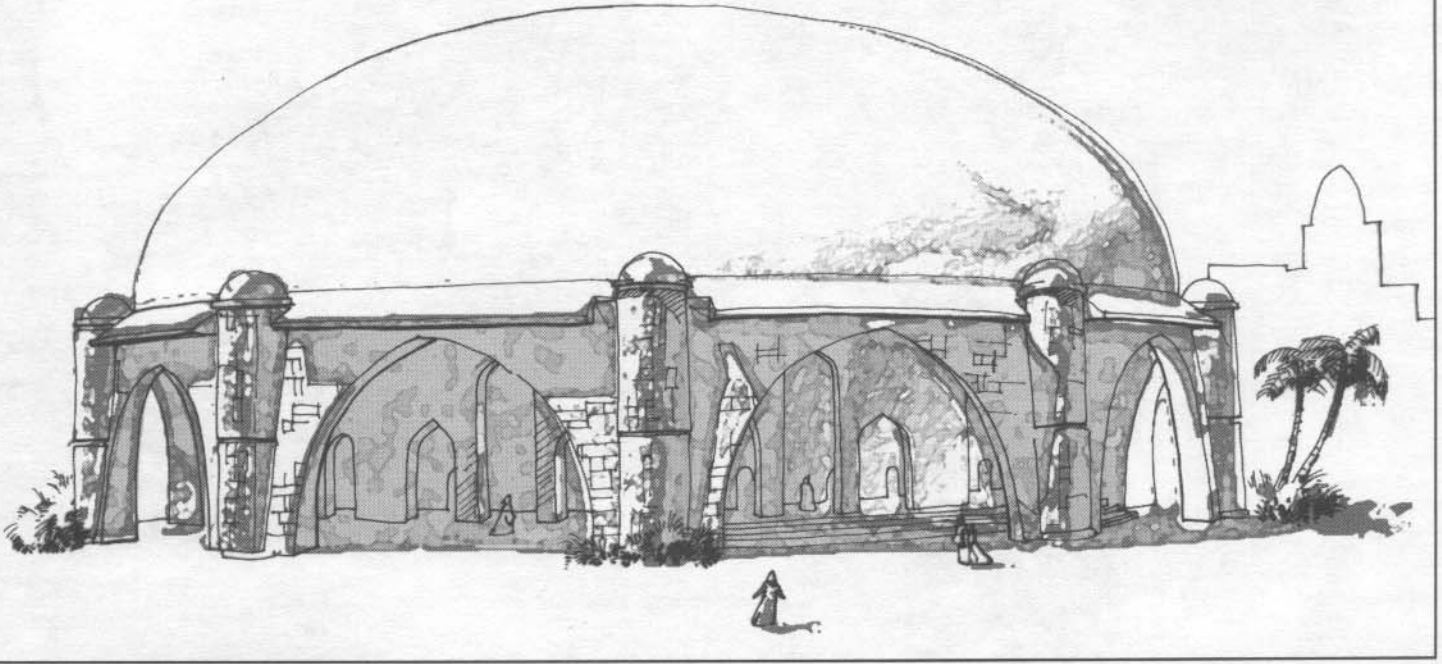


Key

-  Door
-  Stairs Up
-  Secret Door
-  Sliding Wall
-  Permanent Illusory Wall
-  Pit Trap
-  Pit Target

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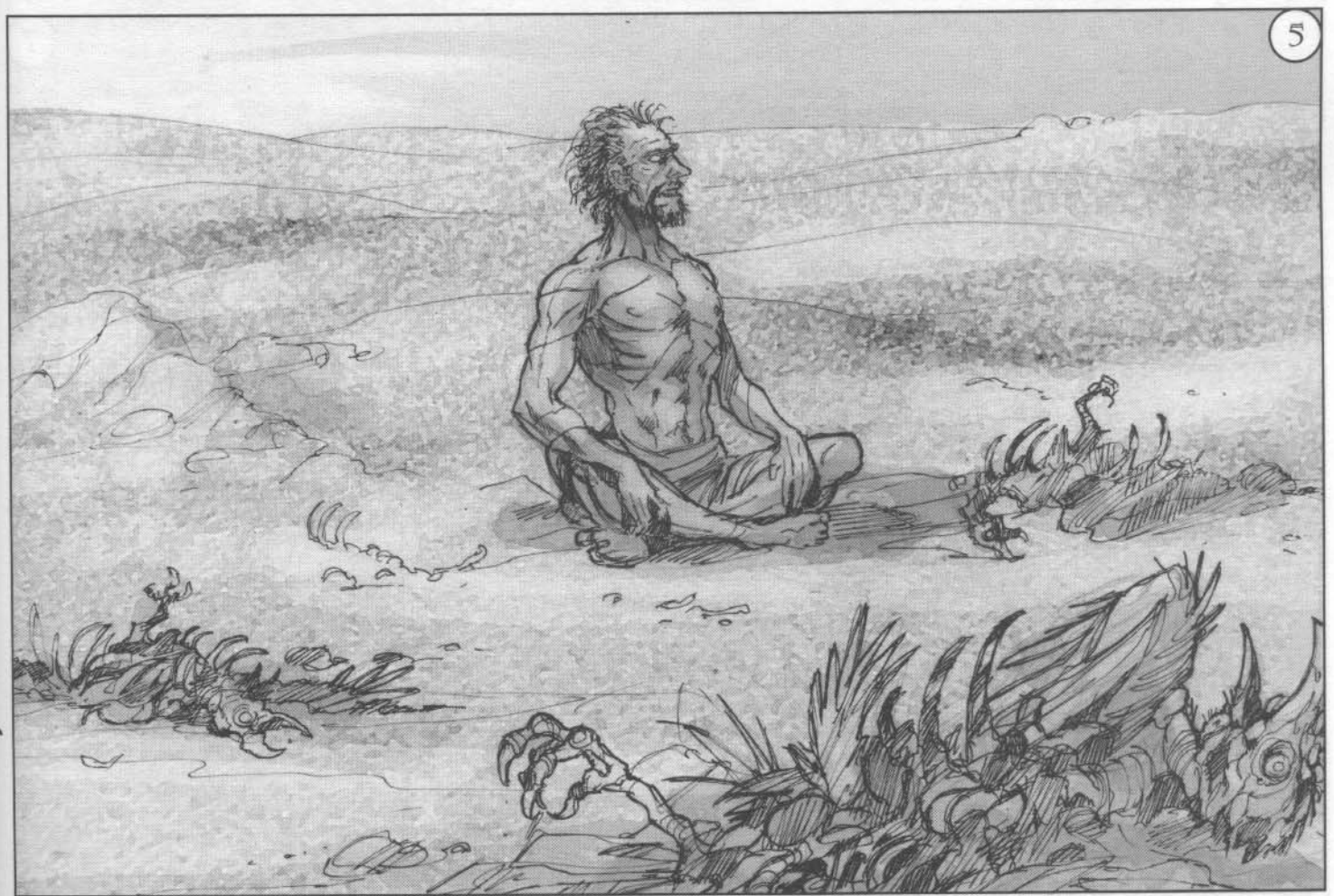
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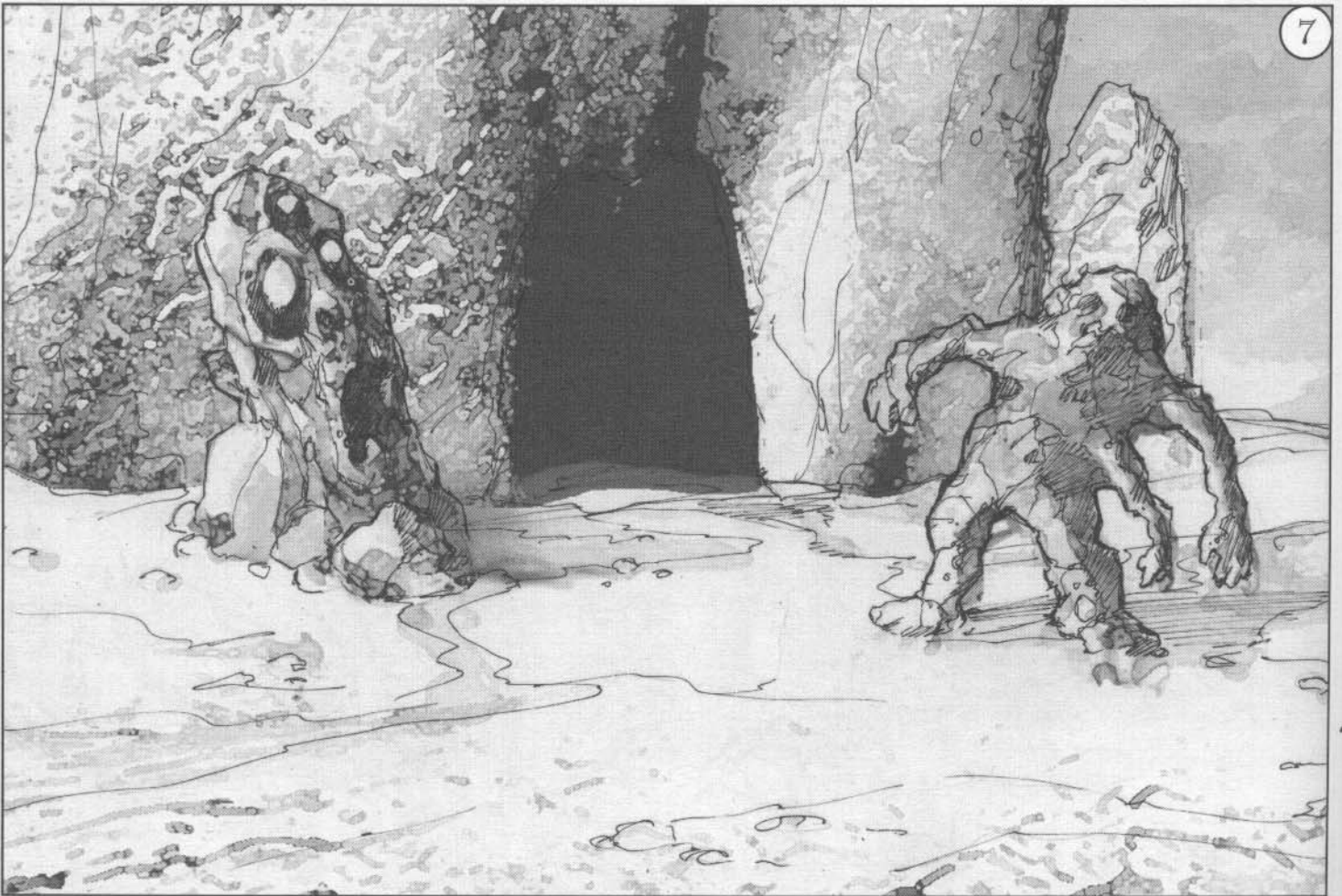


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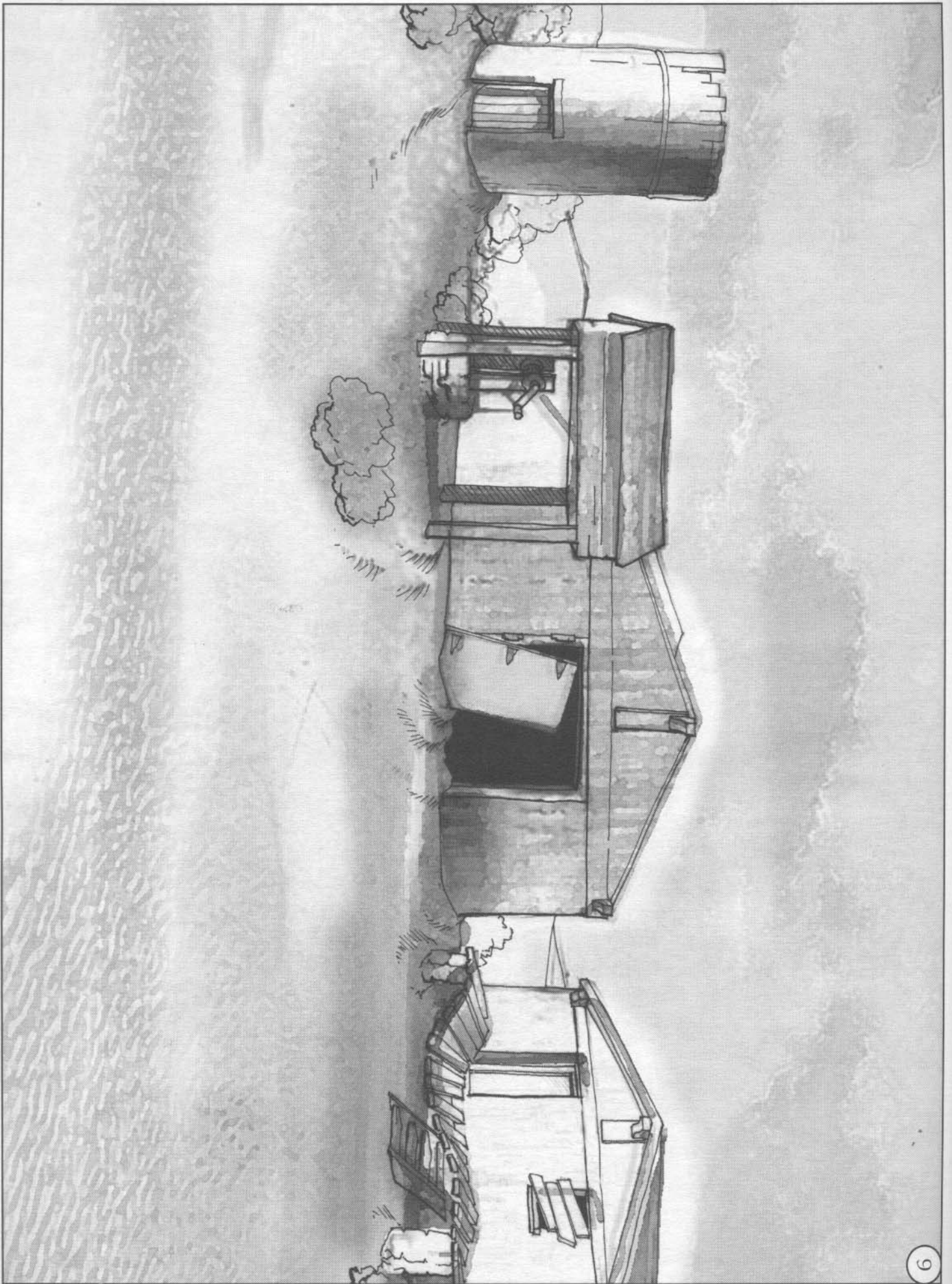




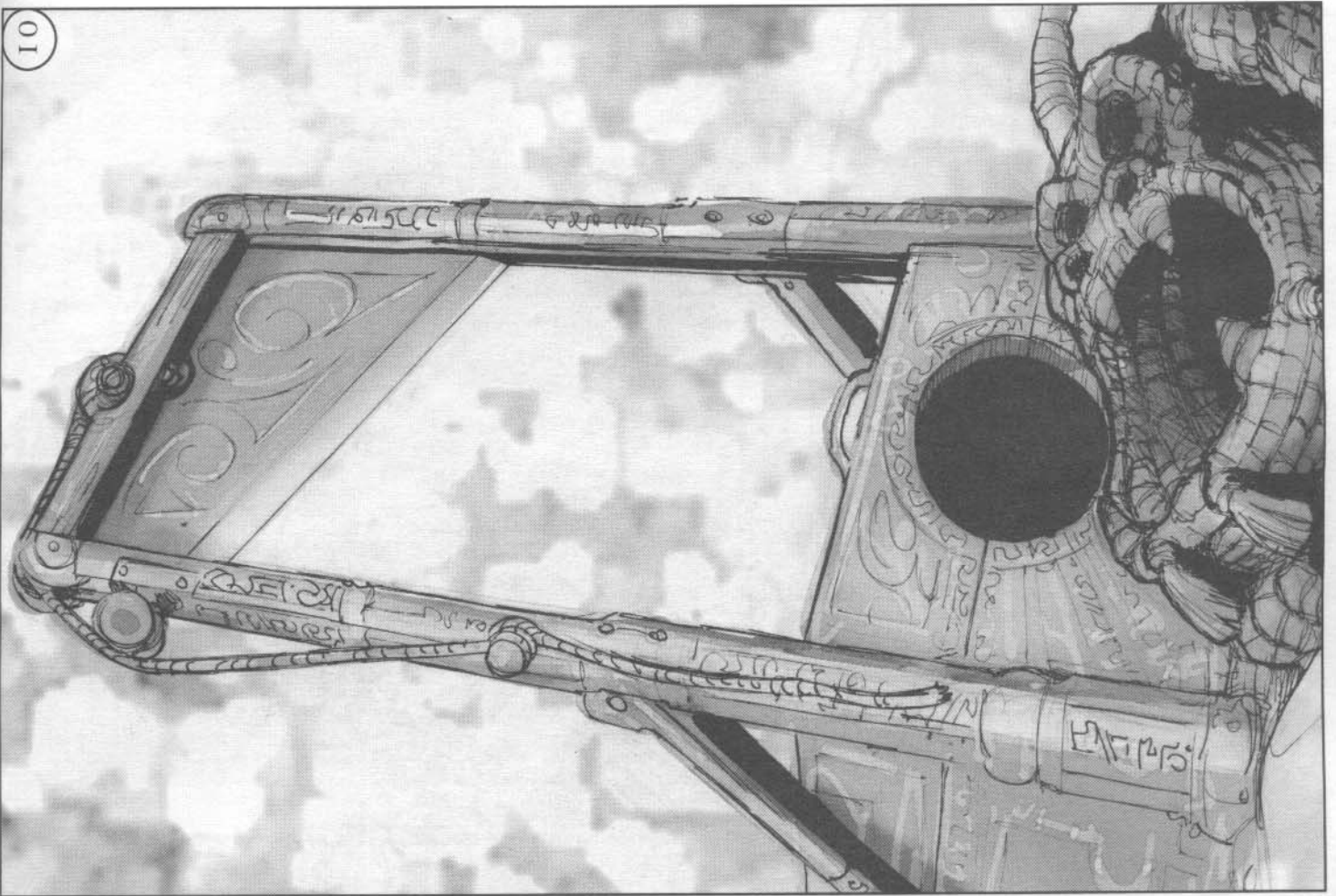






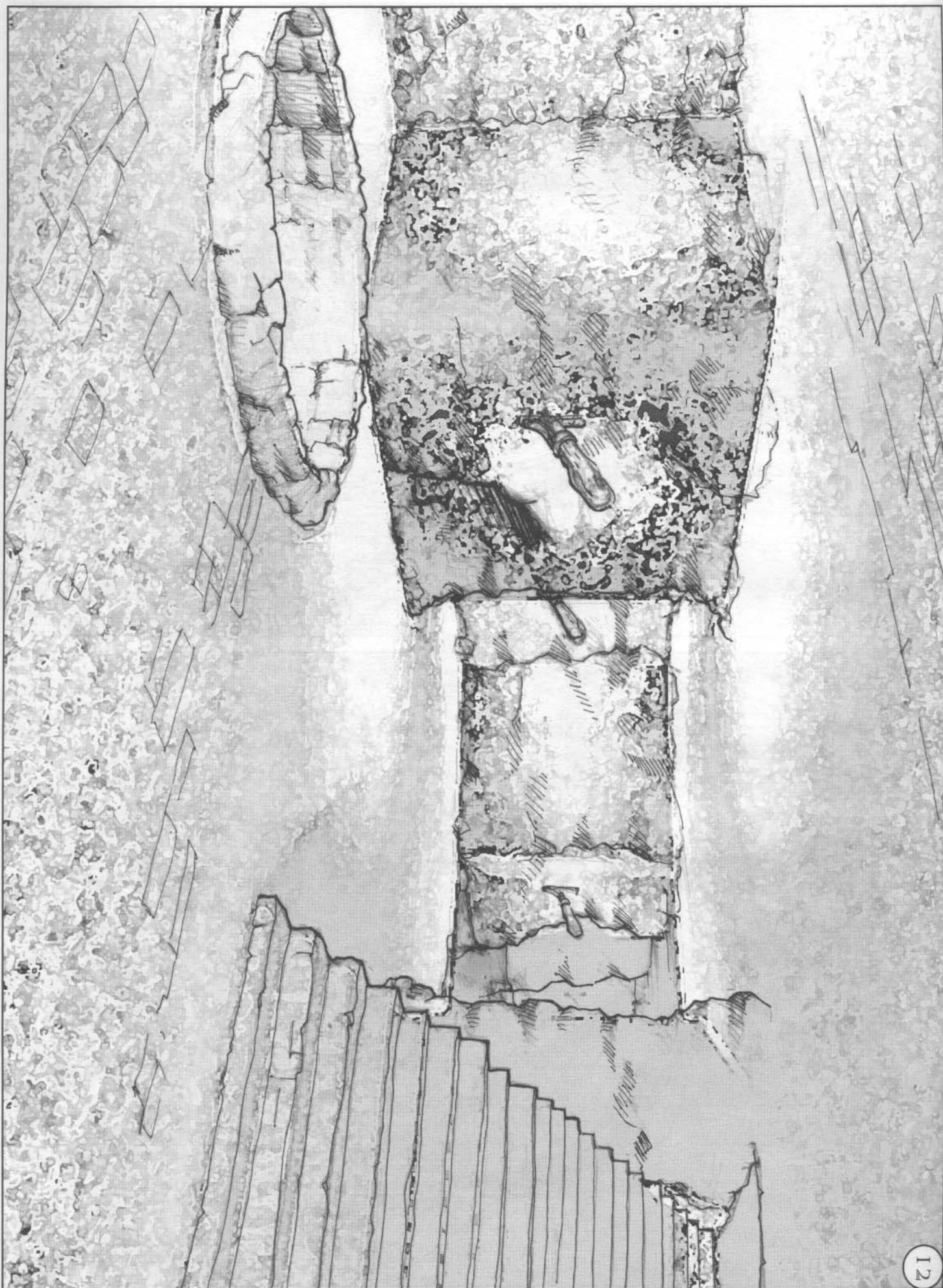


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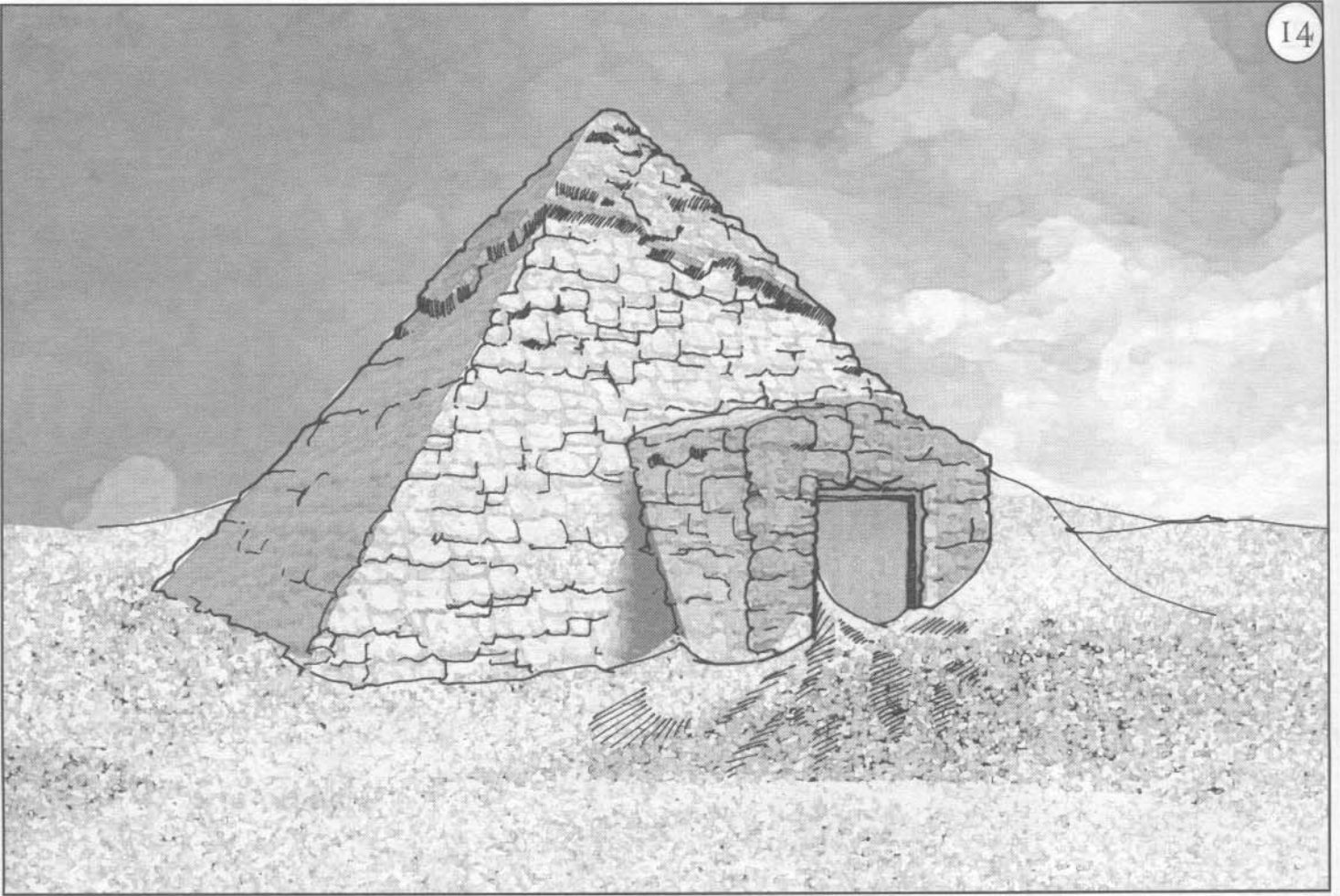
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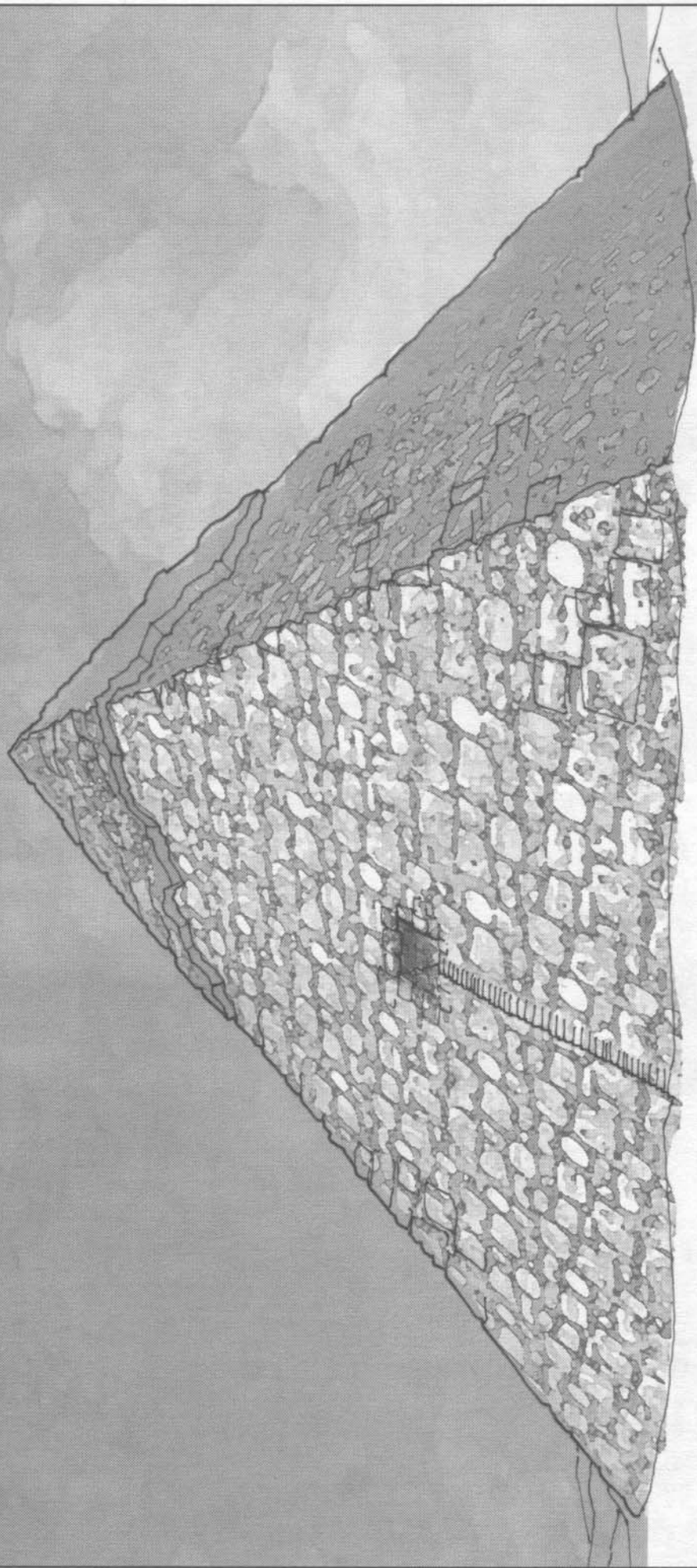






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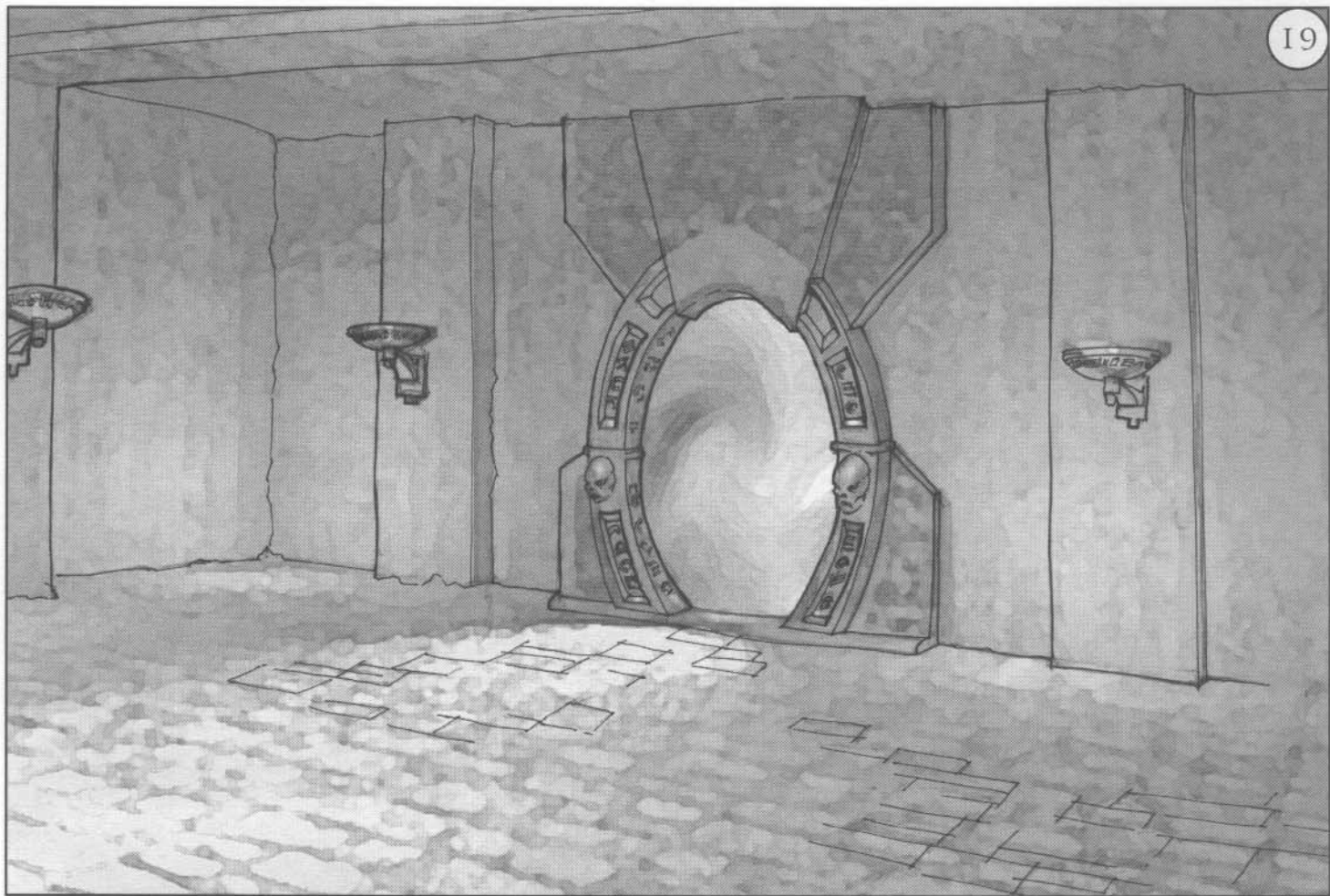




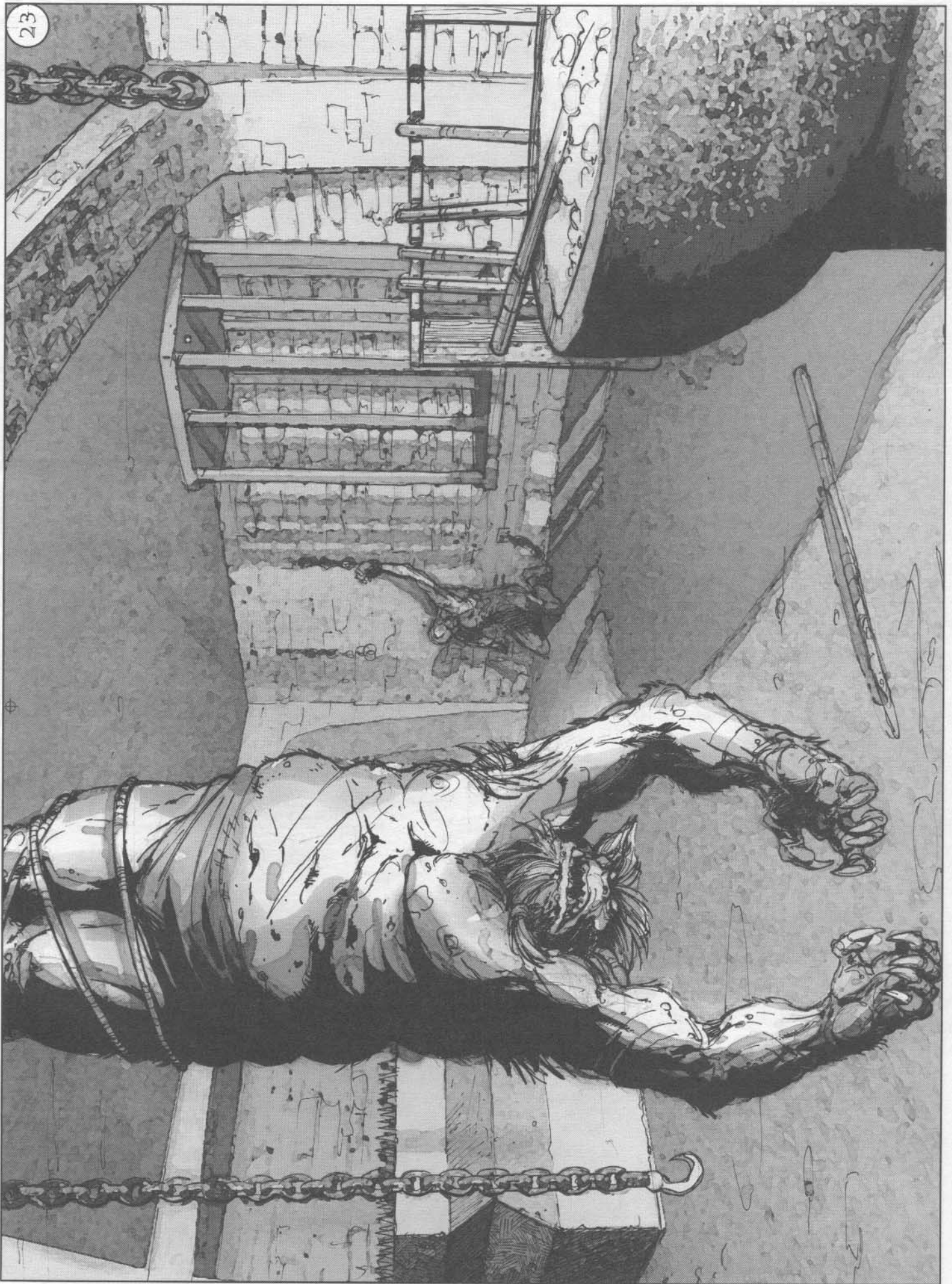
17



18










24



25

The Pyramid of Kadar

A. The Ancient Pyramid

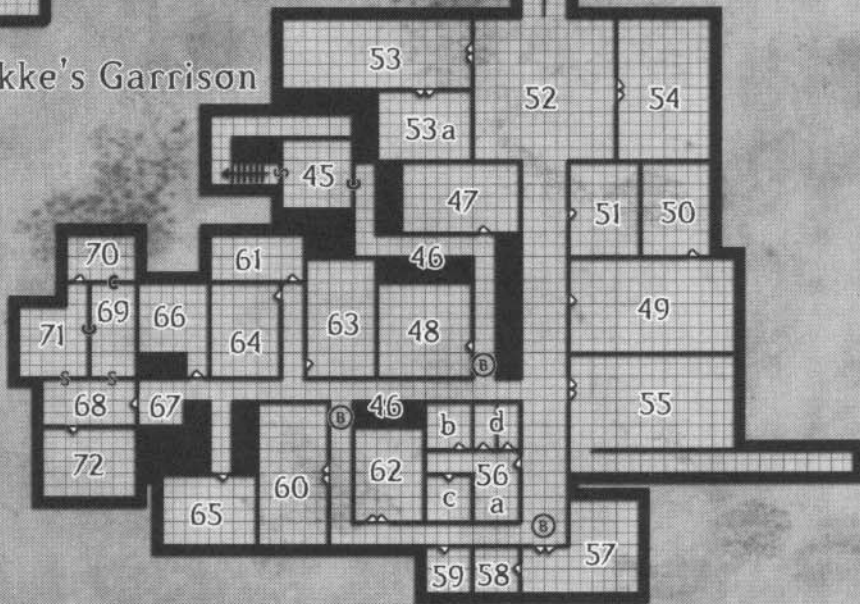
5 feet
Scale  10 feet



Key

-  Door
-  Secret Door
-  Concealed Door
-  Pit
-  Teleportation Arch
-  Rubble
-  Stairs Up
-  Stairs Down
-  Bugbear Sentry
-  Epicenter of permanent Deeper Darkness Spell

B. Tur Radhkke's Garrison



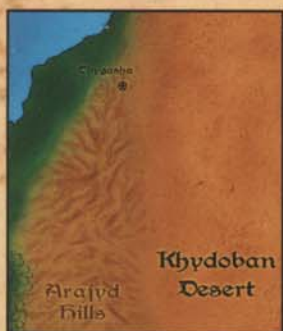
MIDNIGHT'S TERROR

Danger lurks in and around Thygasha, the famous City of Dreams...

A mecca for major religions, in Thygasha heated theological debate is the norm. Recently, however, extremists disrupted the peace with mortal combat in the streets. Then, mysterious thieves stole the Orb of Midnight - an evil artifact hidden for ages - from its guardians. Certainly this event can only serve to increase the violence between the strongest religions. Concurrently, rumors that a second source of Thygasha's renowned Silver Sand had been discovered caused would-be treasure seekers to foray into the exceedingly dangerous Khydoban Desert. Only a few lucky souls returned, whispering tales of vast caverns filled with the valuable Sand. What's more, several of these survivors financed return expeditions with handfuls of the expensive material. Now, dozens of expeditions have braved the rigors of the wasteland, but none have returned. Prince Shyja's scout troops have disappeared and an ancient burial crypt has suddenly reappeared.

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