

Caravansary of the Flind's Cistern

By: Lee Barber

ZOMBIE	SCORPION 1	SCORPION 2	SCORPION 3	SCORPION 4
	HP		#	
BULLETTE		FUNGUS		DAYANA
				1
FLIND 1	FLIND 2	FLIND 3	FLIND 4	FLIND 5

In a desert of saliferous dunes, a customs post once choked with traders from a past age shields the only cache of water. A long war, coupled with pestilence, diminished the safety of its handy route. The vacated caravansary is now part of the wild domain held by bestial Flind, a crumbling haven that can ease thirst but attract woe.

- 1) Carpet Wrapped Trap: The Flinds have left a groaning victim in the outer tower, bound completely within a faded rug. No tragic noble is there, rather, a hungry **Zombie** and 4 testy **Tuffet Vinegaroons!** Anyone in melee will be sprayed with the scorpions' acrid oil.
- 2) Captain's Last Camel: Spilled in a corner stable are the bones of a dromedary. Although its packs of silver were emptied years ago, the leather saddle remains and radiates detectable magic. Any creature tacked with this seat will know the way to Ereb-Tur without error.
- 3) Unsound Merchant Hall: A collapsed pillar on the west end of this chamber has brought down most of the clay roofing. Crouched behind the pillar and watching (or smelling) for intruders in Area 2 is one **Flind Slinger**. He will purposefully hurl one shot against the wall near Area 5 to warn his cohorts there, and then retreat. A warded iron door sealing Area 7 will announce that the "Customs Office is closed for the Sultan's Wedding!" if touched. If beset again, the door surface will alight with arcane fire dealing 2D4 damage.
- 4) Wheeled Iron Cage: The leonine brigands of Areas 5 & 8 will intervene before this sandy chamber can be explored. Lashed to a pillar is a heavy tumbrel capped with a cylindrical cage of distressed iron rods. Hoofed tracks can be seen leading into Area 6.
- 5) Byway Watchtower: A pair of **Flind Axemen** are under orders to climb this tower and breach Area 7 (which they fear) from above. Unfairly, the higher floors cannot take any weight without crumbling. They plan to ascend using niches on the outside made for attaching siege hoarding.
- 6) Palm Tree Terror: When the Flind's camel sought the leaves of a fallen palm, it was slain by a **Sand Bulette** dwelling below. More than 2 rounds of movement above its burrow will cause the beast to move to striking position under the top of the tree trunk. If point "A" is unearthed, PCs will discover numerous bones, 1D8 fine gems, and a feline foot.
- 7) Office of Darkness: The commander of the caravansary perished from a disease spread at his liege's wedding. His station was never reopened, nor his corpse removed. The iron door must have its ward dispelled before it can be opened. A bloom of **Chalky Fungus** (inflicts dehydration) seals the body and a small coffer in its grip. A royal belt consisting of enamelled panthers and golden cord is inside, along with 4D10 platinum coins.
- 8) The Lingering Lioness: Checked by a stubborn door, the female **Flind Leader** would prefer to coerce adventurers into completing her mission. The clan Chieftain wants the dead Captain's belt and any of his surviving relatives. The task, futile after the caravansary's inactivity, was imposed to keep her from impressing more fighters. In fact, one favorite of the leader was sent along to supervise. He lost a foot to the Sand Bulette. Her name is **Dayana**, and she fights with axe and **Buckler +1**. With her in combat will be the **Slinger** from Area 3 and another **Warrior** armed with the chain "flind bar". All the capable males present will fight to the death at her command.
- 9) Water of Strife: Near the prized well is a makeshift bed, occupied by a jealous Flind with one remaining HP. He regrets only his contemptible wounding, and thinks his death and any others will ruin Dayana's standing with the clan. If healed, he will be shocked when she makes him the new work-camel! A leather sack of treasure the troop is carrying can be found in the passage to the well. The stuffed bag contains:

A crystal phial of steeped **Green Hag Hair** (waving the strands till dry invokes a short tornado)
 A soft cloak beaded with tiny pearl snails (60 gc)
 A singed notebook naming the traitorous guild in Ereb-Tur that spread disease during the war. (500 gc to the city constable, but causes town riot)
 A silver **Whistle of the Warrener** (summons 1D6 tiny local animals per level, CHR check to control)
 A set of **Ivory Greaves of Giant Growth** (slow alteration, five rounds to reach maximum size)

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