

KET2-06



VALLEY OF THE LOST

A One-Round D&D[®] LIVING GREYHAWK[®]
Ket Regional Adventure

Version 1

by Larry Douglas

RPGA HQ reviewer: Stephen Radney-MacFarland

While wandering the bazaar in Molvar, you hear the call of a town crier. Apparently a mullah from a local temple of Al'Akbar has asked for the assistance of adventurers in searching for his missing son. What dangers lay await in the Yatil Mountains as you search for the lost? An adventure for characters level 3-10.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Ket. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

SUMMARY

In the beginning of this adventure, the player characters are wandering through the bazaar in Molvar. Here the characters have the chance to purchase some spices, weapons, equipment, food, and clothing.

After the player characters have had the chance to shop, a town crier from the temple of Al'Akbar enters the bazaar and announces that Jalid-Zihm, a mullah at the temple of Al'Akbar, is looking for skilled adventurers.

Next the adventurers proceed to the temple of Al'Akbar to speak with Jalid-Zihm. During this meeting the characters are hired to search for Jalid-Zihm's missing son, Akhmed. Akhmed was last known to be heading into the Yatil Mountains with a group of adventurers. It has been a year since Jalid-Zihm last saw his son and during that time the mullah has spent much of his modest wealth trying to discover what had happened.

After speaking with Jalid-Zihm the characters head into the Yatil Mountains armed with the few clues that they are given. Although they have a map, the destination marked on the map is not a known place. In fact the destination is a lost valley, which houses the tomb of the long forgotten ancient Baklunish Hero Kali-dahr.

On the way to the lost valley the PCs come across a small dwarven clan holding. This is their last chance to purchase goods and stable their horses. Raise dead spells can be purchased here at standard RUP prices.

When the heroes arrive at the lost valley they possibly see gnolls wandering around the tomb trying to get inside. The gnolls followed two richly dressed humans who entered the valley. The gnolls planned to kill the men and take their possessions. However before the gnolls could reach them, the men opened a door to the tomb and entered. Unfortunately for the gnolls they have not yet been able to figure out how to open the door.

The men that the gnolls followed are a priest of Nerull and the missing son Akhmed. Akhmed is not lost like his father thinks. Instead he is working with Zenjiss, the priest of Nerull. Zenjiss offered Akhmed great rewards if he could secure the map to the lost valley and dispatch the other adventurers that were with him. Since Akhmed has become self-serving and greedy as he aged, he felt it was a worthwhile proposition.

After accepting the offer from Zenjiss, Akhmed led his party into a gnoll ambush in the lost valley. The gnolls were hired by Zenjiss to ambush the party (these were the same gnolls from the year one Ket regional scenario *Search for the Lost*. The gnolls in this adventure are the ones that moved from the mine lair before that event occurred). After defeating the party, Zenjiss looted the lower level of the tomb and rewarded the gnolls with some of the treasures. After sending the gnolls away, Zenjiss and Akhmed then set up a shrine to Nerull on the first level of the tomb and then started to search for the hidden entrance to the burial chamber of Kali-dahr.

Zenjiss has been instructed by his superiors to search the tomb of Kali-dahr and retrieve whatever items he can. Most importantly though he was told to recover the body of Kali-dahr so that it can be animated as a powerful undead in the service of the church of Nerull. The secret cult of Nerull is based underneath Polvar after it narrowly escaped destruction in the eastern Flanese. Although Zenjiss has searched long and hard he has been unable to discover a way open the secret door, which leads to the level above.

Once the heroes decide how to handle the gnolls, they need to figure out how to enter the tomb of Kali-dahr. The obelisks that ring the valley have writing in ancient Baklunish that provide hints about what to do.

After the heroes enter the tomb, they encounter Zenjiss and Akhmed. After dealing with them, the characters might discover a secret door that allows access to the stairs that lead to the second level of the tomb.

Should the heroes reach the second level of the tomb, they have to fight the guardians in the first room on level two. Then the heroes might enter the burial chamber. Inside the chamber the PCs have to decide whether to take just what they are told to or whether they want to be greedy. Should the heroes be greedy, they face an extremely nasty fight against the guardians of the tomb.

INTRODUCTION

The midday sun beats down mercilessly as you wind your way through the crowded bazaar. The air is filled with a mixture of scents—fresh bread, fruits, animals, sweat, perfume, spices and many other odors a bit too intermingled to easily identify. Tales of the great merchants' festival in Molvar that you have heard of seem to be true. The streets are overflowing with people from all walks of life. Merchant booths are crammed into the marketplace selling almost every type of goods imaginable. Everything from food items, spices, weapons, armor, general supplies and even animals appear to be for sale.

ENCOUNTER 1: THE BAZAAR

A note about the City of Molvar;

The city has several Districts, sometimes referred to as Quarters. Though Threshers have jurisdiction over all of the land, the day-to-day policing of most of the city Districts are left up to the Molvar Lower Watch. Each District has a captain. These men enforce the laws and handle the more minor issues, before there is a need for higher involvement. When there is a need for judgment, the Lower Watch take prisoners to (or call forth Thresher to them) to Thresher Square and hand them over for judgment there. From there, they are taken into the courthouse and a Jurat (appointed Judge who is a Mullah) sits in judgment of the accused. For higher crimes, this involves three or more Jurats (or two sub-jurats aiding the Jurat) all casting Zone of Truth. Magical or otherworldly crimes always demand the involvement of the Threshers.

The City Fathers Shrine is located on the southern side of the Bazaar. It is a very visible landmark, but other than that, it has no bearing in this adventure.

The Bazaar District is left to the care of Captain Halsheid of the Molvar Lower Watch. He is a devout man of Al'Akbar and known for his harshness. He is quick to inform the Threshers of any odd behavior committed by adventurer types in his jurisdiction.

Captain Halshied is the man the adventurers are brought to first if arrested in the Bazaar District. He appraises the situation before sending for the Threshers (so he has something to report).

He has a small four roomed barracks (with a cell) that is the district headquarters. It is located along the north wall of the district.

☞ **Captain Halsheid:** Male human Ftr 8 LN Faithful of Al'Akbar.

Also, since it is the Bazaar, there is a strict curfew in effect for after dark. Only those with proper permits or station can enter, leave or pass through this quarter after dark. This has been set down to keep a handle on nighttime robbery.

Haggling

Allow the characters time to shop for items in the bazaar. A list of items not found in the *Player's Handbook* that is for sale is included in DM Handout 1. When role-playing the merchants at the bazaar, please keep in mind that haggling is generally practiced in the grand bazaars. Non-magical, Non-special, Items listed in the *Player's Handbook* start at 120% their listed prices. The items from the DM Handout #1 are also start at this increased price. Items can be purchased in bulk for the same agreed upon price.

When making a Hagggle Check, an opposed diplomacy check is made with the vendor. For every two points that the player wins by, reduce the price by 5%. There is no additional effect if the player loses.

No merchant will go below 75% of the list price for any item (they still need to make some money!).

It is one diplomacy check per item. A single person can assist the Diplomacy check (circumstance bonus), but two people cannot make different diplomacy checks on the same item if they were both present at the negotiations. If the shopkeeper suspects the two players know each other, then he uses the same price should a second player come by alone. Whatever is agreed upon is the final sale value. If a player turns around and refuses to pay, the merchant becomes very offended and refuses to make and deals with that player. Word spreads like wild fire among the other merchants and that player is unable to make purchases in the bazaar for the rest of the scenario. Anyone who was associated with that dishonorable player receives a -6 Circumstance penalty to Diplomacy checks when making purchases.

Some merchant personae that can be used at the bazaar are listed below Choose which ones you want to use for a given booth and please feel free to make up new

NPCs if desired, but any new NPCs have a set +4 Diplomacy check.

☞ **Hassad-ibn-Dabi:** Male human Com3. +4 Diplomacy

Hassad is a dark, heavy-set man with dark brown eyes. He sports a thick black mustache and beard and wears plain clothes. Hassad is a boisterous man who loves to talk. He is a smooth talker who tries to seem friendly to everyone. If characters try and talk him down on prices, he talks about how he has a sick mother for which he must save money to afford a *cure disease* spell from the temple.

☞ **Dasha-aleez:** Female human Rog2; +9 Dipolmacy

Dasha is a shapely woman with dark brown hair, sharp features and piercing hazel eyes. She is quiet beautiful and tries to use her charms to convince customers to purchase her goods during bartering sessions.

☞ **Aziz-al-Amad:** Male human Com4 +5 Diplomacy

Aziz is a thin, clean-shaven man with graying hair. His eyes are dark gray and he seems to scowl often. Aziz is quiet but quick to snap if customers try and barter him down too much.

☞ **Kamil-daShen:** Male human Rog1. +4 Diplomacy

Kamil is an older man with a long gray beard, gray hair and brown eyes. Kamil is fairly well to do. As a result of his good fortune, Kamil rambles on about stories in his life. He really just wants people to listen to him. If the player characters are respectful of Kamil and listen to his stories, they get a +2 competency bonus on barter rolls with him.

☞ **Salema Tehlon:** Female human Com5. +8 Diplomacy

Salema is a middle-aged, matronly woman. Salema has brown hair, black eyes and strong features. She is attractive for her age and very friendly which seems to aid her in her business. Selema comments on how the characters she is speaking with should really take better care of themselves- eat better, clean their armor/ clothing more, etc.

Once the PCs have had the chance to purchase items and role-play at the bazaar, a messenger from the temple of Al'Akbar arrives. When the time is right, read the following:

As you wander the crowded bazaar, a young man dressed in the garb of a servant from a temple of Al'Akbar approaches. "Attention good people" states the messenger. "Jalid-Zihm, a mullah from a temple of Al'Akbar, is looking for skilled professionals who are willing to aid him. Please report to the Temple of the Golden Light of Al'Akbar in the Craft District, as soon as you can." After issuing those words you see the messenger scurry off into the crowd and approach another person.

The messenger approaches each PC. At this point the PCs should proceed to the temple of Al'Akbar.

This particular temple is called 'The Temple of the Golden Light' and is one of two temples of Al'Akbar located in the Craft District.

If they do not know where The Temple of Golden Light is they can ask around and get directions in the marketplace. The messenger does not know any additional information (or is not willing to share it without permission). When the PCs decide to head to the temple of Al'Akbar proceed to Encounter 2.

ENCOUNTER 2: GOING TO THE TEMPLE OF AL'AKBAR

Once the players head to the temple of Al'Akbar, read the following:

Winding your way through the streets of Molvar you make your way to a smaller temple of Al'Akbar located in the Craft District. Though one of the smaller temples, this temple is an impressive structure comprised of white granite. Golden domed spires rise high into the air from the corner towers that loom ahead. Nearing the temple you can see the masterful friezes carved into the temple walls that depict the great god Al'Akbar engaged in various legendary deeds that he purportedly accomplished as a mortal. Not far from you lies the front gate to the temple.

The PCs have no problem entering the compound. After the player characters enter the temple, a servant escorts them into a waiting room where they wait for Jalid-Zihm to arrive

A servant escorts you into the temple and leads you into a lavish waiting room. Plush silk cushions are piled around a low-set table upon which trays of fruits, sweet meats, pastries and bottled wines rest. An ornate silver stand holds a heatless torch in the center of the room. "I will summon Jalid-Zihm" says one of the guards. "Please wait here and help yourself to the refreshments". A gold offering plate rests on a table with vestments of silk as decorations. The plate has coins and gems in it.

The offering plate is for when rich visitors come seeking guidance from the temple. It is not mandatory, but customary to give wealth into the plate before a request of the temple is made.

The Watcher is keeping a very close eye on the plate, and is aware of exactly how much is currently in it. The Watcher's peephole can see the plate from the opposite side that a person entering the room would likely take to approach the plate. Therefore, the person's body would not block line of sight.

Ask the players what they are doing while the guards are out. Should any of the PCs wish to steal anything from the room, they most likely be caught as the temple has a skilled rogue watching the area through a peep hole. The rogue has a +14 Spot check (skill ranks + wisdom), which

should be rolled against the PCs' Pick Pockets. If the PCs do anything foolish and get caught, the temple guards rush in to arrest them. The temple guard consists of two first level warriors with halberds and two first level mullahs armed with falchions. All are wearing chain shirts.

The Watcher: Male human Rog3/Cler1.

The Watcher is a man who found his soul being saved one night by the more merciful members of this temple, one fateful night. He has changed his ways and dedicated himself to the preservation of this temple, and the ways of the High Cleric.

Treasure:

APL 4—loot (0 gp), coin-(50 gp),
everburning torch (13gp)

APL 6—loot (0 gp), coin-(100 gp),
everburning torch (13gp)

APL 8—loot (0 gp), coin-(200 gp),
everburning torch (13gp)

APL 10—loot (0 gp), coin-(300 gp),
everburning torch (13gp)

Should the PCs (or even just one of them) be foolish enough to attempt such a robbery and are caught, a good portion of the resources of Molvar's church of the True Faith shall be put into hunting the PCs down.

Should the players surrender to the temple guards, the PCs that are guilty are eventually sentenced to five months (15 TUs) in stocks.

Any PC may renounce another for a thief and surrender. The surrendered person will be questioned with *zone of truth* from two clerics at the same time. If they are innocent (or simply beat the DC of the spells and lie) then they are free to go, and continue with the quest at hand.

Quickly handle the situation (as below) with any PCs who remain on the run. Either a PC escapes the city, or they are captured and the truth becomes known.

Otherwise each PC can make a Disguise check to walk the streets, at one check an hour. A DC20 is needed to escape the city (takes one hour) with out being caught by the Threshers or agents of the True Faith within the first hour. After that, the DC increases by +2 for every hour until DC40 is reached. After two days, the DC starts to drop by -1 per hour until it reaches DC20.

Take in to consideration magical means of escape, such as *invisibility*, *fly*, or other craft methods.

If the PCs prefer to try and hide out in the city, away from public places, one player may make a Hide check for the group (one person may assist this check). It is a DC 30 per day. The PCs can choose to try and leave the city at any time (see above).

If at any time the PCs fail their Hide or Disguise checks, they are caught by the Threshers and Mullahs using divinations (as well as sniffing dogs). The players are then sent to the mines for the rest of their lives. If a character is sent to the mines permanently, collect his character sheet and all addition certs and hand them to

the convention coordinator. These are to be sent to the Ket Triad.

Should PCs escape from Molvar, mark it on their Play Notes that they are fugitives from Molvar. Record their Real Name, Character Name and RPGA number and email address. Have the convention coordinator send this information to the Ket Triad.

Until the players receive regional documentation stating otherwise, they cannot enter Molvar City with out risking arrest.

Assuming the PCs behave, continue:

After a few minutes a tall man of average build enters the room. His dark black hair has streaks of gray that betray his age. The man walks with confidence and smiles at you upon entering. "Greetings! I am Jalid-Zihm, a mullah of The High Cleric." the man says as he takes a seat on some cushions near the table. "I am so glad that you have answered my summons!"

Jalid-Zihm explains the following to the PCs:

- He is looking for some skilled adventurers who can help locate his missing son while keeping some discretion.
- His son has been absent from Molvar for over a year now. Last he knew his son was headed into the Yatil Mountains with a group of adventurers.
- Akhmed-Zihm is his son's name. The son is about Jalid's height, of sturdy build with black hair and dark brown eyes.
- Akhmed is quite a swordsman. Skilled with the scimitar and falchion. He always talked about leading the life of an adventurer so that he could amass great wealth. He never liked being modestly well off- he always wanted more.
- Over the last year Jalid has spent a great deal of his wealth to magically discern the location of his son. Jalid did not want to bring the matter to his superiors for fear of embarrassment so he used his own wealth. Akhmed is still alive and located at the point marked on this map (give them Player Handout #1- Jalid-Zihm points to the circled place as the spot where his son should be).
- He shall pay what little he has left for the adventurers to undertake the mission. Jalid wishes the adventurers to find his son and bring him back safely.
- Jalid has made inquires into how long it will take to travel to the location circled on the map. It should take about a week by a combination of horse and foot. At some point the PCs will have to lead your horse by foot or leave them behind.

🗡️ **Jalid-Zihm:** Male human Clr5 of Al'Akbar

Jalid-Zihm does not know anything else regarding what his son is doing. He is just a concerned father who wants to have his son returned to him safely. Jalid-Zihm refuses to accept any suggestion that perhaps his son does not want to return home.

When the PCs are ready, proceed to Encounter 3.

ENCOUNTER 3: THE TROUBLE WITH HORSES

Allow the PCs to make any last minute preparations or purchases they would like to make before they head out. Jalid-Zihm provides the characters with food and water for the trip but nothing more. When the characters leave Molvar, following their map, continue:

You have been travelling for many days. Initially your journey led you into the rolling foothills of the Yatil Mountains. However it was not long before the narrow mountain road began winding its way through the tall mountains. Several days ago, you left the road heading west toward your destination. The rugged mountains have required you to climb at times although in places you have been able to locate small game trails that have allowed you to cut across steeper areas.

Any PCs who decided to take a mount with them has a difficult time bringing the mount all of the way. A successful wilderness lore check DC 25 allows the party to find ways to guide the horses around troubled areas. If the party cannot make this roll then mounts have to be left behind unless they can fly or climb well.

One landmark, about a day's journey into the mountains, is that of a small dwarven clan holding. These dwarves are friendly towards Ket (trade, defense agreements) but are not Ket citizens.

For RUP considerations, this holding has 500 people, though that actual numbers are closer to 100. The DM should keep some discretion over what can be purchased here. Keep the items available to those that might be fund in a smaller dwarven holding.

There is however, a 7th-level cleric of Moradin who can cast raise dead (and other spells) for standard RUP prices.

It is 30 miles from the valley to the dwarf holding.

Keeping in mind, that there is a ½ overland movement penalty. See Chapter 9 of the *Players Handbook*.

The dwarves are willing to stable any horses the PCs need them to. Remind the PCs of what they are leaving with their horses, and what is being taken with. The PCs should keep in mind the extra weight. Any items left are completely safe.

If asked about the area of mountains that the PCs are heading to, the dwarves say that they don't travel in that area. That it is too close to orc and gnoll territory to be worthwhile.

Once the issue of mounts is resolved, continue:

Please keep in mind the amount of real time spent on this encounter. This encounter should be kept as brief as possible.

ENCOUNTER 4: ENTERING THE VALLEY

When the PCs are ready to continue through the narrow ravine, read the following:

Almost another complete day passes as you make your way toward the location on your map. With almost no warning, the ravine you are travelling in twists and abruptly opens into a large valley. The entire valley floor is covered with sand, almost as if it were a desert.

Where the edge of the ravine touches the valley floor you see a 20-foot tall obelisk. The obelisk is dark red in color and appears to have weatherworn inscriptions upon its surface. Looking into the valley from the edge of the ravine you can see the shape of a stepped ziggurat off in the distance near what you think must be the center of the valley.

The general appearance of the valley is shown in DM Handout #2. Any characters that want to make a tracking check can do so. A DC 16 allows the characters to see many medium sized footprints in the sand that lead off toward the ziggurat. Should the PCs approach the Obelisk, they see writing in Ancient Baklunish that can be read in Player Handout #2 if the PCs can read the language. Any character that speaks Baklunish can make an Int check of DC 5 with an auto+1 for having the language skill to read it verbatim. If the PC fails, give them the gist of it, as if they had made a decipher script check. Of course, comprehend language works although some of the writing is 20 feet off of the ground). If the PCs look around they see that a total of seven obelisks ring the edge of the valley (although one is blocked from view by the ziggurat unless the PCs move into the valley).

When the PCs are ready to continue toward the ziggurat, proceed:

Moving closer to the structure you can see that it is immense. Made of some dark red colored stone, it spans almost 200 feet at the base and rises almost an equal distance into the air. About half way towards the structure you notice many shapes in the distance, moving about the base of the ziggurat. The shapes dart in and out of tents and seem to be moving about the base of the structure.

From this distance (5000 feet) it is hard to tell what the figures are. Any PC that owns a telescope is able to see enough detail to ascertain that the figures are gnolls. Since the gnolls are intent on looking for an entrance to the tomb and they are not expecting company, they do not see the PCs just yet. Should the PCs continue approaching in a stealthy manner (ie crawling without mounts), roll a listen check for the gnolls as the party approaches. Use the move silently checks of the party with a +4 circumstances modifier since the gnolls are distracted. Each successive roll means that the PCs are able to close the distance by 500 feet. Once the gnolls

notice the party, they attack (or prepare if they see the party approaching from a distance).

Creatures:

APL 4 (EL 6)

☛ **Thergrr:** Male gnoll Ftr3; see Appendix I.
☛ **Gnolls (8):** hp 11; see *Monster Manual*.

APL 6 (EL 8)

☛ **Thergrr:** Male gnoll Ftr5; see Appendix I.
☛ **Gnolls (12):** hp 11; see *Monster Manual* page.

APL 8 (EL 10)

☛ **Thergrr:** Male gnoll Ftr7; see Appendix I.
☛ **Gnolls (12):** hp 11; see *Monster Manual*.
☛ **Hill Giant (1):** hp 102; see *Monster Manual*.

APL 10 (EL 12)

☛ **Thergrr:** Male gnoll Ftr9; See Appendix I.
☛ **Gnolls (12):** hp 11; see *Monster Manual*.
☛ **Hill Giants (2):** hp 102; see *Monster Manual*.

Tactics: The gnolls swarm over the PCs in an attempt to kill them en masse while the giant(s) try and pick off enemy ranged attackers and spell casters with boulders until the party enters melee range. If Thergrr is still alive, he orders the gnolls to try and grapple the PCs. Grappled PCs are to be pinned so that other gnolls can attack them more easily.

Treasure:

APL 4—loot(123 gp), coin-(60 gp),
potion of cure light wounds (13 gp)

APL 6—loot(141 gp), coin-(80 gp),
potion of cure moderate wounds (45 gp)

APL 8—loot(146 gp), coin-(100 gp),
potion of serious wounds (112 gp)

APL 10—loot(151 gp), coin-(120 gp),
potion of cure moderate wounds (45 gp), potion of serious wounds (112 gp)

Once the PCs have defeated the gnolls, proceed to Encounter 5.

ENCOUNTER 5: OPEN SAYS ME

After the fight with the gnolls, the PCs have to figure out a way to enter the tomb. The front gate to the tomb is readily visible. The gate is crafted from an extremely hard metal and it is enchanted so that it cannot easily be broken or knocked open. The only way to get into the tomb is to slide the carving of the talisman down until it enters the cup. Once this happens, the door to the tomb opens.

☛ **Stone Door (magical):** 10in. thick; hardness 15; hp 200; AC: 5; Break DC 40; Greater dispelling DC 36; Immune to all spells below 6th level granting the caster the ability to open or move through the door, such as *passwall*, *knock*, stone shape etc...

Also immune to divination spells below 6th level.

This immunity extends to the tomb walls and floors. Spells that do damage, below/above 6th level can be used to damage the door with normal chances of success.

One large set of blackened metal double doors appears to be the only way to enter the ziggurat. The doors appear strong and seamless. Each door has a bass relief of a majestic figure standing triumphant over a battlefield. The figure holds a talisman in his hand. About a foot below the talisman, the relief depicts a cup being raised by a kneeling man.

The figure holding the talisman is Al'Akbar and the figure holding the cup is Kali-dahr. The cup has an actually hollowed out space into which something could fit. A successful search check of DC 30 reveals that the talisman carved into the door can be moved down a carved slot in the door that is disguised with a *permanent illusion*. The illusion was cast by a 16th level wizard and completely covers the slot making it appear as if it were not there (the door radiates the schools of illusion and abjuration when scrutinized by *detect magic*). If the PCs play with the talisman, ask them what they are doing. If they mention that they are trying to slide it, ask them how. PCs that mention that they are trying to slide the talisman have to make a DC 20 strength check. Characters that try to move the talisman down are able to move it into the cup. Once the PCs figure out how to open the doors, read the following:

After you slide the stone carving of the talisman into the hollowed groove of the cup, a rumbling sound fills the air. Within seconds the doors glow with a soft red light and open outward.

ENCOUNTER 6: THE TOMB AND I

When the PCs enter the tomb, refer to DM Handouts #3 and #4 for places where the PCs might travel on the first and second floors of the tomb.

General Tomb Details:

Unless specified otherwise, the corridors of the tomb are all 10-foot by 10-foot. The stone interior is comprised of smoothly polished dark stone blocks. Each letter on the map of the first and second floors corresponds to a location where something special must be described:

The Tomb of Kali-dahr Level One:

A: *Across from the main entrance you see a pair of stone double doors. The doors have an ornate bass relief of a man engaged in*

heroic deeds. The relief depicts the man vanquishing monsters, rescuing the helpless and leading armies into battle. All the pictures show the hero wielding a falchion one-handed against his enemies. Looking closely you can see that the pommel of the falchion is shaped like the head of a wolf.

This man is the same one depicted on the front doors of the tomb holding the cup. In each picture the man wields his falchion one-handed against his foes. The stone doors are unlocked and easily opened. If the PCs open the door, they enter a hallway (see E below).

B: There is a plain stone door that opens outward from this room. When the PCs open the door, read the following:

The strong scent of spice fills the air of this triangular shaped room. Sacks, crates and urns line the walls. In one corner several torn silken cushions are scattered about. Directly across the room a badly defaced stone shrine lies smashed into many pieces.

If the PCs search the room, they find various spices. Anyone with knowledge religion can make a DC 15 check (or a bardic lore DC 25) to realize that these spices were probably meant to be food and barter materials for a dead person. This should provide a hint to the PCs that this is a tomb. Anyone with knowledge religion can make a DC 15 check to determine that the smashed shrine was to Istus.

Treasure:

APL 4—loot (0 gp), coin-(20 gp),

APL 6—loot (0 gp), coin-(40 gp),

APL 8—loot (0 gp), coin-(60 gp),

APL 10—loot(0 gp), coin-(80 gp),

C: This room has a stone door that opens outward. This was a ritual room that contains a protective pentagram. Anyone with Knowledge (arcana) can make a DC 25 check (or a bardic lore DC 30) to realize that the circle was meant to be a warded area, which serves the ritualistic function of preventing evil spirits from interfering while good outsiders are being magically contacted.

This circular room is empty except for an ornately carved pentagram. The pentagram fills most of the room except for a two-foot wide edge that runs along the wall.

D: This is a secret passage that leads into the central chamber. The secret door in the main hallway is DC 20 to locate. The secret door from the inner chamber to this passage is a DC 20 to locate as well.

E: This hallway is actually a ruse to try and eliminate potential tomb robbers. Right behind the easy to open double stone doors is a passageway that leads into the inner chamber. Two traps lie in wait, the first being a concealed pit and the second being a rolling boulder: The

pit is as wide as the corridor, with no ledges. The pit is ten by ten.

Trap #1: Concealed Pit

APL 4 (EL2)

↗**Pit Trap (30 ft.):** No attack roll necessary (3d6); Reflex save to avoid (DC 21); Search (DC 22); Disable Device (DC 21).

APL 6 (E 3)

↗**Spiked Pit Trap (40 ft.):** No attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+2 each); Reflex save to avoid (DC 22); Search (DC 23); Disable Device (DC 22).

APL 8 (EL 4)

↗**Spiked Pit Trap (60 ft.):** No attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 each); Reflex save to avoid (DC 23); Search (DC 24); Disable Device (DC 23).

APL 10 (EL5)

↗**Spiked Pit Trap (80 ft.):** No attack roll necessary (8d6), +10 melee (1d4 spikes for 1d4+5 each); Reflex save to avoid (DC 24); Search (DC 25); Disable Device (DC 24).

Trap #2: Rolling Boulder

This trap is set off by the PCs stepping onto the 10-foot section of corridor that lies right past the 10-foot wide pit. What happens is that a very large boulder is shot down from a hidden chute in the ceiling. The boulder rolls down the hallway damaging anyone it its way. Further anyone in the 10-foot wide section of hallway which contains the pressure plate must make a reflex save or find themselves knocked into the pit which means that the character takes damage from that trap as well.

APL 4 (EL 2)

↗**Rolling Boulder:** 3d6 damage; Reflex save to avoid (DC 21); Search (DC 22); Disable Device (DC 21).

APL 6 (EL 5)

↗**Rolling Boulder:** 6d6 damage; Reflex save to avoid (DC 22); Search (DC 23); Disable Device (DC 22).

APL 8 (EL 6)

↗**Rolling Boulder:** 7d6 damage; Reflex save to avoid (DC 23); Search (DC 24); Disable Device (DC 23).

APL 10 (EL 9)

↗**Rolling Boulder:** 10d6 damage; Reflex save to avoid (DC 24); Search (DC 25); Disable Device (DC 24).

F: This room is the inner chamber of level One of the tomb. It used to be a shrine of Al'Akbar but it has been converted into a shrine of Nerull (at the lower APLs through the use of a scroll of desecrate). Next to the newly created bloodstained shrine to Nerull sits a torture rack.

The new occupants of the tomb are currently using the dining table that was set up for the deceased to use. Lit braziers sit on either side of the double doors that open from the trapped hallway.

Two braziers near a set of double doors dimly light this large square room. Next to the braziers are the decomposing remains of two humanoids. At the end of the room opposite the double doors rests an altar in front of which sit three rows of pews. Next to the altar lies a large wooden torture rack that appears to be covered with dark brown stains. In the middle of the room sits a large rectangular dining table complete with chairs and place settings.

If the characters enter from the trapped hallway and set off the traps, then Zenjiss (the priest of Nerull) and Akhmed (the missing son) are waiting to attack. Otherwise the party might be able to sneak up on them. Regardless these two attack the party, hopefully from ambush if they can arrange it (if they are alerted through noise from the traps).

Tactics: Should the NPCs have time to prepare because they were alerted, Zenjiss casts *protection from good, invisibility and non-detection* on Akhmed and then proceeds to cast his protective spells upon himself starting with his highest level spells (*spell resistance, freedom of movement, protection from good*, etc.)

Once the combat starts, Zanjis first spell is his highest summoning spell. This is aimed at the nearest caster. Akhmed can use this opportunity to move in for a flank when the monster appears.

APL 4 (EL 6)

☛**Zenjiss:** Male human Clr4; see Appendix I.

☛**Akhmed:** Male human Ftr1/Rog3; see Appendix I.

APL 6 (EL 8)

☛**Zenjiss:** Male human Clr6; see Appendix I.

☛**Akhmed:** Male human Ftr2/Rog4; see Appendix I.

APL 8 (EL 10)

☛**Zenjiss:** Male human Clr8; see Appendix I.

☛**Akhmed:** Male human Ftr2/Rog6; see Appendix I.

APL 10 (EL 12)

☛**Zenjiss:** Male human Clr10; see Appendix I.

☛**Akhmed:** Male human Ftr2/Rog8; see Appendix I.

Should Akhmed be captured, he tries to convince the party that he was forced to serve Zenjiss (Bluff Check

since Zenjiss did no such thing) through some foul magic. Now that Zenjiss is dead, he does not seem to feel compelled to follow his wishes.

Once the party has defeated the two men in this room, they need to make a DC 25 search check in order to find the secret door that leads from this room into the hallway (see G below) that leads to the burial chambers of Kali-dahr on level 2.

Treasure:

APL 4—loot (17 gp), coin-(20 gp),
+1 chainmail (195 gp)

APL 6—loot (17 gp), coin-(50 gp),
+1 chainmail (195 gp)

APL 8—loot (17 gp), coin-(100 gp),
+2 chainmail (645 gp)

APL 10—loot (17 gp), coin-(200gp),
+2 chainmail (645 gp), +1 magical sickle (345 gp)

G: This hallway is accessible from the secret door in room F. It leads to a spiral staircase that climbs 50 feet before reaching the second level of the Tomb of Kali-dahr. When the PCs open the secret door, read the following:

As you slide open the stone door, a cloud of dust rises before you. A dry, earthen smell fills the air as the dust settles to the ground once again. Past the door you see a 10-foot passage that continues a short distance before ending in the steps of a spiral staircase. The stairs lead upward and curve out of sight.

The Tomb of Kali-dahr Level Two:

H: This is an empty stone room. On the stone door that leads to hallway I is a bass relief of the great hero Kali-dahr. Read the following to the players when their characters enter the room:

You climb many steps on your way to the top. Finally you make that last turn and step into an empty room. The only feature you can see in the room is a large stone door. Carved from the surface of the door you can see a bass relief of a mighty Baklunish warrior. In one hand the man wields a mighty falchion and in the other a large shield. Before you can react, the mouth of the figure moves and speaks in a deep tone, words in an old dialect of Baklunish:

Note: Only read this next part of at least one PC speaks Ancient Baklunish and is willing to translate.

“I am Kali-dahr, a most humble servant of the High Cleric. In life I fought valiantly to curb the rising tide of evil that threatened our people. Hopefully your presence here means that you wish to carry on my fight. If you have the dedication I encourage you to enter through this door. Face the test of valiance in the foyer. Should you pass the test, from my tomb take only that which adorns the right hand of a warrior. Take any more and feel the wrath of Kali-dahr.”

After speaking those words, the mouth of the figure stops moving and the room grows silent.

At this point the party has the option to open the door and proceed into the tomb or they can leave. Should the party proceed onward into the tomb, continue to I below.

I: This 5-foot long hallway travels from the entrance to this level to the foyer of the tomb. The hallway is plain and leads into the open foyer (see J below).

J: *As you approach the entrance to this room you can see two 12-foot tall stone statues standing on either side of the room. On the other side of the room you see a set of stone double doors upon which the same heroic figure is depicted defeating all forms of evil creatures.*

Other than the above features, the room appears empty. However the room does radiate conjuration magic cast by a 16th-level wizard if someone in the party casts a detect magic spell.

The two statues radiate abjuration magic cast by a 16th level wizard. The same for the top archway leading into the corridor (the hidden portcullis).

If the PCs do actual hit point damage (reduction 30/+2, magic immunity) either statues (golems), they attack the PCs as long as they remain in sight. Once the PCs are no longer visible, the golems return to stationary positions. The summoned creatures of this room ignore the golems and the golem ignore them

A PC that can reach up to the archway, can search it. It is DC 15 to find the thin layer of mortar that covers the slot the portcullis comes out of. It is a DC 30 to Disarm.

Upon stepping into the room a bright red glow fills the room. Suddenly some of the monstrous creatures depicted on the door detach from the stone door and grow to full size and color as they move to attack!

Note: These summoned monster last for till noon, then disappear. The trap resets every 24 hours at noon.

APL 4 (EL 4)

☛ **Dretch (Tanar’ri) (2):** hp 9, 9; see *Monster Manual*.
Summoned creatures- therefore they cannot gate.

APL 6 (EL6)

☛ **Quasit (3):** hp 13, 13, 13; see *Monster Manual*.
Summoned creatures- therefore they cannot gate.

APL 8 (EL10)

☛ **Hamatula (2):** hp 49, 49; see *Monster Manual*.
Summoned creatures- therefore they cannot gate.

APL 10 (EL12)

☛ **Cornugon (Baatezu) (2):** hp 82, 82; see *Monster Manual*.
Summoned creatures- therefore they cannot gate.

Once the PCs have defeated the creatures, are able to open the door to the tomb.

K: When you open the stone door you behold a breathtaking sight. Against the far side of the room rests an ornately carved obsidian sarcophagus. The surface of the sarcophagus has been carved into the likeness of the warrior that you have seen in many other places in the tomb. Around the room lie cushions crafted of expensive silks, exquisite vases, bejeweled dishes and decorated chests. The whole room seems to be filled with beautiful objects of great worth.

Ask the players what they are doing. If they are looking around, have them make a search check DC 25 (DC 15 if they say that they are examining the sarcophagus). If a PC succeeds read the following:

Looking around the sarcophagus you notice that the relief carving of the warrior is holding his hands at his sides. Concealed in the cupped area of his right hand you notice 2 small rubies that glow with an inner fire.

When a PC goes to take the gems a voice calls out:

“Take the gems and place them in the eyes of the beast. They will aid you in taking the fight to the evils that threaten all.”

At this point any player who owns the masterwork silver falchion from “Search for the Lost” are able to realize that the gems would fit into the eye sockets of the wolf head in the pommel of the sword. These are some of the missing gems of the sword that were once mounted into the mighty magical weapon of Kali-dahr. Reinserting the gems imbue some of the magic back into the sword. Should a PC take the gems and place them in the pommel of the sword, read the following:

As you place the gems into the eye sockets of the wolf's head in the pommel of your sword, they seem to fasten into place. A bright red glow emanates from the falchion as the rubies are slid in. When the glow of the sword fades, it almost seems like the wolf is staring at you with his glaring red eyes- watching your every move.

Essentially adding the rubies back into the sword adds a +1 enhancement to the blade. The masterwork silver falchion now becomes a +1 silver falchion. If the sword is already magically enchanted through the efforts of the PC, then the gems cannot enhance the sword further.

The upgrade must be completed in the temple, or the magic cannot work. A player may not take some gems and distribute them to other players outside this scenario.

Note: Again, only read this if a player speaks Ancient Baklunish;

The voice calls out once more: “now go and honor my resting place. Tempt not your fate with greed.”

After the voice calls out this one last time, there is silence in the room. Should the PCs leave without taking any additional items from the tomb, they are free to go.

If the PCs try to steal other items from the tomb, the following happens:

You hear a loud crash from where the corridor meets the antechamber. A thick portcullis has dropped from a hidden slot in the roof, blocking off escape to the corridor. The sound of stone grinding against stone echoes against the walls as the two stone statues come to life. Their carved eyes focus on you.

All APL Encounter:

☛ Portcullis, iron (magical trigger): 3in. thick; hardness 10; hp 60; AC: 5; Lift DC 25; Break DC 30;

☛ Stone Golems (2): hp 77; see Monster Manual.

Tactics: If the PCs try to leave with anything but the rubies, the two stone statues in the foyer animate and a hidden portcullis drops down blocking the corridor. The statues fight to the death against anyone who tries to leave with treasure from the tomb:

Additional Treasure in the Tomb:
(all values before dividing by 5)

- Alabaster statue of Istus (worth 400 gp., 3 foot high, weighing 100 lbs.)
- Mahogany weapons chest inlaid with gold and gems (worth 700 g.p., weighing 40 lbs.)
- +2 magical Scimitar (worth 8,335 g.p.) weapon chest.
- Masterfully carved teakwood wardrobe (worth 700 g.p., 7 foot high, weighing 500 lbs.)
- 6 nobles outfits (worth 50 g.p. each)
- Complete set of silver dishes and goblets (worth 200 g.p., weighing 30 lbs.)
- Various containers of spices (6 worth 50 g.p. and weighing 5 lbs. each)

Treasure:

APL 4—loot(30 gp), coin-(460 gp),
+2 scimitar (1250gp)

APL 6—loot(30 gp), coin-(460 gp),
+2 scimitar (1250gp)

APL 8—loot(30 gp), coin-(460 gp),
+2 scimitar (1250gp)

APL 10—loot(30 gp), coin-(460 gp),
+2 scimitar (1250gp)

CONCLUSION

Once the PCs have decided to return to Molvar, they are faced with the task of talking with Jalid-Zihm to retrieve their reward. There are several possible ways that this can be resolved: Either way, in the end, Jalid-Zihm ends up taking some heat from his clerical superiors. A crime by a family member (especially a son) brings great shame and possible punishment for the rest of the family.

If the PCs slew Akhmed

If the PCs are respectful and apologize for their behavior, they eventually are excused by Jalid-Zihm. He is rather angry with the PCs. If asked for a reward, he provides the party with half the listed treasure for this encounter and abruptly ask them to leave.

If the PCs convinced Akhmed to return through magical influence or brought him back by force

Jalid-Zihm thanks the PCs for returning his son to him. Should Akhmed be brought back as a captive, Jalid-Zihm investigates the claims of the PCs through magical means. Regardless he thanks the PCs profusely and offer them a handsome reward of full treasure for this encounter. Since his son is guilty of crimes against a holy place, Akhmed could be put to death at a later time.

IF THE PCS LIE ABOUT WHAT HAPPENED

Jalid-Zihm appears to believe the PCs and then he pays them half the listed treasure for this encounter for their efforts. Later he learns that he was lied to through magical divinations (including *commune*, *contact other plane* and *divination*) and this causes him to revile the PCs who lied to him. He spends the rest of life shaking his fist in their general direction, constantly telling his son to 'shake harder boy'. Make a note of this on the Play Notes.

Treasure:

APL 4—loot (0 gp), coin-(50 gp),

APL 6—loot (0 gp), coin-(100 gp),

APL 8—loot (0 gp), coin-(100 gp),

APL 10—loot (0 gp), coin-(200 gp),

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter Four

APL4 180 XP; APL6 240 XP; APL8 300 XP;
APL10 360 XP;

Encounter Six A

APL4 60 XP; APL6 90 XP; APL8 120 XP;
APL10 150 XP;

Encounter Six B

APL4 60 XP; APL6 150 XP; APL8 180 XP;
APL10 270 XP;

Encounter Seven

APL4 180 XP; APL6 240 XP; APL8 300 XP;
APL10 360 XP;

Encounter Eight

APL4 120 XP; APL6 180 XP; APL8 300 XP;
APL10 360 XP;

Total possible experience:

APL4 600 XP; APL6 900 XP; APL8 1200XP; APL10 1500

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Encounter Two

Enemy Defeated or Condition

APL 4-63 gp; APL 6-113 gp; APL 8-213 gp;
APL 10-313 gp.

Encounter Four

Enemy Defeated or Condition

APL 4-196 gp; APL 6-266 gp; APL 8-358 gp;
APL 10-428 gp.

APL 10-xx gp Encounter Six B

Enemy Defeated or Condition

APL 4-20 gp; APL 6-40 gp; APL 8-60 gp;
APL 10-80 gp

Encounter Six F

Enemy Defeated or Condition

APL 4-232 gp; APL 6-262 gp; APL 8-762 gp;
APL 10-1207 gp.

Encounter Six K

Enemy Defeated or Condition

APL 4-1740 gp; APL 6-1740 gp; APL 8-1740 gp; APL
10-1740 gp.

Conclusion

Enemy Defeated or Condition

APL 4-50 gp; APL 6-100 gp; APL 8-100 gp;
APL 10-200 gp..

Adventure Maximums

APL 4-600 gp; APL 6-1000 gp; APL 8-1700 gp; APL
10-2900 gp.

Wolf's Head Revisited:

With the correct two rubies, the wolf headed falchion is now whole and seems to glimmer ever so slightly.

A PC who holds the cert for the Wolf Headed Falchion from the Scenario 'Search for the Lost' may upgrade the sword to a +1 magical enhancement Falchion for free.

If not already, the old cert must be converted at this time and stapled to the adventure cert. The new total value (+2000gp for the +1 enhancement, +300 for the masterwork, +75 for the Falchion)

If the sword is already magically enchanted through the efforts of the PC, then the gems cannot enhance the sword further.

Non-standard items for sale at the bazaar:

Whip Dagger: 25 g.p. (see p. 71 of *Sword and Fist*)

Masterwork Whip Dagger: 325 g.p. (see p. 71 of *Sword and Fist*)

Healing Salve: 50 g.p. (see p. 72 of *Tome and Blood*)

THESE ARE ALL ONE TIME PURCHASING OPPORTUNITIES. AFTER THIS SCENARIO, THESE ITEMS CANNOT BE PURCHASED WITHOUT ADDITIONAL CAMPAIGN DOCUMENTATION.

APPENDIX I: NPCS

ENCOUNTER 4

APL 4 (EL6)

☛**Thergrr:** Male gnoll Ftr3; CR 4; Medium-size humanoid (gnoll); HD 2d8+2 plus 3d10+9, hp 34; Init +0; Spd 20 ft., AC 19 (touch 10, flat-footed 19); Atk +7 melee (1d8+3/x3, battleaxe) or +4 ranged (1d6/x3, shortbow); AL CE; SV Fort +7, Ref +1, Will +3; Str 16, Dex 10, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +3, Spot +3; Power Attack, Cleave, Improved Initiative, Iron Will.

Possessions: Splint mail, battleaxe, large steel shield, shortbow, dagger (2), *potion of cure light wounds* (22 gp)

APL 6 (EL 8)

☛**Thergrr:** Male gnoll Ftr5; CR 6; Medium-size humanoid (gnoll); HD 2d8+2 plus 3d10+9, hp 50; Init +0; Spd 20 ft., AC 19 (touch 10, flat-footed 19); Atk +9 melee (1d8+3/x3, battleaxe) or +6 ranged (1d6/x3, shortbow); AL CE; SV Fort +8, Ref +1, Will +3; Str 17, Dex 10, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +3, Spot +3; Power Attack, Cleave, Improved Initiative, Iron Will.

Possessions: Splint mail, battleaxe, large steel shield, shortbow, dagger (2), *potion of cure moderate wounds* (45 gp)

APL 8 (EL 10)

☛**Thergrr:** Male gnoll Ftr7; CR 8; Medium-size humanoid (gnoll); HD 2d8+2 plus 3d10+9, hp 66; Init +0; Spd 20 ft., AC 19 (touch 10, flat-footed 19); Atk +11/+6 melee (1d8+3/x3, battleaxe) or +8/+3 ranged (1d6/x3, shortbow); AL CE; SV Fort +9, Ref +2, Will +4; Str 17, Dex 10, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +3, Spot +3; Power Attack, Cleave, Great Cleave, Improved Critical, Improved Initiative, Iron Will.

Possessions: Splint mail, battleaxe, large steel shield, shortbow, dagger (2), *potion of cure serious wounds* (112 gp)

APL 10 (EL12)

☛**Thergrr:** Male gnoll Ftr9; CR 10; Medium-size humanoid (gnoll); HD 2d8+2 plus 3d10+9, hp 84; Init +0; Spd 20 ft., AC 19 (touch 10, flat-footed 19); Atk +15/+10 melee (1d8+6/19-20/x3, battleaxe) or +10/+5 ranged (1d6/x3, shortbow); AL CE; SV Fort +9, Ref +2, Will +4; Str 18, Dex 10, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +3, Spot +3; Power Attack, Cleave, Great Cleave, Improved Critical- battleaxe, Improved Initiative, Iron Will, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: Splint mail, battleaxe, large steel shield, shortbow, dagger (2), *Potion of Moderate Wounds* (45 gp), *Potion of Serious Wounds* (112 gp)

ENCOUNTER 7

APL 4 (EL6)

☛**Zenjiss:** Male human Clr4; CR 4; Medium-size humanoid (human); HD 4d8+4; hp 27; Init +2; Spd 20 ft.; AC 19 (touch 13, flat-footed 16); Atk +4 melee (2d4/x4 (x4), scythe, or +6 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +4, Ref +3, Will +7; Str 12, Dex 16, Con 13, Int 12, Wis 19, Cha 12.

Skills and Feats: Concentration +7 (+11 when casting defensively); Hide +8; Listen +4; Spellcraft +7; Spot +4; Exotic Weapon-Scythe, Combat Casting, Spell Focus-Necromancy.

Death Touch (Sp): Can be used once per day. Death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creatures current hit points, it dies.

Possessions: +1 magical Chainmail, scythe. Crossbow, dagger (2)

Spells Prepared (base DC = 14 + spell level- 16 + spell level for necromancy spells): 0—*Create Water* (2), *Detect Magic* (2), *Read Magic*; 1st—*Bane*, *Protection from Good*, *Cause Fear**, *Doom*, *Random Action*; 2nd- *Invisibility**, *Hold Person*(2), *Sound Burst*.

*Domain spell. *Domains:* Death (death touch); Trickery (Bluff, disguise and hide class skills).

☛**Akhmed:** Male human Ftr1/Rog3; CR 4; Medium-size humanoid (human); HD 1d10+2 and 3d6+6; hp 28; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +5 melee (1d6/18-20, scimitar) or +7 ranged (1d8/19-20, scimitar); AL CN; SV Fort +5, Ref +7, Will +3; Str 14, Dex 19, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +6, Hide +10; Innuendo +6; Listen +6; Move Silently +10, Open Lock +10; Pick Pocket +10; Spot +6, Tumble +10; Improved Initiative, Dodge, Iron Will, Mobility.

Special Abilities: Sneak Attack (+2d6), Evasion, Uncanny Dodge (dex).

Possessions: Scimitar, dagger (2), light crossbow, chain shirt, thieves tools, lock picks, misc gear

APL 6 (EL8)

☛**Zenjiss:** Male human Clr6; CR 6; Medium-size humanoid (human); HD 6d8+6; hp 43; Init +2; Spd 20 ft.; AC 19 (touch 13, flat-footed 16); Atk +5 melee (2d4/x4, scythe) or +7 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +5, Ref +4, Will +8; Str 12, Dex 16, Con 13, Int 12, Wis 19, Cha 12.

Skills and Feats: Concentration +9 (+13 when casting defensively); Hide +10; Listen +4; Spellcraft +9; Spot +4; Exotic Weapon-Scythe, Combat Casting, Spell Focus-Necromancy, Greater Spell Focus-Necromancy.

Death Touch (Sp): Can be used once per day. Death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Possessions: +1 chainmail, scythe. Light crossbow, dagger (2)

Spells Prepared (base DC = 14 + spell level- 18+ spell level for necromancy spells): 0—*create water* (2), *detect magic* (2), *read magic*; 1st—*bane*, *protection from good* (2), *cause fear**, *doom*; 2nd- *invisibility**, *hold person* (3), *sound burst*; 3rd- *non-detection**, *bestow curse*, *dispel magic*, *summon monster* III.

*Domain spell. Domains: Death (death touch); Trickery (Bluff, disguise and hide class skills).

➤**Akhmed:** Male Human Ftr2/Rog4; CR 6; Medium; HD 2d10+2 and 4d6+8; hp 42; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +7 melee (1d6/18-20, scimitar), slashing) or +9 ranged (light crossbow 1d8/19-20, light crossbow); AL CN; SV Fort +6, Ref +8, Will +3; Str 14, Dex 19, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +7, Hide +11; Innuendo +7; Listen +7; Move Silently +11, Open Lock +11; Pick Pocket +11; Spot +8, Tumble +12: Improved Initiative, Dodge, Iron Will, Mobility, Spring Attack, Whirlwind Attack.

Special Abilities: Sneak Attack (+2d6), Evasion, Uncanny Dodge (dex).

Possessions: Scimitar, dagger (2), light crossbow, chain shirt, thieves tools, lock picks, misc gear

APL 8 (EL 10)

➤**Zenjiss:** Male Human Clr8; CR 8; Medium-size humanoid (human); HD 8d8+8; hp 55; Init +2; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +7/+2 melee (2d4/x4, scythe) or +9/+4 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +6, Ref +4, Will +11; Str 12, Dex 16, Con 13, Int 12, Wis 20, Cha 12.

Skills and Feats: Concentration +11 (+15 when casting defensively); Hide +12; Listen +5; Spellcraft +11; Spot +5: Exotic Weapon-Scythe, Combat Casting, Spell Focus-Necromancy, Greater Spell Focus-Necromancy.

Death Touch (Sp): Can be used once per day. Death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Possessions: +2 chainmail, scythe. Crossbow, dagger (2)

Spells Prepared (base DC = 15 + spell level- 19+ spell level for necromancy spells): 0—*create water* (2), *detect magic* (3), *read magic*; 1st—*bane*, *protection from good* (2), *cause fear**, *doom* (2), *random action*; 2nd- *invisibility**, *hold person* (3), *sound burst*; 3rd- *non-detection**, *bestow curse* (2),

dispel magic, *summon monster* III; 4th- *confusion**, *freedom of movement*, *poison*, *summon monster* IV

*Domain spell. Domains: Death (death touch); Trickery (Bluff, disguise and hide class skills).

➤**Akhmed:** Male Human Ftr2/Rog6; CR 8; Medium; HD 2d10+2 and 4d6+8; hp 42; Init +9; Spd 30 ft.; AC 19 (touch 15, flat-footed 14); Atk +8/+3 melee (scimitar 1d6/18-20, scimitar) or +11/+6 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +6, Ref +8, Will +3; Str 14, Dex 20, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +9, Hide +14; Innuendo +9; Listen +9; Move Silently +14, Open Lock +14; Pick Pocket +14; Spot +10, Tumble +15: Improved Initiative, Dodge, Iron Will, Mobility, Spring Attack, Whirlwind Attack.

Special Abilities: Sneak Attack (+3d6), Evasion, Uncanny Dodge (dex, can't be flanked).

Possessions: Scimitar, dagger (2), light crossbow, chain shirt, thieves tools, lock picks, misc gear

APL 10 (EL 12)

➤**Zenjiss:** Male human C10; CR 10; Medium-size humanoid (human); HD 10d8+10; hp 67; Init +2; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +9/+4 melee (2d4+1/x4, +1 scythe), or +10/+5 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +7, Ref +5, Will +12; Str 12, Dex 16, Con 13, Int 12, Wis 20, Cha 12.

Skills and Feats: Concentration +13 (+17 when casting defensively); Hide +14; Listen +5; Spellcraft +13; Spot +5: Exotic Weapon-Scythe, Combat Casting, Spell Focus-Enchantment, Spell Focus-Necromancy, Greater Spell Focus-Necromancy.

Death Touch (Sp): Can be used once per day. Death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Possessions: +2 magical Chainmail, +1 magical scythe, crossbow, dagger (2).

Spells Prepared (base DC = 15 + spell level- 17+ spell level for enchantment spells- 19+ spell level for necromancy spells): 0—*create water* (2), *detect magic* (3), *read magic*; 1st—*bane*, *protection from good* (2), *cause fear**, *doom* (2), *random action*; 2nd- *invisibility**, *hold person* (4), *sound burst*; 3rd- *non-detection**, *bestow curse* (2), *dispel magic*, *summon monster* III; 4th- *confusion**, *freedom of movement*, *poison* (2), *summon monster* IV; 5th- *flame strike*, *slay living**, *spell resistance*, *summon monster* V.

*Domain spell. Domains: Death (death touch); Trickery (Bluff, disguise and hide class skills).

➤**Akhmed:** Male Human Ftr2/Rog8; CR 4; Medium-size humanoid (human); HD 2d10+2 and 4d6+8; hp 42; Init +9; Spd 30 ft.; AC 19 (touch 15, flat-footed 14); Atk +10/+5 melee (1d6/18-20, scimitar) or +13/+8 ranged (1d8/19-20, light crossbow); SA NA; SQ NA; SR NA;

AL CN; SV Fort +6, Ref +9, Will +3; Str 14, Dex 20, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Bluff +9, Hide +14; Innuendo +9; Listen +9; Move Silently +14, Open Lock +14; Pick Pocket +14; Spot +10; Tumble +15; Improved Initiative, Dodge, Iron Will, Mobility, Spring Attack, Whirlwind Attack.

Special Abilities: Sneak Attack (+4d6), Evasion, Uncanny Dodge (dex, can't be flanked).

Possessions: Scimitar, dagger (2), light crossbow, chain shirt, thieves tools, lock picks, misc gear

DM HANDOUT #1

Non-standard items for sale at the bazaar:

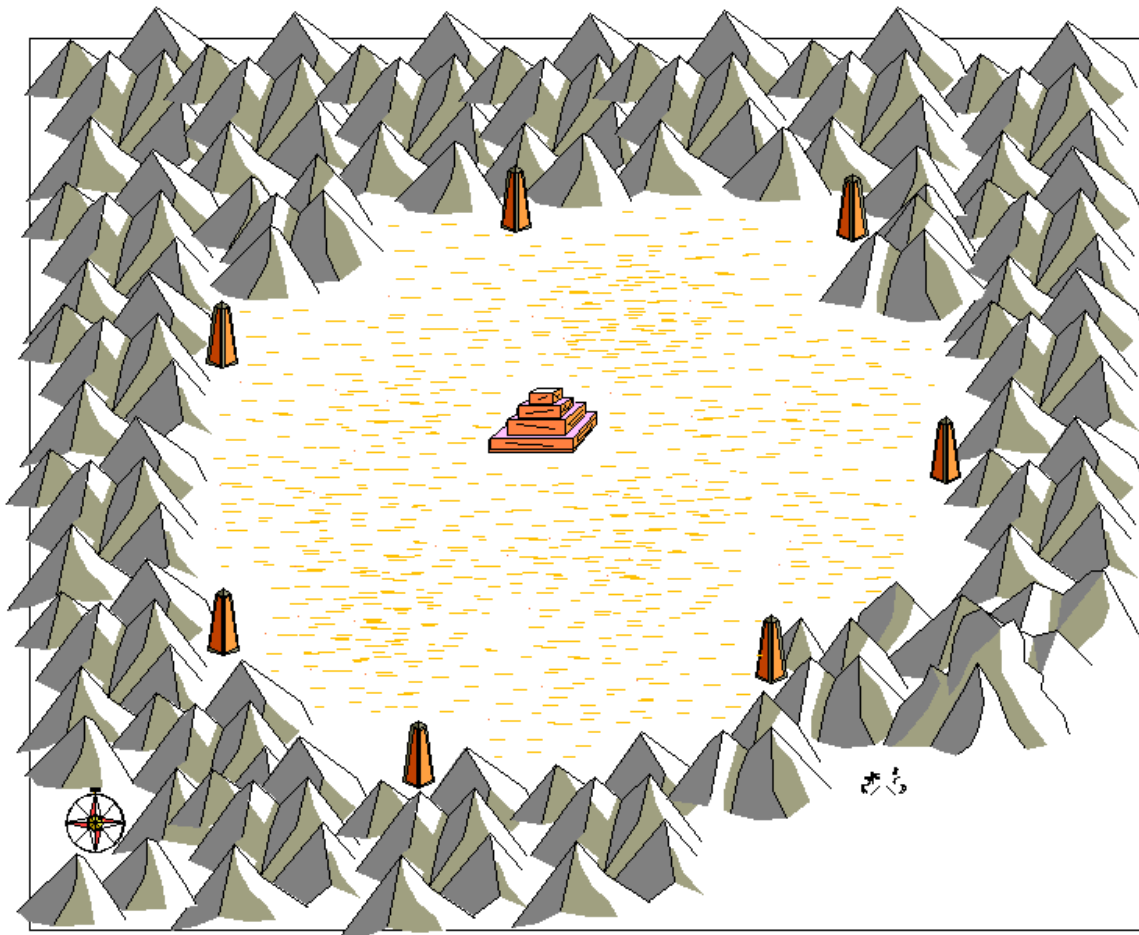
Whip Dagger: 25 g.p. (see p. 71 of *Sword and Fist*)

Masterwork Whip Dagger: 325 g.p. (see p. 71 of *Sword and Fist*)

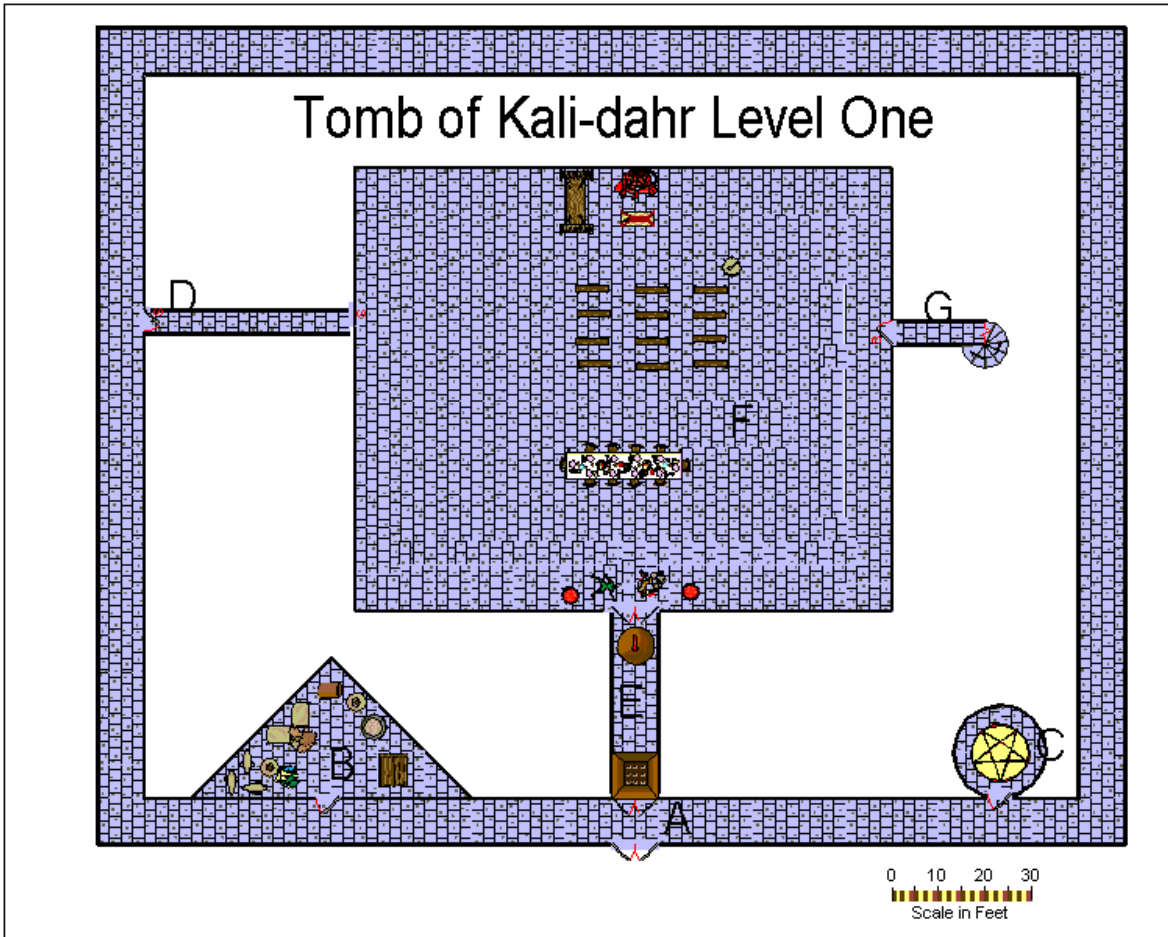
Healing Salve: 50 g.p. (see p. 72 of *Tome and Blood*)

NOTE: THESE ARE ALL ONE TIME PURCHASING OPPORTUNITIES. AFTER THIS SCENARIO, THESE ITEMS CAN NOT BE PURCHASED WITH OUT DIFFERENT CAMPAIGN DOCUMENTS.

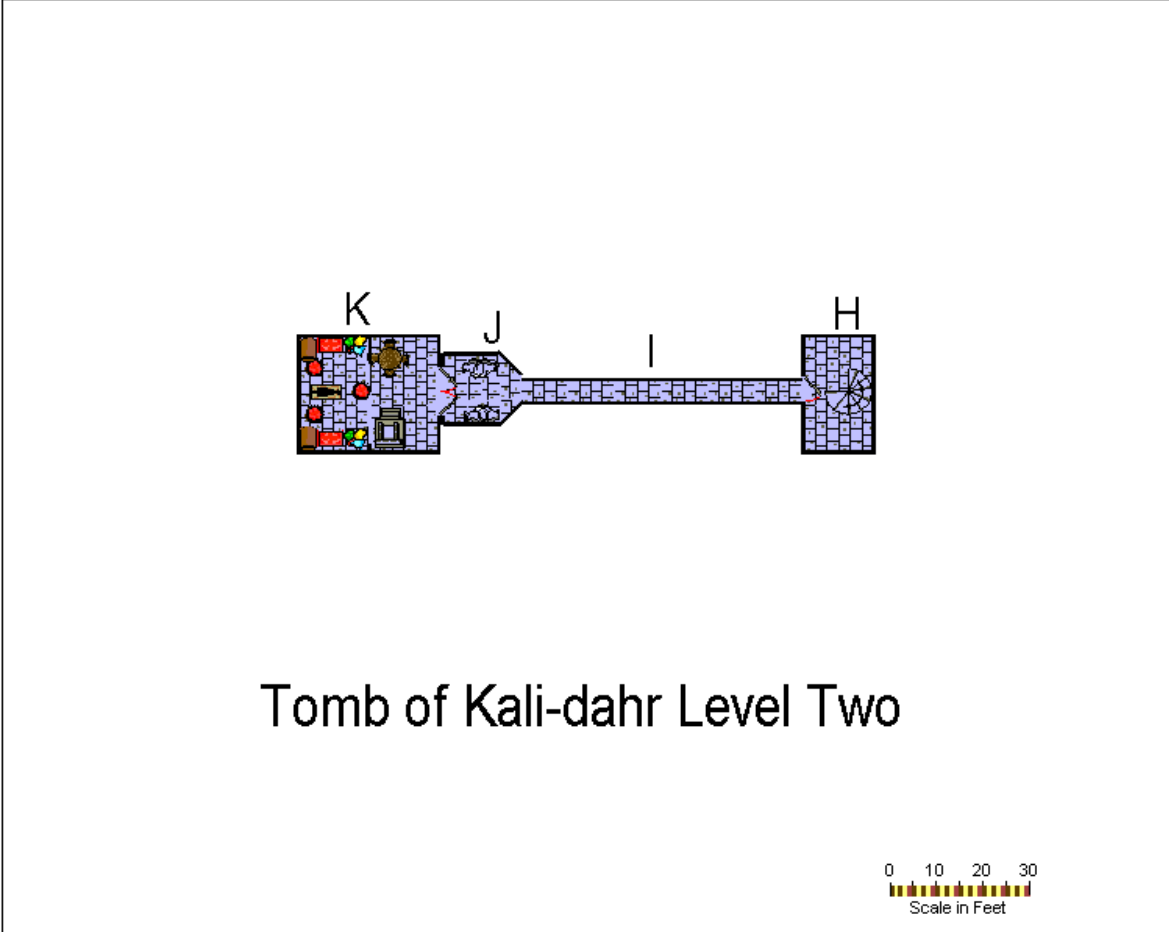
DM HANDOUT #2



DM HANDOUT #3

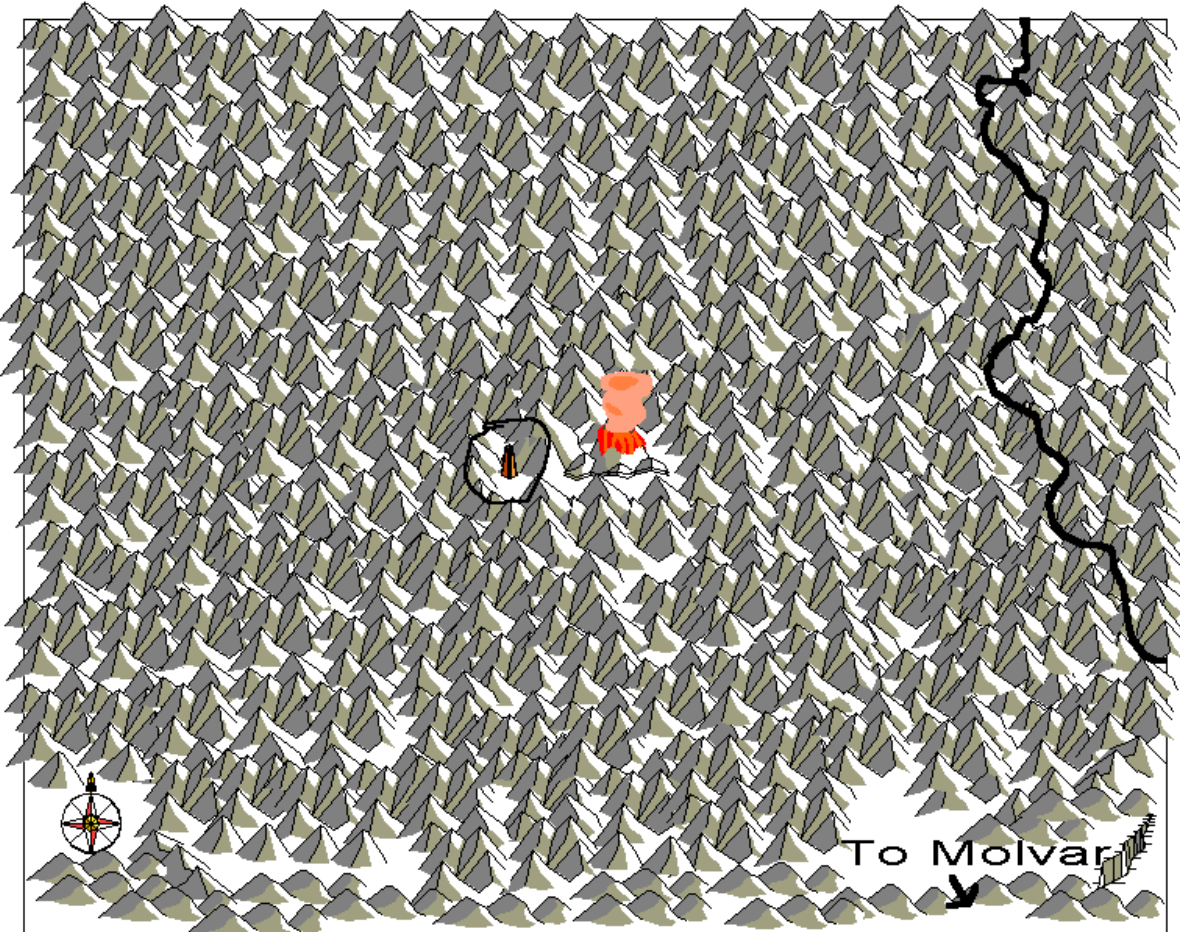


DM Handout #4



Tomb of Kali-dahr Level Two

PLAYER HANDOUT #1



Player Handout #2

The writing on the obelisk says:

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.