

ZEFI6-04

# Daima Mücehver (Forever Jewel)

## A Three-Round D&D Living Greyhawk® Sultanate of Zeif Introductory Adventure

Version 1.0

by **Andreas Zimmermann and Cory Fliegel**

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A merchant's son is kidnapped near the Vaar Hills. He has been missing for a week. Scouts have been sent to find him, never to return. Are you brave and resourceful enough to enter the dead mining town of Daima Mucehver? A challenging three-round Introductory module for characters level 1 ONLY. Those above this level may not play. This Introductory adventure can give enough experience to move a character to 2nd level.

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.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an

RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level PCs may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise PCs to buy riding dogs to help protect them, and fight for them.

## Time Units and Upkeep

This is a standard three round Regional Introductory module, set in the Sultanate of Zeif.

PCs native to Zeif pay One Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

For this module, players who accept Sahid's quest and successfully return his son to him, there is no Upkeep cost as Sahid gladly pays for all of the players normal day-to-day expenses for them. If his son is not returned to him, the players will need to pay for their own Upkeep.

## ADVENTURE BACKGROUND

The town of Daima Mücehver (roughly translated meaning Forever Jewel) is a small mining town nestled in the valley between two mines. One is

a coal and diamonds mine, the other mine produces a variety of minerals and gemstones. The mine stopped producing anything several decades ago, and the scouts that were sent to the town to find out why never returned. Currently, the town is inhabited by undead, the townsfolk having all succumbed to a curse over fifty years ago. The origins of the curse are largely unknown.

## ADVENTURE SUMMARY

The players hear of a summons for a prominent Merchant, who is offering a reward for anyone who can find and return his missing son. Most of the details are left out of the initial summons, and the players meet with a merchant who is overcome with despair at the loss of his son. The players are asked to enter the town of Daima Mücehver to find out where his son is, and if possible to return him, alive.

The players are told that research must be taken place first, as the previous missions of teams going into the town have all failed. The area around the town is cursed, as is the town itself. Players are given time to research or gather information before heading into the town.

Once they arrive in town, they are confronted by hordes of undead. It is up to the players to decide how to react; however, the townsfolk (for the most part) are not hostile. In fact, most of the towns inhabitants are simply trying to continue with their day-to-day lives, although for most this is impossible.

The players are to discover what caused the curse to the town, and how to lift it, if possible, if they are to ever have any hope of rescuing the merchant's son.

## Preparation For Play

Although this is a "three-round" adventure, it should only take 6-8 hours, as this is an introductory adventure and the combats are low level.

## INTRODUCTION

Text to read to players:

*The caravan you had been travelling with had been pleasant, if not a little boring. The caravan leader was very worried about bandits along the road, so you had your*

***weapons and wits about you while you had traveled. However, no bandits sprung any traps, and you began to relax as the caravan finally reached its destination.***

***Opportunity seems to follow in the adventurer's footsteps and such is the case here. After only one night at the local tavern, a crier stepped into the common room to announce that Sahid Ab'doulla is looking to hire anyone willing to help him find his lost son. The crier has announced that anyone willing to travel to the merchant encampment should meet in the morning as the wagons will be leaving from the very same tavern at dawn.***

***You overhear several men and women in the bar talk with varying levels of interest. With nothing else pending in your schedules, you awaken early in the morning to prepare yourselves for another journey. The caravan proves to be effective and simple – several covered wagons loaded with supplies and foodstuffs. You take position with the wagons and are given generous proportions of food and water during the trip. Mid-morning of the second day you begin to see the ridgeline of hills coming into view. An hour later, the encampment you have been told about also comes into view. Soon, you will be meeting with the merchant Sahid Ab'doulla, to find out the details of your mission to find his lost son....***

Any player wishing to make Knowledge (Geography) checks can learn the following information:

DC 0 – You are in Zeif.

DC 5 – The town of Daima Mücehver is located in the hills of Vaar, upon the south border of the hills.

DC 10 – The mining in the Vaar hills varies dramatically. Mines in the region have been known to produce anything from gemstones to minerals to even coal and silver.

DC 15 – While not a major source of the Sultan's gems for trade, the Vaar hills still produce a high amount of Zeif's gems and minerals.

DC 20 – Somewhere in the Vaar hills there used to be a barrow mound where tribesmen used to bury the honoured dead. It has not been used in a very long time, as the people who once inhabited the hills are all but extinct.

DC 25 - Rumours tell of another lost city in the heart of the Vaar. Could this be the one?

## **Encounter One: Meeting the Merchant**

Read the following text to the players when they meet with Sahid Ab'doulla:

***The encampment you arrive at is a large collection of tents, with a larger pavilion in the centre of the camp. There are several guards standing at the main pathway into the encampment, and other guards walking from tent to tent, casually making their rounds.***

***After a short discussion with the guards, you are quickly escorted to the central pavilion, a large tent situated on several poles and held in place by countless tethers. The guards usher you inside, where you see large rugs and curtains have been hung to allow the front area of the tent to serve as a waiting area. One guard asks you to sit, while the other continues forward and steps through the curtains. After only a few moments, the guard returns and bids you enter. 'Sahid Ab'doulla will see you now.'***

***The center of the pavilion is a large cleared area surrounding the central pole. Several servants and guards stand around the circumference of the clearing, and several small tables hold wine, food, and parchment with maps and other information on them. Large pillows encompass an area about twenty feet around the pole, and it is here that you see a small man with lavish clothing lounging. 'Please, come, sit! Enjoy some fruit and wine, we have much to discuss!' As you enter and make your way across to choose a pillow to sit, the man you presume to be Sahid Ab'doulla practically bounces up and down in his anxiety. It is very obvious that despite his excitement at seeing you, he is very troubled by something.***

***At Sahid's side sits a large male lion. It has obviously been tamed, as it sits lazily at Sahid's side and cleans its paws. After a moment the lion gives out a lazy roar, and then rests its head to the ground, closing its eyes and resting.***

Sahid Ab'doulla is a fairly prominent merchant in most parts of Zeif. A Knowledge (Local,VTF) will reveal to the characters the following:

DC 0 - His name is Sahid Ab'doulla.

DC 5 - Sahid Ab'doulla has been involved with the merchant caravan trade his whole life.

DC 10 - Sahid Ab'doulla inherited his entire trade enterprise and fortune from his father. The businesses his family has been involved in have been in existence for many years, and most people know the business names.

DC 15 - Sahid is a member in good standing with the Mouquallad Consortium.

DC 20 - The Mouquallad Consortium had once had a major argument with Sahid Ab'doulla father about trade rights in Zeif. Although the details were never truly known to the public, Sahid's father had successfully negotiated a trade agreement with the Mouquallad and averted a trade war.

DC 25 - Sahid's father had once been doing illegal trade with people from Ekbir and the Paynim tribes, which is what the original argument with the Mouquallad Consortium had been about.

DC 30 - While the Mouquallad Consortium has smoothed over its grievances with the Ab'doulla family and its mercantile interests, it is said that certain tribes in the Paynims still hold resentment that their trade agreements were cancelled. Rumors persist that the Paynim tribes were using the trade agreements to infiltrate areas of Zeif in order to raid areas of interest.

**Sahid Ab'doulla waits until each of you is seated and a servant has given you refreshments. You take a place near the tables and enjoy some of the regions fine fruits and nuts. Sahid Ab'doulla then stands to address you.**

***"My friends thank you for coming here. I am in most desperate need of your help. To come straight to the point, a little over a week ago a monster came from the Vaar hills nearby and stole my son, Rashid, away. I have sent two parties of my best guards and scouts into the hills to search for him, but I have not heard back from either force."***

***"My son is very precious to me. He is my only son, and while I also have two daughters, my son is the eldest and stands to inherit everything I, and my fathers before me, have worked so hard to build."***

***"I need you to find him, but I fear there will be more to this task than simply finding my***

***son. The hills in which he was taken have long been rumored to be haunted, and after recent events I am inclined to believe them."***

***"Your mission will be dangerous, to be sure, and also somewhat uncertain. I wish I could give you more information about the task ahead, but alas, I cannot. Will you please help me?"***

This is where the players will need to role-play. Of course, they are required to agree to help Sahid in order for the adventure to continue. If any players refuse to help, that player will be considered to have abandoned the adventure, and will receive their Adventure Record showing 25 XP gain and nothing else.

Sahid knows very little of the Vaar hills and the town of Daima Mücehver. He instead directs questions to his assistant, Marzuq, who acts as vizier to Sahid. When players ask Sahid any questions, he turns and motions his aid forward. Marzuq can tell the players what he knows, as long as they ask the correct questions. He speaks directly and brusquely, almost to point of being rude. He is in fact not rude at all, but his demeanor shows that he is all business, and not one for jokes.

- ***Is the town of Daima Mücehver truly haunted? I do not believe it to be haunted. It is more likely a curse of some kind. Still, rumours do exist that spectre's of all types can be seen around the edges of the town. As far as I know, no one has entered the town and ever been seen again, so any truth of what truly exists in the town is entirely based on conjecture and speculation.***
- ***Who are the people who have already been sent into the town? We have sent two teams to search for Sahid's son. The first were scouts from Sahid's own employ, while the second was a mercenary group, such as yourselves.***
- ***How many people were in the scouting and mercenary groups? "The scouting team was made up of two men, Farid and Ihsan. We have not heard from either of them. The mercenaries were a motley group of four, although their specific names and specialties I do not know. They left quickly after speaking with Sahid, presumably to get a head start on their quest before other groups could beat***

them to any rewards. I never had a chance to speak with them.

- **When were they sent in to scout and investigate the town?** Farid and Ihsan left the morning after Rashid's kidnapping. The mercenary group left only three days ago.
- **Was Daima Mücehver deserted?** No, as far as we know, the town simply stopped trading almost fifty years ago. Any effort to contact the inhabitants since has failed, so the area was designated off-limits.
- **Who made the designation to have the town quarantined as off-limits?** The Sultan himself had sent out several scouting parties to try and ascertain the problems at Daima Mücehver. After several failed attempts, he simply announced officially that the town was no longer to be communicated with. I assume the Sultan is too busy with more major political concerns to worry about one small town.
- **Do you know what dangers there might be in Daima Mücehver?** We really do not have any specific information to give you. I apologize for the lack of information on this point, however as I have already stated, none of the scouts we have sent have returned.
- **What kind of 'monster' kidnapped Rashid?** Again, we do not know. The night he was taken the nearest eyewitness saw something large holding Rashid. Rashid was alive, but the size of the beast holding him was obviously over-powering him, and easily. The vague report was that it was a large, shadowy beast, and then nothing more.
- **How far is the town from here?** Not far, actually. We are camped less than two days travel from the town on foot. No one here will camp nearer to the town than this. This is mainly due to the rumours of the haunting of the town, and I whole heartedly agree with the decision to stay a respectable distance away.
- **How much will we be paid?** While the honour and respect earned in accomplishing this task should be

enough for you all, I have also been authorized by Sahid to cover your expenses of food and water. As well, a sum of 500 gold will be paid to each of you upon your successful completion of your journey. Any other items of value you find on your adventure are yours to keep – Sahid will not claim any rights to spoils of war in your stead.

- **So our task is to find Rashid, and return him home. Is that all?** Certainly there are other mysteries present here as well. Sahid, is only concerned with the safe return of his son. I believe, however, that in order to find Rashid you will indeed need to investigate the curse upon Daima Mücehver as well. I believe the two problems are linked, although I do not know how.
- **Do you know why this beast kidnapped Rashid?** There are many rumours floating about the camp as to why Rashid was taken. Some are entirely fantastic in their scope and equally as ridiculous. Others seem to bear aspects of the truth and plausibility. In truth, I do not know.
- **Does Sahid Ab'doulla have any enemies that may be behind this kidnapping?** Sahid, unfortunately, does have some enemies, most of which are competitor merchants. None of them is known for this kind of treachery, and so we have ruled that possibility out. In fact, some of the merchants and members of the Mouquallad have even sent aid, so I cannot see why anyone would have masterminded Rashid's kidnapping. No, I believe Rashid was simply a random, if important, choice.
- **What does Rashid look like?** He is of average height and build, with brown hair. His most remarkable feature is his eyes – they are such a deep brown that they almost appear orange. He also carries a ceremonial dagger with him with our family crest emblazoned on it.
- **How old is Rashid now?** Rashid will have seen twenty eight summers this year. We have been planning the celebration of his birthday next month quite extensively, as it was at this time

*he was to declare his intention to take over a portion of our family business.*

The players can choose to leave immediately or to wait until morning. If they leave immediately, they will only get a few hours of travel in before camping for the night, as the meeting with Sahid concludes mid-afternoon. If they choose to leave in the morning, they are provided with tents, food and water. The night, in either case, is uneventful.

Players wishing to stay in the camp and talk with others can make a Gather Information check to learn the following. Note that the players should know that some of this information here is rumour, while other points are true.

DC 0 – Rashid was kidnapped.

DC 5 – Rashid was kidnapped 9 days ago, at night.

DC 10 – The beast that kidnapped him was very large, over 9 feet tall, and growled like a vicious dog.

DC 12 – The beast was made of nothing but shadow, and seemed to disappear into thin air once it had a hold of Rashid.

DC 15 – An ancient tribal leader and his clan, who have been awakened by the disturbance of their burial chambers from extensive mining, haunt the Vaar hills.

DC 18 – Sometimes at night, large magical auras can be seen emanating from the Vaar hills.

DC 20 – Rashid has shown magical talent all of his life, and while he wants to take his fathers place someday to run the merchant business, he also wishes to learn more about magic as well.

DC 25 – Rashid is involved with a secret society of magic users. His affiliation with them, and his inherent magical talent, are the possible reasons why he was kidnapped.

If the players wish to interview the eyewitness to the kidnapping, they are told that cannot. Farid was the eyewitness, and he has since left with Ihsan to scout the town out. Neither has been seen since.

## **Encounter Two- A: Daima Mücehver's bandits**

This encounter is designed to introduce characters to their first combat, and also to give

the players a small idea of what might be awaiting them in the town ahead.

Once the players have left the camp and begin their journey to Daima Mücehver, read the following aloud:

***Your travel from the encampment to the base of the Vaar hills has been uninteresting, although scenic. The hills loomed larger and larger on the horizon since you began your journey, and now stand before you, imposing when compared with the stark sand dunes you have finished passing through.***

***If you had not been entirely sure if you were on the correct road, a crudely painted sign has relieved your fears. It simply states 'Daima Mücehver' with an arrow pointing down the trail. The trail continues directly into a narrow valley, with debris and boulders making the path more difficult.***

<The DM at this point should ask for a marching order, if he has not done so already. There is no map included for this encounter. Instead, the DM is free to draw out a ravine about 15 or 20 feet wide and about 80 to 100 feet in length with debris and large boulders strewn about. This should be used as difficult terrain, and therefore the zombies cannot charge to attack in the surprise round. They can only move forward on their turn.>

***A sudden moaning alerts you that you are not alone. Looking to either side of the narrow trail, you see several figures shambling towards you. One of them speaks as he moves, saying, "None shall enter the town of Daima Mücehver. We are its protectors, and will feast on your bones!"***

The figures moving towards the party are zombies. The zombies are using the large boulders as full cover to try and gain a surprise round. Unfortunately for the zombies, they move very slowly, and the surprise round (if gained) will only allow them to close the distance with the characters, but to take no other action then movement. The zombies are allowed this, as they are somewhat different from the regular zombie template. These bandits retain their intelligence from when they were alive. The curse upon them has turned them undead but left them with the memories of their former lives. This has caused the bandits to become even more hostile and vindictive than ever before. They fight to the death, as they truly feel no pain,

and believe because of this that they are immortal.

Once they are in place, roll initiative and continue combat normally. If any zombies are successfully turned, they will turn and run to their base camp; a small cave nearby.

### **APL 2 (EL 2)**

**Zombies (Human Commoner) (4):** hp 16,16,16,16; See Monster Manual page 266

If any of the bandits are questioned, they know very little. The bandits are a small group of thugs that had set up a camp here just before the curse hit the town. They know nothing of how the curse started or why. All they know is they have been alive as much as a corpse can be for several decades, but to them time has seemed to lose all meaning. They know it has been a long time, but would not be able to quantify it into an actual date. They do not venture into the town, or in fact anywhere away from their camp and ambush site. They have no reason to. If forced to march with the PC's, they will, but will escape at the first possible chance and return to their camp. If the players do not think to look for the camp (if they have killed all the zombies and could not question them), have them roll a Spot Check DC 10 to notice a small cave opening to the right of their current path, about 80 feet away.

## **Encounter Two-B: The Gambler**

**The Gambler:** When the players arrive at the cave which serves as the bandit's camp, they will meet up with a lone zombie. He is not interested in fighting, and will actually beckon the players forward, asking them if they are interested in playing a game with him. He has a table with 3 empty chairs waiting for them, and offers to play dice. He calls the game Lucky Bones. Each player has to put in an ante of 5 silver to play each game.

To play, each player needs one full set of dice (d4, d6, d8, d10, d12, d20). The game begins with the player to the DM's left and makes it's way around the table for all those who are interested in playing. The Gambler doesn't care how many players there are – he is a cheater and has a loaded set of dice, so he is confident of winning in any circumstances. He is so confident, in fact, that he offers up the entire

treasure of the bandit cave if he loses! He is also honest when it comes to losing – if he loses, he will give up the bandit treasure as payment, albeit with a little grumbling.

Each player starts with the lowest dice (d4) and rolls once. If anyone gets a '4' on the dice they put that dice aside and go the next highest (d6). Anyone who got a 1,2 or 3 stays with the d4. On the next turn, everyone rolls their current die, always hoping to roll the highest number on that die. (6 for d6, 8 for d8, etc.) This game continues until someone gets to a d20. The first person to roll a 20 on this dice wins the game.

The Gambler has the following skills: *Bluff +6, Sleight of Hand +7 and Profession (Gambler) +9* (this gives him a +2 synergy bonus to Bluff and Sleight of Hand when cheating at the game, which is already included in his stats). He also has a Spot of +5 and a Sense Motive of +6. His skills are further enhanced by a set of dice he uses that are weighted, and give him an additional +2 on his use of Sleight of Hand or Profession (Gambler) rolls. He has several sets of dice that are not weighted, which he allows the other characters to use (and thus ensuring he has the 'best' dice).

Players with these same skills may use them in the same way, opposed by The Gamblers Spot and Sense Motive checks. If The Gambler notices someone cheating, he will let it pass the first time, and instead concentrate on doing a better job at his own cheating in order to win the game faster. If he sees someone cheating a second time, he will politely ask that player to stop cheating or leave the table.

Here is the catch for the DM: Always keep your own dice rolls hidden. On the first roll, hold up your d4 and show it as having rolled a 4 on the dice. On every subsequent round, roll a Sleight of Hand roll for The Gambler, in case anyone questions his rolls. To take into account The Gambler's profession as a gambler and a cheat, he will always be 1 step ahead of the player who is most in the lead. For example, if the best player in the dice game thus far is rolling d8's, the Gambler will be at a d10. As soon as that player succeeds and moves to the d10, the Gambler will move to d12. (Hence the reason why the Gambler *always* shows his dice rolls last.)

If any player argues that there is something unfair going on, allow them to make a roll to try and catch the Gambler in the act. Players are now allowed to roll a Spot check opposed by The



Gambler's Sleight of Hand roll, or Sense Motive opposed by a Bluff check if he is being questioned about a particular round after the dice have already been played.

In order for a player to note that the dice the Gambler is using are loaded, they need to make a successful Appraise Check (DC 18) and also have a full minute of time to study the dice in their own hands – it cannot be done simply by looking at the dice on the table.

If The Gambler is caught cheating, he gives up without a fight. He has no wish for violence, and does not wish to die even in his current state of undeath. He will defend himself if necessary but will leave combat as quickly as possible.

Inside the cave the players will find the bandits' minor treasure and loot. If the players beat the bandit in his gambling game, or catch him cheating, he shows them the treasure. Otherwise, it requires a successful Search check (DC 24) as it is very well hidden.

The collected treasure of the bandits is an assortment of art objects, jewels and rings. Included in the pile is a small golden totem statuette, depicting a lion and a hawk, which will become important later on in the adventure (see below for later test concerning The Mayor), 4 potions of Cure Light Wounds and 96gp. There is also a Wand of Darkness here that the bandits have never figured out how to use.

**Treasure:** L: 65gp C: 106gp M: 392gp

## **Encounter Three: Daima Mücehver: Entering the Town**

Shortly after leaving the ambush site of the bandits, the party comes to another narrow ravine that opens into the town. Standing immediately on the path are 4 guards, each dressed in scale mail armour. Their helmets are down, so until the PC's get very close they will not know the guards are undead zombies just as the bandits were. These guards are slightly tougher, as is indicated by their use of polearms and armour.

Read the following to the players as they walk through the ravine to the town entrance:

***The narrow ravine turns a corner and suddenly spills out into a wide road, which continues straight down the center of town.***

***The buildings on either side are made of wood, and have the definite signs of age and neglect. Many boards have rotted out, or been eaten away by vermin.***

***Standing in the center of the road immediately in front of you is four guards. Two are sitting on a large boulder to your right, and the other two stand at attention directly in the middle of the street, facing you. All are wearing scale mail armour and carrying large poleaxes. One of the men standing shifts his weapon to a ready position and calls out to you. The smell of them is nearly unbearable. You force your stomach to stay put as two of them approach you.***

***"Halt! Identify yourselves and your purpose here!" The two men on the boulder have not moved, but you can tell they are watching and waiting for your response.***

At this point you can ask for a Knowledge (religion) roll with a DC 17 to know these are in fact ghouls.

If the players are silly enough to attack the guards, the battle should be quick and decisive. They have no intention of harming anyone who does not wish harm upon them, however they will defend themselves and take prisoners to the jail, if possible. One guard on the boulder will turn and pick up a large horn that is hidden behind the boulder and summon reinforcements. More guards arrive in groups of 4 every 2d4 rounds, until the total town complement of 24 guards has arrived.

If the players make any hostile actions or threats whatsoever, they are asked to leave, and are told that Daima Mücehver is a peaceful town that will not be run over by ruffians or trouble makers. Turning will not affect these guards, for a reason unknown to the players. Any attempt to turn the guards will result in the guards laughing.

### **APL 2 (EL4)**

**Town Guard:** (Ghouls) (4); hp 13,13,13,13; See Monster Manual pg 118

**Tactics:** If the players do try to fight the guards outright, the guards will seek to subdue the players and once they are unconscious they will be taken to the jail.

Ideally, the players should talk with the guards first. The guards are here to ensure that anyone entering the town is here for noble reasons, and

nothing else. They have had people come to the town many times over the last 50 years, usually to try and rid the world of all the undead living there, or to plunder whatever treasures are waiting there, or both. The guards have heard many stories over the years, and are not fooled by anything.

If the players simply state the reason they are in Daima Mücehver, or ask for peaceful entrance to the town, the guards will continue to converse with the following:

***The lead guard returns his poleaxe to his side and motions you all forward. "It is good to finally see people of valour and honour to grace our small town! We have waited many, many years for your arrival! I hope your intent is sincere, and that you can help aid our town in lifting the curse that has fallen upon us."***

***"The young man you seek, the one named Rashid, is here in the town. He can be found either at the Miner's Pick, which is the local tavern and inn, or at the local library. Those are his two most common haunts." The guard chuckles after the last statement and motions you to continue into the town.***

Pause here to allow the players time to decide what to do. The guards are non-threatening unless the players attack first. They can make a Sense Motive check DC 10 to know this.

If the players attack, the guards will attempt to subdue them all and then put them in jail. If the players wish to talk with the guards, they are happy to talk, but will refer people to either Crier or the Miner's Pick for information. If the players ask about Ihsan and Farid, the guards will tell them that they are safe in the jail for the time being.

The guards will not accompany the players, but will warn them to behave themselves in town.

When the players decide to continue into the town, continue with the following text.

***As you move closer to the guards to pass them and enter the town, you take note that the guards, one and all, are undead as well. It is hard to say whether they are more skeletal, or more like a zombie. You find it strange that they did not attack you as the last group of undead did. Stranger still is that this group has spoken at length with you.***

***As you enter the town, there are very few people moving about. A door opens to your left and you can hear a bell tinkle inside the doorway. From the doorway two figures step out, a mother and her eight or ten year old child. You stop for moments, stunned, as you realize they, too, are undead. It is unmistakable! The rotting flesh and bone that is showing through is a readily identifiable mark. As you move deeper into the town, more and more undead begin to line the street, all of their decaying eyes fixed upon you. None make any aggressive move, which makes the entire event all the more unsettling. There is even an undead dog, still following its master, even trying to mark it's territory, to no affect. You continue to walk slowly, until you see what once must have been a beautiful fountain now filled with stagnant water, weed and moss. The hairs on the back of your necks stand on end when, near the centre of the town, a voice speaks to you, rasping in a hollow echo.***

***"It seems that hope may have indeed returned to Daima Mücehver." You look into the empty eyes of a ghostly figure, the purple rags covering its body loose and baggy, translucent as they stir in an invisible breeze. "Welcome to Daima Mücehver. I am the Town Crier, which is also my name. How may I be of service?"***

***The last is said with a deep bow. Crier stands straight again and waits, expectantly, for your reply.***

Another Knowledge (religion) check at a DC of 22 will identify the Crier as a Banshee.

It should be obvious the players at this point that the town has turned out in extreme curiosity, and that this town has not seen visitors in a great long time. Despite the creepiness of the scene, the players should not feel like they are in any danger. In fact, they are being looked upon at this moment as hope. The townspeople are looking for someone to free them from their curse, and as none of the townsfolk have ever been able to do so, it seems to them logical that only an outsider can!

Crier will wait patiently – again, time has no meaning to the undead – until the players speak to him. He is full of information, a lot of which is rumor and embellishments developed over the many years.

- **Crier – What are you?** Crier laughs a moment, the sound making chills go through you. I am the Town Crier, but of course that is not what you are asking. I have spent many days wondering what type of ghost I have been turned into. Alliyana calls me a Banshee, but to be honest, I do not know the difference.
- **Do you know where inn is?** Ah, yes, The Miner's Pick. Excellent choice, and in fact, the only choice in town! I am afraid the food is a bit stale and the ale has long run sour, however I believe there is still a bed or two available! Just down the street, and on your right.
- **Do you know where Rashid is?** Fine young man, if you ask me. If it wasn't for Lieutenant Nahvoul the young man would probably be dead. As it is, he is probably resting at The Miner's Pick or wandering about the town.
- **What curse is it that affected this town?** Ahhh, that is a long tale, I am sure, and also one that no one knows the truth of for certain. Some say a miner's greed befell the town, others that an ancient magic or tomb was disturbed, and others still suggest a god or vengeful wizard are behind the curse. Who can say?
- **Who is Lieutenant Nahvoul?** You should have seen him! He guards the town, and is usually stationed at the ravine pass!
- **What happened to Rashid that he had to be saved, and what did Lieutenant Nahvoul save him from?** The lieutenant likes to walk in the hills at night. Even in our un-death he is ever vigilant of the town's protection. He took a vow when he first arrived in Daima Mucehver to keep this town safe, and even in his current state, he keeps to that word. One night he was walking about when a large creature moved past him, carrying something in its arms. He gave chase and fought the creature until it dropped what it was carrying and ran off. When the lieutenant saw that it was a living man, he brought Rashid to The Miner's Pick and has Sarah take care of him until he awoke.
- **Why didn't Lieutenant Nahvoul simply take Rashid back to the encampment?** The lieutenant is not stupid, that is why. If you were to see an undead being carrying a man in its arms, stumbling towards your camp, would you assume that the intentions were pure? He would have been killed, and never had a chance to say anything in his own defense.
- **Where is the jail?** Straight ahead down this way, across from the Inn. It is nestled into the side of the hill, and indeed the cells themselves were carved from the rock of the hillside, so as to be as secure a jail as possible.
- **Is there anyone in the jail?** Probably the Sheriff, I imagine, and possibly those two men as well.
- **What two men?** A couple of gentlemen that were caught skulking around the town a little while ago. Not sure who they are.
- **How long have you been here, and how long has the curse been on the town?** Hard to say. After a while the curse of being dead takes its toll, and time really has no meaning any more. We tried to take stock of the passage of time, but there came a certain point when we gave up!

**Development:** This part of the module can be relatively free-flowing. Players may wish to explore the town, or seek out Rashid first.

## Encounter Four: Wandering about the town

### A: The Inn – The Miner's Pick

This building is in better condition than most. The owner of the building has tried to keep the building in good condition simply out of habit. She is undead, like the rest of town, but even in undeath her original elven features are unmistakable. Alliyana moved to this region when she had finished with her own adventuring days, nearly one hundred years ago. Being elven and long-lived already, she has found the adjustment to being undead relatively easy as living a long time without physical change is normal for her kind. This is why she has been

able to keep track of days, and keep the Inn relatively clean and in good repair.

She is genuinely happy to see the adventurers arrive, and also very concerned for their safety, as no one is sure why the curse struck the town or how to lift it, she is concerned that the players may succumb to it as well.

She has no food to offer, although there is still a great store of elven and regional wine available, all of which has only gotten better with time. She sells it at a fair rate of 5 copper per glass for the Zeif wine, and 1 sp per glass for the elven wine. If asked why she is charging for the wine, she will reply by saying that she needs to have some income coming in, on the chance that the curse is lifted she will need the coin to get the Inn ready for visitors again.

### **B: Supply Shop – Mücehver Trade Goods**

If the players enter this shop, a man who is as crotchety as he is old meets them. The first and foremost feature the players notice is the long white beard which has the effect of showing how ancient this old-timer must have been, even before being turned to undead. He is a non-sense kind of old bugger who will not answer questions about the curse, the town, him, or anything else. He is all business, and if players persist in asking questions, he will call the town guard, claiming the players are causing trouble and unrest, also exclaiming that old men shouldn't have to put up with their sort...etc. A Sense Motive (DC 8) check will show that the old man is not hiding anything or trying to cause trouble – he is just simply a grumpy old man, now more so than ever before.

There is little of value in this shop except for what a miner might be concerned with. There are tools of the mining trade, from picks and saws to crampons, pitons and alchemical fire. There are also several birdcages here, although the birds in them have long since died and thus they are all empty. If the players wish to purchase mining equipment they may do so. Standard pricing from the PHB, and the old man can be talked down to half the normal price with a successful Diplomacy (DC 14) check.

### **C: Jailhouse**

There are two guards who sit on the front deck of the building. The two of them are playing a game of what appears to be dice, similar to the game the Gambler played against the players at

the bandit camp. If the players wait and watch for a moment they will get the impression that this game has been going on for some time, and the two guards are not interested in much else besides who will finally win this game.

Players may make a Knowledge (Local, VTF) check at DC 10 to note that the guard to the right is actually the Sheriff. If any players wish to help the Sheriff win, they may do so. Players who wish to make a Sleight of Hand followed by a Bluff check vs. an opposed Spot and Sense Motive can successfully swap in the loaded dice from the bandit camp (if they have them). It is assumed that the player will be examining the playing table, and feigning interest in the actual game. If the player fails this roll, the Sheriff and the guard both notice the cheating player and cry out, rearranging the table and starting their game all over again. If the players do not have the loaded dice to swap out for the Sheriff, they can make the same Sleight of Hand and Bluff checks to try and rig the game in the Sheriff's favor, although the DC's will be slightly harder. (Give the Sheriff and guard a +2 to their Spot and Sense Motive)

If the players succeed in helping the Sheriff to win the match, he jumps and exclaims his victory.

***'Did you see that? I won! I finally won! I finally beat you, you damnable little snake!'***

***His cries and shouts of joy continue for some minutes in which he has each of you also witness his victory as well! He is overjoyed, and it is a macabre scene to see the ever-present skeletal grin on his face, what with the undead flesh parting in places as he smiles broadly.***

In either situation, the players are allowed to enter the jail to speak with the two captives in the jail. Farid and Ihsan are very hungry and thirsty, but otherwise have not been mistreated. In their undead state, the guards are somewhat forgetful of the needs of the living, and have forgotten to feed the poor scouts. As soon as the cell area door opens, and the scouts see that there is living, breathing people around, they begin begging for food.

If the players ignore the pleas for food, the scouts begin to shout in anger and frustration, and then finally bubble down to sobs and tears. In their weakened condition, they are in no way capable of carrying on a conversation this way.

Read the following aloud if the players give food to the prisoners:

***The guards eye you curiously for a moment, and then look at the prisoners. "Ah, I see what you're doing – they must be starving! We haven't fed them in.....er....uh." The Sheriff looks as embarrassed as a corpse could be – although there is no blushing, you are sure that's what he must be doing.***

***The guards look down at the prisoners and shake their heads. "Sorry, boys. We didn't mean anything by it. Just haven't felt any hunger of our own in so long, we completely forgot about the needs of others."***

***Several minutes pass as the prisoners tear savagely at the food you give them. As the minutes progress, the two men seem to rejuvenate before your eyes. While their eyes are still sunken and they are obviously very weak, you see some colour returning to their features. Sated, they sit back a moment regarding you and their captors.***

***"So," begins one of the scouts, "how is it that these undead vermin lock us up in here, giving no reason, and you being flesh and blood are able to walk freely with them?"***

The scouts, Farid and Ihsan, came to the town searching for Rashid. They have not yet found him, and Rashid was never told about any prisoners in the jail, otherwise he would have come to see them immediately. Farid and Ihsan are middle-aged men who have been tasked for most of their lives to be Rashid's personal guard. Their loyalty and devotion is first and foremost to him. At this point, the scouts assume that Rashid is dead and long since lost to them. If at any point the players mention Rashid being alive in the town, the prisoners immediately demand to be released so as to see Rashid.

This is where the players need to make a Diplomacy check with the guards. The guards still feel that the prisoners are dangerous, as they entered the town and immediately started attacking the town. (The scouts did do this, but only because they feared that Rashid was being killed by the undead.) If the players were able to help the Sheriff win the game of chess, allow a +4 bonus to their Diplomacy check. If the players gave the prisoners food and showed compassion, allow another +2 bonus to the Diplomacy check. If the players succeed in a Diplomacy (DC 15) check, the guards will set the scouts free, as long as the players agree to keep

the scouts with them so as they do not cause any more trouble in the town.

Ihsan and Farid have one sole purpose: to find Rashid. If they are released and left in the players' care, they demand vehemently to see Rashid as quickly as possible. If they still believe that Rashid is already dead, they will still demand to find his body so as to bring it home for a proper burial. In either situation, they will not answer any of the player's questions until they have discovered the fate of Rashid with their own eyes. It is assumed here that the players will escort the two men to see Rashid.

If the players fail to have the scouts released, they can do so later if they tell Rashid of the men in the prison. Rashid will arrive after his encounter with the players and have his men released to him.

## **D: Town Hall**

The town hall is home to the official records of the town. It serves as a library, court, meeting place for town council, records for mining claims, and all other forms of official or legal issues. Rashid has been spending nearly all of his time here, researching the town's history and the curse upon which the town has fallen. Rashid is quiet and reserved but friendly. Whether the players arrive here on their own, or with Ihsan and Farid, Rashid will answer the players' questions as best he can.

If Ihsan and Farid arrive here with the players, read the following aloud:

***As soon as the two men see Rashid, they rush forward to embrace him. Rashid seems embarrassed by this, and tries to silence the two men as they ask questions continuously, trying to ascertain his health, state of mind and story all at once. After several minutes of this, he yells "Silence!" and the two men become calm. After a moment, they assume positions of guard on either side of Rashid, despite the fact that they are too weak to be much of protectors in their current state.***

If the players do not have the scouts with them, or as a continuation of the dialogue, read the following:

***Rashid looks at you and smiles. "Welcome, friends. It is good to see living faces again. I have spent a week here and learned much. The townsfolk have been kind for the most part, and I am largely unscathed by the***

**events that brought me here. Please, sit here and speak with me.”**

The players may ask whatever questions they would like, and Rashid will answer in all honesty. He is a sincere and distinguished young man, who does not hold anything back.

- **What happened on the night you were kidnapped?** What kind of monster was it that attacked? I honestly do not know. There was a moment that I awoke from my slumber to see a large beast standing above me, and then it hit me. I awoke the next time to see an undead man standing above me. I screamed in sudden panic, but the undead man stepped back and told me he would not harm me. It was then that I discovered I was in a bed, in an inn, and there were other undead people standing about. How long I had been there I do not know, but the people of this town took care of me. It is because of their care that I have stayed here, searching for a way to help them, as they have helped me.
- **Why were you kidnapped?** Again, I do not know. The strange beast that carried me off was chased away by Lieutenant Nahvoul. We have not seen it again since.
- **Why have you not returned to your father's camp, or sent word that you are alright?** I have thought of returning to my father, but he would never allow me to come back to this cursed town. I need to stay here and help these people. And if I had sent word by means of one of these people, they would have been killed on sight as an undead beast, and the message never would have made it through. I am sorry for my father's suffering, but it appears this is all I can do at this time.
- **Do you know what caused the curse on the town?** I believe I have. It seems that the curse was brought upon this town when something in one of the mines was disturbed. The records here in the town show that the last mining team to head out of town has never returned, all except for one member of that expedition. However, I have yet to speak with that surviving member.
- **Is there a timeline of when the town's curse befell them?** Yes, in fact the town records show clearly that just over sixty years ago this town was cursed. The mining expedition was sent out in CY 538. There are a few other entries after that time with dates on them. In CY 540 was the last entry with a date on it – since that time all entries have no dates, as the undead townsfolk have not been recording the passage of time. Every day is the same to them, and while recording events has still been a priority for them, recording the exact time has not been possible for them.
- **Who is the surviving member, and why have you not spoken with him?** No one can speak with him. He is the former Mayor of this town, and was also an expert miner. I have tried to contact him, but he has gone quite mad. He simply attacks anyone who goes near him, so I have given up on getting any useful information from him. Rumours say that the “witch” that lives in the town can calm him. I have no desire to speak to either of them, so I have not done so.
- **Where can the Mayor be found?** When he returned to the town, he was already undead. I believe that he carried the curse into the town with him, and in his grief went mad. According to the stories I have heard from Alliyana at the Miner's Pick, the Mayor carved his own tombstone and dug his own grave, and now lives there. I think he tried to kill himself by burying himself there. Of course, when he didn't die, he rose out of the grave and has been bumbling about the gravesite ever since.
- **Have you discovered how to lift the curse from this town?** Unfortunately, no, I have not. Although I believe I have found someone who can help. There is an old woman who used to live in this area. The records here describe her as a witch. Most of the townsfolk I have spoken with do not seem to remember her. She lives at a hilltop south and east of the town. Be warned, I truly know nothing about her, however she is described in town records as having helped the town in the past – I believe, if

she is still there, that she would do so again.

- **What will you do now?** I will remain here. If you are truly here to help me, then the best possible thing we can do is work together to save this town. If you travel out of this region, please tell my father that I am in good health, and that I will return once I have completed this mission.

## E: The Town Graveyard

The only feature recognizable in this graveyard is the Mayor and his tombstone. As the players enter this area, read the following to them:

**The entire graveyard looks to be in horrible disrepair. As a matter of fact, it looks to be even worse – someone has defaced all of the tombstones and monuments in the site. Not that the graveyard is large. In fact it is quite small, having only a score or less of residents. One resident still walks – the Mayor of Daima Mücehver. You see him stalking about the area with a chisel and hammer in what you can only assume are hands. He is a black shadow of a figure, floating like a thing out of a nightmare. From the waist down, his form fades to wisps of nothingness, leaving a faint trace of dark fog in his wake.**

A Knowledge (Religion) check at DC 13 will tell the players this is an Allip. For every 5 the player beats the DC by, give them a hint at the powers of an Allip. This should help to keep the PCs from outright attacking the mayor.

**He stops and chops a few pieces out of another grave marker and then continues on his way. It appears that all of the damage wrought in this graveyard has been caused by the Mayor of Daima Mücehver.**

At this early point in the adventure, the players are unlikely to get any information from the Mayor. They will need to visit the Witch in encounter three to get the potion needed to calm the Mayor long enough for him to talk with the players. The DM should encourage the players to leave the Mayor alone for now if possible. If approached at all, he flies into a rage and attacks. With a successful Sense Motive (DC 10) check, the players will note that the attack is prompted from their presence – if they back off, the Mayor will back down as well.

## APL 2 (EL2)

**Mayor:** Allip hp 26; See Monster Manual page 10.

**Tactics:** The mayor will only attack with a chisel and hammer (treat as dagger and light mace). He will not use any of his special abilities against the PCs. This lowers the EL by 1.

**Development:** The mayor will flee if reduced to ½ hit points. You should do what you can to ensure he survives (flight is a good idea) or this module will conclude shortly.

## Encounter Five: The Witch of Daima Mücehver

The witch is in fact, a witch. She lives on her own and off the land. She is incredibly old and frail looking, although that belies her true strength and power. Ancient though she may be, she is peaceful and willing to help the players...for a price. She has a garden near her small home that has been beset upon by what she describes as little devils or gremlins. They are, in fact, a group of four Dust Mephits. She wants the players to recover a golden necklace that they have stolen. This leads the players to a game of catch with the little imps. This does not have to lead to combat, in fact, it should lead to a little game-within-a-game where the players must outwit and chase down the necklace from the hands of the imps.

When the players enter the garden, the Mephits will immediately start to laugh and giggle, asking if the players have come to play with them. If the players say yes, read the following aloud:

**As soon as you agree, the little creatures all fly about you, zigzagging this way and that. They arrange themselves around you in various positions and start throwing the golden necklace back and forth between themselves. “Catch it!” one of the screams. “Catch it if you can!”**

Have the players arrange themselves on the table in a spread out grouping. Each mephit is within 10 feet of at least one other mephit. They will continue to pass the necklace back and forth until a player catches it. Choose one of the mephits to start with the necklace, and also choose one mephit to be the leader (the leader will become important later). The mephits will pass the necklace back and forth in a random pattern, so you may choose where they are

throwing it next. Any time a player makes an attempt to catch the necklace, the mephit it was being thrown to and that player must make opposed Grapple checks, with a tie going in favour of the mephits. For the purpose of this game, the mephits have a base bonus of +4, due to their speed, and the fact that they have played this game for several days, keeping the necklace away from the witch.

If at anytime the players attack one of the mephits, or once a player catches the necklace, the mephit leader will immediately attack that player. His plan is to attack the players, and he is expecting all the other mephits to help him as they are bound to his service. In fact, the other mephits do not want to fight, and will immediately back away from a fight. Their hope is that the leader will be killed, so that they can be released and may return home.

### **APL 2 (EL 3)**

**Mephit (Earth):** hp 19; See page 182 of the Monster Manual (grapple bonus +6 for the “keep away game”)

Once the players defeat the mephit, read the following aloud:

*The other three creatures all clap and cheer! “Well done, well done!” “Yay!” “You did it – we’re free” they all scream. They ignore the necklace, and drop a small purse of coins on the ground. “Thank you for disposing us of that lummo! Now we can go home!” The three little figures speed off the hill and quickly disappear into the distance without another word or backward glance.*

**Development:** In reward, the witch gives the players 3 vials of liquid that, when splashed upon the Mayor, will calm him enough for the players to speak with him.

**Treasure:** small belt pouch with 120 gold

## **Encounter Six: The Mayor Calmed**

This encounter is where the potion given by the Witch will calm the Mayor from his madness temporarily, allowing the players to speak with him. When the players arrive in the graveyard, they will need to succeed in a Ranged Touch Attack with one of the vials of the potion. Because of the special magical nature of this potion, there is no 50% miss chance – the witch

brewed this potion specifically to have it effect the Mayor. Once the players score a successful hit with the vial, continue with the box text below.

*The potion splashes on the Mayor and he instantly stops all movement. It seems the potency of the witch’s potion is as good as promised. A fog seems to lift from the old mayor, and he looks about the graveyard, and finally at you. He partially reforms to a more “human” appearance, the shadows that make up his form dispersing slightly.*

*“What have I done? What have I done to cause this?” He stumbles about for a moment, examining the damage to the surrounding gravestones. The tools in his hands drop to the ground, and he looks up to all of you again. The story flows from his lips unbidden, and you find yourselves mute as you listen to his tale. “This death, this place, the curse, it is entirely my fault. I should never have done what I have done, and my regret will forever haunt me.”*

*He looks directly into each of your eyes as he talks. “I seek no redemption for what I have done – I deserve whatever fate the gods see fit to give me. The entire mining team died – because of me. We broke through the wall, and fell into the chamber that used to be part of a burial site. The others wanted to pack up and leave, but I insisted on looking around. I said it was our duty for history and posterity to search the tomb and find out who the ancient people were! In reality, it was my greed that drove me. I had heard of ancient fables of tombs being plundered, where hordes of treasures from the dead could be used to make kings of the living.”*

*“My greed drove me to steal the treasure I found. And then kill those around me who insisted I put it all back. They were miners, not warriors, and I was the only one who had ever seen real battle. It was no contest although I did suffer a few wounds. As I fled the tomb with my ill-gotten gains, a howling spirit stood in my path. I tried to attack it, but my weapon passed through without even touching it. It spoke to me and warned me that desecrating the tomb would bring about peril – I fled, and took the treasure with me.”*

*The Mayor looks around again, his shoulders sagging in a symbolism you can only assume is remorse. “I came back to town and quickly sold or spent the treasure I had*



**taken. It took only a day to sell it all off, but it was enough. In the morning, I was dead. And yet not dead. I could not feel, and as I watched in the mirror, my flesh peeled away and rotted. I became what you see now. A walking shadow. The image of the spirit from the mines appeared in the mirror's reflection along with my own, and told me that for what I had done I had been cursed, and the town cursed along with me." The Mayor falls silent, and after a few moments you realize that his tale is done.**

Any players who wish to make a Sense Motive (DC 12) check will note that the Mayor is leaving something out, or hiding something else about his story. If the players persist, the Mayor will reluctantly continue his story.

**The Mayor looks even more pained then before, and if he were able you are sure he would cry. 'Yes, the spirit spoke to me again. He said that unless I returned the items that were stolen I would forever remain in this current condition, as would the town around me.'**

**The Mayor stops speaking again, the silence deafening. Suddenly, a groaning hiss escapes from the very earth around you, and you see figures rising from the ground. "You!" one of the figures calls, pointing to the Mayor and your group. "You have desecrated the graves! You will soon discover the foolishness of your actions!"**

**The Mayor shrieks a most un-manly sound and dives into his own grave, leaving you to handle the menace before you.**

The DM can ask for an Initiative Roll at this point, as 5 undead figures prepare to attack. None of these skeleton's have weapons, and simply use their claws to attack.

#### **APL 2 (EL2)**

**Skeleton, Human Warrior (3):** hp 6,6,6; See Monster Manual page 226.

**Zombie, Human Commoner (2):** hp 9,9; See Monster Manual page 266.

**Tactics:** The undead have no organized tactics. They are simply enraged from the Mayor defacing their graves. When the players were able to calm the Mayor with their potion, something was lost in the control of the dead, and they have come to deal with the Mayor in

their own fashion. The players can even back away slowly and the undead will concentrate on attacking the mayor's grave (digging etc). If they do decide to take this tactic, use it later as the PCs wander the town. Have the Allip running around in the background with a horde of undead chasing him (think Benny Hill) through town. You can use this to lighten the mood if need be. Although the players will now have to find out exactly what the Mayor took.

**Treasure:** If the PCs do defeat the undead, they have some uprooted some items that were buried with them. Some PCs may not wish to "grave rob" and that is fine. Just remove the gp from the treasure amounts and the Treasure Summary.

**Treasure:** Silver Ring (25 gp), two small gold bracelets (40 gp), Chain Shirt +1 (625 gp), Dagger +1 (1151 gp)

If the players are successful in defeating the undead read the following:

**With the last of the undead put to rest, the Allip that is the Mayor emerges from his grave. "Oh thank you. I am in your debt. Ask what you will, I shall not deny you the truth."**

Now the players will have a chance to ask a few questions:

- **What items did you steal?** *I took a few items that seemed to be the most valuable: A Bracelet, A Golden Statuette and a Chalice.*
- **Where did you sell/hoc them?** *I sold the chalice to the innkeeper, it may still be there. I sold the statuette to a traveler at the Inn. I believe he left right after, heading towards Nafiq. The bracelet, I gave to a young lady as I left the inn. I wanted to be rid of the treasure and I had already made several years wage selling the other two items.*
- **What did the young woman look like?** *I do not remember. It was so long ago, and I tend not to remember too well these days.*

**Development:** If the PCs were unsuccessful with the undead they must now discover what items were taken. There were 3 items removed from the tomb by the Mayor: a silver chalice, a golden totem and a bracelet. If the situation is explained to Alliyana honestly, she has no problem surrendering the Chalice to the players.

The Totem was sold to a traveler in the bar while he was pawning the Chalice to Alliyana. The traveler who was passing through the town purchased the totem, and then was robbed by the bandits in Encounter 2, which is where the totem resides to this day. The players may have already picked up the totem from that encounter.

If the players already have any of the items, the Mayor can confirm each item's authenticity.

In his haste to be rid of any cursed items he might be still holding the bracelet was given to a girl as he left the Inn. It is the third item here that may be the hardest for the players to find. The girl is unknown to him, and he does not remember who she was or why she was there or even if she is still in town having fallen under the curse. The players would need to go back to the Inn and speak with Alliyana, who only remembers the child because that was the same day she bought the Chalice. The only clue she can give the players is that the child was alone, and said she was in town on a shopping trip to purchase supplies. Alliyana doesn't remember any other residents living outside of the town, other than the witch, and Alliyana directs the players to the witch's home. The Mayor will also note that the Witch might be the best person to ask, as she seems to be a gatherer of information. (The witch used to make regular trips to town in order to purchase supplies, but always did so by first casting a Change Self spell in order to travel the town in disguise.) This, of course, would lead the players back to the Witch, who knew they would be returning for the bracelet if they were able to figure out the rest of the items' location.

## Encounter Seven: Return to the Witch

Once the players have realized who the girl was that the Mayor gave the bracelet to, they should find themselves once again at the Witch's doorstep. Read the following aloud should the players return here.

***You step up to the ancient hut that is the home of the witch, noticing the door is open wide. A voice cackles from inside. 'Come in, come in, brave adventurers. Come in and share some tea with an old woman.'*** She cackles again, and you get the impression that her laughter is from some kind of joke that you were not privy to. ***'Come in, share***

***some tea, and we can discuss the bracelet you are searching for.'***

Any players who wish to share tea with the witch, and specifically state that they have some tea, will have a beneficial effect cast upon them. Any non-lethal damage that the player may have is removed – the powerful herbal remedy clears their minds and gives them strength.

The witch has known about the curse and the bracelet for some time. When she was given the bracelet, she immediately took it and hid it away. In order for the players to be given the location of the bracelet, they must perform a second task for the Witch. She knows which Paynim Tribe it was that used to use the hills in the area as a burial ground. She advises the players that they need to speak with the Tribal Elders of the Arigh Arslan Tribe. They need to somehow bring back a religious artifact of the Tribe as proof that the players want to truly lift the curse and help the town.

She gives the players directions and a crude map with which to find the Paynim Tribe. She also gives the players a small circular wooden disc with the etching of lion roaring.

***Bring this small wooden token to the people of the Arigh Arslan Tribe. This token will grant you an audience with the Elders of the Tribe, but no more. The rest will be up to you.***

The players may also feel that they need to ask the witch some more questions at this time, which they are free to do.

- ***Who is the Arigh Arslan Tribe? What does Arigh Arslan mean? The direct translation of the words mean 'Pure Lion', although in the Paynim tongue it has a much more noble meaning than that. The tribe is one of the more honorable tribes of the plains, and while they are not a ruling family, they are powerful and have a long history and tradition.***
- ***How long have you known about this curse on the town? I have known about this curse since the day I was given that bracelet. That is also the reason I picked up all of my belongings from the shelter I had in town and moved myself permanently out here, beyond the town limits. The curse did not affect me out here.***

- **Why did you stay here all this time if the curse has not affected you?** *While I have not been affected by the curse itself, I still feel attached to this crummy old town. I feel it is my responsibility to stay here and help those who can help the people of the town, such as you.*
- **How do you know the people of the Paynim Tribes?** *Not all of my herbal remedies and potions can be created with the roots and plants I can grow here in my garden. On occasion, I have found it useful to deal with the people of the Paynim Plains in order to get what I require.*
- **How did you come to have this wooden token in your possession?** *That is a long story, but suffice it to say it will gain you entrance to the Elder's Tent. As I have already said, however, once there you are on your own. You will need to persuade or otherwise obtain a religious artifact from the people of the Paynim Tribe.*
- **What does this religious artifact look like? How will we know it is the correct one we seek?** *I do not know exactly what it will be. However, if you have convinced the Elder's of your need for it, they will assuredly give you the correct one.*
- **Could we not just sneak and take the item we need?** *The witch shrugs. You could. As I said, as long as you return with the religious item intact, I will give you the bracelet you need. However, I would suggest that leaving the Paynims with the blessings of the Tribe you took it from is far better than risking any more curses. Don't you agree?*
- **Is there anything else you might help us with, or be able to tell us?** *Certainly. Be safe. Be honest, and be True. It matters not to me what your personal feelings, political allegiances or goals are. The main advice I can give you is to be true to yourself and each other. If you stick to that, you will always be sure to succeed in everything else.*
- **How long do we have before we need to return?** *The witch laughs. It doesn't matter, deary. The undead in the town*

*are not getting any deader, so take all the time you need.*

## Encounter Eight: Always something in the way!

The Arigh Arslan Tribe of the Paynims is easy to find. They are currently stationed at a watering hole. The witch knows of their whereabouts and knows that at this time of the summer, the tribe is usually staying at one of their very few permanent buildings. It is a large rare wooden structure that the chief and his subordinates use for meetings, councils and to share vision-quests.

The crude map the witch gives the players allows them to make their way almost straight to the tribe after almost a full 2 day hike through the hills and into the plains.

About a day out from the hills, have the players make Spot checks (DC 14). The distance of this encounter is 80 feet, plus 10 feet for every 5 points the players beat the DC of the Spot check. The tall grass the orcs are hiding in provides them with some cover and they use it to hide and get closer to the party.

If the players make the Spot check, read the following aloud:

***A whooping sound comes out from the tall grasses around you at the same moment you spot the figures off to your right. Three burly looking Orc Raiders stand and begin their charge directly at you!***

If the players fail their Spot checks and do not see the Orc's, simply place the Orc's about 70-80 feet away on the right side and have them make a simple attack by throwing their javelins at the nearest targets. Combat then begins with Initiative.

### APL 2 (EL3)

**Orc Raiders (4):** hp 8,8,8,8. See appendix.

*Tactics: These orcs are simple bandits, but they have practiced together in many raids. They are interested mainly in loot, and will accept bribes from the party to leave them alone. Otherwise, they will attack the fighters and barbarians of the party first, believing them to be the only worthy opponents anyway. They will use flanking tactics wherever possible to gain the advantage. If they can maintain distance for the beginning of the*

encounter, they will use all of their javelins first before closing with their Falchions.

**Treasure:** *Studded Leather* x4 (48 gp), *Falchions* x4 (148 gp), *Javelin* x12 (6 gp), 60 gp coin, *Cure Light Wounds Potion* x2 (50 gp).

## Encounter Nine: Meeting with the Paynim Tribe

When the players arrive at the camp site, read the following:

***You have been traveling through the hills and plains for nearly two days, when quite suddenly you see a camp ahead of you, only a hundred yards distant. The whooping of war cries and horse hooves thunders as a welcoming party races from the camp to meet you. They are Paynim warriors riding light warhorses, and carrying javelins. They rush up to you quickly, and stop a short distance away. There are fully thirty warriors on horseback, slowly circling around you. After a few tense moments, one of the riders pushes his horse forward and stares at you.***

At this point allow any player who wishes to make a Knowledge (Nobility & Royalty) DC 15 check to do so. They will note that the rider who has come forward is wearing a crest on his shoulder of a lion, and has a tattoo of a sunrise on his neck and left cheek. In the Paynim culture, the lion crest denotes him as part of the Arigh Arslan tribe, and the rising sun crest denotes that he is the son of the Khan of the tribe.

If the players are on foot, the people of the tribe look down on them as inferiors. If any member of the party is on horseback, the tribesmen will talk with that person only, unless deferred to a different speaker. Most of the tribesmen speak a broken form of Common with a heavy accent. All speak Baklunish, and they do prefer to speak in that tongue.

The players at this point should show the tribesmen the wooden disc that was given to them by the witch. If they do not, no amount of talking or negotiating will help: the tribesmen are not interested. They will simply block the way to their camp and insist, upon pain of death, that the players leave.

If the players show the wooden disc to the tribesmen, the lead man will dismount from his

horse and talk with the party. Read the following aloud when the players show the wooden disc.

***The tribesman's eyes go wide, and then his brow furrows. 'Where did you get this?' Without waiting for a reply, he swiftly dismounts and steps directly up to you (indicate the player who was holding the disc). 'Shey'en'na would only give this to a person who was worthy of her assistance. How did you come to get this amulet?' He stares directly into your eyes, awaiting an answer.***

Assuming the players answer truthfully, continue reading the following:

***"It is good to meet you, then. I am Gal-Gan Dash, son of Khan Qulan Vachir. You will follow our riders to our camp, where we will arrange the meeting with the Khan and his advisors." Without waiting for a reply or introductions, Gal-Gan Dash quickly mounts back onto his horse and turns to gallop back to the camp. A handful of riders go with him, while the remaining twenty or so stay with you, acting as an escort to the camp.***

***The camp is nothing more than a cluster of tents gathered in a vast circle around a wooden structure. The entire settlement is temporary, and is located close to a small oasis. The riders make a circle around you and lead you straight to the large wooden building at the centre of the encampment. It is very obvious that these people are nomads – it is without question that they could all be ready to leave within thirty minutes, buildings, livestock and all. The only permanent structure is the wooden building you are now standing in front of.***

***The riders keep their circle tight around for nearly twenty minutes as you wait. Finally, Gal-Gan Dash appears in the doorway to the wooden building and ushers you all in.***

***The inside of the building is a stark contrast to the blindly brightness of the plains outside. It is dark, and there is the ever-present smell of moisture and smoke from a peace pipe. The heat is even more oppressive inside here than it was standing in the sun, and you can see why: the windows have all been shuttered and latched shut while the Khan and the Elders have been meditating.***

***The Elders are sitting in a semi-circle about a small depression of glowing coals. The Khan***

**sits in the centre, with two men on either side of him. Gal-Gan Dash motions for you to sit on the opposite side of the fire, while he stands as a guard near the open door way.** (At this point have the players sit themselves, and make note of where they are sitting. Players may make a Knowledge (Local, VTF) check to learn the following customs of a Paynim:

DC 5 They respect those with horses.

DC 10 The person sitting in the centre of the group is assumed to be the leader of the group, and all decisions will be made by that person.

DC 15 The person who is speaking should stand. If the person standing wishes to differ speaking, he should motion to the person who will be speaking and then sit.

DC 20 Ignoring these customs, or speaking out of turn is a show of disrespect.

Whether the players make these rolls or not, make a specific note of who is sitting at the centre, and the immediate left and right of the leader.)

**With the sweat bunching and already dripping off of you in the humid darkness, the Khan motions to you and then to a man sitting on his right. The man stands up straight and addresses the group, speaking in clean Common, with only a slight accent. "The Khan sees you, and recognizes your validity of the Right of Trade by the token you have brought with you. The Khan also recognizes that you are not merchants or traders, but that you are here on another purpose." The man then sits down, while the Khan motions to the man sitting directly to his left.**

**The man to the left then stands up straight and looks at your group with piercing eyes. His accent is somewhat heavier than the first speaker. "We wish to know your reason for being here, and why you bring weapons with you to a trade talk. The token you bring allows trade with our peoples, and yet warriors we see before us. We wish to know, are you spies, or are you warriors, or are you assassins, or are you merchants?"**

**The man then sits down, and the Khan and his advisors all stare at you. They wait patiently for your reply. (Indicate the player sitting in the center of the group. If there are two players in the center, because of an even**

**number of players, the leader is assumed to be the person directly in front of the Khan, and most likely male. If a female sits in this position, they will defer to the nearest male.)**

This encounter can be very tricky. If the players are observant, they will note that the person who is speaking is required to stand for them to speak – the players should do the same. They will also note that, while the person speaking may be giving their ideas to the group, it is the central person whom the actual trading and decisions come to. It is also this central person who gives permission to speak to any of his subordinates. Clever players will find a way to have the central person (the player's leader for this encounter) motion to the other players when they wish for them to speak.

If the players talk out of turn, or begin speaking loudly to argue or intimidate the Khan, give them one warning from Gal-Gan Dash, who advises the players to speak in order, and to speak calmly, or they will be asked to leave. Any further aggression will have the players being asked to leave, and they will never again receive any help from the people of the Arigh Arslan Tribe.

The DM should encourage a conversation and interaction before they are allowed a roll. Anyone who participates in the conversation can take a Diplomacy check. The players need to make a DC 15 to succeed in persuading the Khan to help them. Remember that this is a somewhat foreign and unknown culture for the players, even if they are from the Zeif region. The Paynim tribes are reclusive, and most of their ways are strange to outsiders and even some other tribes.

The first item on the Khan's mind has already been asked – are the PC's here to cause trouble. The Khan and his advisors are in no immediate hurry. They wait until the leader or his speakers are finished replying, and then consult each other in their own language. The counsel members do not really care what the answer is, and are more interested to find out exactly why the players are here in the first place. This conversation should be fairly free-form.

The tribe is not interested in trading at this time, unless the players can offer animals such as horses, livestock or war dogs. They really have nothing to barter in return other than some general gear and foodstuffs.

When the players turn the conversation to the mines of Daima Mucehver, the Khan listens intently and focuses on the speaking player. The

players will be best to be truthful and ask the Khan directly for the religious artifact that the witch asked for. If the players were listening earlier when Gal-Gan Dash first met them, they will have learned that the witch's name is Shey'en'na. Using her name will allow the Khan to know exactly what the players seek. The Khan has spoken with Shey'en'na previously about this very issue, and he knows of which artifact the players seek. He does not, however, wish to part with the item without knowing first that the players are worthy of it.

Once the players have made the formal request for the religious artifact, the Khan will hold a thick necklace of beads and bone, and speak directly for the first time (all other conversation thus far has been directed through his counsel members).

***The Khan holds his hands up for silence, then proceeds to rise. As he stands, he holds up a necklace made of beads and bone. Holding the necklace in front of him, he speaks: "I know of what it is you seek. You have a trial of which you face, and are even now embarking on this mission by coming here and petitioning the Great Khan and his tribe to part with this sacred item. This, I cannot do. I do not know you, I do not know your hearts, and most importantly the spirits do not know your true intentions."***

***The Khan looks at each of you, and his gaze seems to pierce through your very soul. "I will give you this necklace, if you in turn can prove your worth of it. It is not a gift to be taken lightly. This simple necklace is made of the same stone and bone of the hills and peoples buried in it. It is sacred, and as such can only be entrusted to those worthy enough to carry it."***

***"Do you each believe you are worthy enough to carry it?" The Khan pauses a moment then continues, spreading his hands wide. "We shall see. The tasks shall be appointed to you, and you shall either succeed, or return whence you came empty handed. Thus, the Khan of Arigh Arslan has spoken."***

***Finishing his speech, the Khan turns to one man beside him and fixes him with a stare. He then turns and looks to the doorway, where he holds his son in a gaze as well. The Khan then quietly turns and drops the necklace on the pillow upon which he had been sitting and leaves the building. The***

***remaining men leave after a few moments, leaving you with Gal-Gan Dash and one of the council's elders. He stares at you expectantly, but says nothing.***

Players wishing to make a Sense Motive DC 10 check will note that at this point, the man and Gal-Gan Dash have been chosen by the Khan to test the players. The players are required to speak with each of them in order to find out what their next task may be.

If the players speak with the Elder, read the following aloud:

***"It is not my choice to have you here. You are outsiders, and should not have been granted audience at all. However, the Khan has spoken, and we will obey. My task for you is simple. Bring the Khan the roar of a lion." The Elder simply sits and waits, obviously not happy with your company.***

If the players speak with Gal-Gan Dash, read the following aloud:

***"The Arigh Arslan are a proud people, and are the greatest warriors of the great plains. To show us your skill in battle, and to show honour to the Khan, hunt a boar from the plains and bring it back that the Khan might enjoy a feast of it." The man then turns and leaves the wooden building.***

**Development:** Any Rangers in the party can attempt to track a boar in the plains. With a successful Knowledge (Nature) DC 12 Check, the players will know that boars tend to rest away from the oasis, and are normally nomadic creatures. A Survival DC 20 Check (DC 15 if the previous Knowledge Nature check was made) will find tracks of a boar, and the players will then need to kill the boar and bring it back to the camp. The boar will fight stubbornly to the death, just as is listed in the Monster Manual.

#### **APL 2 (EL4)**

**Boar (2):** hp 25,25; See Monster Manual page 270.

**Development:** To bring the roar of a lion to the Khan, the players have several choices. They can use attempt to use magic, such as Ghost Sound, although the proper casting of this spell would require the caster to be of at least fourth level to get the correct amount of volume from the spell for a lion's roar. Players may still pursue this choice, but the sound from the Ghost Sound spell will not be of sufficient volume to sway the

decision of the Elder. He will want something more. If the players do have an alternative magic source to accurately create the sound, the Elder will consider the test passed.

The players may also think of capturing a lion and bringing it back in order to get it to roar. This is an especially dangerous option, but still possible. If the party has a druid or ranger in the party, it may make it that much more plausible to attempt this option. With a successful Knowledge (Nature) DC 14 Check, the players will know that lions tend to rest away from the oasis, usually near trees and outcroppings of rock for shade. A successful Knowledge (Geography) DC 15 Check will allow the players to know of the most likely areas nearby where lions might rest.

### **APL 2 (EL 3)**

**Lion:** hp 32; See Monster Manual page 274

Astute players will remember that Sahid himself owns a relatively tame lion. If the players are having a horrible time trying to find a way to pass this particular challenge, allow them each to make an Intelligence Check (DC 14) to remember the lion that Sahid owned. If the players return to Sahid's camp and explain what they are doing, Sahid himself does not care one whit about whether the town is safe or not – he simply wants his son returned to him. The players will need to succeed in a Diplomacy Check (DC 15) in order for Sahid to agree to lend the players the lion. He will insist that his personal animal handler, Dahlia El Tamsin, take charge of the lion. Dahlia is a female half-orc Ranger of some skill, and is Sahid's personal assistant whenever it comes to matters involving livestock.

Players may also become stumped with this challenge and return to the Witch for more aid. With a successful Diplomacy Check (DC 12) she will give the players a scroll with the Ghost Sound spell on it, with sufficient strength to make the sound of a lion roaring.

It should be noted that the players are not offered a place to stay within the camp, and they will need to make their own camp at least sixty feet away from the main group of tents. Once the players have succeeded in earning the Khan's trust and respect, they will be given an empty tent to make their camp in while they are staying with the tribe.

If the party consists of any Rogues who wish to steal the necklace, allow them to do so. The necklace remains where the Khan left it, on the pillow in the wooden building. The Rogue will be required to make a series of 3 Move Silently checks (opposed by the tribal guards Listen checks) in order to sneak through the camp and get into the building. If the Rogue attempts this during the daylight, they will also need to make Hide checks (opposed by Spot checks) in conjunction with the Move Silently rolls. At nighttime, the tribe is mostly in their tents or at the campfires, and is not actively scouting.

Once the Rogue makes it into the building, they should make a Search Check (DC 14) to find the necklace. The building is not lit, and the area inside is completely pitch black. If the player has Darkvision or if they open any source of light (torch, lantern or spell), they do not need to make this Search check, as they will be able to see the necklace on the pillow. If a light source is used to find the necklace, immediately allow the guards at the nearest campfire to make a Spot Check (DC 10) to see the light coming from the building. They know that no one is supposed to be in the wooden structure at night, and will immediately investigate.

If a Rogue is caught sneaking around in the camp, he is immediately escorted out of the camp and asked politely to not return. If a Rogue is caught in the camp with the necklace, they are brought immediately to the Khan. Allow them to make a Bluff Check to convince the Khan that they were not stealing the necklace. If the player has a fairly convincing argument, allow the Bluff Check to be made at +4. If the player has a poor excuse as to why they have the necklace in their possession, or if they have no reason at all and are simply relying on the roll of the dice, you may assess a penalty of -4.

If the Khan does not believe the Rogue, the necklace is returned to the Khan and the players are immediately escorted out of the tribal camp. Two guards watch the players at all times from this point on, day and night, until the players return to the town. The players are asked to leave and never return, as they have insulted the Arigh Arslan.

If the Rogue happens to convince the Khan that he was not stealing it, (beating the Sense Motive of the Khan) the Khan will believe the character, and ask for the return of the item, thanking them for their duty. If the player beats the Sense Motive by 5 or more, the Khan will be overjoyed

at the players' honour and courage! (He will assume that someone else, either from another Tribe or possibly neighboring country, was trying to steal the necklace. The Rogue player stopped them but the real thief got away.) He will thank them for being such great heroes, and give them the necklace, stating that such great heroes no longer need to complete their tasks, as they have already proven their worth to the Tribe.

It is also possible that someone stealing the necklace may succeed completely, and return to his teammates without incident. If this is the case, the players may simply leave in the middle of the night and return to the Witch. If this is the case, the Khan will assume correctly that the players have stolen the necklace rather than attempt the challenges. While they will not give pursuit at this time, the players will have earned the **Enmity of the Arigh Arslan Tribe** (see AR for details). The players may stay around and wait until the next morning to speak with the Khan, or even to make like they are still attempting to complete the challenges set out for them. If this is the case, the players will need to make a Diplomacy (DC 24) or Bluff check in order to convince the Khan that they did not steal the necklace (see the same modifiers above). If the players have already completed one of the two challenges given to them, allow them a +4 bonus to either check, as they have already showed good intentions.

There are two possible outcomes of this scene. The players may fail utterly to get the necklace, and may have even earned the enmity of the Arigh Arslan Tribe. In this case, they will need to find another way into the mine. (See Entering the Mine section.)

The players may, through one way or another, leave the Paynim Plains with the necklace in hand. They may still have insulted the tribe, or have completed the tasks, or have stolen the necklace and convinced the Khan of their sincerity. In any of these cases, proceed to Encounter 7: Back To the Witch – Again.

**Khan Qulan Vachir:** See Appendix 1: NPCs

**Paynim Tribesman:** See Appendix 1: NPCs

## Encounter Ten: Back To the Witch – Again

When the players arrive at the witch's house, read the following aloud if they do not have the necklace in their possession:

*The witch sits on top of a barrel outside of her small house, her back leaning on the wall. She glares at you and speaks before you have a chance to explain anything. 'Failures. Miserable little failures. I had hoped that my faith was well-placed in you. Instead, I find that I was wrong. And now you have no choice but to die trying to fight your way into that cursed little mine.' The witch hops off her barrel and throws something in the ground at your feet. "Here," she says, "I don't want it anyway." She enters her house and slams the door shut behind her. "Now GO AWAY, and don't come back!"*

*You look on the ground and see a small diamond bracelet.*

If the players arrive at the witch's house with the necklace from the Paynims, read the following aloud:

*As you make your way up the path to the witch's house, you hear a cackling laughter rising up to greet you. There she stands, at the entrance to her, holding up a sparkling bracelet. "Well done, well done! I don't care to know the details, but I know that you have the necklace in your possession! Good! You are going to need it, and you are going to need this as well!" She holds up the bracelet in her hands.*

*"Now don't think you can get mad at me for not giving you this sooner! Yes, you need this bracelet that the damnable Mayor stole. But you need that necklace just as badly. And I will tell you why – that necklace was made in this place, and other's just like it. It was used in times long past when the tribes from the plains used to worship earth spirits and would bury their dead. They no longer practice such religious things, but they have not forgotten their roots. That necklace will get you into the mines, and safely past the guardian who resides there!"*

*The witch seems more like a school girl telling her parents a story, so excited she is by your success. "Congratulations, adventurers, you are almost done your quest! Here, take this bracelet, and go, knowing that you have my blessing going with you!"*



## Encounter Eleven: Entering the Mine – Part 1

The mine is located about half a days walk from the town, directly north along a narrow trail through a valley. If the players try to make their way to the mine before having collected information or the items needed to appease the spirits of the tomb, they cannot reach the mine. A gentle wind buffets them back, and does not allow them access (Consider it a Wall of Force with Air substitution). In no circumstances can the players go to the mine first – at the very least they must speak with the Mayor before the guardian of the mine can be tested.

The guardian of the mine is an ancient spirit of the wind. It judges people by their intentions, and by the items they carry. If the players bring all three items the Mayor stole (totem, bracelet and chalice) and the necklace from the Arigh Arslan tribe, the guardian lets them pass without contest. If the players are missing any of these items, the players must pass the test of the Guardian.

The test of the Guardian is three fold:

- The **Test of Courage**.
- The **Test of Faith**.
- The **Test of Heart**.

### Test of Courage – Test 1 (EL1)

As the players pass through this test, read the following aloud:

***The wind begins to blow harder down the narrow valley passage. The wind gets very loud, and you can swear you can hear laughter echoing along in the turbulence. The sound and the cold wind both chill you to the bone.***

If they players have the Necklace and chalice, ignore the fort save and read the next box text.

Each player is required to make a Fortitude Save (DC 15) in order to pass this test. Those characters who fail this save are buffeted back by the wind, and are slammed back to the ground (1d6 non-lethal damage) at the entrance to the valley, just before the area where the wind began. They are free to try again at any time, but each failure has the same results.

For those players who succeed in the Test of Courage (or can just bypass it), read the following aloud:

***The wind presses ever harder, and you feel your feet slipping from the ground. Gritting your teeth and steeling your courage, you boldly step forward headlong into the wind, pressing hard against the unseen force resisting you. The wind dies down, and you feel warmth returning to your limbs as the wind subsides.***

### Test of Faith – Test 2(EL1)

Read the following:

***You continue down the narrow passageway as it winds its way back and forth. A sudden fear grips you, and your mind is filled with dread and doubt. Voices fill your head. “Turn back!” “Run for your life!” and other voices tell you of monsters and unknown horrors that await you around the next corner.***

If the PCs have both the necklace and bracelet continue with the box text:

Each player is now required to make a Willpower Save (DC 15) in order to pass this test. Those characters who fail this save are sent running in fear back down the passage, stopping at the entrance to the test. Each player takes 1d6 subdual damage if they fail this save. Any characters who have bonuses to saving throws against fear may use these bonuses for this test. Players are free to try to complete this test again at any time, but each failure has the same results.

For those players who succeed in the Test of Faith (or bypass it), read the following aloud:

***You summon your internal strength and mentally shove the negative thoughts aside. You feel the last wisps of fear leave you, and step boldly out into a wide open track of land, rock and discarded mining tools lying everywhere.***

### Test of Heart – Test 3(EL1)

Read the following aloud when they must pass this test:

***A ghost appears before each of you, swirling up from the ground, its empty eyes boring into you. They each speak in unison, the ghostly sound echoing seemingly forever as they speak. “Heroes, if you wish to truly appease the spirits of the tomb, you must be***

***willing to sacrifice. If your hearts are true and pure, offer your life force to us, and you shall pass.” They simply float before you, blocking the way, waiting for an answer.***

The test is simple – if the players agree, the ghost hovering before them passes through them and takes 1 CON point worth of blood from the character (damage, not drain). Read the following aloud when this is done:

***The ghosts each glow for a moment, and you see color return to their forms. They each speak in unison again, the sound not as chilling as it was before, but still unsettling. “Thank you, Heroes. Your sacrifice has released us. We are the souls of the men who entered the mine with the Mayor. We are responsible for opening the tomb, and so we have been cursed to wait for those who are brave enough to sacrifice some of themselves in order that we can be freed, and absolved of our crime. May the Spirits walk with you, Heroes, and guide you in the trials you have still ahead of you.***

If the players pass all three tests, read the following aloud:

***You step down a narrow trail, the walls of the valley suddenly looming very close, forcing you to walk single file. A brief gust of wind lashes at you, and then dies away. For a moment, directly in front of your path, you see a shape materialize from dust and smoke. It takes the vague shape of an average sized man with the lower torso a swirling mass of dust and debris.***

If the players have the necklace from the Paynim Tribe, continue with the following:

***The hollow eyes look towards you, and you feel the necklace of the Arigh Arslan Tribe begin to hum. “You may pass, brave ones.” The voice echoes eerily through the valley pass, and seems to touch somewhere deep within your very soul. The humanoid shape of air then dissipates, and you see before you a frail looking wooden frame surrounding the entrance to a mine.***

Continue on to Encounter 12 – Entering the Mine.

If the players do not have the necklace with them, read the following aloud:

***The hollow eyes look towards you, and a rasping voice chills you to the bone. “You***

***may pass, brave ones. If you are here to render aid to the people afflicted with the curse, then brace yourselves and step forward to complete your mission.”***

Without the necklace, the passage through to the mine is not warded for them. Each player passing through will need to make a Fortitude Save DC 15. Those who pass feel a deep chill as they pass through, but suffer no other effects. Those who fail the save take 1d6 subdual damage as they pass through, the chill effecting them deeply.

Once the players have passed through, read the following aloud:

***The humanoid shape dissipates, and you see before you a frail looking wooden frame surrounding the entrance to a mine.***

Continue on to Encounter 12.

## **Encounter Twelve: Entering the Mine – Part 2**

Once the players have passed the tests and made it to the mine entrance, read the following aloud:

***You make your way up the wooden gangway leading to the mine entrance. Stopping to peer inside, you see two lines of rails on the ground that continues on into the dark of the mine. The dark tunnel stirs dust and cobwebs from a mild breeze that echoes down the passage. Once inside, you can see what appears to be an alcove of sorts with a shaft leading down. There is a rusty ladder leading deep into the gloom.***

Use DM Map 2: The Mines to reference the area. While in the mines, roll for a wandering monster encounter every 30 minutes of game time (15%). If an encounter is indicated, roll on the Mines Encounter Table (appendix) to see what is encountered. There will be a maximum total of 3 encounters. After that, the mines are considered “cleared” and the PCs have a chance to rest if they ask. The dead have no time-table.

### **APL 2 (EL 2) roll 1d10:**

1. Ant, Queen, hp 22; See Monster Manual page 284
2. Ant, Soldier, hp 11; See Monster Manual page 284

3. Beetle, Giant Bombadier, hp 13; See Monster Manual page 284
4. Choker, hp 16; See Monster Manual page 34
5. Skeleton, Owlbear, hp 32; See Monster Manual page 226
6. Swarm, Bat, hp 13; See Monster Manual page 237
7. Swarm, Rat, hp 13; See Monster Manual page 239
8. Wererat (Lycanthrope); hp 12; See Monster Manual page 173
9. Weasel, Dire; hp 13; See Monster Manual page 65
10. Zombie, Bugbear; hp 42; See Monster Manual page 267

A wire has been run across the entrance, about two feet inside the threshold and about 10 inches off the floor. It is an obvious tripwire, which has been secured to a beam on the left side of the tunnel. The cobwebs dangling from it make it easily noticeable.

The following area is a series of traps and false traps that the DM is encouraged to play up, making the characters worry about every step they take. The traps are listed in the order in which they occur down the hallway.

One of the undead servants from the tomb comes out in the hallway once per day at midnight and resets any traps that have been sprung. If any players trip some of the traps and then leave the mine to rest, these traps may very well all be reset when they return!

If the skeleton comes out to check and reset the traps sees the PC's, it will not engage them in anyway. Instead it will immediately run back to the tomb and inform its masters that visitors have arrived.

The masters of the tomb have set the traps up here to deter anyone from coming in and stealing more treasures from the tomb. They do not want to seal the tomb again until the pilfered items have been returned.

**Trap 1 - Bricks from Ceiling (false):** CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 10; Disable Device DC 20. Market Price: 2,400 gp.

The trap is currently setup improperly. A Disable Device check over 22 will show that the tripwire is not going to set off the ceiling traps.

If the players continue down the tunnel without any further investigation, the next trap is sprung and several large rocks come tumbling from the ceiling.

If a Rogue wishes to examine the trap further, have them may a Search check (DC 20). They will find that the trap was a diversion from the real trap about 2 more feet past the first one. This trap features another tripwire that is nearly level with the floor.

**Trap 2 - Bricks from Ceiling (the real trap)** CR 1; mechanical; touch trigger; repair reset; Atk +0 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. Market Price: 200 gp.

This cave-in does not block the passage, so characters may continue the journey down the passage freely with only minor inconvenience.

**Trap 3** – There is a pressure plate in the centre of the floor. Any character stepping on the pressure plate will immediately set off a fusillade of darts from the side wall to their left.

**Fusillade of Darts:** CR 1; mechanical; pressure plate trigger; manual reset; Attack +10 ranged, damage 1d4+1 per dart; fires 1d4 darts at each target in two adjacent 5-ft. squares; Search DC 14; Disable Device DC 20.

**Trap 4** – When the players make their way down the twist in the corridor, they will encounter the third trap. There is an alarm spell cast in the hall. Once this is triggered the spell centers on a 10' radius. This trap is a sleep spell plus an unseen servant. Any PC that fails this save will be set upon by an unseen servant that will remove 1 item from the PC. Most obvious weapons, shields or pouches will be taken. You can roll randomly if need be. Players can gather their items later in the appropriate room (see map).

**Sleep Trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*sleep*, 1st-level wizard, DC 12 Will save or fall asleep for 4 rounds); Search DC 26; Disable Device DC 26. Cost: 100 gp, 80 XP.

**Trap 5** – It occurs from a glyph carved into the wall about 10 feet away from the opening that leads into the tomb. This trap will automatically reset itself 2 rounds after it has gone off. Thus,

every 3 rounds this trap will spring again if the characters are still standing in the area of effect.

**Burning Hands Trap;** CR 2 magic device; proximity trigger (alarm); automatic reset (2 rounds); spell effect (Burning Hands, 1st level wizard, 1d4 fire damage, DC 11 Reflex Save for half); Search DC 26; Disable Device DC 26. Cost 50gp, 40xp

Once the players have passed all of the traps they will find a simple iron rung ladder leading down. There are no traps on the ladder. When the players have gone down the ladder, read the following aloud:

***You follow a dark hallway, looking at the images on the walls. They are so vividly painted they seem to be alive. The paintings depict scenes of warriors on horseback, fighting their way to a gateway, while a group of warriors behind them carries a litter with a bundled body resting upon it. You follow the hallway for a short distance before it turns to the right. A pale, sickly green glow emanates from the chamber beyond.***

The area here is a short hallway opening into a roughly circular chamber about 50 feet in diameter.

Presuming that the players follow into the tomb, continue on to Encounter twelve: Lifting the Curse.

## **Encounter Thirteen: Lifting the Curse**

As the players enter the main burial chamber read the following aloud:

***The passage continues only a short distance before you come into a large, open burial chamber. It is roughly circular in shape. The same strange green glow emanates from no apparent source, but simply shines upon everything.***

***The walls around you all house open hollows in the earth where the battered remains of several corpses and the treasures they carried with them into the afterlife remain.***

***A skeletal figure greets you silently as you enter the chamber. It then walks to the far side of the chamber and stands beside the floating figures of several ghostly shapes. The translucent figures are too cloudy to make out any distinguishable marks,***

***however they are all roughly humanoid in shape and size.***

***They remain silent for a moment, and then a chilling voice cuts through the silence, sounding like the cracking ice of a glacier. "What business do the living have with the dead? Are you from the great Arigh Arslan tribe of the plains? Show us by what right you have entered into the tomb of the Paynim Plainsmen."***

***The undead all await an answer. What do you do?***

The correct answer for the players here would be to show the ghosts the Holy Necklace they obtained from the Paynim tribe. The players may try to tell the story of their mission to lift the curse, but the undead at this time are only interested to see if the players are here by permission, or have simply blundered their way in. If they do not have the necklace with them, or for some reason purposely choose not to show the necklace to the ghosts, read the following aloud and proceed to the combat encounter.

***The ghost seems to glare at you, and the figure shimmers for a moment, in anger or power you cannot tell. It's voice echoes throughout the tomb as it bellows. "You dare rob the graves of the Honoured Dead? Infidels! Our servants shall see you dead for your transgression!"***

### **APL2 (EL2)**

**Skeletons, Human Warrior (5) hp:6**

Once the players have defeated the skeletons, they will be asked why they are here. They have at least earned the right to speak by defeating the skeletons. Skip below to where the Tests begin.

If the players do have the necklace and show it to the ghost, read the following aloud:

***The ghost seems to hesitate a moment as it spies the necklace you hold before it. A hand reaches out from the ghostly figure, and as it touches your hand – and the necklace – a soft burst of magical force radiates out from you, replacing the green glow of the tomb with a soft silver and blue. In the place of the ghost is a shimmering female figure, floating several inches above the floor. The tattoo's and traditional garb reveal her to be unmistakably from the Arigh Arslan tribe. Her eyes slowly flutter open, and a silver light spills out from them. There is no pupil, or eye***

**at all – just a shinning sliver light. When she speaks, you feel her voice simultaneously echo in your mind and ears, and vibrate somewhere deep within your body.**

**“You carry a token of the old Spirits with you, from those of my kin, those of the Paynim Plains. Yet you are not of my tribe. How do you come to hold such a rare and powerful charm?”**

Allow the players a moment to answer her question, and then continue.

**She thinks your words over, then tugs the necklace out of your hand, studying it. “A long time it has been since my people have visited our tomb. They have forgotten the old ways, the old prayers. They have forgotten many of the spirits as well – they do not remember the names of the spirits who ride along with them as they thunder over the plains. Yet, hope there still is, for you show before me an artifact that proves they have not totally forgotten us.”**

**The mysterious figure turns and floats back over to the other ghostly figures. In the center of the room, and a shining circular altar about 3 feet across rises from the floor. In the altar is a small pool of water, which shimmers black and silver in the dim light. The lady turns back to you, and asks, “Why then, friends of the Paynim tribe of the Arigh Arslan, are you here?”**

This would be the ideal time for the players to tell the spirits of the tomb what their mission is. Of course, the ghosts are fairly certain what the party is up to, but *tradition and respect* demand that they follow certain protocol for this encounter and the ones following. There will be no short cuts, in order that the spirits are satisfied and everything is done properly by them. If the players ask at any time why they must perform any of these tests, read the following to them:

**“We require the tests to ensure that you are worthy of putting the spirits to rest. When the bodies here were originally laid to rest, only the noblest and strongest of the warriors of the Tribe were allowed the honour of bringing the dead to their final resting-place. As you are filling in, in their stead, you must also prove yourselves worthy of the task.”**

The following items should be handled in the order they are listed, as far as the players are

concerned with handing them into the spirits. (I.e. 1-Silver Chalice, 2-Golden Totem, 3-Bracelet). If at any time the players need to return to town to get aid from others in town, they can return to the mines without incident – they have passed the tests once in order to get this far, and the Spirits know the players now. They can pass freely while they are still on their quest.

### **Silver Chalice**

If the players are missing the Silver Chalice read the following: **“We will require the body of the one who started the curse in the first place.** (This would be the Mayor.) **Do you know who this person is?** (If the players answer that they do, the ghosts will give the players the necklace). Continue with the following:

**The tribal lady holds out the necklace of the Paynim People to you. “Take this, and place it on the resting-place of the Cursed One. Once it is in place, we will have the ability to pull the thief to our midst, and the Silver Chalice will no longer be required as atonement for his crime.”**

If the players have the Silver Chalice with them, read the following aloud:

**The mysterious, ghostly lady beckons to you (indicate the player holding the chalice) and motions you forward. “Place the Chalice in the waters, and await the Crypt Warden’s test.”**

Once the Chalice has been placed inside the waters, the Crypt Warden will appear. He is a tall undead warrior wearing dark metal armour. He quickly moves forward and asks the players this question: ***I am Justice, I am Pain. I bring fear to the wicked and blessed alike, as my Temperament discerns not between the two. I am born from the hottest fires and coldest water, yet composed of neither. What am I?***

The answer is a sword. The Crypt Warden will simply stand and wait for the correct answer to be given before moving away. This riddle is not intended to be a game-stopper for the players, but simply flavour for the game. DM’s can give a hint or two to help the players out, and the players can continue to guess until they get it correct. Once the players give the correct answer, move onto the next section with the Golden Totem.

## Golden Totem

If the players do not have the Golden Totem with them, read the following aloud:

***“In order for us to rest, we must have the value of the Totem restored to us. Bring us an item of equal worth, or the sum of 1000 effrit in coin, and the debt will be repaid.”***

The players may not have this much wealth to offer, or may simply not be willing to part with it. If the players ask in town, ask Rashid, or ask Sahid for the gold, Sahid will gladly pay the sum if it will mean the return of his son. If the players pay the sum themselves, Sahid will gladly reimburse the players if they ask for it, but only if Rashid is safely returned to him.

If the players have the Golden Totem with them, read the following aloud:

***The lady beckons you forth once again, motioning to the pool of water. “Come forth, Hero, and place the Totem within the waters of the sacred pool.” Once again you step forward to the pool and place the item in the water. Moments later the Crypt Warden steps forward, yet this time he does not question you. Rather, he hands to you a fine piece of parchment and points to a scale and eight orbs that he have been revealed near the far wall.***

Give the players the **Players Handout 1**.

The orbs all weigh the same save one. The puzzle is to find out which one weighs the most in only two weighings. Failure brings a penalty. Players are Bestowed Curse (Will save DC 18) or loose 4 points to their Highest stat. (This will be cured at the end of the module.)

**Answer:** Place 3 orbs on each tray.  
- If the first weighing doesn't balance, remove all the orbs from the lighter side, and place one orb on each tray from the heavier tray. The heavier side is the 1.1 ounce orb, but if they balance, then the orb from the heavier tray from the first weighing that was not weighed in the second weighing is the heavier one(1.1).

- If the orbs balance on the first weighing, remove the orbs from the trays, and place 2 of the remaining orbs on the trays, one on each tray. If one is heavier, it is the heavier orb(1.1), but if they balance, the remaining orb is the heavier one.

## Bracelet

If the players **do not** have the Bracelet with them, read the following aloud:

***The lady closes her eyes, and looks infinitely saddened. “It is a great loss that you cannot find the item of most importance to us. The bracelet, and the charms that encircle it, holds the spirit of one of our greatest hero. There is only one way to repay a debt of this kind. We require a soul to take his place, and willing give up their life for us as he did so many long, long years ago.”***

***A moment of silence lingers as her words sink in. Then there is a rustling sound behind you as a familiar face makes his way into the cavern. It is Rashid! He looks to you, a grim determination in his eyes. “Oh noble souls from the past, you should be at rest. You should not have to tarry here on this plane of existence in your current state. Can you not find a way to satisfy your souls, and rest in peace once again, without the needless death of one of these great heroes?”***

***The lady sadly shakes her head. “In truth, we wish we could, but the sacrifice our hero made was such that his death saved the life of the entire tribe. We are doomed to rest forever restless in this tomb as we are, unless that void may be filled.”***

***Rashid looks to each of you, and then makes up his mind. “I will take the place of your fallen hero.”***

***The ghostly lady looks up again, her eyes snapping open. “I did not believe this would be possible! To have another willing to sacrifice his life....but no! As you have already said, it is not just or right that the living must pay the debts for the dead.” She looks straight to all of you, pleadingly. “Please, have you looked everywhere for the bracelet? Is there nothing left that you can do?”***

If the players wish to try and find the bracelet again, let them do so. Read the following aloud as they announce their intention to find the bracelet.

***The lady smiles. “I am glad that Rashid has such friends as you. We have no wish to bring death to more people. We simply wish to have our peace restored to us. Go. The***

***traps will not be reset, and we anxiously await your return.”***

***Rashid turns to look at you, and smiles as well. “Thank you friends. While I am not afraid to give up my life for these people, I do not wish it. I will wait here anxiously for your return. There are many things I can learn from these people, and I believe they will speak with me while you are gone.”***

If the players are completely stumped as to the whereabouts of the bracelet, or are simply unwilling to search again for it, read the following aloud:

***The lady looks sad, then turns to look at Rashid. “So be it.” She raises her hand, and Rashid’s body slumps to the floor. The remaining ghosts fade from your view, and the skeleton disappears.***

***The lady turns to you, her voice growing faint. “You must leave this place now. The debt has been repaid. Take his body to his loved ones, that he might be properly honoured, and let them know that he died as a Hero. Rashid will hold the place of honour at the Great Table, and will ride beside us on a great steed in the Everlasting Hunt.”***

***She shimmers for a moment, and then fades away. After a few moments, a deep rumbling begins to shake the ground. In the ever-dimming light, you see dust and rocks begins to shake themselves loose from the ceiling of the tomb. You quickly grab Rashid’s body, and race down the passage as the debris collapsing the tunnels get larger and larger. You jump the last few feet of the mine entrance as timbers and thousands of pounds of stone slam down, sealing the tomb forever.***

Proceed to the **Conclusion: Rashid’s Noble Sacrifice**.

If the players **do** have the Bracelet with them, read the following aloud:

***Once again, you are motioned forward to the pool. And once again, after placing the item in the pool of mysterious water, the Crypt Warden steps forward. He stares at you for a moment, then whispers, “Defend yourselves.”***

The players must now face the Crypt Warden in combat. The Crypt Warden will fight to one-third of his hit points, and then fade away.

#### **APL 2 (EL 4)**

**Crypt Warden, undead War 3:** hp 39; see Appendix.

**Tactics:** the Crypt Warden will target warriors first, singling them out and attempting to take out the most powerful threat first. He will then target spellcasters, and other class types third.

If the players are successful in giving all 3 items to the spirits and overcome each challenge, read the following aloud:

***The lady floats forward one more time, and smiles. “You are brave Heroes indeed to have come this far and succeeded where no one else could have. You have the thanks and the Blessing of the Spirits of the Paynim Plains. It is your time to leave this place, and our time to leave it as well.” She takes the necklace and places it within the pool of water. As the necklace touches the sleek surface, a flash of pure white light envelopes the room momentarily, and when your vision clears, you see the altar and each item have disappeared.***

Proceed to the **Successfully Returning all Items Conclusion** at this point.

## **Conclusion**

### **Successfully Returning All Items**

If the players have successfully returned all 3 items to the ghosts of the tomb, read the following aloud:

***The ghost turns to you all and smiles broadly. “Thank you, Noble Heroes. The deed you have done is beyond words of thanks or measure. You have restored us to our peace, and for this we give thanks. Your names will be remembered by the Spirits of the Plains always.”***

***You look behind her and see the other ghostly figures fade away. The skeletal servant walks over to a recess in the wall and climbs in, lying back down in the restful position the other corpses are all in. As it does so, you notice the eyes stop glowing, and the red fire within fades to nothing. The lady before you smiles again and speaks.***

***“You must leave this place now. The magic holding this tomb aloft will fade shortly as well, and we will once again be sealed in the earth. Go, knowing you have saved not just those souls that you see in this tomb before you. You have saved the countless souls of the Arigh Arslan that have cried, the thousands of spirits that have cursed, and the people of the town who have been subject to the greed of one man.”***

***The lady fades from view. Her last act is to hold up a hand in fond farewell. The chamber then begins to shudder, as tremors begin to rock the entire mountain. The faint green glow returns, and you rush as quickly as you can, running down the mineshaft as rocks, dust and timber begin to fall all around you. As you sprint for the daylight ahead of you, you feel a fierce wind howl from behind you, rushing past you and hurtling you out of the cave. As the wind speeds by, you hear a faint ‘Thank You’ from a chorus of voices.***

***The mine collapses in on itself, sealing forever the tomb and the mine with it. Your walk back to the town of Daima Mucehver is uneventful and brief. When you enter the town, there are only two people there to greet you: Alliyana the innkeeper, and the witch. Both of them smile as you enter the town. Alliyana is no longer the undead creature she was before. Standing before you is a beautiful elven lady, her long blonde hair shining and her eyes sparkling. The witch, too, looks healthier, and you get the impression that it was her magic alone that made her not appear undead to you before.***

***The witch bows to you as you approach. ‘Thank you for your efforts in saving Daima Mucehver. It was not an easy task, but you accomplished it nonetheless. The people of the town are now at rest, except for Alliyana and myself.’***

***Alliyana smiles sadly in agreement. ‘It is what they all chose, what they all wanted. Each of the people of the town felt they had lived long enough with the curse that when it was lifted, their choice was to give up their spirits rather than return to life as we have.’***

***They hold out a small wooden box for you. ‘It is a gift, a small token of appreciation from the townsfolk before they left in peace, to say thank you for relieving them of their curse.’ Inside the box is a small pile of gold.***

***Alliyana then bows to you. ‘Thank you for restoring me to life. I chose to live on – after all, someone has to run the Tavern, don’t they?’ She laughs, and the sound of her laughter echoes throughout the empty town eerily. She looks about as she does so. ‘Gives a new meaning to the term Ghost Town, doesn’t it?’ she says, laughing again. ‘Please, join me in the Tavern for a drink! It’s on the house!’***

***A short time after you enter the tavern and fill your mugs with ale, Sahid and his entourage enters. Sahid and Rashid embrace warmly when they are reunited, and you enjoy another round of drinks, knowing that you are the heroes who have allowed this great moment to come to pass. Well done.***

### **Rashid’s Noble Death**

If the players had to witness the death of Rashid read the following conclusion:

***When you return to the town of Daima Mucehver, there is no one to greet you except for the old witch. She is saddened by the news of Rashid’s sacrifice, and shakes her head in sorrow. “Tis a pity that Rashid is gone. His father, Sahid, sent a messenger to town. He arrived shortly before you did, and left quickly on horseback. Sahid knows of his son’s death, and while he does not blame you for it, he certainly holds no love for those he had sent to rescue Rashid, either. He did send this box of gold, as a payment for your efforts.”***

***“The people of Daima Mucehver have all passed on to the Great Beyond, save for me. Their souls have been put to rest by the sealing of the tomb, but I fear that many of them are still saddened by the price that was paid to purchase their rest. I fear that many of those souls may return again as lost ghosts, preying on the living in search of some type of vindication. If only you had found another way.”***

***The witch hands you the box of gold from Sahid, and turns and walks away from the town. You get the feeling that she will not ever be returning.***



## 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 (objectives plus roleplaying) to each character.

#### Encounter Two

Defeat the Undead Bandits

APL2 60 xp;

#### Encounter Three

Defeat the Undead Guards

APL2 60 xp;

Talk to the Undead Guards

APL2 120 xp

#### Encounter Four

Free the scouts

APL2 60 xp;

#### Encounter Five

Defeat the Mephit

APL2 90 xp;

#### Encounter Six

Defeat the Undead

APL2 90 xp;

#### Encounter Eight

Defeat the Undead

APL2 90 xp;

#### Encounter Nine

Defeat the Dire Boar

APL2 150 xp;

Bring the "Roar of the Lion"

APL2 90 xp

#### Encounter Eleven

Test of Courage success

APL2 30 xp;

Test of Faith success

APL2 30 xp;

Test of Heart success

APL2 30 xp;

#### Encounter Twelve

False Trap

APL2 30 xp;

The real Brick Trap

APL2 60 xp;

Sleep Trap

APL2 60 xp;

Burning Hands Trap

APL2 60 xp

#### Encounter Thirteen

Chalice Puzzle:

APL2 30 xp;

Totem (Statuette) Puzzle

APL2 30 xp;

Defeat the Crypt Warden

APL2 90 xp;

#### Conclusion

Successfully bring all 3 items

APL2 120 xp;

Rashid Dies a heroic death

APL2 60 xp

#### Story Award

Investigate the curse fully, Seek out the Paynims

APL2 90 xp;

#### Discretionary role-playing award

APL2 270 xp;

#### Total possible experience:

APL2 1350 xp;

This total can be higher, but is capped at 1350.

### 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 treasure.

All treasure calculations are done based on a party of 6 players.

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter One: Introduction

APL 2: L: 0 gp; C: 500 gp; M: 0 gp

### Encounter Two-B:

APL 2: L: 65 gp; C: 106 gp; M: 392 gp

### Encounter Five:

APL 2: L: 0 gp; C: 20 gp; M: 0 gp

### Encounter Six:

APL 2: L: 11 gp; C: 0 gp; M: 296 gp

### Encounter Eight:

APL 2: L: 33 gp; C: 60 gp; M: 8 gp

### Conclusion (Success):

APL 2: L: 0 gp; C: 60 gp; M: 0 gp

### Total Possible Treasure

APL 2: L: 109 gp; C: 746 gp; M: 696 gp -  
Total: 1551 gp (Max Cap 1350 gp)

## Items for the Adventure Record

**Impressing the Khan:** For bringing the Khan a Boar and the "roar of a Lion" he spreads the word to superiors of the Spahis of Zeif. You gain an influence point with the Spahis.

**Laying all souls to rest:** For laying the souls of the Paynims and those of Daima Mucehver to rest they will watch over you. Once in your life, when death would claim you, the souls here will hold you to the land. In game terms if you drop below -10 hit points, you will be brought to -9 and stable. BUT, this grip of death will result in a permanent CON loss, which cannot be restored without a Wish or Miracle.

**The Shiver:** For failing to lay the souls to rest the spirits cling to you. Once per adventure, for the next 10 adventures you play, you must succeed a WILL save (DC 18) during the first combat or become Shaken for the combat as the souls of the dead weep for the death of others. [][][][][][][][][]

**Enmity of the Arigh Arslan Tribe:** By insulting the Paynims, you have incurred the wrath of their spirits. All checks involving animals (Handle Animal, Ride and Wild Empathy) are made at a -4 until such time as you receive an Atonement for your digressions.

## Appendix 1: NPCs

**Sahid Ab'doulla** [pro Saa-heed Ab-doola] Sahid is the father of Rashid, and the merchant who has hired the players to find his son in the cursed town.

**Rashid** [pro Raa-sheed] Son of Sahid, Rashid is a scholar first and a merchant second. He is completely loyal to his father, but feels a compulsion to help Daima Mucehver lift its curse.

**Marzuq** [pro Mar-zook] Sahid Ab-Doulla's personal aide and vizier.

**Crier:** Banshee Undead, Medium (Incorporeal); CR17; HD 26d12; hp 169; Init +7; Spd Fly 80' (good); AC 16 (+3DEX, +3 deflection), touch 16, flat-footed 13; Base Atk/Grapple +16/+16; Full Atk +16 incorporeal touch (1d8/19-20 plus 1d4 CHA Drain); SA CHA Drain, horrific appearance, wail; SQ Detect Living, incorporeal subtype, SR 28, stunt plants, undead traits; SV Fort +8, Ref +11, Will +19; Str -, Dex -, Con -, Int 16, Wis 15, Cha 17;

*Skills and Feats:* Balance +5, Hide +13, Jump +2, Listen +24, Search +23, Spot +24, Tumble +16. Survival +7; Alertness, Blind-Fighting, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Mobility, Spring Attack.

He has long since forgotten his real name, and has taken on the full position, title and name of his job

**Alliyana** [pro Al-ee-ana] : Female Elf(High) Exp8; CR 8; Medium Humanoid (Elf)(undead); HD 8d6; hp 34; Init +2; Spd 30 ft/x4; AC 12 (+2 dex), touch 12, flat-footed 10; Base Atk/Grapple +6/+6; Full Atk +6/+1 One-handed (1d3;20/x2, Unarmed Strike); SA&SQ ; AL CG; SV Fort +2, Ref +4, Will +6; Str 10(+0), Dex 14(+2), Con 10(+0), Int 14(+2), Wis 10(+0), Cha 14(+2);

*Skills and Feats:* Appraise<sup>1</sup> +12, Bluff<sup>1</sup> +13, Diplomacy<sup>1</sup> +17, Gather Information<sup>1</sup> +15, Knowledge (geography) +7, Knowledge (history) +9, Knowledge (local) +13, Profession (Inkeeper) +11, Sense Motive<sup>1</sup> +13, Spot<sup>1</sup> +4; Improved Unarmed Strike, Negotiator, Track.

Elven female owner of The Miner's Pick, the town's only inn and tavern.

**Lieutenant Nahvoul-** [pro. Na-vooll] Male Baklunish Ftr 5; CR 5; Medium Humanoid (Human, undead); HD 5d10+10; hp 44; Init +1; Spd 20 ft; AC 19 (+1 Dex, +6 breastplate, +2 shield), touch 11, flat-footed 18; Base Atk +5; Grp +8; Atk: +9 melee (1d6+3 non-lethal, sap) or +10 melee (1d6+6, 19-20/x2, scimitar); Full Atk: +9 melee (1d6+3 non-lethal, sap) or +10 melee (1d6+6, 19-20/x2, scimitar); AL LN; SV Fort +6, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 13, Wis 8, Cha 10

*Skills and Feats:* Speak Ancient Baklunish, Common; Handle Animal +8, Knowledge (local, metaregion II) +3, Knowledge (nobility and royalty) +3, Profession (soldier) +3, Ride +9; Combat Expertise, Improved Disarm, Mounted Combat, Ride-By Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

*Possessions:* Spahi uniform, +1 breastplate, +1 small steel shield, +1 scimitar, masterwork sap, masterwork kukri, 100 gp in assorted coinage

Arguably the best warrior in the town, the Lt. has been serving this town since it's inception. He is honorable and is the real leader of the town guard, as the Sheriff does nothing to aid in town defenses whatsoever.

**Ihsan** [pro I-zan] Male Human(Bakluni) Sct4; CR 4; Medium Humanoid (Human); HD 4d8+4; hp 27; Init +4; Spd 40 ft/x5; AC 17 (+4 armor, +3 dex), touch 13, flat-footed 17; Base Atk/Grapple +3/+5; Full Atk +7 One-handed (1d6+2;19-20/x2, Masterwork short sword), +7 Thrown (1d6+2;20/x2, Masterwork throwing axe(Thrown)), +7 Two-handed (1d6+2;20/x3, Masterwork composite shortbow (+2 Str)); SA&SQ Uncanny Dodge(Ex), Trackless Step(Ex), Fast Movement(Ex), Trapfinding(Ex), Skirmish(Ex), Battle Fortitude(Ex); AL LG; SV Fort +3, Ref +7, Will +1; Str 14(+2), Dex 16(+3), Con 13(+1), Int 12(+1), Wis 10(+0), Cha 8(-1);

*Skills and Feats:* Balance<sup>1</sup> +7, Climb<sup>1</sup> +5, Escape Artist<sup>1</sup> +6, Hide<sup>1</sup> +11, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +7, Listen<sup>1</sup> +6, Move Silently<sup>1</sup> +10, Search<sup>1</sup> +7, Spot<sup>1</sup> +7, Survival<sup>1</sup> +6,

Tumble +5; Run, Stealthy, Track, Weapon Finesse.

One of the original scouts who went in search of Rashid.

**Farid** [pro Fare-id] Male Human(Bakluni) Rgr4; CR 4; Medium Humanoid (Human); HD 4d8+4; hp 27; Init +3; Spd 30 ft/x4; AC 18 (+5 armor, +3 dex), touch 13, flat-footed 15; Base Atk/Grapple +4/+6; Full Atk +6 Two-Weapon (primary) (1d6+2;18-20/x2, Masterwork scimitar), +5 Two-Weapon (secondary) (1d6+1;20/x2, Masterwork sickle), +8 Two-handed (1d6+2;20/x3, Masterwork composite shortbow (+2 Str)); SA&SQ Animal Companion(Ex), Wild Empathy(Ex), Favored Enemy, □ Humanoid (human) (+2 bonus);AL LG; SV Fort +5, Ref +7, Will +1; Str 14(+2), Dex 16(+3), Con 13(+1), Int 12(+1), Wis 10(+0), Cha 8(-1);

*Skills and Feats:* Climb<sup>1</sup> +5, Hide<sup>1</sup> +11, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +7, Listen<sup>1</sup> +6, Move Silently<sup>1</sup> +10, Search<sup>1</sup> +7, Spot<sup>1</sup> +5, Survival<sup>1</sup> +6; Endurance<sup>2</sup>, Stealthy, Track<sup>2</sup>, Two-Weapon Fighting<sup>2</sup>, Two-Weapon Defense, Weapon Focus (Scimitar).

One of the original scouts who went in search of Rashid.

**Mayor of Daima Mucehver** – The Mayor has been turned into an Allip. If provoked to combat, he only uses the hammer and chisel in his hands, and does not use any of his other attacks. In his current state, he is quite insane, and without aid from the witch, is impossible to talk or reason with.

**Shey'en'na, Witch of Daima Mucehver** – The witch is undead as well, but uses her impressive magic to disguise that fact. She is a powerful Alchemist and Sorcerer.

**Gal-Gan Dash** [pro. Galgun Dash] (**Fire-Steel & Good Luck**) **Eldest son of the Khan of the Arigh Arslan Tribe.** Ftr6 medium humanoid (human, Baklunish); CR 6; HD 6d10+15; hp 42; Init +0; Spd 30; AC 16, touch 11, flat-footed 15 (+4 chain shirt, +1 buckler, +1 dexterity); Base Atk +6; Grp +9; Atk +12 melee (2d4+6/18-20, masterwork falchion) or +9 melee (1d4+3/19-20, dagger) or +8 ranged (1d8+3, longbow/x3); Full Atk +12/+7 melee (2d4+6/18-20, falchion) or +9/+4 melee (1d4+2/19-20, dagger) or +8/+3

ranged (1d8+3, longbow/x3); SQ -; SA -; AL N; SV Fort +7, Ref +3, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 9, Cha 13.

*Skills and Feats:* Handle Animal +6, Jump +6, Intimidate +10, Ride +9; Cleave, Point Blank Shot, Power Attack, Precise Shot, Toughness, Weapon Focus (falchion), Weapon Specialisation (falchion).

*Possessions:* masterwork chain shirt, buckler, +1 falchion, dagger, composite longbow (strength +3), 20 arrows, *Quiver of Ehlonna*, *Elixir of Hiding*, *Dust of Tracelessness*.

**Qulan Vachir** [pro. Koo-lan Va-sheer] (**The White Thunderbolt**) **Khan of the Arigh Arslan Tribe:** Ftr8 medium humanoid (human, Baklunish); CR 8; HD 8d10+19; hp 55; Init +0; Spd 30; AC 16, touch 11, flat-footed 15 (+4 chain shirt, +1 buckler, +1 dexterity); Base Atk +8; Grp +11; Atk +15 melee (2d4+6/15-20, masterwork falchion) or +11 melee (1d4+3/19-20, dagger) or +10 ranged (1d8+3, longbow/x3); Full Atk +15/+10 melee (2d4+6/15-20, falchion) or +11/+6 melee (1d4+2/19-20, dagger) or +10/+5 ranged (1d8+3, longbow/x3); SQ -; SA -; AL N; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 13.

*Skills and Feats:* Handle Animal +6, Jump +6, Intimidate +10, Ride +9; Cleave, Greater Weapon Focus (falchion), Point Blank Shot, Power Attack, Precise Shot, Toughness, Weapon Focus (falchion), Weapon Specialisation (falchion).

*Possessions:* masterwork chain shirt, buckler, +1 keen falchion, dagger, composite longbow (strength +3), 20 arrows

### General Pronunciations:

Arigh Arslan [pro. Ah-ree Ars-lan] (Pure Lion – in the Paynim tongue is an honourable and noble title) The name of one of the Paynim Tribes.

Daima Mücehver [pro. Die-ma Moo-say-ver] (Forever Jewel) main town that the adventure revolves around.

## Combat Appendix

**Orc Bandit War1:** CR ½; Medium Humanoid (orc); HD 1d8+1; hp 8; Init +0; Spd 30ft/x4; AC 13 (+3 armor), touch 10, flat-footed 13; Base Atk/Grapple +1/+4; Full Atk +4 (2d4+4; 18-20/x2, Falchion) or +1 ranged (1d6+1, Javelin); Space/Reach: 5ft./5 ft.; SQ Darkvision 60ft., Light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Climb +2, Jump +2, Listen +1, Spot +1; Toughness.

*Possessions:* Studded leather armor, Falchion, Javelin (4). 60 gp total for group. Potion: cure light wounds (2 total for group)

*Languages:* orc, Common.

**Light sensitivity (Ex):** orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Crypt Warden, Skeleton War6:** CR 3; Medium Humanoid (skeleton); HD 6d12; hp 39; Init +6; Spd 30ft/x4; AC 18 (+4 armor, +2 natural, +2 Dex), touch 11, flat-footed 16; Base Atk/Grapple +6/+7; Full Atk +8/+3 (1d8+2; 19-20/x2, Longsword +1) or Claw +7/+2 (1d4+1; 20/x2); Space/Reach: 5ft./5 ft.; SQ Darkvision, Immune to Cold, Damage Reduction 5/Bludgeoning, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 15, Con -, Int -, Wis 10, Cha 1.

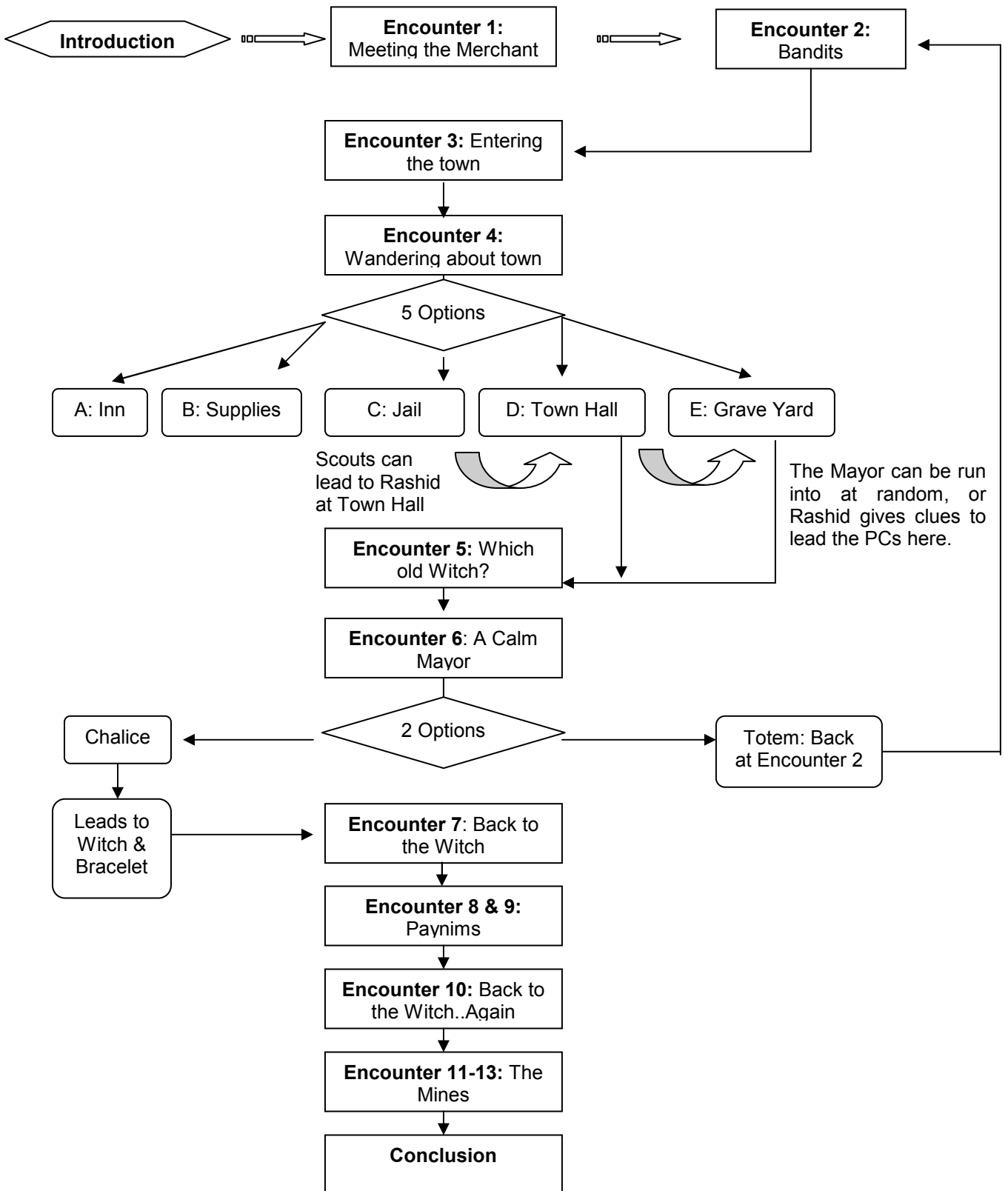
*Skills and Feats:* Listen +4, Spot +4; Improved Initiative.

*Possessions:* Chain Shirt, Longsword +1

*Languages:* Common.

# DM Aid 1: Flow Chart

Below you will find the flow chart for the module:

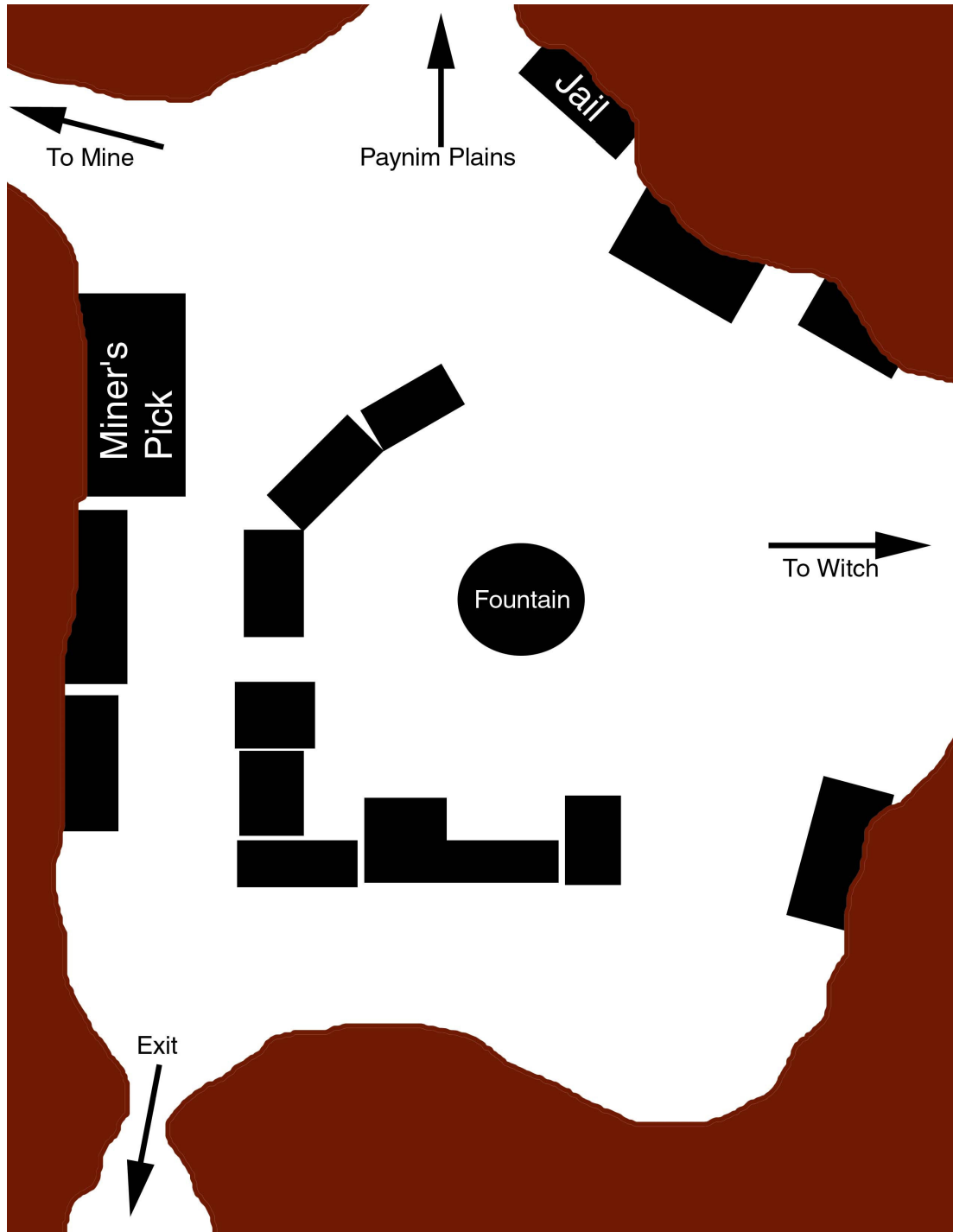


## Player Handout #1

There are 8 orbs that weigh 1 ounce each, and 1 orb that weighs 1.1 ounces. The orbs are all uniform in size, appearance, and shape. You have a balance that contains 2 trays. You are only able to use the scale 2 times. How do you determine which marble is the heaviest using only the scale and marbles in 2 weightings?

# DM Map 1: Overhead View of Town

Courtesy of Wizards.com "Map of the Week"





## DM Map 2: The Mines

Courtesy of Wizards.com "Map of the Week"

