



Pyramid of the Lost King



Johua De Santo





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of the
Lost King

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For my wife and children who have been ever patient with me as I disappeared for hours at a time to write, refine, and go back to the drawing board. Thank you, especially to you, my wife, who picked me up when the weight of it all tried to force me down. I love you.

To my backers who kept the proverbial faith throughout this project and lent me your trust. I am truly sorry this took so long to get out ... thank you all for never giving up.

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Forward

Pyramid of the Lost King came about shortly after the release of the first *Usarm Adventure Under the Horn*. In its original incarnation, *Pyramid of the Lost King* was a short two-page-adventure following the same format as *Under the Horn* and would have found the characters magically teleported to an unknown desert by the mysterious *Horn Master*. While most of the original writing for the adventure was done in my trusty Steno Book, I soon found it growing from a simple “find the magical teleport boat/Iconian Gateway” of the original idea and into something more resembling a sandbox adventure.

When I finally put idea to keyboard Basq was born and from Basq the whole region came to be, radiating outward from that one small town out into the Narrows Pass and beyond. The core adventure has seen many changes as my playtesters over the last three years can attest. From a faction-based dungeon crawl to a storyless hex-crawl to the mixture of adventure paths and sandboxes that now lay before you. It has been a long road – a longer road than I first thought – but one that has been very educational and very fun.

Introduction

Pyramid of the Lost King, designed for brave souls of the 1st through 5th level of play within the rules of *Swords & Wizardry*, is as much a world of adventure as it is a single adventure. Within this book are details for the great Saragubi Desert, the bustling trade city of Basq, the Sangab Rift, and many other dungeons, ruins, and plots. Each of these places contains opportunities for adventure, stories, riches, and exploration. In what ways the players choose to explore and take advantage of the Saragubi Desert depends entirely on their (and your) imagination.

Though much of the Saragubi is already mapped for you, miles and leagues of space remain unexplored to add your own flourish. Even those places named and quantified within this book can be modified to fit into your campaign world with little work. This book contains the bones of your Saragubi, your Basq,

and your *Pyramid of the Lost King*, so have at it and enjoy!

How To Use This Book

If you're a player, please stop reading now. Don't ruin the surprise! If you are the Referee then you should read through the book in its entirety first. You can gloss over some of the details, but you should have a working understanding of all the moving, and potentially moving, parts before attempting to run *Pyramid of the Lost King*. Much of the action will take place within the Saragubi Desert and the city of Basq with lesser forays into the various ruins, dungeons, and secret temples hidden throughout the Saragubi.

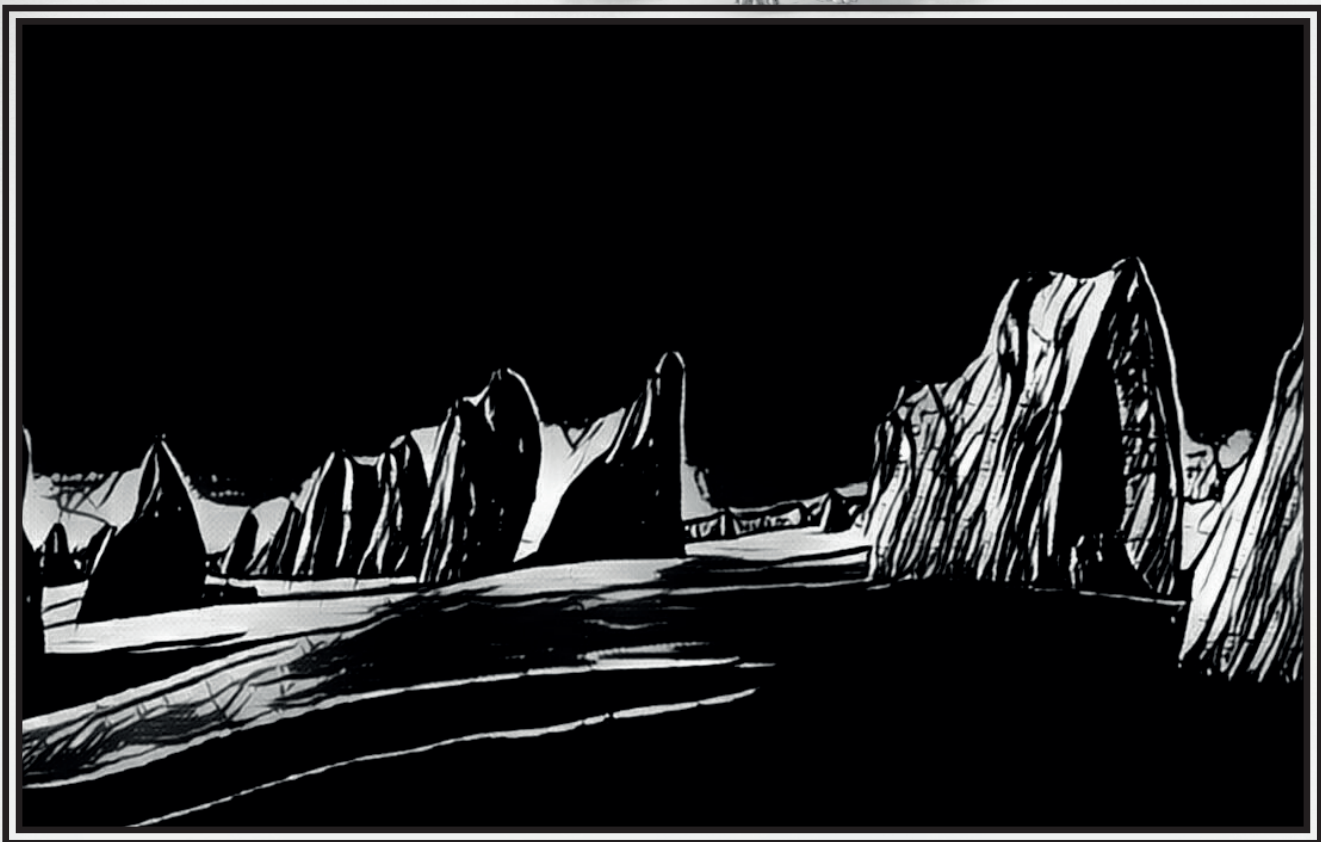
Adventure Hooks

Before they even hear about any of the following adventures, the party needs to get to Basq. Below is a list of possible hooks to get the party to the Saragubi and eventually Basq.

- ∞ **CARAVAN GUARDS:** The Merchant Guild hires the party to accompany a caravan from a northern settlement to Basq. The caravan transports supplies meant for the Basq guard (uniforms, oils, metal for new arms or repairs, and the like). Having the caravan stop at the Inn of the Thistle will give the party access to rumors and stories about the Saragubi and some of the area's mysterious ruins (like the Pyramid), as well as some of the intrigue in Basq.
- ∞ **A MASTER'S REQUEST:** The lame wizard, Tyor, hires the party to visit his former apprentice, the wizard Cami Foundling in Basq. He gives them a letter addressed to Cami, which details his recent research into the Horns of Usarm and a potential connection to the fabled Saint Giles.
- ∞ **CULTIST SPY:** The guard in the party's local settlement have captured a strange man who preached in the merchant district about the fall of the world and rise of the Fallen God far to the south. The man has since cut out his own tongue, but before he did the guards were able to find out that he came from Basq. His preaching has troubled the settlement leader, a devotee of Saint Giles, who hires the characters to uncover more about the Fallen God.







The Saragubi Desert

THE AIR HERE *blisters my skin*. A cool breeze would be a welcome break in a normal climate, but as we move deeper into this hellish place I find myself fearing the wind more and more. Late yesterday we saw lightning on the horizon, and hard pressed for water I ordered the men to make camp and set out the water barrels. I have heard of “flash floods” in the southlands of Usarm, but nothing compared to the speed and ferocity of the waters I saw last night. I lost a third of my horses, and nearly as many men. I fear my report to the Merchant’s Guild will not be a pleasant one, as I do not believe this place is at all habitable.

Bromli Half-Foot – Personal Journal from the First Expedition into the Saragubi Desert.

The Saragubi is a large expanse of arid dessert far south of the Lands of the Usarm. Until recently this region had been cut off from the rest of Usarm due to the Sangab Rift that ran along the southern edges of the sundered land. With the rise of the Merchant Guilds in Newrk and their great wealth, the increased number of trade caravans slowly open access to new lands, the Saragubi Desert being one such land.

Since the building of the Rift Bridge, the Saragubi has become a new, harsh frontier for the people of Usarm. What was once just a vague notation on the leather maps in the libraries of Corvalous has now blossomed into the city of Basq and the largest caravan trading operation ever seen in Usarm. Many unexplored settlements have begun to dot the horizon of the desert, and rumors of a lush rain forest and rich civilization to the south of the Saragubi have





lured many an adventurer and merchant into these unforgiving lands.

While Traveling through the Saragubi the Player-Characters have a 3 in 6 chance of encountering one of the following every day.

Roll (2d6)	Encounter
2	Tent in the Distance
3	Stone Head
4	The Assassin
5	Hellhounds in the Night
6	Griffons
7	Trapdoor
8	A Large Chest
9	Sand Storm
10	Lost Nobles (Occurs once)
11	A small Cave
12	Raiders!

Tent in the Distance

Upon closer inspection, the tent is unoccupied, it was until recently, however. The ground outside the tent is littered with bodies. Dead horses and camels lie rotting in the sun. There is nothing of value left in the tent. If the Player-Characters decide to spend a night within a ¼ mile vicinity of the tent there is a 2 in 6 chance that they encounter a small child-like creature with flaming eyes and a misshapen skull.

Nak – HD 2; HP 8; Atk Knife (1d6); AC 4 [15]; MV 12/18 burrowing; SV 16; AL C; CL/XP 3/60; Special Can move underground as full turn action completely unnoticed by targets, flaming eyes act like Paralyze Spell and can be used up to 3 times an encounter.

Large Stone Head

Recent Sand Storms have uncovered a giant stone head carved out of unknown black stone that is freezing cold to the touch. Any attempt to move the stone is impossible, within 24 hours of the Stone Head being revealed it will once again vanish into the sands of the Saragubi.

The Assassin

Posing as a pilgrim making her way towards the Narrows the assassin is in search of someone specific, possibly a representative from the Merchants Guild or the Mage Academy. She has no interest in the Player-Characters, however, if the Assassin's target happens to be someone any of the Player-Characters previously met, the Assassin will attempt to gather information that may help in her mission. The Assassin has no known name and gives a different name depending on the group and situation and continue to use that name with that group until she vanishes again.

Hellhounds in the Night

While asleep, the PC's hear the sounds of retching & howling. Upon waking up they find themselves surrounded by Hellhounds, with a large lanky figure standing on the edge of the dying light of the Player-Characters' fire. The figure offers the Player-Characters safe passage through the Saragubi in exchange for their service. If refused, the figure vanishes and the hellhounds attack. If the Player-Characters agree the figure nods, state that he will be in touch, and then he and the hellhounds vanish.

HELLHOUNDS (4) – HD 4; HP 32, 28, 25, 17; AC 4 [15]; Atk 1 Bite (1d6); Mv 12; SV 13, AL C; CL/XP 5/240; SPC Breathe Fire as an additional action per turn the Hellhound can breathe fire at any target up to ten feet away for 4 damage. Saving Throw for half.

Griffons

A small group of half-a-dozen Griffons circle the Player-Characters for approximately one hour during their travels through the desert. If left alone the Griffons depart when they grow bored, if the Player-Characters are attacked by any Chaotic-Aligned creatures during the time the Griffons are circling the group, 1d6 of the beasts will flock to the Player-Characters' aid.

GRIFFON – HD 7; AC 3 [16]; Atk 2 Claws (1d4), Bite (2d8); MV 12/27 Flying; SV 9; AL L; CL/XP 8/800; SPC Flight, 50% resistance to poison

Trap Door

A large stone trap door appears in the ground after one of the Player-Characters trip over it. If the door





is opened, darkness, dust, and frigid cold spew forth from the impossible opening. Should any of the Player-Characters venture into the hole they find themselves in a large partially flooded root cellar with strange machines full of dials and switches laying on tables in the room. If any of the dials or switches are manipulated a sonorous voice begins to speak from a small box on the wall in a language that no one can understand. However, if there is a Magic-User present he or she can determine that the words are some manner of spell. Once the voice finishes speaking the root cellar begins to shake violently for a few moments closing and locking the trap door in the process. After the shaking stops cackling can be heard from the water and the Player-Characters present in the cellar are attacked by a Water Hag who refers to herself as Granny.

GRANNY – HD 3; HP 22; AC 6 [13]; Atk Claws (2d8), Bite (1d6); MV 12/18 Flying; SV 14; AL C; CL/XP 5/240; SPC Death Gaze - 3x/day Whoever the Hag gazes on must succeed a Saving Throw or die, Flight

If the Player-Characters in the Root Cellar manage to evade or defeat Granny they find they can open the trap door. However, instead of desert and sun, those Player-Characters instead find themselves in an ancient cabin of Usarm design. In a doorway near the trap door a little undead girl sits crisscross on the ground completely naked and humming a rather disturbing tune. Those Player-Characters who did not enter the trap-door before the switches or dials were manipulated find nothing but sand below the trap door should they attempt to open it again.

Large Chest

A Large chest easily the size of a human body half buried by the sands of the *Saragubi*. What lay within is the realm of the Referee.

Sand Storm

A huge Sand Storm crops up, making it almost impossible to see where the Player-Characters are going. There is a 4 in 6 chance of getting lost.

Lost Nobles

A rather disheveled looking maiden and Lord traveling along the road on the back of a camel appearing to have been lost in the desert for weeks

and looking on the verge of collapse. If approached the Lord begs the Player-Characters for water. If water is given the Lord and the maiden drink thirstily then vanish into the sands. For the next 24 hours the Player-Characters find their out-of-combat speed is doubled and their chances of getting lost in any Sand Storms are only 1 in 6. If water is not given, the Lord shakes his head and the he and the maiden continue their journey through the *Saragubi*. For the next 24 hours the Player-Characters triple their chances of encountering enemies or events within the *Saragubi* and their chances of getting lost in a sand storm rise to 5 in 6.

Small Cave

The Player-Characters come along a small cave of hardened sand. There is a 1 in 6 chance that this is the home of a young Pseudo-Dragon that a Magic-User can take as a familiar (Saving Throw to succeed).

Raiders

A large group of Raiders (5d10) posing as a merchant caravan are passing through *Camptown* on the way to *Basq* in order to sack the trade city. Upon closer inspection the PC's may get into a fight, or become hired as protection.

RAIDERS – HD 1; AC 7 [11] Atk Weapon (1d8); MV 12; SV 17; AL N; CL/XP 1/15; SPC None

The Narrows

This large rock juts up from the sand and towers over the flat expanse of the surrounding desert. The Narrows, so named for a singular “crack” that runs through its center, connecting the upper and lower expanses of the *Saragubi*, runs the length of the desert, ending nearly a mile out past the shores of the great world oceans where they fall away into a series of sea caves and rocky outcroppings. Rising nearly a mile above the surface of the desert, the Narrows is an imposing sight. Its sheer cliff face casts long shadows over the world around it. Along its southern face, the Narrows are far more unique with many smaller passages, hidden box valleys, and caves.

The only pass through the Narrows lies a day's travel south of the city of *Basq*. This area focuses much of





the exploration activity and trade caravan traffic that moves through the Saragubi Desert.

More on The Narrows can be found in the **Upper Narrows** and **Lower Narrows** sections.

The Rift Bridge

A half-mile-long stone bridge spans the Sangab Rift. The Merchant Guilds of Newrk in alliance with the Mage Academy of Corvalius built the bridge to be not only functional but to show the wealth and power of the Merchant Guilds. It features artesian masonry, including sculpted moldings in the shape of roses and ivy crossing the vast distance. Small villages have taken root on either end, and The Inn of the Thistle rests in the center of the bridge, built into the supporting legs of the massive stonework.

Camptown

This small way station village sits on the northern edge of the Rift Bridge. Camptown is small, made up of a few offices and warehouses. It doesn't feature much of a permanent population aside from the warehouse master, a dwarf named Whisper.

WHISPER (DWF 3) – HP 7; AC 6[13]; Atk Dagger (1d4+1); Mv 10; SV 13; AL N; CL/XP 3/60; SPC Backstab (x2), +2 save vs traps, magical devices, poison, +4 Magic, Dark Vision 60', read languages, Thieving Skills (Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%)

Whisper is secretly a spy for the Dwarven Strongholds in the Northlands of Isconhold and a master assassin. His purpose is to assure that the Merchant Guilds of Newrk never find any Usarm Relics nor learn how to activate those creations.

Southdale

This village lies on the southern edge of the Rift Bridge. Southdale feels more like a village than Camptown to the north. It features several homesteads, a handful of small farms that help supply food to Basq, and a temple dedicated to Saint Giles. No formal government exists in Southdale, and

most decisions are made with the consultation of Emmali Grei, the Priestess of the temple of Saint Giles.

EMMALI GREI (CLR4)– HP 14; AC 7[12]; Atk Staff (1d6); MV 12; SV 12; AL L; CL/XP 5/240; SPC Cleric Spells (1st –cure light wounds, protection from evil/chaos; 2nd – hold person).

Southdale is also home to the Merchant's Alliance, a group of young, noble merchants who wish to use their wealth, connections, and businesses to further the spread of civilization and enlightened ideas across all of Usarm. Because of their more liberal beliefs, the Merchant Guilds neither trust nor like them, so the Merchant's Alliance members have taken to meeting in secret. A member is identified by the torc he or she wears around her neck.

The Inn of the Thistle

Located at the midpoint of the Rift Bridge, the Inn of the Thistle is built into the very foundation of the Bridge. Two stairwells lead down to the common room from the Bridge's east and west pylons. The common room is a vast light-filled stone room with several great fireplaces, and "invisible" stones enchanted by the Mage Academy to act as windows and allow natural light to spill in during the morning and evening when the sun's light shines directly into the east/west running Sangab Rift.

Below the common room there are several floors of 4 to 6 rooms each, with the lowest floor partially submerged under the Sangab Torrent, a massive salt water river that rushes through the bottom of the Rift. This final floor has been fitted entirely with Invisible Stone and is one large suite with its own small bar, bathing facilities, and fireplace.

The Inn of the Thistle, while run by enterprising journeymen in the Merchant's Guild, is truly owned by Holder Queensland in the Midlands, who often sends spies and adjusters to keep an eye on his southern investment. These agents also aid with the true purpose of the Inn: providing a bastion of defense against the Cult of the Fallen God.





The Trade City of Basq

Sitting on a small rise in the otherwise flat desert a day north of the *Narrows* lies the trade city of *Basq*. The unofficial capitol of the Merchant Guild provides a base for their attempts to plunge into new lands, discover new trade routes to previously unknown cultures to trade with, and seek out untouched ruins to salvage. *Basq* has seen unnatural growth in its short lifetime, and many of *Usarm's* most daring have been making their way to this new "city on the hill". More on *Basq* can be found in the **City of Basq** section.

The Great Salt Pillars

Like a giant stone forest, the Great Salt Pillars of the *Saragubi* rise up from nothing along the western reaches of the great desert and stretch for nearly a hundred miles to the east. The individual pillars range from a few inches high with the breadth of a finger to huge towering giants that put any tree to shame. Under the Salt Pillars the ant-like *Form* have made their grand kingdom in a series of tunnels, holds, and causeways that would make a dwarf weep, and far above, etched into the very tops and connected by great suspended bridges the *Aeromasters* make their homes.

The Aeromasters

Rumors abound of a group of flying men and women living somewhere near the Great Salt Pillars in the western reaches of the *Saragubi*. These people are humans like any other, but they possess the ability to fly and glide on the wind like the desert falcon. While these rumors are unfounded and often ridiculed by those who have not journeyed to the western reaches of the *Saragubi*, they persist and grow as more caravan scouts are sent westward to find new cultures to trade with.

Hidden in the Great Salt Pillars of the Western *Saragubi* are the *Aeries* of the *Aeromasters*. These humans retained some of the technology lost during the great Collapse when the *Usarm* fell and the world was sundered. This group is very secretive,

interacting only rarely with anyone who is not an *Aeromaster*. While they are mostly peaceful, intelligent beings who discover them are forbidden to leave the *Aeries* of the *Aeromasters*. These permanent guests are not prisoners or slaves, but they are not given the same freedoms as an *Aeromaster*, though they can petition to become *Aeromasters* in rare circumstances.

Most of the *Aeromasters'* time is spent struggling against the *Form*, a race of intelligent giant ants who also call the Great Salt Pillars home and who the *Aeromasters* believe have access to dangerous *Usarm* technology.

AEROMASTER – HD 3; AC 5 [14]; Atk Weapon; SV 13; MV 12/24 (flying); AL L; CL/SP 4/120; SPC Flying (Can fly 24 per round in any direction, cannot fly higher than 100' above surface), Parry (Dex 15)

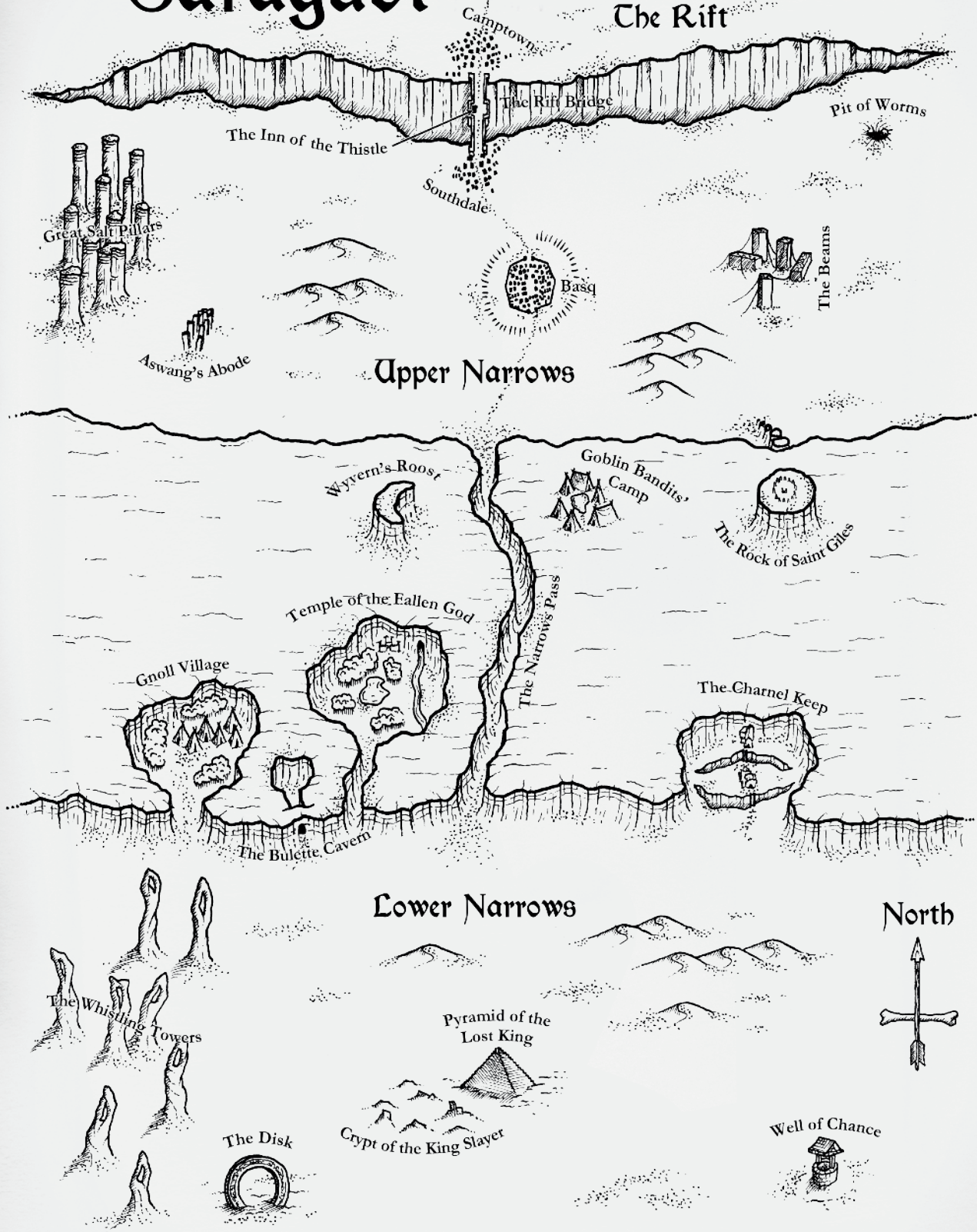
FORM – HD 3; AC 4[15]; Atk Mandibles (2d6+1); SV 13; MV 18; AL N; CL/XP 4/120; SPC Hive Mind (Cannot be surprised, gain a +1 to all Saving Throws and To-Hit actions when two or more *Form* are involved).



The Saragubi



5 10 20 Miles





City of Basq

THERE ARE FOUR THINGS YOU NEED TO KNOW ABOUT BASQ, BOY. First: the idiots who built it did so in the driest, hottest place in the world. Second: there is no law, no government, no gods, only the Guilds. Cross them and you're pretty much dead. Third: you're not special. Sell-swords and mercenaries litter the streets looking for adventure, caravan jobs and gods know what else. Finally, and this one is the most important, Basq is home.

- Renalfo Fresk, *The Journey to the Unknown*

The trade city of Basq has stood for decades as a bastion of the Merchant Guilds and Settled Lands in the unforgiving Saragubi Desert. Originally built as a small outpost and way station, the town grew steadily in the first years after the "Breaking of the South" as opportunists, merchants, and adventurers settled into the area in the wake of the caravan trains that began to traverse the perilous lands.

Basq sits at the northern end of the large stone known as the Narrows, on a slight rise above the twisting sands of the Saragubi. During the summer and winter months this position protects the trade town from the worst of the hot winds and the rare flash floods that wash over the area. In the spring and fall the rains from the north linger in the area, allowing the vital waters to permeate the land and





replenish the cisterns built beneath the streets of Basq.

During the mild weather in spring and fall the merchant guilds of Newrk are more willing to finance caravan trains to the Last Lands. The population of Basq nearly doubles, and the Merchant Guilds reinforce their control of the town with hired swords to bolster the city watch and patrol a few miles north and south of the town. Unfortunately, these extra guards are needed as Basq is known to harbor a large hidden population of merchants, adventurers, and others who failed to succeed in the harsh deserts and saw their lives and futures blown away like so much dust and sand. These malcontents become most active at night, twisting a chaotic thorn in the side of the merchant guilds who control the city.

Most of Basq's population works in the early hours of the day and dusk when the heat is most bearable. Most business takes place during these times as merchants and caravan leaders plan routes, make deals, and hire adventurers to guard their trade caravans bound for the Last Lands. During the long hours of the day most people retreat to their homes or the many pubs and restaurants that ring the large, open market in the center of Basq. These places of retreat are usually well maintained, and many project an atmosphere of opulence. In recent times many business owners have commissioned mosaics along the streets leading into the market square promoting their shops in hopes of enticing potential customers.

While Basq is the hub of the Saragubi desert it is by no means a transient place. Its people and culture grow by blending many disparate traditions from the Settled Lands carried by the settlers who have come to call Basq home. The town itself holds intrigues, mysteries, and enough adventure to keep the rumor mill spinning and the purses of the brave and the clever lined with ill-gained gold and goods.

Getting to Know Basq

While a relatively new city in the Lands of Usarm, Basq already has its own unique culture, intrigues, and celebrities. If an adventurer wants to make it in the trade city of Basq he or she needs to learn and respect the ways of the city. Basq is not a gleaming city of hope, but a backwater brought to the larger world by fortune. Her people are survivors, fiercely independent and untrusting of those who haven't proven themselves in the desert.

Rumors in Basq

1	The number of old bones in the Pass show it was once the site of a massive battle. (true)
2	An ancient god sleeps with in the caves of the pass. (false)
3	Giant worms crawl under the sands bursting forth to eat any who are near. (true)
4	The guild isn't losing caravans; they're just claiming they are to get out of paying the folk who make the goods. (false)
5	The Melkor Salvage Crew saw a giant man-bird walking south of the Pass. (true)
6	There are strange, dancing lights that look like discs over the Pass at night. (false)
7	The shadows of giant flying birds can sometimes be seen in the Pass. (true)
8	Far to the south lies a disc in the sands that can open portals to many different worlds. (false?)
9	A hidden basement below the Inn of the Wailing Siren holds all of Mina Acker's wealth and treasures. (true)
10	A deep well hidden somewhere in the desert near the Lower Narrows will restore anyone who drinks from it to the prime of youth. (false)





Encounters on the Streets of Basq

Roll (d10)	Encounters
1	Small Gang
2-3	Street Urchin
4	Mad Prophet
5-6	Injured Person
7	Bully Patrol
8-9	Memory's Child
10	Nothing

Small Gang

A small gang of thugs approaches the party. The leader demands a fee from the party if they “want to keep the peace on this here street” totaling 4gp per party member. The leader will not negotiate. If the party does not pay, the gang members immediately attack. If the party kills any of the gang members, they have a 25% chance of incurring retaliation from the rest of the gang who will declare a blood-debt on the party.

GANGERS (1d6) – HD 1; AC 7[12]; ATK 1 weapon (1d6); MV 12; AL C; CL/XP 1/15; SPC N/A

Street Urchin

Some of the homeless children of Basq have been forced into a life of crime and are now picking pockets and stealing from the open market (see Urchins of Basq). One of these unfortunate urchins has chosen a party member as her next mark. If discovered the urchin will attempt to flee into the shadows of a nearby alley heading toward the Warehouses, and if caught she will give up what she stole. If the party hasn't yet accepted or completed the Urchins of Basq adventure, this encounter would make an excellent introduction to the adventure. The urchin has a 20% chance of successfully picking one of the party's pockets.

Mad Prophet

Who but the mad truly know the danger of the world and truly see the world as it is? This bedraggled former adventurer rushes toward the party, smelling of filth and rot and proclaiming the party's doom. While most of what the Mad Prophet says amounts to mad ravings, he can act as the Referee's voice,

passing on thickly veiled clues or warnings to the party.

Injured Person

An injured commoner stumbles out of a nearby alley and collapses on the ground before the party. He or she appears to have been beaten savagely and left bleeding. Inspection of the alley shows signs of a fight but no other clues, and the commoner is too hurt to answer any questions.

Bully Patrol

The party comes across a guard patrol harassing a small group in an alley. When one of the guards notices the party they step forward and attempt to push one of the party stating “move along”. The guards, while professional soldiers, have been fleecing some of the travelers who have been moving through Basq to help pay their gambling debts. Should any of the guards be seriously injured or killed during the fight there is a 20% chance that a bounty will be placed on the party's heads. Should this happen, guards will attempt to arrest the party for assault on sight.

BULLY GUARDS – HD 1; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A

Memory's Child

The party finds a small human boy crying on the side of the road. If approached he will cry for his mommy and attempt to hug the approaching character. If successfully hugged the target must succeed on a saving throw or lose all memory of the last 48 hours. After the hug, the Memory's Child vanishes.

Basq Defense

The Saragubi is home to many strange animals and monsters who are not used to the intrusion of the civilized world and still see the races of Usarm as tasty snacks. Furthermore, the boom economy of the desert and the highly lucrative caravan trade have made Basq a target for many bandits, highwaymen, and other folk who wish the small city and its people harm. Because of this the Merchant Guilds of Newrk maintain a small company of paid, professional soldiers. At any given time, the company has





approximately three thousand soldiers, which include infantry, archers, and a few cavalry troops.

The company conducts daily drills and patrols Basq and the roads and wilds immediately surrounding the city twenty-four hours a day. Patrols within the city proper consist of 1 sergeant and 3 infantry, and patrols on the road consist of 2 cavalry and 2 mounted infantry.

INFANTRY – HD 1; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A

SERGEANT – HD 3; AC 5[14]; ATK 1 wpn (1d8); MV 12; SV 15; CL/XP 3/60; SPC N/A

CAVALRY – HD 3; AC 6[13]; ATK 1 wpn (1d10 or 1d8); MV 12; SV 15; CL/XP 3/60; SPC Mounted Combat

Cavalry Horse – HD 3; AC 7[12]; ATK 1 bite (1d2), 2 hooves (1d3); MV 18; SV 15; CL/XP 3/60; SPC N/A

MOUNTED INFANTRY – HD 1; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC quick mount/dismount.

Referee's Note - Everything below is a guideline, a base to start with. Please feel free to move, change, and insert material both original and borrowed as you see fit. This is your Basq, your Narrows. Put your stamp on it!

Locations in Basq

To many the city of Basq appeared overnight. What was once a small oasis became a bustling, walled enclave of civilization containing the best and worse of the mortal races. Within the sandstone walls buildings rise and fall, people grow and die. Below are a few of the places within the confines of the walls of Basq, but they are places of importance in the daily lives of sell-swords, mercenaries, and adventurers.

1. The Gates of Basq

Both gates of Basq, known as the North and South Gates, look identical to one another. Two large doors constructed of iron-banded half-foot-thick planks imported from the Forsaken Fens can be closed and barred within ten minutes of any alert. A rotating force of eight Merchant Guild veteran guards guard the gates, operating in squads of four at twelve hour intervals. Strangely the gates are named in reverse of their actual direction, so the South Gate faces north from Basq and the North Gate faces south. Some speculate that the gates were named from the desert's perspective.

Notable NPCs – Greci Homsten (disgruntled guard on the night shift willing to take a bribe)

VETERAN GUARDS (8): HD 3; HP 12; AC 4[15]; ATK Longsword (1d8); MV 12; SV 14; AL L; CL/XP 3/60; SPC NA; EQ Chain, shield, longsword

2. Melkor's Second Hand Shop

A used weapons and armor shop nestled between two blacksmiths who help mend and repair the equipment that Melkor's Salvage Crew finds in the Narrows. While the weapons and armor for sale show no apparent flaws, they are, for obvious reasons, less durable than new equipment would be (75% chance of breaking on a to-hit roll of 20). Melkor prices his stock reasonably given its nature, usually about one third the price of new mundane weapons and armor. Melkor always seems nervous, and he often prattles on about the most mundane topics.

NOTABLE NPCs – YUIR MELKOR (ELF 1) – HD 1; HP 3; ATK 1d4; MV 12; SV 17; AL N; CL/XP B/10

Adventures – Relics of the Lost Age (alternate)

Treasure – 250 gp in a lock box hidden behind a false back in Melkor's Desk. 20 gp in a “front” lock box behind the shop's counter.

3. Rorak's General Store

Rorak's is a good and steady place to buy any supplies and non-combat equipment the players may need. Rorak keeps his shop meticulously clean and organizes his stock with an attention to detail that





would make most store keepers jealous. However, Rorak himself is an opportunist who typically charges 25% more than list price for any product. He enjoys haggling and can be talked down to a more reasonable price if the party negotiates well. He has contacts within the Merchant's Guild and the local watch so he could very easily make trouble for anyone who haggles too aggressively or in bad faith.

NOTABLE NPCs – RORAK HELARACK (HMN 1) – HD 1; HP 4; ATK 1 weapon (1d4); SV 17; AL N; CL/XP B/10

Adventurers – None

Treasure – 500 gp in his study behind the main shop as well as a +1 Sword of Bloodletting hanging on the wall of his bedroom on the second floor.

4. Temple of Lum, Goddess of Balance

The temple carries a good supply of holy implements like blessed water, ritual candles, and the like. However, the Temple's sole priest, Clem the Lame, is a drunkard who may or may not be tending to the Temple when the players arrive. If not at the Temple proper, Clem passes out and nurses his hangovers either in his small room at the rear of the temple or in the stables next to the Wailing Siren Inn. Clem charges list prices for his wares, and occasionally he can be convinced to give a blessing to the players on behalf of the Gods of Usarm, giving a +1 bonus to all saves for the next 24 hours.

Notable NPCs – Clem the Drunk

Adventures – Sacred Places

Treasure – None

Services offered by the Temple

Spell	Cure Light Wounds	100 gp
Spell	Cure Serious Wounds	350 gp
Spell	Remove Curse	200 gp
Spell	Raise Dead	1,000 gp
Potion	Healing*	125 gp

*Clem never has more than 1d6 potions at any given time.

5. Inn of the Wailing Siren

The only inn in town, the Wailing Siren is an expensive building that looks more like a Noble's summer home than an inn on the edge of the desert. Rooms are plentiful and the food is well prepared. The Inn is run by Mina Acker a former adventurer who retired to run the inn after striking it rich on her last adventure. She is kind but rough spoken and known to bodily throw rowdy patrons out. She is a good source for stories and an ear to bounce ideas off. Rooms in the Inn cost 7 gold a night, but Mina allows bedrolls by the common room's fire for 3 gold a night. A secret basement exists under the Inn, accessible only by a trap door behind the bar. This secret basement holds nearly 10,000 gp in various treasure, but 8 Iron Golems bound to Mina's will ensure the destruction of any intruders.

Notable NPCs: Mina Acker (Owner), Tyni & Rolla (Barmaids), Roc (Cook)

Adventures: A Daughter Gone Missing, Relics of the Lost Age

Treasure: 10,000gp in secret Basement, 150 in “cash box” behind bar (trapped, poison needle from box if tripped - **Save or Die**).

6. Market

Almost anything can be found in the Basq Marketplace. An open air arcade of stands, booths, carts, and simple rugs with goods laid out on display, the market plays host to merchants from everywhere across the northern reaches of Usarm who are brave enough to ply their trade in the unforgiving desert. Surrounding the open air market are restaurants, businesses with enough funds or weight with the Guilds to afford buildings, and Guild offices. In the very center of the market sits a pool of water surrounded by walls. This is all that remains of the original oasis that attracted the city's founders, and it still serves as the city's primary source of water.

While haggling is commonplace in the market, it is not acceptable to haggle too far below a given price or to carry the haggling on too long. Most of the merchants in the market initially ask for 15-25% more than list prices found in the rulebook. Due to





the volatile nature of business there are always two patrols (see Basq Defense) on duty in the market during daylight hours and one patrol after the sun has set.

Notable NPCs: Bromli Half-Foot (Salvage Master), Salona Fleet (Salvage Master), Tobias Gom (Trade Master)

Treasure: The various market stalls (2d8 on any given day) have 2d6 gp. There is a 1 in 3 chance that a lost purse with 1d4 gp can be found once every week.

Adventures: Salvage Rights, Leather Hides

7. Barracks

Built into the northwestern wall of the city and surrounded by its own smaller walls, the barracks act as both the central command of the city guard and a prison for the criminals they arrest. The large sandstone central building rises above the city and acts as offices, armory, and general quarters to the majority of the soldiers. The grounds proper have their own stables, blacksmith, and officer's quarters as well as training yards for the guards and stocks for some prisoners. A charcoal board has been placed by the barracks' main entrance and sometimes lists employment opportunities, usually jobs considered by the Merchant Guilds and Company Officers to be too dangerous for the professional soldiers.

At any given time, there are two patrols of two infantry each on the walls as well as another guard at the gate and a sergeant overseeing the five soldiers.

Notable NPCs – Vice Commander Lode Graestroke.

Treasure - The barracks has a fully stocked armory containing leather armor, chain armor, long bows, crossbows, arrows, bolts, and short swords enough to arm 250 people. The various foot lockers of the soldiers and commanders also contain nearly 1,000 gp in coin, gems, and other items of value.

Adventures – Urchins of Basq

8. Mage Academy Outpost

A small ramshackle building located near the Wailing Siren Inn, the Mage Academy Outpost acts as the eyes and ears of the Mage Academy of Coralius. Underfunded and understaffed, the mages (mostly journeymen and apprentices who have angered their masters) are nonetheless dedicated to the Academy's mission of uncovering and learning about the world's past through magical and historical research. The head of the Outpost is Journeyman Ariana, though most of the day-to-day planning and research operations are conducted by the roguish Apprentice Cami Foundling.

Notable NPCs – Ariana, Cami Foundling

Treasure – The outpost has a collected wealth of 250 gp, 1 Ruby of False Sight (thought to be a Ruby of True Sight), and a collection of spells equal to a catalog for a first level Magic-User.

Adventures – Relics of the Lost Age

9. Caravan Warehouses

With the amount of goods being transported through Basq, the warehouses sprang up quickly like date palms in an oasis. Half storage and half short-term stables, each warehouse serves as a place to store goods awaiting transport north or south, or transfer for sale in the local markets. While most of the warehouses are owned by the Merchant Guilds of Newrk, some are owned by individual merchants. A few stand abandoned, covertly used by the city's less fortunate for shelter or business.

Notable NPCs – None

Treasure – Depends on the available stores of goods.

Adventures – Routing the Wererats





10. Merchant's Guild Outpost

A large building near the market, the Merchant's Guild Outpost defines power and money in Basq. The white stone shines in the bright sun, and the spiraling, ornamental towers are topped in bronze. The Outpost acts as the living quarters, offices, and general assembly area for the Merchant's Guilds in Basq, as well as the Town Hall and city Overseer's Offices.

It is not uncommon for the Overseer and the representatives of the Newrk Merchant Guilds to throw lavish balls from time to time for visiting Merchant Families, City State Rulers, and anyone who has money or influence. Occasionally some famous adventurers are invited to these balls, but usually as a secret source of entertainment and not as honored guests. The Merchant Guild Outpost is a prime target for many of the Thieves' Guilds around Usarm, and jobs infiltrating the building to secure routes, building plans, artifacts, and the like may become available to an enterprising thief.

Notable NPCs – Overseer Gral, Ralisa Gree

Treasure – The Merchant's Guild Keeps about 5,000 gp in collected taxes and other funds in a secured location under the Outpost. This location is guarded by four Veteran Guards at all times on the Outpost side, but there may be ways to enter from the Usarm Ruins under the city (see Relics of the Lost Age).

Personalities of Basq

Greci Homsten

Greci, a large man in his mid-fifties, has been a member of the Basq guard since the Merchant Guilds formally founded the city. After serving nearly 20 years as a caravan and waystation guard, Greci was reassigned to the barren wastes in hopes that his years of service would help the younger, newer guards in the transition. Unfortunately, Greci took the reassignment not as an acknowledgement of his service and a sign of respect from the leaders of the Guilds, but as a punishment.

In the time he has spent in Basq, the once proud and upright guard has fallen into a mad, bitter dispossession, and has been regularly been to Vice-Commander Graestroke's office for reprimands. Even so, he maintains leadership of the gates and walls of the city. He has taken great advantage of this position to run illegal dealings in stolen goods and the illegal slave trade that serves the Fallen God's Cult. In the last year, Greci has begun helping Madam Gree with her plot to overthrow the city with a hoard of Goblin mercenaries, under the promise of a return to his more "noble stature" in the Mid-Lands.

GRECI HOMSTEN (FTR 6) – HD 6; HP 43; AC Chain, Heavy Shield 4 [15]; ATK Long Sword (1d8+2)*; MV 4; AL C; SV 6/400; SPC 1 in 6 chance that Greci's Long Sword has had poison applied to it, Parries as if a Dex of 15.

Yuri Melkor

While the Elves of Usarm have a reputation for a sense of inherent nobility boarding on self-righteous pompousness, Yuri is none of those. A tall, thin elf of indiscriminate age, the local junk collector moves about his shop with a nervous energy that would seem more at home in a mouse than in one of the first non-human peoples to become stranded on Usarm. This nervous energy often makes Yuri difficult to work with, as he often jumps at the slightest sound, talks needlessly long about nonsense, and begs any potential customers not to take any issues with their purchases out on him.

While full of a natural nervousness, Yuri is no fool, though many think he is. A shrewd businessman, Yuri knows how to haggle for the best prices, even if that haggling includes blackmail and kidnapping.

YURI MELKER (THF 6) – HD 6; HP 24; AC 9 [10]; ATK Dagger (1d4); MV 12; SV 10; AL N; CL/XP 6/400; SPC Backstab +4 to hit from surprise attacks, triple damage, Saving Throw Bonus (+2) against traps, wands/staffs, and other devices (mundane/magical), Read Normal Languages 80%; Thief Skills (Climb Walls 90%; Delicate Tasks/Traps 40%; Hear Sounds 4 in 6; Hide 50%; Move Silently 55%; Open Locks 35%).





Rorak Helarack

The son of a lesser Guild member in Newrk, Rorak was sent to Basq to look after his father's interests in the city. However, young Rorak was more interested in lining his own pockets than looking after his father's warehouses and trade agreements. After only a year in Basq, Rorak was arrested for bribery, embezzlement, blackmail, and a litany of other offenses. The embarrassment of his son's arrest caused the elder Helarack to disown the boy and cut off his accounts. Rorak now operates his general store as a front for his more illicit activities in the Basq underworld. He is a charter member of the local thieves' guild, currently jockeying for a promotion to the Right Hand Chair.

RORAK HELARACK (THF 4) – HD 4; HP 12; AC 7 [12]; ATK Dagger 1d4; MV 9; SV 12; AL C; CL/XP 4/120; SPC Backstab +4 to hit from surprise, double damage, Saving Throw Bonus (+2) against traps, wands/staves, and other devices (mundane/magical), Read Normal Languages 80%; Thief Skills (Climb Walls 88%, Delicate Tasks/Traps 30%, Hear Sounds 4 in 6, Hide 25%, Move Silently 35%, Open Locks 25%)

Clem the Drunk

The local priest of Lum remains a mystery to the people of Basq after appearing, passed out and smelling of cheap wine, on the stairs to the local temple a month after the previous priest was found dead before the statue of Lum. Clem doesn't speak much of his past or how he came to be in Basq, only that Lum willed it. Despite his drunken nature Clem is a man of strong faith and has no small amount of power.

CLEM (CLR 10) – HD 10; HP 58; AC 9 [10]; ATK Staff (1d6 + Special); MV 6; ST 6; AL N; CL/XP 13/2,300; SPC Banishing Undead, Saving Throw Bonus (+2) against paralysis and poison, Spell Casting (1st – *Cure Light Wounds*, *Protection from Evil*, *Purify Food and Drink*. 2nd – *Bless*, *Hold Person*, *Speak w/Animals*. 3rd – *Cure Disease*, *Prayer*, *Remove Curse*. 4th – *Create Water*, *Cure Serious wounds*, *Protection from Evil* (10-foot Radius). 5th – *Create Food*, *Dispel Evil*, *Quest*: Clem's staff has a 2 in 6 chance of casting *Sleep* on a successful strike against a target (save negates).

Mina Acker

Standing nearly 7 feet tall, the scarred former adventurer, Mina Acker, runs her inn with the same efficiency and gruff manner that helped her and her crew survive the wild ruins of Usarm for nearly twenty years. Mina came to Basq as part of her retirement from the adventuring life, and she takes great pride in her "Inn of the Wailing Siren" so named for the last monster she killed. An excellent source for advice, Mina takes pride in her former life and will give advice and tips to any "rookies" she takes a liking to.

Mina knows Clem from back in her adventuring days. The drunken priest neither remembers her nor pays her any attention, which angers her. Mina is also known for taking in strays and adopting them as a pseudo-family such as the twins Tyni and Rolla, and Roc her Dwarven cook.

MINA ACKER (FTR 10) – HD 10; HP 76; AC 7 [12]; ATK Great-Axe (1d10 – hanging behind the bar within easy reach), +2 Dagger (1d4 +2); MV 9; ST 5; AL L; CL/XP 10/1,400; SPC Parry as if Dex 15

Tyni and Rolla

Known as the Twins these two freed slaves work in The Inn of the Wailing Siren after Mina Acker took them in. Despite being in their early twenties the two girls look more like children, with their short stature and narrow frames, bringing out a protective quality in many of Basq's guards who have informally adopted the two as their "little sisters".

The two girls, while small and frail looking are in fact quite powerful mages who were trained in secret away from the Mage Academy. They share a mystical link with one another, allowing them to not only share their physical fortitude but also their arcane abilities.

TYNI & ROLLA (MU 4) – HD 4; HP 14, 12; AC 9 [10]; ATK Fist (1d4); MV 6; ST 12; AL N; CL/XP 5/240; SPC Psychic Link allows the sisters to share spells, transfer health between them, and negate any surprise from attackers; Spells (1st – *Charm Person*, *Magic Missile* (x2), *Shield*, *Sleep* (x2), 2nd – *Knock*, *Levitate*, *Mirror Image* (x2)





Bromli Half-Foot

No one knows what the dwarf's true last name is as he's never told anyone. Bromli gets his name from the unsurprising fact that half of his left foot is missing, and no two people will have the same explanation for it. Bromli himself will never tell the same story twice but will always use the telling of that day's tale to drink and have a good time.

Bromli is the salvage master of his own operation, and he is known for taking on the craziest and riskiest salvage jobs in all the Saragubi Desert. When the dwarf isn't deep in his cups or on a run he can come across as a gruff old man prone to laughter and song. On the job he is considered a stern but overly fair boss who has an extreme loyalty to his crewmates.

BROMLI HALF-FOOT (FTR 5) – HD 5; HP 38; AC 6 [13]; ATK Battle-Axe (1d8+2); MV 6; ST 10; AL L; CL/XP 5/240

Salona Fleet

Salona is one of the very few, if not the only, independent salvage master who has earned the respect and honest coin of the Merchants Guild. A tall, willowy elf with the demeanor of a disillusioned soldier, Salona tends to take safer jobs not only retrieving salvage but escorting and rescuing official caravans. Salona has an intense loyalty for her crew and has been known to abandon salvage and lucrative deals to save them. She has a history with Bromli, and the two have been known to grab a drink together and even team up from time to time.

SALONA FLEET (FTR 6) – HD 6; HP 48; AC 6 [13]; ATK Rapier (1d8); MV 12; ST 9; AL L; CL/XP 6/400; SPC Darkvision 60', 2 in 6 chance of finding secret doors, cannot be paralyzed by ghouls, Parry as if Dex 16.

Tobias Gom

The current Trade Master of the Merchants Guild, Tobias Gom is a tall and broad shouldered man who feels more at home in the warehouses and docks of Newrk than behind a desk in Basq's Guild Outpost. A practical man, Tobias has taken advantage of the lack of heavy oversight in Basq to line his pocket in exchange for giving caravan route information, changing cargo manifests to secure a lesser fee for the traders who ply their trades in and around Basq, and so on. Secretly a wererat since his teens, Tobias is the eyes and ears for the wererat population that call the abandoned warehouse and Usarm ruins under the city home.

TOBIAS GOM – HD 4; HP 30; AC 6 [13]; ATK Short Sword (1d6 – human and rat form), Bite (1d4 rat form); MV 12; ST 13; AL N; CL/XP 4/20; SPC Control Rats, Lycanthropy, Hit only by magic/silver weapons.

Vice Commander Lode Gravestroke

Known as the Demon of the Mid-Lands, the Vice Commander has seen more battle against bandit raiders and armies of demi-humans than the rest of Basq's guard force combined. One of the few officers in Newrk's guard ranks to have risen up from the enlisted rank-and-file soldiers, the Vice Commander started his life as a stable boy in the holdings of Holder Queensland in the Mid-Lands in the far North-Eastern arm of Usarm. A grim man with little humor or shown emotion, Gravestroke is a man of an era that no longer exists on Usarm, a man of great loyalty and conviction. He fully believes in soldiers and their ability to overcome any odds, even if the price is high.

VICE COMMANDER LODE GRAYESTROKE (FTR 15) – HD 15; HP 108; AC 1 [18] (Plate, +2 Shield); ATK 2 Bastard Sword (1d8 + 2), Shield Bash (1d4 + 2); MV12; ST 4; AL L; CL/XP 16/3,200; SPC Parry as Dex 16, The Vice Commander's Sword is a cursed black blade that can drive its wielder into a rage (Save Negates, 4 in 6 chance of activating on a successful attack), leaving





the wielder open to attack (-6 to AC) but making him far more dangerous (+4 to-hit, +4 to damage) for up to 6 turns.

Ariana

A young wizard who has just finished her apprenticeship trials with the Mage Academy of Corvalius, Ariana has been sent to Basq to not only set up an outpost and waystation for practitioners and researchers of the Academy, but also to organize and lead archeological digs into the pre-collapse remnants of Usarm hidden in the desert. Ariana is rather aloof in her day-to-day management of the outpost, leaving most of the work to apprentices and local volunteers.

ARIANA (MU 3) – HD 3; HP 11; AC 9 [10]; ATK 1 Staff (1d6); MV 9; ST 13; AL N; CL/XP 3/60
Spells: 1st – *Magic Missile, Shield, Sleep*. 2nd – *Locate Object*.

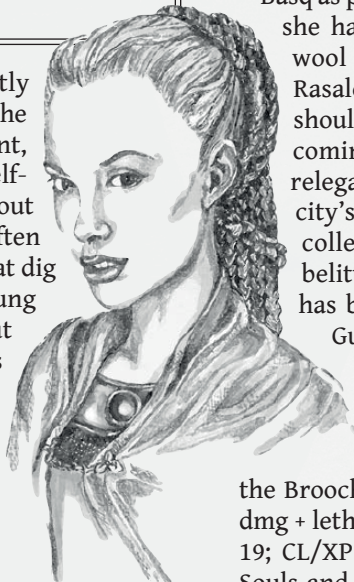
Cami Foundling

Cami is a strong and free-spirited apprentice to the

Note: If the players have played “Assault on the Southern Horn” Cami will recognize them and indulge in a little hero worship of them.

Arch Wizard Tyor. Tyor is currently recovering in Corvalius due to injuries he sustained during a previous assignment, so Cami has been granted a term of self-study in Basq. She is enthusiastic about everything Basq has to offer, and she often gets side-tracked while on errands or at dig sites. Prone to rambling, the young apprentice can speak for hours about seemingly any subject, until she finds something else that catches her attention.

CAMI FOUNDLING (MU 1) – HD 1; HP 3; AC 9 [10]; ATK 1 Staff (1d6); MV 12; ST 15; AL L; CL/XP 1/15
Spells: 1st – *Shield*



Overseer Apeiron

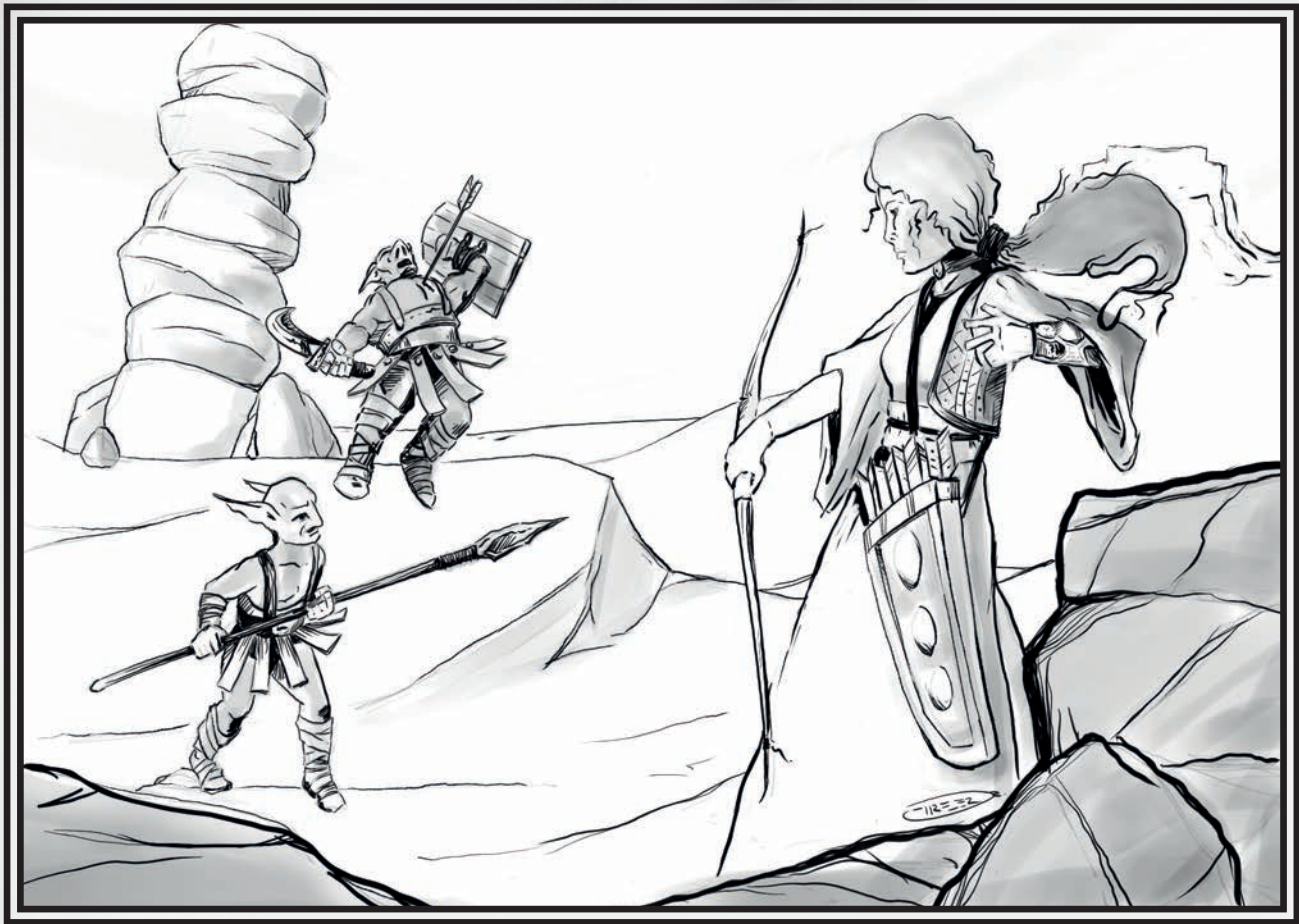
A tall and thin man with a love of tailored clothing and fine shoes, Apeiron seems tremendously out of place in the dirty, worn world of Basq; and he wants it no other way. Apeiron was sent to Basq with a single goal in mind; to make it a shining jewel sitting atop the ruins of the old world. An ambitious man, Apeiron works tirelessly to turn Basq into a center of trade and cultural influence to rival the cities of Newrk, Wyork, and Delph to the far north along the northeastern arm of Usarm. An intelligent man with an uncanny ability to read others, Apeiron’s political machinations have kept Basq at the forefront of all talk and prevented the city from falling into the chaos of Guild rivalries and politics.

APEIRON (HMN) – HD B; HP 3; AC 9 [10]; ATK Dagger (1d4); MV 8; ST 19; AL N; CL/XP B/10; Special Apeiron always wears a pair of antique goggles. In truth these goggles allow the wearer to fly. Should Apeiron ever be attacked he has only to lower the goggles over his eyes and he can fly for up to 1 hour per charge used. After all 20 charges are used, the goggles become non-magical.

Rasalon Zarreus

This Merchants Guild number cruncher was sent to Basq as punishment after her superiors discovered she had been artificially inflating the price of wool in the Mid-Lands for nearly a decade. Rasalon is an angry Halfling with a chip on her shoulder and a black heart full of revenge. Since coming to Basq the young woman has been relegated to inventorying the stocks held in the city’s warehouse for proper tax and fee collections due to her scathing tongue and belittling attitude. No one knows that Rasalon has been quietly plotting her revenge on the Guild by helping the Goblins and the Cult of the Fallen God.

RASALON (HLF) – HD B; HP 2 (50 with the Brooch of Souls); AC 9 [10] (0 [20] with the Brooch of Souls); ATK +3 Dagger of Seth (1d4+3 dmg + lethal poison on successful attack); MV 12; ST 19; CL/XP 2/30; SPC Rasalon wears the Brooch of Souls and wields the Dagger of Seth, both are gifts from the Cult of the Fallen God.



Adventures in Basq

The battered old man dressed like many of the old warriors who have come to call the streets of Basq home. He looked at me as I approached him, his one good eye hard and wary. “You look like you can use a drink,” I said. As a Priest of Lum, I was always up for a drink and if doing this poor soul a good turn I could wet my lips as well then so be it. The man was, thankfully very agreeable and we soon found pleasant company in the Siren. By-and-by the man opened up. He was an adventurer, one of those crazy, blessed bastards who thought it a grand idea to throw themselves into danger at any given moment ... it also turned out the “old man” was only twenty-two.

- Clem, Devotee of Lum and High Priest of Basq

Basq harbors many intrigues, plots, and whispers in the night. Below are only a few of the misadventures the players can find on the streets of Basq and in the sands of the desert beyond.

Minor Adventures

Minor Adventures are quests and quick jobs meant to bring a quick buck to the party without having to expend a lot of time or effort. Minor Adventures usually involve bounties or small quests that





intersect with larger adventures or dungeons that the party may find themselves involved with.

Leather Hides

The leather trade has gained a lot of attention in the settlements lately. The giant lizards and snakes that roam the Saragubi are prized, but none more so than the hide of the Spine Lizard, a giant poisonous lizard that inhabits caves in the Narrows. One hide is worth more than 20gp and could lead to steadier employment by many of the Merchant Guild merchants that have sprung up across the desert.

Routing the Goblins

The Merchant's Guild believes that if the goblin bandits are driven off, they could establish a safer route through the tops of the Narrows. The Guilds have declared an open bounty on goblins in Basq. Every goblin head delivered to the Guild Hall will fetch 5 gp.

A Daughter Gone Missing

Ghan Toriron, the only dwarven member of the Basq Merchant's Guild, is searching for his daughter, Trifranild, who went missing more than a month ago just before the Tyvir caravan departed Basq. If players can discover any knowledge of what happened to her, Ghan will pay them 100gp.

Trifranild is one of the survivors who can be found in the Charnel Keep.

Routing the Ratmen

The Basq Merchant's Guild has been receiving reports of foodstuffs and other goods going missing from privately-owned warehouses. Since the goods are neither Guild property or on Guild property they refuse to waste the energies of the Guard to solve the issue. Instead they posted a notice on the charcoal board outside the Barracks offering 50gp pay for the investigation of the missing goods and the resolution of the problem.

Investigation of the Warehouses will reveal that one of the older warehouses owned by but not used by the Merchant's Guild has become home to a clan of wererats. These particular wererats want no trouble from the normal population of Basq and prefer to

pilfer only what they need to survive unseen. Altogether there are about twenty wererats in the clan, only eight can fight. The wererats do not want trouble and will avoid it if they can, but if attacked they will defend themselves to a man. Should the characters stop the wererats' pilfering ways through either diplomacy or violence, the Merchant's Guild will honor their agreement and pay 50gp for the job.

Urchins of Basq

Unfortunate as it is, Basq is home to a rather large population of homeless children. Some are the illegitimate children of soldiers, others runaways, and still others just lost and forgotten. No matter the cause some believe a hundred or more street children live and die in the alleys, warehouses, and rooftops of Basq. Most don't care enough, but Cleric Hernetta, Missionary Priestess of Jorge, God of True Slayers, wishes to set up an orphanage within Basq to care for the urchins, but she can't seem to find them.

Hernetta believes someone is keeping the children away from her and is quite possibly using them as a twisted amateur Thieves' Guild. The few children she has convinced to join her orphanage soon vanish, leaving behind the clean clothing and shoes she had provided. Since most of Hernetta's funds have gone into the purchase of the orphanage building and related supplies she does not have much to offer the party. However, she will sell the same services as Cleric Clem at half his cost if the party is successful. The Urchin's Lair can be found in areas 4 through 7 of the Usarm Ruins (See Relics of the Lost Age) under Basq. It turns out they are under the control of a man named Trapper who uses the children to commit petty crimes to increase his own wealth. Trapper has convinced the Children that he is the only one who cares or loves them and that everyone else will hurt or kill them. The Children are non-combatants and will typically run and hide when they encounter danger. However, Trapper has a few wererat outcasts who assist him and patrol the sections of the Usarm ruins he controls.

Should the party successfully free the children, Hernetta will be overjoyed and keep her word to the party anytime they are in town. Soon after freeing the children the party find themselves being "secretly" watched anytime they're in Basq by





groups of children who regard them as demigod-level heroes.

Major Adventures

Major Adventures are how a party earns its reputation. They are the situations, the stories, the memories that are shared around camp fires and sung about by bards for generations after the deeds are done. While Minor Adventures may take up a small segment of a game session, Major Adventures are meant to take up an entire session or more depending on how the party plays.

Sacred Places

Adventure Summary

The old drunk Priest of Lum, Clem has come across references in his spiritual texts to a site of religious merit deep in the Upper Narrows. According to this text, Saint Giles, hero of the gods of Balance, built and consecrated a shrine within a rock outcropping while lost in a “land of unknowable thirst and sand”. Clem believes this shrine to be located somewhere in the Upper Narrows and asks the party to locate it. He can pay 150gp for a successful job.

Adventure Background

Saint Giles was one of the heroes that rose out of the ashes of the Collapse. In those early days he rode across the land using his knowledge of Usarm technology and his blade to help everyone he could in a world gone mad from the twisting energies of the magic released by the N'zi. It is said he came south looking for any last bastion of the Usarm civilization to aid him, and instead found nothing but sand and hot sun where once there had been green fields and lakes.

Saint Giles, lost in this land, discovered a great evil had “fallen” from the Outside into these new deserts (see The Cult of the Fallen God). Using the powers of the Usarm and the magics he gleaned from the Collapse, he split the desert in two, creating a wall of solid sandstone to keep the “fallen” thing away from the lands and peoples he had sworn to protect.

Unfortunately, the energies needed for this Making cost him much and would eventually prove to be his undoing. Weak and half mad he wandered the desert until he came to a small cave formed in the very rock he himself had raised up from the depths of the world. Here the Saint spent nearly a year recovering his strength, and in that time he hewed from the rock a shrine consecrated to the Unknown God.

When his strength returned Saint Giles gave one final blessing to the Shrine he built; with his blade he cut deep into the stone and brought forth a spring of the freshest water. Praying over it, he begged his God to make it a water of healing. As Saint Giles left the deserts much of the power he brought with him left, and with it the rock he raised became just rock once more. Over time the shrine was lost as floods and quakes collapsed the opening of the shrine as they opened a way to the southern deserts.

Getting to the Rock of Saint Giles

The Rock of Saint Giles lies three days’ travel east of Basq. The rolling sands of the desert and the nearly uniform cliff face of the Narrows make it easy to misjudge time and distance, which makes getting lost rather easy. Further, the cliffs of the Upper Narrows play home to many bandit and monster camps, increasing the chance that the party will run afoul of a group of ne'er-do-wells.

The Beams

About two-thirds of the way to the Rock, a strange Usarm construction known as the Beams has been claimed by a group of goblins. These two gigantic structures resemble sections of bridge overlapping one another about one and two stories from the ground respectively. The goblins who now live here have built a complex system of ladders and pulley systems to make the Beams accessible.

The goblins living in the Beams have been slowly growing in number over the last five years, readying for a daring raid on the City of Basq. Since none of the guard patrols extend more than a day out from the town no one knows of the existence of this goblin stronghold or the potential raid on Basq. Should the goblins see the party first their archers will attack from the Beams while their fighters climb down to





the desert floor to engage the party. If battle is joined the loud guttural voice of the group's leader, Gritz, can be heard booming out orders in the goblin's dark tongue.

Enemies

GRITZ, HOBGOBLIN LEADER - HD 2; HP 14; AC 5 [14]; ATK Great Axe (1d10); MV 9; SV 16; CL/XP 2/30; SPC Parry -1

GOBLINS ARCHERS (3) - HD B; HP 4, 5, 3; AC 6 [13]; ATK Bow (1d6; Rng 70'); MV 9; SV 18; CL/XP B/10

GOBLIN FIGHTERS (6) - HD B; HP 4, 5, 3, 6, 4, 3; AC 6 [13]; ATK Short Sword(1d6); MV 9; SV 18; CL/XP B/10

While a small band of goblins engages the party, the majority of Gritz's forces, led by his wife and sub-commander Hastz, withdraw to a secondary location: The Rock of Saint Giles. If any of the delaying band

of goblins survive, they will be quite willing to parley with the party for water, food, and the promise of their continued ability to breathe. While all except Gritz can give the information above, none know the true extent of Gritz's plan nor where the blueprints of Basq came from.

When exploring the Beams, the party finds several extremely detailed blueprints of Basq, as well as extensive collections of notes on guard rotations, patrol habits, and several secret entrances into the city. Unfortunately, neither the blueprints nor the notes written on them identify the spy that supplied them. The writing has been done in such a fashion as to look nearly artificial in nature. Further exploration of the Beams uncovers approximately 100 gp worth of cloth as well as a small locked and poison-trapped chest containing 50 gp. On the same



desk as the blueprints the party has a 50% chance of uncovering a map that will lead them directly to the Rock of Saint Giles.

Approaching the Rock

The entrance to the rock is a long fissure in the side of the Narrows wall. Fallen rocks form a natural stair leading up to the narrow entrance. The desert geography here does not lend itself well to sneaking, and two keen-eyed goblin archers stand at the entrance at all times watching the land around them, crossbows at the ready. After the sun sets the guard is dropped to one goblin who appears as keen-eyed as his compatriots but who has a 70% chance of falling asleep at his station. Should the goblin archers detect the presence of the party one will run into the shrine to raise the alarm and make the other goblins aware of the party's appearance and possible attack.

Enemies

GOBLIN ARCHERS (2) - HD B; HP 4, 3; AC 6 [13]; ATK Bow (1d6; Rng 70'); MV 9; SV 18; CL/XP B/10

1. Entrance to the Rock

A passage approximately forty feet long has been hewn out of the sandstone and polished to a shine. At the end of the narrow corridor a small flight of steps leads up into the Shrine itself. Two goblin archers (see Approaching the Rock) guard this area. A small gong-like bell has been set up near the stairs, serving as an alarm in case of danger.

2. The Foyer

This large rectangular room has doors to the north and west. No one but Saint Giles himself could say what the purpose of this room was. A large faded relief is etched into each glass-smooth wall written in the language of the long dead Usarm. Twelve goblins occupy this room. If combat went on for more than a round at the entrance or one of the guards managed to raise the alarm, the goblins will be prepared for the party, waiting to ambush them from behind the room's two pillars and against the wall near the entrance to the room.

The goblins are not trying to defeat the party, only delay them while Hastz and her shamans try to unlock the seal securing the spring. If the battle persists for more than four rounds a hobgoblin

shaman will appear from **Area 4** with a Rusted Sentinel it has brought under his control.

Enemies

GOBLIN ARCHERS (4) - HD B; HP 4, 3, 4, 6; AC 6 [13]; ATK Bow (1d6; Rng 70'); MV 9; SV 18; CL/XP B/10

GOBLIN FIGHTERS (8) - HD B; HP 4, 2, 5, 3, 3, 6, 4, 3; AC 6 [13]; ATK Short Sword(1d6); MV 9; SV 18; CL/XP B/10

3. The Scripture Chamber

This small square room was hewn from the rock of the Narrows itself, like the rest of the Shrine. An archway to the north leads to area 4, guarded by two goblin archers who appear as silhouettes in the bright, flickering light coming from area 4. The walls here are filled with faded reliefs covered in the language of the long-dead Usarm, much like the foyer.

4. Chamber of the Guardians

A long, rectangular room stands awash in bright light from several braziers set up along the walls, evenly spaced between large, rusted suits of armor that are actually broken sentinels. A secret passage to **Area 7** hides in the rear of the room.

If the goblin shaman did not enter the fray in **Area 2** he will be found here with an activated Rusted Sentinel. Another shaman is present in the room, bashing furiously at another of the rusted sentinels, attempting to activate the ancient construct and bring it under his control. If combat begins he will attempt to either flee or hide, wanting no part in the battle.

Except for the activated sentinel, the rest are beyond repair and no amount of science or magic will bring them back. However, broken or not, the Mage Academy of Coralius is highly interested in these constructs and are willing to pay upwards of 500 gp per sentinel. Unfortunately the sentinels also weight around five tons each.





The cowardly shaman, Gratz, will surrender to the party if the opportunity is presented. If allowed to live he will willingly join the party as a 2nd level magic-user hireling, but given his cowardly nature will tend to flee or betray instead of aid. Gratz is also a good source of information, and he will eagerly tell the party of the goblin plot to take Basq for its water, food, and wealth. Gratz also informs the party of the several other goblin camps strewn around the Upper Narrows.

Enemies

GOBLIN SHAMANS (2) - HD 1; HP 4, 7; AC 9 [10]; ATK Dagger (1d4); MV 9; SV 17; CL/XP 2/30; SPC (Shamans can cast one 1st level spell as a Magic-User) *Sleep*, *Magic Missile*

GOBLIN ARCHERS (2) - HD B; HP 4, 6; AC 6 [13]; ATK Bow (1d6; Rng 70'); MV 9; SV 18; CL/XP B/10

RUSTED SENTINEL - HD 4; HP 26; AC 4 [15]; ATK Blade (1d8); Slam 1d8; MV 9; SV 12; CL/XP 6/400; SPC Repairing - regains 2 HP per round (damage from Acid, Cold, or Fire-Effects cannot be repaired). If reduced to -1 or below the Sentinel cannot repair itself.

Gratz or the other Goblin Shaman can deactivate the Rusted Sentinel on command. The Rusted Sentinel will not leave Area 4 if the Player-Characters flee the room.

5. Shrine of Saint Giles

A smaller vestibule connects the Shrine to the Foyer. A crossbow trap has been set up here by the goblins. If tripped, two bolts shoot toward the inner door from the southern corners of the room. The Shrine itself is a plain, square room, its only adornment the large well in its center.

When the party arrives they will find the goblins waiting for them. Two goblin archers near the rear will shoot anyone who steps into the main section of **Area 3** on sight, and eight other goblin fighters form a loose semi-circle around the well with weapons at the ready. At the well itself, two shamans and Hastz mumble furiously as motes of light are ripped from the well by an unseen force. Hastz, her great club at the ready, glares at the party but does not engage, instead staying with the shamans.

Enemies

GOBLIN ARCHERS (2) - HD B; HP 3, 5; AC 6 [13]; ATK Bow (1d6; Rng 70'); MV 9; SV 18; CL/XP B/10

GOBLIN FIGHTERS (8) - HD B; HP 4, 5, 3, 6, 4, 3; AC 6 [13]; ATK Short Sword(1d6); MV 9; SV 18; CL/XP B/10

GOBLIN SHAMANS (2) - HD 1; HP 6, 7; AC 9 [10]; ATK Dagger (1d4); MV 9; SV 17; CL/XP 2/30; SPC (Shamans can cast one 1st level spell as a Magic-User) *Sleep*, *Magic Missile*

HASTZ - HD 3; HP 20; AC 5 [14]; ATK Great Club (1d8); MV 9; SV 16; CL/XP 2/30; SPC Parry -2, Charge 2/day - Adds +2 to ATK and DMG but suffers -4 to AC for the round.

If combat continues for longer than six rounds the shamans will succeed in undoing the seal. Hastz will quickly drink from the well. There is a 2 in 6 chance that the power held within the waters will make her stronger (+2 to hit and damage) and healthier (+4 hp). Otherwise the hobgoblin female will double over in pain as her flesh, muscles, and organs melt away from her, leaving nothing but bones behind in one turn. If Hastz dies, all but the goblin shamans in the room will surrender immediately. The shamans, on the other hand, bend their magics to collapsing the shrine on top of the party and themselves. If the shamans are not stopped within three rounds the shrine will collapse on top of the party dealing 10d10 damage and burying them under tons of stone.

There is a secret door along the eastern wall that leads to **Area 6**.

The Well of Saint Giles

The well of Saint Giles was blessed by the Saint himself after he tore the rock of the earth out of its slumber and rent the land with the Narrows. The well has the power to heal wounds like a Cure Light Wounds spell and to offer a +2 bonus to attacks and damage, as well as augment the drinker's maximum hit points by +4. However, anyone who is not a Lawful character who drinks from the well has a 4 in 6 chance of meeting the same fate as Hastz.

The effects of the well only last for 24 hours. The well water will have no effect on the drinker after the first drink, nor can it be bottled and moved from its chamber without losing its effect.





The Mark of Saint Giles

The Mark of Saint Giles appears to be a large stylized blade within an octagonal shield and can only be seen by the Marked and others who have been previously Marked. According to legend all those who have been given the Mark of Saint Giles have come to the personal attention of the Saint. All those so marked can expect a visit by the Saint at some point after being marked by him. In the legends all those who have been marked have become the greatest of heroes in Saint Giles name.

6. The Meditation Chamber

Despite no natural light sources, light plays off the walls and floor of the room, appearing similar to the reflection of light under a shallow pool. A sense of calm pervades the chamber and Lawful aligned characters can feel the worries, sores, and aches of the day washing away from here. If any cleric prays in this room she has a 60% chance of gaining an extra spell for the day.

7. Chamber of Worth

Through either hall, Lawful and Neutral aligned characters will find nothing but bare stone leading to the rectangular chamber. A Chaotic aligned character will find the floor falling away both before and after her and a fire that surrounds her completely. The heat of these flames feels real as does the lack of floor on all sides of the character. If the character decides to return the way she came nothing will happen, but the illusion will remain in place. If the character instead moves forward, the illusion will vanish and there will be a 3 in 6 chance that the mark of Saint Giles will appear somewhere on their body.

In the main chamber the party will find a single stone doorway, marked with the symbol of Saint Giles and surrounded by two Rusted Sentinels. If any character approaches the door the Sentinels will cross their swords before the door and the symbol of Saint Giles will light up and judge the character. Should the character be found worthy (not greedy, lustful, or filled with hate, etc.) the door will open revealing a stairwell.

Should a character be found unworthy, the Rusted Sentinels will attack. They will only attack the

unworthy character unless others attempt to attack them. They will only attack those in the main chamber or the hallways.

Enemies

RUSTED SENTINEL (2) - HD 4; HP 26, 20; AC 4 [15]; ATK Blade (1d8); Slam 1d8; MV 9; SV 12; CL/XP 6/400; SPC Repairing - regains 2 HP per round (damage from Acid, Cold, or Fire-Effects cannot be repaired). If reduced to -1 or below the Sentinel cannot repair itself.

8. The Narrows Top

A long stairwell winds up through the worked and polished sandstone. At first all is darkness but slowly a light appears in the distance, growing with each step. When daylight breaks around the party they find themselves atop the narrows, standing on polished marble tiles, and surrounded on all sides by imposing statues of humans looking and praying toward the heavens. Against one of these statues lies a sword and shield as bright and polished as if they were just placed.

Inspection of the statues reveal that they are made of sandstone, much like the Narrows and the shrine. Every statue has long and deep crevices running down the face, appearing for all purposes as if they are crying. If anyone should inspect the sword and shield they will find them too heavy to move. If any member of the party should persist they will be thrown backward by an unseen force. After enough time is given to explore the area a voice booms from nowhere but everywhere.

“Long has it been since anyone has found this sanctuary”
From the sword and shield a form materializes. This is a visage of Saint Giles, a tall, well-built man with a





trim beard, and dressed in strange, loose-fitting, robe-like clothing and boots. If the party questions the visage of Saint Giles they will discover the following:

- ∞ This is not a ghost but a memory of the Saint.
- ∞ The Sanctuary is protected by forces beyond even the comprehension of Saint Giles.
- ∞ Pop-culture references to the time before the Collapse, including mentions of **John Carter** and other pulp heroes of the 1920s through 1940s.
- ∞ The world was much different and much has been lost. The memory will direct the party to find the "Thing" that fell to the south, because even the memory can feel its power growing.

After speaking with the visage of Saint Giles, the party will be informed that since they reached the Sanctuary they must be worthy and Saint Giles will gift them his sword and shield.

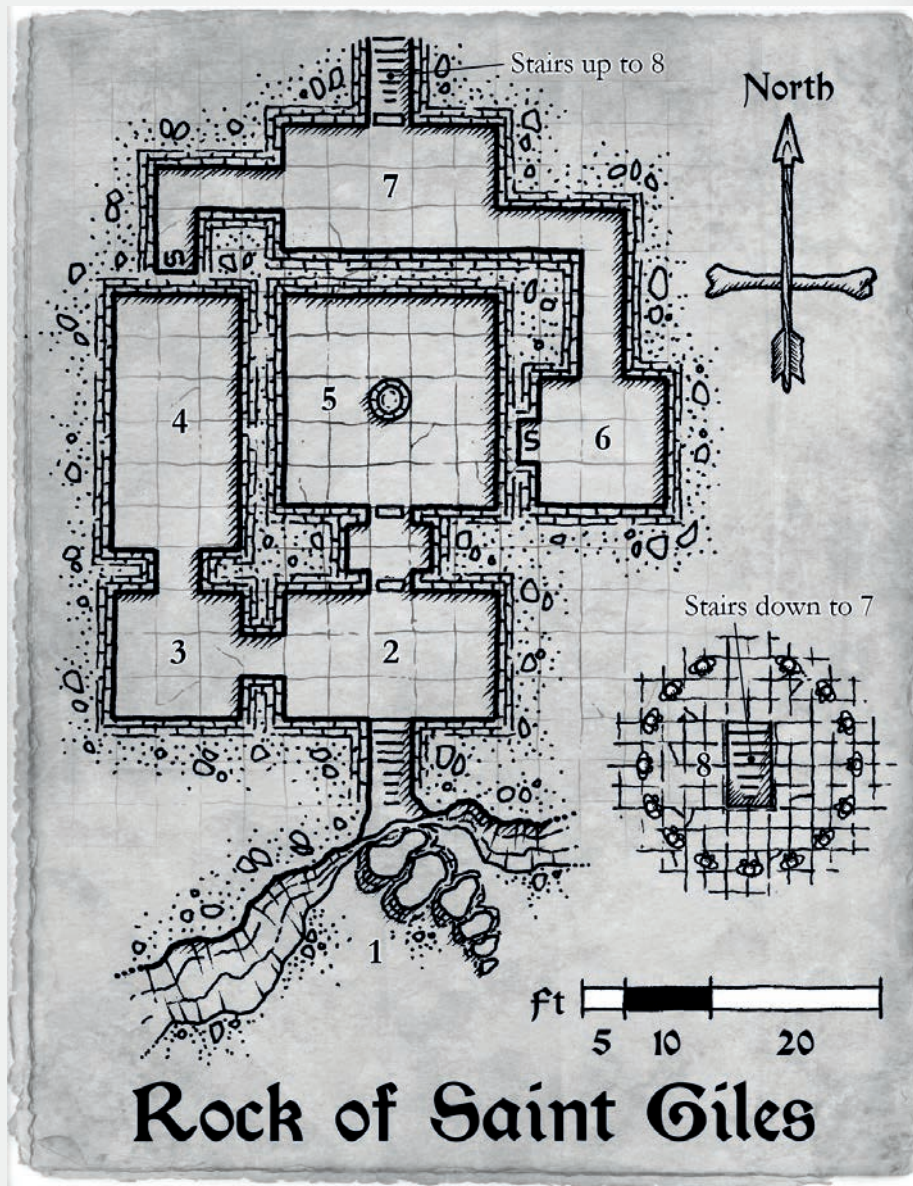
Treasure

SWORD OF SAINT GILES – +2 long sword, when wielded by a person with a truly good heart has a 4 in 6 chance of turning undead in the same way as a Cleric.

SHIELD OF SAINT GILES – +3 octagonal shield twice a day the wielder of the Shield can yell the command word

“STOP”, causing anyone moving when the command is spoken to instantly stop for 1d8 turns.

Should any Chaotic aligned character attempt to pick up either the sword or the shield she will be thrown backward by some unseen force, but no damage will be done. Should the wielder attempt to sell either item they will immediately crumble to dust.





Relics of the Lost Age

Adventure Summary

Ariana, a researcher from the Mage Academy in Coralius, seeks evidence of the technological and magical abilities of the Usarm gods who walked the world thousands of years ago. She believes that Basq was built on an Usarm ruin, and she thinks she knows how to get into the ruins. She will pay up to 250gp if the players can access and clear the ruins for the Mage Academy. Alternately, Melkor the merchant believes that the Usarm ruins may hold some artifact that could increase his standing in the city and with the Merchant Guilds of Newrk. He can pay up to 300gp for such an artifact, and he will give a 10% discount on all future sales as well.

Adventure Background

Long before the Saragubi became a blasted desert wasteland, back in the time of the Usarm and their great technologies, the beautiful land yielded tall grasses, rolling fields, and the best soil in the world. When the Collapse came the land was ravaged by mystical energies and left a barren waste, its people lost, its monuments sundered or destroyed.

During the Usarm war with the N'zi, the rolling plains of the future Saragubi played host to secret Usarm structures buried beneath the fields and pastures of the land. When the Merchant's Guilds built Basq they did not know what lay beneath the sands on which the trade city was being built. Others within the booming town soon learned its secrets and ran deep into the underground tunnels and waterways built by the Usarm. Those who know of the secret ruins keep it a tightly held secret, but secrets always get out eventually, and rumors have begun to circulate throughout Basq of ancient Usarm tools deep under the city.

Getting to the Usarm Ruins

The Usarm Ruins lie deep beneath the trade city of Basq. Only a few within the city proper know of the various entrance ways that lead to the underground. Investigation throughout the city will avail little, but there is a 4 in 6 chance that the players will learn of a criminal by the name of Bgar. Bgar is currently

-serving a sentence in the stocks for assaulting a city guard with an unusual weapon. He's willing to give the information to the players in exchange for his freedom, however Commander Eswire will hear nothing of it.

Alternatively, if the players prevent the slaughter of the ratmen (see *Routing the Ratmen*) or find a diplomatic solution, one of their number will lead the players to the underground ruins if requested.

Secrets Kept at all Cost

Once word spreads among the seedier elements of Basq about the players' investigation and search for the underground ruins, those who know about the ruins will stop at nothing to keep their secret. As the players approach the entrance to the ruins they will find a small troupe of local thugs waiting for them.

Enemies

BANDITS (6) - HD 1; HP 4, 1, 3, 6, 5, 6; AC 7 [12]; ATK Long Sword (1d8); MV 12; ST 17; CL/XP 1/15

When the majority of the thugs have been defeated the others will attempt to make a break for it, but not before revealing that another group has been sent to take care of the players' employer. If the players decide to assist their employer one of two things occurs:

- ∞ If the employer is Ariana of the Coralius Mage Outpost, the players will find a small troupe of six thugs passed out in front of the Mage Outpost as Ariana and several other mages watch over them, wands and staff at the ready.
- ∞ If the employer is Melkor the players find Melkor's shop ablaze and four thugs keeping people from attempting to douse the fire. Panicked screams from inside the building are the only indication that Melkor is still inside.

Enemies

BANDITS (4) - HD 1; HP 1, 6, 5, 6; AC 7 [12]; ATK Long Sword (1d8); MV 12; ST 17; CL/XP 1/15

If saved, Melkor will forever be in the party's debt. If his store is lost to the fire he will never be able to repay the players and will soon leave the city. If the shop is also saved, Melkor will offer the players an





additional discount whenever they shop at his store. Either way, saving Melkor's life creates a life-long and potentially influential ally for the players.

The Usarm Ruin

The secret entrance to the ruins opens to a long narrow flight of unusually-constructed ancient stone stairs that descend approximately 1,500 yards. The stairs and walls leading down to the ruins seem to be molded of rock instead of built from close-fitting stones or excavated. As the players descend the air gets cooler until the chill bites at them and their breath condenses in clouds before them. While on the stairs there is a 4 in 6 chance of tripping one of the following traps every 500 yards.

Roll (d6)	Trap
1-2	Pit Trap 15'
3-4	Poison spike trap (False Floor)
4-6	Trip wire

Pit Trap

The player or players step unto a section of 5 feet by 5 feet flooring that gives out under the weight dropping them down a 15-foot-deep shaft into a stone cell piled with bones of the dead. The roughly hewn walls suggest that the trap was not part of the original structure. Any player who falls into the pit suffers 1d6+3 damage (save negates).

Poison Spike Trap

The player steps on a piece of flooring that breaks on his weight. Immediately below the broken section of the floor is a needle thin spike covered in poison. If stepped on, the spike causes 1d4 damage to the player and causes a saving throw. A failed save results in the character losing an additional 1d6 hp per hour until cured of the poison or death, whichever comes first.

Trip Wire

A nearly invisible cord stretched across the stairs. Any player who falls victim to this trap falls several dozen stairs and suffers 2d4 damage from the fall.

1. The Long Corridor

At the bottom of the stairwell a long, narrow hallway turns right a little way down. Strange glistening tiles adorn the floor and each tile has an unfamiliar letter written on it in a glowing green ink. Along the wall near the stairwell is a passage written in the same glowing ink:

GLOWING pure, with hallow'd Fire, Seek, O Soul! some heav'nly Theme: But, bid no Muse thy Flights inspire; Vain the Hope, the Name a Dream.

Below each verse in a faded barely glowing ink are the strange letters that are also on the floor. If the players step on the correct letters, in order as they are written, nothing will occur. However, if they step on the wrong letter or remain on a letter for more than a few minutes a bolt of energy will shoot from the wall and inflict 1d6 damage on the player.

If the players attempt to open the door to area 8 they will find it stuck fast. The door is magnetically sealed, and it takes either a feat of great strength or an appropriate spell to open. Any metal that gets within an inch of the door will become magnetized for 1d4 minutes.

2. The Guard Room

Depending on how noisy the party was in area 1, they may find four ratmen waiting to ambush them in this chamber. Otherwise the four ratmen are busily playing a dice game against the far wall when the party enters. A portion of the floor in this narrow chamber's center is made of grating instead of stone. A railing overlooks a small run-off canal running through the center of the chamber. Two doors lead to area 3.

Enemies

RATMEN (4) - HD 1; HP 4, 2, 6, 5; AC 9 [10]; ATK 1 bite (1d6+disease), Short Sword (1d6); MV 12; SV 17; CL/XP 2/30; Special: Diseased bite - 3 in 6 Chance of causing the target to become infected by a wasting disease that will cause the target to loss 1 point of CON a day until the target makes a successful Saving Throw.





3a. *The River Fall*

A long narrow chamber drops off to the flowing run-off stream twenty feet below. Three ratmen are in this room looking over several beleaguered, dirty, and obviously malnourished children. The floor is covered in refuse and old, mildew-encrusted bedrolls. Once the children notice the party, they will flee to area 5a, alerting the ratmen in area 4a and 5a. Anyone who falls into the run-off stream must succeed on a saving throw or be pulled under by the fast current to drown.

Enemies

RATMEN (3) - HD 1; HP 4, 6; AC 9 [10]; ATK 1 bite (1d6+disease), Short Sword (1d6); MV 12; SV 17; CL/XP 2/30; Special: Diseased bite - 3 in 6 Chance of causing the target to become infected by a wasting disease that will cause the target to loss 1 point of CON a day until the target makes a successful Saving Throw.

3b. *The River Fall*

The mirror image of area 3a, this long narrow chamber drops off to the flowing run-off stream twenty feet below. Several children in the rags of the street urchins sit dumbly on rotting bedrolls. Once the children notice the party, they will flee to area 5a. If the ratmen in area 3a notice the party, two of them will begin shooting with crossbows while a third runs to area 4a for reinforcements from area 4a, 5b, and 6. If summoned, reinforcements will arrive in area 3b within five minutes.

4a. *Wheel House*

This chamber is dominated by a large churning wheel in the center of the run-off stream. A walkway of metal grating rests twenty feet above the water. Several children with two ratmen overseers busily lift buckets of water out of the stream by rope if the children from 3a or 3b did not escape. Once the ratmen notice the party, they will attack as the children attempt to flee to area 5a. There is a 2 In 6 chance that one of the urchin children will slip and fall into the water while attempting to flee.

Enemies

RATMEN (2) - HD 1; HP 2, 5; AC 9 [10]; ATK 1 bite (1d6+disease), Short Sword (1d6); MV 12; SV 17;

CL/XP 2/30; Special: Diseased bite - 3 in 6 Chance of causing the target to become infected by a wasting disease that will cause the target to loss 1 point of CON a day until the target makes a successful Saving Throw.

4b. *Wheel House*

The far side of the churning wheel rests twenty feet above the water on a wobbly grating. This area seems to have been partially abandoned. If walked on, there is a 1 in 6 chance that the grating will partially detach from the wall, causing it to drop suddenly and hang at a dangerous slope. Anyone on the grating must make a saving throw to avoid falling into the waters below. This chance increases to 3 in 6 if the party is engaged in combat.

5a. *The Nursery*

This long and narrow chamber is littered with broken toys, rotting bedrolls, and nearly fifty children who huddle under dry-rotted blankets clutching ragdolls. A large, fat ratman with large, bulging, milky white eyes busily sing lullabies to the children while using an old rusted dagger like a conductor's baton. Every so often he will stop the song to reassure the children

"Don't worry puppies, don't worry. Papa Tallow won't let them take you."

If any of the children or Papa Tallow notice the party, a scream will go up in the small chamber and the children will huddle in the very back of the room as Papa Tallow rushes the players screaming :

"They mine! They my children! You cannot have 'em, they mine!"

Enemies

PAPA TALLOW - HD 3; HP 20; AC 7[12]; ATK Dagger (1d4); ST 14; MV 12; CL/XP 3/ 60; SPC Nil

It is possible to dissuade Papa Tallow from the fight. The old, mostly blind ratman believes his first duty lies in protecting the children. If the players can convince him that the children are in no danger then Papa Tallow will stop his assault and listen to the players. If the players are on Hernetta's quest (See "Urchins of Basq, above") it is possible to convince Papa Tallow to help evacuate the children, if this is







the case Hernetta will welcome Papa Tallow into her orphanage as one of the overseers for the children.

If Papa Tallow is killed the children will not willingly follow the players out of the ruins and will attempt to escape at any chance. If Papa Tallow survives he will explain the following to the players. If he dies there is a 2 in 6 chance one of the children will surrender the information:

- ∞ The ratmen of the ruins have occupied them since before Basq was built.
- ∞ Papa Tallow and most of the other ratmen took pity on the abandoned children and brought them into the ruins to give them a “good home”.
- ∞ Several years ago a strange human came to the ruins with several other ratmen and demanded that Papa Tallow's clan and the children work for him. When Papa Tallow refused, the strange human used something to force Papa Tallow and his clan to do what he said.
- ∞ Since then the strange man, who calls himself Baron Blackguard, has forced the children to steal for him and has been punishing those who do not steal enough by throwing them into the stream for days at a time with just enough rope to keep their heads out of the water.

5b. The Foyer

A long narrow room with a railing overlooks the run-off stream twenty feet below. Two ratmen guard the door along the western wall.

Enemies

RATMEN (2) - HD 1; HP 4, 6; AC 9 [10]; ATK 1 bite (1d6+disease), Short Sword (1d6); MV 12; SV 17; CL/XP 2/30; Special: Diseased bite - 3 in 6 Chance of causing the target to become infected by a wasting disease that will cause the target to loss 1 point of CON a day until the target makes a successful Saving Throw.

Treasure

A thin wire dangles off the side of the railing, tied to a small oilcloth filled with coin (20gp).

6. The Master's Chambers

The run-off stream flows along the southern wall of this chamber, and the protective railing has been removed. Lush, but obviously old, tapestries hang against the northern and western walls. Several braziers burn brightly, giving off strange acidic-smelling smoke. Sitting behind a desk is a foppish man in old, much-patched finery. Several ratmen stand near him. Once he notices the party, the strange man tells his ratmen to hold. He speaks in an overdone noble voice to the players. From him the players can discover the following:

- ∞ He is Baron Blackguard.
- ∞ The children and ratmen are his to do with as he pleases since he feeds and “protects” them.
- ∞ He employs the children to steal for him because the Merchant Guilds of Newrk ruined his family.

Blackguard is obviously unhinged, and only believes himself noble born. Through the power of a necklace he wears he dominates the ratmen to do his bidding. He will attempt to use this on the party while they speak with him, which should be treated like a Charm spell.

The more nobly a player behaves, the longer Blackguard will engage the players in conversation. However, he will eventually tire of the talking and order the players to leave, if they refuse he will order his ratmen to attack.

Enemies

RATMAN (4) - HD 1; HP 4, 2, 6, 5; AC 9 [10]; ATK 1 bite (1d6+disease), Short Sword (1d6); MV 12; SV 17; CL/XP 2/30; Special: Diseased bite - 3 in 6 Chance of causing the target to become infected by a wasting disease that will cause the target to loss 1 point of CON a day until the target makes a successful Saving Throw.

BARON BLACKGUARD (THF 3) - HD 3; HP 18; AC 5 [14]; ATK Cane Sword (1d6); MV 12; SV 14; CL/XP 4/120; SPC Can control Ratfolk (Ratmen and Wererats) thanks to his necklace (see **Treasure** below), Thf skills (Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%), immune to illusions and charm spells due to his insanity.





Treasure

Blackguard's desk contains approximately 200 gp and another 50 gp in various gems. The necklace that Blackguard wears allows the wearer to cast "Charm Ratfolk" (works like Charm Person) 5 times a day for 28 days.

7. Blackguard's Rest

This small room contains a short staircase leading to a balcony and collapsed stairwell. A large four-poster bed stands against the lower wall. Old, but thick and fine sheets lay in a crumbled mess around it.

Treasure – A small chest under the bed contains 25 gp. However, the chest is connected to a spike trap. Should a player attempt to move it the spikes will fall from the underside of the bed, impaling any body part under the bed and dealing 1d4 damage.

8. Old Control Room

This small, damp room reeks of mold and ozone. Banks of old Usarm equipment line the walls, some of which, even a thousand years later, pulse with strange green light and buzz as if trying to warn all away. Rubble fills the back wall, creating a small passageway to a cave system beyond.

There is a 1 in 6 chance that any equipment touched by the players will explode, causing 1d6 damage to anyone within 5 feet of the exploding piece of equipment.

9. The River Banks

A river rushes through this cavern with a sustained deafening roar. Dripping water falls from the ceiling indicating that the cave must fill with the river's water from time to time.

The river moves very fast, and it will easily carry away anyone who falls in, typically depositing them on the shores of area 18.

10. The Spider Chasm

A short tunnel opens to a large scar of a chasm. Strange bones litter the floor, and spiderwebs coat the walls and ceiling of the cavern. Two Giant Spiders call the chasm area home. One lives within the chasm

itself and will wait for the players to near it, while the other lives in the darkness that hugs the cavern roof. There is a 3 in 6 chance that the spiders will attack one another in a battle over which will be able to eat the players.

Enemies

LESSER GIANT SPIDER – HD 1+1; HP 6; AC 8 [11]; ATK Bite (1 hp + Poison); MV 9; SV 17; CL/XP 3/60; SPC Poison causes death within 5 turns without a successful Saving Throw with a +1 Modifier

GIANT SPIDER – HD 2+2; HP 17; AC 6 [13]; ATK Bite (1d6 + Poison); MV 18; SV 16; CL/XP 5/240; SPC 5 in 6 chance of surprising targets, poison causes death within 3 turns without a successful Saving Throw

Treasure

Several small gems can be found mixed in with the bones, worth a total of 15 gp.

11. The First Cliff

A narrow passage leads from the spider's den to a sheer cliff that stretches about thirty feet above the cavern floor. The cliff wall is slick and slimy, and drops of liquid fall from the dark ceiling far above. An observant player will see the bone and chitin remains of various creatures scattered about the passage. There is a 2 in 6 chance that a drop of water will land on a player and begin to burn through his or her armor or clothing (armored players receive a saving throw to avoid damage).

Enemies

ANCIENT GREY OOZE - HD 4; HP 28; AC 1 [18]; ATK 1 strike (2d6); MV 1; SV 13; CL/XP 6/400; SPC Acid, immune to spells, heat, cold, and blunt weapons.

Treasure

Inspecting the various remains will uncover an old bag of rough stitched leather. Sigils on the bag are easily read by any magic-user and identify the bag as a Bag of Holding.

12. Poison Pit

This large cavern is bare of nearly any feature save a small rock jutting up from the cavern floor and a pit that leads into darkness. A miasma with a vague vinegar scent fills the room up to the waist of an





averaged sized human and swirls restlessly. While in this cavern players should make three consecutive saving throws. If the player should happen to fail any saving throw he or she instantly falls into a deep slumber that only the spell "Cure Disease" can wake him or her from.

13. Worm's Tunnel

To the south of area 12 is a long and narrow tunnel that smells of mildew. A warm, softly flickering light emanates from the tunnel, inviting the party to continue. In truth the tunnel is actually the mouth and stomach of a Great Lantern Worm. There is a 1 in 6 chance that humans, halflings, or elves will be able to recognize the truth of the tunnel while a dwarf has a 3 in 6 chance due to long hours under the earth.

Enemies

GREAT LANTERN WORM - HD 30; HP 200; AC 7 [12]; ATK Acid Spray (3d4); MV 6; SV 3; CL/XP 30/8400; SPC acid splash, swallow whole.

14. The Second Cliff

The small cavern is bisected by a sheer drop of sixty feet to a stalagmite covered floor. Above a series of stalactites hang from the ceiling, fluid dripping lazily from them to the ground below. Climbing down the cliff face without a rope is extremely difficult due to the slick nature of the rock. If a character falls there is a 2 in 6 chance that he or she will strike one of the stalagmites dealing an additional 1d6 damage in addition to the falling damage.

15. The Forge

A break in the wall leads to a room of smooth stone and bright, artificial light in the ceiling far above. A passage to the left leads off, seeming to never end, while a flight of stairs leads upward to a twin pools of molten metal that bubbles and emanates a searing heat. At the end of the chamber a large device that looks vaguely like an anvil rests, standing nearly a story tall. If any of the players should climb to the top of the anvil they will find a mold press in a vaguely humanoid shape. If the party has encountered a Rusted Sentinel before, they will recognize the shape of the mold as belonging to those constructs. In front of the anvil is a small terminal of

blinking lights. There is a 2 in 6 chance that the players (if they are not versed in Usarm technology) could accidentally activate the forge and create a Sentinel. Unfortunately, the thousands of years of disuse have caused the procedure to go awry and the creation, once formed, will attack the players.

Enemies

RUSTED SENTINEL - HD 4; HP 26; AC 4 [15]; ATK Blade (1d8); Slam 1d8; MV 9; SV 12; CL/XP 6/400; SPC Repairing - regains 2 HP per round (damage from Acid, Cold, or Fire-Effects cannot be repaired). If reduced to -1 or below the Sentinel cannot repair itself.

Behind the anvil is a secret door that leads to **Area 16**. Once found, any player versed in ancient Usarm can recognize the yellow letters on a red background on the other side of the door say "Emergency Entrance Only".

16. Vault of the Merchant's Guild

A long flight of narrow stairs, lit by lines of glowing color along the stair edges, leads to a one-way door. On the other side of the door is a large room with rows of chests and a few tables empty of anything save the center table which features a faintly glowing great hammer. Four pillars stand here, shaped like naked women with serpents twisting around them. If anyone approaches the center of the room, the stonework around the serpents will creak and break, revealing large snake-like creatures with vaguely human heads who will rush at the players and attempt to wrap around them.

Enemies

CHILDREN OF THE FALLEN GOD (4) - HD 2; HP 12, 9, 14, 16; AC 4 [15]; ATK Bite (1d8 + Paralyzing Effect), Slam (1d6); MV 12; SV 16; CL/XP 3/45; SPC On a successful attack a paralyzing poison is injected into the target, paralyzing him for 1d6 turns; Save negates; Charm Person 2/day.

Treasure

In total the vault contains approximately 4,000 gp worth of currency, jewels, and other items. The Great Hammer is a +1 weapon that will crush the skull of any foe on a to hit roll of a natural 20.





Investigation of the vault will reveal several reams of correspondence between a woman named Selene and someone within the Merchant's Guild. These letters speak of bringing acolytes of the Fallen God secretly through the pass and into the northern lands of Usarm to spread the message of the Fallen God. There are also copies of caravan routes and departure schedules. If the players have completed the "Shrine of Saint Giles" quest they will recognize the handwriting of the Merchant's Guild writer as the same as the handwriting in the blue prints and watch schedules possessed the goblin tribe in the Beams.

If combat is loud or takes more than five turns the main doors of the vault will swing open revealing eight guards who will attempt to capture the players. Should the players get away (either discovered or not) the Merchant's Guild will place a 10,000 gp bounty on the heads of the thieves.

Enemies

GUILD GUARDS (8) - HD 1; HP 4, 2, 7, 5, 6, 3, 4, 8; AC 5 [14]; ATK Long Sword 1d8; MV 9; SV 17; CL/XP 1/15

17. Fallen Room

On the other side of the long hall over the river below is a small worked room that is partially collapsed. A skeletal arm hangs out of the rubble, with a firarm laying under it.

Treasure

FIRARM - A weapon of the Usa'arm that predates the collapse. The Firarm resembles a metal snub-shafted crossbow without the bow's arms. A small trigger on the hand grip allows a bolt of magical (or possibly technocial) energy to shoot forth from a hole at the end of the snub-shaft. The Firarm deals 1d6 + 1 damage, has a rate of fire of 2/round, a range of 30/60, and never runs out of ammunition or power.

18. Blasted Man's Home

This small wet cavern rests on an incline, partially protecting it from the floods of water that regularly gorge the river. A small man who looks to be a victim of a dragon's fire calls this place home. If the players find him he begs them to kill him. Should they try they will find that the man cannot be injured through mundane or magical means. If the players attempt

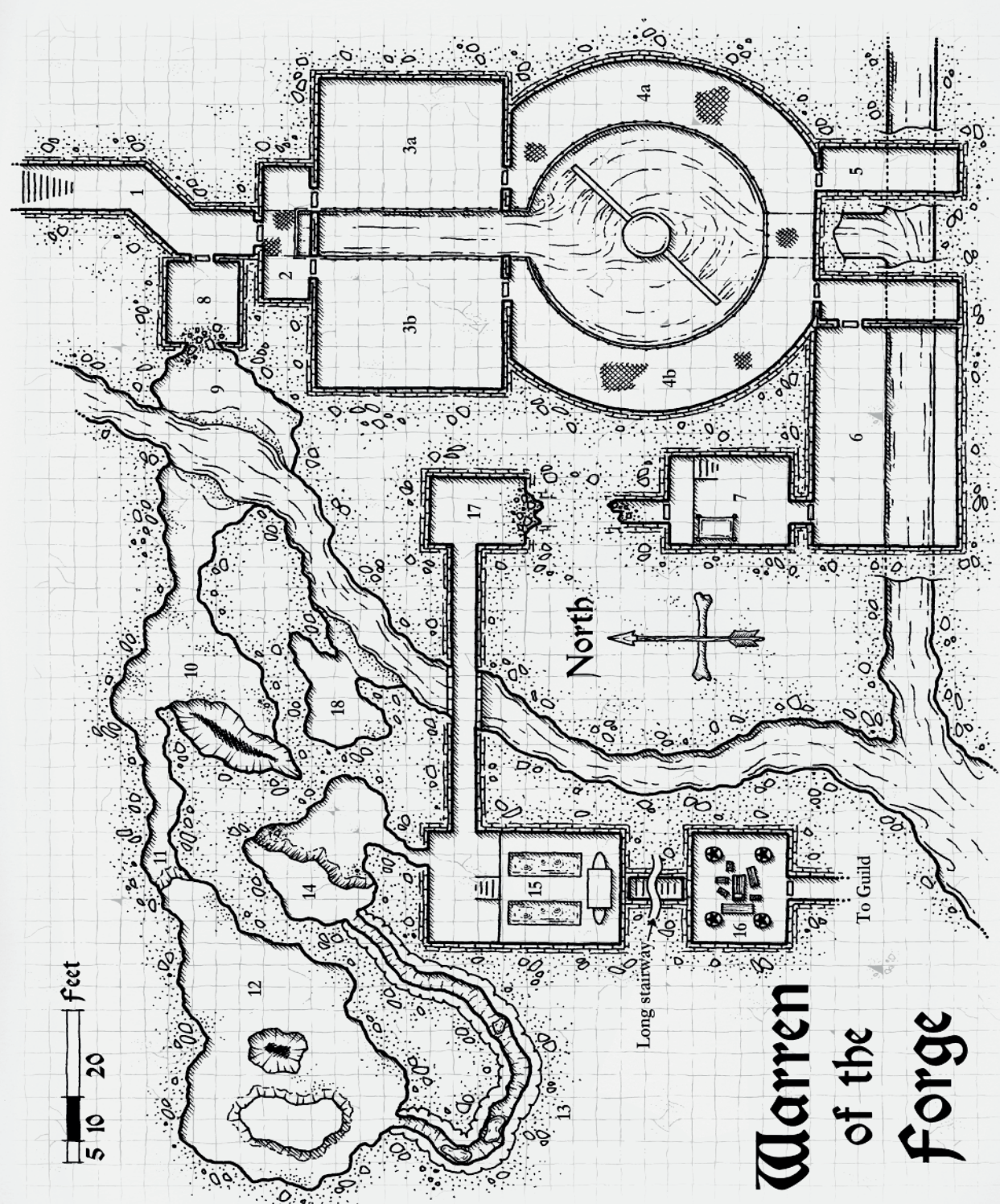
to remove him from the cavern he will burst into flame, causing 1d6 damage to anyone within ten feet of him until he returns to the cavern.

The man has no memory of who he is or what happened to him, only that he has been in the cave for a very long time and that every moment of his life is pain. While he is not injured by the fires that engulf him or the attacks of the players he feels the pain of them.

Concluding the Adventure

With the knowledge of the Usarm sentinel forge now known the players find themselves in a difficult position. Reintroducing sentinels into the world could prove disastrous no matter who the players inform, however, the information could also secure a higher payday from groups like the Merchants Guild or the Cult of the Fallen God. No matter who the players inform payment will be quick, but none of the parties are quick to secure their claim as the route to the forge is potentially deadly for all but the Merchant's Guild.





Warren of the forge



Salvage Rights

The Dwarf Bromli Half-Foot seeks a crew to help him locate and recover the cargo from several missing caravans before the investigators from Newrk arrive. Half-Foot can pay 150gp and an equal percentage of the salvage reward after he takes his 20%.

Beginning the Adventure

Soon after arriving in Basq, the party starts hearing stories of missing caravan crews whispered in the taverns and alleyways throughout the seedier sections of the trade city. Few believe the stories at first, after all who would be foolhardy enough to attack Guild caravans? Goblins, the whispers say. Four caravans in a month all gone before they reached the southern expanse of the desert, gone even before they made it through the Narrows Pass. Hardened men and women swagger through Basq claiming to be adventurers and salvage crews, all hungry for the reward money as an air of unrest and hopelessness wash over the trade city.

Read or Paraphrase the following:

The marketplace of Basq opens before you just as any other day in the gods-forsaken land. The smell of spices, sweet, and even more exotic things permeates the air, jostling for space with the scent of fear and desperation that has so recently overtaken the city. Just another day, save the dwarf standing on the narrow old well wall in the marketplace's center.

"The Half-Foot Salvage Crew is looking for new blood to fill our ranks!" The dwarf bellows as his steel eyes falls on you. "We are looking for all those who are able, strong, and dumb enough to join a crew!" He takes a breath. "For you see, we're going after the lost caravans tomorrow and could use the extra muscles and minds." He takes you in again before sitting down on the wall, his short legs swinging over its side in a surprisingly childish way.

The dwarf is an old adventurer by the name of Bromli Half-Foot. He is the proud leader and founder of the Half-Foot salvage crew, one of the few remaining free operations in Basq. In truth, Bromli is a man down on his luck with more debts than his swagger lets on. He desperately needs this mission to succeed, and he

is willing to hire anyone who looks even remotely qualified. If the players approach him and take the job he's offering, Half-Foot will tell the players to meet him at the Barracks at first light and to bring enough food for a week. "I've got all the water anyone ever be needing, to just worry about your strength." If the players have any other questions Bromli will answer as best as he can, but will obviously look impatient to prepare for the salvage run.

If the players refuse, Half-Foot will leave. Word will reach Basq a week after Half-Foot leaves on his expedition that he and his entire crew were lost in the Narrow's Pass.

Leaving Basq

The dawn comes early and Half-Foot waits with two others in front of a small caravan of his own. Unlike most caravans, Half-Foot's wagons are little more than planks with wheels attached to them. After a few introductions to the rest of his crew (two humans named Drite and Yrite), the old dwarf finishes hitching the horses and jumps up into the seat of one of the wagons. If any of the players attempt to take a seat themselves the old dwarf will yell them down. "We all take turns walking! You're the new blood, so you get to walk first!" If the players oversleep or are otherwise delayed the salvage crew will leave without them and the same result as above will occur if the players do not find a way to catch up.

As the crew nears the city's southern gates a small group of guards will block their way. The largest of these guards wearing the rank of Captain steps forward. Read or paraphrase the following:

"New procedures, dwarf," the captain spits. "Need a writ of passage to leave the city with any goods. Don't happen to have one do you?"

Bromli laughs and spits over the side of his wagon. "And what goods do you be seeing, Captain?"

The swarthy human shrugs. "Doesn't matter, I see goods and that means you need papers. Now hand them over or you're headed to the brig!" As the captain screams the last of this his men begin to spread out forming a semi-circle around the party. "Now, if you don't have papers and don't





desire going to the brig I would suggest finding ... other forms of passage. Say a toll?"

Bromli sighs heavily, and bends over looking to grab a coin purse under his seat. A moment later the old dwarf is jumping through the air, a large battle-axe in his hands.

Enemies

BASQ GUARDS (6) - HD 1; HP 6, 7, 4, 5, 5, 3; AC 7 [12]; ATK 1 longsword (1d8); MV 12; SV 17; CL/XP 1/15
Basq Guard Captain (1) - HD 3; AC 5 [14]; ATK 1 Great sword (1d10); MV 12; SV 15; CL/XP 3/60

The guards don't pull their punches and it soon becomes apparent that arresting the salvage crew is not the plan. Should more than half the guards fall, the Captain and the remaining guards will attempt to flee the scene. After the battle, Bromli will confide in the players that he knows every guard captain in Basq and that whoever that man was, he wasn't part of the guard. After the battle with the fake guards the caravan finds no other trouble in leaving Basq, and soon its southern gates are a distant memory.

Events on the road

The first day of travel is relatively harmless, save for the beating sun, Half-Foot's bad jokes, and even worse, fire pot cooking after the crew settles in for the night. After the first day, the crew may run into some form of trouble. At the beginning of every day until the crew reaches the Narrows Pass (typically a three-day journey) roll a d20, on a 17 or higher one of the following occurs:

Roll d10	Encounter
1	Nothing
2 - 3	Goblin Bandit Attack
4 - 5	Sand Storm
6	Sand Worm Attack
7 - 8	Friendly Salvage Crew*
9 - 10	Aggressive Salvage Crew*

*Can only occur once, after occurrence re-roll

Goblin Bandits

The Player-Characters are overtaken by 1d6 goblin bandits. The goblins will demand all the party's water and belongings, even clothing and armor.

GOBLIN BANDITS - HD 1; AC 6 [13]; ATK Short Sword(1d6); MV 9; SV 18; CL/XP B/10

Sand Storm

A great wall of sand overtakes the players from the east for 1d6 rounds. During every round of the sandstorm each player must succeed a saving throw or become separated from the rest of the players by one hex in a direction decided upon by the Referee.

Sand Worm Attack

A giant sand worm erupts from the ground and dives back under. Any character within ten feet of either the egress or ingress falls prone. There is a 2 in 6 chance that the Sand Worm will attempt to eat any player on top of where it exits the sand (saving throw negates).

SAND WORM - HD 15; AC 6 [13]; ATK Bite (2d12); MV 9/24 Burrowing; SV 3; CL/XP 17/3,500; SPC Swallow Whole.

Friendly Salvage Crew

Bromli's crew comes across another small Salvage Crew who is moving north back to Basq. If the Crew has any information for Bromli (hints or rumors that add to the Referee's take on the Saragubi) they will share it willingly, knowing how much information can help keep others alive.

Aggressive Salvage Crew

Another Salvage crew after the same bounty as Bromli attacks his Crew from hiding in an attempt to get rid of their competition.

SALVAGE AMBUSHERS (5) - HD 1; HP 5, 3, 2, 5, 4; AC 7 [12]; ATK Long Sword (1d8); MV 12; SV 17; CL/XP 1/15
SALVAGE MASTER (1) - HD 3; HP 18; AC 5 [14]; Long Sword (1d8); MV 12; SV 17; CL/XP 3/60

Entrance to the Pass

The third day draws to a close. The sheer wall of the Narrows looms before the players, overshadowing the sun as it sets in the southwest, bringing on a premature darkness. Half-Foot will call for the crew to set up camp for the night, refusing to go into the Pass after darkness has fallen. If questioned, the old





dwarf will shake his head, spit and mumble about allowing old dwarves their superstitions.

While on previous nights, Half-Foot had been pretty lax on setting up watch shifts, on this night he diligently schedules everyone, himself included, to take two hour shifts, two people at a time. Every so often he glances up into the night sky, ignoring the warmth of the fire as he scans the heavens for something.

Referee Note - While is completely up to you on how you handle the guard shifts it is recommended that each player is teamed with one of the NPCs whenever possible. The party can convince Half-Foot to allow them to take charge of the night watch, but this is extremely difficult.

As the night draws on, Half-Foot's fears come true as shrieks pierce the quiet night. A half-starved wyvern attacks the camp in the early hours of the morning. Depending on who is on watch the camp soon erupts as Half-Foot's normal crew attempts to bolt and hide under the wagons that have been placed in a circle around the camp. There is a 3 in 6 chance that 1d6 horses will panic and flee, and a 2 in 6 chance that the wyvern will grab one of the tethered horses, killing it and destroying one of the wagons in the process.

Enemies

WYVERN, STARVING (1) – HD 3; HP 14; AC 3 [16]; ATK 1 Bite (2d8), 1 sting (1d6+poison); MV 6/24 flying; SV 8; CL/XP 5/240; SPC Poison Sting (60% chance of using tail stinger in combat, save negates, venom does 1d6 damage per turn until successful save or death)

Inspection of the wyvern shows several sores and festering wounds plague the emaciated form, showing just how long it had been since the beast last ate its fill. If the players inspect the corpse within 2 minutes of defeating the creature there is a 1 in 6 chance that a muscle spasm will cause its tail to strike

a random target within 5 feet of I causing the same effect as if attacked.

Despite the potential for death and damage Half-Foot insists on moving forward, explaining that due to a string of bad breaks he is penniless and could not afford to pay the players should this salvage run not be a success. If the players decide to part ways, Half-Foot will understand and wish them the best of luck and continue into the Pass, alone if needs be.

The Pass

With what little remains after the night's attack the salvage crew continues on into the long narrow gash through the giant outcropping of rock that has become known as the Narrows. The distance between the walls is slim, barely enough room for a single wagon with a man on either side. The sheer cliffs rise on either side of the pass until the top looks like a small crack in solid stone. The smell of old death and mildew pervades the pass, lending an otherworldly quality to the perpetual gloom of the place.

While journeying through the Narrows Pass, an extraordinarily dangerous natural event occurs. Surviving it is paramount, as the flash flood will kill all who fail to avoid it.

The Flood

Read or paraphrase the following soon after the players have reached ten hours of travel:

Half-Foot looks up at the darkening sky, his features tensing. "Halt!" He calls to the crew as they drudge along the pass. The old dwarf shakes his head as wagons begin to stop and his crew begin to set up camp in that efficient manner that comes with long practice.

The dwarf calls you all over, and when you all arrive he begins to speak. "You'll need to work watch duties out among yourselves tonight." He says a bit sympathetically. "I was hoping we'd make it closer to the end, but we haven't and that worries me." He looks around and makes a sign to the Anvil Father before continuing. "The Pass is a strange place as I'm sure you're learning ... strange things happen here, so be careful."





Once the players have decided on the order of the watch and have taken care of any other business, read or paraphrase the following:

As the camp settles in for the night a soft rain begins to patter down. Half-Foot looks at the sky, a worried expression on his old weathered face.

About halfway through the night a loud roar can be heard from the north of the Pass waking everyone. At this point the players should make a saving throw, if successful they hear Half-Foot's warning and are able to make it to the cliffs of the Pass in time to climb out of the way of the flash flood that hurtles down the narrow expanse. Should a player be swept up in the flood they have three turns to successfully make their save. Should they fail all four saves the flood proves too much for them and they are swept away, lost to the powerful waters of the flood.

In the faint light of the morning, after the waters have receded, Half-Foot gives in. All the bluster has gone out of the old dwarf as he inspects the wreckage that had once been his caravan. From his pack he pulls out a small coin purse and tosses it toward the party. It contains part of their promised pay: the 150 gold.

Read or Paraphrase the following:

"Take it," the old dwarf moans. "You did your jobs well, but ... but it wasn't enough." Half-Foot rips the cap from his head. "This place will break you, never forget it. The Saragubi was born of evil, the Pass, the rock, the sands ... all of it, created to break a man down to just more mindless sand." He gives the players a pat on the arm as he moves by them. "Come on, it's a long walk back."

The Long Way Home

The march back to Basq isn't nearly as exciting as the journey into the pass itself, and as the days of travel pass, the old dwarf seems to fade just a little bit more. A day out from Basq as the remains of the salvage crew make camp for the night, a lone fire can be seen in the distance. A keen-eyed character or some stealthy investigation will reveal a caravan bearing the crests of the Newrk Merchant's Guild. Like the party, they are making camp for the night, and a heavy guard has already been dispatched to create

and control a small parameter around the circled wagons. If Half-Foot and the players approach the camp they will be welcomed in for the night and hear news of Basq and the loss of two more caravans since the players' departure nearly a week before. As the night grows late, a mist, uncommon for the desert, overtakes the camp. Everyone must make a saving throw or fall into a deep sleep. As the mists clear a small band of men and women in thick cloaks and demonic masks enter the camp and begin to load the sleeping caravan crews into their wagons which they quickly lead away toward the East.

If they choose to follow, the party soon finds themselves in the shadows of The Beams as dawn breaks over the Saragubi. One of the masked men argues with a large hobgoblin. If the players have yet to play through the Sacred Places mission then this is Gritz; if they have then this is the new hobgoblin leader of a different band of goblins who have taken over the Beams. If any of the players know the goblin tongue they know that the two speakers are arguing over price for the goods and the newly acquired slaves. Eventually the two will settle on a price and the cloaked figure will be paid. During the conversation, however, the listening players can also discover the following:

- ∞ A group of mercenaries within Basq has been collecting data for the goblin tribes of the east for nearly a year and are receiving aid from at least two members of the Merchants Guild.
- ∞ The Cult of the Fallen God has begun to infiltrate the city's populace, gaining more converts with each passing day. The cloaked figure believes that one of the Merchants Guild spies are using both the mercenaries and the goblins to further the gains of the cult.
- ∞ A band of enterprising thieves are trying to take advantage of the caravan crisis by looting anyone attempting to leave the city through its southern gates.
- ∞ If the Sacred Places mission has been played the new hobgoblin leader puts a bounty on the heads of the players, assuring their respites in Basq will not be boring.

If Half-Foot is with the players and not under the effects of the sleeping mists, he grabs his axe and





rushes into the center of the meeting ground. With a roar his battle-axe flies through the air and slams into the chest of one of the cloaked men. A perceptive player will see that as the dead man falls back and his hood falls away, the man is one of the guards who attacked the players as they set out with Half-Foot. If Half-Foot is not with the players, or awake, then how the players proceed is completely up to them as no outside sources will impede or molest them.

Enemies

CLOAKED HUMANS (4) - HD 1; HP 4, 2, 3, 5; AC 9 [10]; ATK Staff (1d4), Dagger (1d4); MV 12; SV 15; CL/XP 2/30; SPC (Each has one of the following 1/day) Sleep, Magic Missile, Shield, Magic Missile

GOBLIN FIGHTERS (4) - HD 1; HP 4, 5, 3, 6; AC 6 [13]; ATK Short Sword(1d6); MV 9; SV 18; CL/XP B/10

HOBGOBLIN LEADER (1) - HD 1+1; HP 6; AC 5 [14]; ATK Long Sword (1d8); MV 9; SV 17; CL/XP 1/15

Any surviving goblins will attempt to flee at their earliest convenience, any captured humans will attempt to kill themselves with a magic draught hidden in their cloaks. Should any survive beyond their suicide attempt than there is a 3 in 6 chance that they will reveal information to the players. While most of this information is already known if any of the players were able to understand the conversation between the humans and the goblins, one new bit comes out: The traitors in Basq are Greci Homsten and Ralisa Gree.

Concluding the Adventure

With the knowledge of the Basq traitors in hand, the players should now find themselves in a dangerous position. They know too much and yet not nearly enough. Further adventures of intrigue and politics may await them, or they may choose to ignore the potential gains and pitfalls their information gives them and seek out great adventure in the wilds of the desert. Bromli Half-Foot will remain a life-long friend if he survives the adventure, and he will always lend a hand to the party should they require it. With the salvage from the raided Merchant's Guild caravan that the players came across they find themselves with a good purse of around 300gp each in addition to the 150gp that Half-Foot had already given them.

However, salvaging a raided caravan not even a day out of Basq makes them friends and enemies within the Merchant Guilds. As a result, the characters may find themselves more prone to muggings, thefts, or offers of dangerous employment by shady middlemen easily linked back to the Guilds.





The Upper Narrows

The Upper Narrows is a stretch of desert that stretches between Basq and the Narrows Pass. It is regularly patrolled by mercenary groups hired by the trade and Merchant Guilds. However, it is not uncommon for travelers to have a dangerous brush with bandits and highwaymen despite the patrols. While in the Upper Narrows the players have a 3 in 6 chance of encountering the following every hour.

Roll (1d12)	Result
1	Sandstorm
2-3	1d6 Goblin Bandits
4	Sand Worm
5-7	Tunnel Lizards
8	Nothing
9-11	Rival Crew/Nothing
12	Wyvern Food

Sandstorm

A great wall of sand overtakes the players from the east for 1d6 rounds. During every round of the sandstorm each player must succeed a saving throw or become separated from the rest of the players by one hex in a direction decided upon by the Referee.

Goblin Bandits

The players are overtaken by 1d6 goblin bandits who were hiding in “sand traps” (covered pits in the sand). The goblins will demand all the party’s water and belongings, even clothing and armor.

GOBLIN BANDITS – HD 1; AC 6 [13]; ATK Short Sword(1d6); MV 9; SV 18; CL/XP B/10





Sand Worm

A giant sand worm erupts from the ground and dives back under. Any character within ten feet of either the egress or ingress falls prone. There is a 2 in 6 chance that the Sand Worm will attempt to eat any player on top of where it exits the sand (saving throw negates).

SAND WORM – HD 15; AC 6 [13]; ATK Bite (2d12); MV 9/24 Burrowing; SV 3; CL/XP 17/3,500; SPC Swallow Whole.

Tunnel Lizards

The players come across a nest of 1d4 tunnel lizards.

TUNNEL LIZARDS – HD 4; AC 5 [14]; ATK Bite (2d4); MV 9/18 (Climb); ST 13; CL/XP 4/120; SPC Grab - On a successful bite attack has a 4 in 6 chance of latching on (Save negates) automatically doing 4 dmg every turn until target has a successful Saving Throw or the Tunnel Lizard is dead. Any attack on a Tunnel Lizard who is grabbing on has a -2 penalty to the Attack.

Rival Crew

If the players are traveling with Bromli Half-Foot they will encounter another salvage crew coming back from **The Narrows Pass**. Both crews get along easily but there is a 4 in 6 chance that a member of the rival crew will let slip that Half-Foot has a tendency to get his crews killed. If the players are not traveling with Half-Foot, nothing happens.

Wyvern Food

A young Wyvern drops from the sky intent on making the party a gift for its possible mate at the **Wyvern's Roost**.

WYVERN - HD 8; HP 60; AC 3 [16]; ATK Bite (2d8), Sting (1d6 + poison); MV 6/24 Flying; SV 8; CL/XP 9/1,100; SPC Poison on a successful Sting attack there is a chance the Wyvern's sting will poison the target (Save or Die)

Map Key to the Upper Narrows

Basq

Basq is described in the adventure background section of this adventure and needs no secondary introduction.

Wyvern's Roost

A crescent shape outcropping of loose rock sits atop the Narrows. Wind rages around the small opening to a shallow bowl in the outcropping's interior, creating a sound much like that of a Wyvern's roar.

There is a 2 in 6 chance that while exploring the Roost the party will encounter a young Wyvern who has mistaken the natural sound of the wind with the call of a female Wyvern. The Wyvern will attack the party if it detects them.

WYVERN - HD 8; HP 60; AC 3 [16]; ATK Bite (2d8), Sting (1d6 + poison); MV 6/24 Flying; SV 8; CL/XP 9/1,100; SPC Poison on a successful Sting attack there is a chance the Wyvern's sting will poison the target (Save or Die)

Pit of Worms

The sands here dip suddenly, revealing a large, bowl shaped depression. In the center you can see a hole just large enough for a good-sized orc to shimmy through, that appears to have been drilled from the sandstone and rock of the Saragubi.

The hole drops down 15 feet into a small system of caves and tunnels. The entire system is unnaturally hot and humid. While traveling through the Pit of Worms there is a 4 in 6 chance that a Great Worm will burst through a wall as the party walks past. On a roll of 5 or 6 the party will come upon a great worm while it is digging out a new tunnel.

Enemies

GREAT WORM – HD 6; HP 44; AC 5 [14]; ATK Bite (2d8); MV 12; SV 11; CL/XP 7/600; SPC Darkvision 60 ft, Swallow Hollow - on successful bite attack there is a 3 in 6 chance the Great Worm will attempt to swallow the target whole (Save Negates Swallowing).





Treasure

3d10 GP, 1 long sword, and a +1 Helm of Sight.

Goblin Bandits' Camp

A small camp of ramshackle tents clumps around a dry well. The smell of rotting garbage and body odor drift aloft on the hot wind of the desert. A few dark forms stagger about the camp.

The goblin camp has seen better days, but as the well dried up the situation has become worse. The goblins are creatures of habit and are unwilling to abandon such an excellent raiding position; they just added water to what they steal.

It is possible to barter and trade with the Goblins. They are desperate for a steady supply of water and are willing to trade protection and privateering services in exchange for it.

At any given time, 4d6 goblins putter around the camp.

Enemies

GOBLIN BANDITS – HD 1; AC 6 [13]; ATK Short Sword(1d6); MV 9; SV 18; CL/XP B/10

The Narrows Pass

Orange-brown rock rises from the sand like a cancer on either side of you and soars into the skies, obscuring the sun. The Narrows Pass is a long, narrow rip in the rock that spans a huge area of the Saragubi Desert. There is barely enough room for a wagon and deep shadows swirl and move about you. Far ahead a small glow of light points you toward the other end of the Pass.

Long ago the Pass was the most contested geographical feature in the Saragubi due to the time it saved on travel. Now that those ancient civilizations are long dead, the place boasts no guards nor adornments of any kind. Strong desert winds have started filling in the gap, creating slopes that are difficult to navigate that rise about two-thirds the walls' height.

It should take the party two days to travel through the pass at a normal rate.

Random Encounters in the Pass

While traveling through the Narrows Pass the party may encounter one of the following every five hours. During these encounters Half-Foot's Salvage crew will be busy with other matters to attend to unless otherwise noted, leaving the party to deal with the threat.

Roll (1d12)	Result
1	Djinni in the Bottle
2-3	Wreckage
4	A Door in the Rock
5-7	Nothing
8	Eagle's Shadow
9-11	Bandit Ambush
12	Siren's Call

Djinni in the Bottle

The party finds a strange bottle half-buried in the shifting sands. When touched the bottle will grow hot forcing the person holding the bottle to make a Saving Throw or be burned for 1d4 damage. Soon after growing hot, a large being of red smoke will emerge from the bottle and offer the player who touched the bottle one wish. No matter the wish made the Djinni will do the complete opposite, laugh, and vanish, taking its bottle with it.

Wreckage

While moving through the Pass the players find the scorched remains of a wagon but no bodies or goods. Half-Foot will proclaim it wasn't one of the wagons they were looking for but tells the players that they can take any salvage found as their own if they want. An investigation of the wreckage will find a small purse with 10gp and a ruby within. The ruby has a 1 in 6 chance of being a magical item that acts as an anti-magic shield once per day with twelve charges.

A Door in the Rock

A plain tavern door will be visible in one of the Pass's walls. It is a normal-looking oak door with frosted windows and an etching of a tree on the bottom half.





If the party enters the door they will find themselves in an attractive and well-maintained tavern and inn. A large white-haired old man with an eye patch will greet the players with a smile and welcome them to the World Tree Inn. Should the party attempt to leave they will find themselves not in the tavern but elsewhere. Where that elsewhere is depends completely on the Referee.

The Eagle's Shadow

While traveling through the Pass the salvage crew sees a large shadow fall over the Pass. Looking up, all can see the shape of a giant eagle soaring north. Where the eagle comes from or how it could be so big no one on the crew can say.

Bandit Ambush

2d6 goblin bandits attack the cavern by rappelling down the sides of the Pass. Half-Foot and his crew draw weapons but will not engage unless the goblins get within touching distance of the salvage crew's wagons.

Enemies

GOBLIN BANDITS – HD 1; AC 6 [13]; ATK Short Sword(1d6); MV 9; SV 18; CL/XP B/10

Treasure

The goblins carry a total of 35gp in coins and small gems.

Siren's Call

The strains of a woman's beautiful singing echoes through the Pass. The party should make a saving throw, if they fail they will be entranced and unable to do anything but stand and stare dumbly into the distance. Those who succeed their saves will find a woman, naked save for her jewelry standing on a small rock outcropping before a cave entrance. If the woman sees the unaffected characters, or if the unaffected attempt to speak with her, she will panic, stop singing and dart into her cave. Investigation of the area will find only smooth rock walls and no cave entrances. Should the unaffected characters avoid notice and decide to attack the woman, the cave will remain. Inside the cave are dozens of skeletons, their bones appearing to have been chewed on. Whether defeated in battle or scared off, the spell will be broken allowing all characters to act normally.

DESERT SIREN – HD 4; HP 28; AC 6 [13]; ATK Claws (2d4), knife (1d4); MV 12; SV 13; CL/XP 5/240; SPC 3/day Charm Person (Siren Song), Invisibility, Suggestion; 1/day Teleport

The Beams

Several large gray stones hewn into perfect rectangles rise from the desert sands. Atop these stones pathways rise and follow, turning and crossing in unnatural ways. Rope works, ladders, and other haphazard constructions dot these strange stones, marking it as a goblin habitation.

For more information on the Beams and the people who occupy it see "Rock of Saint Giles" in the adventure section.

The Rock of Saint Giles

For more information on the Rock of Saint Giles and possible adventures there see "Rock of Saint Giles" in the adventure section.

Aswang's Abode

Misshapen pillars of stone create a small path leading to a stairwell of ancient stone that descends into the darkness below the Narrows. The reek of rotting flesh seems to cling to the area, washing over the disinfecting heat of the desert sun. From the old black hole at the bottom of the stairwell, a cold, almost arctic breeze wafts up mockingly.

Aswang's Abode is a small room of shaped stone hidden deep below the desert. Strange paintings of brightly dressed men pointing their fingers out toward the viewer cover the walls. The only other things in the room aside from the paintings are an old, battered desk made of an unknown metal (worth 35 gp if melted down), and a cot in the far corner. The party has a 2 in 6 chance of uncovering a Firarm in the desk along with a dagger.

Exploring the room will uncover a hidden doorway behind a thick, greasy cloth that leads to back room where animals and humanoids hang upside down from the ceiling, their blood dripping from slit throats into long troughs on the floor. There is a 4 in 6 chance that the party will encounter the Aswang in this back room. Should they not encounter the Aswang in his abode, there is a 5 in 6 chance that the



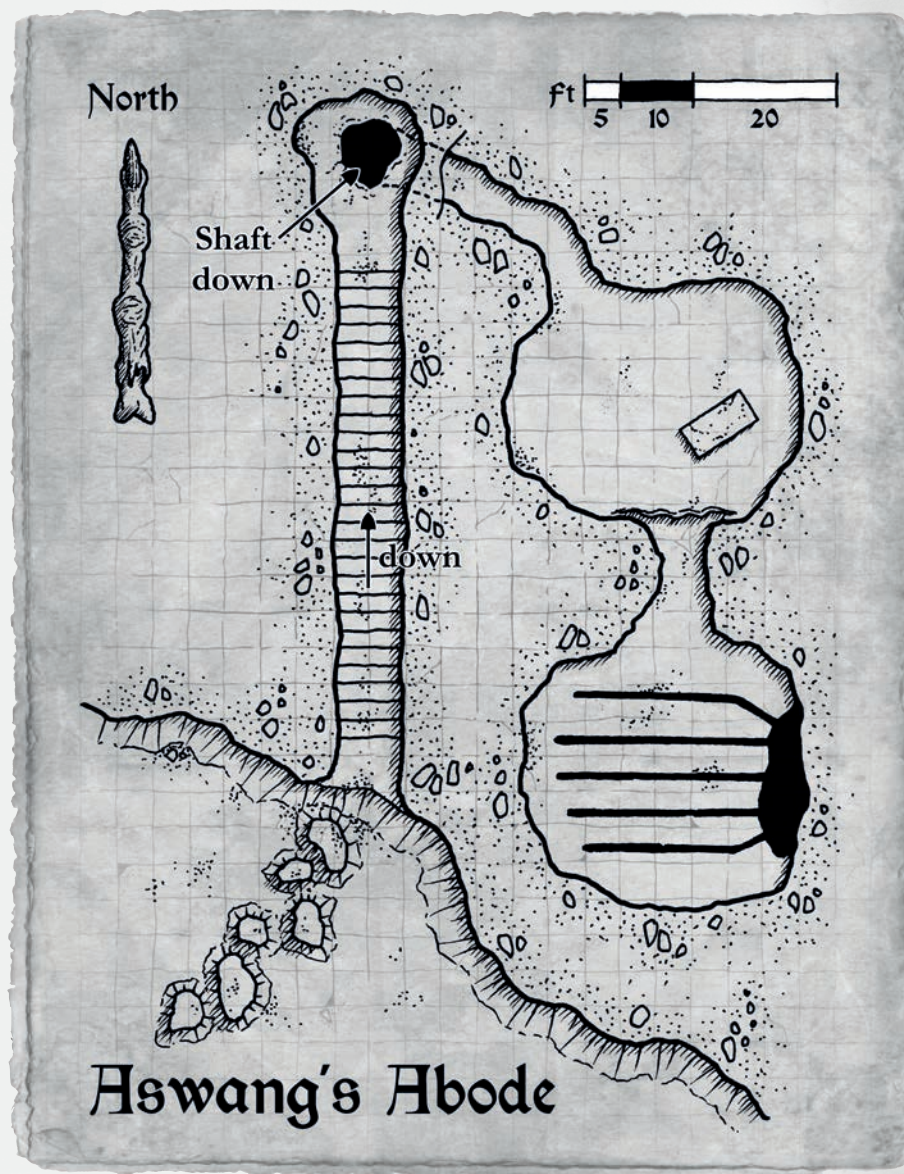


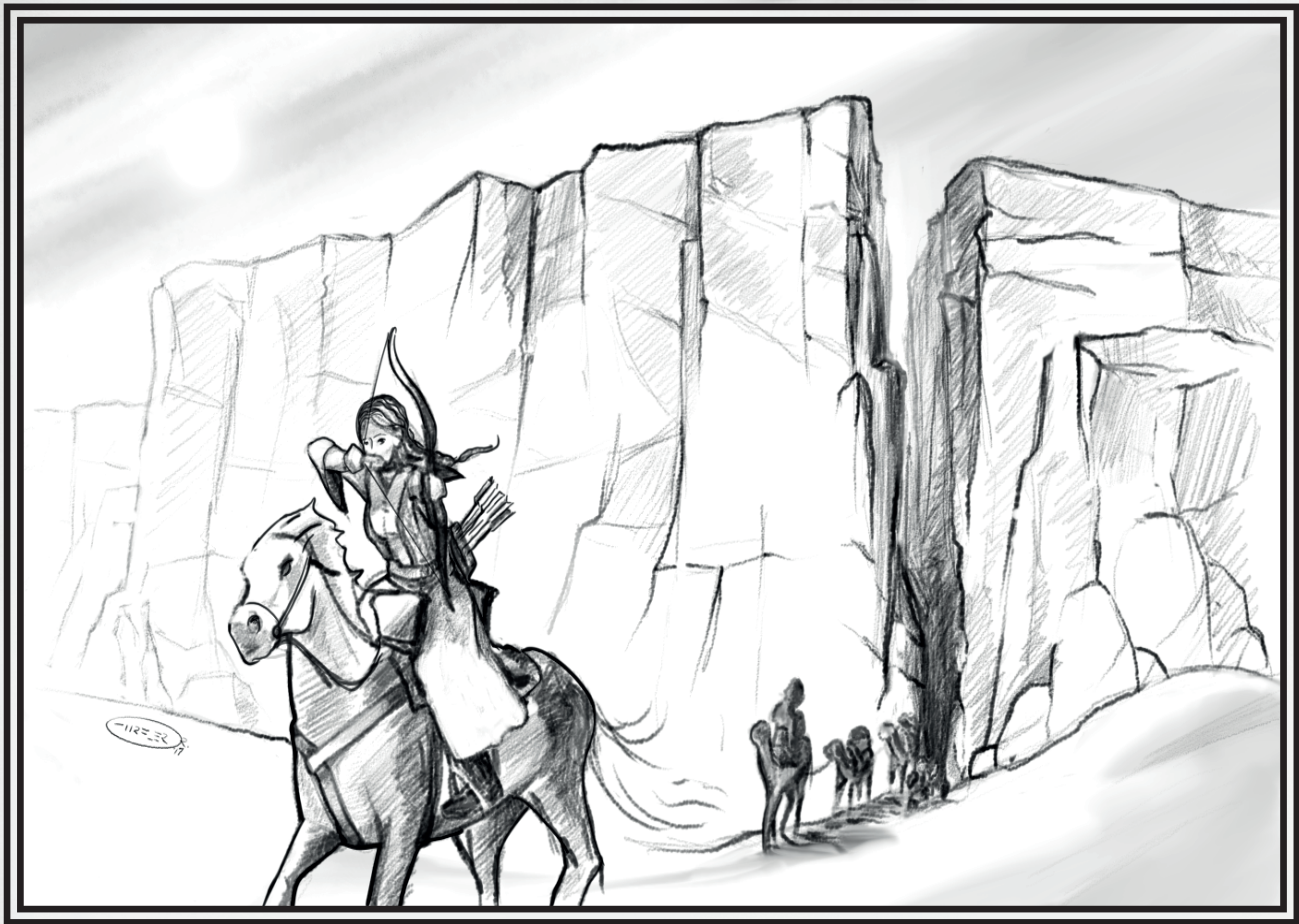
undead creature will hunt them down in his black dog form within in 1d6 days of their exploration of his abode.

Enemies

ASWANG (1) – HD 8; HP 34; AC -1[20]; ATK 2 Claws (1d4), bite (1d6); MV 15; SV 8; AL C; CL/XP 15/2,900; SPC Blood Drain, Change Shape (Human or Black Dog), Corpse Scent (100 ft), Deceiving Sound, Devour Heart, Resistance to Cold (50%)

If the Aswang is encountered in his human form he appears as a balding man in his mid-fifties, wearing a strange olive drab uniform, with several stars on his shoulders, and shining black boots. He speaks heavily-accented Common, and he tends to use strange contractions like “y’all”.





The Lower Narrows

This wide expanse of desert stretches as far as the eye can see. With the exception of the pyramid to the south, no landmarks are readily visible. It is rare for one group of travelers to meet another here, and ambushes and attacks are especially uncommon. This does not stop the foolish and the desperate from attempting banditry in the unforgiving desert.

While traveling through the Lower Narrows the players have a 2 in 6 chance of encountering one of the following for every day of travel.

Roll (1d12)	Result
1	Sandstorm
2-3	1d8 Gnoll Hunters
4	Sand Worm
5-6	Bulete
7	Negba Wanderer/Nothing
8	1d8 Ghoul Soliders
9-11	North-Bound Caravan
12	Basilisk

Sandstorm

A great wall of wind-blown sand overtakes the party from the east, lasting for 1d6 rounds. During every round of the sandstorm each player must succeed on





a saving throw or become separated from the rest of the party by one hex in a direction decided upon by the Referee.

Gnoll Hunters

The party comes upon a group of gnoll hunters who have been tracking prey for over a day. While on first contact tensions may be strong the encounter need not end in a fight. There is a 2 in 6 chance that one of the gnolls will know common. If parleyed with, the gnolls may offer the party the chance to join the hunt (and be taken to the Gnoll Oasis as allies and fellow hunters), exchange supplies, or to just go their separate ways.

GNOLLS – HD 2; AC 5 [14]; ATK 1 Bite (1d4) or Khopesh (1d8); MV 9; SV 16; CL/XP 3/60; SPC +1 bonus to surprise checks in desert or plains.

Sand Worm

A giant sand worm erupts from the ground and dives back under. Any player within ten feet of either the egress or ingress will fall prone. There is a 2 in 6 chance that the Sand Worm will attempt to eat any player on top of where it exits the sand (saving throw negates).

SAND WORM – HD 15; AC 6 [13]; ATK Bite (2d12); MV 9/24 Burrowing; SV 3; CL/XP 17/3,500; SPC Swallow Whole.

Bulette

A large stone-like triangle that resembles the dorsal fin of a shark moves through the sand towards the party. Unless the players have encountered one before they should have no knowledge of the “landshark” coming to have them for dinner.

BULETTE – HD 9; AC -1[20]; ATK 2 Claws (2d6), 1 Bite (3d12); MV 15/3 Burrowing; SV 6; CL/XP 11/1,700; SPC Burrow

Negba Wanderer

The Negba are vulture-like humanoids with crooked backs and a limping gait. This particular Negba is an ancient sage who has taken to wandering the desert in hopes of discovering one final universal truth. He will offer the party no resistance and will answer any questions they have for him (in a way the Wanderer

is the Referee's Voice in the world). Should the party attack him he will neither defend himself nor run.

The Wanderer can only appear once. Afterward a result of Negba Wanderer should be read as “Nothing”.

Ghoul Soldiers

The party comes upon a squad of ghoulish soldiers on patrol. They have the secondary mission of recruiting any mortal not allied with other factions into the Charnel Keep's ranks. If the soldiers spot the party, the ghouls will attack in hopes of subduing them and taking them back to the Charnel Keep (N-5). When a character falls to these Ghouls there is a 2 in 6 chance that the closest ghoulish soldier will forget his mission and attempt to snack on the fallen character.

If the players are unsuccessful against the ghouls they will be taken back to the Charnel Keep and placed in Area K-8 (The Pantry).

GHOULS – HD 2; HP 9, 4, 16; AC 6 [13]; ATK 1 Bite (1d4), 2 Claws (1d3) or 1 weapon (1d6); MV 9; SV 16; CL/XP 3/60; SPC Immune to sleep, cold, fear, and poison, paralyzing touch 3d6 turns on successful attack (Save negates).

North-Bound Caravan

The party comes upon a heavily guarded caravan heading for Basq. The traders with the caravan offer the party employment in exchange for water and pay once they reach Basq. The players can also attempt to barter for food, water, and other goods from the caravan.

Factions of the Lower Narrows

Unknown to the Merchant Guilds of the north who have been sending caravans through the Narrows for a little more than a year, a struggle for control of the Lower Narrows has been ongoing for nearly twenty years. The three factions involved want to either protect the Saragubi from all outsiders or push their influence north through the Pass.





THE CHARNEL KEEP

The ghouls of the Charnel Keep seek to expand their influence and regain control of the Narrows Pass as they once did before their kingdom's fall. To this point they have mainly been routed by the gnolls, but with the coming of the merchant caravans they have gained the ability to bolster their ranks and capture fresh food supplies.

The ghouls of the Charnel Keep are led by Gregor, the last soldier to fall when the Charnel Keep and the kingdom it protected fell. He is a proud man with a tactical mind and a sense of divine purpose. Gregor will attempt to turn any who agree to join his faction or who he believes would make a good and capable soldier to his cause.

CULT OF THE FALLEN GOD

The Cult seeks to reclaim the Narrows as tribute to their Snake God who they wish to usher back into the world of mortals. They believe in the extermination of any and all who will not join their Cult in worship.

The Cult of the Fallen God is led by Seline, a noble from the civilization to the south of the Narrows who was kidnapped and enslaved by the Cult's former leader. She has an almost insane devotion to the faith of the Cult and is responsible for the Cult's rise as a strong faction in the Narrows.

Seline has no advisors or staff and rules the cult with an iron fist, assuring that her orders are obeyed through harsh punishment and lavish reward.

GNOLL TRIBE

This small tribe of gnolls living in the northwest of the Lower Narrows believes that the land is theirs by right of ancestry. They wish to maintain their ancient home and protect it from the forces of both the northern Merchant Guilds and the other factions of the Lower Narrows.

While peaceful, the gnolls understand war, and they have been secretly involved in raids against both the Keep and the Cult. They are led by an old warrior named Al'Gine who is easy to approach and asks no price for his help, only that all who travel through his lands do so with no malicious or evil intent.

Map Key to the Lower Narrows

The Charnel Keep

The Keep is described in its own section.

Temple of the Fallen God

The Temple is described in its own section.

Gnoll Village

A green oasis protected on three sides by the vertical walls of the Narrows supports a village of gnolls. Thick, lush vegetation replaces the white sands, and birds and other animals scurry about in the thick tropical foliage. A collection of wood-beamed tents clusters near the blue waters of the oasis.

The brightly colored tents belie the fierce nature of the gnoll inhabitants in this small village. The sounds of daily life, much like those found in any human settlement, wash over the scurrying and songs of the animals that call this oasis home.

For generations the gnolls of this oasis have called the Saragubi home. Their witches and elders sing stories around the fires of the rise of the Desert Gnolls in the aftermath of the great Collapse. Children run and play, swim in the forever clean waters that taste sweet and fresh, and practice their hunting skills in the great tropical woodland that surrounds the waters. The old, the young, and those unable to wander the deserts hold down the proverbial fort, watching over the tent village and caring for the day-to-day tasks of life. Most of the able-bodied wander the desert patrolling what the gnolls see as their lands. These wanderers search for salvage, trap rare desert beasts that their witches use in their dark ceremonies, and hunt the ghouls of the Charnel Keep whom they have a particular hatred for.

While the gnolls aren't friendly to the people of Basq or the Lands of Usarm, they will not attack the players without cause. Unlike the gnoll clans found in Northern Usarm, this group appears peaceful if a little wary of outsiders, especially humans. While staying in the gnoll village, the players are allowed to resupply and rest, but the price for such deeds comes in the form of strange requests for assistance





in the day-to-day tasks of the village, or on rare occasions a vial of blood collected by Ja'Pher, the spiritual leader of the gnoll tribe.

Depending on when the players visit the village there is a 2 in 6 chance that the gnoll leader, Al'Gine will be in the village, back from a survey of the lands south of the oasis. Al'Gine is an old, xenophobic gnoll who will have the players chased from the village, and inform them that should they return they will be killed and eaten on sight.

GNOLL WARRIORS (10D6) - HD 2; AC 5 [14]; ATK 1 Bite (1d4) or Khopesh (1d8); MV 9; SV 16; CL/XP 3/60; SPC +1 bonus to surprise checks in desert or plains.

HYENAS (4D6) - HD 1; AC 7 [12]; ATK 1 Bite (1d3); MV 16; SV 17; CL/XP 1/15

AL'GINE (GNOLL FIGHTER 3) - HP 26; AC 4 [15]; ATK 1 Bite (1d6) or Khopesh (1d8 + 2); MV 9; SV 12; CL/XP 4/120; SPC Parry -2

JA'PHER (GNOLL WITCH 2) - HP 14; AC 7 [12]; ATK 1 Bite (1d6) or Dagger (1d4); MV 9; SV 14; CL/XP 3/60; SPC **Spells:** *Faerie Fire, Sleep, Obscuring Mists* (Gnoll Witches cast as Druids but can channel spells from the Magic-User or Druid traditions).

The Bulette Cavern

Along the western cliffs of the Lower Narrows, a hole burrows into the stone which leads to a large cavern. The entrance to the cavern is low to the ground and dips downward into the earth.

If the players come to the cavern at night, they will find it occupied by 1d4 Bulettes. No investigation is required to learn that this cavern, most likely dug by Bulettes in the far past, serves as a seasonal mating ground for the creatures. If interrupted the Bulettes will hunt and attack the players as long as they are in the Narrows.

If the players come to the cavern during the day they will find a single sleeping Bulette resting in the cavern.

Enemies

BULETTE (4) - HD 9; AC -1[20]; ATK 2 Claws (2d6), 1 Bite (3d12); MV 15/3 Burrowing; SV 6; CL/XP 11/1,700; SPC Burrow

The Disk

A large disk of stone rests half-buried in the desert sands. Strange symbols and glyphs ring the disk. Nearby a long-dead skeleton still wears a helmet that looks like a snake's head.

Treasure

The Snake helmet has a small glyph on its front that, when pressed, causes the helmet to transform into a small disk around the wearer's neck. While wearing the helmet in its snake form the wearer gains -3[+3] to AC[AAC] and has darkvision up to 30 feet.

While wearing the helmet the character will be regarded as a messenger of the Fallen God and be unopposed by the Cult. However, Seline will not be so easily tricked by any such ruse, and she will order the character and his companions hung (and eaten) as heretics.

Well of Chance

A plain covered well sits in the middle of the desert. This well has an infinite supply of fresh, sweet water. However, anyone who drinks from this well must succeed on a saving throw or suffer one of the following effects.

Roll (1d12)	Result
1	Age Progression +40
2-3	Grow an extra set of arms/useless
4	Alignment Flip
5-7	Age Regression, toddler
8	Gender swap
9-11	Extra head of opposite alignment
12	Time displacement

The effects of the well only work once for any individual. Once a player drinks from the well and fails his or her save, the well becomes nothing but a water supply to him or her.





Crypt of the King Slayer

Almost completely buried by the sands of the Saragubi, hidden among the ancient rubble and fallen walls surrounding the Pyramid is a small, sealed crypt. The walls and ceiling are made of perfectly matched stone and no sign of masonry can be seen. If a Dwarf is in the party, he or she can tell that the construction is neither dwarf nor human work. The sandstone entrance to this crypt is almost completely buried, with only its uppermost lip peeking out of the sands. The door itself is sealed with a series of interconnecting bars that need to be moved in a certain way to unlock the door, much like a mosaic puzzle.

Puzzle Door: The mosaic is that of an Ouroboros. There are nine bars that can be moved and repositioned to help form the picture of the Ouroboros. If the puzzle isn't solved within five turns of the party starting it, a firetrap will be triggered (2d4 +5 damage, save for half damage). The door is immune to knock spells or Thief tricks.



N1. Hall of Beauty

The inner entrance of the Crypt, this long, narrow room is rimmed with large pools of an oil-like substance that, when lit, illuminate the room. The substance is, in fact, a type of ooze that will attack whether on fire or not.

Enemies

OIL OOZE (2) – HD 2; HP 8, 6; AC 6 [13]; ATK Slam (1d6 + Specials); MV 9; SV 16; CL/XP 4/120; SPC Immune to Fire 100%, If on fire the Oil Ooze's attack has a 3 in 6 chance of doing 2 fire damage on top of the damage from the slam attack. On a successful to-hit roll of 18 or greater, the Oil Ooze may attempt to convert the target to ooze (save negates). Should the conversion be successful, the target will become an Oil Ooze in 1d6 turns.

The walls are covered in a progressive painting on either side, showing the birth of the universe on the far left and wrapping around the walls showing the progression of cosmic history until all but a single small light in a sea of black paint can be seen on the far right.

N2. Antechamber

The antechamber of the tomb is bare of any decoration save for six raised braziers. Two stone doors leading to the north and east are closed tight, and no means for unlocking them or forcing them open can be deduced. The door to the north has a phrase etched into its stone surface which can be read only by those with the ability to Read Magic:

All that is important to him in his prime

The door to the east has another phrase etched into it in much the same way as the northern door:

His long awaited bed

The pillars that support the braziers are pyramids. Each bronze brazier rests slightly above the top of its pyramid, secured by four bronze pylons, one rising out of each side of the pyramid. Each of the pyramid pillars have a relief etched into them. From the top left to the bottom right:





- ≈ A man holding the hand of a woman (Mid-life)
- ≈ A woman, cradling a baby (Babe)
- ≈ A young boy (Youth)
- ≈ An old man, hunched and broken (Old)
- ≈ A young man sword and shield in hand (Prime)
- ≈ An old man, crumbled and fallen (Death)

To access the doors, the party must light the braziers in the proper order to that point in the figure's life. To access the north door, the players must light Babe, Youth, and Prime. For the West door, they must light all six braziers in order.

Whenever the players attempt to light a brazier out of order, a magical trap triggers, summoning a single Minor Fire Elemental to fight the party.

Enemies

FIRE ELEMENTAL, MINOR – HD 4; AC 5 [14]; ATK 1 Strike (2d6); MV 9; SV 13; AI N; CL/XP 5/240; SPC Ignite Material

N3. False Treasure Room.

Rows and rows of gilded cups and plates, and chests of jewels, gems, and gold crowd the room. Expensive looking tapestries line the walls. If any item, save the tapestries, leaves the room it begins to melt and release a toxic gas that kills anyone within a ten-foot circle of the item in 1d6 turns (save negates).

Treasure

Each Tapestry in the room weighs 20 lbs and can fetch 50 gp in the Basq markets, and up to 100 gp each in Northern Usarm or the Mid-Lands.

N4. Burial Chamber

Atop a raised dais rests an ornate golden sarcophagus bound in fist-thick chains of silver bolted into four silver obelisks at the corners of the dais. The ceiling of the room is encrusted with diamonds, with other rare gems clustered in patterns denoting constellations

in some alien night sky. The gold-plated sarcophagus depicts a cruel and strong male with malevolent red ruby eyes. Anyone who stares at or attempts to remove the ruby eyes must succeed on a saving throw or be compelled to unchain the sarcophagus.

An inspection of the silver chains reveals that they are laced with magical writing that winds its way through each link on every chain. A magic-user who spends at least 2d10 hours studying this writing has a 75% chance of learning Hold Person, Greater (as Hold Person, but inflicts a -2 penalty to all persons or -4 penalty in only a single target).

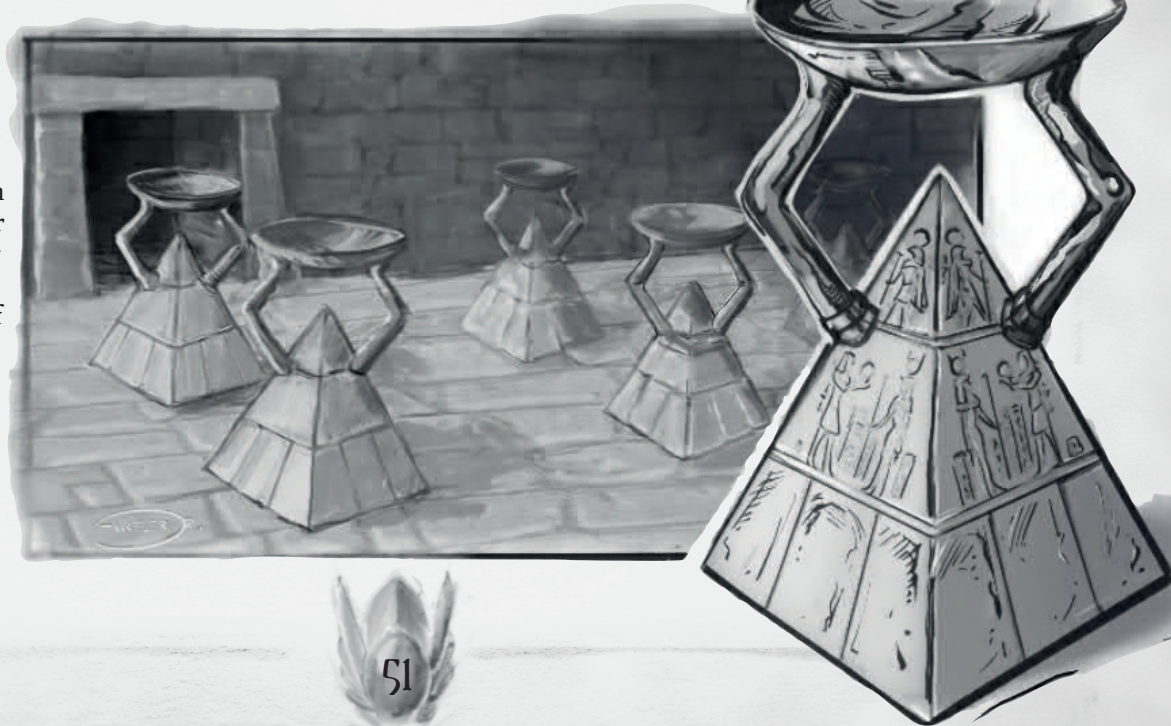
If the chains are removed, an explosive force blows the lid off the sarcophagus and knocks anyone within 5 feet of the sarcophagus back 10 feet to land prone (save negates). From the open sarcophagus the mummy of the King Slayer rises.

Enemies

MUMMY OF THE KING SLAYER – HP 48; AC 3 [16]; ATK 1 fist (1d12); MV 6; SV 11; AL C; CL/XP 7/600; SPC Rot (a successful attack inflicts Rot on target (save negates) causing wounds to heal at 1/10th normal rate and preventing magical healing. Cure Disease can lift the Rot), 50% damage reduction from all non-magical weapons.

Treasure

The sarcophagus weighs 2 tons and can fetch a price of about 5,000 gp. Each diamond and gem in the ceiling (100 total) can fetch a price of 50 gp.





N5. The Treasury

Empty shelves and broken chests litter the area as if ransacked long ago. In the center of the room, a note written on dried and cracked leather reads: "The Slayer of Kings deserves nothing but his chained immortality."

A detailed search of the room uncovers a single useable item, a small dagger that seems slick and recently oiled. Anyone who touches the blade must succeed on a saving throw or be knocked out for 1d6 hours.

Treasure

Sandman's Dagger – An ornately carved dagger of obsidian with an ivory bone handle carved in the

likeness of a cloaked figure. Despite the lack of a proper grip the dagger rests comfortably in the hand. This dagger was created in the original Elven homelands before the Collapse destroyed that world and deposited random bits of it upon the face of Usarm. As such, any Elf who uses the weapon gains a +2 bonus to all attack rolls instead of the weapon's natural +1. On a successful attack, the Sandman's Dagger deals 1d6 damage and causes the target to sleep for 1d6 hours on a failed saving throw.

The Whistling Towers.

The Whistling Towers are 200-foot-tall structures that dot the Saragubi Desert and whistle a single haunting note whenever a moderate breeze blows. These towers have no traditional entrances and must be scaled to enter. Near the top of each tower is a long, narrow slit that allows access to the structure's bare stone interior.

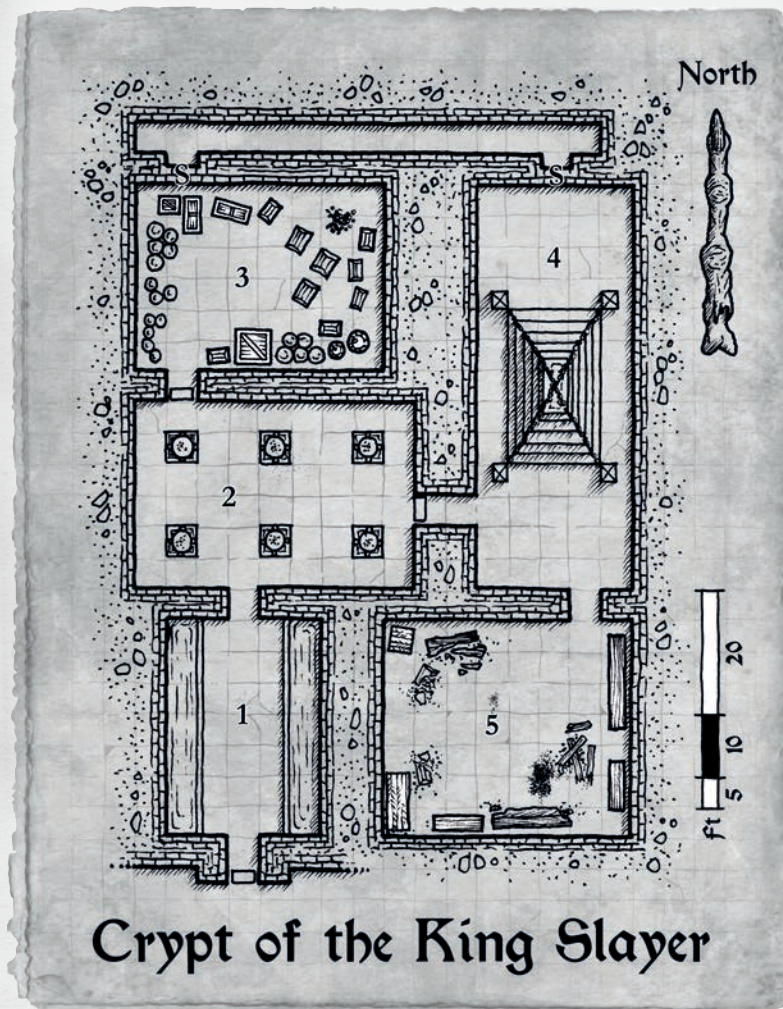
The interior cavity in each tower tunnels approximately 50 feet deeper than the exterior. All the Whistling Towers connect to one another through a dried underground river tunnel winding its way under the desert. Whenever a breeze blows, the air moves through the river tunnels, escaping a little bit at a time from each tower in the chain and creating the haunting sound that carries across most of the Lower Narrows. Approximately a quarter-mile from each tower is a "catching tunnel" that catches and drives the wind into the river tunnel. While exploring the interior of the towers or the river tunnel, the party has a 4 in 6 chance of encountering a deranged Water Elemental every hour.

Enemies

DERANGED WATER ELEMENTAL - HD 6; AC 2 [17]; ATK 1 strike (3d10); MV 6 (Swim 18); SV 11; CL/XP 8/800; SPC overturn boats, immune to non-magic weapons.

Pyramid of the Lost King

The Pyramid is described in its own section.



Crypt of the King Slayer





The Charnel Keep

This ancient stone keep once protected the Narrows Pass from bandits, raiders, and darker forces. Now the Keep has fallen into ruin and only the bottom most floors remain. The once-white stone has been stained and marked by centuries of sandstorms and battle. A narrow stone bridge that could collapse at any time crosses a deep, narrow crevice that falls away into darkness.

The smell of death and decay overwhelm the area, as if the evil that exists within the Keep is distorting the land around it.

When the party approaches read or paraphrase the following:

An ancient building rises from the ground like a broken, jagged tooth. Huge pieces of worked stone lie scattered around the building, littering the white sands of the desert. Once this was a mighty place of order and law, but now a cold chill runs down your spines as the scent of rotten meat and offal dance on the wind.

Approaching the Keep

During the day a flock of carrion crows roosts on the jagged remains of the Keep's roof. If any living being gets within a hundred feet of the bridge, the carrion vultures become aggressive and attack. If approached at night, four ghouls stand guard, two on either end of the bridge. If the party watches the Keep during the night, they will see three more ghouls patrolling along the Narrows cliff walls.





If the players should explore the top of the cliffs they will find a narrow outcropping directly across from the balcony in area 10 that can be reached by a good jump.

Enemies

CARRION CROWS FLOCK (2) – HD 2; HP 16, 12; AC 9 [10]; Atk 8 bite (1d4 + 2); MV 1/18 fly; SV 16; CL/XP 2/30; SPC Immune to sleep and cold, Swarm - A flock swarms around a target, allowing the swarm to occupy the same space as the target and giving the flock a +1 bonus to AC.

GHOULS (7) – HD 2; HP 6, 10, 14, 12, 5, 15, 3; AC 6 [13]; ATK 1 Bite (1d4), 2 Claws (1d3) or 1 weapon (1d6); MV 9; SV 16; CL/XP 3/60; SPC Immune to sleep, cold, fear, and poison, paralyzing touch 3d6 turns on successful attack (Save negates).

Charnel Keep Map Key

K-1. The Causeway

Once-tall walls now lay tumbled around you as you move from the decrepit bridge into the dark keep. Rubble has been pushed against the walls to either side and old blood stains the stone floor.

There is nothing of importance in the causeway. However, halfway down its length a small trip wire stretches across the width of the hall. If tripped, it rings bells in **Area 3**. Should the party sound the alarm, two of the ghouls in **Area 3** will race to the causeway in one round and the third will go to the archer's mount in **Area 3** and attack the players from range. Three rounds after the ghouls from **Area 3** attack the players, the two ghouls from **Area 4** will join the fray.

K-2. The Outer Ward

The stone causeway opens up to a large walled-in yard. Training dummies line the western wall, and a few newer crates and wagons rest near the back wall. A soft wind spins the sand on the floor around you, bringing with it the smell of death and decay. You see three closed doors, two on the north and one on the south wall, and a narrow corridor to the north leads deeper into the Keep.

The crates near the northern wall are marked with the sign of the Tyvir Trading Company. If the players open the crates they will find bundles of cloth, casks of wine, and other finery typically above the station of an adventurer. All together the goods are worth around 500gp.

Inspection of the training dummies will reveal that under the course sacking are the rotting remains of humans with the markings of the Cult of the Fallen God.

K-3. Guard Room 1

This small utilitarian chamber has a short flight of stairs leading up to an archer's mount overlooking the causeway. At a table near the rear of the guard room three figures are deep in a game of dice. Several severed fingers and toes are piled to one side of the table ... this round's bet.

Unless the party tripped the alarm in **Area 1** or entered the guard room especially loudly the ghouls won't initially notice their presence, giving the party a chance for surprise.

Enemies

GHOULS (3) – HD 2; HP 9, 4, 16; AC 6 [13]; ATK 1 Bite (1d4), 2 Claws (1d3) or 1 weapon (1d6); MV 9; SV 16; CL/XP 3/60; SPC Immune to sleep, cold, fear, and poison, paralyzing touch 3d6 turns on successful attack (Save negates).

Treasure

A small dirty sack near the archer's mount has a collection of rings and other jewelry with an approximate value of 50gp. There is a 1 in 6 chance that one of the rings will be a Ring of Spell Storage containing the second level magic-user spell Web.

K-4. Guard Room 2

This long narrow chamber that smells of mildew and death contains several half-eaten bodies tossed against the far wall amid the remains of several ancient beds. In the center of the room, two ghouls kneel over a still-twitching body, tearing off chunks of flesh and feeding.

There is nearly no way for the players to avoid combat in this room. The two doors open directly in





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line of one of the Ghoul's sight alerting both to the adventures immediately.

Enemies

GHOULS (2) – HD 2; HP 14, 12; AC 6 [13]; ATK 1 Bite (1d4), 2 Claws (1d3) or 1 weapon (1d6); MV 9; SV 16; CL/XP 3/60; SPC Immune to sleep, cold, fear, and poison, paralyzing touch 3d6 turns on successful attack (Save negates).

K-5. The Bridge

The corridor opens onto an uncovered bridge over the chasm that circles the first half of the Keep. The stone bridge is narrow and the gusting wind sends an occasional stone tumbling into the chasm below.

The ancient bridge is unstable and dangerous. A strong wind threatens to push anything not secured over and into the chasm. Each player should make a saving throw plus their dexterity to safely cross the bridge. If they fail they have a 3 in 6 chance of being pushed over the side to their death.

K-6. The Inner Ward

The bridge ends in a small stone hall leading to a large L-shaped chamber. Lanterns of different makes and sizes run along the walls illuminating a stone floor covered in the bones of the long dead. To the northwest you hear the sounds of sobbing while to the east the sounds of coarse inhuman singing come dancing in the air along with the scent of raw meat and rotten flesh.

In the rear of the Inner Ward is an old well. The water in the well is surprisingly fresh and tastes sweet. Anyone who drinks from the well becomes plagued by whatever dark magic creates ghouls. If the character should die before being cured, he will rise in 1d6 rounds as a hungry ghoul. While under the effects of the plague the player suffers a -2 to all checks involving strength and dexterity and on all rolls to hit and damage.

Treasure

Among the bones of the dead the party finds a small sack containing 35 gp.

K-7. The Kitchen

This large rectangular room holds a large wooden table in the center and various cabinets and stoves along the walls. Except for the table everything looks old and decrepit. The table has seen a lot of recent use, and various human and dwarven body parts litter it. A large ghoul who may once have been a half-orc stands with his back to the door singing a merry tune about death and cannibalism as he chops up pieces of a human thigh into steaks.

In the rear of the kitchen a flight of stairs leads to **Area 11**. Next to the stairs an archway leads to a corridor that follows the edge of the Keep to area 8. The singing ghoul is Gharbz the Chopper, a former half-orc mercenary who has become a ghoul and now acts as the chef of the Keep. Depending on how the players enter the room they may be able to catch Gharbz by surprise.

Enemies

GHARBZ, THE CHOPPER – HD 3; HP 22; AC 4 [15]; ATK 1 Bite (1d4), 2 Claws (1d3) or Great Cleaver(1d10); MV





6; SV 13; CL/XP 4/120; SPC Immune to sleep, cold, fear, and poison, paralyzing touch 3d6 turns on successful attack (Save negates), poisoned bite - on a successful bite has a 3 in 6 chance of poisoning the target for 3d6 turns causing the target to suffer a -2 penalty on all rolls (Save halves length).

K-8. The Pantry

A dark, dank chamber that reeks of fear and death. Along the western wall are two sets of stairs, one appears to be blocked by rubble while the other spirals up and out of sight. Along the eastern wall two naked women, a dwarf and a human, hang limply from chains bolted into the stone. A third chained woman sobs quietly against the northern wall.

The three women seem to be survivors of a caravan raid. When the woman along the northern wall notices the players she begins to motion them over with nods of her head. Should the players go to her read the following:

"Help me," the woman begs in a harsh, raspy whisper as you approach. "They've already gotten to the others but ..." she lets out a small sob. "They told me ... they told me I looked good enough to eat."

The woman pulls against her chains, the sound close in the dank, fetid room. "Help me and I'll make sure my father rewards you!" She hisses. "He is a merchant from Dallus, richer than any of you could imagine!" She pulls on her shackles again. "Please!"

In truth the woman is a ghoulish and the other two women are the ones meant for food ... hers to be precise. Should the players release her she will immediately attack them, possibly with surprise. The other two women in the room are dehydrated and ill from the fetid quarters and abuses they've endured since their capture, but otherwise whole and healthy.

If questioned, the dwarven woman identifies herself as Trifranild, the daughter of Ghan Toriron. The human is her maid servant. The two women secretly bought passage onto the Tryvir caravan in the hopes of finding adventure and to make a name for themselves not connected to Trifranild's father.

Enemies

GHOUL – HD 2; HP 6; AC 6 [13]; ATK 1 Bite (1d4), 2 Claws (1d3); MV 9; SV 16; CL/XP 3/60; SPC Immune to sleep, cold, fear, and poison, paralyzing touch 3d6 turns on successful attack (Save negates).

Quest

A Daughter Gone Missing

K-9. The Mess

Once this area must have been the mess hall for the soldiers and knights station at the Keep. Time has not been kind to this place. Rubble from the fallen third story has filled most of the room, and a thick layer of sand evens out the craggy stone. A small path has been cleared to a set of double doors, one of which is missing.

The room is empty of adornment and wealth. When the party explores the room they'll hear a small, weak voice from within the rubble:

"Feed, feed!"

Sniff, Sniff

"Meat ... fresh meat ... FEED!"

A ghoulish, long trapped and in no way a danger to the players, will continue to whine about his hunger. Should the players come back through this way he will beg and plead for food or release from his prison of stone.

Another tripwire has been set up across the double doors. If tripped it will alert the ghoulish in **Area 10**.

K-10. Guard Room 3

A small square room with a partially collapsed roof and wall opens onto a dilapidated balcony. The room is bare except for the windblown sand and a scattering of humanoid bones.

The door to the guard room squeaks loudly when opened under normal circumstances, alerting the two ghoulish in the room to the party's presence.

Enemies

GHOULS (2) – HD 2; HP 12, 15; AC 6 [13]; ATK 1 Bite (1d4), 2 Claws (1d3) or 1 weapon (1d6); MV 9; SV 16; CL/XP 3/60; SPC Immune to sleep, cold, fear, and





poison, paralyzing touch 3d6 turns on successful attack (Save negates).

Treasure

Hidden under the sand, the party finds a soft leather quiver containing four silver arrows. The design appears elvish. The arrows have a 2 in 6 chance of being Arrows of Seeking.

K-II. The Empty Ward

One could imagine the fabulous feasts and balls that once took place in this chamber. Now tapestries and tables lay ruined and piled against walls. A few sullen braziers spew thick smoke, staining the stone walls. A large door in the eastern wall is slightly ajar and at the far end another door along the southern wall is guarded by two Ghouls.

If the party stays against the far northern wall of the ward, the ghouls on guard duty will not see them. If the party moves any closer, they will attack. Within three rounds of combat two of the ghouls in **Area 14** will join combat in the fourth round in an attempt to subdue the players and bring them before their ghastr commander, Gregor von'Glasron.

Enemies

GHOULS (2) – HD 2; HP 6, 15; AC 6 [13]; ATK 1 Bite (1d4), 2 Claws (1d3) or 1 weapon (1d6); MV 9; SV 16; CL/XP 3/60; SPC Immune to sleep, cold, fear, and poison, paralyzing touch 3d6 turns on successful attack (Save negates).

K-12. The Rookery

This narrow rectangular room smells of death. A large hole in the roof offers the room's only light. Rubble, sand, and mottled feathers cover the floor. A pair of sleeping carrion crows perch in the rafters.

Investigation of this room reveals nothing to the party and offers no treasure. If they make enough noise to disturb the carrion crows, the undead birds will set on the players immediately and with surprise.

Enemies

CARRION CROW FLOCK – HD 2; HP 16; AC 9 [10]; Atk 8 bite (1d4 + 2); MV 1/18 fly; SV 16; CL/XP 2/30; SPC Immune to sleep and cold, Swarm - A flock swarms around a target, allowing the swarm to occupy the

same space as the target and giving the flock a +1 bonus to AC.

K-13 Barracks

Rows of bunk beds line the walls, their frames long since overtaken by dry-rot. The hay filled mattress lay ripped open and stinking of rot and mildew as the occasional bone sticks out, lending each bunk the semblance of a wild animal's den. Tucked away in corners and against walls the half eaten remains of the ghouls victims lay, eyes milky and vacant.

There is a 2 in 6 chance that four of the victims in the room have become zombies and will crawl, hobble, etc toward any living flesh that approaches.

Enemies

LESSER ZOMBIES (4) - HD 1d4; HP 2, 1, 4, 2; AC 10 [9]; ATK 1 bite (1d3); MV 9; ST 19; CL/XP B/10; SPC Immune to sleep, cold, fear and poison.

Treasure

A search of the room uncovers a gold ring with a ruby etched with the Merchants Guild sigil worth 50 gp, a purse with 50 copper pieces, and a pen knife wrought of gold worth 20 gp.

K-14 Commander's Quarters

This chamber glows with warm fire light, and clean tapestries line the walls. A thick oak desk takes up the far side of the chamber. A map rests on the desk's waxed top, held down by two human skulls. A nobleman in somewhat faded finery stands behind the desk, talking quietly to two ghouls. The man would look almost alive if not for the glowing eyes, gray flesh, and mottling hair.

The man is Gregor von'Glasron, the last commander of the Charnel Keep before it fell to the goblins nearly a thousand years before. When the party enters he seems more bemused than angry, and he will attempt to engage them in conversation, occasionally stopping to remind the ghouls that the players are guests for the moment and not food.

Gregor is fond of talking about himself and will readily supply the players with information about himself:





- ∞ He was the last commander of the Keep and held it under siege for nearly two years before the Cult of the Fallen God finally took it.
- ∞ He has no idea what he is or how he is not truly dead but only that he awoke sometime after the Cult of the Fallen God took the keep.
- ∞ He regained the Keep by single-highhandedly slaughtering every Cultist and worshipper of the Fallen God within the Keep's walls with his own two hands.
- ∞ He doesn't know that those he infected with his curse aren't as he is, only that they are obedient.

secret compartment in the desk with 30gp. A long sword, sharp and well-maintained, rests on a display bar above the fireplace. Gregor is wearing three rings worth 15gp each.

If the party has no questions or stop asking them, Gregor will invite them to join his ranks. If they refuse he will simply shake his head, refer to them as food, and commands his ghouls to attack.

Gregor will stay out of battle until engaged or until one of the ghouls is killed.

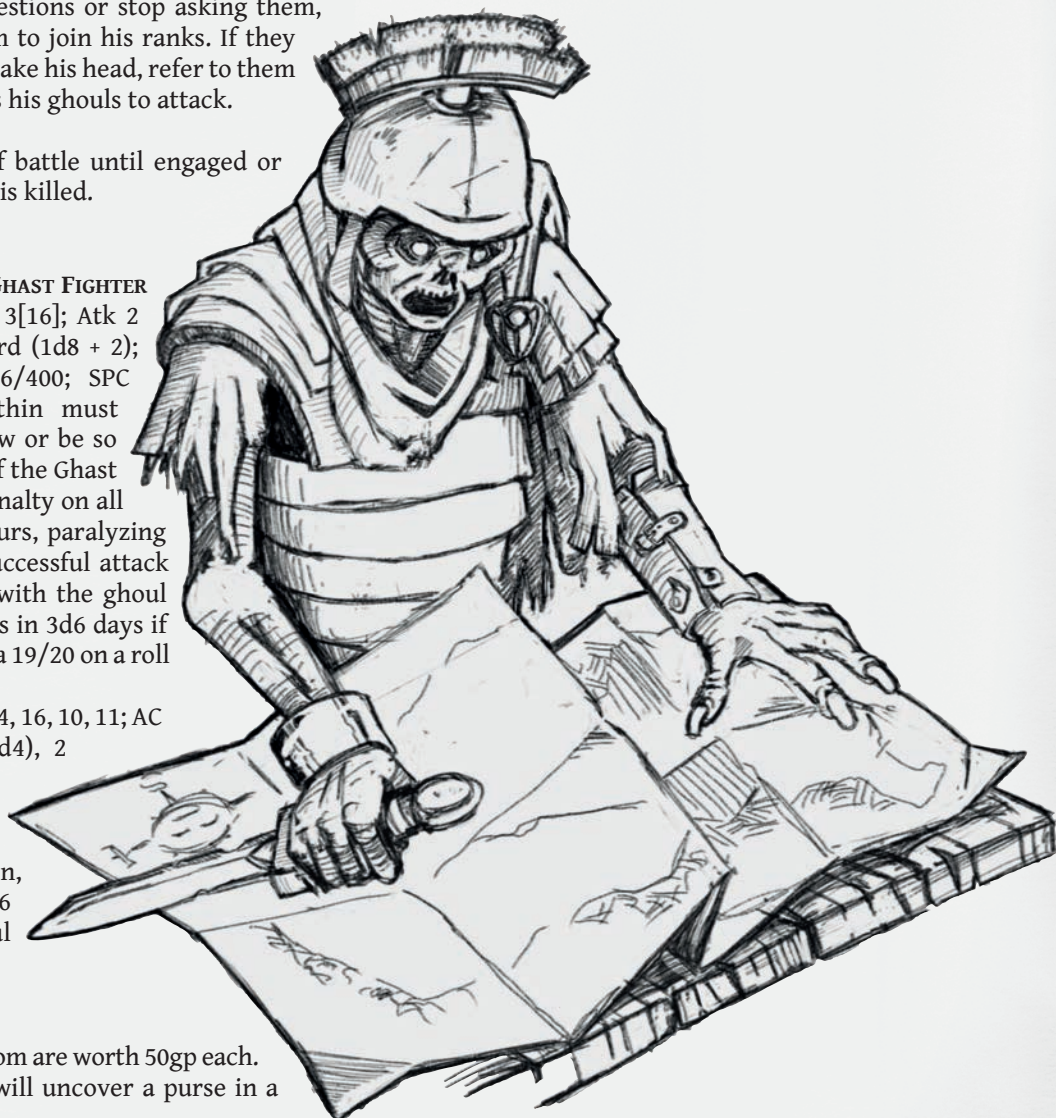
Enemies

GREGOR VON'GLASRON (GHOST FIGHTER 3) - HD 5; HP 38; AC 3[16]; Atk 2 claws (1d6), Long Sword (1d8 + 2); MV 16; SV 12; CL/XP 6/400; SPC Stench - Anyone within must succeed a Saving Throw or be so off-put by the stench of the Ghost that they suffer a -2 penalty on all attack rolls for 1d6 hours, paralyzing touch 3d6 turns on successful attack (Save negates), infect with the ghoul transformative sickness in 3d6 days if Gregor's Claw attack is a 19/20 on a roll of a d20 (No Save).

GHOULS (4) - HD 2; HP 14, 16, 10, 11; AC 6 [13]; ATK 1 Bite (1d4), 2 Claws (1d3); MV 9; SV 16; CL/XP 3/60; SPC Immune to sleep, cold, fear, and poison, paralyzing touch 3d6 turns on successful attack (Save negates).

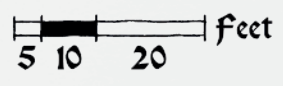
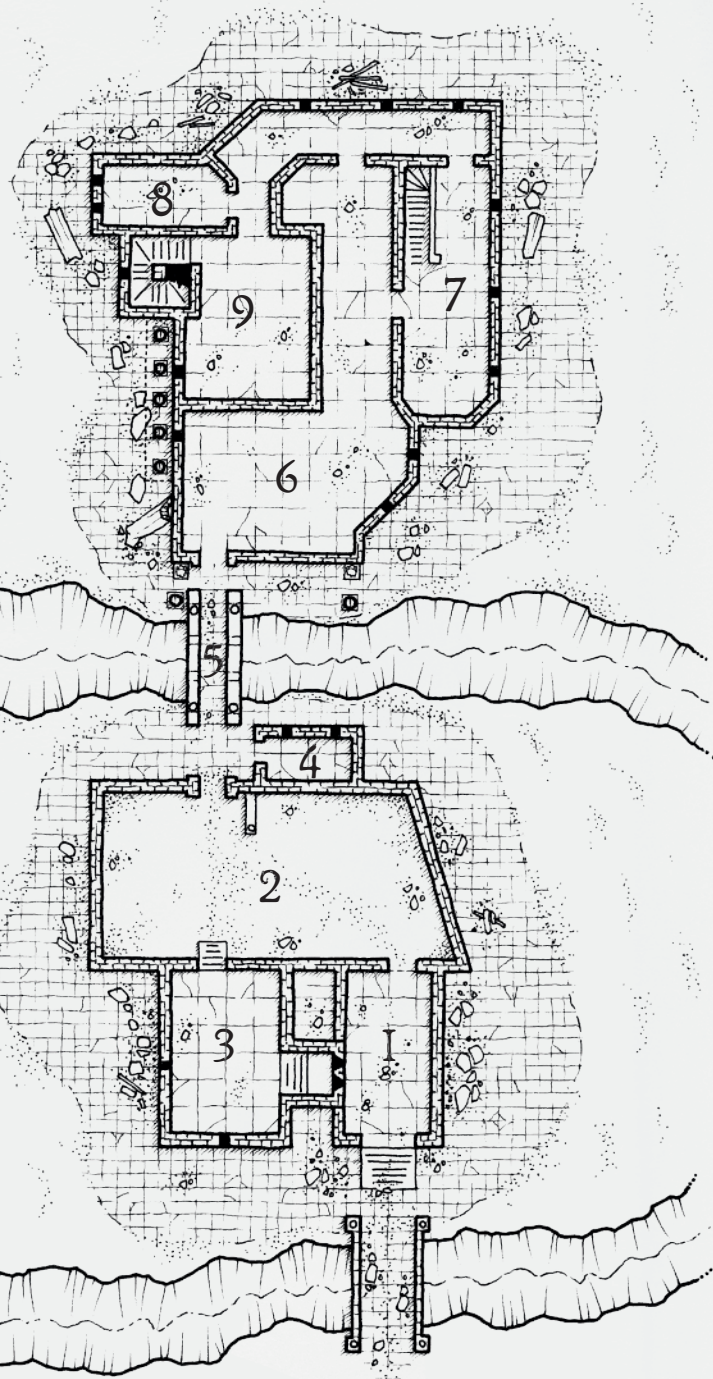
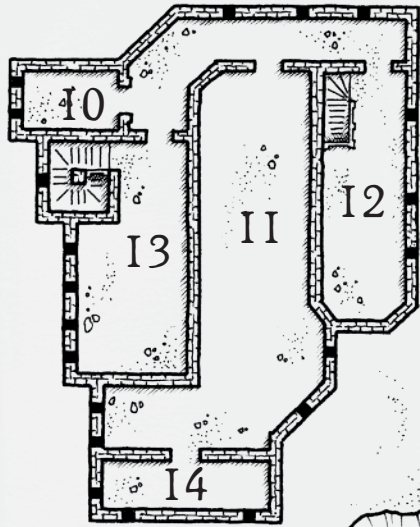
Treasure

The tapestries in the room are worth 50gp each. A search of the room will uncover a purse in a





Upper floor



Ground floor

The Charnel Keep



Temple of the Fallen God

Half buried in the rock walls of the Narrows, the Temple of Set lay hidden from the outside world since its inception before the fall of the Usarm Gods. A narrow canyon faced in slabs of smoothed sandstone leads out of the Lower Narrows and into the crescent valley that supports the temple. Fed by unknown means, the crescent valley is a lush kind land far removed from the stark desert of the Upper and Lower Narrows. Date palms and other fruit trees sprinkle across the long lush grasses, forming a nearly mythical garden. Black obelisks break from the ground, like trees forming a path to the towering stairs of the temple at the far end of the valley.

The Temple itself sits atop a towering set of stairs hundreds of steps high. Like the path to the temple, the stairs are lined with black obelisks, except the

coiling snake adornments on the stairs are rendered in a shimmering silver. The majority of the temple is open to the sky above, featuring pools, meditation gardens and the Burning Shrine of the dead Snake God, Set.

The Crescent Valley

The Crescent Valley appears peaceful on the surface, but any exploration of the groves of trees and fields of lush grass will reveal the hidden predators who guard it from outsiders. There are two abandoned villages at either corner of the Crescent Valley. Both provide protection from the predators of the Valley, but these villages are often patrolled by the agents of the Snake Cult. While traveling in the Crescent





Valley the party has a 2 in 6 chance of encountering the following.

Roll (1d12)	Encounter
1	1 Sky Worm Patrol
2-3	Cobra
4-5	2d6 Lightning Lampreys
6	Benevolent Cultist
7-9	2d6 Snake Cult Patrol
10-11	2d6 Striges
12	Lamia Huntress

Sky Worm Patrol

A large snake-like creature with razor-sharp teeth ridden by a woman in the garb of the Snake cult descends from the sky, possibly taking the players by surprise. Unlike ground patrols the Sky Worm Patrol does not attempt to speak or parley with the players but attacks on sight.

SKY WORM PATROL - HD 3; HP 18, 16; AC 6 [13]; ATK 1 Bite (1d6), Lash 1d4; 1 Sword (1d8); MV 2/9 Flying; SV 16; CL/XP 3/60; SPC Flight, Poison Bite

Cobra - Massive

A creature native to the long grasses, the cobra has no interest in attacking the party for no reason. It will give a warning hiss should anyone come near. If the party persists in approaching the snake it will attack the closest character as quickly as it can, then attempt to vanish into the underbrush or long grass.

MASSIVE COBRA - HD 4; AC 5 [14]; ATK 1 bite (1d6 + poison); MV 12; SV 13; CL/XP 6/400; SPC Poison (Save or Die)

Lightning Lampreys

Lightning lampreys have been drawn to the crescent valley for generations, lured by the scent of magic and kept by the whispers of the Fallen God. They are generally benign in nature, but very territorial. They will attack any creature entering an area the Lightning Lampreys have claimed.

LIGHTNING LAMPREY - HD 1d6; AC 7 [12]; ATK 1 Bite (1d6 + Shock); MV 6/12 Flying. SV 18; CL/XP B/10;

SPC 2 in 6 Chance of Successful bite doing an additional 1d6 Lightning Damage

Benevolent Cultist

The party comes upon a woman wearing the crimson robes of the Cult carrying a large basket of fresh fruits from the grove. If approached by the party, she will speak kindly. She believes that they are new initiates to the Cult, and she will happily escort them into the temple. If the players correct her, she will offer to speak with them about the glories of the Fallen God and offer to share some of the fruit she carries. If attacked, she will scream for help and attempt to flee. Within two rounds of her scream 2 Sky Worm Patrols will attack the party.

BENEVOLENT CULTIST - HD 1d4; AC 9 [10]; ATK Slam (1d4); MV 18; SV 19; CL/XP B/10

Snake Cult Patrol

The Crescent Valley is routinely patrolled by one to two squads of trained warriors of the Snake Cult. Since the patrols are fairly routine and incursions by the other factions of the Lower Narrows are so rare, the patrols have gotten lazy, offering the chance for surprise by either side. Even if surprised the patrol will only attack on a roll of 5 or greater on a d6. Otherwise they will question the party to determine why they are in the Crescent Valley. In most situations the patrol will attempt to escort the players to the temple for further questions by their superiors.

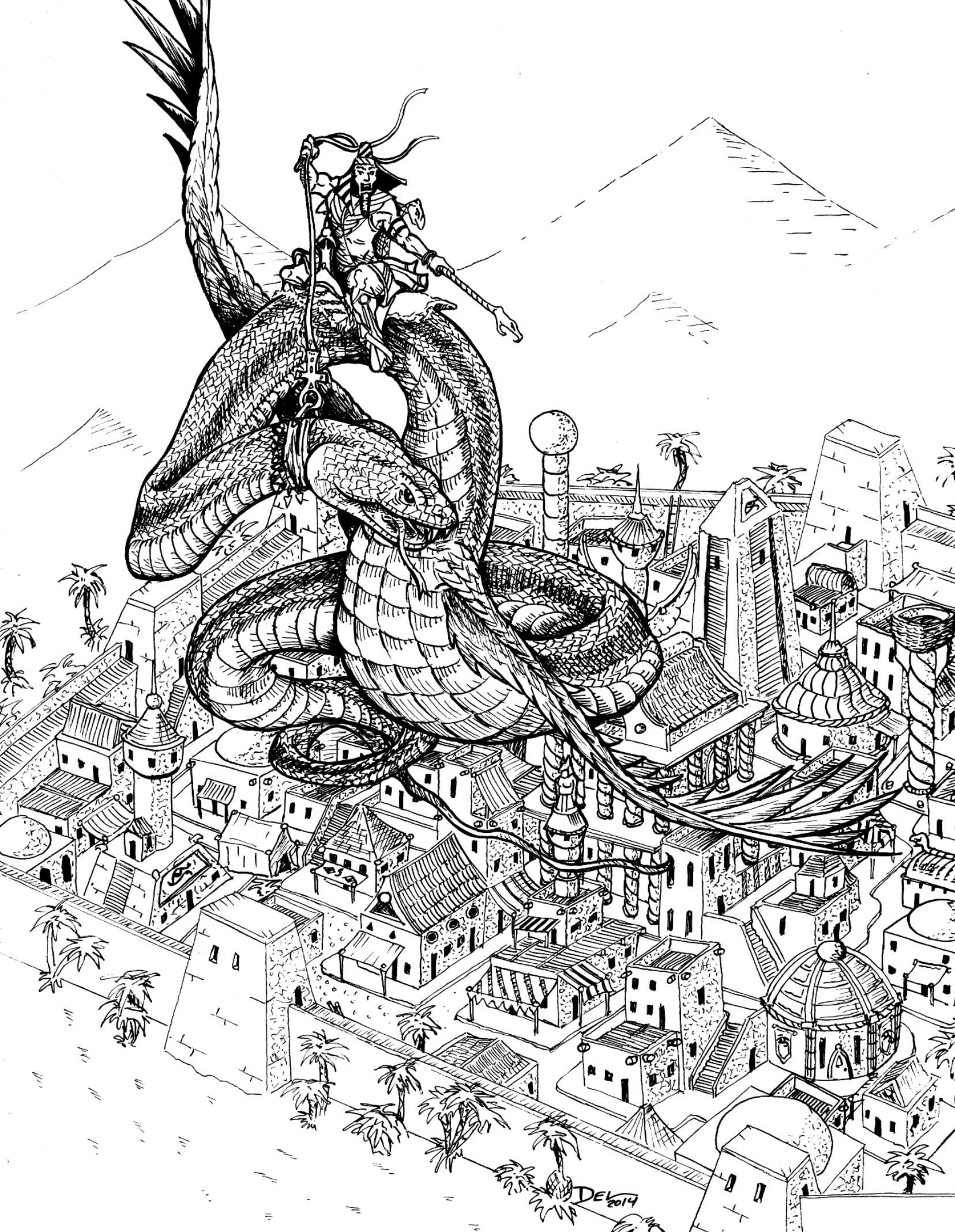
SNAKE CULT PATROL (2D6) - HD 1; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A

Stirges

Despite many campaigns and schemes by the Cult to rid the valley of the large blood-drinking insects, the Stirges still thrive in pockets throughout the lush environment, regularly attacking the cult and its adherents. While traveling through the Crescent Valley at night the number of Stirges encountered increases to 4d6.

STIRGES - HD 1 + 1; AC 7 [12]; ATK proboscis (1d4); MV 3/18 Flying; SV17; CL/XP 1/15; SPC Blood Drain (1d4 per round), +2 To-Hit







Young Lamia Huntress

Lamia are regarded as holy figures within the religion of the Snake Cult. The high priestesses of the Cult revere them as demigods. A few have taken up residence within the confines of the Temple and enjoy hunting Cult members who believe playing the barbaric “game” of the lamia will guarantee that they reach the Fallen God in death. If the party encounters a Lamia Huntress there is a 2 in 6 chance that they will see a naked cult member running for his life one or two rounds before noticing the huntress.

YOUNG LAMIA HUNTRESS - HD 4; AC 6 [13] ATK 2 Claws (1d4); MV 12; SV 12; CL/XP 6/400; SPC Once Per Day can Cast *Charm Person* and *Suggestion*

Approaching the Temple

The Temple has only a single entrance at the top of a flight of hundreds of stairs. If approached during the day, the players see two guards stationed next to huge braziers on either side of the stairs every fifty stairs. At night these braziers burn brightly, revealing the temple and its immediate surroundings. On either side of the stairs, the cliffs of the Narrows offer little purchase.

If the party attempts to take the stairs the guards will challenge them, demanding to know their business in the Temple. The guards will let them through peacefully if their answer seems reasonable. If the party attacks them or acts in a hostile manner, the guards will attack. More guards will come down from the Temple to reinforce the stairs at a rate of one guard every two rounds until the number of guards equal twice that of the players.

Enemies

SNAKE CULT GUARDS (2) - HD 1; HP 5, 7; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A

Temple Map Key

SI. The Courtyard

Walls of polished sandstone protect the large open yard from any possible attack. Two sets of stairs wind upward to the battlements atop the wall, and the

gleaming green helmets of the guards catch the light as they make their rounds. Two low buildings nestle in the bend of the stairs and their open doors reveal cots laid out in neat rows; barracks. To the west a small training yard lies behind a wooden fence.

If the party approaches the courtyard during the day, they see a squadron of guards training in the yard. If the players have been invited to the temple or are undercover the guards will pay them no mind. During the day only four guards patrol the battlements. If the party approaches at night, they have a 1 in 6 chance of encountering a drunken cultist who will sound the alarm if he notices the players.

If the party is not considered neutral or friendly by the Cult the guards will attack them on sight.

Enemies

SNAKE CULT GUARDS (18) - HD 1; HP 3, 5, 2, 2, 4, 8, 7, 1, 2, 7, 2, 5, 4, 6, 8, 2, 5, 4; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A

S2. Barracks

A small set of stairs leads down into the hard earth of the Narrows, lowering the air temperature by a solid 10 degrees. Lanterns line the walls, placed between every other orderly cot. Along the back wall fifteen clothing dummies stand vigil over racks meant for weapons. A few well-kept short swords rest in the racks, their gleaming edges kept spotless with daily oiling.

The barracks sleep twenty-five men each and are never empty. Cult guards spend much of their free time in the barracks either sleeping or maintaining their possessions. At any given time, at least ten guards occupy both barracks. Even if the Cult as a whole views the party as trusted allies, the guards will act aggressively to anyone who enters “their” space.

Enemies

SNAKE CULT GUARDS (10) - HD 1; HP 4, 4, 3, 1, 4, 5, 6, 3, 7, 8; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A





Treasure

A proper search of both barracks will reveal a small pouch with 75 silver, a pack of playing cards, a ruby ring with an engraving in an unknown language, and a bag containing a few lead figurines and oddly-cut dice.

Referee's Note - While Pyramid of the Lost King is meant to be an adventure that can easily fit into almost any setting, sometimes tidbits of Usarm lore pop up. The relationship between the lamia and the elves requires a little background.

After the fall of the Usarm Gods, the lamia and the elves competed for the lands and forests of their new home world. As the native humans struggled to rebuild all that was lost by the Gods' fall, the lamia and the elves both struggled to gain a foothold in a new world. The war between the two lasted for generations until humans and the recently-arrived dwarves allied with the elves and drove the lamia into the southern wastes where the allied races hoped they had died out.

S3. The Temple of Beginnings

While the exterior of the temple appears to be made of the same sandstone as the battlement walls, the interior dazzles visitors with polished gold and silver-veined marble that seems to glow. A giant gold statue of a coiled snake rests in the center of the room, apparently cast as a single gargantuan piece. Six braziers line either wall, their flickering orange light reflecting off the gold lining the walls and ceiling. In the small alcoves to the east and the west near the entrance into the temple grounds proper are two smaller gold statues, each depicting a lamia holding an elven skull.

The temple is maintained by two High Priestesses of the Snake Cult, who will gladly welcome the party into the waiting arms of the Fallen God. The party will not be allowed through the interior exit of the temple until they feed the statue of the Fallen God with their own blood or overpower the High Priestesses through violent means.

If the players kill Seline in area 13 but fail to destroy her Staff of Power, then the statue of the Fallen God will spring to life and attempt to kill the players when they return to this area.

If the players successfully make it past the High Priestesses without offering up their blood to the statue of the Fallen God, bolts of magic will rain down on them from the eyes of the golden lamias and the eye sockets of the elven skulls (treat as eight Magic Missile spells). Should the party survive and leave the temple, the lamia statues will animate and hunt the players down.

Enemies

HIGH PRIESTESS (2) - HD 3; HP 12, 10; AC 9 [10]; ATK Sacrificial Daggers (1d4 + Poison); MV 12; SV 13; CL/XP 3/60 SPC +2 against poison, Spells: Cure/Cause Light Wounds (x3)

LAMIA STATUES (2) - HD 5; HP 23, 21; AC 2/17; ATK Stone Sickle (1d4), Tail Lash (1d8); MV 12; ST 12; CL/XP 9/1,100 SPC Immune to Magic, Slashing/Piercing weapon resistance 25%, bludgeoning weapon +1d4 dmg

METAL SNAKE - HD 3; HP 15; AC 6 [13]; ATK Crush (1d10), Lash (1d6); MV 6; ST 14; CL/XP 6/400 SPC 50% Magic Resistance

Treasure

The Metal Snake's eyes are made of blood rubies (100gp each) that can be removed.

S4. The Inner Court

Polished sandstone pillars with raised reliefs of twisting snakes lead up into the darkness high above. Two giant pyres of brilliant fire light the inner court, breathing an animated false life into the stark beauty of statues of twisted humanoid snakes, benches sculpted with reliefs of humans coupling with snakes, and the rest of the grotesque sculpture here. Between the large pyres is a large, silvery marble altar stained brown from generations of sacrifices.

While a few guards watch over the inner court, it serves more as an open meeting place and commons area for the majority of the cultists and lamias that live within the temple. During the day the inner court has between twenty and thirty humans and three to





five lamias wandering about and conversing with each other.

Every day at dusk the Prophetess Seline conducts a blood sacrifice to the Fallen God. Before each sacrifice she recites the following:

“Oh great God o unjustly wronged! Oh Set, father of love and desire! We your humblest of servants offer up this willing sacrifice to you so that their life force will merge with you! Take this and remember us when you rise!”

Roll a d6 to determine what or who Seline will be sacrificing that night.

D6	Sacrifice
1	A willing lamia
2	A captured gnoll warrior
3	A willing Cultist
4	The Benevolent Cultist (1 time only, re-roll on any subsequent rolls)
5	A domestic animal (pig, cow, etc.)
6	One of Half-Foot’s Crew who vanished in a sandstorm

S5. The Prayer Chamber

Water, blue and clear, sits like crystal against the wall in a half moon pool. On a small dais in the pool a large statue of a woman wrapped in snakes looks down upon the waters and the marble floors beyond. Several pillars vanish into darkness, holding brightly

Referee's Note - Despite the cult’s Chaotic nature and the aims of its enforcers and the lamias, the majority of the cultists are ordinary humans who believe that the Fallen God is a god of light and knowledge. The marital mediation known as Saapa developed from this belief. Any Magic-User who learns Saapa can use the mediation as an alternate way to bring back the knowledge of the spells they have. Like study, Saapa requires 2 hours of moderate use to remember and ready spells.

burning lanterns that cause the silvery marble floor to shimmer in the dancing lights.

The Prayer Chamber provides a place of mediation for the cultists. At least six can always be found in the room, practicing a form of kinetic mediation, moving their bodies in rhythm with their thoughts and prayers. These cultists can answer general questions about the cult but they are either willfully or ignorantly unaware of the Cult’s activities in the Lower Narrows.

S6. The Gardens

The sound of birdsong and the chirping of insects seems overpowering in this long and narrow chamber. Strange yellow grass covers the ground, and the bubbling sound of the small stream that bisects the room fills the air with more constant sound. Strange stone-like trees line either side of the stream, gleaming leaves lending a strange cast of green light to the chamber.

The gardens are a natural wonder of the temple that existed here long before the cult took residence within its confines. Any dwarf with the party will recognize the trees as Stone-Oak, a type of subterranean tree whose leaves have a bioluminescent glow.

There are typically two to three guards who keep watch in the Gardens mostly due to the stream’s fast movement and the tendency of some of the more “enlightened” cult members to drown in the two and a half feet of water. If a fight breaks out within the gardens the normal Cultists present will run away and attempt to barricade themselves into the cultist commons (**area S7**).

Referee's Note - The leaves of the Stone-Oak are a wonderful source of magic in terms of components and research material. A single leaf can fetch as much as 10 gold in northern markets like Nark and Rook’s Bend, where the glow of the leaves makes them a desirable and safe light source to the miners.





Enemies

SNAKE CULT GUARDS (3) - HD 1; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A

S7. Cultist Commons

Small pools of fresh water line a single wall. In the center of the large chamber are a series of rectangular tables with plain wooden benches. The place smells of soap and cooking food and a small cooking range can be seen on the far side of the room across from the bathing pools.

The cultists' living area is large and open, filled to the brim with rugs and overly large lounging pillows. Snakes can be seen milling about the room tasting the air. If the party enters this room in disguise, the cobras have a 3 in 6 chance of identifying them as non-cultists and attacking. Should the cobras attack the party, the cultists present in the room will run for either the gardens or the sleeping area. There is a 4 in 6 chance that the escaping cultists will alert the guards (2d6) to the party's intrusion.

Enemies

COBRA (5) - HD 1; HP 4, 7, 6, 3, 8; AC 5 [14]; ATK 1 Bite (1hp + Poison); MV 16; SV 17; CL/XP 3/60; SPC Poison (Save or Die)

SNAKE CULT GUARDS (2d6) - HD 1; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A

S8. Cultist Sleeping Area

A small flight of stairs leads down, deeper into the Narrows' rock. Soft light emanates from several lanterns hanging on the walls, giving the area a warm, home-like feeling. Four rows of ten double beds take up the majority of the room, broken up only by a few large chests.

At any given time between six and nine cultists occupy the sleeping area. Inspection of this room reveals that all the chests are locked, but none of them are trapped.

Treasure

45 gp of gems and gold. One of the chests has a +1 dagger that has a 20% chance of poisoning (save or die) its target.

S9. Priest Commons

This large room is adorned with thick, lush tapestries and carpets. Large, overstuffed pillows are placed around the room around a central platform with a long pole in its center, etched to resemble a serpent. Between large tropical plants are tables of fruits and sweet meats as well as wines and other liquors.

At any given time there are at least two guards and four priests in this room. Common cultists are not allowed to enter the areas put aside for the priests, except through a personal invitation of one of the priests.

Enemies

SNAKE CULT GUARDS (2) - HD 1; HP 6, 8; AC 7[12]; ATK 1 wpn (1d8); MV 12; SV 17; CL/XP 1/15; SPC N/A
Priests (4) -

S10. Priest Sleeping Area

Up a short flight of stairs is a narrow corridor. Along one face of the corridor at four foot intervals are narrow wooden doors. Beyond the doors lie the narrow quarters of the priests. They sleep two per room, with just enough space for their beds.

The priests' quarters are typically empty no matter the time of day. The rooms are unlocked, and most of the interiors are caked in dust and smell of emptiness.

Treasure

In several of the rooms in hidden compartments the players can find a total of 50 gp.

S11. Priest Baths

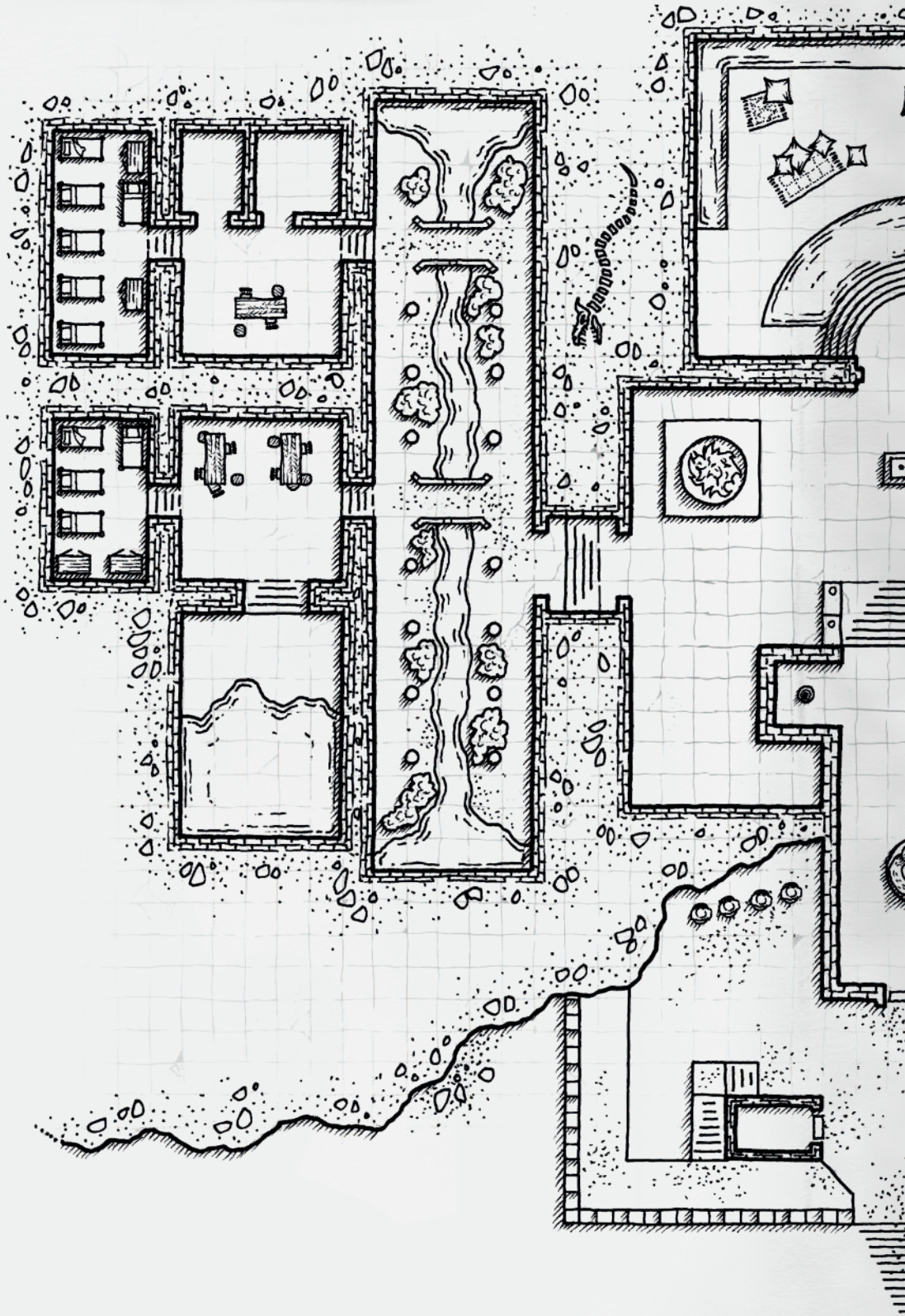
The quiet sound of a small waterfall fills the air. Climbing the short staircase reveals a natural cave with a small waterfall and crystal blue waters.

There is nothing of interest in the baths, but the party may run into one or two of the priests.

S12. Lamia Gardens

Absolute silence fills this long and narrow chamber. Waist-high yellow grass covers the ground and a stream of black water bisects the room. Strange

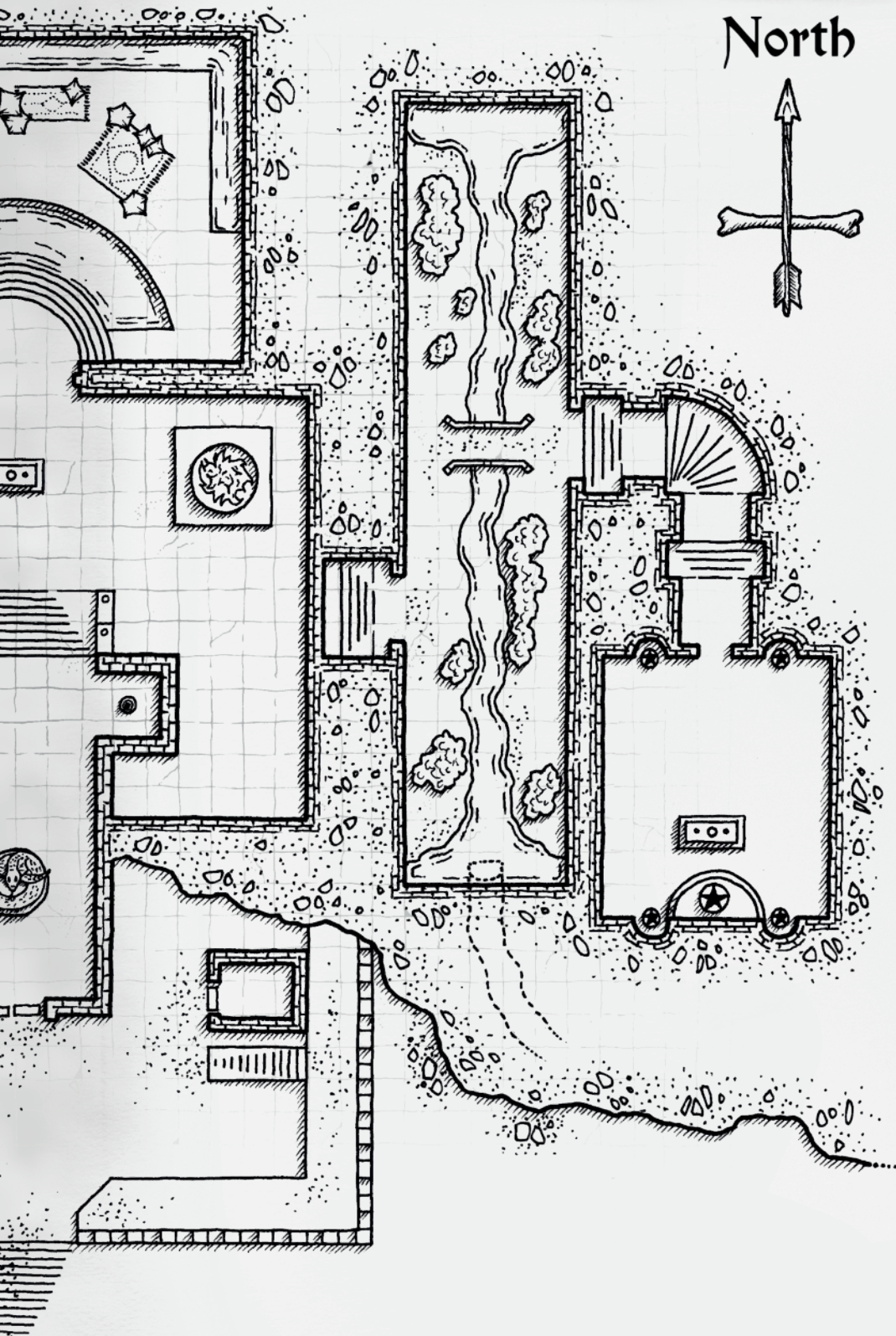




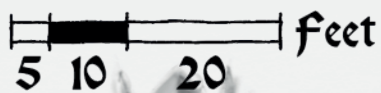
Cult of the fallen God's Temple



North



Temple





stone-like trees line either side of the stream, and various forms of dead meat hanging from their bare branches.

Unlike the gardens in area **Area S7**, these gardens have been twisted to a horrible purpose: the lair and game preserve of the snake-like lamia. The only light in this room comes from the ambient light created by the giant pyres in **Area S4**, allowing the lamia here to attack with surprise. Along the southern wall a secret door leads out into the Crescent Valley.

Enemies

YOUNG LAMIA (1D6) - HD 4; AC 7 [12] ATK 2 Claws (1d4); MV 12; SV 12; CL/XP 6/400; SPC Once Per Day can Cast *Charm Person* and *Suggestion*

S13. Seline's

Private Altar

Bright hot fire burns across the walls, lit by unknowable means. A large crude altar lies in the center of the room, nothing more than jagged rock stained red with countless sacrifices. Four pillars line the edges of the room, the fires of the wall licking but never damaging the carved snakes that run up their sides. The carved snakes on the pillars seem to move of their own accord.

Seline can almost always be found by her private altar, only making appearances for the nightly sacrifice in **area S4**. Seline sits crossed-legged before the altar, her body swaying slightly as she chants in a sibilant language. When party, or anyone who isn't Seline enters the altar room, a soft, but steadily growing hissing begins to echo through the room. Seline has no interest in converting the players. As the Prophetess of the Cult such actions are beneath her, and if the party has made

it this far without converting, she assumes they never will.

Seline will only attack personally when she has no more minions to throw at the party. Her staff has been blessed to give her control over all the "snake-blooded" creatures of the world. In combat this allows her to summon 1d6 snakes (type determined by the Referee) or 2 lamia every two rounds. Once summoned, the snakes or lamia will enter the area the next round and attack the party the following round.

Enemies

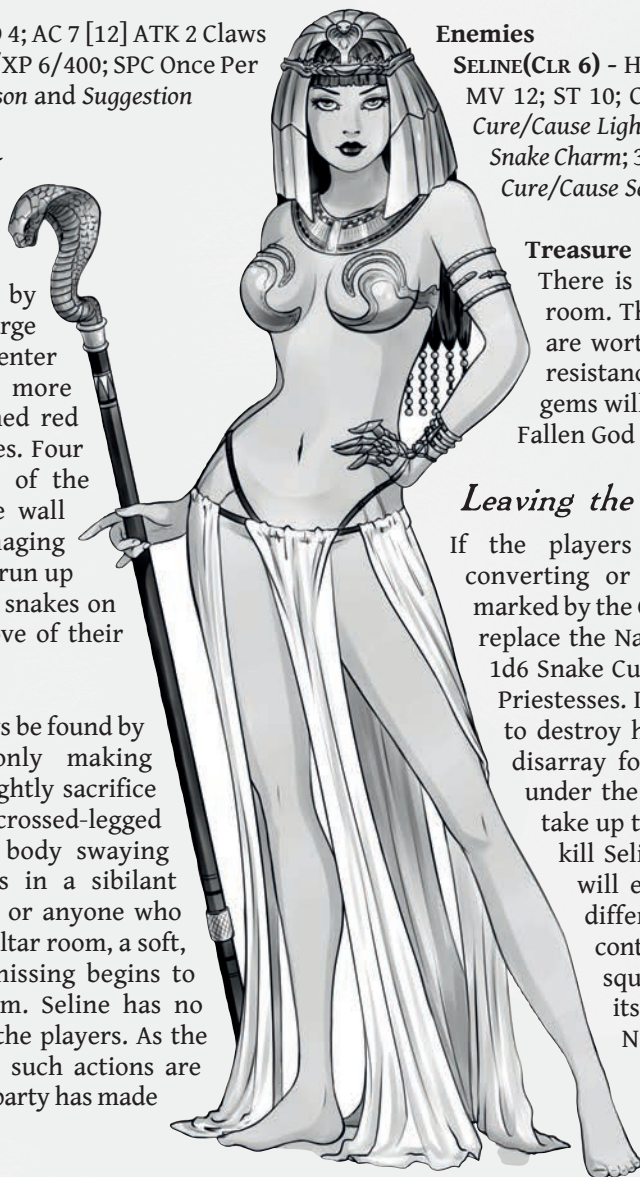
SELINE (CLR 6) - HP 36; AC 5 [14]; ATK Staff (1d4); MV 12; ST 10; CL/XP 9/1,100; SPC Spells 1st lvl *Cure/Cause Light Wounds* x 2; 2nd lvl *Hold Person*, *Snake Charm*; 3rd lvl *Monster Summoning I*; 4th Lvl *Cure/Cause Serious Wounds*

Treasure

There is precious little of value in the room. The blood gems on Seline's Staff are worth 100 gp and offer 10% magic resistance, but anyone who uses these gems will fall under the influence of the Fallen God (save every day at -4 to resist).

Leaving the Temple

If the players leave the temple without converting or slaying Seline, they will be marked by the Cult as heretics. If this happens, replace the Nagba Wanderer encounter with 1d6 Snake Cult Guards/1d4 Snake Cult High Priestesses. If the players kill Seline but fail to destroy her staff, the cult will fall into disarray for a short time but will come under the control of the next person to take up the staff. However, if the player kill Seline and destroy the staff, they will effectively destroy the Cult as different High Priestesses vie for control of the Cult, sundering it into squabbling factions and removing its ability to threaten the Lower Narrows.





Pyramid of the Lost King

This massive structure dominates the horizon of the Southern Narrows. The pyramid and its surrounding ruins lie partially buried under the drifts of sand and debris that have swirled and churned through the Saragubi throughout the ages. Constructed of an unknown stone, the pyramid gleams in the harsh desert light.

When the party approaches, read or paraphrase the following:

A mass of ruins litters the desert landscape. Mind-bogglingly huge stones lie strewn at odd angles, as if an alien intelligence tried writing in the sand with building-sized polished boulders. Whether a city or something else has been lost to the sands here, all that remains are ruined buildings and toppled stones smoothed by generations of

wind and sand. As the dry, cutting winds sweeps the sands across the ruined landscape you cannot help but be drawing to the massive structure before you.

Standing nearly as tall as the Narrows itself, the pyramid rises defiantly out of the sands, its smooth, nearly reflective sides shining in the light. An ornate entrance building carved in the likeness of an open-mouthed human juts out of the pyramid's western face.

Approaching the Pyramid

Wandering groups of Sand-Slaves guard the pyramid, partially mummified creatures bonded to the still-living energies from the Plane of Air. These insane beings remain utterly loyal to their purpose: guard





the pyramid at all costs. They typically travel in groups of 2 to 4, and the ubiquitous sand masks their movements until it is too late, granting them surprise in nearly every situation. The area around the pyramid also attracts Bulettes due to the harmonic resonance of the stone. On a roll of 15 or greater on a d20 the party will encounter one of the following every 30 minutes:

Roll (2d6)	Encounter
2-3	Bulette
4	Portal Camel
5-6	4 Sand-Slaves
7	Caravan Attack Survivors/Nothing
8-9	Sand Worm
10	Baleful Construct/re-roll
11-12	6 Sand-Slaves

Bulette

The pyramid's harmonic resonance both attracts Bulettes to the pyramid and makes them extremely aggressive. In the vicinity of the pyramid the landsharks will rush to attack any creature that comes within 100 feet.

BULETTE – HD 7; HP 36; AC -2 [21]; ATK Bite (4d12), Claws (3d6); ST 9; MV 15; AL N; CL/XP 9/1100); SPC Leaping, Surprise

Portal Camels

Portal Camels are thought to be legends or the mad ramblings of dehydrated caravan workers found wandering in the desert wastes. For better or worse these strange camels are very real and very dangerous. Gifted with magical fortitude, keen intelligence, and fierce curiosity, the Portal Camel is a two-head being that can speak any language it has previously encountered.

If encountered near the pyramid there is a fifty percent chance that the group of three Portal Camels will be assaulted by one of the other creatures who roam the sands of the pyramid. In this case the Portal Camels will open a portal to parts unknown and allow the attacking creature to fall through the created

portal. More than anything the Portal Camels want to learn the stories, lore, and songs of the world they currently occupy, and they are quite willing to trade basic goods, magical services, and sage advice.

Should the party attack the Portal Camels, they will use their natural interdimensional abilities to send the attacking characters to the center of the nearest active volcano.

PORTAL CAMELS – HD 8; AC 0 [19]; ATK Teleport; MV 24; SV 8; CL/XP 11/1,700; SPC Teleport - Can instantly teleport up to 6 targets to any location within 3,000 miles of current location.

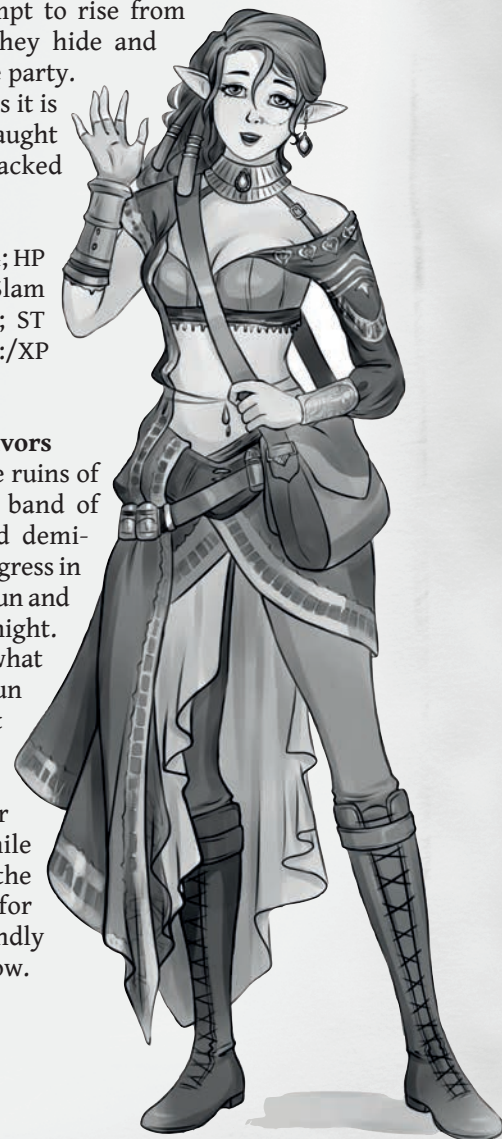
Sand-Slaves

Eternal protectors of the pyramid, the Sand-Slaves will attempt to rise from the sands in which they hide and instantly surround the party. Unless denoted by class it is impossible to not be caught by surprise when attacked by a Sand-Slave.

SAND-SLAVES (4) – HD 4; HP 28, 33, 20, 36; ATK Slam (2d6), Weapon (1d10); ST 12; MV 12; AL N; C:/XP 5/240; SPC Surprise

Caravan Attack Survivors

Stumbling through the ruins of the Pyramid, a small band of wounded humans and demi-humans make slow progress in the heat of the desert sun and the cold of desolate night. These survivors are what remains of a caravan run to the far south that had been attacked by bandits a few days prior to their encounter with the party. While nearly hopeless, the survivors push on for Basq, the only friendly haven any of them know.





This group is comprised of a total of 9 humanoids: 4 humans, 2 dwarves, 1 elf, a half-orc, and a goblin exile. They are being led by a tall, sturdy woman who looks as if she fought off the attacking bandits alone. There is a 25% chance that any of the survivors, save the leader, will take up an offer of work from the party. Should the party hire them on, they serve loyally as either 2nd level fighters or 3rd level thieves

The woman who leads the group calls herself West, a Druid of the Wastes, a sect of the holy order that honors the delicate balance of life and death within the harsh environment of the desert.

WEST (DRD 6) - HP 33; AC 6 [13]; Atk Khopesh (1d8); MV 12; ST 10; CL/XP 8/800; SPC Fifth Mysteries, +2 vs. Fire; Dark Vision 60', 4 in 6 chance of finding secret doors, Cannot be paralyzed by Ghouls, Spells: 1st - Detect Magic, Faerie Fire, Purify Water; 2nd - Create Water, Cure Light Wounds; 3rd - Call Lightning, Hold Animal.

While powerful in her own right, West may ask the party for aid in returning safely to Basq. Should the party agree to West's request, she promises them ample reward upon their return to Basq (100gp each).

Sand Worm

The ground begins to rumble under the party's feet, knocking them prone. Choose one or two characters at random and have them make saving throws. If they fail, they are swallowed by a giant Sand Worm as it breaks the surface before diving once again to the depths of the desert.

This event can only happen once, if it is rolled again the characters are merely knocked prone but nothing else occurs.

Baleful Construct

A towering humanoid figure stretching more than 100 feet to its head rises from sands as if waking from a long nap. Eldritch green light crackles from the construct's joints





and seams. It turns its head toward you disgorging a wave of sand and debris as it opens a craggy maw, releasing a thunderous torrent of inhuman sound and eldritch light that washes over the everything in its path. With slow, deliberate steps it begins to move North. Without knowing exactly why, you all know in the deepest pits of your gut that the creature is heading toward Basq.

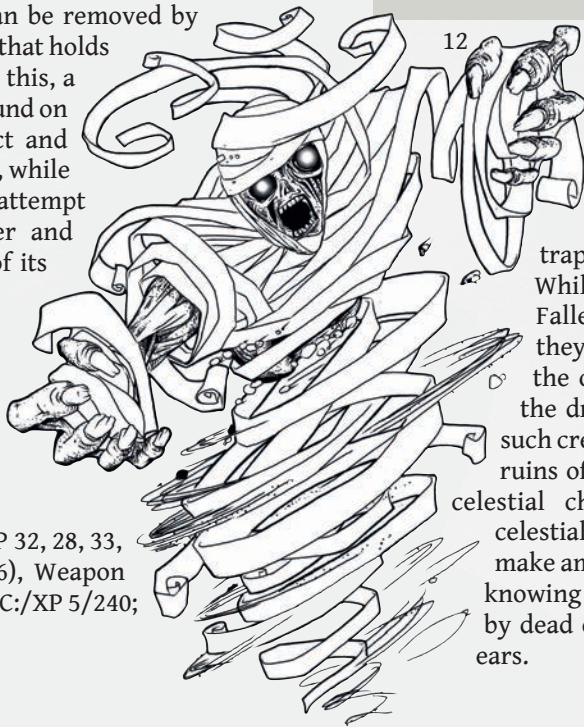
The Baleful Construct will reach the City of Basq four days after it wakes. The ancient construct will ignore any mundane attacks made against it and continue its march toward Basq. Despite the creature's immunity to physical attacks, it will respond immediately to any magical attack against it. If not stopped, the Baleful Construct will lay waste to the city by simply walking through it and continuing north into the Lands of Usarm proper. It will destroy the Rift Bridge and any other settlement in its way.

Stopping the Baleful Construct is no easy task, as all damaging magic simply annoys it into retaliation without causing any lasting harm. An observant player will notice that the eldritch light emanating from its many breaks and cracks is similar in intensity and color to a series of three jewels that crown its head. While no attacks can dislodge or destroy the gems, they can be removed by unlocking the mechanism that holds them in place. To attempt this, a character must spend a round on the head of the construct and succeed on a saving throw, while the Baleful Construct will attempt to shake off the attacker and defend itself to the best of its ability.

Sand-Slaves

This larger group of Sand-Slaves will surround the party and attack with surprise, as above.

SAND-SLAVES (6) – HD 4; HP 32, 28, 33, 20, 36, 18; ATK Slam (2d6), Weapon (1d10); ST 12; MV 12; AL N; C:/XP 5/240; SPC Surprise



The Pyramid Grounds by Night

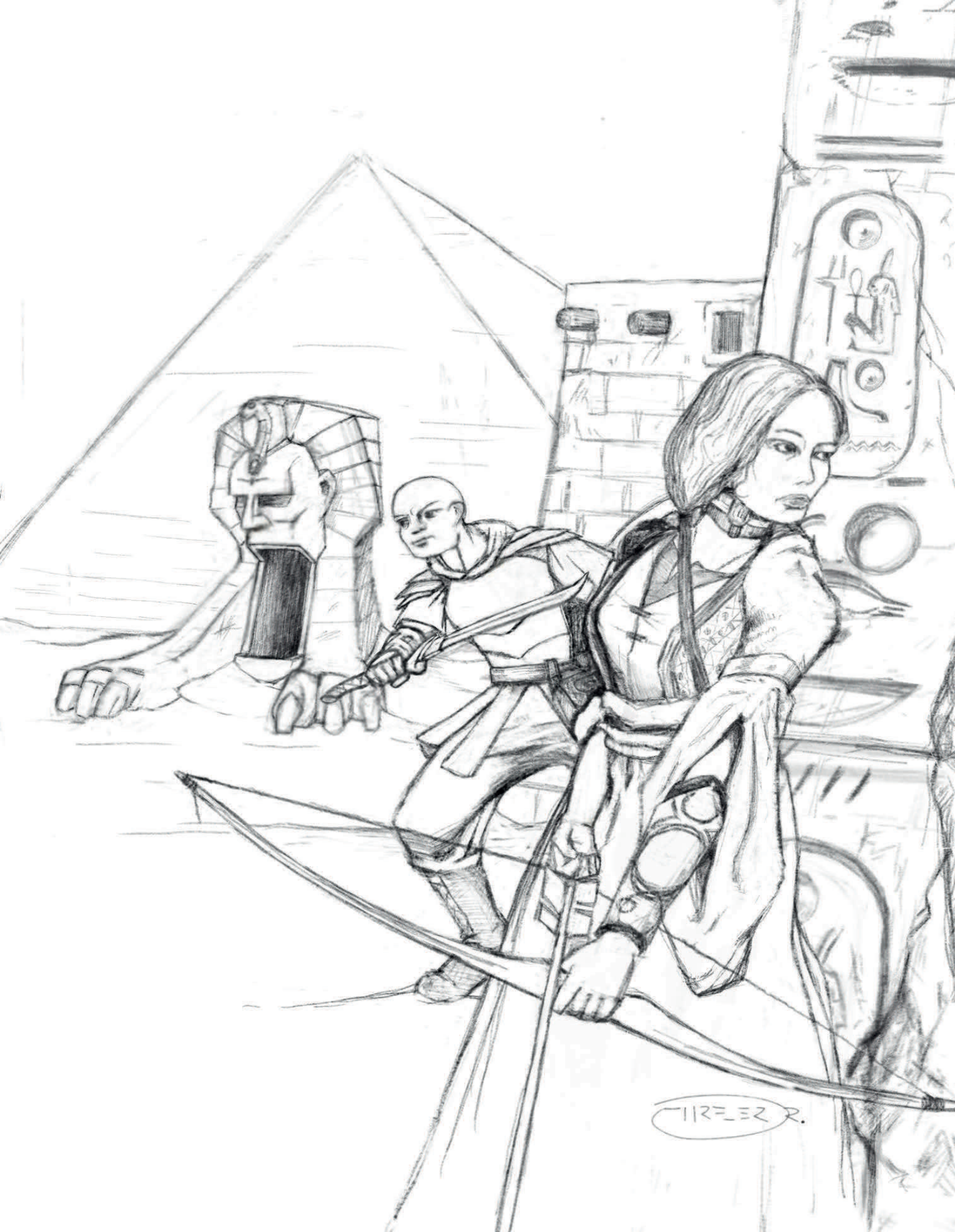
The strange eldritch energies that whirl around the pyramid complex like an invisible sandstorm wax and wane with the rise and fall of the harsh sun. Should the party find themselves outside the pyramid during the night, they will experience dangers and oddities absent during the hours when the sun does its best to burn the darkness from the world.

While exploring the grounds or camping within a three-mile radius of the pyramid the party have a 3 in 6 chance to experience one of the following during the evening hours:

2d6	Encounter
2	1 Fallen Priest
3-4	Night Terrors
5-6	Old Demons
7	Old and Silent Things
8-9	Nothing
10-11	Waking Dream
12	Nascent Magics

Fallen Priest

Once clerics of ancient dead gods, the Fallen Priests continue on long after their deaths, trapped between planes of existence. While not much is known about the Fallen Priests, some speculate that they are Priests and Clerics who broke the oaths they took to their gods. In the dry sands of the Saragubi, several such creatures hide within the dunes and ruins of the pyramid complex. Bound in celestial chain, their mouths barred in celestial metal, the Fallen Priests work to make amends to their long dead gods, not knowing that their deeds cannot be seen by dead eyes and their pleas fall on dead ears.



TIREZ R.



FALLEN PRIEST – AC 6; HD 3+1; HP 22; MV 3; ATK See Special; SV 14; AL C; CL/XP 5/240; SPC Celestial Globes: Three Globes of Celestial Force float around the Fallen Priest, attached to its chains. These globes have a MV up to 6 away from the Fallen Priests. Whenever a Globe passes through occupied space it damages the target for 1d8 damage and forces a saving throw. If failed, the target will drop to his knees and begin to beseech a long dead god for forgiveness in a voice that is not his own. This continues every round until the target succeeds on a saving throw to stop the effect.

Night Terrors

Have the entire party make saving throws. On a successful roll the character manages to rest soundly despite the dreams. On a failed roll, the character takes a -1 modifier on all actions until he can get a good night's rest.

Old Demons

A group of bandits ambushes the party in the night as the fires grow low. Observant characters will notice that the flames turned a rather sickening green just before the ambush. While at first the ambushers appear to be bandits, they begin to look, speak, move, and act exactly like former enemies still bearing all the wounds, scars, and missing limbs inflicted on them by members of the party.

OLD DEMONS (6) – HD 3; HP 22, 18, 12, 20, 16, 21; AC 7 [12]; ATK Spectral Weapon (1d8 + 2); MV 12; SV 14; CL/XP 4/120; SPC Regenerate (1hp/round)

Old and Silent Things

As the night grows longer, an observant character will notice that the stars not only change position but change all together, becoming strange and alien. If the character stares too long at the changing night sky he begins to sense that the sky (or something in the sky) stares back. At some unknown point in the future, whatever the Referee decides was staring back comes calling to the small being that drew its attention on this night. If the character attempts to break away from his observations, he must succeed on a saving throw or permanently lose one point of Wisdom.

Nascent Magics

The nascent and unknowable arcane power of this place bolsters all spellcasters, causing affected characters' spells to double in power (all spells have double the damage, range and duration). Any empowered spellcasters who fail a saving throw will become addicted to casting spells, going out of their way to solve any problem with magic.

Pyramid Map Key

The Pyramid is divided into three levels.

Pyramid Level I

I-I. Suppliants' Approach

A long hall of white marble stretches out below you and down a narrow, steep flight of nearly translucent stairs. A long, rectangular fire pit fills the center of the room, but despite its bright and high flames the room feels cool and comfortable. Near the back wall, held by two statues of winged, cat-faced women is a giant slab of black stone that seems to absorb the light and reflect nothing. Ten similar smaller statues surround the fire pit, each holding a crystal ball in its hands and facing the fire with solemn regard. The firelight reflects from the crystal balls, making the walls dance with red and orange light.

Aside from the fire pit and the statues there is little of interest in the Suppliants' Hall. Behind the slab of black stone are two additional statues and another smaller fire pit and another translucent stairwell. An observant character will notice that the ten smaller statues are on a rotating base, but brute force cannot move them. Any magic cast upon the statues will cause a gout of flame to arc out of the fire pit and spill onto the location where the spell was cast causing 2d6 damage to anyone within a 10-foot circle of the casting point.

Trap - The stairwell at the back of the room is actually an illusion trap that convinces the body and mind that the affected is moving upwards when, in fact, she is moving down to a pit of quicksand (Save or Die).





Puzzle - The true exit from the room involves the black slab. If all ten smaller statues are pointed toward the slab at a 45-degree angle from the fire pit, they will reflect the fire's light at the slab. The slab will vanish to reveal a dark stairwell leading up. This stairwell can be seen and accessed from either side.

A small stairwell of marble to the left leads up to a small room (**Area 1-2**).

1-2. Miniatures room

Soft light filters in from the entryway, casting long shadows on the room. In the center is a diorama of the Suppliants' Approach complete with small glowing fire pits.

Investigation of the room reveals that the small statues in the diorama can be rotated. When one of the small statues is rotated, the corresponding statue in **Area 1-1** can be heard grinding into the same position. When the statues are rotated to a 45-degree angle the globes in their hands reflect the light of the fire pit toward the slab of black stone. Having another character remain in the Suppliants' Approach will help aim the reflected light until the party figures out the pattern.

In the rear of the room a fresco depicts a heavenly staircase flanked by two winged cat-faced women and ten angelic figures facing it at an angle. Each angel holds a globe in her hands that swirls and glows with light.



1-3. Altar of the Blind God

Four statues of robed faceless beings face the center of the chamber. A small flight of stone stairs leads up to a second level that overlooks the main chamber.

The only light in this room is the ambient light cast by the flames from The Suppliants' Approach. At the top of stairs is a small altar with three objects resting on top: a dagger, a bowl full of mummified eyes, and a scroll. Investigation of the scroll reveals that it is blank, however, casting Read Magic will reveal the words on the scroll:

*Only the Blind Truly See
the Truth of the Universe.
Only the Blind Know the
Dangers of the Dark.
Only the Blind Know Life
in The Gray.*

*Give to the Lord of the Dark,
Master of Eyes.
Bow Before the Blind Lord and
Receive True Sight*

Any character who removes both of their eyes using the ritual dagger and places them in the bowl will become permanently blind, but they will be able to "see" secret doors, traps, and magical auras. This

character also becomes more aware of their surroundings, giving them the Monk or Ranger's ability to only be surprised on a roll of 1 on a d6. Should the character's eyes be restored, the magical sight will immediately fade.

1-4. Turnings

Beautifully painted hieroglyphics adorn the ceiling and floor in this long hall. Strange lines of purple light strike and pulse through the lines and circles of the script. On the far side of the hall, where it branches in two separate directions you can see similar glowing hieroglyphs playing



along the walls as well as a large turning wheel set flush with the wall.

The "floor" and "ceiling" of the hall are, in fact, the hall's walls. The wheel on the far end turns the hall in a clockwise direction, causing the entire area to rumble and shake as the hall slides into its new orientation.

No matter the orientation of the hall, anyone who walks through it will be pulled by gravity toward its true floor. When the walls in this hall are aligned properly, the normally empty Sand Room (**Area 1-6**) will have an altar with an enchanted Khopesh guarded by several Sand-Slaves.

1-5. False Treasure

Fiery gold light teases the imagination as you enter this once secret place, revealing wondrous treasure. The walls are covered in weapon and armor displays full of arms and armor glided in gold, silver, and the rarest of jewels. Gold, jewels, and rare exotic wares litter the floor. In the room's center lies a mound of dust supporting the single ivoryed tooth of a great wyrm.

While the chamber is resplendent in treasure enough to taunt even the noblest heart, it is false. In truth any treasure taken from the chamber will vanish at the entrance to the chamber, creating a cloud of toxic smoke that can kill any who breathe it in (save vs. death). A Detect Magic spell will reveal that the treasures are indeed enchanted, however, the type of enchantment is not revealed.

1-6. Empty Room

This chamber is empty and of no consequence. However, should the party align the hieroglyphs in P1-4, this room will instead feature a marvelous stone altar with an enchanted Khopesh floating above it, guarded by 4 Sand-Slaves.

Enemies

SAND-SLAVES (4) - HD 4; HP 28, 33, 20, 36; ATK Slam (2d6), Weapon (1d10); ST 12; MV 12; AL N; C:/XP 5/240; SPC Surprise

Treasure

KHOPESH OF GOLEM SLAYING - A +2 long sword designed and used by the peoples who once inhabited the region of the world that would become the Saragubi. While typically nothing more than a +2 long sword, when the khopesh strikes constructs successfully it does double its normal amount of damage. It also has a 1 in 6 chance of deactivating the construct completely on an attack roll of 20.

1-7. The Stone Boat

A large barge constructed of a single sculpted piece of marble balances on glass blown into the shape of stylized waves from the great oceans. On its deck massive eight-foot-tall marble statues of soldiers in strange armor stand, bows at the ready as if awaiting the order to fire.

The 10 statues on the deck weigh 10 tons each. Each one is worth 1,000 gp. Investigation of the deck and sublevel of the stone barge reveal nothing out of the ordinary save for the two strange cylinders near the operational helm wheel that look as if they once held large globes.

There is a trapped secret door along the northern wall. If the trap is not disengaged before a column of gas will erupt from two vents on either side of the door. Anyone within a 10-foot cone of the door must succeed a saving throw or begin to hallucinate that

Optional Future Quest

The two cylinders are meant to hold arcane helm globes. These globes allow the ship to move upon the air as if it were water as long as a 5th level or higher magic-user operates the helm wheel. When operational, the 10 statues on board the ship act as a defense system for the ship, firing arcane bolts (2d4 damage each) from their bows once a round at any threatening target.

While arcane helms are not part of Pyramid of the Lost King they could become a part of a larger quest for the party, especially if any of them have studied at the Mage Academy, as the legends of these flying ships are routinely whispered about by the staff there.





any living being they see is actually an undead horror for 6 turns.

I-8. Sphere Room

The short hall leads to a perfect sphere of smooth, gleaming black metal, cut in half by a thick floor of strange translucent metal. In the center of the room a cloud of multicolored mist swirls, contained in an oblong shape by unseen forces.

The swirling mists are a portal to **Area 2-8**. Anyone brave enough to travel through the portal will arrive in the secondary location. There is a 2 in 6 chance that any character traveling through the portal will appear on the other side naked and missing all of their gear. The missing gear will be located in **Area 1-8** and will be perfectly folded and organized on the far end of the swirling mists.

I-9. Sand Trap

A marble stairway leading up. See the trap entry for **Area 1-1**.

I-10. Shrine of Cats

Three shelves run along the walls of the room displaying small rounded statues, each made in the image of a different cat. In the center of the room a small altar holds two unlit candles. One candle is sculpted in the image of a cat, the other is a plain, round candle.

If the party lights the plain candle nothing will happen. If the cat-shaped candle is lit, the small statues will make clicking noises, revealing them to be cases for the mummified remains of thirty cats. A yowl will go through the room as the mummified cats set upon the party. If the party escapes, the cats will hunt them down through the pyramid and the desert beyond.

Enemies

MUMMIFIED CAT (30) – HD B; HP 2; AC 9 [10]; ATK 1 Claws (1d4), Bite (1d4); MV 3; SV 18; AL C; CL/XP B/10; SPC Immune to Sleep, Charm, and Hold

I-11 Hall of Gold Statues

This long stretch of hall is lined with golden statues fashioned in the likenesses of humanoid races from across

all of Usarm and beyond. Some of the statues depict strange tentacle-faced beings, while others strange fusions of humans and demons.

Each statue in the hall – a total of twenty – is worth its weight in gold or the average weight of a human.

I-12 The First False Door

A stone door rests at the end of the hall. Etched into the stone of the door in antiquated Common (Intelligence of 15 above can figure it out) is a simple message:

All who solve the Riddle of the Door will be rewarded with their weight in gold.

In the same etched antiquated Common, the Riddle encircles the door on the surrounding stone.

I travel the heavens on a chariot of gold, my spears at the ready. I hunt through the clouds and blue skies, never finding my prey. In my wake, my sister rides upon her stead of silver mane. What am I?

Examination of the door shows that the knob is segmented into 3 parts. Each of the sections can be rotated clock-wise or counter-clock-wise. Each segment of the knob has the entire alphabet etched into it. Aligning the letters that form the correct answer will make the knob emit a satisfying click, while wrong answers remain silent. The correct answer to the riddle is “Sun.”

Any character who attempts to open the door with the correct answer set in the knob must succeed on a saving throw or be turned into solid gold. If the save succeeds, they will discover nothing but a wall of stone behind the door with a small niche carved into it. The niche contains a single gold coin emblazoned with their own face on one side and their weight on the other.

Anyone affected by the door’s curse can be returned to normal with a successful *Remove Curse* spell.





I-13. The Coiled Serpent

A raised octagonal platform rests far above the dark sands far below. The only light comes from the glittering gems of the statue of a coiled serpent that dominate the center of the platform. The lights reflected off the gems of the statue dancing against the night-black ceiling, twinkling and moving like a desert night sky.

The room smells of the desert, and a small breeze seems to eternally circle the room, not strong enough to cause a whirlwind, but enough to cool a person. The gems on the statue range in size from as big as a man's head to as small as a fingernail. If anyone attempts to remove any of the gems the statue will begin to uncoil itself and attack anyone in the room. It won't leave the room, or its animating force fades.

The pit of sand lies forty feet below the platform's top. Hidden within the sands of the pit are smaller jeweled serpents that slither just beneath the surface.

Enemies

SERPENT CONSTRUCT – HD 6; HP 40; AC 5 [14]; ATK Bite (1d8 + Poison), Slam (1d6 + Save or fall over the edge); ST 11; AL N; CL/XP 7/600; SPC Poison – Save or lose an additional 3 HP per turn until target receives *Cure Poison*

SMALL SERPENT CONSTRUCTS [60*] – HD B; HP 4 each; AC 9 [10]; ATK Bite (1d4); ST 18; AL N; CL/XP B/10

**Only attack in groups of 3 at a time.*

I-14. The Second False Door

The door at the end of the hall is trapped and locked. Anyone who attempts to unlock the door without first disabling the trap will be struck by a small poisoned needle that inflicts 2d4 poison damage (save for half) hidden within the knob of the door. Opening the door reveals a blank wall.

I-15. Death's Jewel

A palm-sized golden statue of an alligator sits in a small recess halfway up the wall of the small alcove, its long vicious teeth-filled snout closed around the limp form of a stork rendered in diamond.

Anyone who steps into the alcove triggers a pit trap that drops them fifty feet (Save for half damage of

normal falling damage) into a pool of water inhabited by three undead alligators.

Enemies

UNDEAD ALLIGATORS (3) – HD 3; HP 20; AC 7 [12]; ATK Bite (2d8); MV 3; ST 14; AL C; CL/XP 3/60; SPC Immune to Sleep, Charm, and Hold.

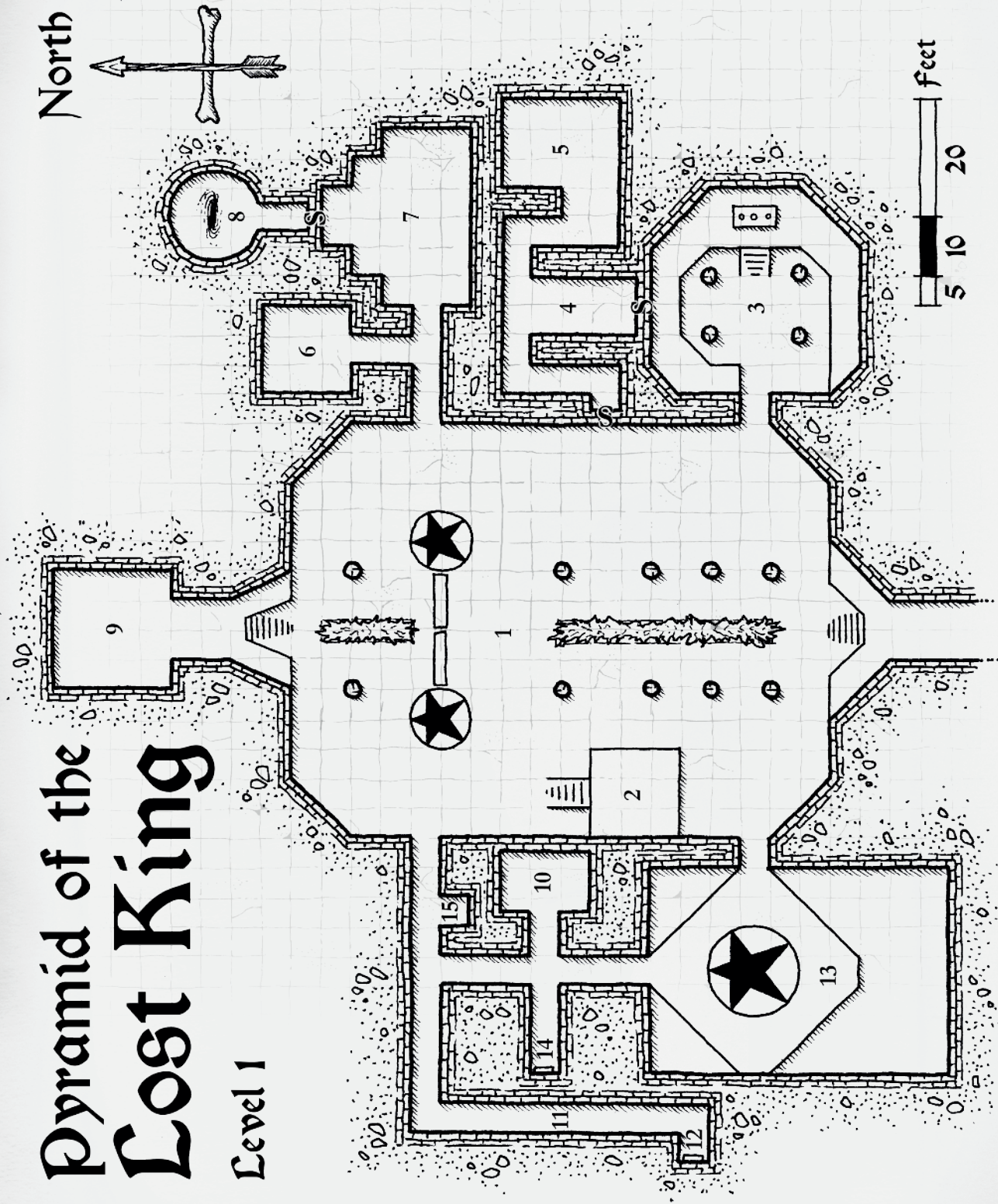
Treasure

The small statue is worth 250gp.



Pyramid of the Lost King

Level 1





Pyramid Level 2

2-1. Sanctuary of the Chained Sisters

The large black slab lies solid and closed, its strange stairs gone. A large crystal rests horizontally on a stand of transparent metal, its amber facets dull in the ambient light of the pyramid. Against the back wall nine giant statues tower over you, facing the crystal stands. Nine stone women in robes of obsidian look down at the crystal, their hands covering their eyes as if weeping, chains linking their hands together in eternity.

The large room's black slab, formerly the egress point from the first level is closed immediately after anyone steps through it. To anyone in **Area 2-1**, the black slab always looks closed, and any who walk up the stairs from **Area 1-1** appear to float through the slab much like ghosts.

The nine statues are not moveable, and any significant force against them will rebound on the aggressor. Any magic-user who casts Detect Magic in

the area can tell that the statues, the black slab, and the horizontal crystal all strongly radiate magic. To the south of the Black Slab lies a square room (**Area 2-2**) with an open, arched entryway, barred partially by spikes that descend from the top lip of the arch.

Once unchained through the actions in **Area 2-12** and **Area 2-13** the Chained Sisters will gaze at the crystal, light shining from their eyes to the crystal and causing the black slab to reopen with a stairwell leading up as well as down.

2-2. The Second Miniatures Room

The small square room is unadorned save for the large table in its center that holds a diorama of the rooms around the Sanctuary of the Chained Sisters. Several small miniature figurines lay on their sides outside the Diorama, each bearing a striking resemblance to you.

Examining the diorama closely, the party can see that the black slab is open with a flat painting of a stairwell leading upwards. The diorama also shows the statues in **Area 2-1** unchained with their hands





lowered. The three crystals in **Areas 2-1, 2-12, and 2-13** are all alive with a light that pulses in time to an unknown heartbeat.

The figurines of the characters can be moved throughout the diorama. While nothing will happen to the character whose figurine was placed in the diorama, a ghostly doppelganger of that character will appear in any of the rooms that the figurine is left in. The diorama will react to the figurine as if it was the real room, potentially warning the party of any trouble ahead of them.

The diorama only represents **Areas 2-1, 2-2, 2-12, and 2-13**.

2-3. *The Quick Way Down*

Two sets of locked stone doors separate this section of hall from the rest of the level. Hieroglyphs show scenes of judgement, and punishment along the door and walls.

Trap – The floor between the double doors is, in fact, a false floor. Anything over seventy-five pounds will cause the floor to split open depositing those unlucky enough to be standing on it into a hallway forty feet below between **Areas 2-10 and 2-11**.

2-4. *Altar of the Owl God*

Light dances from runners of fire that line the room at waist height, making the large stone statue of an owl with its wings spread appear as if it is moving. Below those giant realistic wings are two doors, one on either side of the great stone creature.

The fires in the runners are kept alight by an alchemical liquid suspended within the runners. A sample of the liquid can be taken, but there is a 2 in 6 chance that the person taking the sample will suffer 2d4 fire damage.

Eternal Flame – The liquid that lights the fire is an alchemical substance that can be understood and recreated by anyone with an Intelligence of 16 or greater. When the liquid comes in contact with air, it creates a fire around itself that will continue to burn until all the air around it is removed.

Enemies

REPRESENTATION OF THE OWL GOD – HD 6; HP 42; ATK Talons (2d6+2), Slam (1d8+2); MV 6; ST 12; AL L; CL/XP 8/800; SPC Magical resistance 25%; Takes half damage from piercing and slashing attacks, takes +3 damage from blunt attacks.

2-5. *Library of the Owl*

Recessed shelves are built into the cold walls, overflowing with tomes so ancient that their twisted and bent spines have lost their color and titles. The air is dry and cool, filled with the musk of old paper and ink. A single desk rests in the rear of the room with a small crystal lamp emitting a softly flickering yellow light and a single open tome whose pages have nearly bleached with age.

The library's books are ancient and have not been protected against time and age. There is a 1 in 6 chance that any book picked up will not fall apart and reveal some information for the reader.

Table: Books of the Owl Library

Roll (2d6)	Book
2	Magic-use Spell 5 th Lvl: Summon Dust Slave - The Caster summons a number of Dust Slaves equal to her Hit Dice, who will serve her until slain or the spell duration expires (6 turns/minutes).
3-4	A collection of songs about stairways to the clouds and abode of the gods and birds free to fly in in the sky





Roll(2d6)	Book
5-6	When opened the book creates a small portal within the page that can transport anyone who touches the portal to the location of the second book. Currently the second book lies in the prison of the Fallen Deep in the depths of the Scarred Moon. This can only happen once; reroll this result if it comes up again.
7-8	A faded tome with several panels per page containing colorful pictures of strangely clad men and women with awesome magical powers.
9	When touched, the book and 3d6 other books in the room spring to life and attack any living being in the area.
10-11	A collection of previously unknown recipes by the famed dwarven chef, Ironstomach, written in his own hand. Legend tells that when Ironstomach died, the war that broke out between the dwarven chefs of the world which was nearly as disastrous as the Collapse caused by the war between the N'zi and the Usarm.
12	When opened the pages of the book crumble to dust. After a moment the dust comes together in the form of the person who opened the book and has all their memories and abilities (even magical).

Table: Crystal Lamp Rays

Roll (2d6)	Result
2	Anti-Magic Field – All spells, spell-like abilities, and magical effects not produced by the crystal lamp do not work within 60' of the lamp for 2d6 turns
3	Flesh to Stone – A 60' beam that turns a single target and everything on the target's person into solid stone. Saving throw negates.
4	Sleep – A 60' beam that operates as the spell on a single target creature.
5	Anti-Gravity Field – Everything within 30' of the crystal lamp ignores the effect of gravity for 1d6 turns. While under the effects of the anti-gravity field, all actions take a -2 modifier and characters can only attempt a single action per round. There is a 4 in 6 chance that any attempt at movement will overshoot its target by 1d4 yards in a random direction. Characters floating out of the field's area will immediately drop to the floor, taking 1d6 damage if unprepared (saving throw negates).
6-7	Charm Person – A 60' beam that operates as the spell on a single target. The charmed character will try to keep the crystal lamp safe from harm
8	Slow – A 60' beam that causes its target to move at ¼ her normal speed, and inflicts a -3 modifier on all actions for 1d4 turns. Saving throw negates.
9	Cause Fear – A 60' beam that overwhelms its target with a sense of dread for 1d4 turns. During this time the target takes a -4 to all actions and has a 4 in 6 chance of running away until the effect of the beam fades. Saving throw negates.
10-11	Rust – A 60' cone that causes all metal objects within it to rust away to dust within 1d4 rounds. Saving throw negates, and magic items get a bonus to this saving throw equal to their enchantment bonus (or +2 if no enchantment bonus).
12	Disintegration – A 60' cone that causes all targets within it to instantly disintegrate. Saving throw negates.





The desk, chair, and carpet in the rear of the room is in fact a disguised Pseudomorph.

Enemies

ANIMATED BOOK - HD 1; AC 7[12]; ATK Slam (1d4), "bite" (1d4); MV 1/6 Flying; SV 16; CL/XP 1/15; SPC Fly

PSEUDOMORPH - HD 6; HP 43; AC 2 [17]; ATK Slam (2d6+2), Bite (2d6); MV 6; SV 11; AL N; CL/XP 8/800; SPC Copy - Can copy any inanimate object up to a 10' cube. Stick - Any melee attack has a 2 in 6 chance of sticking to the Pseudomorph, preventing further attacks from that weapon until freed. Any slam attack by the Pseudomorph has a 5 in 6 chance of sticking to the target. The Pseudomorph will digest its target while it remains in contact. The target takes 1d4 acid damage per round until the Pseudomorph is killed or the target is freed.

2-6. The Sacristy

This room is lined with closets constructed of heavy, solid woods that have been carved to depict forest scenes and great hunter owls in flight. Several chests and chairs of the same rich wood lay scattered about the room. In the center of the room lies the crumbled remains of a skeleton nearly twice the height of a normal human male, tangled in the rotting remains of clerical vestments to an unknown god.

The Sacristy is empty of almost anything of value. The vestments and religious accoutrements within the closets and chests are rotten beyond any ability to salvage for trade or repair. The great wooden chests and closets themselves can fetch about 500 gp for the entire collection.

2-7. The Empty Crypt

This incomplete stone room holds several containers of ancient long-dried paint carefully lined up against one wall. In the room's center a small, unornamented stone coffin stands empty, save for a single gem worth 25 gp.

2-8. The Second Sphere Room

On the other side of the secret door, a hemispherical room of gleaming black metal lies, gleaming and seeming to move from the strange light cast off the swirling vertical mists in the room's center.

The swirling mists are a portal to **Area 1-8**. Anyone brave enough to travel through the portal will arrive in the secondary location. There is a 3 in 6 chance that anyone traveling through the portal will appear on the other side wearing all of their gear backwards.

2-9. The Fool's Hall

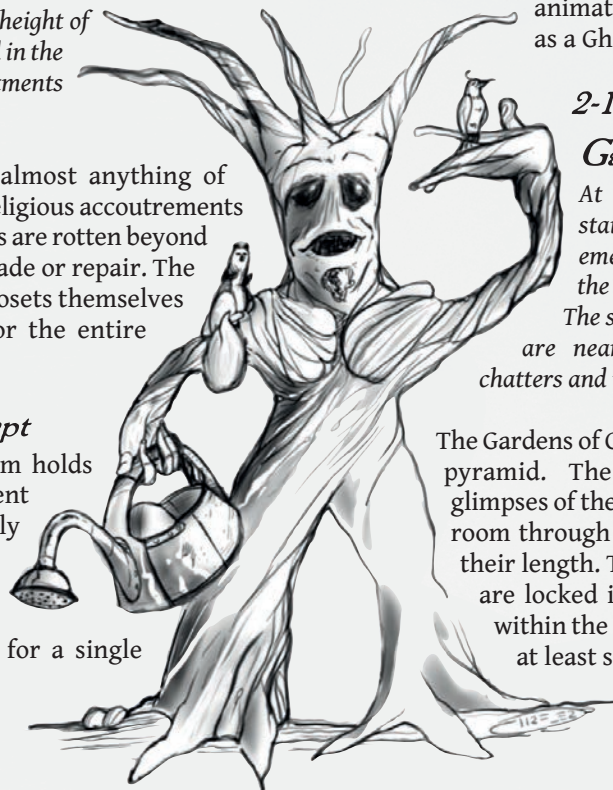
The long, narrow, twisting hallway leads to a single ornate door at its end. If opened it is revealed to be a false door, with nothing but a wall on the other side. Once the door is open however the hallway begins to fill with a strange, thick yellow miasma. Within two turns of the door's opening the entire hallway will be completely filled with the substance. Anyone caught in the hallway after the first two turns must succeed on a saving throw or die.

Anyone who dies from the yellow miasma will reanimate 2d6 turns after their death as a Ghoul.

2-10. The Gardens of Ga'unt

At the bottom of the long narrow stairs light dances through thick, emerald shadows, bringing to mind the thick forest lands of the north. The smell of earth, leaves, and flowers are nearly overwhelming as are the chatters and whistles of song birds.

The Gardens of Ga'unt are an oddity within the pyramid. The party catches occasional glimpses of the stone walls in this "z" shaped room through the thick vines that grow up their length. Trees, ferns, shrubs, and grass are locked in an eternal battle for space within the chamber, but they still appear at least somewhat tended. The natural light of the chamber is





generated by a large half sphere crystal growing out of the stone ceiling.

The Gardens are tended to by Ga'unt, a giant Wood Elemental with a gentle, friendly disposition and a love of the forest. While not an active threat, Ga'unt will protect his garden if threatened, but he will not leave its confines. Ga'unt talks freely, but he cannot explain much about the pyramid beyond his garden, not even when and how he arrived in the place. Despite his limited knowledge, Ga'unt's elemental nature allows him to cast spells as a second-level druid.

Enemies

GA'UNT – HD 8; HP 58; AC 2 [17]; ATK 2 Strikes (3d6); ST 8; MV 12; AL N; CL/XP 9/1100; SPC Flesh to Wood, immune to blunt weapons, +1 to hit and damage in forest-like area, spell casting as 2nd level druid (Detect Magic, Purify Water, Cure Light Wounds).

2-II. Minor Door Chamber

A small fire pit lies just inside the door of the chamber, flanked by two large crystal owls each with a single wing spread. Two slabs of black stone stand in the rear of the chamber, deep and dark despite the light from the fire pit.

If the crystal owls are rotated in such a way as to block the light of the fire from reaching the black slabs, the two slabs will open like a double door, revealing a 5 by 5 chamber with a fist-sized gem sitting on a podium. This gem is the double of the gem found in the forehead of the Stone Sphinx in **Area 2-13** and would fit in the forehead of the sphinx in **Area 2-12**.

2-12. Chamber of the Silent Sphinx

A small altar stands before a blazing brazier of heatless flame that dances high and banishes all shadows. A large statue of a mighty sphinx in stands at the chamber's rear, looking down at the entrance with half-hooded eyes.

The altar in this room contains a small stand with a crested holder at its top. The sphinx at the rear of the chamber has a large indentation in its forehead as if something had once rested there.

The gem in **Area 2-11** will fit like a glove when placed on the stand, which will shine a beam of light at the Chained Sisters in **Area 2-1**, unlocking half of their chains and freeing the statues.

If the gem is instead placed within the indentation on the sphinx's forehead the statue will come to life and attack any who are in the room until either destroyed or the gem removed.

Enemies

SPHINX CONSTRUCT – HD 8; HP 60; AC 1[18]; ATK 2 claws (1d8); MV 18 (Fly 24); SV 8; AL N; CL/XP 11/1700; SPC: Divination, Dispel Magic at 8th level (3/day), Silence 90-ft radius (6/day), immune to non-magical weapons.

2-13. Chamber of the Sphinx

A small altar of black stone stands in the front of the chamber, a lattice work of black crystal rising from it to create an empty holder. Heatless amethyst flames dance high and bright behind the altar, casting the entire chamber in shifting shades of violet. In the rear of the chamber a stone Sphinx sculpted from alien black rock crouches ready to pounce, held back by chains of metal that freeze whatever they touch.

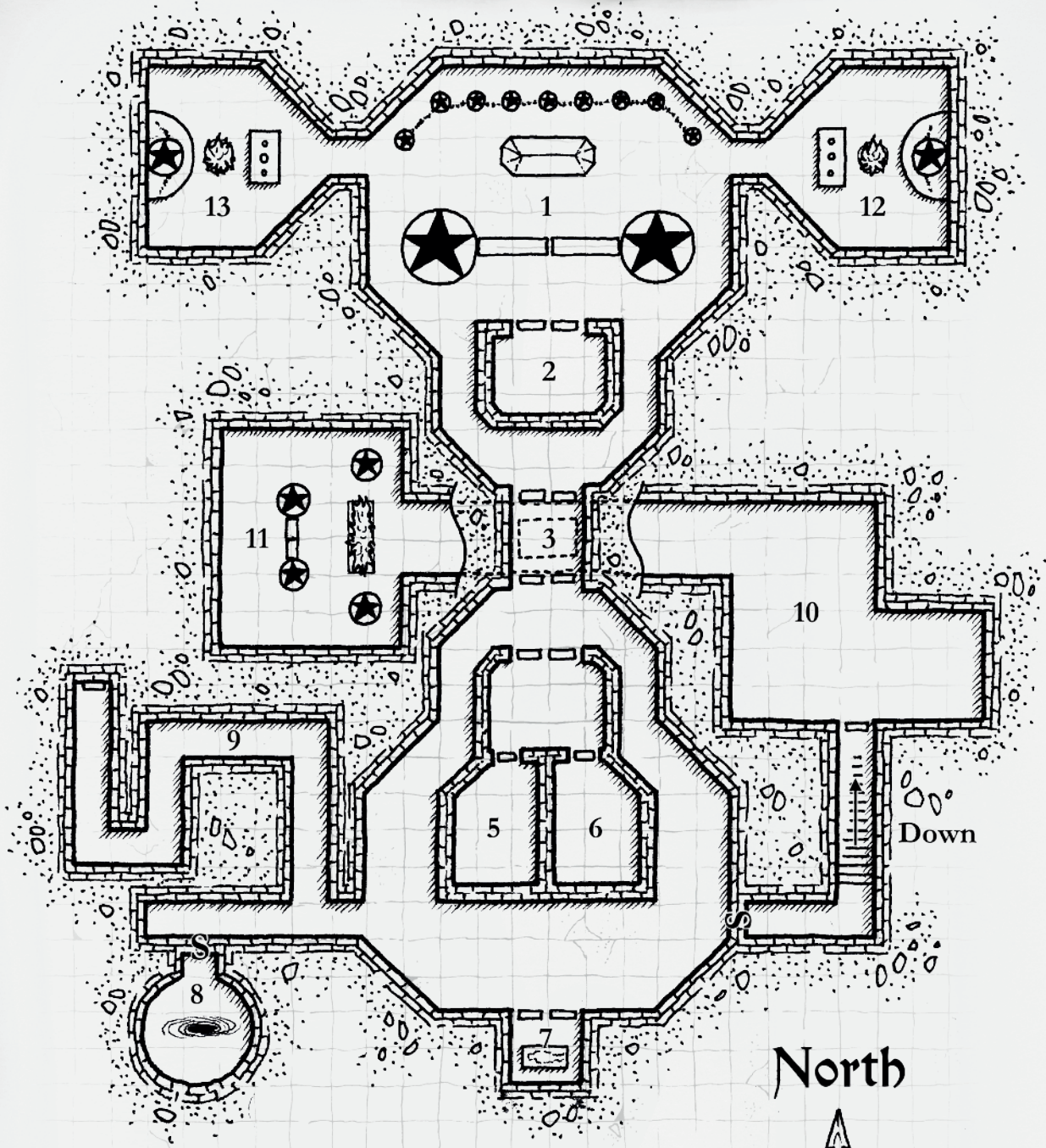
In the forehead of the stone sphinx rests a large translucent gem that seems to reflect a rainbow of color when the light of the amethyst flames hit it. If removed and placed within the crystalline holder on the altar the chains holding the sphinx shatter into freezing cold dust and the stone statue lets out a great roar. Its intelligent, baleful eyes glare at the party. Light from the fire will also focus through the gem, and a rainbow beam will shine onto the Chained Sisters in **Area 2-1**, unlocking half of their chains.

The sphinx construct will attack anyone in the room and attempt to regain its crystal. If the sphinx takes the crystal back the rainbow beam will stop shining, and the Chained Sisters will return to their shackled state.

Enemies

SPHINX CONSTRUCT – HD 8; HP 60; AC 1[18]; ATK 2 claws (1d8); MV 18 (Fly 24); SV 8; AL N; CL/XP 11/1700; SPC Divination, Dispel Magic at 8th level (3/day), immune to non-magical weapons.





Pyramid of the Lost King

Level 2

North



5 10 20 feet





Pyramid Level 3

3-1. Reliquary of the Owl

A large statue of a great owl in flight looms over the room's rear, staring over the portal door as a predator awaiting the mouse. Four great pillars twist up to the chamber's vaulted ceiling, their tops lost in the blackness that swirls above. To the right, two statues of owls at rest preside over an ornate but bare altar.

Unlike the entrance to the second level from the first, the great portal door remains open and will allow access to all previous floors of the pyramid. Along the walls a line of light flows through the metallic stones of the chamber (and indeed the entire level), casting a soft white glow over everything and creating deep, inky shadows where the light is blocked. When touched, each of the four pillars in the room emit a soft chime and begin to glow one of four colors (red, green, yellow, blue).

The altar on the chamber's right has a secret panel that conceals a fist-sized gem valued at 500 gp. This gem is the key to the Star Cartographer in **Area 3-2**. If the gem is removed from the altar's hidden compartment the two stone owl statues to either side will come to life and attack the party. While the stone owls are active the podiums where they were perched will cycle through the four colors of the pillars. If the four great pillars of the room are touched in the same color order, the stone owl from that perch will return to its pillar and resume its inanimate vigil.

Owl Podium Left	Owl Podium Right
Green	Blue
Yellow	Red
Blue	Green
Red	Yellow

Enemies

STONE OWLS – HD 4; AC 5 [14]; ATK 2 Talons (2d4), 1 Peck (1d4), Slam (1d4); ST 13; MV 9 (Fly 13); AL N; CL/XP 6/400; SPC Magic Resistance 50%, Piercing/Slashing Weapon Resistance 25%

Trap – There is a trap halfway down the hallway leading from the chamber. Anyone who comes close enough to the trap will be hit by an arc of blue light shooting out of the wall, dealing 2d6 damage and burning through any worn metal such as armor or jewelry.

3-2. The Star Cartographer

Bitterly cold air circulates around the giant metallic spherical chamber causing shivers in the heartiest of bodies. The small raised platform connected to the door leads to a circular half-walled dais with nothing but an indent in its center.

The indent in the center of the half-walled dais is a perfect fit for the Gem from **Area 3-1**. When the gem is placed within the indent the entire chamber except the walkway and half-wall dais vanish, replaced with the near emptiness of space. Stars twinkle and shine, and cosmic bodies move through the vast emptiness.

While inserted in the indent, the gem has seven exposed facets: one large facet in the center and six small ones ringing the larger facet. If any of the smaller facets are touched, one of the constellations in space will glow brighter, and an artistic outline will hover over the stars for as long as someone touches that facet. If the large facet is touched, the vastness of space will vanish and return the party to the chamber.

Star Constellations from Left to Right (Clockwise)

1	A great hunter owl, wings spread
2	Two lovers, their limbs intermingled in the act of love
3	A musical instrument much like a guitar but featuring ten strings and two necks.
4	A giant lizard shooting fire from its roaring maw
5	A great flaming bull engaged in combat with a sole unicorn
6	A winged snake, falling as if dead

Anyone with knowledge of the stars of Usarm will not recognize these stars nor the constellations, as they are completely alien to the land.





Trap – A second arc trap waits in the hallway leading away from the Star Cartographer chamber. See the trap in **Area 3-1** for details.

3-3. Stairs of Stars

A starscape spreads before you. Beautiful hues of cold blue, warm yellow, and shades of red and green twinkle in the distance hinting at a beauty you have never known as you look out across countless suns, nebulas, and stars far removed from the sands of Usarm. While it looks as if you would fall forever if you stepped forward, you see hints of light at regular intervals, glowing faintly at a slightly different hue than the stars themselves, tracing rectangular shapes in space.

The starscape before the party is just that: actual stars, far removed from this reality in space and time. Six nearly invisible stairs made of faint light lead up to an opening that cannot be seen from the entrance to the area. Should anyone slip off the stairs they will fall through the invisible field that provides atmosphere to the stairwell and die of suffocation in the vacuum of alien space.

3-4. Tomb of the Lost King

As you emerge from the stairs through the starscape, a wind as dry and hot as any desert washes over you, blinding you for a moment. When you open your eyes you see the

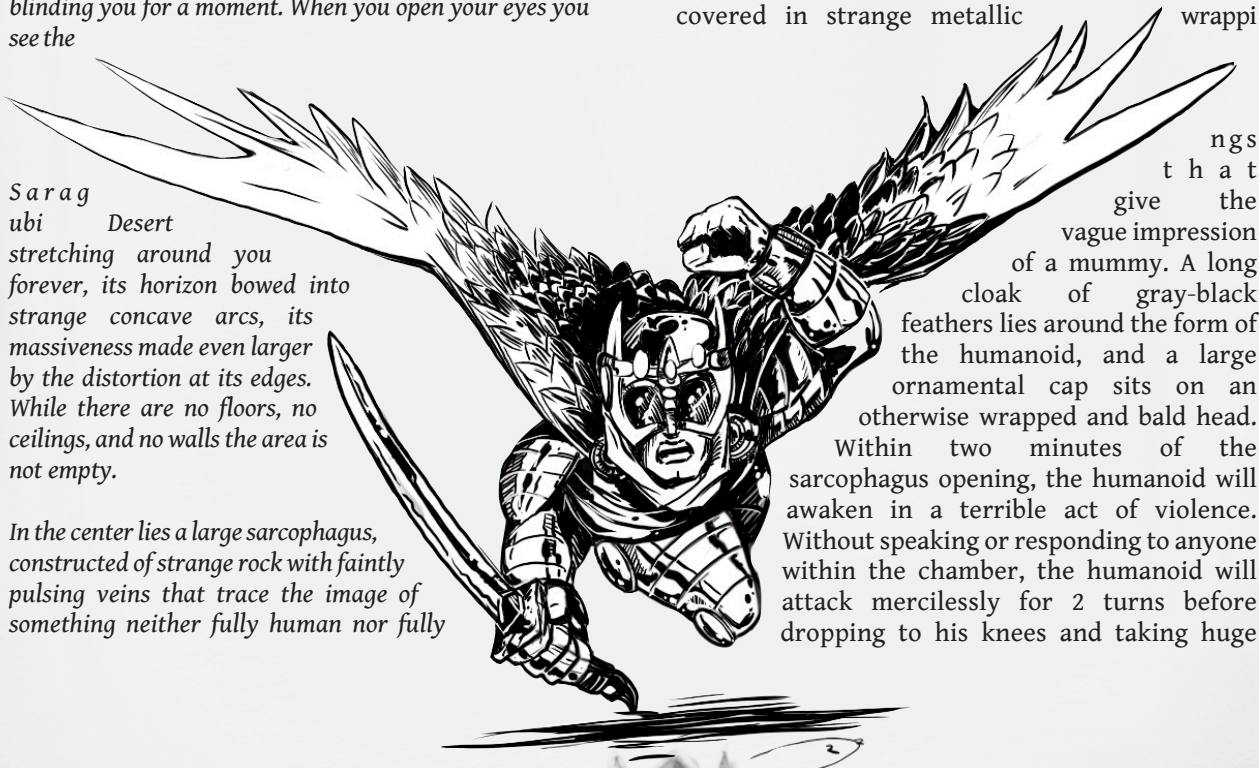
Saragubi Desert stretching around you forever, its horizon bowed into strange concave arcs, its massiveness made even larger by the distortion at its edges. While there are no floors, no ceilings, and no walls the area is not empty.

In the center lies a large sarcophagus, constructed of strange rock with faintly pulsing veins that trace the image of something neither fully human nor fully

owl. Several crescent moon half walls surround it, constructed of the same eldritch stone, glowing and pulsing in time with the sarcophagus.

This chamber was once the bridge to a ship that traveled between the stars and the void that separates dimensions. It became trapped within the realms of Usarm following the Collapse and the destruction of the N'zi and the Usa'arm. The crescent moon half walls are the remains of the ship's various control consoles. Unfortunately, aside from the light show they provide, they are utterly unsalvageable and inoperable. The sarcophagus in the center of the chamber is the command terminal, used by the Pilot-Captain of the craft this section of the pyramid once belonged to. While difficult to discover, the sarcophagus can be opened rather easily if the emergency release vein is found and caressed. When opened the sarcophagus will release a semi-toxic mist that is blisteringly cold. Any character within 5 feet of the sarcophagus when it is opened must succeed on a saving throw or have any exposed skin blister from the mist, causing 2d6 damage and imposing a -1 penalty to all rolls for 48 hours or until a "Cure Disease" spell reverses the damage.

The sarcophagus contains the body of a ten-foot-tall humanoid with pale purple-blue skin, covered in strange metallic wrappi





gulping breaths, one hand held up in a gesture of both surrender and a plea to hold. If the party refuses to accept the plea and presses the attack, the humanoid will fight defensively to protect itself, occasionally imploring the characters to hold. Should the party stop attacking the humanoid will recover for a few moments more before standing to his full height and addressing the party directly. He introduces himself as Pilot-Captain Ezfix'Dur, or as the people who discovered his ship named him, The Owl King.

The comparisons to an owl are easy to see. Between the feathered cloak draped over Ezfix'Dur's shoulders and the large cap, he looks remarkably like a resting barn owl. The bearing and stance of the man – straight-backed and tall, with a strong confident gait – indicate a regal and aristocratic upbringing. While respectful to the party, Ezfix'Dur's deep baritone and heavily accented voice hold the tones of one who is lost, alone, and out of his time.

The party can discover the following information from Ezfix'Dur. Although he is truthful in his responses, it is obvious to any with the ability to read the intentions of others that the Owl King is hiding something.

- ∞ Ezfix'Dur's people are known as the Gala'ax, and once roamed the spaces between worlds and dimensions. His ship was one of the last with the ability to go between reality's folds, to traverse the strands of the weave that bind the universes together like a blanket.
- ∞ A great disaster in the very weave between the universes cut and restrung various strands. This disaster damaged his ship, causing it to break apart and scatter between the folds of the universes.
- ∞ Ezfix'Dur and one other survived the crash in the command bridge of his ship.
- ∞ The other died in an attack by fearful locals soon after the crash, causing Ezfix'Dur to destroy several settlements near the crash site. When his anger abated and the remains of his companion burned as demanded by custom, Ezfix'Dur realized the mistake of his anger and sought to fix what he had destroyed.

- ∞ Believing him a god come to earth, many people of the Saragubi began to follow the Gala'ax, crowning him their king.
- ∞ In his time, Ezfix'Dur – now the Owl King – discovered that the Saragubi, a lush tropical paradise at the time, was being sustained by the dark energies of the Fallen God. The Fallen God's cultists had killed Ezfix'Dur's companion ... and his mate.
- ∞ Ezfix'Dur, fearful of the dark powers of the Fallen God, gathered an army from the people who crowned him king and led them into battle against the cultists.
- ∞ After nearly a century of war in the lush Saragubi, Ezfix'Dur's people were on the brink of defeat. In an act of desperation, Ezfix'Dur went into single combat against the Avatar of the Fallen God. However, this was a ruse, for Ezfix'Dur was only a distraction for the true plan to destroy the Fallen God and his followers with his own power using Gala'ax technology combined with the strange energies the people of the Saragubi called magic.
- ∞ The ploy succeeded, but it left the lush Saragubi as nothing but a desert wasteland and cracked the once impenetrable wall of stone far to the north.
- ∞ In his fight against the Avatar of the Fallen God, Ezfix'Dur nearly died. His followers recovered his body, but none of them could revive their king so they declared him dead. They encased the remains of his ship within a mighty pyramid to honor the god-king who had led them, and laid him to rest in the sarcophagus.
- ∞ Unknown to the Owl King's followers, the sarcophagus was not a tomb but the command nexus of the former ship. In it there was a wide array of medical technologies. There was just enough left of Ezfix'Dur left to – over time – heal. Unfortunately, the device was damaged in the disaster, trapping the Gala'ax Pilot-Captain within its healing web for generations, assuring that the man wouldn't die and that his mind wouldn't succumb to madness.

If the party senses that the Owl King is hiding something after telling his story, they can press him further and discover the following:

Ezfix'Dur's ship was the last of its kind due to the dangerous nature of its mission. Tasked by the





Gala'ax Empire to scour the spaces between universes, ships like the one captained by Ezfix'Dur were to find and destroy the strange beings imprisoned within the strands of the weave, for the Gala'ax feared the power of these creatures should they ever enter an inhabited dimension. When the great disaster occurred that caused Ezfix'Dur's ship to crash he and his crew were busily trying to kill one of these beings ... the Fallen God. Because of both Ezfix'Dur's efforts to destroy it and the Collapse of Usarm, the Fallen God broke free and fell to the changed Usarm millennia before Ezfix'Dur's own crash.

The Gala'ax Pilot-Captain feels the presence of the Fallen God to the north (**Area I**), and he is both saddened and angered that the creature survived their battle and the destruction of the Saragubi. Still weak from his centuries-long slumber in the command nexus, the Owl King knows he can't face the Fallen God. Conversely, the Fallen God's emissary and head priestess of its cult, Seline will feel the awakening of the Owl King due to her bond with the Fallen God, and she will begin preparations to kill the Gala'ax once and for all.

If Seline happens to be dead due to the party's actions earlier in the adventure, this task will be taken up by her successor who will automatically lump the party into the Owl King's retinue as a convenient way to get them killed in an act of vengeance. Who this successor is and his or her motivations are completely up to the referee.

If he views the party as heroic souls, the Owl King will ask the party for aid in his coming battles with the Fallen God, making him a source for further adventures within the Saragubi. Some ideas for possible adventures include:

- ≈ Despite having watched his soulmate burn on the blue-black pyre, the Owl King can once more feel her presence deep within the sands of the desert. Concerned that her soul was not able to find its way home to the Halls of the Honorable Dead, the Owl King begs the party to find his love and if

possible put her to true rest. In truth, the souls of the Gala'ax are too far removed from their home reality, but unlike the Outsiders or their Unseelie and Thelidu servants, the souls of the Gala'ax aren't destroyed but reincarnated in the form of a local sentient being. For thousands of years, the soul of the Owl King's love has been stuck in a cycle of birth and death, haunted by the dreams of past lives she cannot remember, and restlessly drawn to places she has never visited in hopes of finding the lost piece of herself.

- ≈ The Owl King believes that the body of the Avatar of the Fallen God he faced generations ago may hold the key to defeating the fell creature who has become his mortal enemy. Finding the body, which Ezfix'Dur believes is still intact, has become a top priority. Asking for the party's help in the matter, the Owl King cannot offer much in the way of clues, only that the body should be so infused with the twisted energies of the Fallen God that it infects the land around it. A little south of the tomb lies a crypt almost completely buried in a fouled oasis that seems more swamp than paradise. Deep within that crypt the Avatar sits on a throne of stone, its mind broken but its power and body still alive ... to a degree. The Great Solemn Lich has no need for servants or political power. It simply endures the long wait until its master and the holder of its soul returns.
- ≈ Appalled by the division of the peoples of the Saragubi, the Owl King asks the party to invite the various races and factions of the Upper and Lower Narrows to treat with him in hopes of building an alliance against the Cult of the Fallen God. Only the Sirens of the pass refuse the invitation (unless not invited, then they will show up angry that they weren't invited). During the meeting of the various groups the spiritual leader of the gnolls is found dead. The party must expose the murderer before time runs out and the talks break down, leaving the peoples of the desert more divided than before.

Enemies

EZFIX'DUR – HD 10; HP 76; AC 3 [16] ATK Slam (1d10+2); MV 6; ST 5; AL L; CL/XP 12/2,000; SPC Regenerates





3-5. Pillars of Stars

Soft glowing points of blue light spiral up six evenly-spaced pillars of purple-black stone in this long, narrow room. Each point of light looks as if it is being projected from deep within the stone instead of being stuck to the surface of the stone.

Each of the stone pillars has the entire star chart as seen in **Area 3-3**. When the pillars are rotated, the lights for the constellations shine onto the bottom wall. When the six pillars are aligned so they match the order of the constellations in the six sections of the star chart in **Area 3-3**, the glowing lights from the pillars will focus into a single beam in the center of the room and project down to **Area 3-7**, revealing the true Mask of Seven Rays.

Aligning the pillars correctly also wakes the stone guardian hidden within the right wall. This guardian has one simple directive: let no one access the true Mask of Seven Rays.

Enemies

GUARDIAN OF THE MASK – HD 6; HP 40; AC 5 [14]; ATK Stone Weapon (1d10); MV 4; ST 11; AL N; CL/XP 8/800; SPC immune to non-magical weapons, Magic Resistance 25%

3-6. Weapons Room

Crates and shelves line the walls of this area, filled to bursting with rusted, time-worn, and valueless weapons and armor. A keen-eyed or persistent party may find a single working remnant of the Gala'ax that survived with Ezfix'Dur during his crash landing on Usarm.

Table: Weapon Room Contents

Roll (1d6)	Result
1	Laser Pistol: Does 1d8 damage, range 60, comes with a 12 charge battery pack
2	Energy Shield: Same as normal shield, with Magic Resistance 25%
3	Power Armor: Protects as Plate, light as Leather, + 1 to all Strength-based actions
4	Energy Sword: Does 1d8 damage
5	Laser Pistol: Does 1d8 damage, range 60, comes with a 24 charge battery pack
6	Double-Bladed Energy Sword: Does 1d8/1d6 damage, with a -2 on second attack roll

3-7. Chamber of the Mask of Seven Rays

Two bright, heatless fires cast a dim flickering light over the room, creating deep, dancing shadows that re-enact an ancient war. An altar made of purple-black stone stands at the top of a dais.

On the stone altar lies a mask made of roughly-stitched leather. Seven eyestalks reach out from the mask's crown at strange, inhuman angles. This looks like the Mask of Seven Rays, an artifact used by the Avatar of the Fallen God in its war against the Owl King. The followers of the Owl King recovered it after the final battle between the two.

In truth, the mask on the altar is trapped. Any magical effect the wearer tries to activate will instead target the wearer. The true mask hides in a compartment below the altar, only accessible if the pillars in **Area 3-5** are aligned correctly.

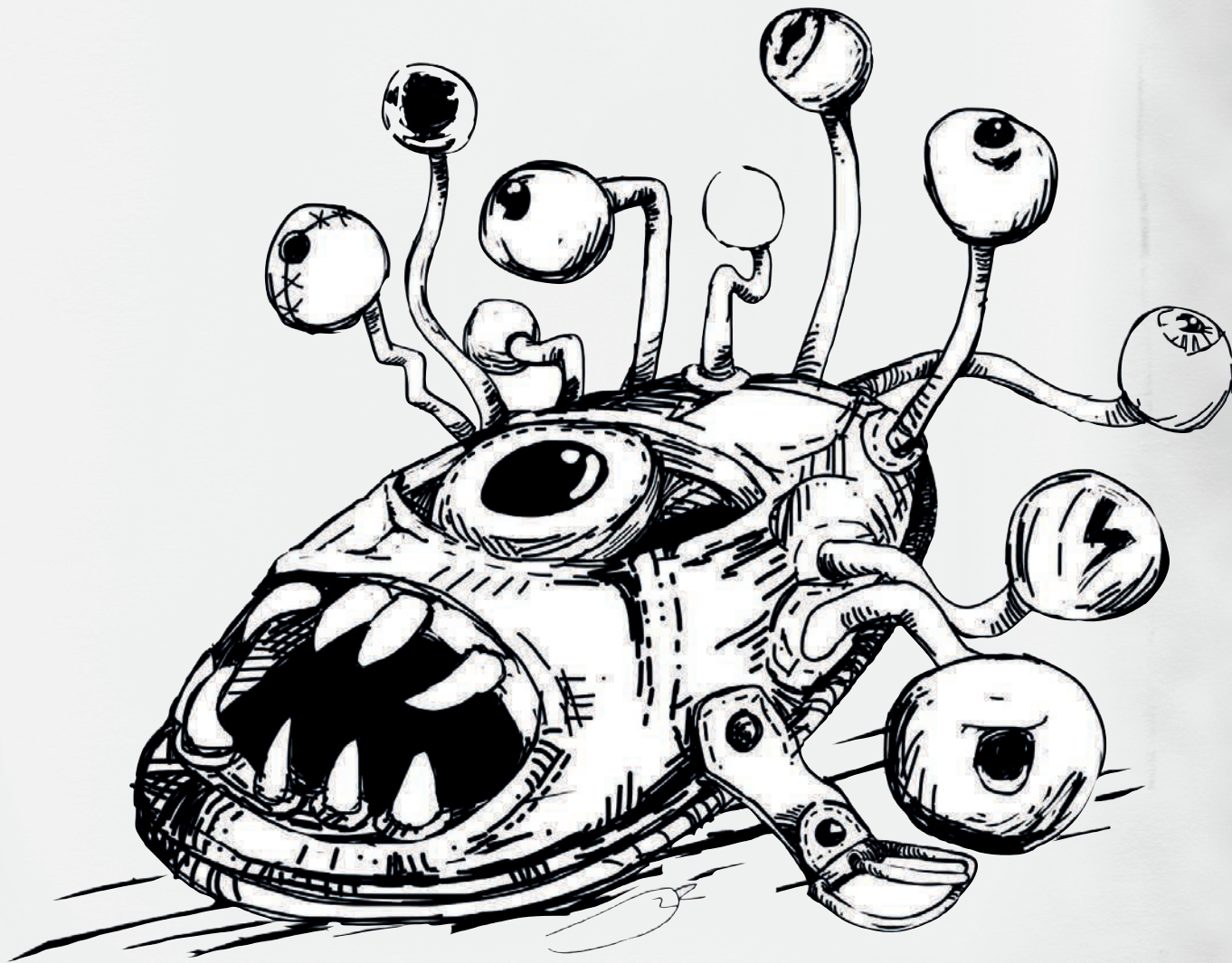
Treasure

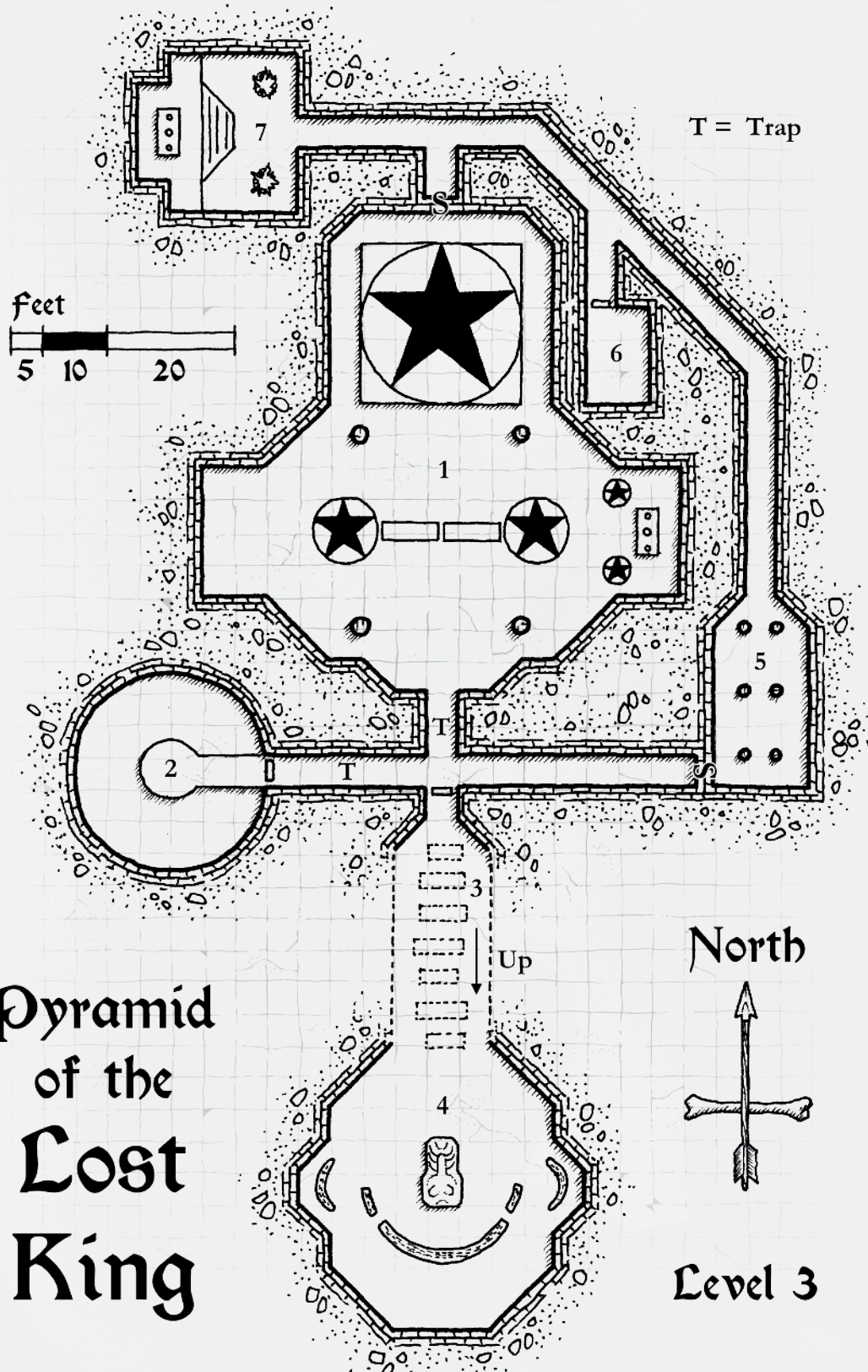
Mask of Seven Rays – *Unique Magical Item* – When worn, it allows the wearer to cast each of the following spells three times per day: *Anti-Magic Field*, *Flesh to Stone*, *Sleep*, *Anti-Gravity Field*, *Charm Person*, *Charm Creature*, *Cause Fear*.





If returned to the Solemn Lich who was once the Avatar of the Fallen God (see further adventures #2 in **Area 3-4** for more details), the fell creature will reward each member of the party with a +2 item of their choice and promise that when his Lord returns to overtake the world, the party will be among those to die a painless and quick death. If taken to the Owl King, the party will further earn his trust and support. If they have a Gala'ax weapon he will teach them how to recharge it, and if not, he will give them a single random item from the table in **Area 3-6** as a reward.





Pyramid of the Lost King





Further Adventures

The wastelands of the Saragubi are full of mystery and surprises; more so than this book can bring to the blazing, baking light of a desert day. For the most part we – the players, the writer, and everyone who has worked on the book – trust in the infinite imagination that swirls within the mind and soul of every Referee, a maelstrom waiting in controlled violence for victims to amaze and terrorize. However, while the maelstrom of the imagination is strong and infinite it can be too much for even the hardest of Referee to constantly tap into.

Take what is written below for what it is: ideas, jumping off points, and creative flotsam. Use it as you may, change it as you will. None of these ideas should be treated as concrete, rather lovely, soft, and malleable clay.

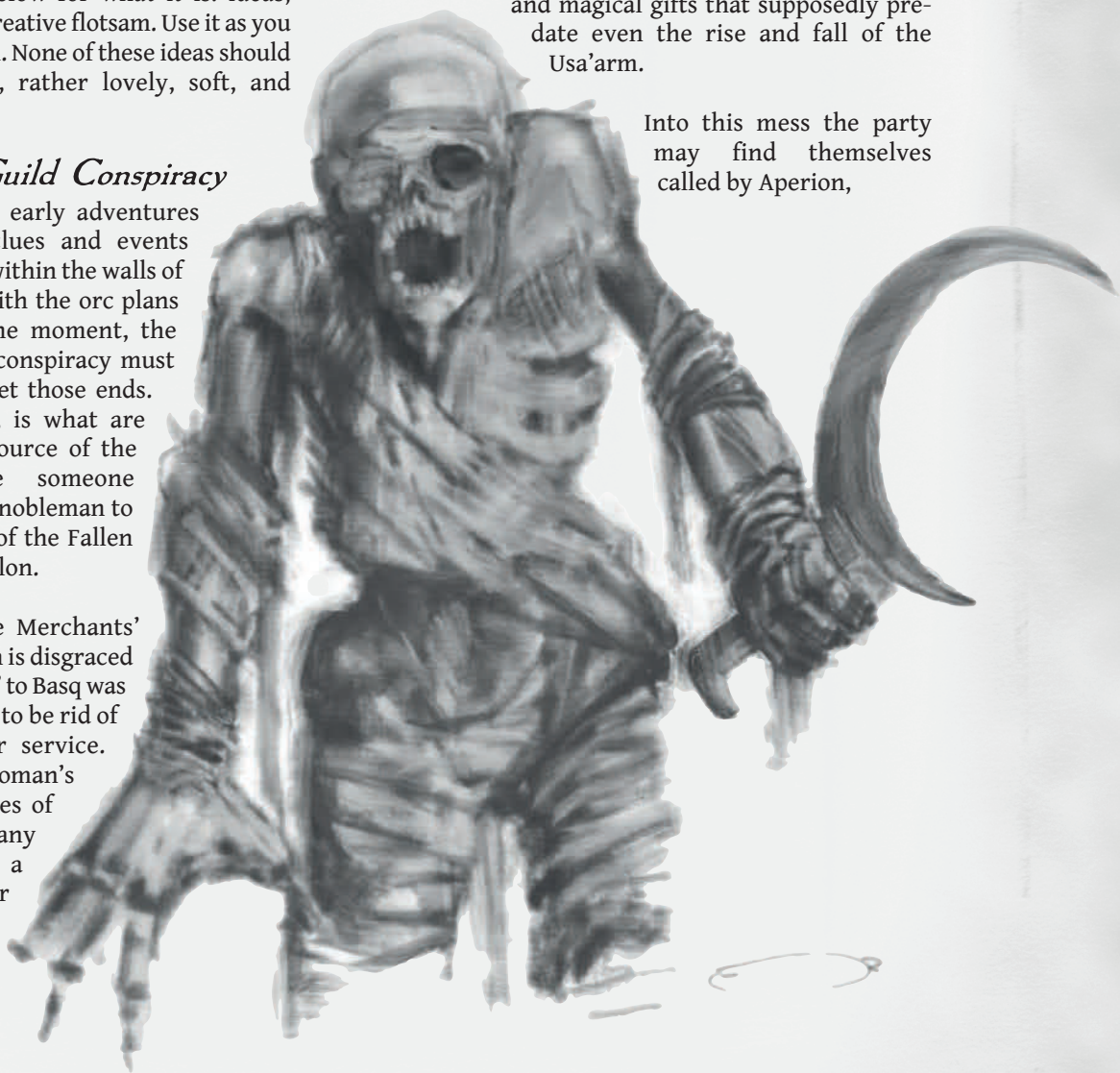
The Merchant's Guild Conspiracy

Throughout the party's early adventures within the Saragubi, clues and events pointed to a conspiracy within the walls of the Merchants' Guild. With the orc plans soundly defeated for the moment, the shadowy forces of that conspiracy must find other means to meet those ends. The question, however, is what are those ends? The true source of the conspiracy could be someone unknown to the party, a nobleman to the far north or agents of the Fallen God. It could also be Rasilon.

It is well known to the Merchants' Guild of Basq that Rasilon is disgraced and that her "promotion" to Basq was more a way for the Guild to be rid of her than to honor her service. However, to most the woman's revenge has been a series of petty actions. Too many complaints against a supervisor, tricking other Guild members into signing off on illegal cargo loads, and so on.

No one knows Rasilon has been secretly working with both the Cult of the Fallen God and the Orcs to not just line her pockets with ill-gotten gold but to utterly destroy Basq and the merchant trade throughout the ancient desert. While her motivations aren't clear even to herself, the disgraced Guilder plans to allow Basq to be destroyed and its people murdered or worse at the hands of the Orc Bands to the east of the city all in a hope that she can successfully pin the blame on Aperion, thus destroying the man's legacy and getting her back to the Mid-Lands of Usarm. To make matters worse, Rasilon has been smuggling Agents of the Fallen God out of the Saragubi with information on the layout of Usarm's settled territories in exchange for gold and magical gifts that supposedly pre-date even the rise and fall of the Usa'arm.

Into this mess the party may find themselves called by Aperion,





Greystroke, or the Owl King to investigate the Orc attacks on the caravans, the movement of the Cult of the Fallen God, and so on. There may even come a time when a small raiding force of Orcs and conscripted Goblins armed with Rasilon's maps attempt to raid Basq and murder Greystroke at Rasilon's request.

The Mage Academy's Explorations

The Mage Academy is a recent player on the larger stage of Usarm. Previously content to stay within the confines of the Academy's home lands, they have recently begun to branch out as the study of Usarm technology has grown ever more interesting. As such the Mage Apprentice Cami will often attempt to solicit the party for assistance with archeological digs within the desert or with transporting found artifacts back to the Academy far to the northwest of the Saragubi.

Given that travel time is also an issue, the young apprentice and her current advisor Ariana are highly interested in the circular gateway in the Lower Narrows believing it may be a portal generator of some kind. It is highly possible that they would request the aid of the party in not only discovering the means of activating the portal (if that is truly what it is), but in exploring whatever lurks on the other end.

The Rat-Men of Basq

In the course of their adventures it is quite possible that the party either accidentally or purposefully discovers the existence of wererats in Basq. While most understand that the were-rats were at least partly controlled by the mad noble, some went along with the crazed man knowing full well his evil intentions. Since the wererats have been revealed, their numbers have climbed as more hidden wererats – not just in Basq but in the South-Lands as well – come to live and work in the city. However, not every citizen of the desert trade city likes this setup. Violent crime against known and suspected wererats has increased to ever more dangerous levels. Either side may come to the party – or the party's own moral sense will cause them to act on their own - seeking help and assistance to further their own end.

Worst of all the dangers threatening the wererats of Basq, the Idol of Corben is a statue dedicated to an ancient being that is thought to have been the Usarm God of Rats and Pestilence. It is said that whomever controls the Idol of Corben can control the mind and bodies of anything or anyone containing the Spirit of the Rat. Rumors have surfaced that there is a buried temple to Corben somewhere around the Northern Narrows, near the Pillars of the AeroMasters and deep within the tunnels of the Form. Rasilon, the disgraced Halfling Merchant's Guild Accountant, desires the Idol, as she believes it could further her plans of revenge. At the same time, the old, mad wererat, Papa Tallow, has dreamt of the reawakening of the Idol's power and the death of his people. Scared of what this means he may attempt to hide his "children" away and protect them from what he sees as a threat not just to the wererats but to Basq as a whole. To protect his charges he may go back to where he was most comfortable; the ancient Usarm waterworks beneath the city. There he may defend his charges with his life or ask those he thinks will help him to find and destroy the Idol.

Bromli's Debts

The dwarf salvage master has had a run of bad luck in the last few years, some of which the Player Characters have shared in. Unfortunately for Bromli that bad luck has now made itself completely apparent in the appearance of the Matehorn, a dwarven gang from the northwestern wilds of Usarm, deep within the Dwarven Enclave Lands. The Matehorn have come for Bromli's head as repayment for the loans they had given him over the last year and have failed to see a return on. Bromli is desperate to keep his head and is planning an expedition to the Ocean to the far East of Basq and deep into unexplored desert. He has heard rumors from those goblins who have not attempted to kill him and his crew of an ancient city partially buried in the sands that extends to the waters and under it. The Dwarf believes that this rumored city can either pay his debts or at least hide him from the Matehorn should it be found desolate.





New Magic Items

The Saragubi contains ancient ruins, amazing alien structures, and untold amounts of lost technology and magic from far-flung peoples and the lost Usa'arm. Many of these devices, items, and magics were dragged into the world like lagan during the Collapse. Listed here are but a few of the potential spoils that the party can find in their adventures in the deserts of the Saragubi.

Aeromaster's Wings

The wings of an Aeromaster are a complicated assortment of mundane and magical parts, all powered by a small vial of Alchemical liquid. The Aeromasters developed and refined the recipe for this liquid, and they will hunt down and kill anyone who steals the secret from them. Anyone in possession of a set of Aeromaster's Wings can fly up to 1 hour before the mechanics of the wings begin to overheat and become unusable until they cool down (about 6 hours). Each vial of the Alchemical liquid that powers the Wings lasts for up to six hours of flight and take a full turn to remove or insert into the Wings.

Aeromaster's Wings: Can fly 24' per round in any direction, cannot fly higher than 100' above surface, 6 charges, 1-hour use per charge used.

Arrows of Seeking

Designed by the first elvish castaways on Usarm, Arrows of Seeking are very rare. The secret of their craft and magics has been lost to the elves and never learned by the humans or other races of Usarm. An Arrow of Seeking will always hit its target no matter if the target runs away, ducks behind a corner, or otherwise attempts to evade the thin silver shaft. Arrows of Seeking do no more damage than a normal arrow when they strike their target, but an Arrow of Seeking cannot be removed from the target, except by the person who shot the arrow.

Blade of the Demon

This two-handed great sword made of unknown black metal seems to suck in all light from around it. Any magical detection on the blade will return no

information to the caster. The Blade of the Demon seems like a normal two-handed sword which does $1d8 + 2$ damage. However, the blade is cursed, driving its wielder into a rage (save negates, 4 in 6 chance of activating on a successful attack), leaving the wielder open to attack (-6 to AC) but making him far more dangerous (+4 to hit and damage) for up to 6 turns.

Brooch of Souls

This large onyx stone seems to swirl and twist light as if in the twilight glow of the setting sun. It sits within a green-gold setting wrought in the form of several intertwined vipers. The Brooch of Souls contains the souls of willfully sacrificed Cultists of the Fallen God, imbuing the Brooch with their power. Anyone who wears the Brooch gains HP equal to their $HD \times 10$ as well as a 1 in 6 chance of being able to cast magic as a first level Magic-User if the wearer's Intelligence Score is 14 or higher. Once active, the Brooch's power will slowly waste away unless another soul is willfully sacrificed to the Fallen God. If no souls are sacrificed, the Brooch's effectiveness drop by x2 per week, so during the second week the Brooch only gives $HD \times 8$ HP, the third week it gives $HD \times 6$ HP, etc. The Brooch's magic becomes too weak to grant any HP bonus or magic casting ability after six weeks, unless replenished with a sacrifice.

Dagger of Seth

This +3 dagger has a hilt in the shape of a viper. On a successful hit, the viper animates and bites the target, injecting the target with a poison that causes death in 1d4 turns (save vs. death negates).

Dakara Helmet

This large metal helmet in the shape of a snake's rearing head completely obscures the wearers' head but does not impede sight, combat, or day-to-day operations. The Dakara Helmet grants a +3 to armor class and allows the user to see in complete darkness as if they had naturally occurring darkvision up to 60'. If the command word "KREE" is spoken while wearing the Dakara Helmet, the helmet will collapse into a small metal band worn around the wearer's neck. While in this dormant mode the Dakara Helmet does not impart any of its special qualities to its wearer. It takes a full turn for the armored helmet to be activated or deactivated.





Firarm

The Firarm is weapon of the Usa'arm that predates the Collapse. The Firarm resembles a metal snub-shafted crossbow without the bow arms. A small trigger on the hand grip allows a bolt of magical (or possibly technological) energy to shoot forth from a hole at the end of the snub-shaft. The Firarm deals 1d6 + 1 damage, has a rate of fire of 2/round, and never runs out of ammunition or power.

Goggles of the Azure Sky

These normal-looking brass and glass goggles are enchanted, allowing the wearer to soar in the sky for up to 1 hour per charge with no limit to the height or distance of travel within that hour. The wearer of the Goggles of the Azure Sky can fly to a height of 100' at a rate of 24' per round for up to one hour after the wear lowers the Goggles over her eyes. Holds 20 charges. Cannot be re-enchanted.

Kopesh of Golem Slaying

The Kopesh of Golem Slaying is a +2 long sword designed and used by the peoples who once inhabited the Saragubi. When the Kopesh successfully hits a construct it does double its normal damage. On an attack roll of a natural 20, it has a 1 in 6 chance of completely deactivating the construct.

Mask of Seven Rays

Created by the Solomn Lich when it was the Avatar of the Fallen God, the Mask of Seven Rays portrays a chaotic creature of such evil that even the Lesser Outsiders and Those Who Walked Before fear it. When worn by a non-chaotically aligned creature the wearer must succeed a saving throw or risk being slowly consumed by the evil that clings to the mask.

The Mask of Seven Rays has the ability to cast each of the following spells three times a day as rays from one of its many eyestalks: Anti-Magic Field, Flesh to Stone, Sleep, Anti-Gravity Field, Charm Person, Charm Creature, Cause Fear

Ring of Spell Storage

A Ring of Spell Storage is enchanted with a single spell that can be activated a number of times – usually twelve – with a simple command word, typically the name of the spell. The level of the spell stored depends on the stone or crystal used in the creation of the enchanted ring. A Ring of Spell Storage takes upwards to 12 weeks to enchant, requiring the Magic-User crafting the item to conduct the arcane ritual once per day for at least one hour. During the enchanting process the enchanter must succeed on a Saving Throw, if failed the stone or crystal will shatter releasing all the stored up magical energy at the enchanter, inflicting 1d8 damage per spell level.

Amethyst	1st level spells
Aventurine	2nd level spells
Goshenite	3rd level spells
Jade (Blue)	4th level spells
Labradorite	5th level spells
Diamond	6th level spells
Quartz	7th level spells
Nummite	Any level spells can hold spells of any level in a number equal to the enchanter's spell casting level.

Once a stone or crystal is enchanted with a spell it cannot be “reprogrammed” but must always be re-enchanted with its original spell. It is for this reason that virgin stones and crystals fetch a high price.

Ruby of False Sight

The ruby of False Sight appears as a Ruby of True Sight to anyone who examines the magic that binds the small gem. In truth the Ruby casts illusions over certain objects and beings to make them look as something different than they truly are. A wall will look like it conceals a door, a beggar appears as a disguised monster, and so forth. Some believe the





Ruby contains a servant of chaos that intelligently creates illusions of mischief and harm.

Sandman's Dagger

This ornately carved obsidian blade has an ivory handle carved in the likeness of a cloaked figure. Despite the oddly-shaped grip, the dagger rests comfortably in the wielder's hand. This dagger was created in the original Elven homelands before the Collapse destroyed that world and deposited random bits of it upon the face of Usarm. As such, any Elf who uses the weapon gains a +2 bonus to all attack rolls instead of the weapon's natural +1. On a successful attack the Sandman's Dagger deals 1d6 damage and will put the target to sleep for 1d6 hours on a failed Saving Throw.

Sword of Saint Giles

This +2 oddly-shaped long sword has only a single sharpened edge designed for chopping rather than thrusting. The wide blade tapers into a curve at its tip. The handle is made of a hard black material as light as bone and as strong as steel. When wielded by a person with a truly good heart the Sword of Saint Giles has a 4 in 6 chance of turning undead in the same way as a cleric does. Any Chaotic aligned character who attempts to wield the Sword of Saint Giles must succeed on a saving throw every day he wields the blade or gain one negative level.

Shield of Saint Giles

This +3 octagonal shield is made of an unknown and light metal with a faded red and chipped finish. The Shield provides much more than a bonus to armor. Twice a day the wielder of the Shield can yell the command word "STOP" while holding it aloft, causing anyone moving when the command is spoken to instantly stop and be unable to move for 1d8 turns minus any Wisdom modifier the target may have.

New Spells

Magic-User Spell 5th Lvl, Summon Dust Slaves –

The caster summons a number of Dust Slaves equal to her Hit Dice, who will serve her for until slain or until the spell finishes (6 rounds/minutes).





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