

Dies Irae

A D&D 3rd Edition Living Greyhawk Module

Four to Eight Levels

DD Mullany

Module Information

Module Name

Dies Irae

SystemD&D 3RD Edition**Revision Number**

V1.8

Date

16-03-1998

Acknowledgements

Sources, copyrights, inspirations, etc.

List of play testers**Module Level**

(Beginner)

Module Nature

Problem Solving (Little)

Combat (Moderate)

Role-playing (Moderate)

Module Overview

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List of NPCs

See Detailed NPC's pull-out on Page 22

List of Monsters

Giant Rats
 Giant Centipedes
 Skeletons
 Guardian Claws (Tiny Zombies)
 Mummy (Ash)

Setting Synopsis

A mysterious patron has approached the PC's to explore an Ancient Ruin and collect a specific item to return to her. The ruins of Amasis provide the setting for the adventure, and hopefully Role-Playing generated from this simple, Basic Dungeon crawl will open up the Living Greyhawk World's Regional machine.

As a launch Module, the Players should be looking to generate certificates sufficient to prompt more Modules.

Suggested List of Player Characters

- 1) A Fighter of 2nd Level
- 2) A Priest (with Healing) of 2nd Level
- 3) A Thief of 2nd Level
- 4) Any other (OPTIONAL) PC
- 5) Any other (OPTIONAL) PC
- 6) Any other (OPTIONAL) PC

Total Party Level of 10 Levels suggested.

Story synopsis for the GM

This stays fairly simple for a change. The PC's are supposed to go and get something from the ruins of Amasis. They can keep any treasure that they can find. They should only kill things in self-defence (but what are the chances...?) If they could explore Amasis, extra will be paid for the map upon their return. They are not to antagonize any of the local Humans, nor are they to pick a fight with them at all.

Where I have then decided to mutate things somewhat is in the PC's generating influence with unlikely allies. But more on this later.

Flowchart (if relevant)

Suggested time required for each section

This is extremely difficult to estimate, as this is the first Regional Living Campaign world Module to be attempted.

Designer's Notes

The PC's have been chosen for their fitness and their youth rather than any other qualities. As there is all sorts of hooks and seed ideas to be introduced, there is still too much leeway to codify, and much of it has still to be approved by the Regional Triad and all the other bodies involved. While we await this, let's just get on with it...

The Kobold City is introduced as a Regional Hook, not just for important personages who may be presented for Role-playing Hooks, but as a source for influence certificates.

The "fabulous magical item" is not fabulous, except for the Kobolds (who have come to have other ideas about the possession of this item). The wheeling and dealing with the Humans are set in my concept of The Dullstrand (which has yet to be ratified...) and the amount of money available to the PC's is still questionable.

However, all that is said and done should basically prepare the Players for a Campaign scenario, and teach them about what a campaign should be like. Ideally, players should be concentrating on their own development rather than fixating too much on the information presented. Especially considering that this information, and the texture of The Dullstrand is determined by the feedback from the Module, and others much like it.

This has been designed as a standard, low-level Dungeon Crawl, without too much complication but with opportunities to wheedle, Role-Play or trade favours for an ideal solution.

In order to organize such a diverse and multitudinous module such as this I have made one concession to the order of future Modules in that I have separated the actual encounters and the body of the Modules. While I do not intend to do this in future, I do wish to suggest places for the Players to choose what to do and give the GM time to organize and run certain encounters, none of which are easy. I have thus listed them separately, so that the encounters may be annotated and the sum of those pages be brought through to the regulators.

Lifestyle:

All Living Greyhawk costs Lifestyle payments to be made by the characters at the start of each Module. While we have established that Dullstrand is a "boom" town, the actual cost of Living is extremely high, as there are no production centers to offset the massive amount of hard currency, and the lack of basic foodstuffs which therefore go for inflated prices.

Dullstrand thus has an enormous cost of Living. There are Lifestyle categories; Destitute, Poor, Common, High and Luxury. Each of the Lifestyles grant certain bonuses and certain penalties with regards character interactions. Dullstrand accepts a Gold Standard, and will convert copper and silver at the Magistrates office to Gold at no cost to the PC's:

The cost to maintain the following Lifestyles are as follows in Dullstrand:

Lifestyle	Cost	Reaction Modifier
Destitute	5gp	-2
Poor	20gp	-1
Common	80gp	0
High	160gp	+1
Luxury	400gp	+2

Module Body

Players' Introduction

READ TO THE PLAYERS:

Dullstrand is quiet for a change. The hot mid-summer sun has driven most people inside for an hour or two, but you sit on the sidewalk of Castigar's Inn and watch the sloops race in "The Choke".

Castigar comes through to open up the Umbrella at your table and checks to see if you wish anything more before he escapes to the shade of his Inn.

He strokes his beard briefly, then mentions to you that there is someone who has asked to see you. He sniffs and adds... "I don't usually act as a messenger in my own Inn, so if you say the word, I'll throw her and her money out..."

GM's NOTES:

If the Players want to sit and put off the start of the Module, Castigar's Inn is in a "High Lifestyle" Area, and the regatta has most of the people in Dullstrand who care for this sort of sport on "The Boulevard" today.

They are buying drinks, iced tea and light meals from him, and other vendors, so he quite busy. Castigar charges fair prices and is known to be both honest and to serve excellent foods. All foods and drinks are to be charged at 125% of prices listed in the Handbooks

If the players want to nibble, read the following:

READ TO PLAYERS:

A short, attractive woman moves up to your table and introduces herself as Mala.

"I was wondering if you people are looking for employment. I have a ...contract... that requires some attention and none of my usual adventurers seem to be in Dullstrand at the moment."

"The terms are quite generous, if you are interested..."

GM's NOTES:

Mala will wait for the PC's to express any interest before mentioning money, terms and conditions. Mala would be inclined to flirt with any attractive or personable male characters, but she will not continue with details of the contract until the Players agree to commit to the contract.

Ideally Mala must try and get the Players to agree to this contract three times. Each time she stops and waits for all the Players to agree until each of them has committed themselves the pre-requisite number of times.

If they are keen, read them the following:
(This counts for the first agreement...)

READ TO PLAYERS:

"There is a series of ruins up in The Highlands which contain a fabulous magical item called "The Blue Knife". My employers wish to have this returned to them. The deal is that you will each receive 50GP in advance and 150GP upon your return.

"You are free to keep whatever treasure you may find in the course of this contract for yourselves, and there are only two conditions: Are you still interested?"

GM's NOTES:

Mala will wait until all the Players have committed themselves to the second confirmation of agreement. She will continue after they have all agreed.

READ TO THE PLAYERS:

"The first is that this specific part of the Highlands is volatile. Only kill in self-defence, or something that is not intelligent enough to have a tribe... or something. My employers are quite specific in this.

"The second is that the... erm... 'item' must be brought back to me immediately that it is found, and cannot be revealed or discussed in any way while you have it.

"Are these acceptable terms to you..."

GM's NOTES:

Mala will now wait for all the Players to agree for the third time, and continue. While this is just a business practice, it should serve to generate paranoia in the players... keep it that way!

READ TO THE PLAYERS:

"Good, it is done, three times the charm! Very well, my friends you would be interested to know that I personally will pay 100GP to have a map of the area you are going to.

"You should start at the Limark Residence in Magisterial District A, at 50 Merchant Row. The Factotum there will be able to tell you where The Limark is currently, tell him you have been sent by Mala as per arrangement. Do not tell him anything else. Get directions to The Limark and take it from there.

"When you arrive at The Limark, you are to tell him that you are here on Mala's business, you are not to mention the ...erm... 'item' at all. I will wait at Castigar's Inn for your return. Thank you, and Good Luck."

GM's NOTES:

And that's that! Mala will stay and flirt with a male Player Characters for another hour if you wish. 50 GP to each Player is exchanged and deal is done.

GM's NOTES:

Try and emphasise that the deal that is currently being made and the insistence of Mala to have them agree three times is as different to the way they normally do business as it would appear to the Characters. The Twin Towers do this specifically; one for each Tower and one for their Cell agent, thus the Player characters are making a fairly solid commitment which would later embroil them into a specifically "Dullstrand" unity which they should enjoy exploring later...

Scene 1: The Dullstrand

THE SUSPICIOUS FACTOTUM:

READ TO THE PLAYERS:

The streets of Dullstrand are hot and dusty. A wind blows from the Bay, hot and humid, as you approach Merchant's Row, and the address Mala has given you. You stand at the doorway to a Medium Lifestyle block in the upper quarter and knock on the door.

A tall, austere dressed gentleman opens the door and looks you up and down. "Yes, may I be of assistance...?"

GM's NOTES:

This is an opening for some of the local flavour of Dullstrand to come through. If there are any demi-humans (elves, halflings, dwarves or gnomes) or any half-breeds in the party, The Factotum will be most condescending and quite nasty to the player characters.

All in all, he is convinced he must assist them with The Limark's location after he has been informed that they are in Mala's employ, but he is not going to make things easy for them, and will be arrogantly obtuse with them, and suspicious, and evasive. Of course, if there are Humans in the party, he will only address them and be quite fawning with them.

When the Factotum has tired of this sport, he will give the Player Characters what they need.

READ TO THE PLAYERS:

"The Limark has currently set up residence in The Hestmark Highlands at his new estate. You are to follow the Sunndi road for thirty miles until the crest known as "The Druids Hand". You are then to turn onto the North-east trail for another ten miles until you get to the old logging camp.

"Go through the logging camp and head directly north until you find The Limarks. You can't miss it. Thank you for calling."

GM's NOTES:

The rest of their time in Dullstrand depends on whether they wish to spend the money they have earned at an Inn, provision themselves and leave immediately or whatever.

If the map for Dullstrand is eventually acceptable to The Triad, the players can do other business, but for the most part they would probably do best to leave as soon as possible.

THE SUNNDI ROAD:

READ TO THE PLAYERS:

The great North road opens before you; the Highlands beckon. The salt on the breeze from the Bay dies down as you start to wind your, but the wind doesn't ever stop blowing.

The road surface is dry, and the going is good, well travelled. Business has been good, and the Porters Guild way stations should be in stock.

The Porters Guild prefers to use man-handled cargoes for cheaper rates, and still use the produce they supply. Animals are only used in cases of extremely heavy loads and require a handler as well.

Porter way stations provide bedding, meals and Ale for 125% of the handbook listed prices, but alcohol (mead, spirits and wine) are at a premium.

GM's NOTES:

Merchant caravans are to be seen on the Sunndi road if the PC's have left by early morning, but not if they have left the evening they met Mala.

Every ten miles, there is a stockade with overnight bays for travellers and animals owned by The Masters of Dullstrand. By and large, limited ranges of ordinary goods can be purchased from them at 150% of prices mentioned in the Handbook, but alcohol is overpriced at 175% of prices listed in the Handbook.

Players can move as quickly or slowly as they choose, there is a Porters Guild station every 15 miles up the Sunndi Road.

THE DRUIDS HAND

READ TO THE PLAYERS:

The Druids Hand is a Porters Guild Way-Station thirty miles from Dullstrand. It is run by Mongo Flintheart, a Dwarf. Mongo is known to be extremely efficient, but that does not make his company any easier to bear. Mongo is not one for talk.

From the Druids hand, trails lead to all parts of the Highlands, especially those not used that often. Some of the trails hardly deserve the description. Mongo is able to point out the wretched, twisting path to the logging camp. "There..." he grunts. "Watch out f'r th' Grizzly Baars."

GM's NOTES:

Mongo Flintheart is an NPC whose details may be found in DETAILED ENCOUNTERS: NPC's

THE OLD LOGGING CAMP

READ TO THE PLAYERS:

This Logging camp has been disused for some time. It has taken you most of the day to get up to the camp, as the trail is difficult.

Around the disused camp, which has mostly been scavenged (probably by Mongo) for anything useful in typically Dullstrand methods, there are huge bear tracks. Luckily these are quite old.

There are a large number of "banded" trees around the old logging camp which are quite dead. All in all, this looks like a safe place to sleep before the even more difficult trip to The Limark.

GM's NOTES:

This is the last stop for the PC's as they are only a day away from The Limark's new encampment. The night can pass as eventfully as the GM chooses. The grizzly bear who patrols this area is active, but has hunted out this area in the last few days and should not return. If none of the players are Druids, they should not know this readily.

The "banded" Trees are another case entirely. While not a serious nuisance to the Players, the pack of Camprats which are prowling the area will prove to be disastrous to all their equipment and their supplies. The Camprats will assemble at the edge of the campfire and assault the belongings of any Player character who is too far away from the Fire to enjoy its protection.

GM's NOTES:

If you have not already run the RATS ENCOUNTER in the DETAILED ENCOUNTERS Section, run it now.

SCENE 2: THE HIGHLANDS

THE AMASIS VALLEY:

READ TO THE PLAYERS:

You clear the crest and see the valley spread out before you. The crystal lake in this valley makes it a prize beyond worth as you see the jumble of ruins clustered at the foot of a great cliff.

A new building dominates the thickly overgrown valley, a timber and daub fortress which must be the new Stead of The Limark Clan.

A pair of guards patrol the low wall of the Stead, alert at your approach.

GM's NOTES:

The Limark is out until early evening, so the PC's will be afforded minimal Guest right at the Stead until he arrives.

The Limark's Clan are doing Dullstrand things, plantations, foraging and hunting, there are very few people currently in the Stead, and the guards are there mostly to protect the building.

When The Limark arrives, he will feed and overnight the guests and explain that he wants the Ruins explored. If the PC's are able to map, he will pay 30GP for it.

The Limark is preparing to move the Clan back into Dullstrand at the end of summer, and he has spent most of the summer building the Stead. Because of this he has no idea what is in the Ruins, as he has not explored it, and doesn't want to post guards to the Stead through winter.

If anything is going on the Ruins, The Limark wants to know of it.

Description from The Limark, or from investigating it the next morning:

The Limark is an NPC whose description may be detailed from his entry in DETAILED ENCOUNTERS: NPC's

THE RUINS:

The city of Amasis is an old, old city, which has been built and rebuilt over the years. Amasis was a Flan City and had been occupied by these people until its final abandonment over about a thousand years ago following a serious earthquake.

It is a hard dense rock that absorbs sunlight and is warm throughout the year. The rock is finely cut and is fitted together without mortar, but the rocks are so well shaped as not to allow any but the thinnest knife to be wedged between the seams.

Later constructions, second stories and other work on these foundations are made of a redder, lighter rock and these are cobbled and mortared. The whole effect is quite gloomy in the narrow paved streets, as the

unknown original inhabitants only considered building windows above the second story, giving the ruins a maze-like, gloomy appearance.

Who-ever lived here before the current inhabitants were definitely shorter than average,

The Plaza:

The Plaza is made of the same heat-storing stone as the rest of the ruins, and provides a dim, reddish illumination at night for 20 minutes per hour of sunlight it has absorbed during the day. A mild warmth is also felt from the stones for the same period of time.

The Plaza has been cleared, and the Old Stone road as far as The Limark's new settlement. Chips of the "glowstone" have already been piled up into sorting piles for polishing and shipment.

The Ruined Temple:

This temple still has a recognizable dome made of glowstone, but it has long since lost its support as the other walls have shattered, and the columns, which supported the low roof have toppled. The design is fairly baroque, and seems to fit into descriptions of the ancient Flan peoples who used to live in the area if anyone has the skills to cross-check this impression.

Players must work hard at removing rubble to determine an entrance, although from the scrubs and growth, this entrance has been blocked for at least fifty years by the most recent fall.

GM's NOTES:

Sadistic GM's can have the Players uncover a Camprat nest and ruin their equipment if the rats did not do their job properly on the previous evening.

Camprats are a serious nuisance in The Hestmark Highlands, and a nice encounter to debilitate the Players without seriously harming them.

GM's NOTES:

If you have not already run the RATS ENCOUNTER in the DETAILED ENCOUNTERS Section, run it now.

AMASIS DUNGEON LEVEL 1:

INTO THE BREACH, DEAR FRIENDS:

GM's NOTES:

The PC's must begin to construct their map. While this might seem tedious, part of early adventuring is painstakingly constructing habits which will take them into higher levels.

This map needs to be accurate (although don't correct the mapper at all...) in order for other Modules to make sense, and to generate interest in Dullstrand in the PC's activities.

PC's who have some foresight may well sell a copy to The Limark AND to Mala whilst keeping an original for themselves.

The Catacombs are dark, and they must provide their own lighting for their adventures. I suggest use of the "glowstones" although PC's may not think that far ahead...

They should not be longer than 3 hours of real time in the Dungeons, and all time spent in combat is spent in combat...

A: The Temple Granary.

READ TO THE PLAYERS:

This long room is dark. It appears to be deserted, although there is a thick layer of sand covering the floor. Large earthenware pots lie in shards along the wall, most of them seem to have gnaw marks etched into the past in Ancient Times.

GM's NOTES:

The Room is sixty foot by forty foot, and has an entrance in its East Wall.
There is a sloping 40' long corridor leading to (B)

B: The Temple Storage Annex.

READ TO THE PLAYERS:

This room is dark. It appears to be deserted, but the floor has less sand on it, and a smooth bedrock may be seen between the sandy patches. Large earthenware pots lie in shards along the walls, most of which seem to have gnaw marks etched into them in Ancient Times. A thick residue of resin is all the remains of the oils stored in the pots.

GM's NOTES:

The room is forty foot by forty foot, and has a door in the East Wall, another in the South Wall, and the doorway in which the Players are standing in the West Wall.

There is a sloping 80' long corridor leading from the south wall into (C)

There is a sloping 60' long corridor leading from the east wall into (H)

C: The Temple Votive Annex.

READ TO THE PLAYERS:

This room has two niches, one in the East Wall, and one in the West Wall. The weathered statues that remain are almost indistinguishable from age, and from numerous gnaw marks.

GM's NOTES:

This room is thirty foot by thirty foot. There is a door in the North Wall, where the PC's are standing, and one in the South Wall.

There is a forty foot corridor leading to a T junction. To the East the corridor continues for another 20' to (D). To the West, the corridor continues on for 80' to (E).

D: The Necropolis Entrance.

READ TO THE PLAYERS:

This room is a small twenty foot by twenty foot square, and is barred shut with strong Iron pillars. Looking through the pillars you notice a dark staircase leading down into another level. There is a massive Iron lock on the wrought metal door into this room, and the floor of this room is littered with desiccated rat corpses.

GM's NOTES:

Above the doorway into the room is a series of niches, which contain 3 small zombies who have instructions to slay anyone who enters the room.

The lock to the door is difficult and complex to pick. Anything entering the room will be attacked by the zombies leaping from their niches.

GM's NOTES:

You may chose to run THE ZOMBIE ENCOUNTER from the DETAILED ENCOUNTERS if the PC's enter in here.

E: The Unfortunate Squatters.

READ TO THE PLAYERS:

This room is a jumbled mess. The ashes of an old fire remain in the centre of the room, and many human bones lies scattered around the bare stone floor. In among the debris and human bones lie scattered things. It looks like this camp was attacked and broken up in a hurry. There are no skulls to match the scattered bones.

GM's NOTES:

This is an eighty by sixty foot room, with a doorway in the East Wall, where the PC's are standing.
There is a door in the West Wall.

The skulls of the bodies have been taken away by the survivors to be interned elsewhere.

There is a 40' long corridor leading to (F)

TREASURE: PC's searching the room will find; a Small wooden doll (1GP) in corner and 20CP scattered around.

F: The Last Stand.

READ TO THE PLAYERS:

This twenty foot square room holds the remains of two male human skeletons. The skulls of these skeletons remain in the room with the rest of the bones. There is a door in the West wall, opposite where you entered.

GM's NOTES:

This room contains two Human skeletons (old). They look to have died in battle and all that remain of them are soiled (useless) leather armour which have been extensively gnawed. The Bones are dry and look to be some decades old.

There is a forty foot corridor out of this room which leads to (G).

G: The Rats Nest:

READ TO THE PLAYERS:

This is a twenty foot square room, with no other doors leading out of it.

GM's NOTES:

This is a dead end room containing an immense jumble of all sorts of things, all of which have been gnawed extensively.

GM's NOTES:

If you have not already run the RATS ENCOUNTER in the DETAILED ENCOUNTERS Section, run it now.

H: The Paranoid Cavern:

READ TO THE PLAYERS:

This natural Cavern has a small pool of standing water in it and a large number of animal tracks. A small cavern tunnel leads out of this room to an opening a hundred and twenty feet away into the Hestmark Highlands.

The most recognizeable tracks are that of a grizzly bear, but they are quite old, a few weeks, at least.

GM's NOTES:

This Cavern is about eighty foot by about sixty foot, roughly. It is entirely natural, and there is a small shallow pool of water in the north corner. This looks like it is an ideal place for a grizzly bear or a black bear to lair during the windy months.

There is an entrance to another Cavern (I) off this cave.

I: More big tracks:

READ TO THE PLAYERS:

This natural cavern has a running stream through it and seems lower that the cavern you have just come from. There are animal tracks in this cavern and another tunnel leading out of this cave, besides the one you have just entered through.

GM's NOTES:

This cavern is roughly sixty foot square, and is entirely natural. The cavern is full of old bear tracks (roughly the same age as Cavern (H), but these tracks do not go through to the Cavern's south side.

In the south there is a tunnel leading to Cavern (J).

J: The Monsters Cavern:

READ TO THE PLAYERS:

There are skeletons of small animals and larger creatures scattered around this cavern. In the centre of this cavern lies a deep pool of clear water.

GM's NOTES:

Whatever lives here is not here now. The Players don't know this of course. This is an eighty foot square natural cavern with no other exits.

AMASIS DUNGEON LEVEL 2

THE NECROPOLIS:

A: The Common Burial room:

READ TO THE PLAYERS:

This long room is 80' by 60'. There are large engraved doors leading off the North wall, and even larger carved double doors leading off the wall opposite the one you enter. Scattered around the room are sealed stone coffins, which one can assume house the remains of the nobility of long-dead Amasis.

GM's NOTES:

This large room contains internment biers, which have the bones of the Amasis citizens laid upon it. Some of the bones are thousands of years old. Scattered among the bones are some trinkets of interest to the party.

Treasure: The party is able to search for a half hour and find the following: 5 x 10GP gems (Amber), 25GP, 50 SP, 100CP. None of the coinage has any recognizable mint and would be worth more to a collector. All the coins are weighted coinage i.e. they have the same amount of metal in them to be worth exactly what they are depicted as.

GM's NOTES:

You may chose to run THE ZOMBIE ENCOUNTER from the DETAILED ENCOUNTERS if the PC's enter in here.

B: The Prominent Clan Burial Chamber:

READ TO THE PLAYERS:

This 80' by 80' foot room has no other entrance or exit that you can see. Each bier has the markings of either Clan Frens or Clan Amel, as well as several other Clans, which you cannot recognize. This mausoleum obviously contains the remains of the ancient Flan inhabitants of the city.

GM's NOTES:

This Burial Chamber has little of value in it, but there are recognizable Clan markings on the biers. Obviously Players of the same Clans as the burial chambers will not be too comfortable looting their ancestors graves.

GM's NOTES:

You may chose to run THE SKELETON ENCOUNTER from the DETAILED ENCOUNTERS if the PC's enter in here.

C: The Dominant Clan Burial Chamber:

READ TO THE PLAYERS:

This 60' by 60' foot room has no other entrance or exit that you can see. Each bier has the markings of Clan Frens. It seems that this Clan dominated the ancient city sufficiently to merit its own burial chamber.

GM's NOTES:

At the time of the final collapse of Amasis, Clan Frens had managed to take dominance of the City. The two generations of Frensmen who controlled Amasis have been interred in their own Clan Chamber.

D: The Necropolis Guardians Chamber:

READ TO THE PLAYERS:

The doors to this room are carved and engraved in bas-relief. There are ancient pictographs drawn on the jams of each of the doors which no-one left alive could possibly understand now. The large bronze and wood doors look to take a great deal of strength to be able to open.

GM's NOTES:

There has to be a guardian in every necropolis and this one is no exception. Of course, players have to pass through this room to get to the source of the module, and I have decided to give them the chance, either fighting... or running and screaming.

Naturally it's up to them, but I suggest the latter...

GM's NOTES:

The doors are not locked, but it would take the party with a combined strength of 25 to open the doors. Player characters of Clan Frens have a 15% chance of reading the pictographs which read "Guardians of the Dead of Amasis"

READ TO THE PLAYERS:

This 60' by 60' foot room extends into a large natural cavern. In the middle of the room, two large sarcophagi lay placed so as to watch the door you have just entered. To your horror, you notice moving things heading towards you, and the lid of one of the sarcophagi opening slowly...

GM's NOTES:

Players would not have seen an "Ash Mummy" before, it is a new monster crafted specifically for The Dullstrand. If they do manage to defeat it, they are able to scrounge for the treasure scattered around this room.

Off this chamber is Cavern (E). If the Players make a run for it, they will not be pursued. The "Ash Mummy" will not move beyond the worked stone that delineates its lair.

GM's NOTES:

You may chose to run THE MUMMY and ZOMBIE ENCOUNTERS from the DETAILED ENCOUNTERS if the PC's enter in here.

Treasure: Lying about this room and on the "Ash Mummy" itself are 5 x 20GP Gems (Tourmaline), 20GP, 50SP, 200CP. Once again, the mint is completely unknown to them, but the coins are valued by weight and are worth more to a collector.

E: The Magic Cavern:

READ TO THE PLAYERS:

This cavern opens off the Guardians room. A strange luminescence glows off some of the fungi growing here next to the large clear cave pool in the north end of this room.

A bed of multi-coloured mushrooms grow in profusion here, mushrooms you have never seen before. Two cave tunnels lead off this cavern.

GM's NOTES:

If the Players have escaped the “Ash Mummy”, then they may rest here for a short while, all the time having the creature growl at them for its Chamber, but not leaving it.

GM's NOTES:

Strange mushrooms: The mushrooms that grow in this chamber have to be consumed in order to ascertain their functions. One mushroom will work as a full dose of the following effects as if it were a potion.

Only 16 of the mushrooms look to be mature enough, and any character who consumes more than two of any of the following types should get to roll against the “potions” table.

12 x Healing potions (1D8), 2 x Delusion potions,
2 x Heroism potions.

F: Cavern to Level 3:

READ TO THE PLAYERS:

Characters who go down this path will not need light as this whole area is well lit with a strange green-blue phosphorescence that emanates from a mould growing on the walls.

GM's NOTES:

This Cavern leads down into the Lower Level of the “Upper” Caverns of the Hestmark Undergrounds. The “glowstones” the characters might be using will by now have lost their heat and their light, and characters might now have to rely on the natural phosphorescence of the fungi below this level.

G: Forbidden Sections:

READ TO THE PLAYERS:

This cavern passage is blocked by an immense amount of rock that looks like it has been piled up from the other side. There is an arcane sigil set in stone at the blocked passage, which you have never seen before and a painted marking next to the sigil which depicts a creature which looks like it has many eyes sprouting off a bulbous body.

GM's NOTES:

Yes, there are more levels to this Cave complex, but rather than throw the characters into this section completely unprepared, I have thought to reserve this sections for any further development of the Amasis site I might decide to do later. This is not a promise though, considering many things need to be done before I will consent to this. However, the possibility remains, and the Players can waste as much time with this section as they need to do, they won't get beyond this...

AMASIS DUNGEON LEVEL 3:

A: The Guard-post:

READ TO THE PLAYERS:

This Guard-post is cut into the rock. It is 40' by 40' square with an entrance and exit opposite each other, both of which measure 2' high. You have to crouch to get into this room, and it is a squeeze. The guard-post is deserted currently, but there are a variety of small weapons of good quality stored in this room.

Treasure: The weapons stacked here are 2 x short swords, 5 x small crossbows (too small for PC's of M size to use) 25 bolts and 3 x javelins.

GM's NOTES:

The only people who may use these weapons without a penalty of any sort are halflings and gnomes. The weapons are well cared for and are of good quality. This Cavern Has an exit which leads to Cavern (B) and through a hundred or so foot corridor to Cavern (L).

B: A Fungi Warehouse:

READ TO THE PLAYERS:

This cavern has an immense amount of stored fungus, dried and smoked stacked in crates.

GM's NOTES:

Lots of fungi produce, dried and ready to be shipped. This fungi has been harvested in the last two months and looks to be edible.

C: A Fungi Warehouse:

READ TO THE PLAYERS:

This cavern has an immense amount of stored fungus, dried and smoked stacked in crates.

GM's NOTES:

Lots of fungi produce, dried and ready to be shipped. This fungi has been harvested in the last two months and looks to be edible.

D: The diseased Fungi farm:

READ TO THE PLAYERS:

This cavern has 100' mounds of midden which has been heaped into harvestable lengths. None of the mounds exceed heights of 2'0". There is something strange about these heaps. Fresh spores seem to be growing on these mounds, but they don't look right.

GM's NOTES:

If the PC's concentrate on the spores, they will notice that the tracery of spores are slightly discoloured. If they scratch or poke around these discoloured areas, read the following to them:

READ TO THE PLAYERS:

As you disrupt the discoloured areas, the soil breaks and large, mutated centipedes spill out of the cysts onto the ground, some thrash about in agony and die, leaving a small puddle of poison oozing out of their

expiring corpses. Some still have strength enough to attack you.

GM's NOTES:

You may chose to run THE GIANT CENTIPEDE ENCOUNTER from the DETAILED ENCOUNTERS if the PC's enter in here.

GM's NOTES:

It does look like this area was recently harvested, and thus who-ever has eaten this fungi might well be suffering from the results of the Giant Centipedes infestation. This Cavern has an exit to Cavern (E) and Cavern (F).

E: The Light Warrens:

READ TO THE PLAYERS:

These warrens look to be deserted, a large area of phosphorous mould grows in this area, but it looks like someone harvests some of the mould from certain areas and transplants it elsewhere. None of the harvest areas are higher than 2'5" off the ground.

GM's NOTES:

This area is harvested by the Kobolds from the city to maintain their light structure. This Cavern has no other exits.

F: The Fungi Nursery:

READ TO THE PLAYERS:

A large number of heaped midden mounds have spores growing on them. These spores look healthy, and the cave is otherwise deserted.

GM's NOTES:

This area has been planted in the last two months and look to have another harvest ready in another four or five months.

This Cavern has an exit that leads to cavern (G).

G: The fish farm Smoking Room:

READ TO THE PLAYERS:

This large wet cavern has small work benches and racks set up along the walls. Dried bundles of fungal fibre are stacked along the bottom of the racks. Crates and sacks of dried cave-fish are stacked methodically in areas throughout this room.

GM's NOTES:

This cavern looks like it could provide produce for about 2000 people regularly, twice a year if maintained properly. More, if those people are smaller than man-size. This Cavern has an exit that leads to Cavern (H).

H: The fish farm Gutting Room:

READ TO THE PLAYERS:

This room has many small gutting knives and many small workbenches. The running water has been carved and channelled through this room to take the refuse generated from the tables through to the next Cavern

GM's NOTES:

The workbenches look to be able to seat around 100 of the creatures who work this room. This Cavern has an exit that lead through to Cavern (I).

I: The Kobold City fry room.

READ TO THE PLAYERS:

This room has traps and small sieves which contain many small cave-fish fry which are being nurtured from the refuse dumped in the previous cavern and then seeded into the natural river leading off this cavern into the water system. There are one or two breeding tanks made of thick glass set up in a section of the cavern which contain gravid female cave-fish.

GM's NOTES:

There are also many fish-traps being constructed here. This Cavern has a two hundred or so foot corridor that leads off to Cavern (K), and off this corridor there is a large Cavern (J).

J: A Cemetery:

READ TO THE PLAYERS:

This large Cave contains thousands of racks of small dog-like skulls, which have been cleaned and displayed. There are ordered heaps of bones all stacked on biers that display a Clan marking. These Clan markings are identical to the ones in the Amasis necropolis above.

This is where the Player characters should think twice. Player Characters of Clan Frens or Clan Amel should realize that these creatures (whatever they are) belong to the same ancient Clan as them.

GM's NOTES:

This Cavern looks to have bones in it which are over a thousand years old. There are no other exits to this Cavern.

K: The Kobold City

Yup, that is where the Knife is. Right on top of the second floor of the square pyramid in the centre of the Kobold City.

As the players enter the city, it appears that there is some or other ceremony on the go.

GM's NOTES:

Go to the DETAILED ENCOUNTER for the Kobold City.

Through all the shacks and the shanties between the temple, fungi growths, decorations.

L: Fungi Growing rooms:

READ TO THE PLAYERS:

This room is hot and damp and there are many mounds, which display small growth of fungi which seem to be in the beginning stages of fruition.

GM's NOTES:

There is another exit to this Chamber, which leads down a forty foot corridor to Cavern (M).

M: A trapped chamber:

READ TO THE PLAYERS:

This chamber has many traps, which look to have been repaired recently, but luckily for you, not set yet.

GM's NOTES:

It looks like the setting of these traps has been interrupted by something. There is a forty foot corridor leading to Cavern (N).

N: A trapped chamber

READ TO THE PLAYERS:

This chamber has many traps, which look to have been repaired recently, but luckily for you, not set yet.

GM's NOTES:

It looks like the setting of these traps has been interrupted by something. There is a two hundred and forty foot corridor leading to Cavern (Q), and off this corridor is Cavern (O) and Cavern (P).

O: A Plunder room

READ TO THE PLAYERS:

This room contains plumes devices and various and other sorts of trophies, which look to have been captured from various and sundry places. Most of the devices look to be battle stained, and some of the most recent devices display the Snaga Orc emblem and look to be about a hundred years old.

GM's NOTES:

These trophies are the collected trophies of the Kobolds, and represent any who have been foolish enough to invade the Caverns in the last thousand years. In places of Honour lie the Clan emblems of Clan Frens and Clan Amel. These do not seem to be trophies however, but look to dominate the room, all other trophies have been set up subservient to them. There are no other exits off this large Cavern.

P: The Captive Cells

READ TO THE PLAYERS:

There are many captives cells, but only one of them seem to be occupied at the moment. Who-ever is in it at the moment seems to be sleeping peacefully.

GM's NOTES:

If the PC's open the Cell go to the DETAILED ENCOUNTER for Balbaal.

Q: The Reservoir room:

READ TO THE PLAYERS:

The PC's should be amazed to see so much water collected in one, single space. The cavern has been crafted by hand, and is immense. Small cave-fish swim in this water, but otherwise the water is cool, clean and refreshing.

GM's NOTES:

This reservoir has enough water in it to irrigate a large section of the surrounding Hestmark Highlands. While not obvious, the control of this resource is a sufficient chip in the power play of this region to come up trumps every time.

This Cavern has an eighty foot corridor leading off of it to Cavern (K), the Kobold City.

DETAILED ENCOUNTERS:

Encounter 1:

Rats and Camprats:

This Encounter may be played anywhere in the Hestmark Highlands, and as many times as the GM would wish to do this.

The number of animals in the encounter in the Wilderness should be:

Camprats: (2 per PC plus 1d8)

Rats: (0)

The number of animals in the encounter in the Ruins should be:

Camprats: (1 per PC plus 1d6)

Rats: (2 per PC)

Rats and Camprats:

General:

CR: 1/8; Tiny Animal 1.5 foot long; HD 1/4d8; HP 2; Init +2 (Dex); Speed 15ft; Climb 15ft; AC 14 (+2 size, +2 Dex); Attack +4 melee (1x bite); Damage Bite: 1pt +4; Face/Reach 3ft; x2 0.5ft / 0ft; AL N; SV Fort +2; Ref +4; Will +1.

Stats:

Str 3, Dex 16, Con 11, Int 3, Wis 12, Cha 3

Skills:

Climb +12, Hide +18, Move Silently +10.

Feats:

Weapon Finesse (Bite +4).

SQ:

Scent (Ex) Rats can detect opponents within 30ft by sense of smell.

Camprats Special:

Gnaw Feat: Camprats are able to gnaw through leather, wood and soft materials in a single round.

Tactics:

If possible, Common Rats will attempt to swarm a single creature.

Camprats, however will attempt to gnaw anything large enough to be designated "food", and then only concentrate on attacking other creatures.

Treasure:

These creatures do not hold, nor do they hoard treasure.

ENCOUNTER 2:**Skeletons and Zombies:****Skeletons:**

These encounters occur in the second Level of the Ruins of Amasis, specifically the Necropolis.

The number of skeletons to attack the Characters in the Necropolis is:

In the Clan Burial rooms: (1 per PC plus 1d4)

Skeletons:General:

CR: 1/3; Medium sized Undead; HD 1d12; HP 6; Init + 5 (+1 Dex, +4 Improved Initiative); Speed 30ft; AC 13 (+1 Dex, +2 natural); Attack 2 Claws +0 melee; Face/Reach 5ft; by 5ft /5ft; AL N; SV Fort +2; Ref +4; Will +1.

Stats:

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

Feats:

Improved Initiative

SQ:

Immunities (Ex).

Skeletons have cold immunity. Because they lack flesh or internal organs, they only take half damage from piercing or slashing weapons.

Undead:

Immune to mind influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death by massive damage.

Tactics:

If possible, Skeletons will chose a single opponent and fight until destroyed.

Treasure:

These creatures do not hold, nor do they hoard treasure.

Zombies:

These encounters occur in the first Level of the Ruin of Amasis.

The number of Zombies to attack the characters in the Necropolis Entrance of Level 1 is: (3)

Zombies:General:

CR: 1/4; Small Undead 3 foot tall; HD 1d12+3; HP 9; Init - 1 (Dex); Speed 30ft; AC 11 (+1 size, -1 Dex, +1 natural); Attack Slam +1melee; Damage Slam 1d4; Face/Reach 5ft; by 5ft/ 5ft; AL N; SV Fort +0; Ref -1; Will +2.

Stats:

Str 11, Dex 8, Con -, Int -, Wis 10, Cha 1

Feats:

Toughness

SQ:

Undead:

Immune to mind influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death by massive damage.

Partial Actions only;

Zombies have poor reflexes and can only perform partial actions. Thus they can move or attack, but can only do both if they charge (partial charge)

Tactics:

If possible, Zombies will chose a single opponent and fight until destroyed.

Treasure:

These creatures do not hold, nor do they hoard treasure.

ENCOUNTER 3:

Ash Mummy and Guardian Claws:

1) Ash Mummy:

These encounters occur in the second Level of the Ruins of Amasis, specifically the Necropolis.

The number of skeletons to attack the Characters in the Necropolis is:

In the Chamber of the Guardian: (1)

Ash Mummy:

General:

CR: 3; Medium sized Undead; HD 6d12+3; HP 42; Init -1 (Dex); Speed 20ft; AC 17 (-1 Dex, +8 natural); Attack Slam +6 melee; Damage: Slam 1d6 +4 and dehydration; Face/Reach 5ft; by 5ft / 5ft; AL LE; SV Fort +2; Ref +1; Will +7.

Stats:

Str 17, Dex 8, Con -, Int -, Wis 14, Cha 15

Skills:

Hide +8, Listen +9, Move Silently +8, Spot +9.

Feats:

Alertness, Toughness

SQ:

Undead:

Immune to mind influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death by massive damage.

Resistant to blows (Ex);

Physical damage only deal half damage to mummies.

Apply this effect before damage reduction.

Fire vulnerability (Ex);

A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage, and a failure doubles it.

Despair (Su);

A viewer must succeed a Will save (DC 15) or be paralysed with fear for 1d4 rounds. Successful or not, the ability may only be used once in a day.

Dehydration (Su);

Supernatural disease – Slam, Fortitude save (DC 15). An afflicted creature loses 1d3 temporary constitution per successful strike from the mummy. An afflicted creature which loses all of its constitution to these effects shrivels away into sand and dust.

Tactics:

Mummies attack intruders without pause and without mercy.

Treasure:

These creatures do not hold, nor do they hoard treasure.

This Encounter forms part of the Necropolis encounter in Level 2. It is run concurrently with the Guardian of the Necropolis.

These creatures may be considered Zombies for all intents and purposes and take the form of an undead, crawling hand.

The number of Guardian or crawling Claws is:

In the Necropolis:

Crawling Claws: (1 per PC plus 1d4)

Guardian hands: (0)

In the Chamber of the Guardian:

Crawling Claws: (1 per PC)

Guardian Hands: (1 per PC plus 1d4)

Crawling Claws and Guardian Hands:

General:

CR: 1/8; Tiny Undead 0.5 foot long; HD 1d8; HP 4; Init +2 (Dex); Speed 15ft; Climb 15ft; AC 14 (+2 size, +2 Dex); Attack +4 melee (1x Claw); Damage 1d4 Claw; Face/Reach 3ft; x2 0.5ft / 0ft; AL N; SV Fort +2; Ref +4; Will +1.

Stats:

Str 9, Dex 16, Con -, Int -, Wis 10, Cha 3

Skills:

Climb +12, Hide +18, Move Silently +10.

Feats:

Weapon Finesse (Claw) +4.

SQ:

Undead:

Immune to mind influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death by massive damage.

Tactics:

If possible, Guardian Hands and Claws will chose a single opponent and swarm them until destroyed.

Treasure:

These creatures do not hold, nor do they hoard treasure.

2) Guardian Claws:

ENCOUNTER 4:

1) Giant Centipedes

Giant Centipedes:

General:

CR: 1/8; Tiny Animal 1.5 foot long; HD 1/4d8; HP 2; Init +2 (Dex); Speed 15ft; Climb 15ft; AC 14 (+2 size, +2 Dex); Attack Nil; Face/Reach 3ft; x2 0.5ft / 0ft; SQ Poison; AL N; SV Fort +2; Ref +4; Will +1.

Stats:

Str 3, Dex 16, Con 11, Int 3, Wis 12, Cha 3

Skills:

Climb +12, Hide +18,

Feats:

Nil

SQ:

Nil

Tactics:

The Centipedes are dying because of the magical influence of the "Blue Knife", and do nothing but erupt from their cysts and writhe around in a pool of weak poison until they die... They are not dangerous to the Players in any way.

Treasure:

These creatures do not hold, nor do they hoard treasure.

2) The Kobold City:

GM's NOTES:

The Kobold City is a cryptic Encounter, which has more to do with NPC's than with a Monster Encounter. Thus doing, I shall describe the City, and list the two NPC Kobolds under the NPC section to make things more ordered.

The Kobold City is situated in an immense cavern. Originally part of an Under-city in the Ancient City of Amasis, it has sunk beneath ground level further in the upheaval that ruined the original city. All that is left of the original Under-city is an immense monolithic stepped pyramid.

The pyramid is actually merely the top of another immense building which comprises the rest of the six levels that are opened up for exploration with the advent of this Module.

The Kobold City itself is an ordered collection of one and two story houses (for the kobolds at least) which stretch about ten foot from floor to rooftop. This has been laid out in a grid-iron structure up to, and including the immense pyramid in the centre of this Cavern.

The Pyramid itself is of "Aztec" construction that is, it is a stepped construction with a temple sitting on the top floor. It towers above the floor of the cavern some one hundred feet, each step is elaborately carved with all manner of mythological creature, and each step is about twenty foot high.

The Kobolds are in the middle of a "plague" and are holding this ceremony to rescue them from the ill s of this plague when the PC's walk into the City.

GM's NOTES:

The "Plague" is actually a misnomer. What has happened is that the "Fabulous Blue Knife" has a mutagenic property which the Hexenschloss is aware of, and it is currently mutating the Giant Centipedes in Cavern D.

Considering that this is the last chamber that the Kobolds have harvested, all of the sick or infirm kobolds who have eaten from the last harvest have died or become ill.

The poison excreted by the dying centipedes has been absorbed by the roots of the Fungi, and have thus been introduced into the Kobolds food system.

The Kobolds have associated the two events, but not completely. If the "Blue Knife" is removed from the premises, the plague will clear up soon enough.

The PC's are going to be the Agents of this "cure" whether they like it or not, and the Kobolds are quite happy to allow them the opportunity...

Play this through any way you wish...

The two NPC's the Player characters will be respectively issued to at the top of the stepped pyramid are the Mayor of the City, and the High Priest, respectively detailed in the NPC's section.

Hestmark Kobolds: (a Kobold Sub-Race)

General:

CR: 1/4; Small Humanoid (Canine) 3 foot tall; HD 1/2d8; HP 4; Init +1 (Dex); Speed 30ft; AC 15 (+1 size, +1Dex, +1 natural, +1 leather); Attack halfspear –1 melee; or light crossbow +2 ranged; Damage Halfspear 1d6-2; or light crossbow 1d8; Face/Reach 5ft; by 5ft / 5ft; AL N; SV Fort +0; Ref +1; Will +2

Stats:

Str 7, Dex 14, Con 12, Int 10, Wis 10, Cha 10

Skills:

Craft (trapmaking) +2, Hide +10, Listen +2, Move Silently +6, search +2, Spot +2

Feats:

Alertness

ENCOUNTER 5:

Balbaal the Uruk:

This Encounter is triggered when the Player Characters awaken the “human” sleeping in the Kobold City Capture Cells.

To their surprise the creature reveals himself as Balbaal a civilized and erudite Orc who has far more human in him than is probably comfortable for the PC’s to accept.

He will not do this however if the PC’s seem hostile or inclined to go forth and slaughter everything in its path. In fact if they seem intent on doing this, Balbaal will warn them that these “little guys really, y’know... kick butt” but will not elaborate further on this.

Balbaal is a Diplomat from his City (similar to the Kobolds City) situated in Induchine territory in the North-East. And is currently undergoing “training” in the kobold City.

Balbaal is quite chatty and will tell the PC’s that his occupation of the Capture Cells is voluntary while the Kobolds conduct a ceremony to rid themselves of the “plague” in the City.

DETAILED ENCOUNTERS: NPC's**1) Balbaal Kzarkar, male Orc, Rog7.**

Str 20, Dex 15, Con 17, Int 13, Wis 12, Cha 13

Balbaal is a diplomat from the Ancient Orc City of Enku. It is an isolated and civilized city that was left in much the same fate as The Kobold City of Sinoo when the Ur-Flan civilization was destroyed a thousand years ago. Balbaal will be intrigued with the Humans and actually try and pry out information from them and try to find out all sorts of things from them. Balbaal is a chatty, pleasant sort of person who is able to hold his own in many topics of conversation.

He is aware of the fact that Sinoo is able to train up Shadowdancers (indeed that is one of the reasons he is here...) but will not inform the PC's of this.

GM's NOTES:

Balbaal should provide the PC's with a bit of a quandary... he is a civilized, articulate Orc (who calls himself and "Uruk" who is both pleasant looking and personable. If they treat him with some respect, he is quite able to provide them with some assistance later on. Balbaal is worth quite a few influence points for the PC's if they try and befriend him in later Modules.

2) Mongo Flintheart: male Dwarf, Ftr4.

Str 18, Dex 12, Con 18, Int 14, Wis 13, Cha 14

Mongo runs the "Druids Hand" Porters Guild Waystation and is doing very well. Outside the City, mongo is not forced to wear his Scarlet Livery, and hates that he has to don the colour every time he has to enter the town of Dullstrand to suddenly demote his status every time he needs to do business.

Mongo is a dour character, who has very little to say about anything, although he is an organizational genius and runs "Druids Hand" as both a profitable enterprise and an efficient Guild Venture. Mongo is now filthy rich and hears a great deal about business and affair from both Sunndi, and from other places all over The Dullstrand.

3) The Limark: male Human, Ftr9.

Str 17, Dex 16, Con 16, Int 14, Wis 13, Cha 16.

The Limark, one Rilsa Limark has been in his position as the Head of Clan Limark since he was 20, which has only been five years now. Like most Dullstrand's he was engaged at the age of 8 to an Induchine who lost her life to a Troll raid when he was seventeen. Since then Rilso has been busy looking to expand the influence of his Clan into The Masters circle, but has met all sorts of resistance to this plan, especially since he started some negotiations with the Porters Guild.

In desperation, Rilso Limark has decided to relocate Clan Limark to Amasis, and start to export the rather interesting 'glowstones' that are fairly plentiful in the

region. Rilso is handsome, eligible and looking to marry again, and is not above flirting with any female Human PC with a Charisma of above 15.

Rilso also suspects that this Ruin has more than is currently suspected of any worth, and is keen to pay for maps to send his own people in to explore as soon as he has enough personnel.

4) Munandaan Roo, male Kobold Ftr5, Adept5:

Str 11, Dex 18, Con 15, Int 13, Wis 14, Cha 14

Munandaan Roo is the Mayor of the City of Sinoo, and has been for the last twelve years. Munandaan has been dealing with Humans for some time and has realized that his City is both an interesting resource for people wanting to be trained in the Arts of Shadowdancing, and that his City's control of the Water Reservoir is vital to any agricultural development in the area.

Munandaan does not know where these people come from to be trained, but certainly if the PC's have no idea that Sinoo exists, he is quite prepared to trust them further, but has to make some or other form of decision about their trustworthiness. Munandaan does not regard the PC's as any real threat but does see them as some sort of Agents of the supernatural considering their timing.

Still, in his dealings with Humans and other larger folk, Munandaan is perfectly aware that most humans seem to find him "cute" considering his races ancestry and as soon as they forget that there is a razor-sharp mind behind his seemingly innocent looks, it is to their peril. Gunandanan and he work well together and he will defer to Gunandanan's decisions considering they are generally better for his Race, and for his City in the long run. They always have been.

5) Gunandanan Mor, male Kobold, Shadowdancer7.

Str 13, Dex 18, Con 16, Int 17, Wis 16, Cha 12

Gunandanan Mor is a Kobold who appears to be in late middle age, but is probably older. Gunandanan has been the High Priest of the City of Sinoo for at least a decade and the head of the Shadowdancer guild for awhile longer.

Gunandanan is aware that the problem with the city is not entirely mystical, but has decided to hold a ceremony to rid the city of the "Anger of the Gods" while he does work out precisely what's wrong.

Gunandanan knows that the "fabulous Blue Knife" is just a +1 Dagger with some interesting properties and is not going to be fooled by the PC's just waltzing in and claiming it.

He has no problem handing it over to the PC's, but will extract a promise from them to return it as soon as they have done with it in order to discover whether the PC's are in fact honourable and worthy of being cultivated as "friends of Sinoo".

If the PC's do prove to be trustworthy, there is a large amount of good to be done in cultivating their relationship, and Gunandanan is not the sort to just let that slip by.

Players' Epilogue

READ TO THE PLAYERS:

Clutching your prize, you are shown out through a well-guarded passage through to an opening to the Hestmark Highlands. To your surprise, you are only two or three valleys from The Limark's Stead. It is late afternoon and you have the "fabulous" Blue Knife you have been instructed to return to Mala. What a surprise your adventure has been, can you imagine what other things lie hidden in The Dullstrand...?

Module Appendices

Extra Monster Information

1) Sinoo Kobolds

The Kobold of the City of Sinoo are a sub-Race of Kobold created a thousand years ago by Ur-Flaness Wizards to act as servitors and craftsmen. When Amasis was destroyed, the fact that the Sinoo Kobolds were already designed to live underground, and were then sealed in by the Cataclysm saved them from extinction.

The Sinoo Race has certain features which have intensified their desire to stay hidden. First of all, Sinoo Kobolds look “harmless”. This feature, while not indicative of their actual danger to others is extremely annoying to them. Second, most Sinoo Kobolds are extremely trusting of Humans, especially those that resemble their Flan creators. This feature is intensified when they are in packs, and Sinoo Leaders have decided ages ago that it would be better for them not to appear in any great numbers around these Humans.

The average Sinoo Kobold stands 2.3” tall and weighs in at around 50lbs. Their Race was originally bred from Collie Dogs, and so they have the long snout and russet coloured fur of these animals. Like their Canine ancestors, they are sharp, quick, cunning and intelligent, but can be stubborn and irascible. When in large pack, or when nervous or excited, they emit yelps, yaps and barks.

Sinoo Kobolds do not have darkvision. Sinoo Kobolds are able to wield a large variety of magic, and their quick and dextrous minds are not limited in what they can achieve. They live to about 60 years old, on average.

Maps

EXPERIENCE POINTS SUMMARY:

To award experience point to Players of this adventure, tally the following points for an Adventure total, then add discretionary awards to each player for a maximum sum of experience.

Encounter 1

Rats	25xp
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Encounter 2

Skeletons	50xp
Zombies	50xp
Crawling Claws	50xp

Encounter 3

Ash Mummy	75xp
Guardian Hands	50xp

Encounter 4

Giant Centipedes	25xp
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Discretionary Awards:

For befriending Balbaal Kzarkar	50xp
For befriending Munandaan Roo	50xp
For befriending Gunandanan Mor	50xp
Discretionary Role-Playing Awards	0-25xp

TOTAL POSSIBLE AWARD	500XP
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TREASURE SUMMARY:

Certificates need to be issued for the following Treasures that have no obvious cash value as stated per room or per encounter.

The total treasure haul for this Module is as follows:

50gp each from Mala
 30gp each from The Limark
 1gp wooden doll from Level 1, Room E
 20CP from Level 1, Room E
 5 x 10gp (Amber Gems) from Level 2, Room A
 25gp from Level 2, Room A
 50sp from Level 2, Room A
 100cp from Level 2, Room A
 5 x 20gp (Tourmaline Gems) from Level 2, Room D
 20gp from Level 2, Room D
 50sp from Level 2, Room D
 200cp from Level 2, Room D

NOTE: The assorted weapons from Level 3, Room A cannot be kept, sold or traded.

INFLUENCE CERTIFICATES TO BE ISSUED:

Certificate Issue: 1 per Party Member, not tradeable

5 Influence Points with the Leader of Clan Limark

These influence points will be useful in further adventures in The Dullstrand and in The Hestmark Highlands (but not in the Town of Dullstrand) The Limark remembers what your characters have agreed to do for him, and are willing to do you a favour in the future.

GM's NOTE ON ISSUING THIS CERTIFICATE:

This certificate may be issued if the PC's decide to provide a copy of the Ruins of Amasis map that they are going to be compiling, or accept money from The Limark in order to accomplish this.

Certificate Issue: 1 per Party Member, not tradeable

5 Influence Points with the Mayor of the City of Sinoo

These influence points will be useful in further adventures in The Dullstrand and in The Hestmark Highlands (but not in the Town of Dullstrand) The Mayor remembers what your characters have agreed to do for him, and are willing to do you a favour in the future.

GM's NOTES ON ISSUING THIS CERTIFICATE:

This certificate may be issued if the "Blue Knife" is removed from the City of Sinoo congenially, and the Players agree to all of the conditions which have been set by the High Priest.

Certificate Issue: 1 per Party Member, not tradeable

1 Influence point with Balbaal Kzarkar.

This influence point will be useful in further adventures in The Hestmark Highlands. Balbaal Kzarkar remembers your characters and is willing to do you a favour in the future.

GM's NOTES ON ISSUING THIS CERTIFICATE:

This certificate may be issued if the PC's are friendly to Balbaal Kzarkar and seem interested in discovering more about the City of Enku. If the PC's seem happy to treat him as a civilized being and not denigrate him because of his Race, Balabaal will be interested to find out more about them.

Certificate Issue: 1 per Party Member, not tradeable

2 Influence Points with Mala the Ranger.

These influence points will be useful in further adventures in The Dullstrand and in The Hestmark Highlands and in the Town of Dullstrand. Mala the Ranger remembers what your characters have agreed to do for her, and are willing to do you a favour in the future.

GM's NOTES ON ISSUING THE CERTIFICATE:

If the Player Characters agree to honourably discharge the task set before them, they will be eligible for further tasks that may be provided by Mala and her employers.

ITEM CERTIFICATES TO BE ISSUED:

Certificate Issue: 1 only

Item: *The Fabulous Blue Knife* (Value 200gp, 1lbs)

This Knife glows faintly with a blue light, and is slightly smaller than a normal dagger. It has no edges, just a single stabbing point, and seems to be crafted for a specific purpose. The Knife may be used as a +1 weapon, [Atk +3 melee, (1d3/17-20/x2) or Atk +1 ranged, (1d2/19-20/x2)]

This Knife is over a thousand years old, and it has known mutagenic properties. The Knife radiates faint magic, which are almost impossible to define considering their age and their type.

It is not known what effects the Knife will have on Humans, as it has been in the possession of the Sinoo Kobolds for so long. Human visitors to the Sinoo City who have studied the Knife complain of nausea, headaches, joint pains and increased hair growth after a week in its proximity.

There is a great deal of interest in certain circles to see the long term effects of the Knife on Human physiognomy outside of the regulatory Kobold magic effects.

Certificate Issue: 1 only

Tome: *Travels in Mhonhar* (Value 30gp, 4lbs)

This worn tome is especially heavy as it is comprised of 20 velum sheets bound in bronze. It measures eight inches across the spine and ten inches from spine to end of its pages.

The book is over a thousand years old and describes the travels of Catilar Frens in the Empire of Mhonhar. In it is described the ten "pyramid cities of Mhonhar" and ancient empire.

The book is written in Old Oeridian and lists "Amasis", "Enku" and "Them" as three of the ten cities in Mhonhar. The other seven sites are too worn to be deciphered.

Mhonhar is described as the "Empire in the plains between three huge volcanoes" and was at least a thousand years old at the time of the book being compiled

Maps: Amasis Ruins

