

One Night Adventures™

Dead Arising

Don MacVittie

An Adventure for first to third level characters.

Yellin Bislama has committed horrifying crimes. He has admitted to leaving children in the desert, staked down. He has confessed to impaling people... And much more. The Mayor has asked you to escort him to Sand Guard, where the army will take him for trial.

Dead Arising can be played solo in your setting, or be combined with other One Night Adventures modules to make a campaign. The entirety of this series includes One Night Adventures 13-16 plus Adventure Tome four.

Dead Arising

By Donald MacVittie

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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Yellin Bismala has confessed to horrific crimes, and has been placed under arrest. But the guard here cannot give him a trial. He must be transported to Sand Guard, where a magistrate can oversee justice. The guard is stretched thin, and the captain needs someone safely escort the prisoner for trial. An easy job, there and back in a few days, and payment in gold. That is many times what you could make a day as caravan guards.

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THE ROAD TO SAND GUARD

Player Introduction

Escorting a dangerous prisoner from town to a military fort for trial? Doesn't seem a particularly difficult task. So why are you being offered a bunch of money to take the job? What are the problems that could make you safer than a group of guardsmen to escort him? Why is the prisoner smiling at you, waiting patiently for you to accept the job?

If you intend to play this module. Stop reading here. Only information for the Game Master is beyond this point.

Game Master Introduction

Yellin Bislama has been arrested for heinous crimes. It is said he skinned people alive, that he left people staked out to die in the desert, that he even poured out water in the desert to make those he was leaving suffer more.

He needs to be transported to Sand Guard, the nearest large garrison with authority to lock him up and hold a trial. The problem is that he seems smug, like he doesn't much care that the party is transporting him to Sand Guard.

What's going on

Yellin Bislama is not guilty of any of the crimes he has confessed to. He is guilty of a conspiracy to destroy the border fort of Sand Guard. He doesn't care if the party escorts him or guards do... Because he knows the tower at Sand Guard should, by now, be destroyed. Not just destroyed, but emptied out. The prisoners, the guards, the treasures hidden under the keep should all be gone.

He is not certain, but if plans ran their course the destruction should be total.

Yellin belongs to the Halriadah, a small sect that believes all lands that were once desert belong to the desert people. The work of elves and druids to push the lush forests of the elven kingdom back out over the sands has changed the land, but should not change ownership.

The Halriadah all wear robes of dark black, and most have two scimitars, carried in sheaths across their back when not in use. Under their robes, standard armor is leather, though some wear studded leather or even ring mail (adjust AC if one of these latter two).

Yellin's job was to come here as a distraction making certain that the guard did not learn about the attack on Sand Guard before it was over. The Halriadah committed dozens of people to the assault, and Yellin took the simple expedient of walking up to the first guard he found and confessing loudly to the horrible things he is accused of. As the guard listened, he became more and more horrified. He took Yellin to the Captain, who placed him into custody. There is no evidence that any of the horrible things Yellin claims to have done actually happened, only his confession. But the guard wasted time sending patrols into the desert searching for his victims. There aren't even people missing that meet Yellin's descriptions. The Captain and his team are not here for policing, they're here to guard the border. The few town guards at the mayor's disposal are not deemed enough to guard such a dangerous criminal. That leaves a need to find someone to handle the transport. The more talented they are, the better.

The first part of this module covers travel to Sand Guard, passing through the greenery of the savannah while the desert stretches off on the party's left, and on to Sand Guard. Copses of trees are small in this part of the elven kingdom, and the terrain is mostly flat open grassland. This part is as much investigation as travel. Yellin will be smug and aloof, and there will be signs there is something not right, the closer the party gets the clearer the signs. The second part of the module will be a dungeon delve to find out what happened and deal with survivors.

(Yellin Bislama AC 12, HD 2d8+2, HP 12, Move 30/15 hobbled, Saves P, Attacks Scimitar 1d6, Great Scimitar 2d6, Special Attack and Damage rolls +1, Alignment LN, XP 15+2/39)

When the attempt to rescue Yellin occurs, he will hobble up behind PCs and bump into them as they are attacking. The targeted PC must make a Dexterity Save or be knocked off balance, be -2 to hit on their next attack, and -2 to AC until their next attack. Spell casters will have to make a DC 2 Concentration check.

Play Yellin as antagonistic. He will insult characters, particularly elves, pretty much non-stop. But as the trail to Sand Guard is traveled, he will be more and more disturbed by the things he sees. He will eventually confess to what is actually happening and that he is not guilty of anything he claimed he did. He actually finds these things abhorrent.

THE ROAD TO SAND GUARD

The Road to Sand Guard

The trip to Sand Guard is roughly 50 miles, making it but a day by horse, and two on foot. While in normal times the trip is relatively peaceful, proximity to the desert and the wildness of the edge of the elven Kingdom means there are always threats. Today, the road is downright unsafe. The following is a short discussion of the dangers PCs will find along the road.

Wandering Monster Table

The road to Sand Guard is at the edge of two kingdoms and the edge of two types of terrain. It is not terribly safe in the best of times, and these are not the best of times. Roll three times per day (morning, dinner, depths of night) on the following table if you wish to use random encounters on the road.

Roll d10	Creature(s)
1	1d4 Kobolds
2	1 Giant Toad
3	1d8 Guards
4-5	1d8 Cultists
6-7	1d4 Cursed Dead Servants
8	1 Giant Lizard (Desert Monitor)
9	1d4 Wolves.
10	1d8 Thugs

(Kobolds AC 15, HD 1d4, HP 3 each, Saves P, MV 30, Attacks short sword – 1d6, dark vision 60ft, light sensitivity, Alignment LE, XP 5+1/8 each, each kobold has 10 gold pieces in mixed coin)

(Giant Toad AC 16, HD 4, HP 23, Saves P, MV 20 or 40 jump, Attacks bite 1d4, MV 20ft/jump 40ft, twilight vision, swallow, Alignment N, XP 90+4/182)

(Guards AC 15, HD 1d6, HP 4 each, Saves P, MV 30, Attacks short sword or spear – 1d6, Alignment LN, XP 5+1/9 each, each guard has 20 gold pieces in mixed coin)

(Derivesh Cultists AC 12, HD 1d8, HP 5 each, Saves P, MV 30, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12 each, Each cultist has 20 gold pieces in mixed coin) See New Monsters for detail.

(Cursed Dead Servants AC 13, HD 1d6, HP 4 each, Saves P, MV 25, Attacks slam 1d6, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 7+1/11 each, One wears an

ancient brass signet ring worth 100 gold) See New Monsters for detail.

(Giant Lizard AC 16, HD 4d8, HP 20, Saves P, MV 30, Attacks bite 2d6, Alignment N, XP 40+4/120)

(Wolves AC 13, HD 2d8, HP 10 each, Saves P, MV 50, Attacks bite 1d8, Alignment N, XP 25+2/45 each)

(Thugs - Humans AC 12, HD 1d8, HP 5 each, Saves P, MV 30, Attacks short sword or scimitar 1d6, Alignment N, XP 5+1/10 each, each thug has 8 gold in mixed coin)

Streach Wood

About ten miles east of Dakhalla is Streach Wood. The wood was damaged in ancient times, and like most woods this close to the desert is dark and gloomy. As the characters enter the wood, even Yellin will grow silent and withdrawn.

The forest is just gloomy, but the mood might put the players enough on edge to be aware. A small band of five **Kobolds**, scouting the edges of the elven kingdom, are in the woods. The depth of the woods provides them shelter from sunlight during the day, and they explore at night. It will likely be daylight when the party passes through the wood, meaning the kobolds will be here. Roll surprise normally, if the Kobold guard has surprise, he will sneak off to wake up the rest of his patrol and they will attack the party en-masse.

(5 Kobolds AC 15, HD 1d4, HP 3 each, Saves P, MV 30, Attacks short sword – 1d6, dark vision 60ft, light sensitivity, Alignment LE, XP 5+1/8 each, each Kobold has 10 gold pieces in mixed coin)

Scaling – It is easy to adjust for larger and smaller parties by changing from five Kobolds to one per character. For characters of higher levels, two per character or changing them to something more difficult like Orcs will scale this encounter.

Interlude – Rescue

The attempt on Sand Guard has failed, and one runner was sent to warn the Halriadah. As soon as they received word that the tower didn't fall and the attacking force was in a bad way, plans were made to free Yellin. Midway between Streach Wood and Doorne's Craters, a team of five **Derivesh Cultists** will come running out of the desert to the east and attack the party in an attempt to free Yellin. They are not subtle, and there will be no surprise roll, but the party

THE ROAD TO SAND GUARD

will have two rounds of missile/spell fire before the cultists close with them. After combat is joined, Yellin will help his friends – shoving into characters at a critical moment, etc. Characters Yellin bumps into suffer the effects listed under Yellin's stat block on page 2.

After the Cultists are defeated, Yellin will grudgingly give the party respect, even complimenting any who fought well. Should the party lose, Yellin has a choice to make. If the party has treated him humanely, Yellin will see to it that any unconscious characters survive. If they have been harsh – hurting him, for example – he will leave them to bleed out.

(Derivesh Cultists AC 12, HD 1d8, HP 5 each, Saves P, MV 30, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12 each. Each cultist has 10 gold pieces in mixed coin) See New Monsters for detail.

Scaling – For larger or smaller parties, simply adjust the number of Cultists. For higher level or more powerful parties, exchange the cultists for Derivesh Fanatics.

Doorne's Craters

Ten miles beyond Streach Wood lies the pockmarked area known as Doorne's Craters. When The Great Destruction turned the empire to desert sands, this area was struck by something that forever changed the local environment. Grass does not grow in the craters, the craters are all ten to fifteen feet across, and the craters collect water. This close to the desert, natural cisterns would be a blessing, except the waters make people and mammals who drink from them ill.

The waters are not totally inhospitable though, as a species of giant toad has adapted to them and come here to bathe and grab a bite to eat. Occasionally, a bite to eat includes passing travelers. There are currently two **Giant Toads** here that will attack the party.

(Giant Toads AC 16, HD 4, HP 23 each, Saves P, MV 20 or jump 40, Attacks bite 1d4, twilight vision, swallow, Alignment N, XP 90+4/182, in one of the toad's guts are a pearl worth 100 gold and ten gold pieces)

Scaling – Two Giant Toads can be a tough challenge for a five-person fist level party. If the CK wants to lighten the challenge, dropping to one Giant Toad will do nicely, as will changing to Giant Frogs. If the party is higher level or has more members than eight, the easy answer is to add toads. The more exotic option is to give the toads kobold or goblin riders.

The Fairwood

Just five miles beyond Doorne's Craters is evidence of the return of life at the edge of the desert... The Fairwood is less than 100 years old, and is cared for by druids. Or at least it was tended by druids. A group of skeletons from Sand Guard came here and just finished off the druids. There is a single druid alive, but unconscious when the party arrives in the heart of this small wood. The first indication of trouble the party will see is a dozen smashed skeletons lying in the road, the bodies of a woman and a man laying alongside them. Occasional shattered skeletons and more fresh bodies mark a path to the north. Only 50 feet north of the road, the party will find a clearing with four **Cursed Dead Servants** in it. One is reaching out toward an unconscious figure wearing grey and brown robes, the others are tearing apart other bodies on the ground. When the party enters the clearing, the Cursed Dead will turn and attack them. Once the party has defeated the Cursed Dead, the unconscious figure can be revived with a Cure Wounds spell. He is Ilineallan, a **Druidic Acolyte**. All he can tell the party is that there were five druids in the grove when the skeletal figures stormed in from the east, and there were just too many of them. He is a junior member of his sect, and will want to return to their main forest to report what happened here. If the party lets him leave, he will remove a wooden pendant from a woman's body, and give it to them, telling them that it can be presented to any druid for help like healing. One of the druidic bodies in the clearing has a potion of healing in a pouch on its belt. These are all the thanks he can offer for saving him. Yellin will become agitated when he hears of the skeletal figures coming from the east.

(Cursed Dead Servant AC 13, HD 1d6, HP 4 each, Saves P, MV 25, Attacks Slam 1d6, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 7+1/11 each)

(Druidic Acolyte AC 12, HD 2d8, HP 12, Saves M, MV 30, Attacks staff 1d6, light crossbow 1d4, Nature Lore, Resist Elements, Spells – Endure Elements, 2xFirst Aid, Light, Animal Friendship, Shillelagh, Alignment N, XP 15+2/39)

The Obelisks

Ten miles beyond the Fairwood, two massive obelisks stand, their white marble shining in the sun. Eight feet across at the base and forty feet tall, they are like a beacon to desert and grasslands both. Before the great destruction turned the empire into a desert, the emperors erected great stelae and obelisks to show travelers how far they were from

THE ROAD TO SAND GUARD

the capital city of Khozan. The writings on these devices heap praise upon the ruler that built them, and offered travelers information beyond mere distance to the capital. While many of these monoliths were destroyed, some – like these outside the area of destruction – still stand. The writing is a mix of hieroglyphs and old Doornian script. Yellin is more than capable of telling the party all about them. His tribe believes these mark the border of his kingdom, and they journey here to learn of the empire's great past. The obelisk on the right depicts Doorne the Beneficent blessing fields of wheat while the elven goddess Talimaara looks on. The obelisk on the left depicts scrubland with horses running upon it, Doorne the Destroyer offering blessings as the Dwarven god Kunard Hammersmith looks on. The inscriptions on the right-side obelisk say that in the year 3702, his highness Emperor Antomeneck blessed the crops of Talifa, and Doorne heard Antomeneck's words. The Warlord of Talifa was blessed with 50,000 bushels of wheat, the largest harvest ever. The inscriptions on the left-hand obelisk say that King Tariq Talifa had increased the annual contribution of horses for the imperial army to five thousand.

Sandal Wood

Five miles past the Obelisks stands the Sandal Wood. Strangely untouched by the desert, even at the time of the destruction, Sandal Wood is a pilgrimage site for elves and Doornians alike. It is a place of truce, where harming another will bring both peoples down upon you. Elves believe this wood was protected by Talimaara as a beacon of hope for the Empire when their world was being destroyed. Doornians believe Doorne saved this wood along the border to honor Talifa, known for its sandalwood

exports before the Great Destruction. By tradition and mutual agreement, there are no permanent settlements here, and the trees are never harmed. There is a small pool in the center of the wood that characters can use to fill waterskins. Around the pool are worn out sandals, boots, and shoes. These are from deceased relatives, left here by pilgrims, the belief of desert peoples being that these sandals will help their dead walk the sands of heaven. The rule is that they may not block access to the pool of water, and must rest upon the ground... But it is creepy to walk into the clearing and see hundreds of sets of empty footwear in various states of decay.

Guardton

As the party leaves Sandal Wood, they will see smoke billowing into the sky in the distance. The smaller town of Guardton grew simply to support the soldiers at Sand Guard. It has been utterly destroyed. It is six miles from Sandal Wood to Guardton, and the closer the party gets, the more clear it will be that there is nothing here that is salvageable. A few bodies lie outside the burnt town, all seemingly cut down from behind. The town is a smoldering ruin by the time the party arrives, only stone foundations and piles of ash remaining. Over two hundred people lived here, and now there is nothing. Yellin will be over-awed at the level of destruction here. His people do not normally kill innocents, and some of the citizens were his countrymen. Adding to the other things he has seen on the trip from Dakhalla, he will be confused and concerned.

Sand Guard

Sand Guard was built about a century ago when raids from Talifa were particularly intense. It is a square grey stone tower built in a blocky style that is not typical of elven or Doornian fortifications. Dwarven Master Masons built the tower for the Provinces of Amorice in exchange for some forts on the Provinces' eastern border in the foothills. What most did not know is that the basement contains the Tomb of Amar-Pentra, high priest of Doorne from shortly after the Great Destruction. He had a vision that required his tomb be placed here, at the time in Doornian lands, where the Sheel-Tel (Elves) would build a fort. He would not explain why, only that much depended upon it in the future.

The Current Situation

While Yellin and a few others occupied nearby guard stations, the main force secreted themselves into The Sandal Wood, and from there launched their attack on Sand Guard in the mid of night.

Their attack was successful at first, the element of surprise giving them the main gate and part of the first floor. But the guards defending the tower retreated into the second floor as soon as they overcame their initial shock. Holding the door to Area #12, the defenders were able to keep the attack from becoming a massacre.

While some attackers tried to take area #12, thus granting them access to the upstairs, the rest ran rampant on the

SAND GUARD

ground floor. They killed everyone they found, and then took the stairs down at area #22 – to a burial chamber they viewed as holy. At the foot of the stairs is a door placed into an ancient archway covered in hieroglyphics. The attacker’s mystic informed them that the body or bodies within the tomb must be returned to Talifa and reburied there. The attackers swarmed into the tomb, and awakened the Cursed Dead sealed within. The guardians from the Elven Kingdom learned long ago to leave the dead resting, and last night the Talifans found out why. Their attack force was decimated, most of them killed within the tombs.

Now there is a stable but untenable situation inside the tower. The elven kingdom defenders have the top two floors, and are holding the stairs in room #12. The attackers from the desert kingdom are on the ground floor, making half-hearted attacks on area #12, just to keep the defenders from realizing how weak they have become. Most of the Cursed Dead are in their basement tomb. The Talifans will not leave the bodies of the revered dead, but are afraid to collect them. Even if they were willing to leave the bodies, they are too weak to survive retreating if the elven guardians realized how few they are.

And here comes the party. There are several viable solutions to this problem. A slug-fest cleaning out whole chunks of the tower is the obvious answer. Negotiating to get the Talifans to leave peacefully and the elven guards not to attack them is another. That will still leave the Cursed Dead in the tomb, but that’s what adventurers do – clear out tombs of walking dead. If the party approaches the Talifans about retreating, the Talifans will insist that the party take care of the Cursed Dead first and bring them the remains.

Sand Guard Area Key

1. Entry

A double set of steps engraved with sigils of weapons and armor leads up to a smashed set of oaken doors. A long, sandstone block lies broken into several pieces on the stairs, and bodies lie inside the shattered doorway.

The attack came as a total surprise, and the attackers were able to use their sandstone battering ram to smash the doors and get inside before the guard could respond.

2. Foyer

Two bodies lie in this room, each dressed in a breastplate over the blue and tan tunic of the elven kingdom. Open double doors stand across from the smashed front entry, looking onto a long ten-foot-wide hallway.

There was a short fight when the night guards from area 15 arrived, but they were quickly overpowered. The bodies are of half-elves, their weapons were scrounged by the Talifan attackers. The breastplates are perfectly serviceable.

3. West Entrance Guardpost

Three bodies lie in the hall here, two wearing shining breastplates and one wearing leather with plates of steel sewn to it. The last has a saber lying by his hand, and something has ripped his face apart.

When the Talifans entered this hall, the guard came out to intercept them. They were quickly overpowered, but not before killing one of the invaders. The loose Animal Cursed Dead are responsible for the chewed-up face.

4. Leather Repair

Workbenches covered with tools and pieces of leather line both the east and west walls of this room, while two large cabinets cover the south wall. Unlit torches line the walls. Someone has opened the cabinets and pulled rolls of leather, tools, and thongs out, dumping them on the floor.

This is where leatherwork is restored, and smaller leather items are created. If a party searches the room, a CL 3 Wisdom check will turn up three sets of Leatherworker’s Tools. The knives used for leatherwork are sharp and well made, and two of the ones present could be used as normal Daggers.

5. Smithy

Oppressive heat pushes out as the door to this room opens. Two banked fireplaces with coal grates at the bottom sit on the south wall and a fire pit with glowing coals sits in the northwest corner. Two turnstiles stand in the southwest and southeast corners. Five partially finished swords and a cracked breastplate line the east wall.

SAND GUARD

This is the smithy for the garrison, and is worked by a dedicated smith and three apprentices that are also guards. At night it was empty, the fires banked, and there being nothing of obvious interest to the attackers, they left it untouched. In the mantle of the easternmost fireplace is a hidden compartment that can be found with a CL 5 Wisdom check by anyone searching the room. Inside the compartment is a *Minor Ring of Energy Resistance (Fire)* that the smith uses when things go wrong or require more intimate contact with heated metal. Because it is needed in emergencies, detecting the compartment automatically shows how to open it – just push a 4 by 4 inch section of the mantle and a drawer springs out with the ring resting inside.

6. Privy

The smell of an outhouse wafts out of this room as the door is opened. Inside, the south wall is covered by a row of seats with holes cut into them. Inside the room, the smell is stronger. Someone has scratched a pyramid under a seat much like those in the room into the wall next to one of the seats.

The graffiti of Doorne's pyramid under an outhouse seat enraged the invaders, but otherwise there is nothing here.

7. Night Guard Quarters

This room has rows of beds on the east and west walls. Two warriors in the dark clothing of desert raiders walk among the beds, tending to men laying on the beds with a variety of horrifying wounds.

The two men walking around and several of the wounded in beds will reach for weapons if the party is not dressed in desert warrior garb. There will be a total of five **Derivesh Cultists** able to fight, the others too wounded to contribute. There are a total of 12 individuals here, counting the severely wounded.

(Derivesh Cultists AC 12, HD 1d8, HP 5 each, Saves P, MV 30, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12 each, four of them have gems from the tombs –5 GP Amber, 5 GP Amber, 10 GP malachite, 250 GP Peridot)

Scaling – It is easy to scale this room, more or less Cultists can be healthy enough to help the two unharmed warriors.

8. Watch Sergeant Duty Office

A desk and chair sit on the west side of this room. The bodies of three men in the dark garb of desert warriors and one in the breastplate of the elven kingdom lay in the room with mortal wounds. Another figure in the desert people garb lies by a door in the north wall, his clothing and flesh charred. Two desiccated cats stand ripping at one of the unburnt desert warrior bodies.

The desiccated cats are actually **Cursed Dead Animals**, some of the animal companions of Amar-Pentra that were to go with him to Doorne's Blessed Oasis. They will attack living people on sight.

The watch sergeant did not go down without a fight, but the invaders quickly overpowered him. He took three of them with him. When they tried to enter area #9 and discovered the trap on the door the hard way, a fourth attacker was lost. They left the door after that, not having spare warriors to attempt to force the door. Which is too bad, as the glyph of warding was expended on the body here, and the door can simply be opened.

(Cursed Dead Animals AC 12, HD 1d6, HP 4 each, Saves P, Move 20, Attacks bite (1d4), 2 claws (1d2), Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 5+1/9 each)

Scaling – We do not recommend this encounter be scaled.

9. Premiere Weapon Store

Across from the door to this room are two armor stands, one with a suit of chain mail armor on it, the other holding a breastplate. On the east wall stands a table with a silken cloth draped over it, an ornate elven bow and quiver of arrows resting upon it. Along the west wall stands a table with a mace, a scimitar, and a Greatsword on it.

This is where the garrison keeps its best armor and weapons stored. The sergeant normally controls access to them, and they are only brought out in times of dire need. Unfortunately, the surprise night attack left them no time to retrieve the equipment. The weapons are all of superior manufacture, and beautiful (worth 2x PH values), but only the mace and the breastplate are special in any way. They are an *Expert Large Mace* and a *Breastplate +1*.

SAND GUARD

10. Day Guard Quarters

Rows of beds line the north and south walls of this room. People in the dark clothing of the desert warriors sitting upon seven of them. They leap to their feet when you open the door, reaching for weapons.

This is where most of the surviving invaders have decided to hole up. It allows them access to the stairs up, so they can block the defenders upstairs, but the beds allow them to rest in shifts. They will assume that the party is allied to the elven defenders, and will attack unless the party talks quickly. There are a total of seven **Derivesh Cultists** here.

(Derivesh Cultists AC 12, HD 1d8, HP 5 each, Saves P, MV 30, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 10 each, six of these men each have 10 gold in mixed coin, the seventh has a green nephrite gem worth 200 gold)

Scaling – Increasing or decreasing the number of Cultists present is easiest. Adjusting hit points to reflect stronger or wounded opponents is a viable option also.

11. Guard Post

Three bodies in breastplates lie outside the door to this room, while blood smears down the hall show where other bodies were pulled away. The room beyond holds a woman dressed in the dark clothes of the desert invaders, sitting upon a chair at the table. There are also a privy area and a bed in the room.

One of the six northern guard posts. The guards here turned out to be useless, as the attack came from the southwest and there was no chance these three could see it coming. They fought when they became aware of the attack, but there were simply too many attackers for three men to hold off. The room is currently being used by Ormostia Al-Herril, a **Derivesh Cult Fanatic** and the leader of this group of Halriadah. If it comes to fighting, she will not hesitate to fight to the death. She has a *Potion of Healing* on her person that she will use during combat if the opportunity presents itself.

(Derivesh Fanatic AC 15, HD 2d10, HP 14, Saves P, MV 30, Attacks Scimitar+1 1d6, Special: +1 on attack and damage, Alignment LN, XP 21 each, she has a potion of healing and a scimitar +1)

Scaling – Giving Ostia guards is easiest for scaling up.

12. Stairs Up

This door is locked and barred from the other side. The door is stout, being AC 14 with 22 (4D10) Hit points.

Four elven guards in polished breastplates stand in this room, three at the foot of the steps, blocking the stairwell, and one midway up the steps. The bodies of three black-robed attackers lay between the door and the guards, their wounds bandaged.

When it was clear the downstairs was lost, the surviving members of the garrison settled on this room and the stairs as the place they would hold the invaders back. It is a good location, the door and the stairs both limiting the number of attackers that can fight at once. There are four **Guards** here. If the door is beat in, the defenders will assume that the party is hostile. Talking to them through the door will allow the talking character to make a DC 5 Charisma check to convince the guards to open the door. The bodies are actually severely wounded individuals that the elven guard has patched up. Not being a threat in their current state, the guard could not bring themselves to finish these warriors. If a fight breaks out here, the Talifan invaders will take the opportunity to rush into the room, get their wounded and run. In this scenario, the guards will assume the party is allied with the attackers, and hold them responsible for the carnage that occurred here.

(Guard AC 15, HD 1d10, HP 6 each, Saves P, MV 30, Attack longsword 1d8, Alignment LN, XP 5+1/11 each, One has a piece of jadeite worth 5 gold pieces that he took off an invader)

Scaling – There are ten more guards at the top of the stairs, making this tough if fighting breaks out. The stairs will limit the rate at which fighters from area 25 can enter the fight, and reducing hit points to reflect wounds would help a particularly weak party.

13. Guard Post

Blood is spattered all about this room, bodies of two garrison soldiers and two invaders lie intertwined near the center of the room. A bed, a table, and a spot for a privy make up all of the furnishings in the room, and the bodies appear as if someone has looted them.

Another of the rooms watching out over the desert. The guards here were surprised, but made a decent accounting

SAND GUARD

of themselves. The third guard was captured, but escaped upstairs as soon as the stairwell was within reach. The guards on the stairs rushed forward to protect the poor unfortunate as he scrambled up the stairs.

14. Guard Post

This room is stacked with bodies – twelve of invaders and three of defenders. A faint whiff of rotten flesh swirls in the air, and the bodies all seem to be stripped of armor and weapons. The furniture – a bed, a table, four chairs and a privy – are all present, but have been used to hold bodies. One body is propped up fully clothed upon the privy, a large hole in her head showing brain matter, for example.

Like the others, this guard post fell quickly. The desert warriors are using this room to store their dead until they can arrange to burn them, as is their way. A thorough search of the room will cover the party in gore, but yield 42 silver pieces and a gold arm band worth 50 gold pieces.

15. East Entrance Guard post

Three bodies lay in this room, one decapitated, the other two killed in a similarly gruesome manner. A table and four chairs sit in the room, a deck of blood-spattered cards lies scattered across the tabletop.

If a PC takes the time to collect the playing cards, they will find two silver and a copper piece that the attackers did not notice in their quick search of the room. The playing cards are thin lacquered wood, and the blood splatter will clean off easily if a PC takes them.

16. Day Sergeant Quarters

A half-elven man in his small clothes lies in the hallway, half in and half out of the door to this room. The room holds two unmade beds, two armor stands with ornate breastplates on them, and two open armoires. The body of another half elf in his small clothes lies against one of the beds, his intestines strewn out of his stomach.

These were the day sergeants, caught in their beds. They awoke in time to defend themselves, but without armor protection did not last long against the invaders. Their armor is normal, but nicely filigreed to show their rank. Like much of the equipment in this building, wearing such armor would evoke a negative reaction from people in the elven kingdom.

17. Night Sergeant Quarters

This room has two beds, two open chests, and two empty armor stands inside. The beds have been tossed about, their bedding lying on the floor, and the chests have been opened, their contents strewn around them.

This is the night sergeants' bedroom. The night guard were on duty when the attack came, and this room was empty. The invaders did a quick search and moved along. Their quick search did not find a false bottom in the chest on the east wall. If the party specifically looks inside that chest, a CL 5 Wisdom check will find the false bottom. Inside are 55 gold pieces, 112 silver pieces, and an *Expert Dagger*.

18. Kitchen Stores

This room appears undisturbed. Food, kegs, chests, crates, and sacks stacked neatly around the room.

This is the pantry, stocked to feed the entire garrison. The invaders looked in, saw that it was supplies, and moved on to secure the building. A party can scrounge five weeks of preserved food here.

19. Dining Hall

This room has four long tables spanning it, each place set with plate, pewter utensils, and wooden mug. There is no one in the room.

The dining hall was not in use at the time of the attack, and the attackers simply looked in and moved along. The dinnerware is simple, for soldiers, and not worth much.

20. Kitchens

Banked fireplaces line the north wall of this large room, a fire pit with a hacked-up boar on a spit over it sits in the center of the room, and tables, cupboards, and bins are spread about the room. Two men in shirt and breeches lie dead near the door, one has a kitchen knife near his hand, the other a fireplace poker.

The night cooks keep the day's cooking warm and prepare breakfast. They were doing just that when the attack came. The invaders did not even slow, hacking them up and moving along in their rush to secure the building before the guards could mount a defense.

SAND GUARD

21. Guard Post

The hallway between this room and the door to area #22 is coated in blood. The door to this room is closed and barred from the inside. The door is stout, being AC 14 with 22 (4D10) Hit points.

This room has a bed, a table, and a privy. Three figures in the dark clothing of the desert warriors attack you as soon as you bust in the door.

If the party tries to talk to the Doornians through the door, these will be more open to discussion than others in the fortress – they are guarding against horrors that do not talk, so anyone talking is considered a potential ally. A character who makes a CL 5 (CL 0 if speaking Doornian) Charisma check will get them to open the door. They will not let their guard down completely – they know that the elves will kill them as surely as the walking dead they are guarding against.

(Derivesh Fanatic AC 15, HD 2d10, HP 14, Saves P, MV 30, Attacks Scimitar 1d6, Special: +1 on attack and damage, Alignment LN, XP 15+2/243 each)

Scaling – Adjust hit points first, changing the number of fanatics is a more extreme adjustment.

22. Stairs Down

These blood-soaked sandstone steps are far older than the fort. Engravings along the walls show a giant god wearing a pyramid for a hat blessing people and gifting them with wheat, coins, and camels. The doors at the bottom are also sandstone, hung on iron pinions that allow the doors to spin away from the stairs. When closed as they are now, the doors show a sun setting behind a pyramid that still holds flecks of gold paint.

Doorne the Beneficent is depicted upon these walls giving people the things that are needed for survival. A close look will show that the background is fields full of grain, trees, and water. The paint is faded nearly to non-existence, so a character needs to actually study the engravings to notice this detail. The blood is from the invaders running from the Cursed Dead, some being ripped down on the stairs. The blood and gore makes even sandstone slippery in spots, and any character that passes the midway point on the steps must make a CL 1 Dexterity save or slip and tumble down the stairs for 3 (1d6) bludgeoning damage.

23. Guard Post

This door has been smashed in, and four bodies lie tattered on the floor. The bodies have been so mutilated that the only way you can tell there were two of each invaders and defenders here is by the armor they wear underneath all the gore.

The Cursed Dead killed these men after chasing two desert warriors up the stairs from the tomb. The warriors pounded on the door to the guard room, the two surviving guards decided to go down fighting, and a three-way melee broke out. The Desert warriors, caught in the middle, went down quickly attacked from both sides. The desert warriors weakened the elven guard, but lost the fight with the Cursed Dead. The Cursed Dead carried their casualties back down to the tomb to be restored the next day.

There are two sabers, two longswords, two usable breastplates, and a finely crafted pair of soft leather boots here (value 20 gold pieces). All of this gear is blood-soaked.

24. Guard Post

The door to this room is barred from the inside. There are three desert warriors inside that will not unbar the door unless they are certain they will be safe. The fighting with the elven guards was not bad until the stairs, where the fighting became more equal. Then the recovery of the tomb went all wrong, and they saw their entire squad cut down by the very bodies they had come to put to rest. A CL 7 Charisma check is required to convince them to open the door, or a simple CL 2 check if someone speaking Doornian is persuading them that it is safe. The door is stout, being AC 14 with 22 (4D10) Hit points.

This room holds a table with four chairs, a bed, and a privy. Unlike almost everywhere you have been, there is no blood here.

If someone speaking Doornian talked the guard into opening the door, and any party member is elven, a CL 5 Charisma check must be passed by someone in the party, or the three **Derivish Cultists** in the room will attack. If the door was broken down, they will automatically attack. Each cultist has 6 silver pieces on them, and one of them has a wooden pyramid necklace covered in gold foil. This necklace is worth 25 gold pieces in a bazaar, including in Dakhalla, but if a character who is not a follower of Doorne is caught by Doornian Cultists with it in their possession, the offending character will be executed.

SAND GUARD

(Derivesh Cultist AC 12, HD 1d8, HP 5 each, Saves P, Move 30, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12 each, each cultist has 5 silver pieces and one has a wooden pyramid necklace covered in gold leaf worth 25 gold pieces)

Scaling – Adjusting hit points is easiest, changing to Derivesh Fanatics will increase the challenge for a larger/higher level party.

25. North Guard Room

This long room covers the entire north end of the tower, with a section blocked off in the center. Stairs down are in the northwest corner, and stairs up in the northeast. Windows line the outside wall.

As detailed in area #12, there are 10 **Guards** here. If the party has successfully negotiated with them to get the door open, or the Talifan invaders are gone before the doors are opened, they will be wary of the party but nothing more. If the door was bashed in, or the Talifans attack for some reason after it is open, the guards here will be hostile. They will attempt to take the party captive. They will rush to area #12 as those guarding the stairs fall, making a stream of enemies for the party to fight.

There are tables spread about the room, and an area cut out of the center of the room with a door on the north side of the cut-out.

(Guard Captain AC 16, HD 5d10, HP 30, Saves P, MV 30, Attack longsword+1 1d8+1, Alignment LN, XP 120+5/270 He has a Breastplate + 1 and a Longsword +1, along with 50 gold pieces)

(Guards AC 15, HD 1d10, HP 6 each (10 each for sergeants), Saves P, MV 30, Attack longsword 1d8, Alignment LN, XP 5+1/11 each – 15 for sergeants. Each guard has 5 silver pieces and each sergeant as 20 gold pieces)

Scaling – The most likely approach is through area #12, and scaling information is with that entry.

26. Privy

This room holds two seats of a privy. The walls are decorated as farmland, with elves treating the fields.

These privies run through pipes to dump out the north wall. There is nothing of value here, but the dumping pipes are

large enough for someone to escape through, if they could survive the twenty-foot fall to the ground below. They are grated to keep large birds and Talifans out, but it is easier to kick them open from inside than pry them open from outside. A CL 1 Strength check will kick out any given grate, but the pipes are very slippery, so a successful check requires a CL 10 Dexterity save to keep from shooting out and falling the 20 feet. Those who fall will take the normal 2d6 bludgeoning damage.

27. Outer Guard Room

This massive U-shaped room goes around the outside wall on the west, south, and east sides of the tower.

Normally two patrols of two guards each walk the east and west walls, and a single guard walks window to window on the south wall. Since the attack, there is no one here. There is a clean deck of playing cards on one of the tables. A CL 7 Wisdom check will determine that someone has used a fingernail to mark the corner of aces with a single line and kings with a double line.

28. Day Guard Quarters

There are eight mused beds here, a small chest at the foot of each one.

Normally the day guard for this floor sleeps here. They were awakened when the attack was realized, and have not been back. If the party takes the time to search the entire room, they will find 21 gold pieces and 13 silver pieces among the chests.

29. Day Guard Quarters

There are eight mused beds here, a small chest at the foot of each one.

Normally the day guard for the top floor sleeps here. They were awakened when the attack was realized, and have not been back. If the party takes the time to search the entire room, they will find 9 gold pieces, 17 silver pieces, and a *short sword* +1 among the chests. The sword is crafted of fine shining steel, and has a hilt made of leather with a pyramid embossed into it. The hilt guard is bronze.

30. Night Guard Quarters

Seven neatly made bunks fill this room, with a small chest at the foot of each one.

SAND GUARD

These are the quarters for the night guard on this floor. They were on duty when the attack hit, and their room is ready for them to return to it. Searching the entire room will find 22 copper pieces and 3 silver pieces spread across the chests.

31. Night Guard Quarters

Seven neatly made bunks fill this room, with a small chest at the foot of each one.

This room houses the night guard for the top floor. They were on duty when the attack struck, and all is neat and orderly here. A thorough search of the room will yield 14 gold pieces, 23 silver pieces, and four copper pieces.

32. Outer Guard Room

This room circles the entire tower, tables set at regular intervals. There are stairs going down in the northwest corner and stairs going up in the northeast corner. Windows grace every wall of the tower.

The stairs down are access from the floor below, the stairs up lead to the roof, where four ballistae sit under tarps. This room is the key to Sand Watch, allowing guards to look in every direction from their elevated location.

33. Heavy Weapons

Ballista bolts and iron balls are carefully stored in this room, arranged for easy retrieval.

This room houses the extra ammunition for the siege engines on the roof. There is nothing else here of interest.

34. Commanders' Quarters

Aside from the large, unmade bed in the center of the south wall, this room is spartan. Drawers under the bed provide the only storage space in the room, and there are no chairs or other furnishings. Hanging on the wall behind the bed is the banner of the elven kingdom.

This is the commander's bedchamber. He was awakened when the attack started, and has been in area #25 since. The drawers hold fine silken clothes and a *scroll of Cure Light Wounds*. The commander's log book is here also, filled with information about Talifan attacks over the years, soldiers rotating in and out, and discipline he has had to administer.

35. Privy

This room is a privy chamber with three seats in it. The walls show elves bottling wine.

This is the privy for the guard stationed on this floor and the commander alike. As with area #26, the drains are large enough for a character to escape through if necessary, but this set opens 40 feet above ground. Those falling will suffer 4d6 bludgeoning damage.



36. Melee Weapons Room

Weapons racks line the walls of this room, longswords, scimitars, and maces prevalent with a few bows. Many of the weapons slots are currently empty.

Standard equipment for this guard post is longsword, dagger, and short bow. Several scimitars and maces taken from previous desert raids are also kept here for training against the invader's weapons of choice. Most of the weapons are in the hands of defenders, but there are 12 longswords, 3 scimitars, two maces, and four short bows with four quivers and a barrel of 120 arrows. One of the longswords has an otter skin hilt wrapped in brass with a pommel stone made of a strange off-white stone, also bound in brass. It is a *longsword +1*.

SAND GUARD

37. Armory

Armor stands fill this room in tidy rows, most of them empty. From the door a full suit of chainmail and four breastplates appear to be all that is left here.

The listed items are indeed all that remains, the rest being on defenders. They are quality made, but prominently bear

the symbol of the elven kingdom – engraved into the front of the breastplates, and on a chest piece attached to the suit of chain. Wearing them around the elven kingdom will either make people think the wearer is a guard (most commoners) or arouse suspicion (most military members or nobility).

TOMB OF AMAR-PENTRA

The Tomb of Amar-Pentra

Amar-Pentra was a high priest of mighty Doorne, centuries ago when the empire still ruled these lands. He claimed that Doorne had given him a vision of the future, and his tomb must be placed here, in an out of the way location that few in the empire ever visited. His followers honored his wishes without knowing why. But Amar-Pentra was cursed of Doorne. As one of Doorne's most powerful followers, he had given homage to the elven nature goddess, calling her Doorne's mighty sister in some of his writings. Doorne demands monotheistic worship, and was offended at Amar-Pentra's mention of his sister. As a result, neither Amar-Pentra nor any of his followers are allowed to go to Doorne's Blessed Oasis until penance has been paid by the former high priest. They live on in undeath, the Cursed Dead, in Amar-Pentra's tomb, awaiting their final rest.

The Talifan attackers wanted to take Amar-Pentra and bury him within the borders of their kingdom. But when they opened the doors that the elves had sealed shut, they were surprised to find that one of the most famous Doornian Priests ever was accursed. Many of them paid the ultimate price for disturbing the dead.

1. Hall of the Living

The engraved stone doors at the foot of the steps have been opened, revealing a long fifteen-foot-wide hall. The stairs, the doorway, and the hall have fresh blood spattered all about them. You count ten bodies in desert garb strewn along this walkway, most face down, heads toward you as you enter. Aside from the gore, the floor is painted a faded green with a brown walkway wending from the door at the foot of the steps to an opening in the far wall, 35 feet away. Along the walls there are paintings of a priest doing good works, preaching in front of a pyramid, eating, and sleeping.

This is the entry to the tomb. It depicts the life of Amar-Pentra. In Doornian belief, Amar-Pentra can be summoned here by those still living that remember him. At least he could be, had he passed on to Doorne's Blessed Oasis. Since he did not, none can summon him here. His minions, the Cursed Dead, can – and obviously did – follow the living here. As soon as the party enters the room, they will hear barking begin from the hall at the far end of the room. One round later, two **Death Dogs** will charge into the room and attack.

(Death Dogs AC 13, HD 2d8, HP 10 each, Saves P, MV 40, Attacks 2 bites 1d10 each, Darkvision 60, Trip, Alignment N(E), XP 15+2/35 each)

Scaling – For a particularly weak party, these can be Cursed Dead Animals. For a strong party, adding Death Dogs is easy, replacing with one or two 4 HD hellhounds is a more extreme scaling measure, if needed.

2. Antechamber

This square chamber has doorways on the north, west, and south walls. The door in the west wall has been opened, the door in the north wall remains closed. The ceiling is painted dark blue and covered in yellow hieroglyphs that resemble a star field. The walls are alternating painted panels and hieroglyphs. The paintings depict people digging out a tomb, among them is the priest depicted in the last room. Two desiccated bodies shuffle toward you.

This is the antechamber of realms. From here the land above can be accessed in area #1, and the Passage to Below can be accessed via area #4. The shuffling figures are two of the **Cursed Dead Warriors** from the inner tomb that chased Talifan invaders up the steps and ramps. They would eventually shuffle back down to their tombs, but have not yet.

(Cursed Dead Warriors AC 15, HD 2d8, HP 10 each, Saves P, MV 25, Attacks slam 1d8, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 15+2/35 each)

Scaling – It is easiest to raise or lower these Cursed Dead's Hit points. For an easier challenge, one or both Warriors could be Cursed Dead Servants. For a tougher challenge, one or both warriors could be Cursed Dead Acolytes.

3. Servants Tomb

The walls of this room are painted with images of people gathering crops, cleaning stables, and tending to herds.

The four **Cursed Dead Servants** housed here are the lowliest of the servants honored to share Amar-Pentra's afterlife. They are not pleased with their situation, and will viciously attack any who open the doors. The Talifan invaders were here for the bodies of Amar-Pentra and his priests, so bypassed the door to this room after seeing it marked with people herding cows.

TOMB OF AMAR-PENTRA

(Cursed Dead Servants AC 13, HD 1d6, HP 4 each, Saves P, MV 25, Attacks Slam 1d6, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 7+1/11 each)

Scaling – Hit points are the best scaling tool here, but for a small party (less than four PCs), reducing the number of Servants to one per PC is an option.

4. Upper Passage

The walls of this room depict kings bringing gifts to the same priest pictured in the first chamber, mighty Doorne looking on with approval. Hieroglyphs appear to label each scene, and the gifts include sheep, puma, giraffe, gold, and even slaves. Two people in ancient styled clothing stand staring at the painted walls, but turn as you enter.

These are some of the higher functionaries from the deeper area of the tomb, but are still **Cursed Dead Servants**. They will attack immediately.

(Cursed Dead Servants AC 13, HD 1d6, HP 4 each, Saves P, MV 25, Attacks slam 1d6, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 7+1/11 each)

Scaling – We don't recommend you scale this encounter

5. Hall of the Sun

This room is split into two levels, with a set of steps going between them. The ceiling is painted a faded sky blue, with a huge yellow and orange orb in the center of the east wall, near the floor. The floor and stairs are polished white marble, covered in dust. Many tracks run through the dust between the stone doors on east and west walls. The north wall is inlaid with a foot-wide golden sun.

This passage is Amar-Pentra's last view of the sun before entering the land of his afterlife. Here the sun awaits his reincarnation in Doorne's Blessed Oasis. The golden sun is a trigger for a trap aimed at keeping thieves from the burial chamber. A CL 7 Wisdom check will show that the sun is on a pressure plate. Any attempt to pick the gold out of the plate will drop the five-foot floor tile in front of the sun, dropping whomever was picking at the golden sun into a 20-foot-deep pit. The character can make a CL 10 Dexterity check to keep from falling. The bottom of the pit has been lined with broken and jagged rock and ceramic. The falling character will take 7 (2d6) bludgeoning damage from the

fall and an additional 3 (1d6) piercing damage from impacting the jagged pieces. Even the walls of this pit have been decorated. They show demons torturing people while mighty Doorne looks on approvingly.

The gold in the inlay is real, and if 15 minutes are spent scraping it out it is worth 75 gold pieces.

6. Middle Passage

This long hall angles down from east to west except a flat 10-foot-wide section between two large stone doors. The ceiling is painted a deep blue that has faded. A luminescent moon hanging in the northwest corner, a faint light emanating from it. The walls show shopkeepers, trade caravans, and a group of dancers, all seemingly enjoying the night's sky around painted fires. Paintings of Mighty Doorne and the priest who has been depicted throughout the tomb look on with smiles from the south wall. Two desiccated warriors stand by the door in the western wall.

The desiccated warriors are **Cursed Dead Warriors**. They will start to move forward as soon as the party enters this passage. They are part of Amar-Pentra's honor guard, formerly devout warriors who chose to go with him to Doorne's Blessed Oasis.

(Cursed Dead Warriors AC 15, HD 2d8, HP 10 each, Saves P, MV 25, Attacks slam 1d8, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 15+2/35 each)

Scaling – For an easier challenge, one or both Warriors could be Cursed Dead Servants. For a tougher challenge, one or both warriors could be Cursed Dead Acolytes.

7. Guardians Tomb

The ten-foot-wide hallway leading to this room is decorated with armies on the move. Soldiers march under a glowing sun, cavalry ride behind them. Riders in the dress of the desert sit astride hippogriff in the sky. All appear to march at the command of one man – the same man in the entry area – pointing toward the doors. The doors are painted with shields and banners.

The doors slide to the side to show a room with four desiccated warriors standing stiffly. They surge into motion as the party opens the doors. These are Amar-Pentra's guard, now transformed into **Cursed Dead Warriors**.

TOMB OF AMAR-PENTRA

(Cursed Dead Warrior AC 15, HD 2d8, HP 10 each, Saves P, MV 25, Attacks slam 1d8, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 7+2/35 each)

Scaling – This being the barracks, the easiest scaling option is to reduce or increase the number of Warriors. Alternatively, having them hurt from the fight with the invaders (not at full HP) is another way to make this easier.

8. Priests Tomb

The ten-foot-wide hallway to this chamber is decorated with priests seeing to the needs of their people, pyramids behind them in every scene. The same priest that appears in many paintings is depicted directing the other priests. The doors to this room are closed and bear symbols of a pyramid being hit by lightning, a pyramid with an eye above it. Between these two sits a pyramid with the sun behind it. Two desiccated forms wearing the gold and black robes of Doornian priests turn toward the doors as they are opened.

The symbols on the doors represent various sects in the worship of the desert god. Once the stone doors are pushed aside, the PCs can view a room whose walls are painted with a pyramid topped by a skull. The skull's eyes massive six-inch diameter black holes rise over a room with two ornate beds, a settee, and tables covered in jars and parchments. These are the acolytes that chose to follow Amar-Pentra to the afterlife, and like everyone else in the tomb, became Cursed Dead. These have become **Cursed Dead Acolytes**, and they will immediately attack unless the party has a Doornian priest with them.

(Cursed Dead Acolyte AC 14, HD 2d8, HP 10 each, Saves P, MV 25, Attacks slam 1d8, Slow, Eternal Unrest, Unholy Alliance, Spells: Cause Light Wounds x3 Consecrate, Alignment LE, XP 40+3/70 each)

Scaling - We do not recommend scaling this encounter, but customizing spells available to be more or less effective is encouraged.

9. Lower Passage

This long hallway angles down, with steps in the center. The south wall is decorated with people in torment, monstrosities doing horrible things to them in a place where there is no sun. Piles of burning bodies provide the illumination. The north wall shows people in rapturous activity, all happy with bright smiles upon their faces. There is a blank spot on the north wall, about the size of a man, that looks as if the artist never finished this painting. In the same location on the south wall, a man is being tortured by a three headed monster. The monster is depicted sawing through the man's stomach with a long-bladed spear. The man looks like the priest depicted in the earlier chambers.

This is the final passage to Amar-Pentra's tomb. His image was painted on both panels, and the one that matches his fate remained while the one that promised eternal bliss has faded. He is trapped here until killed, and tormented by his aloneness... Even though his servants, pets, and guard are with him.

Should the party kill the Cursed Dead version of Amar-Pentra, his penance will be complete, and these paintings will change, Amar-Pentra appearing on the north wall and disappearing from the torture scene on the south wall.

10. Amar-Pentra's Tomb

This massive room is decorated with a wealth of goods, coin, and what was once foodstuffs. A raised catafalque sits in the center of the room, the ornate sarcophagus upon it sitting open. There is a stylistic throne-like chair in front of the sarcophagus, a skeletal figure sitting leisurely upon it, the empty eye-sockets staring at you. A door on the south wall is decorated with cats in repose and at play. The west door is decorated with an elaborate sunburst painted a brilliant yellow, the north door is painted with servants taking care of someone dressed like the figure on the chair.

The being on the chair is the remains of Amar-Pentra. He has been transformed into a **Cursed Dead Functionary**, and will defend his tomb with a fierce single-mindedness. If the fight is going against him, Amar-Pentra will use Unholy Alliance to call all of his protectors to him. All surviving Cursed Dead will move toward this room at their fastest movement rate. His pets in the Beasts Tomb (Area #11) will burst through the door in one round, while those coming

TOMB OF AMAR-PENTRA

from other areas will take longer. His unlife feeds all of his functionaries, making him the key to clearing the tomb. Destroying Amar-Pentra will destroy all of the undead in this tomb, causing them to turn to dust and ending their unlife when he drops below zero. This sends them on to Doorne's Blessed Oasis, their penance complete.

Amar-Pentra (Cursed Dead Functionary AC 16, HD 4d8, HP 20, Saves P, MV 25, Attacks Slam 2d6, Spells, Undead Fortitude, Eternal Unrest, Unholy Alliance, Alignment LE, XP 80+4/160)

Scaling – Amar-Pentra is meant to be a tough fight. A CK that knows the party will quickly take him down should expand his spell options, or increase his hit dice while having him use unholy alliance as soon as he sees the party. Conversely, by this point, a party might be stretched very thin, in which case Amar-Pentra might not use his spells or Unholy Alliance.

11. Beasts Tomb

This room has six ornate baskets filled with pillows arranged around it. Four of the baskets have desiccated cats resting upon them. The cats hiss and jump to attack.

These were Amar-Pentra's beloved pets turned into **Cursed Dead Animals**. Two of them got free and are upstairs, but the other four are here, and will attack anyone not dressed as a priest of Doorne.

(Cursed Dead Animal AC 12, HD 1d6, HP 4 each, Saves P, MV 20, Attacks Bite (1d4), 2 claws (1d2), Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 5+1/9 each)

12. All that Glitters

Both walls of this room are painted with a row of servants carrying bags of gold and pouring them into an ornate bronze chest. The pictured chest is the only item in the room, sitting on a raised pedestal with a brass padlock on it.

This is the fake treasure room. Thievery was common in the ancient empire, and even tomb robbing a famous priest was not out of the question, so this room is designed specifically to remove thieves before they find the actual treasure room. The chest is an **Immature Mimic**. It will attack as soon as someone is close enough.

(Immature Mimic AC 14, HD 3d8, HP 15, Saves P, MV 10, Attack slam 2d4, Adhesive, Crush (1d4+1), Darkvision 60, Immunity to Acid(full), Mimic Shape, Alignment N, XP 75+3/120)

Scaling – this could easily be a more mature mimic, depending upon party strength, or it is simply a trapped chest.

13. Treasure Room

The walls show the man depicted in paintings throughout the tomb rising on wings toward a smiling Doorne. Along the north wall, two amphorae, an open chest showing silver and a sprinkling of gold, a cherry staff with an iron cap resting on a pillow, and a scimitar in a black leather scabbard can be seen,

The floor five feet into this room is trapped. If more than 100 pounds of weight is placed upon it, the floor will give way, triggering a block of the ceiling to fall. The trap can be detected with a CL 5 Wisdom check, and once detected, a one-foot safe area along each wall will be obvious. A character on the trap when it is triggered can make a CL 7 Dexterity check to dive to safe flooring (before or after the pit). If this Dexterity check is failed, the character takes 3 (1d6) bludgeoning damage from falling into a ten-foot-deep pit, and another 14 (4d6) bludgeoning damage from a block of the ceiling that falls straight down. The ceiling block is released by the doors of the trap opening, so if the trap is not triggered, the ceiling remains intact. If the ceiling falls, the room will start to shake and rumble, dust falling from the open space in the ceiling. The party has one minute to get what they want from the room and leave, as the released block was part of the ceiling support. The rest of the ceiling will come down, filling the room with rubble after one minute has passed. Anyone in the room when the ceiling collapses will take 14 (4d6) bludgeoning damage from the collapse, and another 3 (d6) from the crushing weight per round they remain in the room. A character caught in rubble can move 5' per round toward the exit. A character that fell into the pit and had the block fall upon them is likely to outright die unless the party has a very quick way to lift the 8,000 pound block and let them out (in our world, using standard granite, this 8x8x8 foot block would be more than 87,000 pounds. We have assumed the block is not solid, or the trap would be instant death.).

TOMB OF AMAR-PENTRA

The contents of this room were to be Amar-Pentra's worldly goods in the afterlife. The chest holds a layer of coins – 100 silver pieces and 127 gold pieces – over a fine silken tent worth 300 gold pieces. The staff is a *Staff of Fire (5 charges remaining)*. The Scimitar is a *Spinning Scimitar +1*. The keg held date wine, that has since spoiled and evaporated, leaving a thick, near solid sludge. If the party chops the

sludge apart, they will find a *Ring of Free Action* hidden in the center of it.

New Magic Item

Spinning Scimitar

Master Smith Terin An-Salimaani made roughly a dozen of these famous weapons for the guard of one of the ancient emperors of the Empire of Doorne. Ancient before the fall of the empire, most of them have been lost to time.

These weapons are typically +1, though writings of later historians claim there were two more powerful weapons made for the sergeants of the Emperors' guard. Their real power though, is the ability to be used as a missile weapon. On one round, the wielder can throw the weapon as a missile weapon with no negatives. The weapon bonus applies as normal, and range is 20 feet. The person who threw the weapon can take their action in a future round to call the weapon back to their hand. If someone grasps the hilt of the scimitar between when it is thrown and when they attempt to return it, the weapon does not return.

NEW MONSTERS

THE CURSED DEAD



Throughout history, when the peoples of the desert have buried important functionaries, from mayors to emperors, they are given servants, priests, and honor guards for their trip to the afterlife. These beings are mummified and laid to rest in the tomb of their master, all honor planned to send the functionary to the afterlife. When the functionary has been honorable and dies in the favor of their god, these servants, priests, and warriors make their way to the afterlife in company of their functionary. But when the functionary was dishonorable, or otherwise angered their god(s), then the servants are condemned to eternal undeath. Their mummification failing, these beings are less than they were intended to be. These dead must continue in this unlife until the body of their functionary is destroyed.

All of those buried with a functionary are affected, from their beloved pets to their priests. These beings will not tolerate the tomb of their functionary to be violated, and will forcefully attack any who dare. The process of mummifying the Cursed Dead

makes them low intelligence. They are unaware of the fact that their eternal undeath is tied to their functionary. If they were, perhaps they might not be so vigilant in their defense of him whom they served in life.

A typical tomb will hold servants near the entrance, guards spread throughout the tomb, priests near the functionary's burial chamber, and animals within the burial chamber. The functionary is either not animated because the deity chooses to punish them by denying them their followers until someone cleanses their tomb, or a powerful Cursed Dead. The distribution varies for each burial, but the theme remains, the more important the functionary, the more elaborate the tomb and the larger the number of Cursed Dead present.

Undead Fortitude

If damage reduces the Cursed Dead to 0 or fewer hit points, it must make a Constitution saving throw with a CL of 5 + the damage taken, unless the damage is from a critical hit or holy damage such as that caused by any of the *cure wounds* spells. On a success, the Cursed Dead drops to 1 hit point instead. *Note: Due to their small size, Cursed Undead Animals do not have this ability.*

Eternal Unrest

It is the nature of the curse that Cursed Dead suffer under that when defeated in combat, they will fall as if destroyed, yet will return to their undead state at full health 24 hours later. This effect does not occur if the body is completely destroyed or a priest casts *Remove Curse* on each such Cursed Dead. This also does not occur if the body is outside the tomb when 24 hours have elapsed.

Dehydrating Environment

The Cursed Dead have been buried for a long time in a desert environment, making them particularly susceptible to fire (count ones on fire-based damage dice as twos). Those buried in an area with moisture in the soil do not suffer from this weakness, but most do.

Unholy Alliance

The Cursed Dead Functionary can call all of those buried with them by starting a low keening noise. All Cursed Dead buried with the Functionary that are able will respond by moving at their fastest movement rate to put themselves between the Functionary and whatever is threatening it. Should the Functionary be destroyed, all Cursed Dead buried with him also fall, forever lifeless.

NEW MONSTERS

CURSED DEAD ANIMAL

Number: 1-10+
Size: Small
Armor Class 12 (desiccated flesh)
Hit Dice: 1 (d6)
Hit Points: 4
Move: 20 ft.
Attacks: Bite (1d4), 2 claws (1d2)
Special: Slow
Treasure: Nil
XP: 5+1 per HP
Abilities/Traits: Eternal Unrest, Unholy Alliance

CURSED DEAD SERVANT

Number: 5-20
Size: Medium
Armor Class 13 (desiccated flesh)
Hit Dice: 1 (d10)
Hit Points: 6
Move: 20 ft.
Attacks: Slam (1d6)
Special: Slow
Treasure: Nil
XP: 7+1 per HP
Abilities/Traits: Undead Fortitude, Eternal Unrest, Unholy Alliance

CURSED DEAD WARRIOR

Number: 1-8
Size: Medium
Armor Class 15 (desiccated flesh)
Hit Dice: 2 (d8)
Hit Points: 10
Move: 20 ft.
Attacks: Slam (1d8)
Special: Slow
Treasure: Nil
XP: 15+2 per HP
Abilities/Traits: Undead Fortitude, Eternal Unrest, Unholy Alliance

CURSED DEAD ACOLYTE

Number: 1-4
Size: Medium
Armor Class 14 (desiccated flesh)
Hit Dice: 2 (d8)
Hit Points: 10
Move: 20 ft.
Attacks: Slam (1d8)
Special: Slow
Treasure: Nil
XP: 40+3 per HP
Innate Spells: Cause Light Wounds x3, Consecrate
Abilities/Traits: Undead Fortitude, Eternal Unrest, Unholy Alliance

CURSED DEAD FUNCTIONARY

Number: 1
Size: Medium
Armor Class 16 (desiccated Flesh, wrappings)
Hit Dice: 4 (d8)
Hit Points: 20
Move: 20 ft.
Attacks: Slam (2d6)
Special: Slow
Treasure: Nil
XP: 80+4 per HP
Innate Spells: Cause Light Wounds x3, Consecrate
Abilities/Traits: Undead Fortitude, Eternal Unrest, Unholy Alliance

(Cursed Dead Animal AC 12, HD 1d6, HP 4 each, Saves P, MV 20, Attacks Bite (1d4), 2 claws (1d2), Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 5+1/9 each)
(Cursed Dead Servant AC 13, HD 1d6, HP 4 each, Saves P, MV 25, Attacks slam 1d6, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 7+1/11 each)
(Cursed Dead Warrior AC 15, HD 2d8, HP 10 each, Attacks slam 1d8, Saves P, MV 25, Slow, Eternal Unrest, Unholy Alliance, Alignment LE, XP 15+2/35 each)
(Cursed Dead Acolyte AC 14, HD 2d8, HP 10 each, Attacks slam 1d8, Saves P, MV 25, Slow, Eternal Unrest, Unholy Alliance, Spells: Cause Light Wounds x3 Consecrate, Alignment LE, XP 40+3/70 each)
(Cursed Dead Functionary AC 16, HD 4d8, HP 20, Saves P, MV 25, Attacks Slam 2d6, Spells, Undead Fortitude, Eternal Unrest, Unholy Alliance, Alignment LE, XP 80+4/160)

NEW MONSTERS

CULTISTS

A man dressed in all white slips through the window and looks about the room. Spotting his target, he slips a half-written letter from the desk into his robes. He glances about the room, and steps quietly to the door. Cracking the door and quietly peering through the crack, he spies the author of the note. Bursting the door open and calling upon his brotherhood, the white-robed man attacks...

The historical myths and reality of cults and secret organizations are numerous. The organizations vary in purpose and intent, but motivation is cult following – of a leader or a splinter of a religion. These groups aim for a specific goal... Protection of a sacred relic, changing the world, serving their deity, changing rulers... The number of possible goals is innumerable. What is constant between them is that they are secretive, constantly working in small groups, and when they commit, they commit in large numbers.

We do not delve into all possible cultists here, but only those important to this module – The Derivesh. As noted at the end of the Derivesh description, this module has one sub-set of Derivesh, the Halriadah.



Desert Cultists – The Derivesh

In the heart of the desert reside those who believe the world has gone wrong, and that they are the ones to right it. Some believe they must keep information and power out of the hands of those who would abuse it. Some believe they should withdraw from contact with all men. Some believe they must right the wrongs with action. The Derivesh are this last kind. They believe they must strike out firmly against those not of the desert to correct all of the wrong in the world.

Strictly ordered to reflect the needs of living in the desert and the martial life they have chosen, the Derivesh are always Lawful in alignment, but their ranks include men who are both good and evil. They are united in a single purpose, and while cultists vary in this purpose, the Derivesh focus on returning the destroyed desert empire to its former glory. Though centuries have passed, their faith has not. It is their belief that Mighty Doorne will return his people to greatness when the time comes. Until that time, the Derivesh must persevere, and fight for the desert, against those without who would weaken their people, and those within that would harm those same people.

The Derivesh have a hierarchy, with Cultists at the bottom, Fanatics above them, and Priests above that. The Derivesh are devoted to Mighty Doorne the Destroyer, and thus have no single Cult Leader, but each group in the Derivesh is controlled by a Minor Leader. No group of Derivesh is the same, but generally for each ten cultists there will be four fanatics and a priest. If a group is more than six cultists there will be a Minor Leader coordinating their efforts.

Fanaticism

The Derivesh are fanatical. There is nothing that will turn them from their purpose. They do not make morale checks, the only time one runs from a fight is if he is ordered to go pass a warning to others.

Intense Focus

The Derivesh train constantly. This grants them a bonus of +1 on all attack and damage rolls. Some few specialize in thievery instead. These individuals instead get a +1 bonus on sneaking and thieving rolls. Other focuses are possible.

NEW MONSTERS

Module Usage: The Halriadah that Yellin belongs to are a sect of Derivesh cultists who believe the elves are stealing land by making grass and trees grow there and then claiming it as their own. The Halriadah wear all white, and are set on reclaiming the lands “stolen” from them. In this module they are rescuing the remains of an ancient holy man from elven lands, but their long-term goals are unchanged. Eventually they want to return with the bones and re-inter him.

DERIVESH CULTIST

Number: 5-50 (1d6)
Size: Medium
Armor Class: 12
Hit Dice: 1 (d8)
Hit Points: 5
Move: 30 ft.
Attacks: Scimitar (1d6)
Special: +1 on attack and damage rolls
Treasure: 1
XP: 7+1 per HP
Fanaticism: Derivesh Cultists never check morale.

DERIVESH FANATIC

Number: 2-12 (1)
Size: Medium
Armor Class: 15
Hit Dice: 2 (d10)
Hit Points: 11
Move: 30 ft.
Attacks: Scimitar (1d6)
Special: +1 on attack and damage rolls
Treasure: 1
XP: 15+2 per HP
Fanaticism: Derivesh Fanatics never check morale.

DERIVESH PRIEST

Number: 2-12 (1)
Size: Medium
Armor Class: 15
Hit Dice: 2 (d10)
Hit Points: 11
Move: 30 ft.
Attacks: Heavy Mace (1d10)
Special: +1 on attack and damage rolls
Treasure: 1
XP: 20+2 per HP
Fanaticism: Derivesh Priests never check morale.
Spells: (4/4/2) Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, Delay Poison, Detect Traps

DERIVESH SUBLEADER

Number: 1 (0)
Size: Medium
Armor Class: 15
Hit Dice: 5 (d8)
Hit Points: 25
Move: 30 ft.
Attacks: Scimitar (1d6)
Special: +1 on attack and damage rolls
Treasure: 2
XP: 180+5 per HP
Fanaticism: Derivesh Priests never check morale.
Spells: (4/4/2) Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, Delay Poison, Detect Traps
Invoke Derivesh: The Derivesh Subleader can rally the faithful by shouting out to them. All Derivesh who can hear him speak out are +1 to hit and +1 AC. This effect lasts for 1d6 rounds.

(Derivesh Cultist AC 12, HD 1d8, HP 5 each, Saves P, MV 30, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12 each)

(Derivesh Fanatic AC 15, HD 2d10, HP 11, Saves P, MV 30, Attacks Scimitar 1d6, Special: +1 on attack and damage, Alignment LN, XP 15+2/37 each)

(Derivesh Priest AC 15, HD 2d10, HP 11, Saves P, MV 30, Attacks Heavy Mace 1d8, Spells, Special +1 attack and damage, Alignment LN, XP 72 each) Suggested spells: Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, Delay Poison, Detect Traps, Alignment LN, XP 20+2/42)

(Derivesh Subleader AC 15, HD 5d8, HP 25, Saves P, MV 30, Attacks Scimitar 1d6, Special +1 attack and damage, Fanaticism, Spells, Invoke Derivesh, Alignment Any Lawful, XP 180+5/305) Suggested spells: Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, Delay Poison, Detect Traps

CONVERSION NOTES

Overview of Adventure Tomes

Dead Arising is a standalone One Night Adventure, but it is also the first tale in a series of One Night Adventures that can be connected together with the *Port of Dakhalla Adventure Tome*. If played as a series, all four tales (ONA13, ONA14, ONA15, ONA16) plus *The Port of Dakhalla* (AT4) combine to make the *Port of Dakhalla Adventure Tome*.

Placement in your game world

This module can be played at any location where stark desert gives way to lush forest. It is best played if the forest holds an elven nation, and the desert peoples are organized into small nomadic kingdoms, but this is truly not a requirement.

Scaling Encounters

This module is designed to challenge a party of first to third level characters. There are scaling notes throughout the module, but general guidelines are to adjust damage output if possible – cultists bearing heavy scimitars do twice as much damage... If they hit, for example. For significant differences, adding and subtracting foes is easy. Changing Hit Points is a good option also, but BTH should be kept in mind if changing Hit Dice.

Using *Dead Arising* with Other Game Systems

Dead Arising was designed for use with the *Castles and Crusades*® role playing game, and playtesting was performed with that system.

The hard part of any translation will be Derivesh and Cursed Dead. These can be handled for most systems by starting with Humans for Derivesh, Skeletons for Cursed Dead Servants, Zombies for Cursed Dead Warriors, and weak (eg: Low Hit Point) skeletons for Cursed Dead Animals.

Encounter Key	Number	Type of Creature
Wandering	1d4	Kobold
Wandering	1	Giant Toad
Wandering	1d8	Elven Guard
Wandering	1d8	Derivesh Cultist
Wandering	1d4	Cursed Dead Servant
Wandering	1	Giant Lizard
Wandering	1d4	Wolves
Wandering	1d8	Human Thugs
Streach Wood	5	Kobolds
Rescue	5	Derivesh Cultist
Doorne's Craters	2	Giant Toad
The Fairwood	4	Cursed Dead Servant
The Fairwood	1	Druidic Acolyte
7	5	Derivesh Cultist
8	2	Cursed Dead Animal
10	7	Derivesh Cultist
11	1	Derivesh Fanatic
12	4	Elven Guard

Encounter Key	Number	Type of Creature
21	3	Derivesh Fanatic
24	3	Derivesh Cultist
25	14	Elven Guard
Tomb 1	2	Death Dog
Tomb 3	4	Cursed Dead Servant
Tomb 4	2	Cursed Dead Servant
Tomb 6	2	Cursed Dead Warrior
Tomb 7	4	Cursed Dead Warrior
Tomb 8	2	Cursed Dead Acolyte
Tomb 10	1	Cursed Dead Functionary
Tomb 11	4	Cursed Dead Animal
Tomb 12	1	Immature Mimic

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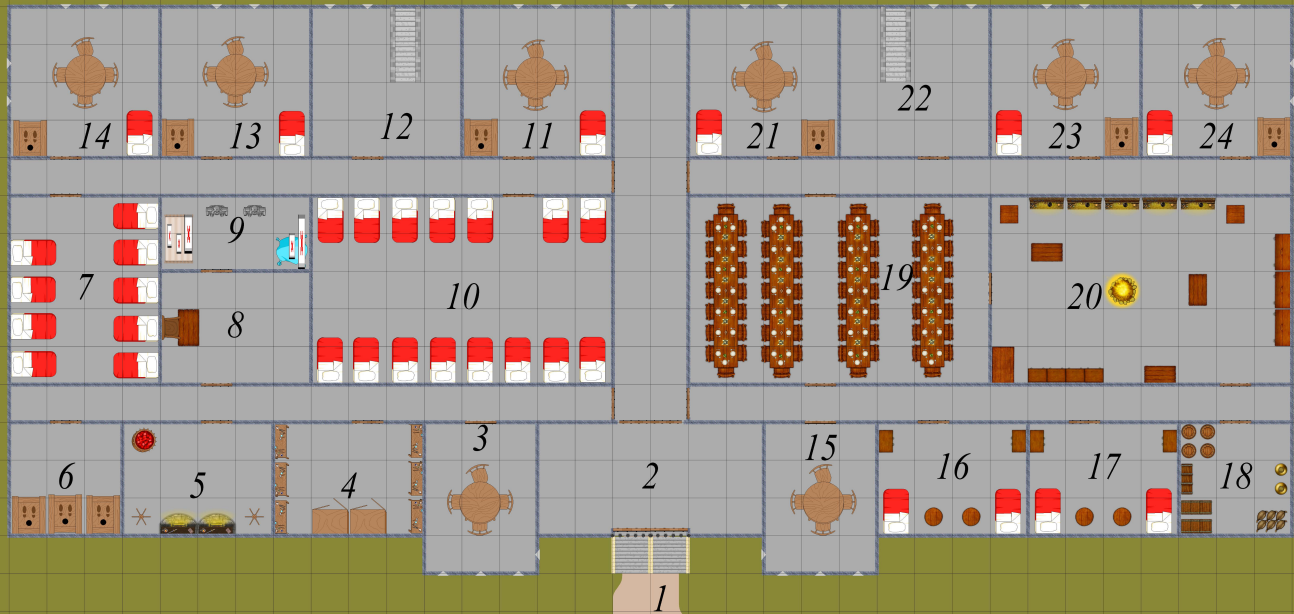
DAKHALLA TO SAND GUARD



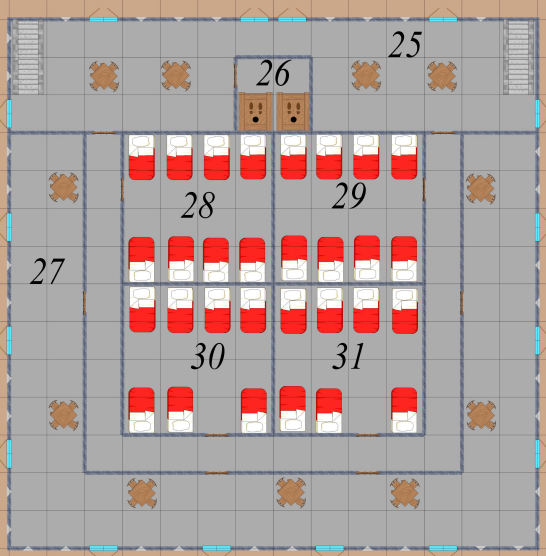
Sand Guard



Level 1



Level 2

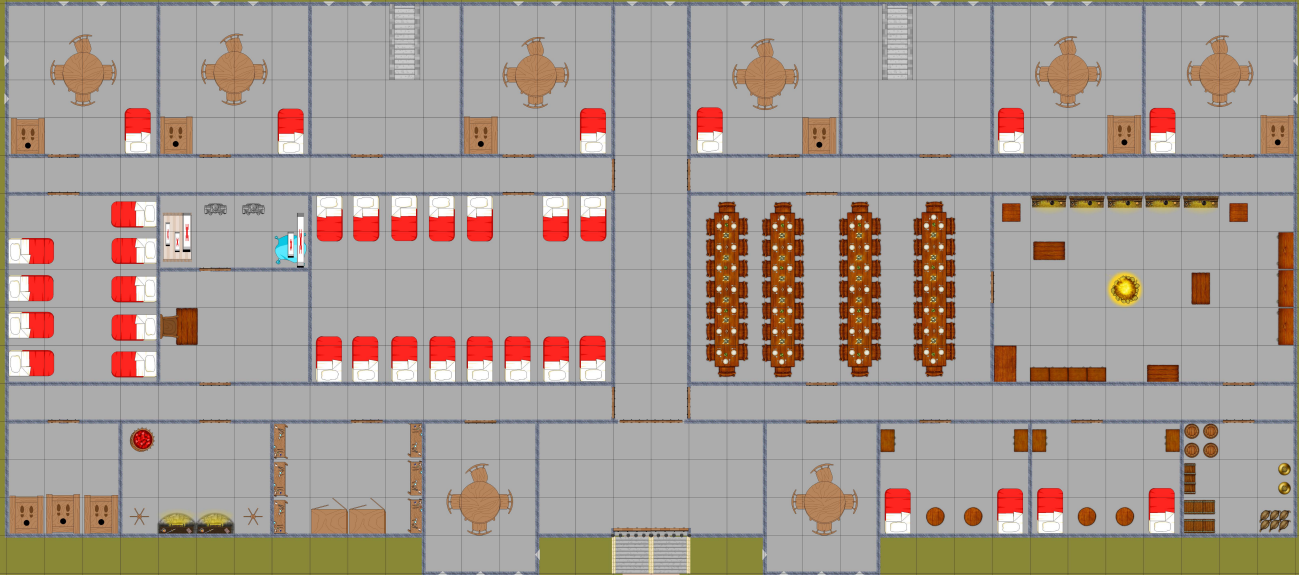


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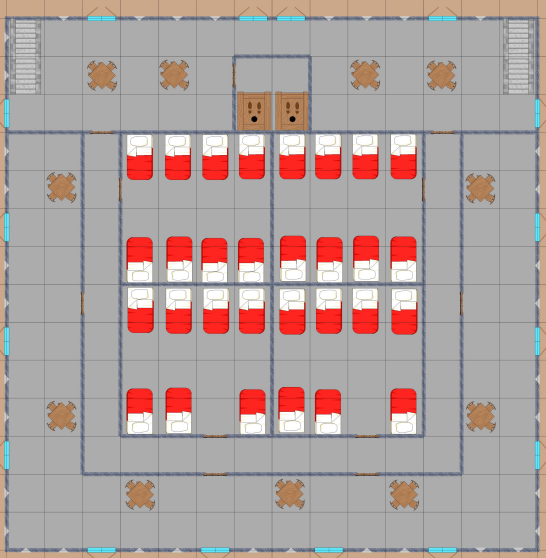
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Sand Guard



Level 2

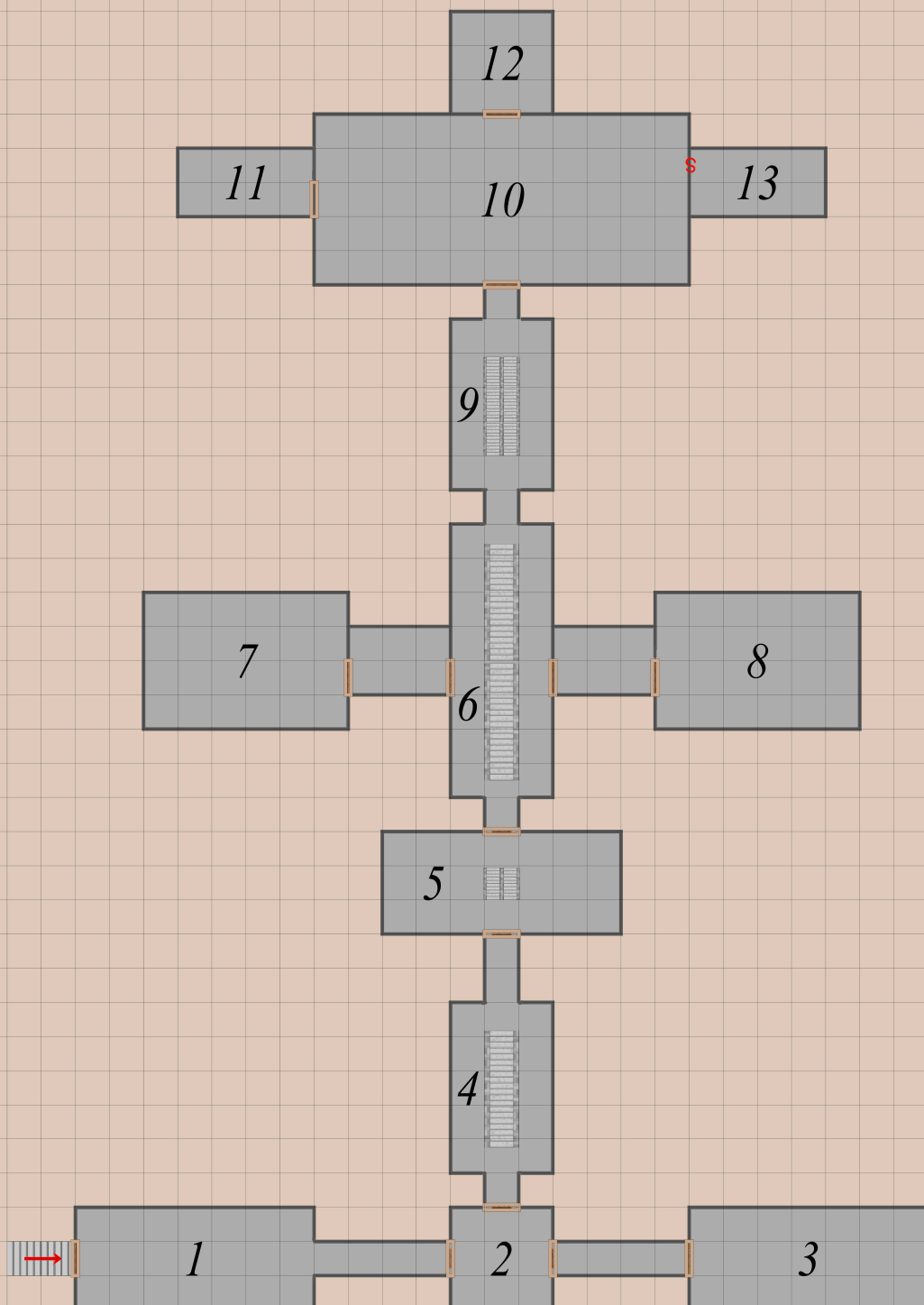
Level 3



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Tomb of Amar-Pentra

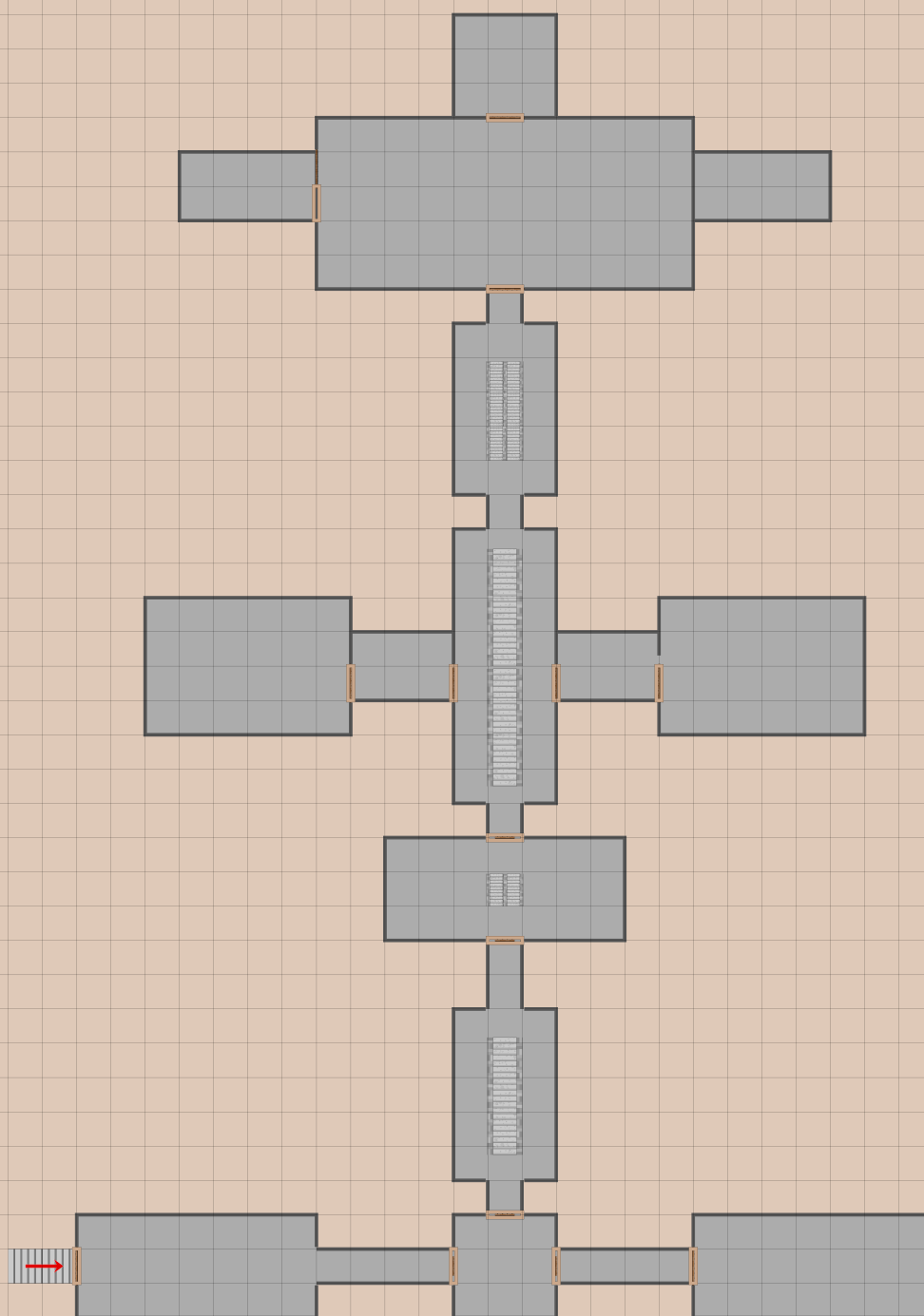
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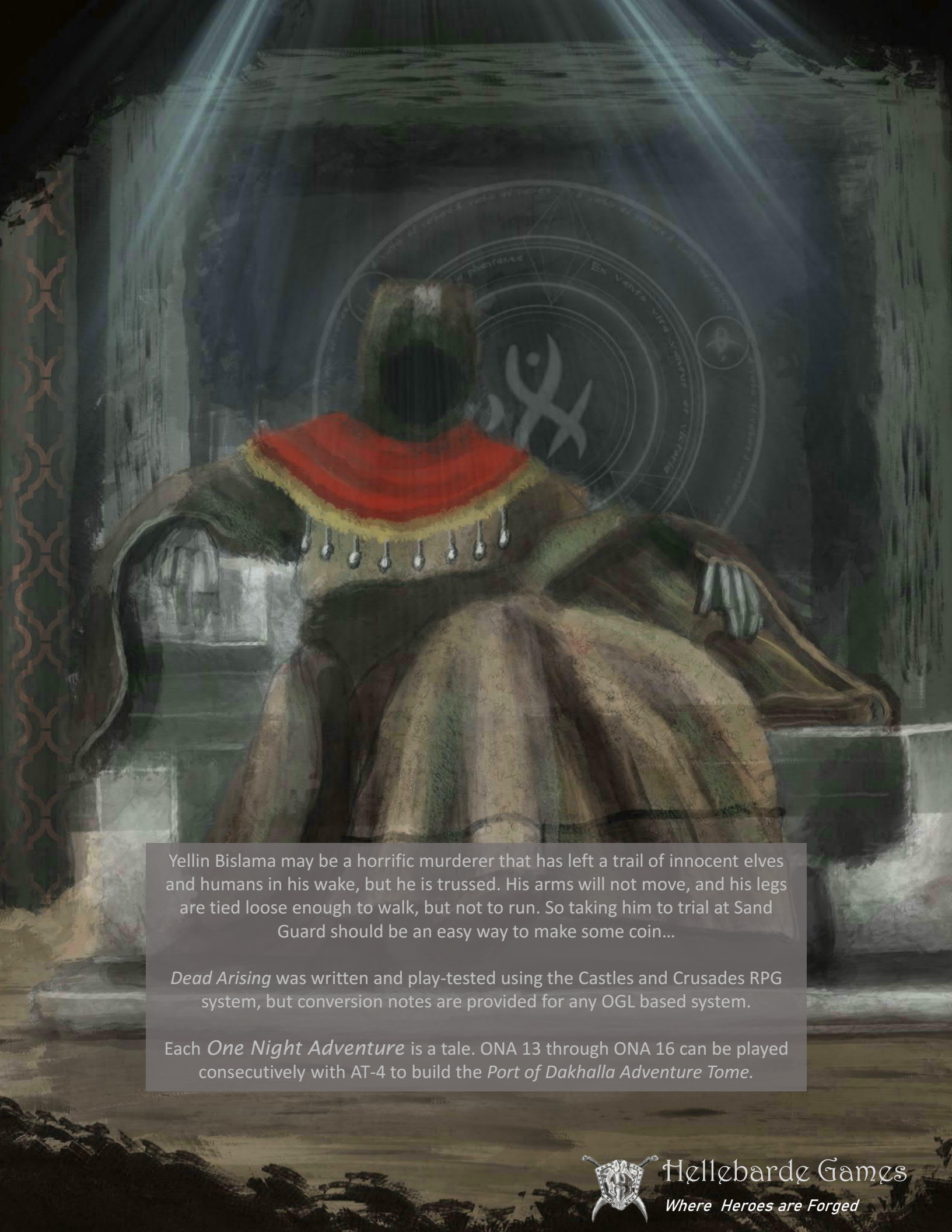


SAND GUARD BASEMENT - PLAY MAP

Tomb of Amar-Pentra

■ = 5 Feet





Yellin Bislama may be a horrific murderer that has left a trail of innocent elves and humans in his wake, but he is trussed. His arms will not move, and his legs are tied loose enough to walk, but not to run. So taking him to trial at Sand Guard should be an easy way to make some coin...

Dead Arising was written and play-tested using the Castles and Crusades RPG system, but conversion notes are provided for any OGL based system.

Each *One Night Adventure* is a tale. ONA 13 through ONA 16 can be played consecutively with AT-4 to build the *Port of Dakhalla Adventure Tome*.



Hellebarde Games

Where Heroes are Forged