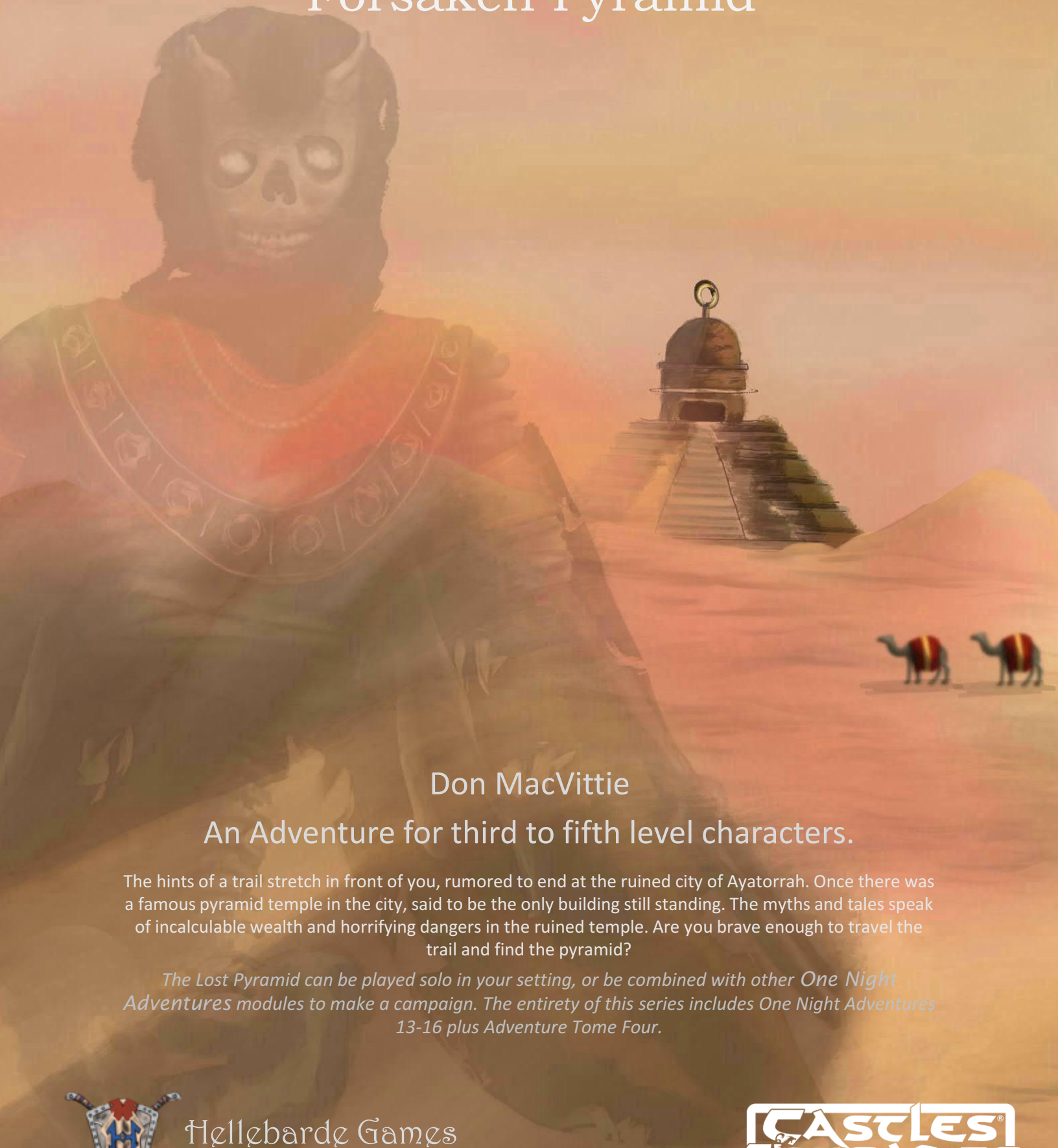


One Night Adventures™

Forsaken Pyramid



Don MacVittie

An Adventure for third to fifth level characters.

The hints of a trail stretch in front of you, rumored to end at the ruined city of Ayatorrah. Once there was a famous pyramid temple in the city, said to be the only building still standing. The myths and tales speak of incalculable wealth and horrifying dangers in the ruined temple. Are you brave enough to travel the trail and find the pyramid?

The Lost Pyramid 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.



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Forsaken Pyramid

By Donald MacVittie

AN ADVENTURE FOR CHARACTER LEVELS 3-5



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At the end of this trail is rumored to sit the famed Temple of Mennuj. Fables and rumor claim that there is wealth beyond imagining in the temple, and dangers beyond reckoning.

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AREA KEYS

Player Introduction

A barely visible track leads off between sand dunes, drawing you off the trade road and into the wastes. Ancient stone markers claim this unused trail as a major trade route, with a city at the end... But there is nothing in this part of the desert but ruins and sand... Could there be a lost city full of wonders and treasures at the end of this forgotten trade road?

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

Castle Keeper Introduction

The city of Ayatorrah was one of the regional capitals in the ancient empire. After centuries, all that remains is the pyramid temple of Mennuj, and even that is long forgotten.

The road the PCs have found leads to the temple, with occasional off-shoots that lead to nowhere, or trouble. The temple has been rediscovered by a desert warrior sect known as the Insemi, and the path to the temple is partly cleared. The Insemi have brought two “mystics” with them to the temple, both secretly working for the high priest of Doorne the Destroyer. The priests of Doorne the Destroyer believe they have found a way to restore all of the desert, and are enacting rituals to achieve part of that goal. To this end, they have convinced a group of cultists – the Insemi – and a clan of Anubi to join them. The cultists in this module are all Insemi, statistically the same as the Halriadah in ONA-13, the only obvious differences to outsiders being that Halriadah wear all black while Insemi wear all white, and Insemi have a larger percentage of great-scimitar wielders than the Halriadah do.

In ancient times, on the day of destruction, the priests protected the temple of Mennuj. They placed a shield over it as burning rocks fell from the sky. But they did not protect the air. As even the very stones of the city burned around the temple, all air was sucked out by the inferno. Those who could, fled. Those who could not, died. The temple lay uninhabited for eons afterward. Two of the strange mystics that have come to advise the Insemi during their hour of need guided them here. The Insemi are rising up now because they are desperate. Their normal sources of water have literally dried up. The gourds that they can find water inside of have died off, the underground springs too. The two oases that the Insemi normally use have become fouled with no explanation. The mystics promise them water in amounts they can scarcely believe. They already have enough water that none of the warriors at the temple go

thirsty, and they have sent barrels home. Yet the mystics promise more – enough to make the sands green with grass again.

The original function of the temple can be seen, but is long gone. Now it is a base of operations for the Insemi, and a water summoning research location for the mystics. The mystics’ entire purpose here is to summon lesser water elementals and use them in a small environment to restore water flow. They are also researching the “bounty of Doorne” that this temple was dedicated to when it was active.

If playing this module as part of the Port of Dakhalla Adventure Tome, the pyramid is about a day’s travel straight into the desert from Dakhalla, Sand Guard, and the Oasis at Sia. The trail detailed here leaves from the Oasis at Sia. In fact, these Insemi participated in the attack at Sia. If the mystics somehow came away with the scepter, they will have it here, on the 3rd floor, but will not have had enough time to study it and put it to use. So while they will use all of their other magic, the scepter will lay unused, and they will fight to keep PCs away from it.

The Path from the Oasis

The path from the Oasis at Sia to the temple of Mennuj is largely obscured by blown sand along its entire length. That same wind also clears it off regularly, so it is still relatively easy to follow.

It is 22 miles from the oasis to the pyramid. If traveling on foot that makes the trip eleven hours long, half that if traveling on horses or camels. Unlike much of the desert, both horses and camels can travel on the path – it is stone underneath the sand.

Turnings of Fate

About six miles along the trail, two large obelisks, easily 40 feet tall, stand like sentinels on either side of the trail. The faint lines of another path crossing this one can be seen just before the obelisks.

If the party stops to investigate, the cross-trail is definitely there, and the obelisks are covered with hieroglyphs. If anyone is able to read hieroglyphs, they read:

South Obelisk

Blessed of Doorne, mighty Mennuj, Warlord of the inner kingdoms, did grant his people succor and served the great

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god with gold and silver, silks and furs placed inside a mighty temple raised to Doorne the Benevolent.

Under his reign, Mennuj brought 40,000 spears to the emperor, to protect his people, and those were fed with 10,000 calves and 10,000 sows. These men laid low the rebel Anjuk, and his followers will breed no more.

These stones erected by Terminq, Warlord of the inner kingdoms, son of the Blessed of Doorne, Mennuj.

This way lies Ayatorrah, while that way lies Berjara.

North Obelisk

Ahead, in the great capital of the inner kingdoms, lies the most blessed temple of Mennuj. This temple is a bastion of hope to those who revere Mighty Doorne, and a sanctuary for faithful of the lesser incarnations of Doorne, and will be doom to all who are not faithful of Doorne.

The very stones of mighty Mennuj's temple will thirst for the blood of the unbeliever. The windows will burst, shredding faces with their glass. The holy lights will render intruders infertile, and accurse them to wander the plains of the empire, searching for their souls. The intruders will grow craven and throw down their swords, while their priests will quake in fear.

Those strong enough will see mighty Mennuj himself. The faithful for blessings, and unbelievers for death.

This way lies Ayatorrah, whilst that way lies Fenj.

Ruins of Berjara

The trail goes roughly north through sand dunes, and after curving nearly completely west, ends at the barely visible crumbled remains of a massive wall. A single shattered tower sticks clearly above the sands, nothing but four walls remaining. Camels are tied outside the tower.

A group of ten smugglers and sometimes-bandits has made this their hideout. The Warlord of Talifa deals harshly with smugglers, and executes bandits, so they will not be pleased about being discovered here. When they come boiling out of the ruined tower, they will be predisposed to just kill the party, but can be bribed. Their leader is Al-Baleel, a man who is heavy set, but moves like someone who is not. He has a 38 gold pieces and 29 silver pieces in a belt pouch, a 500 gold piece ruby in the heel of his left boot, his studded leather armor, and a *shortsword* +1.

(Al-Baleel, Human thief AC 15, HD 4d6+4, HP 18, saves M, Attacks shortsword+1, d6+1, Alignment CN, XP 40+4/112)

(Human (bandits) AC 14, HD 1d8, HP 6 each, saves P, MV 30, Attacks longsword 1d8, Alignment CN, XP 5+1/11 each)

Scaling – More bandits will be the best scale-up option, or give a few of them 2d8. For scaling down, hit points are probably easiest, with reduction in number possible also.

Ruins of Fenj

The trail to the south ends after about three miles at a collection of low broken mesas that are in a variety of colors. Between being jagged and broken in the desert, and the variety of colors present, the effect is jarring.

A closer inspection will reveal that these mesas are actually part mesa, part destroyed city. Jagged bits of colored wall are mixed in with stone towers that seem to have pushed straight up out of the ground. Only one building is accessible, its doorway yawning fifteen feet up the side of a mesa. A hellhound has made this shell its home, enjoying the heat of the desert, and attacking trade caravans for fun and sustenance.

After the Hellhound is dealt with, the single room remaining contains the bodies of its victims. Strewn about the room are 147 gold pieces, 398 silver pieces, and 306 copper pieces.

(Hellhound AC 16, HD 5d8, HP 25, saves P, MV 40, Attacks Bite 2d6+fire, Special Breath Weapon 4 hp, Darkvision 60, Immunity to Fire, Tracking 5, Alignment LE, XP 150+5/275)

Scaling – For this encounter, changing hit points is likely the best option, but remember that BTH scales with hit dice, so use with caution. Hit points are also an option for scaling.

Guidance Obelisks

Five miles beyond the Turnings of Fate, there is another pair of obelisks. Their original purpose was to put people coming to the city into the correct state of mind, and give directions. There is another faint north-south trail here, just east of the two obelisks.

South Obelisk

It is with great respect to mighty Doorne, the Warlord, and all those who serve that a worthy person approaches glorious Ayatorrah, may Doorne continue his many blessings upon our city.

Slaves are hobbled and silenced, so as to preserve the peace of good citizens. Animals are roped and silenced the same. Speaking other than is necessary is for private conversations, public speaking should be reserved for praising Mighty Doorne or his Warlord.

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He who would be blessed visits the temple of Mennuj upon entrance to Ayatorrah, first paying respect before even finding lodging.

This way lies Ayatorrah, whilst that way lies Aorra.

North Obelisk

Mighty Doorne's blessings are as bountiful as his curses are malevolent. Tempt not Doorne the Destroyer, and call all blessings of Doorne the Benevolent upon your Warlord.

Live well, and honor thy Warlord, parents, and clan. Rejoice in Mighty Doorne's blessings, and lift thy right hand before the gate, intoning the bequest of Mighty Doorne that Mennuj might live forever in Doorne's Blessed Oasis. Then lift thy left hand before beseeching Doorne the Destroyer to leave thy families in peace.

This way lies Ayatorrah, whilst that way lies Zeddoqh.

Aorra

The path to the ruins of Aorra goes past a yawning chasm that somehow manages to remain free of sand. A brood of six **Undersnakes** use this chasm as a hunting tool, trapping wayward travelers against the chasm, and then attacking at will. Food is not frequent, but since little gets away, they have lingered here for now. Undersnakes are defined at the end of this module.

(Undersnake AC 14, HD 3d8, HP 15 each, saves P, MV 50, Attacks Bite 1d8, Special Unsure Footing, Keen, Suffocation, Darkvision 60, Alignment LE, XP 40+4/100 each)

Scaling – Hit points are best for Undersnakes. Another option is to rule the ground where they are is stable enough that they do not benefit from 'Unsure Footing'.

Only a couple of roofless buildings with half-collapsed walls remain of Aorra. Inside one of the buildings is a clutch of 13 Undersnake eggs, each worth 100 gold if sold at a place with a market for them. Though it is small, one of the specialty buyers will purchase these eggs in Dakhalla for shipment elsewhere.

Zeddoqh

All that remains of Zeddoqh is sand-blown rubble. Some chunks of rock are as large as a horse, and some still stand as if part of a wall, but most are skull sized and jumbled about. If the party chooses to search the area, they will find a standing stone that says "Mighty Doorne has blessed the people of Zeddoqh with many cattle, swine, and much grain." If they continue to search after finding this stone, a random party member will discover that one of the rocks here is actually a Mimic.

Once the mimic is dispatched, characters will find that the sand around it is literally littered with bodies. Men, elves, dwarves, orcs, desert gnolls. All types of dead, even mice. These bodies have a fair amount of treasure upon them. 960 gold pieces, 500 silver pieces, 112 copper pieces, a partial string of pearls with five remaining, worth 100 gold pieces each, and a deep red suit of *Leather armor +2 of fire resistance*.

(Mimic AC 15, HD 7d8, HP 35, saves P, MV 10, Attacks Slam 3d4, Special Adhesive, Crush, Immunity to Acid, Mimic Shape, Darkvision 60, Alignment N, XP 675+7/920)

The Forsaken Pyramid

Rising out of the desert like a ghost of the barely-visible ruins around it, a pyramid reaches for the sky. Nearly 200 feet on a side, and a like amount tall, the pyramid looks practically untouched by whatever caused the destruction all around it. Even the statues of men and beasts lining the road up to the doors still stand, unmarked by time.

This is the temple of Mennuj, in all of its glory. Protected by its priests while Ayatorrah burned around them, they nevertheless died or fled in the process. The protections are largely still here, keeping any form of fire from doing damage to the outside of the pyramid (though fire that begins and ends on the inside is not affected).

The trail leads up to the doors, the final 30 feet of which is lined with statues carved of granite. The doors are of tarnished brass, and probably fairly glowed in the sun when polished.

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A NOTE ABOUT DEITIES

This module talks about different “facets” of the “desert god”. In the default setting, the desert people worship a single deity in many forms. This deity can be replaced with a monotheistic deity or an entire pantheon such as can be found in *Codex Aegyptus* rather easily. There is some explanatory information in the text, but here are the facets used in this module:

Mighty Doorne/Doorne the Unified – The over-arching deity, worshipped for all things, revered for power.

Doorne the Destroyer – The facet concerned with war, destruction, and plague.

Doorne the Beneficent – The facet concerned with healing, health, and reproduction.

Doorne the All-Knowing – The facet concerned with knowledge, omens, and prophecy.

Doorne the Bounteous – The facet concerned with farming, crops, and riches.

Doorne the Controller – The facet concerned with control and stability. Worshipped for guiding when control is lost.

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Temple Area Key

1. Processional Path

Five pair of statues line the path, one on each side. They are carved in beautiful detail from a fine-grained granite. The first pair of statues depict men with dog's heads, all of the others are men wearing pyramids as hats. On either side of the dog-headed statues stand giant bull statues. The first four pairs of statues are twelve feet tall, the last pair stands a towering 20 feet tall.

Pair one:

Figures of Anubi, a servant race of Doorne of the Dead.

If any faithful of Doorne are with the party, these statues will intone "Only those who accept all of Doorne may enter Mighty Doorne's temple."

If no one in the party is a believer in Doorne, the statues will turn into actual Anubi and attack.

(Anubi (Desert Gnolls) AC 15, HD 2d8, HP 10 each, saves P, MV 30, Attacks Slam 2d4 or heavy scimitar 2d6, Special Darkvision 60, Alignment CE, XP 10+2/30 each)

Scaling – Giving them regular scimitars (1d6) is an easy down-scale. Adjusting hit points is always available, and adding Anubi is the easiest upscale. Giving them better armor is also an option.

Defeating these statues will not destroy them, they will merely return to their pedestals and become normal statues for 24 hours.

Pair two:

Statues of two men wearing pyramid hats and holding lightning bolts in their hands stand here, facing the trail.

If any faithful of Doorne are with the party, these statues will say "The breath of Doorne the Destroyer must be honored by those who seek entrance."

If no one in the party is a believer in Doorne, the statues will shoot lightning at the party, each shooting a 10-foot-wide bolt across the trail, one at the front of the party, the other at the back. The bolts do 5d6 each, those in the path may make a CL 5 Dexterity Saving Throw to take only half damage.

Pair three:

Statues of two men wearing pyramid hats and holding the sun in their hands stand facing the trail.

If any faithful of Doorne are with the party, the statues will intone "Only those who know the power of Doorne the Beneficent may enter the temple." Those who are faithful of Doorne are healed of 3d8 points of damage as they pass.

Pair four:

Statues of two men wearing a pyramid for a hat, with a lightning bolt in one hand, a skull in the other, and a sun on their shoulders stand facing the trail.

If a faithful of Doorne is with the party, the statues will intone "The faithful who believe in Doorne will be shown the way."

If no faithful of Doorne is present, the statues will cast confusion with a caster level of nine, centered on the party. Note that if the party runs down this far while chased by pair one, the Anubi will also be affected.

Door Guardians

Two twenty-foot-tall statues stand, one on either side of the massive doors to the pyramid. Each statue is of a man wearing a pyramid on their head with a globe in their hands. As you approach the doors, their heads turn to follow you.

If the party raises their right hand and asks (in any words) for Doorne to bless Mennuj, then raises their left hand and asks for Doorne the Destroyer to leave their family in peace, the statues will turn back to look forward and will not move again. If no one does these acts, one of the statues will wave their globe at the party, knocking down all who fail a CL 5 Dexterity Check. If the party persists, the other will wave their globe, and lightning will shoot out of a clear sky to hit the person who next touches the door for 6d6, the target taking half damage if they pass a CL 6 Dexterity save. If asked, the statues will grate out "Blessings to Mennuj on the right hand, and honor to family on the left." Until the ritual is correctly observed, the statues will continue to discourage them by action and word.

If someone tries to go around the statues to get to the doors, once that person passes Pair Four above, the bull statue on that side of the trail will turn into a Gorgon and attack while the pair guarding the doors will grate "Do not leave the path!" Should the offender(s) return to the path, the Gorgon will return to their location and revert to a statue.

(Gorgon AC 20, HD 8d10, HP 44, Saves P, Move 30, AT Gore 2d6, Special Breath Weapon Con Save or turn to stone, Trample 3d6, Darkvision 60, Twilight Vision, Alignment N, XP 810+8/1162)

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Scaling – The Gorgon is more trick/trap than monster. Since there is a way to deal with them outside of combat (don't try to go around the path), we do not recommend scaling.

2. Entryway

This ten foot wide, twenty foot long room has a set of double doors in each wall. The doors are made of stone and covered with painted engravings. The door on the east wall shows a dark and angry giant wearing a pyramid for a hat, crushing people in a lush grassland while fire burns behind him. The door on the north wall depicts the same man, smiling with a book in the crook of his arm, talking to people in a beautiful village. The west wall shows the same man, holding a globe, the stars twinkling in a variety of colors behind him. The south door shows the man with a shepherd's crook, walking down the street of a large city.

These are four of the aspects of the desert god. Doorne the Destroyer, Doorne the All-Knowing, Doorne the Unified, and Doorne the Bounteous. There is no correlation between doors and what lies beyond, these were simply paying homage to Mennuj's preferred aspects. The sparkling stars in the western door are actually small gems. There is a fortune in gems here, but they are set in a sandstone door, so it will take time to get them out – an hour of activity (one person for an hour, two for half an hour, etc.). There are 25 gems worth anything, and they are (3) 5 GP pieces of Amber, (2) 10 GP Malachite, (2) 25 GP Moonstones, (7) 50 GP Bloodstones, (2) 100 GP Common Opals, (3) 250 GP Amethysts, (1) 500 GP Topaz, (2) 100 GP Flawed Emeralds, (1) 250 GP Cracked piece of Jade and (2) 500 GP Flawed Diamonds.

Total treasure value: 3335 gold pieces.

3. South Hall

This long, wide hallway is lit by sconces lining the left-hand wall. Each sconce is directly across from a bas-relief on the right-hand wall. The bas-reliefs depict various scenes from the life of a soldier, each with the same priest at the center. The man wearing a pyramid for a hat and holding a lightning bolt in his hand watches, towering over the each scene. There is one door on the right hand wall, and far down the hallway turns to the north.

The light is coming from Continual Flame spells cast upon the sconces. A close look at the floor will reveal that faint pyramids are engraved into the center of each stone slab. The bas-relief 20 feet before the hall turns north depicts soldiers fighting and defeating fair skinned humans. Should any party member stop to study this carving, Doorne will shake his lightning bolt at them. The character must make a Wisdom save versus CL 5 or "Feel odd". By default there is no other effect – this was to make faithful warriors "feel the power of Doorne" – but a CK can have fun telling the character they "feel odd" at random intervals, or attach an effect to this feeling.

4. West Hall

This long hallway has sconces on the left wall and painted bas-reliefs on the right-hand wall. The bas-reliefs depict people – from peasants to warlords – in their daily lives. The same aged priest is in the center of each carving, and the desert god in his pyramid hat looms over each painting. A thin sheen of water on the floor highlights small, intricate pyramids carved into the center of each floor stone in the hallway. There are four painted doors spread along the right-hand wall. Four desert warriors dressed all in white are walking away from you near the middle of the hall.

The warriors are Insemi **Derivesh Fanatics** they will whoop and rush to attack the party once they are aware the party is there. They start forty feet from the turn in the hall (effectively from the party unless something like *wizard eye* was used to spot them).

This hall was a dedication to the people of the empire. The water is recent, and comes from the current resident's research.

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

Scaling – adjusting hit points per Derivesh is easiest, but for particularly strong/weak parties, plan on adjusting the number of Fanatics.

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5. North Hall

The north wall of this long hallway has windows that look out over the ruins of the ancient city. During the day, light shines in through these windows, illuminating the hall. At night the stars in the sky can be seen, but offer little illumination. The south wall has dozens of bas-reliefs of the god in a pyramid hat. In each he is clothed differently, in a different pose, and holds different items. There are single doors in the south wall about 60 feet from each corner, and a set of double doors in the center of the south wall.

If the PCs have been around the outside of the pyramid, they know there are no windows on the north side. This is a complex bit of magic created with *Arcane Eye* bound to a *Mirror Wall* with several *Permanency* spells. While a CK can have fun describing the party seeing desert foxes or a hoard of Anubi approaching the “glass”, the only real impact on the game is that the Mirror Wall still functions as a *Mirror Wall* spell. Should a character cast a spell at it, there is the normal chance it will bounce back.

6. East Hall

The east wall of this hallway has sconces along it, with people dressed in finery sitting upon thrones and paying attention to commoners that kneel before them. The giant-sized man in the pyramid hat stands behind the thrones smiling, his hand on the shoulder of a priest. There is a door in the middle of the west wall, and two more south of it. Three large bipeds with dog heads and over-sized scimitars are walking down the hall toward you.

The bipeds are **Anubi**, and they will rush to attack unless the party includes at least one priest of the desert god.

The stones of this floor are each faintly engraved with a pyramid in the center. There has been enough traffic here that anyone who glances at the floor will see them.

(Anubi AC 15, HD 2d8, HP 10 each, saves P, MV 30, Attacks Slam 2d4 or heavy scimitar 2d6, Special Darkvision 60, Alignment CE, XP 10+2/30 each)

Scaling – These are not meant to be a deadly challenge. As such, adjusting hit points to make a little more or less challenge is the best option. Particularly weak parties may need to face fewer Anubi.

7. Priest Entry

Sandstone statues of Anubi stand in the northwest and southwest corners of this room. The floor has an indentation in the center, vaguely in the shape of a pyramid, with bits of gold clinging in the depression here and there. A door stands across from you.

Once where priests entered their portion of the pyramid, this is now the entrance used by crafters to make the various items needed in the pyramid and used in summoning.

There is nothing of interest in this room.

8. Warrior Entry

Four men in white robes stand in this room, looking at you. As the door opens, they draw large scimitars and ask “Who is the guardian of all Doorne’s Secrets?”

The correct answer is “Ali Nalmass”, which the characters are not at all likely to know. If the party does not answer, or answers incorrectly, the **Derivesh Fanatics** will attack.

Once the Insemi have been taken care of, this room looks exactly like Area #7, except the statues are of humans dressed like the Insemi. The fanatics each have 11 gold in mixed coin.

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

Scaling – adjusting hit points per Derivesh is easiest, but for particularly strong/weak parties, plan on adjusting the number of Fanatics.

9. Crafting Room

This room has tables lining the south wall. A man and a dwarf are using knives to carve wooden bowls on the tables. Over the tables is a bas-relief of the man with a pyramid hat, holding a lightning bolt. Someone has fashioned a mustache on the bas-relief.

This man and dwarf are **Commoners** with the added benefit of bonuses to-hit and damage due to a life of labor creating things. They are crafting bowls that will eventually be used in summoning Water Elementals. These bowls are not anywhere near functional, and the artisans are armed only with knives (treated as daggers). If one falls to zero hit points or less, the other will offer to surrender if the party

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will save his partner. The human is named Cheldon, and the dwarf is Armacht.

These are hired artisans, brought in for their skills, and have little loyalty to the Insemi, the Anubi, or the priests that they are here with. They know the way out of the building from here, and that the cultists have them making a lot of high-end wooden bowls.

(2 Commoners AC 12, HD 1d8, HP 5, AT 1 @ + 2, Dam 1d4 +2, Move 30, Saves P, AL NG, XP 5+1/10 each)

Scaling – We do not recommend this encounter be scaled. It is included more for informational than combat purposes.

10. Guard Room

Five beds line the west wall of this room. They are neatly made, and each has a chest at the foot of it.

The guards are on duty, but a search of the room will uncover an ivory comb worth 75 gold pieces, and 17 copper pieces.

11. Helios Hall

The floor of this room is made of a black glassy stone with tiny gems set in it to make a whorl like a galaxy. The walls are pitch black, and the doors in the south and west walls have been painted black.

As characters enter into this room, they will feel as if they are standing on a ledge looking out over a galaxy. Characters must make a CL 1 Wisdom save or become nauseated and disoriented. A character who is disoriented will need to make a Wisdom save each round, failure meaning they stepped off the ledge, and believe they have fallen. They will be unable to breathe (use drowning rules), and must save each round or fall unconscious. These effects will persist until the character is removed from the room.

This is a protective mechanism for the stairs. If a party manages to get past the trap and through the door to the stairwell, this effect ends just as if they had gone out the other door. The invaders currently using the pyramid close their eyes and simply follow the south wall to the west until they reach the west wall and the door in it.

12. Crafting Room

A forge stretches the length of the southern wall of this room, a grinding wheel next to it. A massive Orc sits at the grinding wheel, sharpening an oversized scimitar. A man in desert priest's robes stands in the northwest corner, as far as he can stand away from the Orc.

This is an Ogrillion, and a priest of Doorne. The priest is here to bless the weapons, and cannot stand being around the Ogrillion. They will fight together if the party attacks. If the party tries to talk, the Ogrillion will consider it, but the priest will attack, forcing his hand. If the Priest falls, the Ogrillion will quickly surrender. The weapon he is working on is nearly complete, and the Ogrillion will fight with it. The Ogrillion knows that the priests are summoning water elementals, and that they are equipping a small army, but he does not know who/where the army is.

(Priest AC 17 splint mail, HD 7d8 +7, HP 53, AT Heavy Mace +1 1d8 +1, Move 30, Saves M, Alignment LE, XP 405+7/776)

Suggested Spell List: (0 – 3x Create Water, 2x Endure Elements; 1 – 2x Cure Light Wounds, 2x Resist Elements, Shield of Faith; 2 – Bless, Consecrate, 2x Hold Person; 3 – Prayer, Cause Disease; 4 – Control Water)

(Ogrillion AC 14, HD 2d10, HP 15, AT Great Scimitar 2d6 or two fists 1d6 each, Move 30, Saves P, Alignment CE, XP 10+2/40)

Scaling – Adjusting spells memorized is our only recommended scaling for this encounter.

13. Guard Room

Sleeping pallets have been spread across the floor of this large room in two neat rows, one by each wall. The pallets are made of piled linens in a variety of colors, and are large – about seven feet long. The walls show people digging in a mine while the man in the pyramid hat watches.

This is where the Anubi sleep. If the party counts, there are 15 pallets here. A search of the room will find nothing of value. The Anubi trust no one, and keep their valuables with them. The bedding was once finery – satin, silks, and finely woven cloth... But the Anubi don't wash well and don't care about finery, so the material is ripped, stained, and any value has been lost.

AREA KEYS

14. Vaporious Hall

This room is cloaked in mist. From the door you can only see about five feet in before the mist envelops your light. Where you can see the walls, precious moisture drips down them, like the life-blood of the desert.

This is actually a **Steam Elemental**, and it will wait until the entire party has entered the room or someone starts to close the door, at which point it will attack.

There is nothing else in this room. The Steam Elemental is one of the priest's ongoing experiments to improve communications with water elementals. It has been unintentionally mistreated in the course of these experiments, and it is angry. It will focus on one character at a time, moving on to the next only when the current one falls unconscious. When it dies, it returns to its home plane, and the mist disappears. The walls of the room are decorated with lines of people bringing offerings to this pyramid, but the water dripping down the walls has damaged most of the artwork.

(Steam Elemental AC 16, HD 6d8, HP 30, AT Slam 1d6, Move 75 Fly, Mastery, Darkvision 60, Regeneration 2, Weapon Immunity, Alignment NE, XP 300+6/480)

Scaling – First consider adjusting hit points, then use the Monsters and Treasure to adjust hit dice.

15. Vestibule

This twenty by twenty foot room has double doors in both the north and south walls with single doors in the east and west walls. The green marble floor has the remnants of a man-shaped inlay. Someone has picked all of the inlay material out. The walls are a pale blue stone with a bas-relief of the man in the pyramid hat smiling down at the floor. His eyes appear to be made of star sapphires cut to look like eyes. Two furry creatures with dog's heads holding large scimitars turn to face you as you open the door.

The dog-headed creatures are two **Anubi**. They will immediately attack, growling deep in their throats the entire time.

Once they are dealt with, adventurous PCs will look to the eyes in the bas-relief on the wall. They are actual star sapphire gems, worth 1000 gold each because of their

unique cut - but they are enchanted. As the party walks around the room, the eyes will follow them. If they attempt to pry the gems out (they are eight feet up the wall, so some way to get to them will have to be devised), the moment a metal object is touched to an eye, it will shoot a lightning bolt at the person closest. The lightning bolt does 8d6 of damage, Dexterity Saving Throw for half. It can set off a lightning bolt in this way five times before deactivating for 24 hours. Smashing the wall will be very loud and have a 25% chance of breaking each sapphire, but will avoid the lightning effect. Once the eyes are removed, the lightning effect dissipates and the gems are normal.

(Anubi AC 15, HD 2d8, HP 10 each, saves P, MV 30, Attacks Slam 2d4 or heavy scimitar 2d6, Special Darkvision 60, Alignment CE, XP 10+2/30 each)

Scaling – We do not recommend scaling, but minor scaling with hit point adjustments should suffice, if needed.

16. Soul Room

Three pale humans turn to face you. One has obviously been dead for centuries, bits of its flesh having fallen off and its clothing a tattered version of ancient garb. The other two wear the white robes of the desert warriors, but shuffle and moan the same as the ancient one.

These are a **Wight** and its two **Spawn**. They will immediately attack the party and their undead desire to inflict pain on the living will make them pursue a party that retreats. After these two Insemi were converted to spawn, the members of the cult were ordered to stay away from this room.

(Wight AC 15, HD 4d12, HP 30, AT Slam 1d6 + level drain, Saves M, Move 30, Create Spawn, Energy Drain, Darkvision 60, Alignment LE, XP 100+4/220)

(Spawn AC 15, HD 2d12, HP 15 each, AT Slam 1d6 + level drain, Saves M, Move 30, Energy Drain, Darkvision 60, Alignment LE, XP 25+2/55 each)

Scaling – Level draining is a powerful ability. For games where it is played by the book, allowing a save versus spawn drain because they are not full wights is an option. Another option is to drop one of the spawn. Alternatively convert them to a Ghast and its Ghouls, but be warned, that encounter can be deadly due to paralysis, while this one might merely cost some levels. Scaling up is easier, make this a pack of three full Wights.

AREA KEYS

17. Wrapping Room

Four stone tables grace this room. Frescoes on the wall show priests in ancient garments wrapping bodies with gauze, cutting organs out of bodies, and pulling brains out the back of heads. There are five men wearing the white robes of the desert fanatics in the room, watching over someone tied to one of the tables.

The five men are Insemi **Derivesh Fanatics**, and will leap to attack the party. The man tied to the table is Al-Shalleem, a famous merchant who would be very grateful if rescued. He will offer to pay a party that rescues him 300 gold pieces if they will escort him back to Dakhalla, where he can equip for a trip home to the furthest of the desert kingdoms. If they refuse, he will increase his offer. He knows he cannot survive the desert alone, and will be desperate to get out of the pyramid. His stat block shows his stats with dagger or staff – the only weapons he knows – but he has no weapons when found; the party will have to provide them. Without weapons, he does not have an effective attack.

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

(Al-Shalleem, Human Commoner, AC 12, HD 1d8, HP 5, Saves P, MV 25, AT dagger 1d4 or staff 1d6, Alignment LN, XP 5+1/10)

Scaling – We don't recommend scaling this encounter. The fanatics are here mostly to set up Al-Shalleem and the "Do we stay and finish, or escort him back?" question.

18. Drying Room

Six granite tables with human-like depressions in them are spaced about this room. Each depression has several holes in it, and the space under the table has a six inch lip running around it as if meant to catch liquid. There are traces of white and pink stained powders on each of the tables. The walls depict bodies lying on tables similar to these, priests walking among them, putting a white powder on them.

These were the tables used to dry out bodies during the mummification process. The white and pink residue is from salt and salt mixed with blood. It has been here a very long time. The painting on the wall is actually this room, when it was busy.

There is nothing of interest in this room.

19. Crafting Goods

This room is packed full of material – rolls of leather, logs of exotic woods, small blocks of stone, metal bars, and a small number of copper, silver, and gold nuggets. Five men in the all-white robes of the desert warriors stand in this room, they draw their scimitars as you open the door.

The five men are Insemi **Derivesh Fanatics**. They will ask the party what their business is here, and attack if the party's answer does not satisfy them. Otherwise, they will tell the party that things are getting odd around the pyramid, and suggest they leave.

This room provides the raw materials that the workmen in Area #9 and Area #12 use. There is 100 gold pieces worth of raw metals here, but it weighs 2500 coins. The gold nuggets alone are worth 50 gold pieces and weigh 80 coins.

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

Scaling – For this room, adding or removing Fanatics is the best option. Making one or more a Derivesh Priest, or converting them to Derivesh Cultists is a more extreme scaling measure.

20. Animal Wrapping

The faded paintings on the walls of this room show men and women in ancient priest robes wrapping dogs, cats, mice, gazelle, and even a bull in linen wrappings. There are three long stone tables in the room, and four men dressed in the white robes of the desert warriors look up as you open the door.

These four men are Insemi **Derivesh Fanatics** and their **Derivesh Priest**. They are discussing patrols in the pyramid and how to avoid conflict with the Anubi when the party enters. They won't take the interruption well. The three Fanatics will attack immediately, the priest will hold back and cast spells.

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

AREA KEYS

(Derivesh Priest AC 15, HD 4d10, HP 25, Attacks Heavy Mace 1d8, Spells, Special +1 attack and damage, Alignment LN, XP 20+2/70) Suggested spells: Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, 2 x Hold Person

Scaling – Changing the spells the priest has memorized is easiest, adding/subtracting fanatics or converting them to the weaker Cultists is a more extreme scaling measure.

21. Animal Drying

The walls of this room are covered in faded paintings of priests laying out numerous animals on tables – cats, dogs, birds, a bear, even a two-headed dog. There are fifteen variously sized tables spaced around the room, each with depressions that have holes in the bottom of them. There is a six-inch-tall basin underneath each table. Each table has a crusty, white and pink residue on it.

This room was used to dry out the bodies of animal companions for the recently deceased. The residue is salt and blood-tinged salt. If the party searches the room, they will find a small, 50 GP diamond crusted into one of the tables. The character that retrieves the diamond though must make a Constitution Save or become diseased (as per the CKG, the CK should make this save). This disease will give the character chills that develop into sweating and vomiting. It will reduce the character's Strength and Constitution by one each week until healed or one of these stats reaches zero – and the character dies. After the disease is cured, one point per day of either Strength or Constitution is recovered until original scores are restored.

22. Conformatory

Bas-reliefs on the walls of this room show the man in the pyramid hat whipping people with a multi-headed flail, and people being crushed into iron cages - packed in so tightly that hands and arms are sticking out.

This room was used to punish priests who violated their oaths. It is currently empty.

23. Servant's Temple

This large room is a temple. There are statues of the man in the pyramid hat in each corner, an altar stands in the center of the east wall, and stone benches line a path from door to altar. A man in the white robes of the desert people turns from the front of the room. "Well hello. Who have we here?" The whites of his eyes are blue, and his skin has a blue-grey tinge to it.

The man is possessed by a **Hayawiyya**. He is truly interested in talking to the party, as his instructions are to make allies on this plane, not just to help the Insemi. Should the party attack, it will defend itself.

There are two hidden compartments behind the altar – DC 10 to find, DC 5 to unlock. Inside the first is a pair of *Bracers of Armor* +2, while inside the second is a rolled-up suit of *Chain Mail* +2. They are both in the style of the ancient desert empire.

(Hayawiyya AC 14, HD 4d8, HP 20, AT 2 pseudopods 1d6 or Slam 1d8, Saves P, Move 20, Animation, Drowning, Water Affinity, Alignment N, XP 90+4/170)

Scaling – Since this Hayawiyya wants to engage in discussion, not combat, we don't recommend reducing this encounter. If the party is powerful, giving him a partner is the best scaling option.

24. Warlord's Temple

This room is obviously a temple to a warrior. There is an altar stone on the north wall, a pyramid inlaid into the floor, and stone benches facing the altar. The walls are covered in paintings of armies clashing, a prominent man in golden plate mail armor at the head of the winning army in every scene, a priest in plate mail next to him. Four men in chain mail armor kneel before the altar, apparently in prayer.

This was the Warlord's temple when the empire was healthy. The four men are Insemi **Derivesh Priests**. They will fight if there are elves in the group, and talk if there are not. In combat, they will use their spells to slow the party as much as possible, then close with their maces. Note that these men are not Water Priests, they are traditional desert priests, and will not assume the party is hostile, but will not hesitate to destroy a party that proves it is.

AREA KEYS

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

Scaling – Changing spells memorized should be sufficient for scaling. As-written, they have eight Hold Person spells between them. Reducing this number will make it a completely different combat, by way of example.

25. Reliquary of Doorne

The walls of this room are filled with recessed shelves. The shelves are filled with one by two foot brass chests. The floor is inlaid with a pyramid with a large eye in the center of it. A bronze pedestal in the center of the room holds a torch that burns without flickering.

The most revered priests of the desert god, when room ran short in the mausoleums, were stripped down to their bones, and placed in these chests. They are still here, and opening any of these chests will simply show bones, some few with large yellow jade balls in the eye sockets.

If a party really wants to paw through boxes of bones, they can find 28 yellow jade gems worth 50 gold pieces each.

26. Guard Chambers

There are four beds in this room, and four men in the white robes of the desert warriors stand to face the door as it opens. There are chests under each bed.

These are Insemi **Derivesh Fanatics** who will fight to the death, whooping the entire time.

Between them, they have 37 gold pieces and 22 silver pieces. One of them wears a pair of *Boots of Elvenkind*.

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

Scaling – Add or remove Fanatics as needed. For a particularly weak party, change them to Derivesh Cultists.

27. Priest Chambers

Four well-made bunks line the east wall, each with a large golden pyramid medallion laying on the pillow. At the foot of one bed sits a wooden chest. Above the other three beds hang finely crafted weapons – a heavy hammer, a javelin, and a trident. A large dog, engulfed in flames, sits across from the bunks. It turns its head toward you as you open the door, then stands and growls at you.

The dog is a **Hellhound** that the priests have brought here to protect their bunks from the Anubi. The Hellhound will only attack if attacked, or someone who is not wearing a pyramid amulet enters the room. Regardless, it will defend itself if attacked.

Once the Hellhound is dealt with, the room can be searched. The priests have been looting, and have quite a bit of valuable treasure here. All three weapons above the beds are ornate *Expert Weapons* – a Warhammer stylized with pyramids, their bases out and their tips joined to make the head, a Javelin, the tip shaped vaguely like two lightning bolts merging to a point, and a trident with gold filigree. The amulets are solid gold, and worth 250 gold pieces each. The unlocked chest holds an ivory bracelet with tiny engravings depicting a large city on it worth 3000 gold, and a jade death mask with golden pyramids inlaid around the eyes worth 1250 gold pieces.

(Hellhound AC 16, HD 8d8, HP 40, AT Bite 1d8, Saves P, Move 40, Breath Weapon 8 HP, Fiery Bite, Darkvision 60, Immune to Fire, Tracking 5, Alignment LE, XP 575+8/895)

Scaling – Hellhounds naturally range from four to eight HD. See the Monsters and Treasure for scaling information.

AREA KEYS

28. Armory

This room's wall paintings are excellently preserved, and show a procession of people. Halflings, elves, dwarves, several humans – bringing offerings to a man in golden armor with pyramids engraved on the breastplate while a giant man wearing a pyramid for a hat smiles on. There are three armor stands here, one with splint mail made in the ancient style of the desert people – complete with large spikes on the shoulder pieces and a golden pyramid for a nose guard on the helmet. Another with a suit of plate mail that has a golden pyramid embossed on the breastplate. The third

The spiked armor was the Warlord of this city's battle armor, the plate mail belonged to his high priest. They are *Splint Mail +2 and Plate Mail +1*

29. Treasure Room

The walls of his room show men and women dressed like kings and queens kneeling before a man in golden robes. Nearby are painted servants holding boxes and chests filled with wealth above their heads. The giant man with a pyramid hat stands over all, smiling down. There are three open chests in this room, each full of coins.

This really is an unprotected treasure chamber. There are 70 platinum pieces, 800 gold pieces, 180 silver pieces, and 979 copper pieces in the open chests.

30. Hall of Choice

The door at the top of the steps opens on the south wall of this twenty five by twenty five foot room. The other three walls each has a door in it also. The polished sandstone floor is inlaid with pyramids, their tips pointing at the doors. Toward the stairs is a pyramid with an eye in it, to the east is a pyramid with a skull on it, to the north is a pyramid with a lightning bolt on it, and to the west is a pyramid with a sheaf of wheat on it. The walls are sheathed in polished ebony stone.

In ancient times, the priests of the desert god would stand in the middle of the pyramids, walk straight to the door pointed at by the symbol of their preferred facet of the god, touch that door, then leave the room by any door. If there is a priest of the desert god with the party, performing this ritual will grant them a free *Bless* spell to be used at any point in the

next 24 hours. If this ritual is performed, and the aspect whose door they touch is *not* their preferred aspect, the character, regardless of race or gender, will start growing a beard at a rate of two inches per hour. This is a curse for being deceptive in Doorne's temple, and can be cured like any other curse (by *Remove Curse*, for example).

There is nothing else of interest in the room.

31. Temple of Doorne the Destroyer

As characters approach this door, they will notice a small amount of water seeping under the door from inside the room.

This room was a small, ornate temple. An altar sits in the center of the south wall, a large wooden pyramid hanging over it. Several jade benches have been pushed against the walls, and two men and a woman in the white robes of the desert warriors stand in the center of the room. They are surrounding a large figure that looks vaguely like a human but is made of water. There is about ¼ inch of water covering the entire floor. One of the men points at you and says "Kill them." The man made of water stalks your way, while the desert men spread out behind him.

The "men dressed as desert warriors" are actually **Derivesh Priests** of the water cult that is using the Insemi and the Anubi for protection. Their goal is to talk with water elementals, and the man made of water is a summoned **Hayawiyya** in its natural form.

One of the Priests holds a glass vial filled with what looks like water, held in a strange wood and metal protective cage. Metal ends hold the vial, and wooden rods run between the metal ends, holding it together. This is *Essence of Hayawiyya*. See the Hayawiyya description in the "New Monsters" section of this module for details on this container and its contents. Another has three large deep sea pearls worth 250 gold each. These are used in the summoning process.

(*Derivesh Priest AC 15, HD 2d10, HP 11, Attacks Heavy Mace 1d8, Spells, Special +1 attack and damage, Alignment LN, XP 20+2/42 each*) Suggested spells: *Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, 2x Hold Person*

AREA KEYS

(Hayawiyya AC 14, HD 4d8, HP 20, AT 2 pseudopods 1d6 or Slam 1d8, Saves P, Move 20, Animation, Drowning, Water Affinity, Alignment N, XP 90+4/170)

Scaling – Spells are once again the easiest scaling measure. Tweaking the Hayawiyya's hit points will help that along.

If anyone goes to pray at the altar, everyone in the room is suddenly transported to a field of battle. They stand before a giant of a man with a two-handed sword, and two men with heavy maces flank him. This is Doorne the Destroyers' test. The party must fight the Knight and his Priests. Should the priest and Hayawiyya still be alive, they will work with the party to fight the giant. If they are successful, or all those fighting it are down, only those still alive will instantly be transported back to this room. Those who might die in the combat are left where ever they were transported to (actually, whenever is more accurate. This was The Battle of Inmesh, nearly 1500 hundred years in the past). The characters appear here in their current state, so it is possible if someone prays at the altar before healing is performed, the party will already be beat up. In this scenario, only conscious characters will be transported to the Battle of Inmesh.

If the party defeats Saleem, when they return here, his mighty scimitar and three *potions of Cure Serious Wounds* will be on the altar. The party may use this *Great Scimitar* +2 for a year and one day before it disappears.

(Saleem Al-Ambric, Knight 5 AC 18 Full Plate, HD 5d10 + 10, HP 38, Attacks Great Scimitar+2 1d8+4, Inspire, Embolden, Demoralize, Alignment LE, XP 180+5/370)

(Priest of Saleem, AC 15 Chain, HD 3d8 +3, HP 16 each, Attacks Light Mace 1d6, Spells, Alignment LE, XP 30+3/78 each) Suggested spells: Detect Alignment, Detect Magic, First Aid, Light, 3xCLW, Shield of Faith, 2x Hold Person

Scaling – Given the relative lack of consequences, a CK can have fun with this encounter, make it tough. Adding ore subtracting levels to Saleem or his Priests is a viable option, but changing hit points is the quickest scaling option.

32. Temple of Doorne the Beneficent

This room is a temple. The altar on the north wall has a large wooden carving of a sheaf of wheat over it. Benches made of white marble stand before the altar, and the walls show people harvesting crops and slaughtering animals while the large man in a pyramid hat smiles over them.

This room is the private priest's temple to the generous facet of the desert god. He is associated with fertility, bounty, luck, and generally all things good. It is even believed that he showers his blessings on those who rescue the weak.

Should anyone pray at this altar, the party will feel the world tilt, then appear in a clearing looking at a village. Throughout the village, Ogres can be seen chasing villagers, one is even eating a squirming child. The party can interfere, or walk away. If they walk away, they will find themselves back at this exact spot, an hour later. The ogres will be cooking people and still chasing others down. After three such trials, the party will be returned to the temple with Doorne The Beneficent's curse upon each of them. They may not reproduce, and bad luck will follow them.

If the party instead chooses to stop the Ogres, they will fight four separate groups. First of four, then of three, then of two, and finally the last one. When the last Ogre falls, the surviving party members will be whisked back to this temple, all damage and diseases miraculously healed. On the altar will be a large jade ring with a golden pyramid attached to the front. This is a *Ring of Protection* +2. Each surviving party member will also get one of the following: If using Fate Points, +1d4 Fate Points, if using Luck/Hero points, +1d4 Hero Points. If not using either system, each survivor can reroll 1d4 die rolls in the future. This is Doorne the Beneficent's blessing.

(Ogre AC 16, HD 4d8, HP 18 each, Saves P, Move 30, AT Slam 1d10 or by weapon with +3 damage, Special Darkvision 60, Twilight Vision, Alignment CE, XP 40+4/112 each)

Scaling – Again, the risk/reward is already balanced, so a CK can adjust hit points or give the Ogres powerful weapons at will.

AREA KEYS

33. Temple of Doorne the Controller

This room is a temple. The altar on the east wall has a large wooden carving of a castle tower hanging over it. Benches made of black marble stand before the altar, and the walls show soldiers and priests in training while the large man in a pyramid hat smiles over them.

This is a temple to Doorne the Controller, the aspect of the desert god who is in control when you are not. He is worshipped by anyone who goes through rigorous training or who believes their life is at Doorne's whim. This aspect is also responsible for mind control and intelligent undead.

If anyone prays at the altar, the party will feel ill, then the room will spin, and they will appear in a desert tomb. The air will be stale and dry, and a **Mummy** will rise out of an ornate coffin resting on a low catafalque in the center of the room. It will attack immediately.

If the party defeats the Mummy, they will immediately return to the temple room, all wounds (and any Mummy Rot) healed. Upon the altar will be a *Staff of Healing*. If the last of the party fall unconscious or dead, all will be transported back here, each at 1 Hit Point. Three potions of Cure Light Wounds will be on the altar. Doorne the Controller is happy if his Mummy survives also, it is the test for those transported that matters. Though he will not have healed any Mummy Rot, which can be a big deal at these levels...

(Mummy AC 20, HD 7, HP 45, Saves P, Move 20, Attacks Slam (1d12), Special Despair, Mummy Rot, Darkvision 60, Vulnerability to Fire, Subject to raising, Alignment LE, XP 1115/800+7)

Scaling – Mummy Rot is serious. For a party that just cannot survive with it, the result of this encounter could include healing it no matter what. Other than that, the risk/reward makes this a fun encounter to pump up a bit and really challenge the party.

34. Temple of Doorne the Omniscient

This room is a temple. The altar on the north wall has a large wooden carving of a sunburst over it. Benches made of black marble streaked with gold stand before the altar. The walls show people harvesting crops and slaughtering animals while the large man in a pyramid hat smiles over them. There is a door on the east wall.

The door on the east wall opens upon a black marble stairwell heading up.

This is the temple to the all-knowing aspect of the desert god. This aspect of the desert god is believed to know what you have done, what you will do, and what your innermost thoughts are. The people worship him to guide them when they are uncertain, and some few worship this aspect exclusively, praying for guidance and to be a better person.

If someone prays at the altar, the room will explode in a bright white light. While the party is blinded, the floor will seem to disappear out from under them. As their sight returns, the party will realize they are standing in the desert, facing a massive lioness with wings. She does an approximation of a smile, and says "So, do you know where a male of my species is? Or do you prefer to riddle your way home?"

Since the party is likely to choose riddles – unless your campaign has had them meet or hear about an Androsphinx at some point – Here are some suggested riddles. There are a plethora of great sources for gaming riddles these days if you do not like ours, please do what works best for your campaign.

"What is shaped like a large man, but is more symmetrical?" (an Ettin)

"I slow, then stop lifeblood's flow, but can never maintain my grip" (Ice, alternatively Winter)

"My plumes can be dark or light, my position on the top. My eyes are slits, I may be beaked or not." (Helm)

We suggest that she ask them three riddles, and if they get any of them right, they are returned to this temple. In this scenario, there will be an incandescent blue gem and a gem that is a mix of red and blue sitting on the altar. These are *Ioun Stones*: +1 Wisdom for the incandescent blue, +1 Intelligence for the red and blue.

If the party fails to get even one riddle correct, they will return to this room, and any Sphinx that they encounter in the future will be hostile.

Should the party be foolish enough to attack the Sphinx, the CK should run the monster ruthlessly. Not only is the Sphinx generally peaceful, they are clearly outmatched by it. In this scenario, any future sphinx they meet will attack.

AREA KEYS

(Sphinx, Gyno AC 21, HD 8d10, HP 44, Saves M, Move 40/60 fly, AT Two Claws 2d4 each, Special Read Languages, Spell-like abilities, Darkvision 60, Twilight Vision, Alignment N, XP 825+8/1177)

Scaling – The risk in combatting the sphinx is future relations with all Sphinx, not losing the fight. Feel free to give her maximum hit points.

35. Burial Chamber of Warlord Ossalin.

The door at the top of the stairs opens into a room that is an odd mix of old and new. Two ancient statues and a sarcophagus line the north wall, a cabinet and table on the east wall, and a bed on the west wall. A curtain blocks view of the south wall. A large pool of water sits in the center of the floor. A gaunt woman wearing chain mail with the white robes of the desert warriors and a dog-headed warrior in plate mail stand beyond the pool. The woman starts casting a spell as soon as the door opens.

Ossalin, son of Menuj, and Warlord after his father, built this temple to honor his father, but the costs involved meant he needed a burial chamber. The architects provided him a burial chamber within the temple.

These are a priest and warrior who run the expedition to this pyramid. They are here to make contact with the elemental plane of water. Their attempts are close, and they will not tolerate interruptions.

He is an **Anubi Pack Leader**, and she is a **Cleric** of Doorne (actually a member of the water cult). He will close with the party, while she keeps the pool of water between herself and the party. If any PCs come within five feet of the water, a Water Elemental will reach out a pseudopod and attack that character.

Behind the curtain are statues of the desert god, and a round cabinet.

The round cabinet and the cabinet on the east wall, there are five 1000 gold piece diamonds, 250 platinum pieces, a *Bowl of Commanding Water Elementals* and an ancient map (see handout #1) a modern hand has written “Pass the smoke, avoid the Lost, Exterris lives” in the border.

(Anubi Pack Leader AC 16, HD 3d8, HP 15, saves P, MV 30, Attacks Slam 2d4 or heavy scimitar 2d6, Special Darkvision 60, Alignment LE, XP 20+3/65)

(Priestess of Doorne AC 17 Full Chain suit, HD Lvl7, HP 39, saves M, MV 30, Attacks Light Mace 1d6, Spells, Alignment LE, XP 405+7/678) Suggested Spells: 0 - Create Water, Detect Magic, Endure Elements, First Aid, Light; 1 - Bless, Bless Water, Resist Elements, Shield of Faith, Sound Burst; 2 - 2x Hold Person, Silence, Spiritual Weapon; 3 - 2x Cure Serious Wounds, Prayer; 4 - Healing Circle

(Water Elemental AC 17, HD 6d8, HP 30, saves P, Move 20, Attacks Slam 2d6, Water Mastery, Drench, Alignment N, XP 450+6/630)

Scaling – This is the big fight. It should be tough, but not impossible. Changing the priestess’ spells is a good first tweak. Secondly, the Water Elemental might not have Water Mastery (not enough water), or might be larger (more Hit Dice). Adjusting the Priestess’ hit points is a final change that can help to scale for a given group’s strength.

NEW MONSTERS

HAYAWIYYA

NUMBER: 1-4
TYPE: Extraplanar
INT: Animal
ALIGNMENT: Neutral
SIZE: Small
AC: 14
HD: 4 (d8)
PRIME: P
MOVE: 20 ft.
ATTACKS: 2 Pseudopods (1d6) or slam (1d8)
TREASURE: 3
SAVES: P
XP: 90+4
SPECIAL: Animation, Drowning, Water Affinity



Hayawiyya (also known as *Silent Killers* and *Liquid Life*) are creatures native to the elemental plane of water that have been specifically summoned to our plane. They are amorphous blobs that appear to be water, always of blue to grey to white in coloration. In water, their colorations make it difficult to see them unless one is looking (Wisdom check to notice, CL 3). They can be summoned into water, into a body, or into a container. When summoned into water, they will lie in wait for a humanoid to come to the water. When summoned into a body, they will animate it and make it their home. When summoned into a container, they can be poured out over water or a body, and they will take over that home and make it their own.

Hayawiyya never come to our plane voluntarily, they are always summoned, and always with a purpose. Those who summon a Hayawiyya without a purpose either fail in their summoning, or find that the creature so summoned has one purpose – kill the summoner. Once their purpose has been completed, the Hayawiyya returns to the elemental plane of water. Some purposes are vague, causing the Hayawiyya end up stuck in our plane. Those Hayawiyya become hateful, and kill everything in their path, hoping to somehow complete their task.

COMBAT: The Hayawiyya in its natural form attacks with two pseudopods, attempting to drown an opponent. If an opponent is disabled in any way (paralyzed, dead, unconscious), the Hayawiyya will take one round to pour into that opponent's mouth and then rise as an Animation, attacking with slam attacks, much as a zombie would.

ANIMATION: When a Hayawiyya is exposed to a body or a person unable to move, they will animate it, much like a zombie. Hayawiyya zombies have the same statistics as the Hayawiyya, and can be identified by changes to their coloring – skin goes grey, and the whites of the animated person's eyes go blue. Hayawiyya are summoned for a purpose, and will animate a body to achieve this purpose. Through their animation, the Hayawiyya is able to communicate in any language the body knew. A party that promises to help complete the Hayawiyya's mission may leave it in peace. Hayawiyya zombies cannot be turned.

DROWNING: When a Hayawiyya is fighting a humanoid, their pseudopods hit the face on a natural 20. A hit to the face allows the pseudopod to rush into the mouth and strive for the lungs. A PC must make a CL 0 Constitution save this round, and adding one to the CL each round until the creature is killed (at which point the PC expels water out of their lungs), or a Constitution Check is failed. If a constitution check is failed, the PC falls at -7 and loses one HP per round until dying at -10. For complete drowning rules, see the CKG.

WATER AFFINITY: The Hayawiyya is attracted to water, and outside of combat situations will stop at each water source it finds to swim, whether animating a body or not.

ESSENCE OF HAYAWIYYA: When a Hayawiyya is summoned into a container, it is trapped within until released. Very rarely, a Hayawiyya is found in this form. The Hayawiyya appears as a vial of water that "doesn't move right", and occasionally manifests an eye to stare at the owner. If the container is opened and tipped over the mouth of someone incapacitated (sleeping, paralyzed, unconscious, dead, etc.), the Hayawiyya will crawl in and kill/animate the person. It will then set out to fulfill the mission it was summoned for, no matter how long it has been. On occasion such a Hayawiyya will be trapped on our plane because so much time has passed while it was contained that it cannot complete its mission. In this case, the Hayawiyya can be bargained with by a wizard or priest of sufficient power. The wizard or priest must be able to, and agree to, use magical means to return the Hayawiyya to its home plane, then the creature will change its focus to the wizard's goal.

HAYAWIYYA IN NORDALIA

Hayawiyya is the name given these spirits by inhabitants of the Sevich Desert. They are considered a mythical, almost god-like creature that is much feared. Parents teach their children that only those who are faithful and honest can avoid the Hayawiyya. In the far north, they are known as Liquid Life, and are associated with the serpent goddess. Her servants, they are known to hunt down those who stray from her teachings.

In the lands to the northwest – the Raiderspoint Alliance, Kingdom of Dilorn, and even the Kingdom of Trioton – they are known as The Silent Killers. Believed to be used by a clutch of assassins to kill targets in their sleep. This leaves a body with no signs of foul play.

NEW MONSTERS

UNDERSNAKE

Number: 3-12

SIZE: Large (15-20 feet long, 4-foot diameter)

AC: 14

HD: 3 (d8)

HP: 15

MOVE: 50 ft. (through sand only)

ATTACKS: Bite (1d8)

SAVES: P

TYPE: Beast

INT: Low

ALIGNMENT: Neutral

TREASURE: 3

SPECIAL: Darkvision 60 ft., Unsure Footing, Keen, Suffocation

XP: 40 + 4



In the depths of the desert there lives a type of worm that exists nearly entirely under the sands. Commonly known as Undersnakes, these beings gather in small groups called a brood. A brood travels under the sand at high rates of speed. When food is detected upon the surface, they converge and jump at the food, grabbing it and attempting to drag it beneath the sands. Once it has suffocated, the brood then feeds upon it before continuing their relentless journey around the desert.

Undersnakes are dark in coloration, running from black to medium brown. They have large mouths with canine-like teeth, but no discernable eyes. In all other respects they are similar to snakes. The only time that they come fully out of the sand is to mate and lay eggs.

Only the most astute can notice the approach of a brood, as only a slight but uniform shifting of the sands occurs on the surface where they pass. Should someone be lucky enough to notice a brood headed toward them, the best defense is to find stone to stand upon, as the Undersnakes hunt by vibration and pressure on the sand, and cannot sense through stone. They are also loath to throw their bodies up onto stone, as it will be difficult to slither off and get back under the sands.

Undersnake eggs are prized by some magical researchers for the making of magical inks. Eggs occur in batches of 4d6, and each egg can fetch as much as 100 gold pieces if sold to such a researcher. They are not too bulky or heavy, but big enough that only four will fit in a backpack without risk of breaking.

When attacking, after the brood has made the first pass. It begins to make a strange keening sound. Each member, as they jump above the sands to try and grab the prey, keens while their mouth is open. No one knows why this keening occurs, but it is likely a hunting tool, as it is described as unnerving.

Undersnakes do not have homes or dens, the closest thing being where they lay eggs. A given brood will return to the same shady area each year to mate unless something disturbs their eggs. Once eggs have been disturbed in a nest, they will find a new place to lay eggs.

COMBAT: Undersnakes attempt to surprise from under the sands, jumping up and grabbing their chosen prey. If they grasp their target, they attempt to dive back under the sands to suffocate the hapless prey.

Unsure Footing: Where a group of undersnakes is fighting, the sands are roiled, spoiling the footing of those above ground. Attack rolls and all Dexterity checks are at – 1 while fighting Undersnakes.

Keen: When fighting, Undersnakes make a keening noise. All creatures within 30 feet of the brood must make a Charisma save or run in fear until they are outside the 30 foot range. The brood will follow their chosen target.

Suffocation: If an Undersnake scores a hit upon a character, that character must make a Strength save to break free and avoid being dragged under the sands. On success, the character only takes normal bite damage. On failure, the character is dragged under the sand and normal drowning rules take effect while the brood travels away from the point of attack.

Surprise: Undersnakes are only surprised if a trap is set for them and baited. Character Wisdom checks for surprise are made at -3 to the roll.

NEW MONSTERS

ANUBI

Number: 2-8 (20-200)

SIZE: Large

AC: 15

HD: 2 (d8)

MOVE: 30 ft.

ATTACKS: Slam (2d4) or Heavy Scimitar (2d6)

SAVES: P

TYPE: Humanoid

INT: Average

ALIGNMENT: LE

TREASURE: 1 (7)

SPECIAL: Darkvision 60 ft.

XP: 10 + 2



(Anubi AC 15, HD 2d8, HP 10 each, saves P, MV 30, Attacks Slam 2d4 or heavy scimitar 2d6, Special Darkvision 60, Alignment LE, XP 30 each)

Anubi are a race of Gnolls that is adapted to the desert. While sharing most statistics with normal Gnolls, they are both smarter and less cowardly. If they are protecting their tribe or serving some larger group, Anubi will fight to the last. Their fur is normally a variant of tan or mustard yellow, with a crop of black hair running from the top of their head to their lower back. Black spots in their fur are common, and for those unfamiliar with the race, one Anubi can be discerned from another by the pattern these black spots make. Their eyes tend toward the darker end of the spectrum, browns, blacks, and greys.

While this description is for the vast majority of Anubi, there are rumors of much more powerful variants ranging as high as 12 Hit Dice. For each additional Hit Die, Armor Class also goes up by one.

They live in caves and ruins, and are frequently accompanied by dogs, coyotes, or jackals. If more than 50 are encountered, 30% of them will be female, and 30% will be pups. Females fight as orcs, and the pups fight as goblins. For every 50 encountered, there will be a pack leader with 3 hit dice and an armor class 16. If 200 or more are encountered, a warlord with 5 hit dice and an armor class of 18 will command the overall horde.

For any group larger than five, there is a 50% chance they will have a Mystic with them. Anubi Mystics are shamans of a sort, with both cleric and wizard spells. Typical Mystics have four zero level, two first level, and one second level cleric spells along with four zero level and two first level wizard spells. While the vast majority of Anubi Mystics have these spell slots, more and less powerful ones have been encountered. They are AC 13 (no armor), and fight with a dagger in each hand if forced into physical combat.

Suggested spell list: (Cleric: 0 -Endure Elements x2, Detect Poison, First Aid; 1- Cure Light Wounds, Resist Elements; 2- Hold Person) (Wizard: 0- Dancing Lights, Detect Magic, Light, Message; 1 - Magic Missile, Shocking Grasp)

COMBAT: Either attacking with their powerful fists, or swinging over-sized scimitars, Anubi are ferocious warriors. In small groups, Anubi will fight individually. Each will pick a target and attack, not caring if any others pick the same target. In larger groups they are coordinated, and will attack as teams. They will focus on spell users first, if possible. If a Mystic is present, they will first attempt to neutralize enemy spellcasters, then focus on healing friends and harming enemy warriors.

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 Insemi. The Insemi wear distinctive white clothing that covers them from head to foot.



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 people 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 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.

Module Usage: The Insemi are a sect of Derivesh cultists who believe that Doorne expects men to return water to the desert, and only then will he be pleased with his creations. Unlike most cultists, they train with great scimitars, and stat blocks above reflect this fact.

NEW MONSTERS

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, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12)

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

(Derivesh Priest AC 15, HD 2d10, HP 11, 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, 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

The Lost Pyramid is a standalone One Night Adventure, but it is also the last *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* (AT-4) combine to make the *Port of Dakhalla Adventure Tome*.

Placement in your game world

If this module is used as a stand-alone module, it plays well if placed anywhere within a day's travel of a small to medium size town. This being a lumbering encampment, it should be placed near a forest.

An easy encounter hook to use is that the party are caravan guards or simply traveling in the desert when they find the path to the ruins of Ayatorrah. In *The Port of Dakhalla Adventure Tome*, the old trade route leads out of the Oasis of Sia in ONA-15, or Grenna Ironwall in AT-4 will ask the party to retrieve an ancient wand from the pyramid, describing the scepter.



Scaling Encounters

This module is designed to challenge a party of third to fifth 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 *The Lost Pyramid* with Other Game Systems

The Lost Pyramid 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, Hayawiyya and Sandsnakes. These can be handled for most systems by starting with Humans for Derivesh, weaker elemental beings for Hayawiyya and Firesnakes for Sandsnakes.

CONVERSION NOTES

Conversion Monster Listing

Encounter Key	Number of Creatures	Type of Creature
Ruins of Berjara	1	Human Thief (5)
Ruins of Berjara	9	Bandits
Ruins of Fenj	1	Hellhound
Aorra	6	Undersnake
Zeddoqh	1	Mimic
1	2	Anubi
4	4	Derivesh Fanatic
6	3	Anubi
8	4	Derivesh Fanatic
9	2	Commoners
12	1	Ogrillion
12	1	Human Priest (7)
14	1	Steam Elemental
15	2	Anubi
16	1	Wight
16	2	Spawn
17	5	Derivesh` Fanatic
17	1	Commoner
19	5	Derivesh Fanatic
20	4	Derivesh Fanatic
20	1	Derivesh Priest
23	1	Hayawiyya
24	4	Derivesh Priest
26	4	Derivesh Fanatic
27	1	Hellhound
31	3	Derivesh Priest
31	1	Human Knight (5)
31	1	Human Priest (3)
35	1	Anubi Pack Leader
35	1	Human Priest (7)
35	1	Water Elemental

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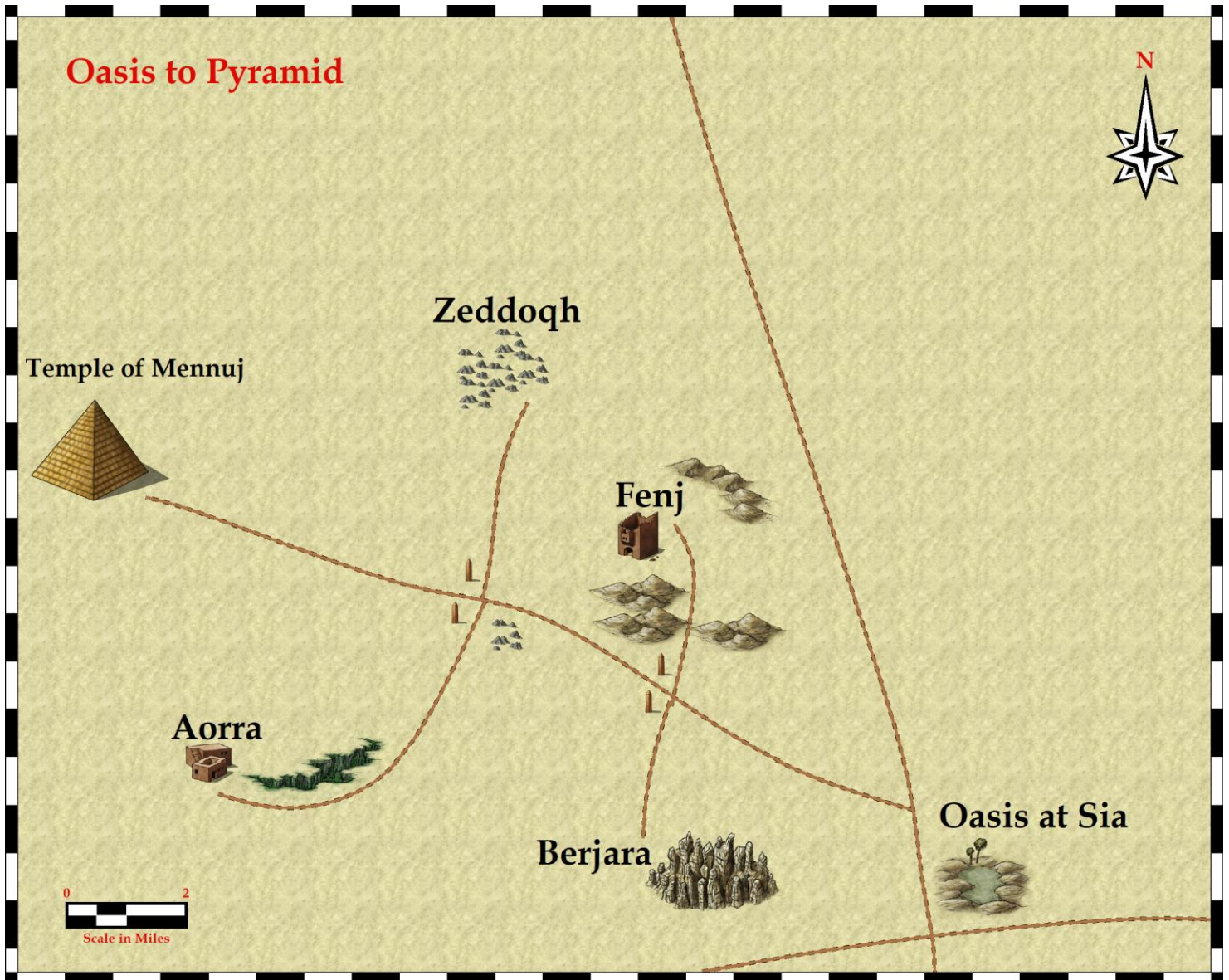
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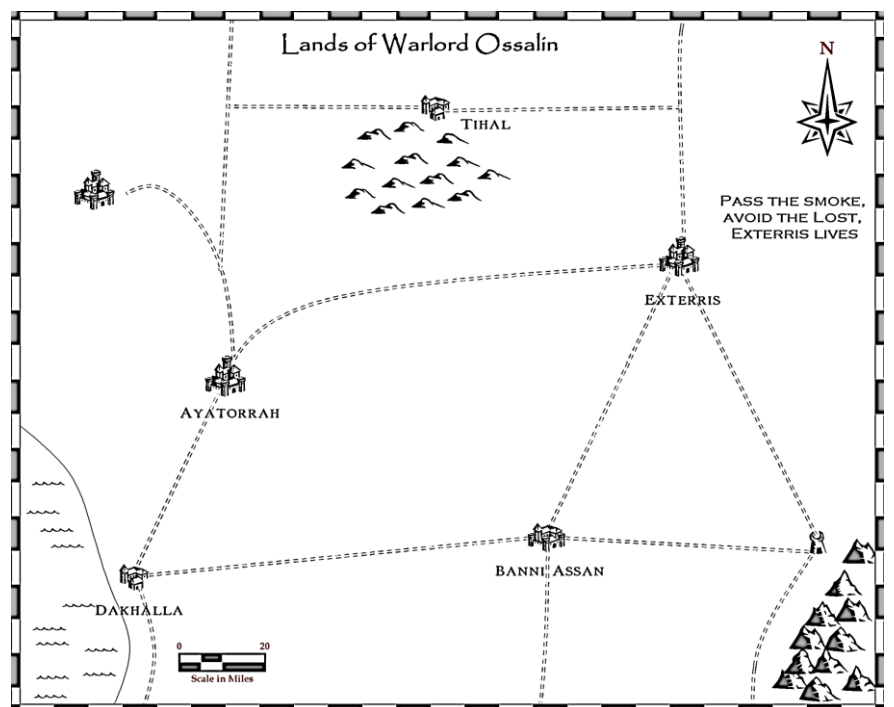
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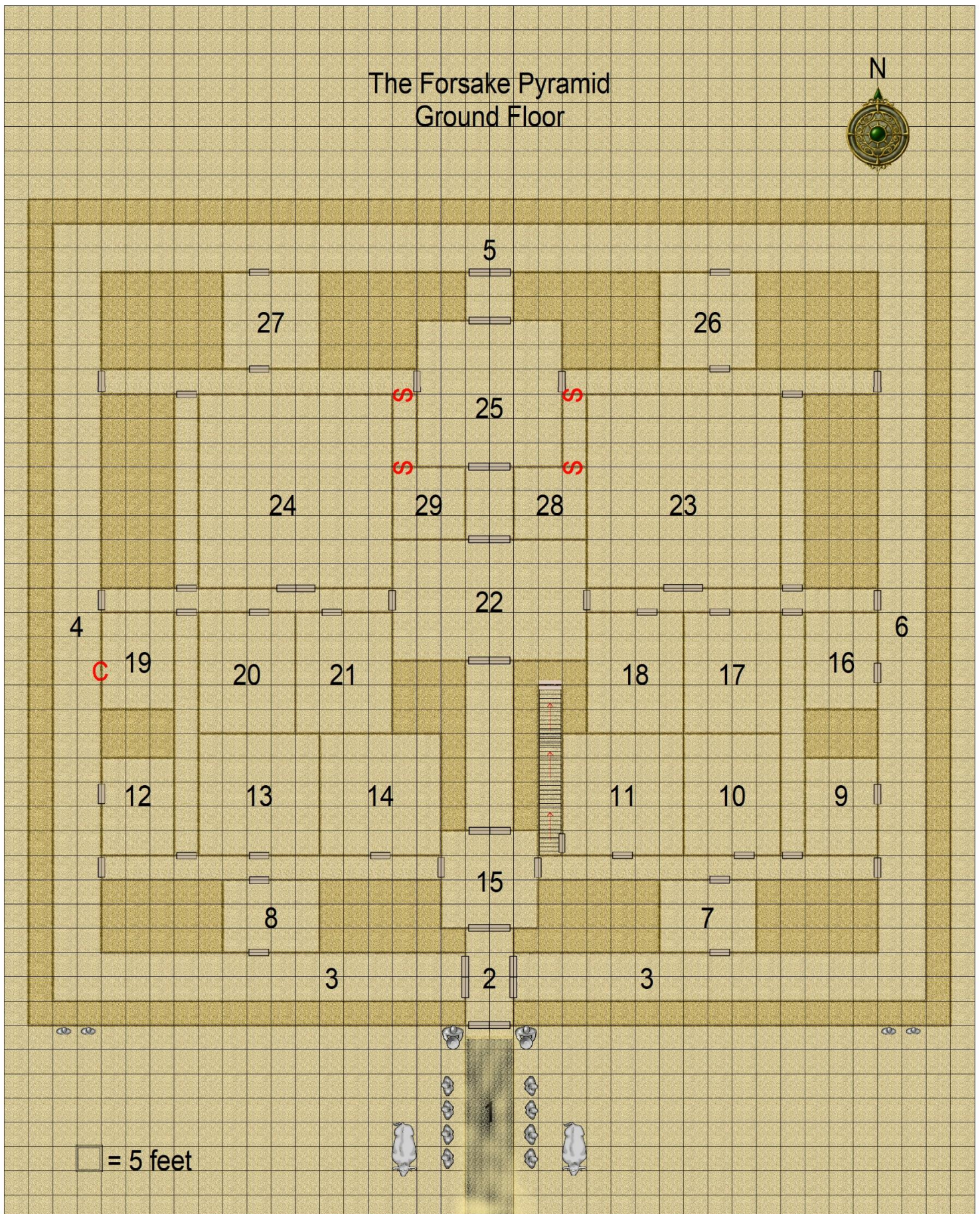
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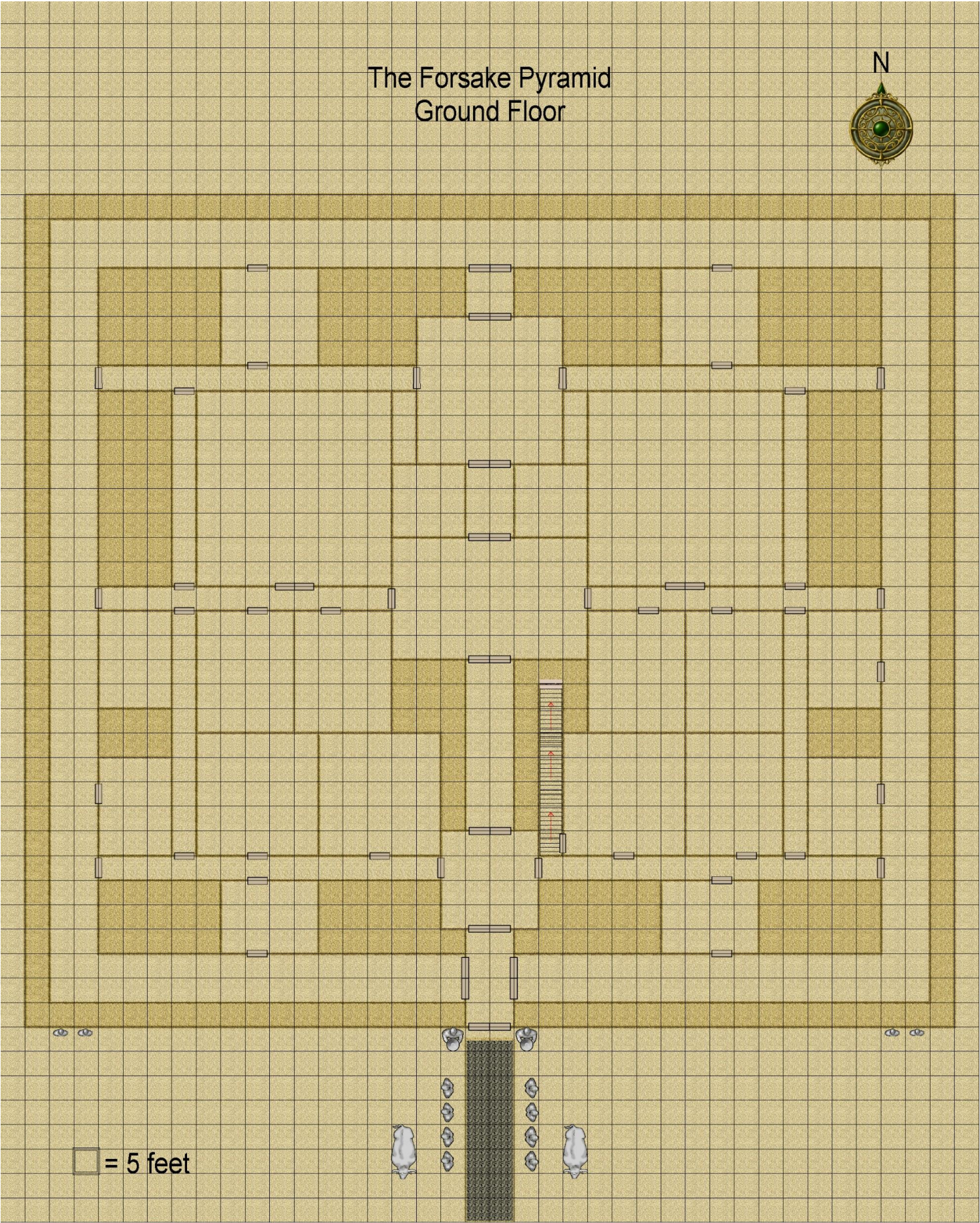
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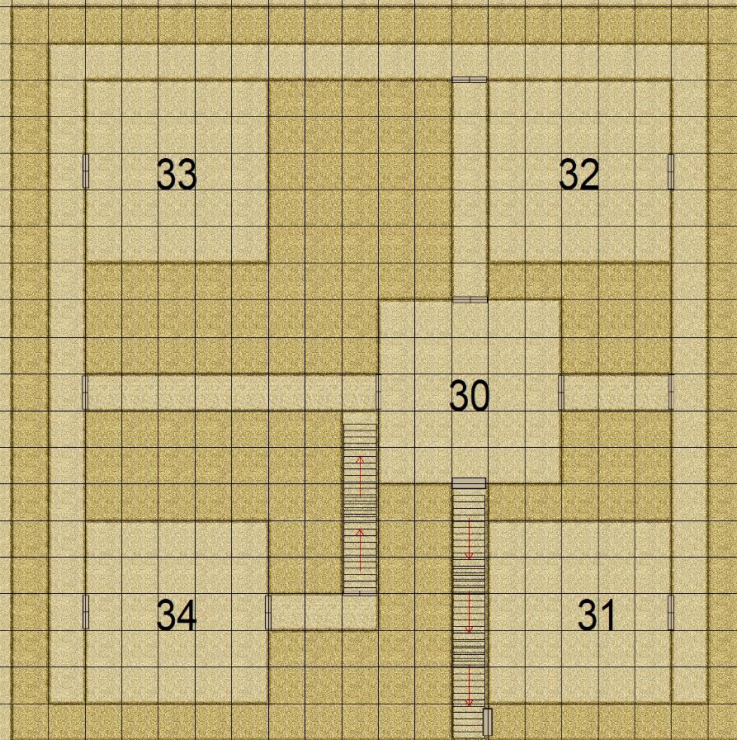


GROUND FLOOR - PLAY MAP

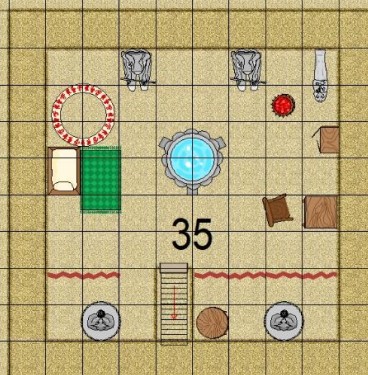


UPPER FLOORS – CK MAP

The Forsaken Pyramid
Second Floor



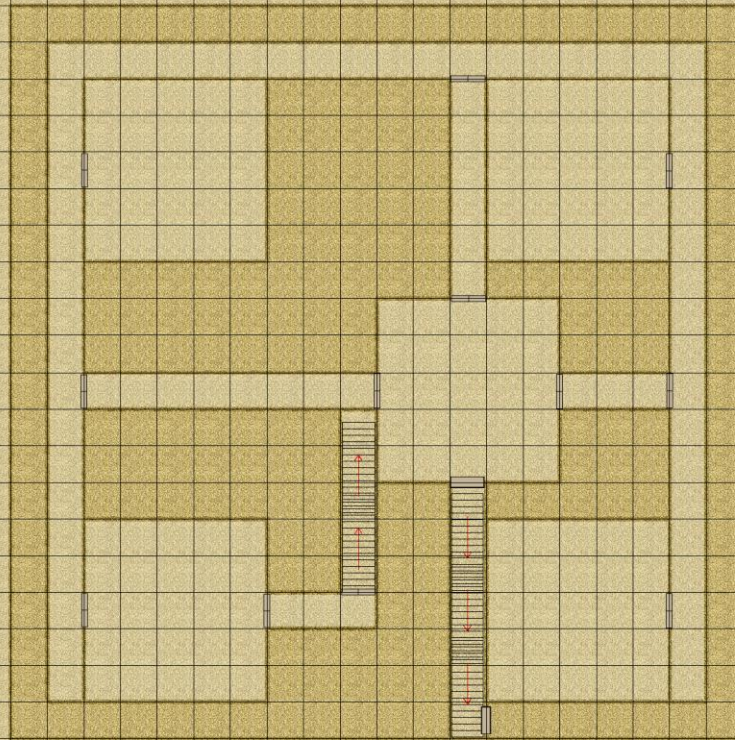
The Forsaken Pyramid
Third Floor



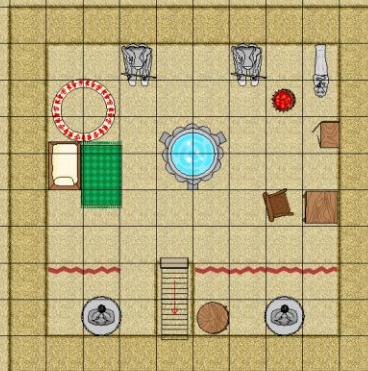
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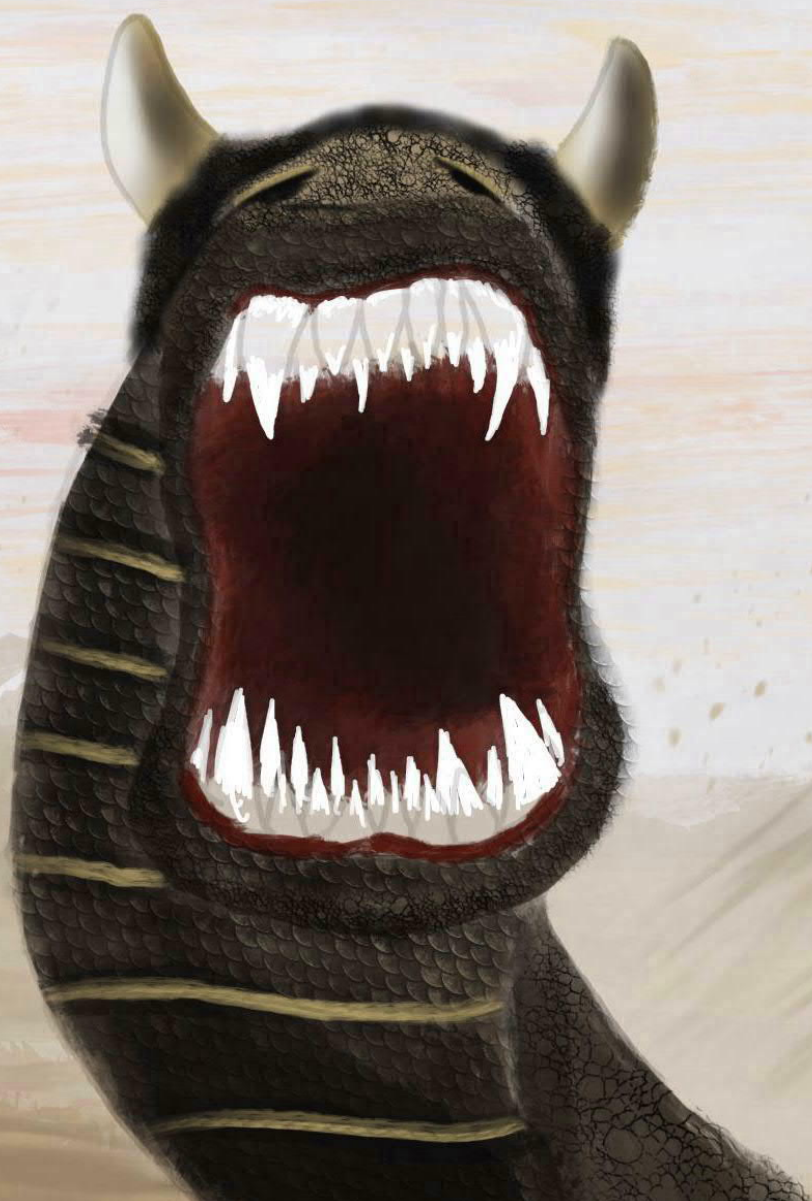
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Second Floor



The Forsaken Pyramid
Third Floor



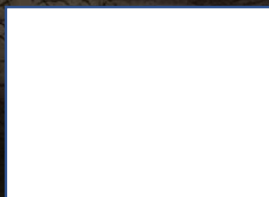
 = 5 feet



The road into the heart of the desert is rumored to end at the ruins of Ayatorrah, an ancient city from the time when these lands were fertile. It is said that only the sacred temple remains in Ayatorrah, and people are not welcome. What might lie inside the temple, and what treasures from ancient times remain to be unearthed?

The Forbidden Temple was written and play-tested using the Castles and Crusades RPG system. Conversion notes are provided for any OGL based system.

Each *One Night Adventure* is a tale. If desired, the four tales ONA-13 to ONA-16 along with the setting AT-4 can be played consecutively to build the *Port of Dakhalla Adventure Tome*.



Hellebarde Games

Where Heroes are Forged