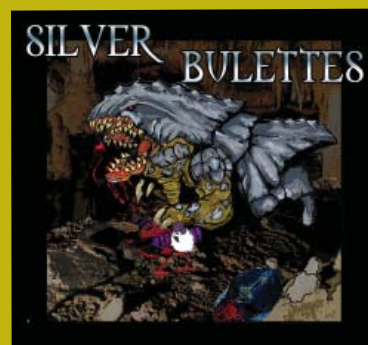


Daughter of the Dunes



By Ian McGarty



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ADVENTURE SYNOPSIS

This adventure is a hex crawl with several notable locations and interactions designed for 3-6 characters of levels 3-5. A random encounter table is also provided.

The players will begin by encountering merchant caravan that has set up at a small well in the desert. He offers the group a job rescuing his daughter from a demon that attacked them several days ago and kidnapped her. He can provide a rough location of the shrine he believes it fled to and a protective scroll.

The players either go and rescue the merchants 'daughter', who is actually a demon in disguise. Or, they will realize that the 'demons' guarding the daughter are actually angels who can be dealt with peacefully and can be convinced to assist the players in setting a trap for the merchant.

No matter what occurs, the players' next encounter with the merchant will reveal him as a mummy/lich lord.

The players do not have to follow this adventure path and can simply enjoy gaining information regarding locations on the hex map and exploring.

The desert contains the ruins of an ancient kingdom. Well crafted stone roads can be seen beneath the sands, although the majority are buried and not terribly helpful while crossing the desert. These roads are still used as guides to mark paths of travel.

DESERT TRAVEL

A wagon pulled at full speed travels at roughly 5 miles per hour. In rougher desert conditions, it can be assumed to travel at 3 miles per hour. On foot a man can travel 2 miles per hour in this desert and 6 miles per hour on horse or camel-back. Each hex in the map is 10 miles.

A man will need 2 gallons of water per day of travel.

ADVENTURE HOOKS

- 1. The adventurers are hired to escort a caravan to a nearby oasis where they will meet the rest of their party.
- 2. A local lord has hired heroes to cross the desert on the old roads and eliminate any monsters or bandits in the vicinity.

RANDOM ENCOUNTER TABLE	
Use the table on a roll of 1-3 on a d6. Roll once per day or use the encounters when appropriate.	
Roll	Encounter
1	Orc Warband
2	Friendly Caravan
3	Dust Storm
4	A riderless camel
5	Rival Adventuring Group
6	Old Hermit

AREA RUMOR TABLE

- Each player may roll once on the rumor table. Re-rolling repetitions is recommended.
- 1. Bandits led by a human sorcerer roam the area.
 - 2. A monstrous scorpion lives under the desert and is what destroyed the ancient civilization that once thrived here.
 - 3. An ancient wizard has riddled the desert with illusions and nothing is what it seems.
 - 4. The ancient dragon that lives in the area loves gemstones.
 - 5. All who enter the ancient ruins will be cursed by demons.
 - 6. A demon roams the desert looking for souls to devour.



RANDOM ENCOUNTERS

ORC RAIDING PARTY

This group of Orcs is led by an Ogre Mage, who often disguises himself as a human. They prowl the known road and trade route to prey upon passing caravans. These desert Orcs have the appearance of much smaller Goblins which may confuse the players who engage them and create a nastier surprise.

12 Orcs

HD: 1 HP: 6

AC: 6 [13]

Attacks: Spear (1d6) or Scimitar (1d8)

Saving Throw: 17

Move: 12

CL/XP: 1/15 each

Ogre Mage

HD: 5+4 HP: 34

AC: 4 [15]

Saving Throw: 12

Special: Magic Use, regenerate 1 hp/rd

Move: 12/18 (flying)

CL/XP: 6/600

Magic: fly, create 10-foot-radius of magical darkness, change into human form, cast Sleep and Charm Person 1x/day, Cone of Frost range 60 feet to base 30 feet causing 8d6 damage (saving throw applies)

FRIENDLY CARAVAN

The party encounters a caravan crossing the desert with goods. They are led by a the merchant Hamzi Al Sharouf. He has 24 armed guards, 8 wagons, and dozens of camels with him. He will allow the players to camp with them and assist in mutual protection overnight. Hamzi also has goods available for sale with a generous mark up at the discretion of the game master. He has several exceptional goods for sale as well.

Extraordinary Goods:

+1 longsword that grants the abilities of an elf (18,000GP)

Scroll Protection from Undead (4000GP)

Potion of Growth (1000GP)

Boots of Leaping (6000GP)

DUST STORM

The players must seek shelter as a dust storm quickly envelopes them. They will lose a mount on a roll of 1-2 on a 1d6. They will also not be able to rest, study spells, or pray for the next day as the storm continues through the night.

RIDERLESS CAMEL

The players find a camel walking through the desert with a blood stained saddle. There is no sign of the rider. They can scavenge 10 gallons of water from two small barrels attached to the beast.

RIVAL ADVENTURING GROUP

This group was hired by a local lord to clear the road of any threats they encountered. It is the discretion of the game master and the players' own interactions that will determine the outcome of this encounter. The group may have information contained in the rumor table.

Fighter Level 5- HP: 44 HD: 5 AC: 1 Attack: 1d8+3 (+2 longsword) Saving throw:10

Cleric Level 3- HP 16 HD: 3 AC: 1 Attack: 1d6+2 (+2 mace)

Saving Throw:12 Spells: 1st- 2, 2nd- 1

Fighter Level 4- HP: 44 HD: 4 AC: 1 Attack: 1d8+3 (+2 longsword) Saving throw:11

Druid Level 3- HP 14 HD: 3 AC: 5 Attack: 1d6+2 (spear +2) Saving Throw: 12 Spells: 1st-3, 2nd-1

Thief Level 5- HP: 18 HD: 5 AC: 6 Attack: 1d4+4 (+3 dagger) Saving Throw: 11 +2 ring of protection

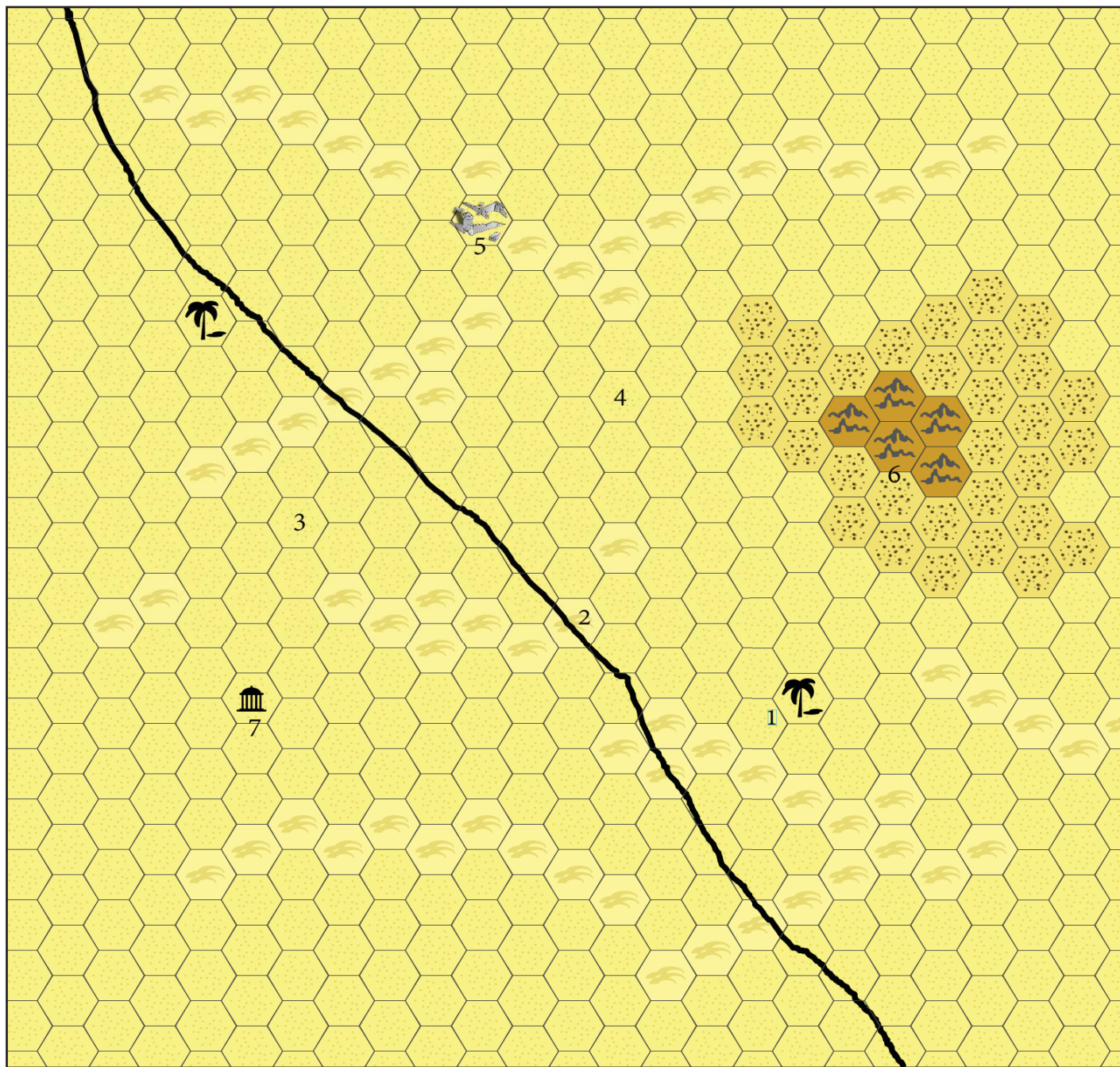
OLD HERMIT

An old hermit wearing a loin cloth and carrying a water gourd and a walking stick is humming to himself as he approaches the group. He will speak only in cryptic phrases. If the group is kind and provides him food or shelter, they will all receive a +2 to saving throws for 7 days. If they are rude, rebuke, or injure him, they will receive a -2 to saving throws for 7 days. After sharing a meal with the hermit or allowing him to remain with them, allow the players a saving throw. The result does not matter, alert them to the bonus. After being rude to the hermit, allow the players a saving throw. No matter the result, alert them to the negative. This can be applied to individuals if the party has mixed reactions. Sample Comments:

"Dry sand between my toes flows like time unstoppable."

"Parched is the land of good, harried by demons."

"Lost of all my people, wandering alone, a spark of power."



1. FLAT STONE OASIS

This oasis is turned into a permanent camp by a group of merchants led by a man named Khaleed. He is actually a lich who looks like a mummy when his true face is seen. Examining the camp, broken wagons can be seen nearby. Illusions are thick in this area. Although several of the guards are living, many are undead servants who served Khaleed in his lifetime.



Large flat stones rise in the distance in neat piles. It is difficult to determine their size until you gain a full view and notice the palm trees surrounding a pool that is 50' across. This area contains several wagons, animals, and people who appear to have set up camp here. Several caves can be seen in the plateaus and their reddish rock is being used as shelter from the sun, sand, and wind.

Khaleed: An intelligent lich who has been able to quell his fear aura and mask himself in illusory magic to appear human.

HP: 88 (HD:12)

AC: 3 [16]

Attacks: Hand (1d10+automatic paralysis)

Saving Throw: 8

Move: 6

Spells: Magic Missile, Charm Person, Sleep, Invisibility, Mirror Image, Phantasmal Force x3, Fireball, Fly, Haste, Dimension Door, Wall of Fire, Animate Dead, Contact Other

XP 3,800

Khaleed's Undead Guardsmen

24 Ghouls

HD: 2 HP: 12

AC: 6 [13]

Attack: 2 claws (1d3), 1 bite (1d4)

Saving Throw: 16

Special: immune to sleep and charm, saving throw or paralyzed 3d6 turns on hit

CL/XP: 2/60 each

"Greetings, travelers!" a thin man with ruddy olive skin smiles as you are escorted into his tent. He wears a rich purple robe, a diadem with a large diamond, and his fingers are covered in jeweled rings. The surroundings are opulent; rich carpets, pillows, and elaborate and decadent decorations are strewn tastefully throughout the tent.

"I have need of a group such as yourselves. A horrible travesty has befallen me. My daughter was captured by demons only 3 days ago! Using my limited magical abilities, I have been able to locate her whereabouts. I believe she is being held in the ruins of a nearby temple. I will pay you handsomely if you can rescue her."

Khaleed will appear excited to speak to the players and will have them escorted into his palatial tent and provided refreshment. Khaleed will give the players a rough map to the temple to the north. He offers them 5000 GP and a small chest of gems and jewelry if they can rescue his daughter. He will provide them a place to rest for the night.

The players may notice the following clues as to Khaleed's true nature:

1. Most of his guards are mute because they are semi-intelligent undead creatures. He will explain this by saying that their tongues were removed before he purchased them as slaves.
2. Khaleed does not eat or drink.
3. There is limited sign of animals nearby.
4. Khaleed does not have tents available to peruse his 'wares' as many merchants do.
5. Examining the camp, the players will notice sand build-up from more than a single storm. This implies the true length of time that Khaleed's camp has been here.

Khaleed's Treasure: 12500 GP, 6000 GP in gems, +2 long bow, 2 random major magic items, wand of fireballs

2. THE LOST CARAVAN

Rising from the sand in the distance is a group of wagons that are partially covered in sand. Several are on their sides and all have damage to them. Several groups of barrels and crates can be seen inside the beds or fallen out of the wagons. The old caravan camp is otherwise quiet and appears to have been here for quite some time. Several lines of large circles can be seen pushed into the sand.

This group of wagons is the remnants of several attacks by the giant scorpions that live below the sand here. Several have burrowed beneath the wagons and several more are waiting to ambush prey walking through the area. Upon closer examination, the players may notice dried venom on several of the wagons, bones of humanoids that have crushed pieces, and large holes or punctures in the wagons themselves.

6 Giant Scorpions

HD: 6 HP: 36

AC: 3 [16]

Attacks: 2 pincers (1d10) and sting (1d4+poison)

Saving Throw: 11

Move: 12

Special: lethal poison

CL/XP: 7/600

Treasure: several barrels of water which is sealed by wax can be found. A plain looking set of +1 studded leather armor is on a corpse and a +2 longsword is strewn amongst debris. A crossbow and 17 bolts. 1171 GP and 241 SP in a small locked chest can all be found amongst the wreckage.

3. THE FOUNTAIN

Following the paved stone road of a long crumbled empire, you come across a stone fountain and patio area surrounding it. The road is intermittently covered in sand and showing bare stone. The fountain has a stone ewer in the center that sits upon a golden pedestal in the center with a trickle of water pouring out into the basin at a steady pace. The fountain is 10' in diameter.

The fountain is the prison of a Djinni. If anyone drinks from the fountain, the Djinn will be released and the player will replace them in an extra-planar space. The person held inside the space will see a tiny hole 50' above them, which is the mouth of the ewer. The ewer may be removed without destroying it with an appro-

priate Delicate Tasks roll. It will function as a *bag of holding*. You cannot remove yourself from the ewer without outside help. Wishes will injure a player inside (1d8/wish).

Djinni

HD: 7+3 HP: 45

AC: 5 {14}

Attack: Sword (2d8)

Saving Throw: 9

Special: Magical Powers, Whirlwind

Move: 9/24 flying

Alignment: Neutral

XP: 1,100

This djinni can carry 700 lbs., create food

and water, and create metal objects that disappear in 30 days, he can create illusions, turn invisible, and become gaseous. He can turn into a 10' whirlwind that knocks creatures of 1 HD or less back. He can grant 3 limited wishes. The wishes made to the ewer will be granted.



4. THE DESERT HAG

A 10' cave opening sits in a dune ahead. As you approach, a putrescent smell of rot wafts from the cave towards you. You can hear a quiet sobbing inside.

Inside the cave is a 25' diameter rough circle with a 5' across stone 'island' in center. The area around the island is filled with refuse, rotting garbage, and other trash. Under the trash, between the 'island' and the entrance hides an otyugh. On the pedestal, a young woman lays on her side sobbing and pleading with the players to help her. She is working with the otyugh to lure foolish travelers into a trap and loot their bodies. She will turn herself invisible and escape if it appears as though the otyugh will be defeated.

She will tell the players a story to entice them in:

"Help me. I've hurt my ankle. I was driven into this cave during a dust storm this morning. I was separated from my father's caravan. He will reward you if you can help me. I can't walk on it and think it's broken." she sobs.

Otyugh
 HD: 7 HP: 42
 AC: 3 [16]
 Attacks: 2 tentacles (1d8), bite (1d4+1)
 Saving Throw: 9
 Move: 6
 Special: Disease
 CL/XP: 8/800
 Anyone who suffers their bite has a 90% chance of contracting a fatal disease which will kill in 3d6 days unless cured



5. Temple Ruins

A stone pyramid rises from the desert in front of you. The sun glows behind the stone temple. It is clearly ancient and has a build up of sand wind swept along its bottom. It is 150' wide on each side.

5-Exterior.

There are no discernible entrances on this pyramid. After searching, the players will discover the following hieroglyphs and a stone slab that is 2' by 2'. Placing gold or gems into the slab will cause an illusory wall to disappear for 10 minutes. The treasure falls into a vault hidden below that may be accessed by creative players or Delicate Rolls tasks. This wall is in the center of one of the pyramid sides.



5a.

This 30 foot wide and 40 foot long room has walls covered in ancient hieroglyphs. A large, rectangular stone box rests at the end of the room. A large golden sword rests atop the box.

An angel rests in the box, due to illusion magic caused by the curse of the demons' release it appears as a demon, touching it's sword will awaken it. Inside the box are 4 potions of extra healing and a scroll containing 2 divine spells of 3rd level.

Angel, Movanic Deva

HD: 8 HP: 48

AC -1 [20]

Attack: +1 Flaming Greatsword (3d6)

Special: Immunities, +1 or better weapon to hit, spells: anti-magic shell (3/day), continual light, cure disease, cure light wounds (7/day), detect evil, dispel magic, invisibility, plane shift, polymorph self, protection from normal missiles, remove curse

Move: 18/36 flying

CL/XP: 15/2900

The angel will speak briefly with the players with the sound of 1000 voices. It will answer cryptically:

-You seal the fate of all.

-Death is near.

-The demons are not alone.

5b.

Two sphinx statues accompany the live sphinx that guards this room. It speaks when you enter, "Is all what you see? Face me to end the evil?"

He will attack only if attacked and will freely converse with the players. He reiterates the fact that all is not what it appears and that being aggressive can lead to destruction. He will speak of a powerful being which bound him here to serve and protect. Ending the plague of evil which spread across the land is part of his goal. He will tell the players that they cannot trust their own perceptions.

Androsphinx

HD: 12 HP: 72

AC: 0 [19]

Attacks: 2 claws (2d6)

Saving Throw: 3

Special: roar (3x/day- fear w/in 400 ft, paralysis (1d4 rounds), lose 2d6 points of strength- save for all, spells:

CLW x2, hold person, remove curse or cure disease

Move: 18/24 flying

CL/XP: 15/2900



5c.

This is another room with a stone box and sword resting atop it.

See Angel stats above (5a). It appears as a demon.

5d.

This large room is filled with pillars. In the eastern end, 4 large obelisks covered with runes radiant energy that is palpable to anyone approaching. A large demon, like the others seen in this temple guards a body on a pedestal. The demon makes no move towards you.

This angel will not attack unless the obelisks are disturbed. To free Khaleed's Daughter, a dispel magic spell must be used or a pillar toppled (Open Doors or 30 HP in 1 round). The slab she is on is hollow and contains: 4400GP, 6 extra healing potions, a wand, and a flying carpet

6. THE SAND DRAGON

The land becomes more broken, covered in shale with little plant-life as you head deeper into the rocky scar that juts from the desert landscape. As you move further in you notice patches of rock scorched by lightning strikes consistent with desert storms that roll through the area. You hear a clattering of stone ahead and see gaseous vapors rising from a cave that plunges into the rocks.

"What creatures disturb my peace?, a low rumbling voice rolls across you as a massive bronze scaled maw rises from the cave and looks into you with massive gleaming and intelligent eyes

This is Silicanthus, a neutral dragon with tendencies toward Law. He has an affinity for gems and will converse freely with the players, trade items from his hoard for gems valued at twice their worth, and otherwise engage in 'peaceful' interactions. He has no problem engaging in hostilities if they are required but has been here a long time and enjoys company and the possibility of acquiring new things. Silicanthus knows quite a bit about the area and can be convinced to share the following information:

1. A great wizard and illusionist has cheated death by dealing with demons.
2. There is a gem of great beauty and power in a temple to the southeast. This gem is said to show the true nature of all things if you view the world through it.
3. The ancient kingdom that ruled here often trapped

djinni and efreeti. They used them to complete manual labor and other tasks.

4. The ancient civilization fell when demons razed their cities and devoured their souls. Some of these demons remain free and roam the desert.

5. The demons will bargain and deal with creatures, trading power and arcane secrets for souls.

6. A giant spider guards the temple to the southeast.

SILICARTHUS

VERY OLD BRASS DRAGON

HD: 8 HP:64

AC: 2 [17]

Attacks: 2 Claws (1d4), Bite (3d6)

Saving Throw: 8

Special Fear: or Sleep breath, 4 1st level spells

Alignment: Neutrality

CL/XP: 10/3200

Sleep gas is 70 ft. long by 20 ft. width and requires a save or the victim falls asleep regardless of level. The fear breath is a 50 ft. diameter and causes the victim to flee for 3d6 rounds.

Treasure: 13,000 GP value rolled randomly

7. SHRINE OF FACETS

An octagonal temple with columns rises up three steps and is capped by a dome. In the center of this 50 foot diameter shrine is a pedestal with a gleaming gem resting on a velvet pillow.

4 Speder, Giant (Greater)

HD: 4+2 HP: 26

AC: 4 [15]

Attacks: Bite (1d6+2) + poison

Saving Throw: 13

Move: 4

Special: poison (save or die), webs (flammable, save to move 5 ft. and fight in them)

Treasure: Gem of Seeing- looking through this gem like a lens will show the truth of all that it sees, even powerful illusions



ESCAPING THE TEMPLE

After leaving the temple, the players will quickly notice a dark cloaked figure pursuing them. Several plodding figures accompany him. This 'dark necromancer', is actually a priest of a god of the long forgotten ancient kingdom of this land. He is sworn to destroy the demons that still roam the area. Accompanying him are armored figures that are revenant-like knights of the ancient kingdom bound to destroy the evil their kingdom mistakenly unleashed. This priest will attempt to speak with the players and convince them to hand over Khaleed's 'daughter' if they have her. If they have discovered the true nature of things, he will attempt to gain their aid in destroying Khaleed and his undead minions.

DARK PRIEST

HD: 9 HP: 72

AC: 1 [18]

Attacks: +2 mace (1d8)

Saving Throw: 7

Move: 10

Spells: CLWx3, Continual Light, Cure Disease, Fly, Raise Dead, Holy Word

REVENANT KNIGHTS

HD: 7 HP: 42

AC: -1 [20]

Attacks: Greatsword (1d10), blinding touch

Saving Throws: 10

Move: 12

Special: blinding touch requires a save or target is blinded for 1d6 hours



RETURNING TO KHALEED

Several outcomes are possible for the players when returning to the oasis:

A. The players discover that Khaleed's daughter is a demon. They destroy the evil with or without the assistance of the 'dark priest'.

B. The players simply return her to Khaleed and are rewarded. They will be attacked by the 'dark priest', his armored knights, and 2 angels.

C. The players do not return to Khaleed and the adventure ends.

Khaleed's Daughter- Cambion Demon

HD: 8 HP: 48

AC: 1 [18]

Attacks: 2 claws (1d6)

Saving Throw: 8

Move: 15

Special: Cause fear, ESP, levitate, polymorph self, magic resistance (20%), +1 weapon or better to hit, immune to electricity and poison, telepathy 100 ft.

CL/XP: 12/2000









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