

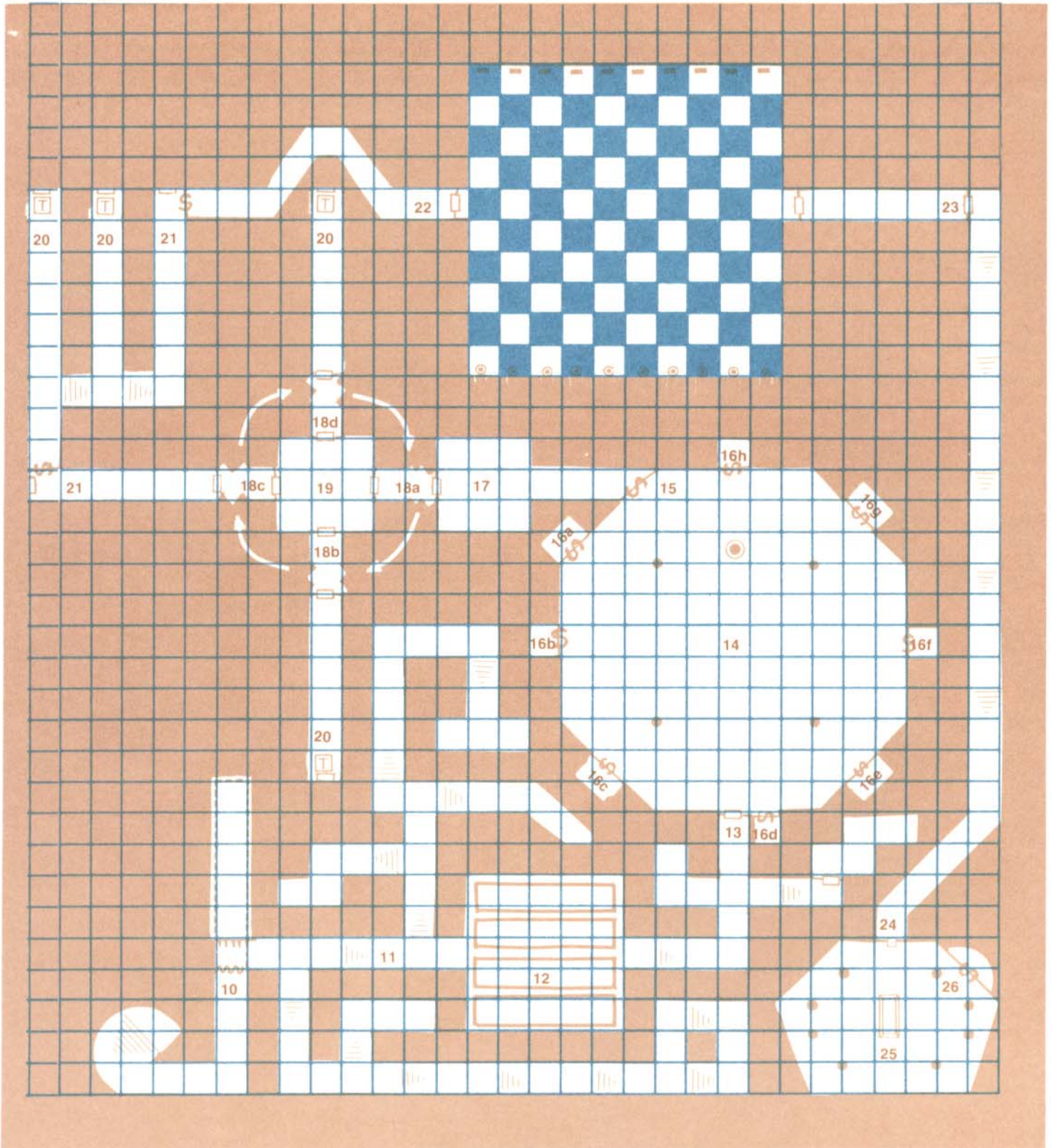
Advanced Dungeons & Dragons®

Official Game Adventure

Day of Al'Akbar Allen Hammack



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Map VII — The Sultan's Tomb

Scale: 1 square = 10 feet

	Door		Pillar		Stairs		Secret Passage
	Secret Door		Statue		Coffer		Sewer Shaft
	False Door		Spikes		Plate		Drainage Flow
	Trap		Illusion		Nozzle		Dry Area

Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

Adventure for 5-10 Characters, Levels 4-8



DAY OF ALAKBAR

by Allen Hammack

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Players' & DM's Adventure Background

Know ye, O stranger, that this story begins long ago, in the Seventh Dynasty of the Sultans of Arir. During the reign of Sultan Amhara, infidel invaders swarmed from the East, swallowing Aririan defenders and driving refugees before them. Their violent wave threatened even the magnificent capital city of Khaibar, in which Arir's greatest treasures were hidden for safekeeping. By repute this treasure included more gems of all kinds than there were stars in the sky; and of course, the treasure beside which all others pale — the Cup and Talisman of Al'Akbar.

The Cup and Talisman, of course, were the great treasures which had to be protected at all costs. They were hidden in a place of safety, surrounded by guards and wards of organic, mystical, and mechanical nature. History records that the invaders were beaten off at the very gates of Khaibar, but the Sultan was tragically killed at the height of the fighting. He alone apparently knew the only safe method of retrieving the Cup and Talisman (and the rest of the treasure); for many spiritual and temporal leaders made bold proclamations about being appointed by Providence to lead Arir, followed inevitably by an expedition to retrieve the Cup and Talisman, from which none ever returned. Khaibar never recovered from the economic loss of its treasury nor the loss in prestige as the home of the Cup and Talisman, and was removed as capital and rapidly acquired the loathesome reputation it has today: a teeming hive of violence and villainy.

A plague now sweeps the land; red blotches on the chest mark the onset of the disease, and within a few days death is imminent. The elder priests of all temples of Law and Good put aside their differences and banded together to fight the plague. They agree that if the Cup and Talisman could ever be found and reunited, curing balms could be made in enough quantity to stop the disease. This must be done soon, for traders have already stopped dealing with Arir in hopes of keeping the plague confined. The quarantine is severe; travelers and emigrants are being turned away or killed.

You and some companions have been chosen for this quest. The promise that you can keep whatever else you find along the way has your eyes sparkling with anticipation. Will you find treasure enow to start your own kingdom — or will you find Death's bony hand beckoning to you on this adventure from which none have returned before...?

Preparing the Adventure

As with any other adventure, read the booklet thoroughly before attempting to play. All boxed texts are to be read to the players at the moment of the corresponding encounter. Any other information concerns the DM only.

Remove page 40 from the booklet, and the fold-up map sheet, and set them aside for future use. Set up the module cover as a DM screen. Pull out pages 17-24 containing DM maps, notes on the Cup and Talisman of Al'Akbar and Prerolled Characters, and have the players select adventurers from this section if they do not have any of their own. It is suggested the players be warned that Day of Al'Akbar is a perilous and deadly adventure: *personal characters enter at their own risk!* If the party is too weak, feel free to add a few NPC adventurers from the list of Prerolled Characters. The players' party should average 70 levels of experience, up to a maximum of 80. A variety of classes will be needed during this quest.

Whenever the PCs are instructed within the adventure to roll under an Ability Score, the players are to use a d20. Any roll equal to or less than the indicated Ability Score is a successful result. This is the case for all such instances.

Full use of *Unearthed Arcana* is welcome in this adventure. Many of the Prerolled Characters' magical items are from this tome. When the players are familiar with their new adventurers, display Map IX, on the back of the cover.

Beginning the Adventure

The party starts at Ber-Gathy (see Map IX), a bustling city on the banks of the mighty River Khaid, a trade route connecting it with the east. Ber-Gathy is considered to be the westernmost refuge of civilization for hundreds of leagues, now that Khaibar has fallen into decline.

Holy Elders from the main temple in Ber-Gathy provide the camels and all necessary supplies for the desert trip to Khaibar. The track the caravans used to follow is well-known, so there is little chance of getting lost. A trek straight across the Desert of Arir is possible and even shorter, but is not recommended because of the chances of getting lost. The elders explain to the party they must enter the sewers below the city of Khaibar to avoid the bandits in the city and find the object of their quest. Many sewer entrances open directly into the streets of Khaibar. The elders believe the sewers lead to the entrance to Sultan Amhara's underground tomb, which was constructed according to his directions before he died and in which the Sultan almost certainly hid the treasure.

No map of Khaibar or its sewer system is available. However, the elders recall caves opening at the bottom of the plateau on which Khaibar sits, about a mile northeast from the legendary city. The caves may connect directly with the sewers. The pack animals can be hidden here if so desired.

Before the party leaves, an elder touches the forehead and breast of each of the adventurers with a glowing red gem. The elders explain that if the person with whom the stone is associated grows weak, the ruby will dim; if that person dies, the gem will become dull and lustreless. In this way the elders will be aware of the fate of the party should its members meet an untimely end.

One key point that the DM (but not the players) should be aware of is that the temple elders have made a mistake; the Talisman is indeed hidden within the underground burial chamber, but at the last minute the Sultan Amhara got worried about hiding the two precious items together and disguised and hid the Cup in the pool in his own palace.

The PCs must now choose spells and buy equipment not provided for the journey. This includes anything other than camels, saddles, tents, sleeping rolls, food, water, and miscellaneous camp supplies. Enough water (in waterskins) has been provided to sustain the party in the desert for four days; if the players want to carry more water, they may take an amount sufficient to sustain them for a total of six days (more would be too heavy to carry). The caravan track will take the party past several oases, so water should not be a major problem. Once this has been done, the party is urged onward by the elders of Ber-Gathy amid blessings and well-wishes. The priests give the admonition that time is running out for everyone; they estimate that if the party has not returned in eleven days the plague will grow beyond even the powers of the Cup and Talisman of Al'Akbar to stop. When the party is ready to leave the city of Ber-Gathy, go to Chapter One.

Wandering Monsters & Statistics

All monsters' statistics are given in the Combined Monsters Statistics Table on the inside of the module cover. All the random encounters appear below in the Random Encounters Table. Each column on the Random Encounters Table corresponds to a specific area. Each subsection of the adventure indicates which column to use in this table. Unless stated otherwise, there should be two random encounter checks per day, and one per night. The table indicates whether or not an encounter will occur and the nature of the encounter with a single die roll.

Journey to Khaibar



Encounter Setting

The Desert of Arir is a vicious combination of sand desert and salt flat, and is considered rugged terrain (see DMG movement rules, page 58). The escarpments to the north are treacherous and sheer, and should be considered very rugged terrain. The track that trade caravans use is barely perceptible and is still rugged terrain, but it has the advantages of staying close to the escarpment and having water sources at strategic points.

If the party stays on the track, there is only 1 chance in 10 per hex of getting lost. If this happens, the party randomly drifts away from the true track 60 degrees right or left of the intended direction. Characters off the track can automatically get back on the track next movement turn (using the escarpments as a reference point). There is an equal chance that they may get back to the track ahead of, behind, or exactly where they left it, depending on how many hexes with a track symbol are adjacent to the party's position.

Use the standard DMG rules (see page 49) if the party willingly wanders away from the track. All mounts which enter a desert hex next to a hex containing water will immediately strive to move towards the water source and drink. Magical means may be necessary to prevent this, as mounts will not respond to their reins under these circumstances. Drinking results in the loss of at least one hour of time. Hexes containing water include oases, rivers, streams, lakes, salt marshes, and the salt lake.

The Lake of Death (see Map II) is a large salt lake in the center of the flats; as described above, all mounts will immediately strive to move directly towards the salt lake when entering an adjacent desert hex. If not prevented from going there, the mounts will drink the salt water and die within 1d12 hours (roll separately for each animal).

There is a 10% chance that any oasis has been poisoned by underground seepage and will have the same effects as the water from the Lake of Death. Salt marsh hexes are where a river is so sluggish that the water has turned brackish and salty and is poisonous to drink; otherwise consider this terrain as standard marsh or swamp. Vegetation hexes are a narrow band following rivers where soil can support some plant life; small shrubs and cacti are found there.

Rugged terrain, such as that of the track, usually allows 15 miles of travel per day; however, there are only 13 hours of light available (including dawn and twilight). Travel at night is permitted but the chance

of getting lost reverts to the standard for desert, 4 chances in 10. Except when the PCs actually enter an escarpment hex (such as the one just northeast of Khaibar), one hex per hour is a good approximation of their travel speed. Movement afoot — should the unthinkable occur! — is five hexes per day (two per day in escarpments), assuming all characters retain all gear, armor, and weapons. If they choose to lighten their loads, follow the rules on page 58 of the DMG.

The three encounters described below will occur on the first, second and third days of the trip whether the party uses the track or selects another route. Use the first column on the table for random encounters.

Encounter Key

The Worm of the Desert

You are each riding one camel. The sun has been descending past its zenith for two hours on the second day of your journey when something unusual happens. The camels become skittish as a low rumbling seems to come from the ground. Suddenly, cracks form in the rock and the sand slowly pours into the dark crevices.

A huge purple worm pops out of the sand about 10 feet away from the last camel in the party. The worm attacks that camel and its rider first. It attacks randomly on subsequent rounds. It can only use its bite on the first round. On the second round and thereafter, the worm uses its poisonous tail sting as well.

Every round, there is a 10% chance the worm hits the ground to create a strong vibration. This causes a sinkhole to form under one of the camels (at random). The rider may jump off to safety, or attempt to force the camel to run out of the sinking sand. In the latter case, the rider should roll under his Strength score, or sink with the camel. Victims of the sand remain 10 feet under the surface, alive for one round per point of Constitution. Other party members may rescue a victim, digging at the rate of one foot per rescuer, per round.

The worm's mouth is large enough to swallow both a camel and the character atop it; the sting may hit either the mount or the rider but not both (50% chance for camel, 50% chance for rider). When reduced to 25 hit points or less, or when two characters (or camels) have been swallowed, the worm attempts to escape through a sand tunnel. At this point the party has only one more round of combat; either the worm is killed, or it escapes down

its tunnel, collapsing the sands after it to prevent pursuit. If the worm is killed before it escapes and is cut open and searched, the following are found in a gizzard-like digestive organ: two longswords, one shield, two spinels (500 gp each), one emerald of 1,000 gp, and a black sapphire worth 5,000 gp (actually a *Gem of Reason*).

Bolts from the Blue

It is near midday on the third day of your trek, and the desert heat is at its worst. As you near the crest of a dune it seems your prayers have been answered, for you feel the welcome touch of a cooling breeze caress you.

At the top of the dune you see a strange cloud, dense and compact, yellowish-green in color; it is moving quickly towards you. The cloud's bottom appears to be only twenty or thirty feet above the sands. There appear to be lightning discharges within the cloud, but none are striking the earth. No rainfall is visible underneath the cloud. The strong breeze cools the sweat on your back, as you watch the cloud draw nearer.

The cloud is a harmless illusion, and it certainly does not cause the breeze which is coming from behind the party — that's from Malfort, a very old, huge blue dragon! If some player picks up on the clue and looks behind instead of at the cloud, he sees the shadow of the hovering dragon coming towards them. In this case, the party should not be surprised. Otherwise, the blue dragon gets a surprise round on the party.

Malfort can speak and cast spells. Its lair is miles away in a cavern in the escarpments, with a very well-hidden entrance, and is irrelevant to the outcome of this adventure. If the PCs want to hunt for the lair when this adventure is finished and the time constraints are gone, there is a 10% chance of finding the lair (cumulative per week of searching the escarpments).

The dragon always flies overhead first, using its fear aura to cause the camels to throw their riders and flee in panic. The dragon, on this same pass, uses its breath weapon on as many of the characters as possible. On the following round, the dragon wheels around and lands. The party should be able to engage in melee with the creature on the third round.

**Malfort's Spells:**

Level 1: *charm person, comprehend languages, melt*

Level 2: *flaming sphere, irritation*

Level 3: *Melf's minute meteor*

In the 6th round of combat the mysterious green cloud envelops the PCs and the dragon alike. At that point the dragon decides to use its breath weapon again. When this occurs, read the section below to the players:

The old blue dragon rears his mighty head, a gesture you know means the breath weapon is about to strike. With a sinking feeling you prepare for the shock should the dragon choose you for its target. The thick yellowish-green of the cloud billows about you and, as the bolt of electricity leaves the dragon's mouth, the universe seems to explode...but the bolt never reaches you as you realize in horror that the green cloud has turned into a howling wind that is sucking you into some sort of abyss. The shrieking dragon is now spiraling into the weird blackness, letting forth a final mighty roar of rage as he vanishes.

Suddenly silence and light prevail. A ten-foot-tall man is standing where the vortex used to be. Large double wings protrude from his back, his skin glints with the colors of bronze, copper and gold. In his belt is a huge sword glowing with bright light. He slowly turns toward your party, observing each of you silently, his eyes sparkling like topazes, full of intelligence, compassion and wisdom.

The creature is Cerebrus, a solar sage who came to help and enlighten the party in the ways of the universe. He apologizes for being late, introduces himself, and without answering the party's questions, he takes a high-brow, professorial attitude, explaining the following:

"Ahem... Well, my dear scholars, the greenish-yellow cloud which you have just beheld was, as you certainly all guessed, the physical and metaphysical manifestation of a pseudo-resilient nexus of incredible magnitude, more commonly referred to as a common overlapping juncture, affecting our spacio-temporal continuum between dimensions and planes of our sentient universe. This particular nexus has developed a weak focal point in the extra-sentient fabric of sequential reality, alternate times, and parallel voids. Only rarely has there been a nexus involving several worlds, like the one

just encountered, which, as a by-product, instigated a weakening mode of some selected intra-telluric fluids, causing the dimensions to oscillate even more! This utterly amazing display of the draco electricus specimen's massive energetical vibratory discharge combined with his powerful magical dweomers amplified that of the party, and ultimately co-effected a unique catalytic phenomenon that shattered the feeble nodal skeins of the intra-dimensional nexus, causing a multi-dimensional vortex more powerful than the ether cyclones in the astral plane, all of this quite naturally boosting the magnetic fluxes and refluxes..."

Etc., etc. The technical explanations of the solar sage should go on and on, and become more and more obscure and bizarre, using a strange jargon that only men in several thousand years could perhaps hope to understand! Finally when reaching the party's limits of patience, Cerebrus adds, pointing his golden finger:

"Quite fortunately, however, I have managed to repair the dimensional rift, but incidentally, I ought to point out the hazardous possibility that planar, interplanar, and extraplanar life forms of varying evil malignancies might have sensed the dweomer's incredibly powerful ethereal echo emanating from the Cup and Talisman of Al'Akbar through this opening, and may notwithstandingly interfere! Still, the Higher Powers of Good do indeed want your group to be successful in its quest. This much aid and some little more we may send you, but beware: the countermove of Evil is already underway."

The being raises his hand and his sword, which glows with an unbearably bright white light. PCs slain by the dragon are now alive and at full strength, and all wounds have been healed; furthermore, the scattered camels are all together here and are calmly awaiting you. Some time later you notice that your waterskins are full of cold, clear water which tastes like the headwaters of a mountain stream. As an option, the character with the highest Intelligence, preferably a mage, should find an extra tome titled "De Revolutionibus, Orbium Coelestium," filled with a totally useless scientific gibberish comparable to Cerebrus' speech, that only a creature with 20 or more Intelligence can understand.

The Border of Death

Shortly before daybreak a fanatic assassin sent by the Mad Dog of the Desert (see Chapter Two) creeps into the party's camp. He attempts to crawl up to a camel, and conceal a fist-size metal sphere in one of the

packs. Characters on duty without infravision have a 25% chance to spot him each round (45% with infravision).

If he thinks he has been spotted, the assassin tries to flee southward, dropping the sphere in the middle of the camp instead. If the assassin has not been spotted, he leaves a message near the camel saying: "Death to the imperialist merchants! You will not live to regret crossing the Border of Death! — Wind of the Desert". Soon after the assassin breaks away from the camp, a brief sand storm covers his foot steps. The party has no chance of finding him.

If examined, the metal sphere shows small squares sculpted on its surface, with a ring fixed on the top. The item has no power of itself; however, a special *delayed blast fireball* has been cast on the sphere to explode one hour after the ring is pulled off (which the assassin does when concealing or throwing the item). The blast causes 14d6 points of damage within a 2" radius globe.

The assassin is totally mad (although quite effective in his craft). He claims to be an obscure prophet seeking to avenge the destruction of the Khaibar realm. Anyone crossing the border is to be executed immediately. The party cannot learn anything else from the madman.

If the PCs search his pockets, one of them finds a set of false identity scrolls bearing the seals of various neighboring realms, a dagger with a small jar of insinuating poison type D (one dose), half a dozen small metal rings, and 25 pp coined in Ber-Gathy. He also has a map showing a camp that is apparently a few miles south of the trail.

The party may freely follow the map's guidelines; however, they discover that the camp has been abandoned for several days. The only clue the party should find is a series of straw practice targets with several large holes blasted nearby. A dozen camels' footprints lead to the west. If the party has a ranger, they may follow the track with the same chances of getting lost as if following the merchant's trail. The track leads to Khaibar (see Chapter Two).

The Sewers of Khaibar



Read the following when the party comes within a mile of Khaibar.

You can now smell the salty sebkhas of the once-great River Taal, now a sluggish, muddy oued barely sufficient to provide life. Everything in the region seems to be in a state of decline and decay. The sun is ending its daily journey across the sky. A great walled city appears above the final great hamada. A barred drainage tunnel leads into the oued on the southwest side of the casbah; you are approaching from the northeast and are approximately a mile away from the walls.

Encounter Setting

The city of Khaibar is a ghost of its former self, except for a small army of brigands led by an assassin, Al'Farzikh, and a thief, Vahtak Bey. Khaibar's civilians are simply a few servants and tradesmen there to provide services for the army. Most of their wealth comes from extorting tariffs from passing caravans; Khaibar is an oasis (however bleak) along a major trade route.

Another important leader hides in Khaibar, but he is considered as an extremist, even by Khaibar's standards. The elusive leader calls himself Wind of the Desert, but the locals often nickname him the Mad Dog of the Desert. He believes no caravans at all should cross the desert and those responsible for Khaibar's decay should be punished. He owns a private force of a dozen fanatic assassins to carry out his policies. The Mad Dog seriously thinks about taking over the city. Al'Farzikh, Vahtak and the Mad Dog's statistics appear in the NPC Capsule in Chapter Three.

If the party waits until nightfall and observes reasonable precautions they will be able to make it to the drainage system entry point unseen; they may, however, choose to try their luck in the city first. There are caves in the escarpment, as indicated by the temple elders, where the camels can remain safely hidden. The caves connect with the sewers through several secret passages.

If the party rides their camels toward the city with daylight still remaining, there is an 85% chance they will be spotted by the city inhabitants. If they walk toward the city with daylight remaining, there is a 65% chance they will be spotted. If they approach within 50 feet of the city wall even at night, there is a 75% chance they will be spotted, although the bandits cannot recognize them in the darkness. These chances can be modified by spells, magical devices,

etc.; a combination of *invisibility* and *silence* should make them undetectable, for example.

If a guard spots the party sneaking around, word will immediately be spread along the grapevine but no hostile action will be initiated. The city will assign some scouts (low-level thieves) to shadow and size up the party and its intent, and will attempt to ambush them on their return — after they've gotten some treasure! An encounter of this type is described at the end of this chapter. However, the circumstances (for example, Al'Farzikh is dead at the time of the ambush) will dictate whether or not this encounter should occur.

If the party decides to investigate the city first, go to directly to Chapter Three. If the party elects to follow the elders' advice, their instructions lead them to area #1 or one of the caves. Use Map VI; the dots at some sewer intersections are vertical shafts leading directly to the streets of Khaibar. The exits corresponding to sewer shafts are easy to find because of the regular pattern in which shafts are laid-out (see Chapter Three and map of Khaibar). Use the second column of the Random Encounters Table for wandering monsters. There are no random encounters beyond area #8.

Encounter Key — Map VI

1. The Drainage Grate

Read the following boxed text to the players when the party approaches the sewers entrance from outside.

Following the instructions the elders gave you, you find the main sewage and drain for the city near the river. Beyond the old worked stone of the drainage ditch, you come to a point where the drain disappears into a small hillock which blocks your view of the city walls, some 200 yards away. A large steel grate protects the drain, evidently in good condition. Your instructions end here, telling you that somewhere in the drainage tunnels is the most likely entrance to the tomb, where the Talisman may be found.

The party will open the grate regardless of the Strength applied; however, when using a Lift Gate attempt, any unsuccessful score causes the grate to creak loudly. In this case, the party will not be able to surprise any of the creatures dwelling on this level of the sewers.

2. The Drain Tunnel

The entrance passageway is ten feet wide and ten feet high, and after thirty yards, the tunnel branches to the east and north. The drain is hard, smooth worked stone, a marvel of engineering which has survived centuries. All surfaces are cool and damp, and tapping reveals them to be extremely solid. The water is half-an-inch deep, draining slowly but perceptibly towards the outlet through which you entered. A mixture of sewer and storm drain, the smell is somewhat offensive and is very unpleasant to the keener nostrils of elves and half-elves.

The entire drainage grid is slightly higher to the northeast and slightly lower to the southwest, in order to provide for a general flow towards the outlet. In the immediate area, there is no dry spot on which to walk. Arrows on the map show the direction of flow at each intersection, although the PCs should get this information only through careful observation. The block containing the secret door to the tomb area had to be kept dry, and was set imperceptibly higher than the surrounding area, which is why the direction of flow in that area is odd. The PCs may notice (if the players ask) that the stone is dry in the shaded area on the map. The floor is cool and damp but has no standing or moving water over it.

Each intersection except area #3 has a 10-foot diameter shaft leading 20 feet straight up to an iron grate bolted into a street of Khaibar. A successful Lift Gates roll will push it open. Each shaft has iron rungs for worker access (in former days), but there is a 50% chance that a rung 10 feet up has rusted and will give way. If this happens, have the PC make a Dexterity check to catch another rung.

3. Shaft to the Palace

This is the drain shaft for the palace courtyard, and was the Sultan's secret entrance to the drain tunnels and thence to the tomb area. The rungs, if examined, show no signs of rust and in fact are of a non-tarnishing metal and are perfectly sound. The grate is in good condition and is held down only by grass which has overgrown the edges (strength of 11 can open it from below — any strength will be successful from above).

The grate opens on an inner court of the palace, west from area #79. A palm tree conceals the area from the guards on the wall. Should the party decide to continue their exploration from there, use Map III —



The Sultan's Palace. There is a 50% chance a cook drops some old soup into the drain when the party climbs up.

4. A Sticky Situation

In the corridor ahead lies a three-foot-high mound of what looks like mud and refuse that washed down the drains and collected. Several blue flies buzz about the smelly pile, landing on it once in a while for another taste of the feast.

The smelly pile is a gibbering moulder. If the gate creaked when the PCs entered the drain system, the creature has converted the stone floor in a five-foot radius around it to thick, sticky concrete. If the gate did not creak, it begins the process whenever the party approaches within 60 feet. At 40 feet or when attacked, it flings its spittle against the wall to produce a flash and begins to gibber. If attacked from beyond the 60 foot range of its confusing gibbering, it quickly moves to place at least some of its attackers within range. It spits and babbles every round.

Inside its gullet are three gems: two tourmalines worth 500 gp each, and an oriental topaz worth 1,500 gp. Note that this is a large version of the gibbering moulder, grown to 7 hit dice in size because of ideal surroundings.

5. Carrion Men!

A shaft that leads up to the city opens above this corridor. If the PCs pass below the opening, what seem to be several ropes drop around them.

The shaft is the lair of three carrion crawlers. They are waiting, hanging onto the shaft walls with their heads downward for greater protection (AC 3 against weapons in hand). All 24 tentacles will attack the first party member under the shaft, thereafter splitting attacks if necessary vs. all available targets. The DM must be exact in presenting the tactical situation; the low ceiling makes line-of-sight for ranged attacks such as missiles very difficult, especially those aiming for the softer body which is higher up the shaft. Paralyzation lasts 10 turns from the time the last tentacle hits (i.e. duration is non-cumulative); a *neutralize poison* immediately aids the victim.

The creatures' lair is located halfway up the shaft, in a small cave. If the party decides to search the lair, read the following text to the players.

You see a large (4' diameter) hemispherical mound of partially-digested and cor-

roded bones (mostly rats and other small animals, but some may have been human or demi-human) and metal. There are thousands of coins of various metals, copper and silver predominating.

There are 320 copper, 310 silver, and 180 gold pieces mixed in one pile. They are not in sacks and space must be made in the party's packs or sacks if they are to be transported. Underneath the coins are three sets of *studded leather armor* +1.

6. The Sky is Falling

A lurker is on the wall, undetectable 90% of the time; if the party actually prods that part of the wall, the creature springs and attempts to envelop a prey.

It is wrapped around the north and west passages at a right angle so that it covers 10 feet both to the north and west of the intersection, but not to the east. The lurker prefers to wait to envelop the maximum number of victims, but springs forth if it senses a target begin to retreat. Remember, trapped victims can only use weapons in hand that are three feet or less in length.

Within the lurker's digestive system are five plain golden rings (worth 20 gp each), a fist-sized metal sphere with a ring on the top, and a crystal vial with a red liquid in it. Actually none of these items have magical powers, and the red liquid is plain wine from an unfortunate adventurer.

7. Three Heads are Better than One

In the last several decades the gorgimera dwelling here has been the reason why no one has reached the secret chamber. By chance its lair is established some 20 feet north of area #8, although the monster patrols regularly for prey.

Above this area is a drainage shaft that leads up to the city. The lid is loose and the gorgimera can leave if it needs to. The brutal but practical government of cutthroats in the city above find that dropping rule-breakers, merchant victims, and undesirables down these shafts not only rids them of troublesome people but also keeps down hunting flights of the monster.

The gorgimera always makes at least one breath weapon attack before the party can close for melee; there is an equal chance that it is fire breath or petrification. Characters have a two in six chance of striking the lion parts (AC 5). If the gorgimera falls to 20 or less hit points it flees, flying to and then climbing up the next shaft to the north and bursting through the grate.

About 10 feet behind where the party encounters the gorgimera (it advances to meet them) is a pile of bones, rubbish, and rusted armor. Under the pile, the party can find a map case, with a crude map of the immediate area (show Map V to the players).

Also in the pile of rubbish can be found 500 pp, a flask of *oil of acid resistance* (1 dose), an *elfin chain mail* +2, and a *rope of entanglement*.

8. Secret Entrance

If the party found and understood the scroll from area #7 (Players' Map V), this door can be located and opened without difficulties. If the party did not understand the map, the chances to find and open this secret door are at the usual percentages. If the party does not have the map at all, chances of locating the door are 10% less than usual due to its exquisite construction. If the door is opened, read the following:

As you press the keystone, part of the wall slides to one side without making a sound. The secret door is extraordinarily thick and well-crafted, which may explain why no one has been able to find the entrance in the past.

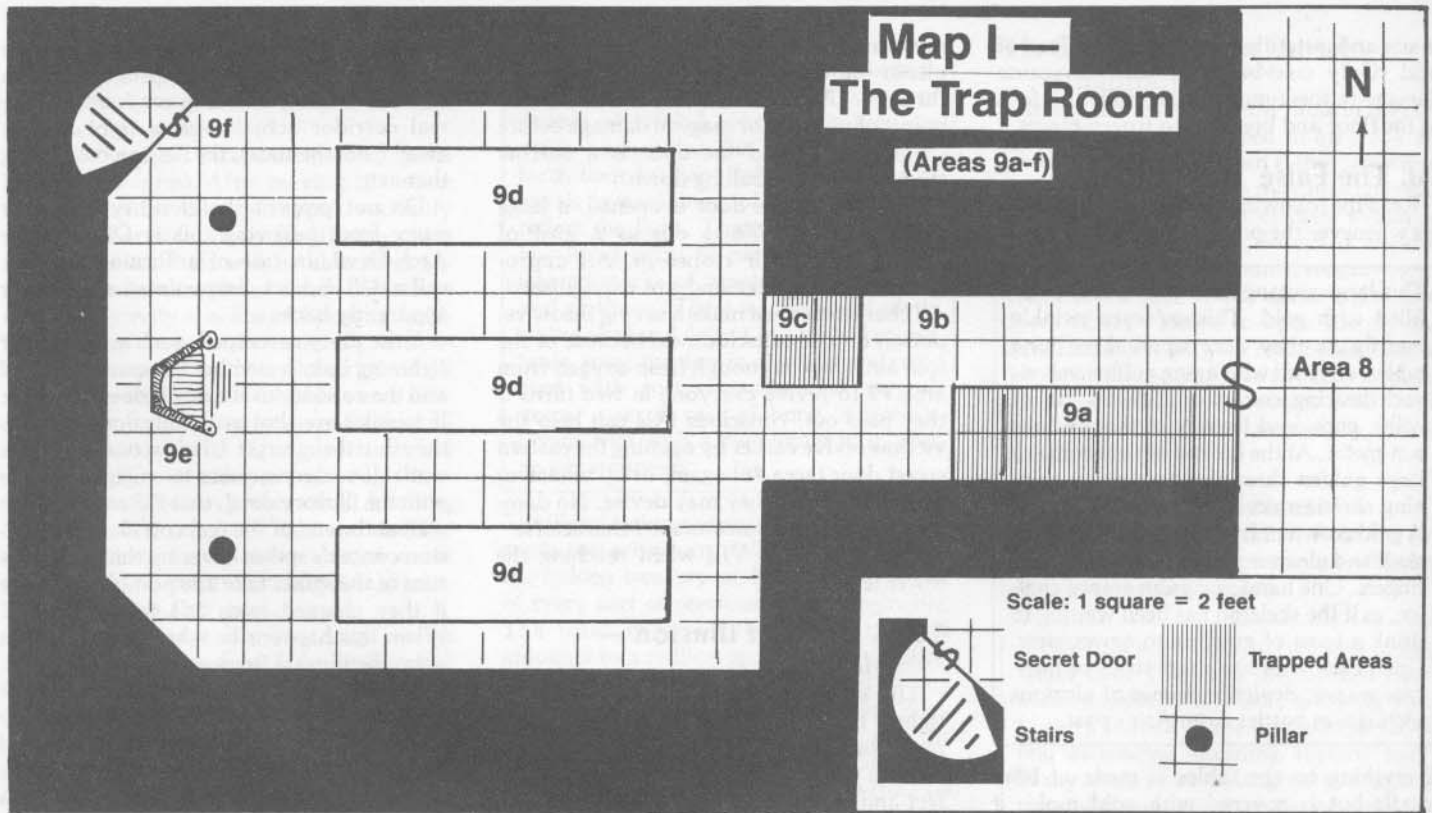
9a-f. The Trap Room — (See Map I)

This room is the entrance to the lower level of the Sultan's Tomb. Several traps have been laid out to prevent profaners from soiling the sacred vault. It is a large rectangular room, with a corridor leading east to the secret passage (area #8).

Each element of this room is described in the sub-encounters a-f below, which are: (a) a pit trap located near the secret passage, (b) the deactivation mechanism for the trap, (c) an acid trap at the west end of the corridor, (d) a false treasure, (e) a throne concealing a keyhole, and (f) a secret passage in the northwest, connecting with area #10, on the lower level.

9a. Corridor & Pit Trap

An 8-foot-wide corridor of dry stone extends 20 feet west from area #8 to the rectangular room. The southern half of corridor, extending 16 feet west from the secret door is a pit trap, appearing as a shaded area on the map. Nothing happens until a character reaches the middle of the shaded area, at which time the pit door, hinged on the north, suddenly opens. Any character standing on the shaded area falls into a 30' deep pit covered with spikes. Falling damage is 3d6, plus 1d4 per spike. The number



of spikes hitting each victim is equal to 20 minus the victim's Dexterity score. Require a saving throw vs. poison for each spike wounding a victim; the poison has turned into an inoffensive reddish powder, but there's no reason to let the party know that now!

Ten skeletons, previous entrepreneurs the trap has claimed, lie on the bottom of the pit along with two swords, one mace, one brooch, two gold rings, and a pair of boots in good condition. Apparent treasure value is 35 gp, but one ring is actually a magical *ring of sustenance*.

Although the pit door snaps shut after it opens, careful triggering and spiking should permit an easy rescue of any unfortunates on the bottom. If all of the party fall into the pit, getting out will be more difficult. If a thief successfully climbs the 30' wall he may attempt to remove the trap on the door-hinging mechanism. An additional Climb Walls roll is made at this point because of the difficulty of doing this and hanging on at the same time. If the Remove Trap roll is successful, the trap door remains open and the thief can climb out.

If a thief is unsuccessful or unavailable, the ingenuity of the party is tested. If a character can get near the door (*levitate*, *fly*, etc.), he can hammer spikes into the door, attach a rope to it, and let the characters below pull the door open.

9b. The "Off Switch"

Sixteen feet away from the secret passage (area #8), the safe path between the two traps (9a and 9c) makes a right angle turn south. At this point on the north wall, 5 feet off the ground, is a set of hemispherical indentations in a pentagonal arrangement. This was the deactivation switch the caliph used to make areas 9a and 9c inoperative. He pressed his crown into the wall, and the mithral spheres that were atop the five peaks of his crown (replacing the usual pearls or other gems) fit perfectly and simultaneously into the indentations, disarming the two traps.

The PCs may notice the indentations; make a secret roll using the following chances: 30% for thieves, 30% for elves, 15% for half-elves, and 5% for others (the percentage for elves and half-elves is cumulative with the thief's chance of success). If one of the party notices the indentations, draw a simple sketch of the indentation pattern.

If any objects of approximately the right size and shape (such as marbles, sling bullets, fingers, etc.) are thrust into the indentations simultaneously, the traps are deactivated and the secret door closes. Unfortunately, the indentations crush anything softer than steel placed inside them, including marbles, lead or silver bullets, and fingers. Victims suffer 1 point of damage per

crushed finger and are unable to use the wounded hand until properly *healed*. Pressing into the indentations again reactivates the traps and opens the secret door to the sewers (area #8).

9c. Acidic Fungus

When probing or stepping on the shaded area #9c, a panel in the ceiling 10 feet overhead silently slides open, releasing several gallons of acid. The acid pours over characters within the shaded area; those characters outside the shaded area, but no more than 3 feet away, take splash damage; characters beyond 3 feet are unaffected.

Victims under the pouring acid suffer damage equal to their AC plus seven, and then save for each piece of equipment exposed to the acid. Characters in the splash area must make saving throws vs. poison or take half that damage (their equipment is not affected). The acid on the floor then trickles down into the pit at 9a, through tiny cracks in the stonework.

The acid is a natural byproduct of the acidic fungus above, a four-foot cube of purplish jelly-like mass, apparently composed of hexagonal cellular subunits. If left alone, the fungus can do nothing else; it requires a month to regenerate that quantity of acid. Anything or anyone touching the living fungus must make a saving throw vs. acid. If attacked with electricity, it doubles



in size and instantly releases another load of acid. Only cold-based attacks can cause damage to this fungus. When killed, it falls to the floor and breaks into frozen pieces.

9d. The False Treasure

Read the following boxed text to the players whenever the party observes this room.

This large rectangular room seems to be filled with gold. Thieves' eyes twinkle merrily as they gaze upon three long tables, covered with aging golden velvet, each bearing coffers and chests full of coins, cups, and jewelry of the precious sun-metal. At the far end of the room is a large golden throne, where sits a grinning skeleton dressed in tattered finery. A gold crown of five points rests upon its skull and gleaming rings bedeck its bony fingers. One hand grasps an empty chalice, as if the skeleton has been waiting to drink a toast of greeting to newcomers. Upon each wall hang tapestries of intricate weave, depicting scenes of glorious victories in battles from Arir's past.

Everything on the tables is made of base metals but is covered with gold mold, a variety of yellow mold that has exactly the same color as gold; in all other respects it is the same as yellow mold. The skeleton is a thief who made it this far, but contracted the yellow mold disease and couldn't get out. Ironically, he is wearing the "key" and sitting on top of the keyhole (see 9e). The crown has mithral spheres on top of its five points. The pattern matches that seen on the wall earlier (see 9b), and also matches the indentations in the floor (see 9e) under the throne.

9e. The Throne and the Keyhole

Although the throne looks very heavy, it is actually gilt paint covering a light wooden frame. One human of average strength can easily shove the throne aside without disturbing the tables and their deadly covering of mold.

In the floor under the throne is the familiar pattern of five hemispherical indentations in the shape of a pentagon, which can be activated in the same way as before — and with the same dangers (see 9d). Activating this set, however, opens the secret door in 9f.

9f. The Secret Passage

This secret door is detectable only by magical means. The indentations under the throne (see 9e) or two *knock* spells will open the door. Other spells such as *rock to mud*,

passwall, *dimension door*, and other extraplanar movements are acceptable to get through. The secret door will take 200 points of physical or magical damage before crumbling. Behind the door is a narrow stone staircase spiralling down.

As soon as the door is opened, a large cloud of dust billows out as a gust of ancient, musty air rushes in. All unprotected flames gutter and are extinguished. All characters must make a saving throw vs. poison or lose consciousness because of the foul air. There is enough fresh oxygen from area #9 to revive everyone in two turns if they pass out; conscious PCs can help the victims revive earlier by opening the eastern secret door (area #8) again, or by whatever inventive means they may devise. No damage occurs to the unconscious characters.

Switch to Map VIII when reaching the lower level.

10. A Devilish Illusion — Map VII

The stone stairs are narrow and wind tightly down for about 30 feet; the party must walk single file down the stairs. At the bottom landing the corridor widens to 10 feet and seems to extend 60 feet north to a silver door. The stone in this level is perfectly dry. There are no light sources and the air, though somewhat stale, is breathable. Read the following to the players when the party reaches the bottom of the stairs.

Sixty feet up the corridor a glowing humanoid shape walks towards you with a slight limp. His skin has a reddish cast, and there are two small horns growing out of his forehead. You now see that the limp is caused by a cloven hoof in the place of his left foot, and there is a short, barbed tail dragging along the ground behind him. His rod is topped with a carving of a coiled serpent with a demonic skull. He is quite handsome, and is smiling as he walks toward you, although in a not altogether pleasant manner.

He stands fifty feet away from you, and speaks in a voice which resonates inside your head in your native language. The voice is firm and compelling, and you have the feeling you should agree with what he says. The voice laughs evilly and says, "Long have I awaited such a harvest of souls, children of Law and Good. I'm afraid I cannot let you interfere with my plans any longer. Prepare to die!" So saying, he points his rod and a narrow red beam of very intense energy streaks toward you.

The glowing humanoid, the door and the north corridor are illusions programmed to strike fear into possible grave robbers. The real corridor actually turns right 30 feet away from the stairs, the illusion concealing that exit.

Do not prevent the cleric types in the party from believing this is Dispater the Arch-Devil. In case of a Turning attempt, roll a d20 and act disappointed as Dispater apparently backs off.

If the party casts spells such as *fireball* or *lightning bolt*, remember the space is limited and the corridor to the north does not exist. If missiles are shot at the illusion, it seems they hit their target (they actually hit the wall). If someone closes to engage in melee with the illusory devil, that PC runs into the wall at the end of the real corridor. The illusion conceals spikes covering this wall. Victims of the spikes take 1d8 points of damage if they charged, plus 5d4 for the spikes. When this happens or when prodding that area, the illusion immediately dissipates.

Run "Dispater" any way possible to prolong the party's belief that he is real: simply standing there, surrounded by flames and laughing, casting harmless pyrotechnics, requiring phony saving throws, and so forth. If a player rolls an obvious miss on a saving throw, inform him in a meaningful tone that there is no apparent, immediate effect.

11. Timewarp

Anyone passing through the west side of this 10' square section of corridor and heading east is projected 12 hours into the future. Torches and a substantial dose of lamp oil burn out, some beard growth appears on men, etc. The process is reversed for persons passing through the east side of the 10' section heading west (returning). The purpose is to use up long-duration spells which may be aiding adventurers.

12. Pudding Pit

The corridor leads to a large 10' deep rectangular pit, with a corridor continuing east on the opposite side. A three-foot wide ledge surrounds the pit, with three narrow bridges crossing to the opposite side. The pit, the corridor and the bridges are all made of the same sandy stone.

On the bottom of the pit is a deadly pudding of the dun species, spread very thinly to resemble sand and stone. If a party member specifically calls that he is studying the bottom of the pit, say that there are no stria-



tions or mortar marks visible on the floor. If something is thrown into the pit, it "disappears" slowly, forming a lump if the dun pudding cannot digest it.

All of the paths except the northernmost bridge are trapped. After moving 10 feet on a trapped bridge or ledge, the path suddenly tilts to either side along lengthwise pivot rods. Thief-acrobats will be able to maintain their balance without a roll, but others make a Dexterity check at +4 penalty (adding 4 to the die roll). For example, a non-acrobat character with a Dexterity of 18 would save on a score of 14 or less on a d20.

The safe bridge is permanently locked and does not tilt. A tilting path should dump the PCs into the pit, although cautionary measures can prevent this. A falling PC suffers 1d6 points of damage, and the pudding immediately reverts to a more standard shape (approximately 8' in diameter) around this first meal.

The tilting traps are too large to be detected by a thief's Find Traps ability, but spells and dwarven detection may apply, although the trap cannot be removed. Once it starts flipping, a path continues to rotate every 1d4 round for the next six turns. At the end of the period, all the paths return to their original position and stop until someone sets the trap in motion again.

13. Fire Trap

You see in front of you two massive doors of adamantium, set deeply and securely into the hard stone from which the corridor is carved. There is a large, complex lock which must be opened before the opening bar can be moved. There appears to be no other way around these doors.

A thief can pick this lock on a successful Pick Locks roll at a -10% penalty. The lock can also be forced off by a character with a strength of 18 or higher. Opening the door itself, however, sets off a *fire trap* (see magic-user's spell in the Player's Handbook).

A *dispel magic* will remove the trap. Otherwise, when the door is opened, all characters within 5' of the door take 1d4 + 15 points of damage (save for half-damage). The explosion will not harm the door nor what is inside. A *knock* spell opens the door automatically, but the *fire trap* is still activated.

14. Minor Treasure Room

The adamantium doors open into a huge octagonal room, approximately 100 feet

wide. You blink your eyes as illumination from the room floods the corridor; dozens of crystal spheres mounted on walls and ceiling 20' overhead pour forth their brilliant light. Thousands of jewels in containers of gold and silver, reflect the light. There are surprisingly few loose coins of precious metal, but instead stacks of ingots of gold, silver, and platinum. There is a life-sized silver statue of a local deity. On a central round table, some five feet in diameter and covered with soft chamois, rest several items: a scroll case of bone, a ring, a crystal vial with a blue liquid in it, and an ornate spear.

The illumination comes from *continual light* spells cast within crystalline globes. This is the hidden treasury of Khaibar, consisting of every sort of precious stone imaginable. The total value of the whole treasure amounts to a million gp, provided a sufficient amount of buyers ever existed to buy that much treasure! Furthermore, they occupy 500 cubic feet of volume, and the majority of the stones are small, somewhat flawed gems. For simplicity, allow the PCs to take some of that treasure in piles of one cubic foot, each weighing 1,000 gp and worth an average of 2,000 gp.

The items on the table are traps for the unwary; they all radiate a magical aura. A trap only activates if the party attempts to open the door to area 15. The spear is a *cursed backbiter*; the ring is a *ring of clumsiness* with a secondary power of *feather fall*; the potion is an *elixir of madness*; the scroll inside the case is *cursed* and the first character of any class who reads it contracts an advanced stage of bubonic plague, which is fatal in 2d4 turns unless it is *healed*.

A close examination of the statue reveals that its staff is actually a hollow tube with lenses in both ends. If a character looks through the end closest to the torso of the statue, he sees a close-up view of an intersection of four stone blocks on the northwest wall. Crosshairs within the telescopic device pinpoint this intersection (see area 15), which is the location of the secret door leading to the burial chamber. The players should be shown the illustration on page 10 when they enter the room. The most effective way of marking the position is to work like a surveying team; one person keeps looking through the spotter scope while a partner stands in the target area and marks the correct spot according to verbal or hand signals from the person looking through the scope.

15. Secret Door to Burial Chamber

If any of the items on the table in the center of the room described in area #14 are lifted from the table, even if they are subsequently replaced, a trap may be triggered.

If this secret door is opened within 12 hours of the table being disturbed, the trap activates. A sensitive counterweight system activates the trap, which causes eight secret doors (areas #16a-h) to open silently and simultaneously, with the results described at that point. If the trap was not activated, the northwest secret door reveals a 10' wide stone corridor, also illumined by crystal globes.

16a-h. Mummy Nearest

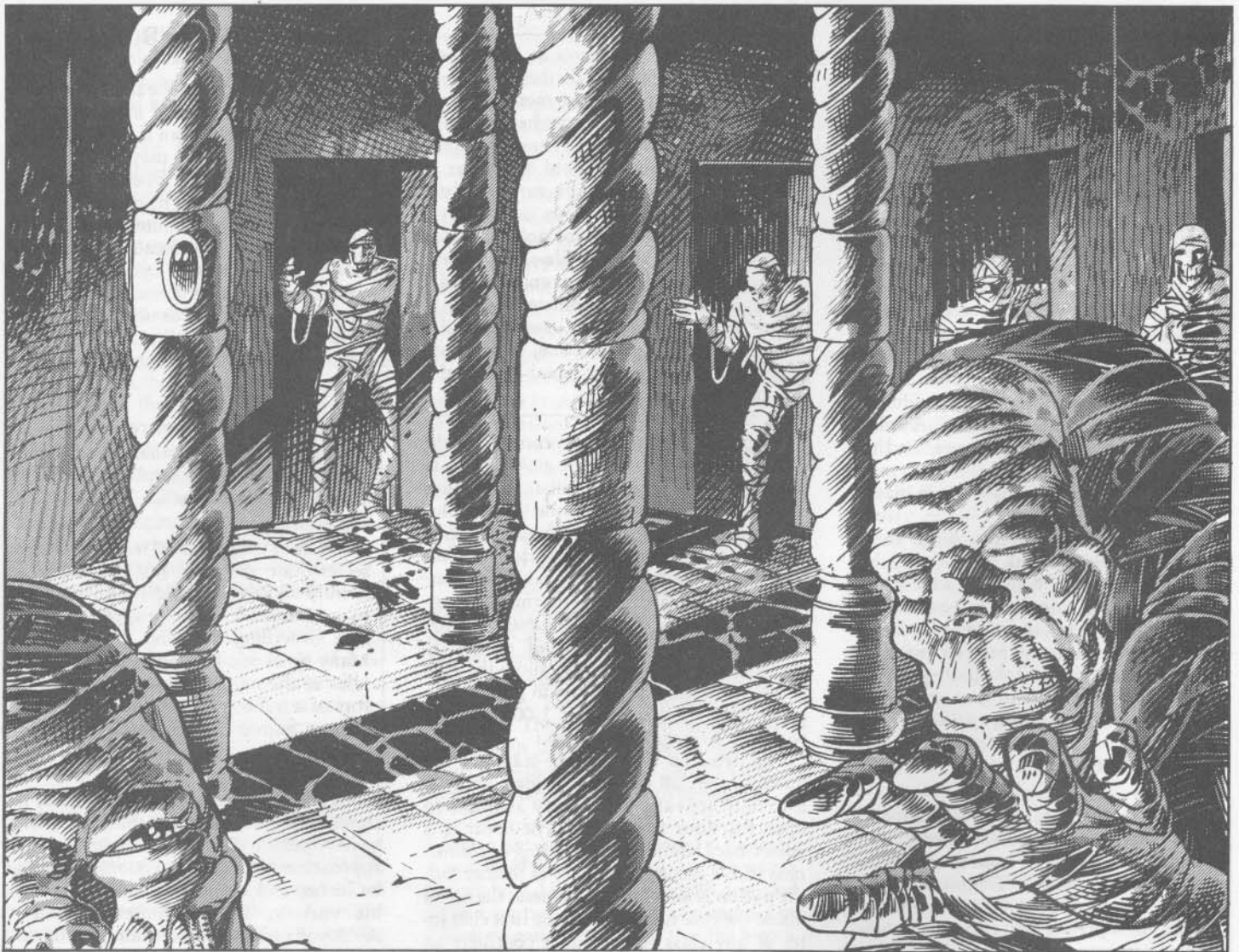
All eight areas are similar. Read the following description to the players when the secret passages are opened.

A five-foot wide door 10 feet west of the secret door you have just opened now silently slides to one side, allowing you to see a human shape wrapped in funereal swaddling shuffling toward you. Many times you had laughed at nomad's tales of the mummy's curse on desecrators of a tomb, but now the stories contain no humor but the chill laughter of death...

If anyone is looking elsewhere than at the secret door, let them know that eight panels have opened and eight mummies are approaching from all directions. They can be Turned and are of the standard, flammable variety. The mummies fight until destroyed or Turned. The mummies' tactic is to close as quickly as possible to reduce the chance of area effect spells; if burning oil is thrown on them they attempt to grapple with attackers to burn them as well. Remember that torches do 1-3 points per blow, but do not ignite the mummies. A burning flask of oil does 1d6 points on the first round and 2d6 points on the second, then burns out.

17. Major Treasure Room

You see a large square room, illuminated by the same type of glowing crystal globes as before. Centered on the north wall is an metal door with a pentagram etched into it, apparently when the door was made. In this room there are all sorts of shelving, cubby-holes, and other types of storing and filing for a vast quantity of scrolls, maps, and other



items; all are neatly labeled, in a language you cannot read.

The northernmost five feet of the room along both walls, the floor, and the ceiling is constructed in strange, accordion-like folds which seem to serve no useful purpose.

The folds move only when areas #18-19 rotate. This allows a temporary compression of the room while the corridors snap into place. All labels are in the writing of ancient Arir, which can be understood with a *read languages* skill or spell. Most of the material consists of war maps and top secret reports once considered vital, but now worthless except to historians. A journal kept by Sultan Amhara can be found. In the journal is a map which shows areas #17 and #19, with one corridor between them (#18), although there are no details about what is within. The journal also contains evidence of Amhara's debate with

himself as to the wisdom of hiding the Cup and the Talisman together — perhaps disguising one and hiding it in a more accessible place would be safer....

There will also be found more obvious treasure, consisting of: one full jar of *Keoghtom's Ointment*; a scroll with two spells of *flesh to stone*; a scroll with two spells of *raise dead*; two potions of *extra-healing*; an *anything ring*; a *staff of slinging*; a *wand of lightning bolts*; an *amulet vs. undead*; a *vorpal shortsword*; and a *portable hole*.

Remember, if a member of the party stores the *portable hole* in any extra-dimensional holding type container, a vortex to another plane is created and everything within 10 feet is sucked in.

A normal unlocked door opens in the north wall. The pentagram is decorative and holds no significance except for the numerological mysticism of the number five which was common in ancient Arir.

18a-d. Corridor Sections

After leaving the last room, you find yourself in a twenty foot long corridor which ends at a similar metal door. The door behind you closes of its own accord.

Areas 18a-d and 19 rotate clockwise when at least one creature gets within 10' of a door at the other end of a corridor. Weight sensors detect the presence of a creature within 10' of a door and triggers the rotation — a *flying PC* would not cause the dungeon section to rotate. Otherwise, rotate this dungeon section 90 degrees times 1d4, a score of 4 causing the corridors to return to their starting location. The doors at both ends of areas 18a-d close when the dungeon section rotates. Doors cannot be opened during rotation, which is swift and silent.



19. Rotating Room

This is a large, square, and featureless room made entirely of metal, with a 10-foot-high ceiling. In the center of each wall is a metal door.

There is nothing of value in this room. The four doors are made of adamantium and lead to the four corridor sections (areas 18a-d).

20. Pit and False Door

You see a 60' long corridor, ending in a sturdy wooden door directly opposite you. A note on the door has been carved in what could be Ancient Arir. A few cracks are visible in the ceiling. There does not seem to be anything else in the passageway.

The door is false and opens on a bare stone wall. The last 10 feet of corridor is actually a 10' deep pit; the trap door hinges on the far side of the pit, making spiking efforts difficult when the door snaps shut again in 5 seconds. Characters who fall in suffer 1d6 points of falling damage plus 2d4 points for the spikes coating the bottom of the pit. The pit can be detected with normal chances and procedures.

When deciphered, the note on the door reads: "Watch your heads!" After a closer look, the cracks in the ceiling appear to be false ones to divert the trespasser's attention. A dwarf has a 35% chance of determining this.

21. Door to the Riddle Room

You see a 60' long corridor, ending in a sturdy wooden door directly opposite you. A note on the door has been carved in what could be Ancient Arir. A few cracks are visible in the ceiling. There does not seem to be anything else in the passageway.

This corridor appears exactly like area #20; however, there is no pit trap and a secret passage opens on the right hand side. It is easy to open, by simply pressing on the panel.

22. Riddle Room

As the door opens, you see a large square room with a high ceiling. There is one other door, directly opposite your

entrance. The floor is made of square tiles six by six feet each, alternately gleaming white and all-absorbing black in a checkerboard pattern.

In the south wall is a series of small round openings, one per tile row, each four inches in diameter. On the north wall is a series of platinum plates, each six inches square, facing the openings on the opposite side of the room. On the inside of the entrance door is bolted a metal plaque, bearing a lengthy inscription, apparently in Ancient Arir.

The round openings are electrical discharge outlets aimed at the plates on the opposite side of the room. Incidentally, the plates are mounted on the wall with *Sovereign Glue* so unless the party has an *Ultimate Solution* they cannot tear them off the wall (each is worth 50 pp).

An electrical discharge strikes anyone stepping on a square unless the correct pattern is followed (see riddle below). A bolt also strikes anyone attempting to climb across the ceiling or walls, or attempting to *fly* or *levitate* across. Magical devices with similar powers are also affected. This causes a climbing or *flying* character to fall, where he activates another bolt if the square he falls on is out of sequence! Each bolt does 3d6 damage. A saving throw is allowed for half damage, but this implies the character leaps to another square, which sets off another bolt if out of sequence!

Show the illustration on page 39 to the players once the PCs have managed to translate the text on the door (spells or thieves' abilities to decipher strange texts will do). The plaque is a series of clues and riddles giving the safe pattern for crossing the room. The language is Ancient Arir; if a character has previously translated this language, he should have no problem translating this plaque. By whatever means, the party must succeed in translating this if they make an attempt.

For the DM's reference, the first four lines just tell the players what the situation is. The original text appears below in italics, with references to the proper path to choose in bold type.

*Patterns of darkness (black), patterns of light (white),
Only one path safe, only one path right.
Bolts of blue punish the ignorant infidel,
And none shall survive his tale to tell.
In the beginning was void, dark (black) without end,
Then came the sun (white), and life did begin.*

Tertiary tread falls on the light of a star (white),

Next find salt (white) or your way Death may bar.

In realm of shadows (black), you will hasten,

A tomb provides work for a hoary (white) mason.

For seven's luck find sun's other meaning (light, thus white),

Or in Hell's dismal gloom (black) you'll find yourself dreaming.

Behind stars (it is dark behind stars, thus black), under hills, empty holes this does fill,

Crown of a three-legged in a sphinx's riddle, gives a pattern to those with a will (in a sphinx's riddle, the three-legged is an elderly man, thus his crown of white hair; white).

Each character can only move from one square to another. Trying to run across or leap several tiles will cause a sudden *wall of force* to stop the PC in the next square.

There is no exact sequence of tiles which must be stepped on, but the color pattern must be adhered to in order to avoid damage. It is possible to use the correct pattern but to fail to reach the other side of the room; the pattern may be repeated safely any number of times. If more than one character enters the room, plot all movements carefully and apply the pattern; if a wrong square is stepped on, all characters on the same row as the mistaken PC are zapped.

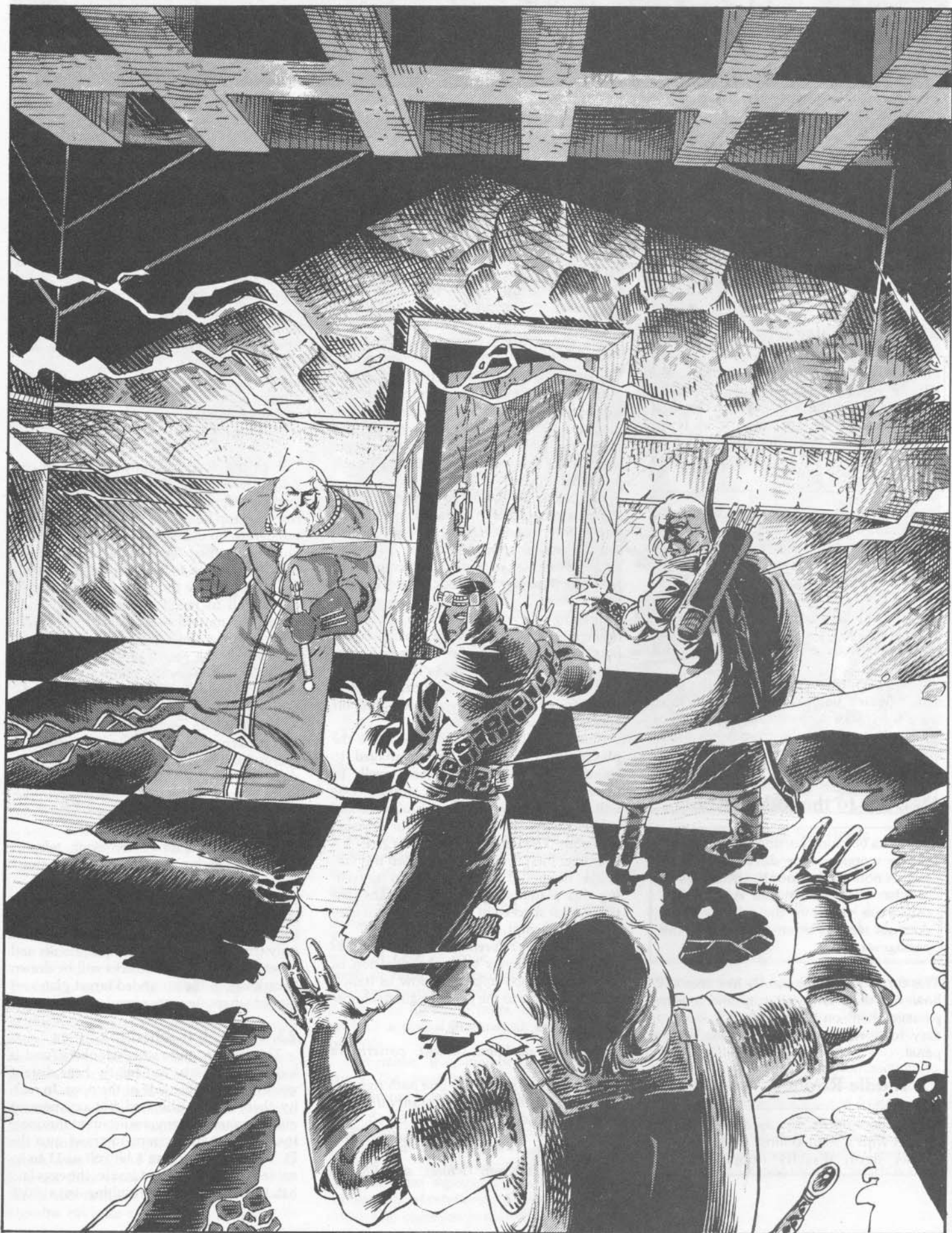
Activating an energy blast always resets the pattern. The next safe step after an energy blast in the room would be 1-Black, then 2-White, 3-White, and so on. This holds true even if the energy blast occurs on step 9 or 10; the pattern always resets to step 1.

Spells such as *dimension door*, *teleport* and other similar travel spells do not function in this room.

Attacks on the room generally have no effect, although cold-based attacks cause superconductivity and the next energy blast *only* triples in damage. *Lightning bolts* and other electrical based attacks will be drawn harmlessly to the grounded target plates no matter where they are aimed.

23. Now 'Ear This!

This door is quite sturdy-looking, and is locked. The party can faintly hear distant voices on the other side of the door. In reality, there is no one beyond, but a permanent *audible glamer*. If anyone listens at the door, four ear seekers attempt to crawl into the PC's ear, each needing a hit roll of 11 to be successful. If any do get inside, the eggs laid hatch in 4d6 hours, resulting in a 90%





chance of death. A *cure disease* spell applied before they hatch kills the eggs and saves the victim.

If no one listens at the door but the party tries to pick the lock, have the seekers come out just as a grim reminder to the adventurers.

24. Entrance to the Tomb

The corridor ends at a door made of the same stone as the surrounding walls, floor, and ceiling. The following note is carved in Common: *"Entrance unto this most holy of holy places will result in certain death, for desecrators will meet the Curse of the Undead. Flee now, confess your crimes, and anoint yourself with holy water lest your very souls be eaten by The Kings Who Can Never Die."*

This is meaningless gibberish intended to frighten off superstitious graverobbers, but it can be played up for the DM's fun. A character with a strength of 17 or greater who shoves against the right part of the door feels it give slightly, then with a grinding noise it pivots along a central vertical axis.

25. The Sultan's Tomb

The room is pentagonal, with the door you have just entered forming one vertex. Along the 10' high ceiling in five locations are the illuminating crystal spheres you have seen before, although they are now partially masked and a tube directs the light of each into a round spot, directed towards the center of the room. In the center is a large marble sarcophagus. On the lid lies a life-sized bas-relief sculpture of a somewhat portly man, dressed regally, wearing a turban and scimitar.

Show the illustration on page 12 to the players. The star portion of the Talisman (see notes in the pull-out section, page 20) is visible, apparently as part of the design in the hilt of the scimitar. The chain and bead portions of the Talisman are hidden inside the marble hilt, which is hollow. A fine marble dust covers the Talisman, which makes it appear as a part of the carving. A PC with normal strength can pry the Talisman loose from the lid, with the chain and beads trailing behind.

If a *detect magic* is used, it shows the *continual light* crystals, but not the Talisman or the sarcophagus. When the tomb is opened, tell the players that as the rays of light strike the dust, a slight "Whoosh!" is heard, and all standing near must make a saving throw.

The sarcophagus is actually empty and the saving throw just a way of making the players nervous.

If an Evil character gains possession of the Talisman, the magic will be drained from his most powerful magic item. This only affects evil beings. The Talisman also has two beneficial powers: the possessor can cast a *heal* spell once per day and can *cure disease* as often as necessary by touch. After the Talisman is found or the sarcophagus is opened, a crypt thing emerges from a secret door (area #26 — see below).

26. Curse of the Crypt Thing

Read the boxed text below to the players when the secret door opens. A faint noise warns the PCs that something is occurring behind them.

A three-foot opening appears as part of the wall slides open. A skeletal figure wearing a brown, hooded robe steps out, motions with its hand, and speaks up in a deep voice: *"Once again desecrators of the dead come to despoil my tomb! I shall let the gods decide who shall live, and the rest will be disintegrated into dust!"*

This is, of course, stuff and nonsense. The creature is not the defunct Sultan Amhara but only a crypt thing, whose major desire is to create discord and confusion. He claims to be *disintegrating* people when in reality he *teleports* them. Characters who fail to make saving throws vs. death magic are *teleported* to the locations indicated below (check locations separately for each victim). Players whose characters have been *teleported* should immediately be separated from the other players. The *teleportation* cancels and reverses the effect of the time-warp (area #11) just as if they had walked back through the passageway.

The crypt thing can only *teleport* once per party, and having done so it quickly retreats into the secret compartment. The party must break through eight inches of hard rock to reach the crypt thing, or cast a *knock* spell to get through.

If the crypt thing did not make it back to the compartment, or if it is dug out, it fights as best as it can, threatening its foes with dire curses far beyond its capacity to fulfill.

Teleportation Table for Crypt Thing (1d%)

01-20	Area #20, north of area #19
21-40	Area #14, next to the statue
41-60	Corridor west of area #12
61-80	Area #20, south of area #23
81-90	Area #3 in the sewers
91-00	Area #1 (see below)

Leaving the Sewers — (See map IV)

This event should occur anytime the party decides to leave the sewer system through the grate (area #1), and only if the brigands spotted the party approaching Khaibar.

Coming out of the drainage system, the call of a bird can be heard. If a ranger or a druid are around, either can recognize the call as that of a forest bird whose range is far northwest of here — but there is no such forest around Khaibar! The out-of-place signal is from one of the brigand scouts, alerting the ambush party.

If a ranger studies the ground outside of the grate area before exiting, he can notice that it has been disturbed as if something were buried there.

The brigands prepared an ambush in order to capture the intruders. Their leader, Al'Farzikh, and Vahtak Bey (see Chapter Three, NPC Capsule) are on the ground area above the entrance. They have buried a *net of entrapment* under the mud, at the exit of the drainage system. One of the two uses a command word to cause the *net* to spring up and trap as many victims as possible. The *net* is 10' square.

If only one PC comes out, the *net* will be activated as he is about to leave the trap area, nine feet away from the drainage exit. All the victims walking on the *net* area when the command word is spoken must make a saving throw vs. spell or be trapped.

Twelve more brigands are hiding behind rocks and bushes along the muddy river. As soon as the trap is sprung, they rush out and attempt to capture the remaining party, or at least try to keep them at bay. All troops have bows. Before a fight begins, one of them will call out "Stand and deliver!" or some other stalwart thievery phrase. If the party resists and appears to be getting the upper hand, Al'Farzikh and Vahtak will discreetly retreat to the city, abandoning the other brigands to their fate. If 75% of the brigands are defeated, they will attempt to run away or surrender, some pretending to be dead to flee later.

If the party agrees to the demands of the brigands, the characters are stripped of gems, coins, obviously magical items like scrolls and wands, and the Talisman and Cup if they have them. An explanation of the urgency of the matter simply makes Al'Farzikh think of how much the Temples will be willing to pay to get it. In this case, he manages to get a huge ransom from Ber-Gathy and the disease will be cured; however, the party will be treated as brigands on their return to the city.

Encounter Setting

Use the fold-up map sheet representing Khaibar when the party enters the city. Khaibar is no longer a major city; many buildings are empty, except for the Sultan's Palace (detailed in Chapter Four), now run by Al'Farzikh who proclaimed himself Sultan, and his Bey, Vahtak. The brigands generally occupy the city while a corps of mameluk soldiers under the Great Mufti's orders guard the palace. At its peak the walled city of Khaibar was merely the hub of a sprawling metropolis, with suburban buildings of the less wealthy extending for hundreds of acres in all directions; the land along the river was jealously guarded and reserved by royal decree for farming. The buildings were made of sun-dried mud, of which there was a plentiful supply, but these and the fields were destroyed by the great invasion long ago. Rubble surrounds the walled city; no shelter remains.

Do not show the city map to the players yet. Let them wander a little in the streets until they locate the Sultan's palace.

The city walls are 15 feet high and in good repair; the peaks of the corner towers reach a height of 30 feet, while the smaller gate turrets peak at 25 feet. In all turrets the highest headroom is level with the inner rampart, which is 10 feet above the ground and is 10 feet wide. The walls have crenelations every 20 feet. Each corner tower has four archer slits, each gate turret has two.

Entering the City

The city's two gates are designed to be opened by winches located at the west and south gate turrets, but can be lifted with a successful Lift Gates attempt.

A few merchants and craftsmen cling to a tenuous existence by providing Al'Farzikh's mameluks and brigands with goods and services. Since this is the case, the guards at the gate will let the party through if they can present a reasonable imitation of a small merchant caravan and pay the entry tax of 10 gp per character. If the characters do not pose as merchants but agree to pay the entry tax, they will be permitted to enter but their descriptions will be noted and reported to Vahtak Bey, as are all non-merchants who enter Khaibar.

If the PCs decide to wear local disguises and hide their weapons, the street patrols should not be particularly interested in these "townspeople." In order for this to succeed, the party must choose an empty building in which to change clothes. All the brigands know each other, and wearing brigands' clothes does not prevent the party from being spotted. Mameluk soldiers are tall (6' 5") dark-skinned men, wearing red puffy

desert pants, long, golden silk waist bands, and green turbans. They are bare-chested and carry scimitars at their sides.

The party may also enter the streets of Khaibar through the sewer shafts connecting with the water drain underground (see Chapter Two). The location of the sewer entrances appear in a regular pattern of four north-south rows of five shafts each. Once the proper row and sewer entrance is identified it becomes easy to find the corresponding shaft on Map VI.

The Sentries

The patrols on the city walls are sufficient to keep watch fairly well, although the entire army would not be enough to adequately man all four walls to fend off a determined assault. Al'Farzikh has guessed, correctly so far, that it is too much trouble for one of the trading countries to bring an army into the desert to capture a city of no intrinsic worth. He keeps his extortion rates below the point at which it would be economical to attack him.

There are always four brigands assigned to each of the four walls, and two brigand leaders in the small gate turrets. Each commands two of the four walls. The sentries walk more or less standard beats covering the middle of their wall section to the turrets; because of their non-military background this is done in an imprecise, lackadaisical fashion except when a leader is around.

Each brigand on duty wears a horn which, if blown, serves as a general alarm and alerts everyone within the palace grounds. Each tower also contains a bell which can be rung for the same purpose. If the alarm is sounded, the mameluk guards in the palace are made aware of the party's approach and prepare an ambush. Go to Chapter Four when the party enters the Sultan's Palace. Furthermore, the brigands *double* all sentry positions on the walls and patrol forces in the city (see Street Patrols below). Mameluk soldiers often remain on duty within the Sultan's Palace.

Street Patrols and Random Encounters

Patrols in the streets of Khaibar are not as common as upon the walls of the city and of the palace. The Random Encounters Table determines the chances of the party meeting a Street Patrol. The frequency of Random Encounters checks in the streets is different from the rest of the adventure; instead of the regular three encounters per day, roll for random encounters on the third column of the table each time the party reaches a group of

palm trees. The result will indicate whether or not an encounter occurs, and the type of encounter. If the general alarm has been sounded, double the patrol forces. There should be no more than one check per hour.

Townspeople are forbidden to roam the streets from sunset to dawn. If the party wears local citizens' garb, and meets a patrol during the curfew, one of the brigands asks for the password (different for every day). If the party is wrong, the patrol attempts to arrest the intruders and take them to the prison (area #28).

There are no more than three patrols in the street during any given day (ignore further patrols indicated on the Random Encounters Table). Patrols appear 1-100 feet away from the party. If a street is too short, indicate the PCs can hear a patrol coming in their direction.

It is desirable to keep track of the troops' casualties. If the PCs defeat a city patrol, for example (killing them, tying them up and putting them in an empty building, etc.), the corresponding number of brigands or mameluk soldiers should be crossed off the roster below.

City Brigands: 100	Casualties:
Brigand Leaders: 20	Casualties:
Mameluk Soldiers: 50	Casualties:
Mameluk Officers: 10	Casualties:
Desert Assassins: 12	Casualties:

The Random Encounters Table indicates the size of patrols, as well as when the Mad Dog of the Desert perpetrates various crimes in the city, as the party explores the streets (see below).

Running Encounters in the Streets

The dimensional rift opened by the interaction of the strange storm, the blue dragon, and the PCs has attracted some very unusual monsters and other creatures to Khaibar; the characters' experiences in the city are far more exciting than the humdrum routine that the permanent residents of Khaibar endure!

At the moment the party enters the city, the Mad Dog of the Desert (who *is* aware of the PCs' presence here) seizes the opportunity to start a coup against Al'Farzikh and Vahtak Bey. Hoping the two leaders' attention will sooner or later be distracted by the intruders, he plans to set off explosions in various parts of the city in order to spread confusion. Any time the party leaves a building, there is a 10% chance one of the Mad Dog's assassins drops an explosive device there. Later during the adventure, the Mad Dog strikes directly at the leaders



in the Sultan's Palace. This event should be played at the moment the party arrives at this encounter area (see Chapter Four).

Whenever the party inquires about a nearby house or decides to enter a building, roll 1d20 and use the following results to find the type of building or encounter: 1-4 empty building, 5-8 occupied house, 9-20 choose a description from the Encounter Key. The order in which encounters are played has no importance and the choice of encounter is strictly up to the DM. There is no need for keying the city map before playing; this in fact will allow more flexibility during the game, along with a greater chance of having interesting encounters as the PCs move about Khaibar. NPCs will not join the party inside the palace, unless as a favor for a great service. Feel free to add more encounters and develop interaction between NPCs and PCs in the city. The inside description of the buildings is not given in this adventure, and the DM is free to add more detail whenever necessary.

Empty Building: This is either rubble, a ruined house, or an abandoned building. The interior is dust-covered with only rodent tracks disturbing the dust. No information of any importance is to be found here, although it will be clear that it was once some type of office or shop. The party could find a great deal of unimportant papers such as bills of lading, inventory lists, etc.

Occupied House: The entrance is always locked, though there is only a 50% chance that someone is actually home. The residents of these buildings are the typical level-zero townspeople, including the merchants who set up the temporary stands in the plaza, prostitutes, beggars, gypsies, etc. At the DM's discretion some of the less savory sorts of townspeople may be assigned character classes and levels: prostitutes may also be thieves of levels 1-4, a beggar who walks a tightrope and juggles for donations may be a thief-acrobat, etc. None of these people will report the party's presence to any of the leaders or to the brigands.

Once an encounter is played, or a building identified as rubble, an empty building or an occupied one, mark the area on the Map of Khaibar to denote its status. Mark the number of the encounter, an "R" for rubble, an "E" for an empty or abandoned house, or an "O" for an occupied house. Any time an explosive device detonates in a building, add a "D" for destroyed. The occupants, if any, must all make a saving throw vs. breath weapon at +2 or take 14d6 points of damage from the blast.

NPC Capsule

Al'Farzikh

Level 7 Assassin

Strength	14	Armor Class	0
Intelligence	16	Hit Points	40
Wisdom	8	# Attacks	1
Dexterity	17	Base THACO	19
Constitution	16	Base Damage	d8
Charisma	14	Combat Bonuses	+3/+3
Comeliness	9	Alignment	LE

Equipment: Longsword +3 (treat as a dagger of venom), insinuating poison type B, elfin chain armor, ring of jumping, ring of protection +2.

Notes: Al'Farzikh has maintained control over Khaibar for the last two years. He does not allow other known assassins in the city, but thieves and brigands recognize his leadership abilities and put up with his petty tyrannies. Strong objectors to his dominance have disappeared or have been found dead in their beds with a look of agony on their faces. He is a grim and efficient man who kills for profit rather than for pleasure, but is capable of utter ruthlessness. If captured, he exploits every legal, political and ethical loophole he can find to gain time or clemency. His appearance is not known to the brigands since he always keeps his face in shadow.

Vahtak Bey

Level 6 Thief

Strength	14	Armor Class	2
Intelligence	15	Hit Points	30
Wisdom	9	# Attacks	1
Dexterity	18	Base THACO	19
Constitution	13	Base Damage	d8
Charisma	12	Combat Bonuses	+2/+2
Comeliness	11	Alignment	NE

Equipment: Longsword +2, leather armor, three kouglars, ring of the ram, flying carpet, cloak of protection +2.

Notes: Vahtak is Al'Farzikh's Bey, his personal lieutenant. He could easily be mistaken for another brigand, wearing only the dust-colored robe and turban of the desert people over his equipment. He often acts as the spokesman for his master, Al'Farzikh. Although he hates Al'Farzikh for poisoning him, Vahtak remains loyal only because the poison is residual and requires a daily antidote. Al'Farzikh is the only one who knows the secret antidote and can keep him alive.

The Mad Dog of the Desert

Magic-User/Assassin Level 14/6

Strength	9	Armor Class	10
Intelligence	14	Hit Points	35
Wisdom	7	# Attacks	1
Dexterity	9	Base THACO	16
Constitution	12	Base Damage	d4
Charisma	16	Combat Bonuses	+3/+3
Comeliness	10	Alignment	CE

Equipment: Ring of mind shielding, potion of fire breath, oil of fiery burning, philter of glibness, staff of thunder and lightning, cloak of arachnidia, dagger of throwing.

Notes: The Mad Dog of the Desert wears a long black robe and turban. He spends most of his time enchanting small metal spheres, bestowing them with the power of *delayed blast fireball* if a small ring on the top of the sphere is pulled off. He always has 1d6 of these concealed under his garb. His other activities include sending his assassins in an attempt to execute the leader of one realm or another, sending threatening messages, or seeking information (see encounter #49). He is currently plotting to take over Khaibar. No matter what, he always denies having assassin's abilities. Because of his isolation in the desert, the Mad Dog was unable to gain more spells than noted below, and usually, the Mad Dog looks only for destructive powers, such as those related to fire or explosions...

Spell Book

Level 1: *affect normal fires, burning hands, firewater, read magic*

Level 2: *flaming sphere, pyrotechnics, shatter, zephyr*

Level 3: *cloudburst, explosive runes, fireball, flame arrow*

Level 4: *fire charm, fire shield, fire trap, wall of fire*

Level 5: *avoidance, cloudkill, Leomund's lamentable belabourment, teleport*

Level 6: *contingency, disintegrate, enchant an item, move earth*

Level 7: *delayed blast fireball, sequester*

The Mad Dog has cast upon himself a permanent *contingency* spell. Any time he loses more than half his hit points, he teleports several miles into the desert. He is quite capable of surviving in such an inhospitable environment and returns to Khaibar within 1d4 days to take revenge upon his foes.



Encounter Key

27. Farah's Funeral House

The floor of this building is carpeted with an inexpensive but tasteful rug. The wall facing the doorway has a large tapestry depicting a black camel bearing a human clothed in shining white samite up a ziggurat-like staircase above the clouds. The human could be male or female, and the head is hooded in accord with the desert religious code against showing faces in art. The black camel is recognized as the nomadic representation of death.

The air in the room is heavy with sweet-smelling incense. The door in the back of the room opens and a heavily-veiled figure greets you and walks towards you.

The undertaker of Khaibar is a dark-haired young woman named Farah Al'Noor (LN), who inherited the business from her father when he died. She wears the traditional tchador: a long veil on her face, and shapeless clothing to conceal her beauty, lest she be pressed into duty as one of Al'Farzikh's harem princesses.

She has sometimes had to dispose of mangled parts of human bodies from the Palace, leading her to suspect that some sort of monster lives within the walls, as well as from the drainage system, which she will not enter without an escort of guards. If the adventurers discuss any of their mission with her, she tells them what she knows and wishes them luck. As she speaks, she takes out a knotted measuring string, takes some measurements of the PCs' sizes, and starts talking about the wisdom of preparing (and prepaying) for funeral expenses should anyone meet an untimely, unfortunate end. Meanwhile, she advises the party to stay at Ibrahim's Mint Tea Parlor (area #42), an honest and well-defended place.

28. Prison

Run this encounter in one of the larger buildings. This is where PCs may be recovered if any have been captured.

The only entrance to this building seems to be through a heavy portcullis, which seems to be guarded by two armed men at all times.

This is the prison, although its large capacity is no longer fully utilized. There are 10 brigands in the prison, along with one leader. The latter is a sadistic brute of low

intelligence named Hassim. He fancies himself a good supervisor of both guards and the prisoners, and claims to be fair but firm. He disdains the "carrot and the stick" method of motivation, adopting the style that has become known as "the stick and the bigger stick:" if one blow does not get the desired result, obviously the blow wasn't hard enough and should be repeated several times.

There are ten prisoners, incarcerated for various minor offenses, mostly having to do with non-payment of taxes, dues, tariffs, or other fees. None of the prisoners is physically sound enough to do anything other than walk, and five require assistance for that. Prisoners who are sentenced to terms longer than 30 days generally do not survive.

29. Temple of the Great Holy One

This temple of the true faith is tolerated by Al'Farzikh only because so many of the traders passing through as well as the permanent residents are of this faith. The chief cleric, Achmed Raisul, keeps a low profile but occasionally makes a secret convert from Al'Farzikh's army. Upon meeting the party, Achmed quickly becomes aware of the party's mission and he aids the PCs as best as he can without leaving the temple. Sanctuary will be provided if needed, as will any *curing* spells within his daily allotment.

Carefully hidden in the temple are clerical scrolls of *resurrection* and *restoration* (one each), which he does not give to the party but will cast if necessary. There also is a magic-user's scroll of *stone to flesh* which he gives to the party because he has heard a rumor that petrified human beings have been found in the city. Achmed also wears a ring with one *wish* remaining, which he gives to the party with the admonition to save its use; there may be a greater purpose for it than even the success of their mission (he is referring to freeing the geased brownies at the bakery — encounter #37, although he does not tell this to the PCs). Achmed has two 1st level clerics to assist him.

NPC Capsule

Achmed Raisul
Level 7 Cleric

Strength	14	Armor Class	2
Intelligence	13	Hit Points	35
Wisdom	17	# Attacks	1
Dexterity	12	Base THACO	16
Constitution	15	Base Damage	d6
Charisma	16	Combat Bonuses	+3/+3
Comeliness	11	Alignment	NG

Equipment: Chain mail +3, medallion of ESP, ring of one wish, staff-mace, talisman of pure good (three charges), pearl of wisdom.

Spells

- Level 1:** Bless, cure light wounds (x2), light, sanctuary
Level 2: Aid, augury, hold person, know alignment, wyvern watch
Level 3: Cure disease, dispel magic, remove curse
Level 4: Cure serious wounds

30. A Strange Shopkeeper

A low voice coming from the building to one side calls out to you:

"Strangers, ho! You seek information about a magical artifact, a holy relic?..." The upper half of a Dutch door is opened slightly and you see a man with skin tanned to a pale brown, six feet tall and of average build, with a shock of dark yellow hair. He gives a friendly smile, revealing dazzling white teeth, and beckons with a finger for you to come nearer.

The friendly stranger is a *polymorphed* ogre mage. Close inspection by the party reveals his black nails and his unusual eyes, which have black pupils with white centers.

The ogre mage sensed the *dweomer* of the Cup and the Talisman through the dimensional rift and he seeks to add them to his collection of treasure. He intends to get information from the party rather than give it, although he cheerfully babbles worthless clues, answerless riddles, etc., while trying to determine if the party has any information of use.

The ogre mage senses if the party has already recovered one or both of the items, and attacks immediately if this is the case. If the PCs try to avoid him, he uses his *charm person* spell and his *cone of cold* (the exact order depends on the tactical situation), before engaging in melee with his huge pole arm hidden next to the door. If in danger of being defeated, he becomes invisible and flies away.

NPC Capsule

Abu, Ogre Mage

Equipment: Halberd +2, jewel of flawless-ness, ring of blinking

Spell Powers: Fly, invisibility, darkness 1" radius, regenerate, polymorph self, charm person, sleep, gaseous form, cone of cold (8d8, save for half damage).

Prerolled Characters



Kerrin Human Cleric, Level 9

Strength: 15 Armor Class: 6
 Intelligence: 9 Hit Points: 45
 Wisdom: 16 # Attacks: 1
 Dexterity: 15 Base THACO: 16
 Constitution: 11 Base Damage: d6 + 1
 Charisma: 14 Combat Bonuses: +1/ +1
 Comeliness: 17 Alignment: LG

Equipment: Chain mail +2; shield +2; mace of disruption; three vials holy water; one flask of elixir of health; potion of extra-healing; scroll of resurrection



Daffyd Half-Elf Druid, Level 12

Strength: 13 Armor Class: 4
 Intelligence: 9 Hit Points: 70
 Wisdom: 17 # Attacks: 1
 Dexterity: 15 Base THACO: 14
 Constitution: 13 Base Damage: d6
 Charisma: 16 Combat Bonuses: +3/ +3
 Comeliness: 17 Alignment: N

Equipment: sling; leather armor; wooden shield; ring of protection +2; staff of the woodlands +3; Nolser's Marvelous Pigments (one pot and brush); Pouch of Accessibility; Murlynd's Spoon



Captain Thumparr Human Fighter, Level 9

Strength: 14* Armor Class: -2
 Intelligence: 11 Hit Points: 77
 Wisdom: 10 # Attacks: 2
 Dexterity: 14 Base THACO: 12
 Constitution: 16 Base Damage: d8(d10)
 Charisma: 11 Combat Bonuses: +8/ +12
 Comeliness: 10 Alignment: NG

Equipment: (*) Girdle of hill giant strength; chain mail +3; shield +3; bastard sword +2, potion of extra-healing.



Rieder der Ritter Paladin, Level 10

Strength: 16 Armor Class: 0
 Intelligence: 9 Hit Points: 82
 Wisdom: 14 # Attacks: 3/2
 Dexterity: 15 Base THACO: 12
 Constitution: 17 Base Damage: d8
 Charisma: 18 Combat Bonuses: +3/ +4
 Comeliness: 18 Alignment: LG

Equipment: Plate mail +1; shield +1, long sword +3 Frost Brand; lavender & green ellipsoidal ioun stone (absorbs 15 more levels of spells, up to 8th level, before burning out); ring of blinking; four beads of force.





Notes: Daffyd's father was a human wizard who concentrated his studies towards helping the plants, trees, and woodland creatures which abounded in his forest home, so it was not surprising that the lovely wood-elf maiden Katrin found the gentle man charming. In fact, their marriage pleased the entire elven community and their son Daffyd was accepted and befriended by all. Daffyd's druidical studies and love of nature do not blind him to some of the harsher realities of life; humans and demi-humans are predatory races, after all. Hunting for sport rather than food arouses his wrath, and several who chose to ignore his warnings have lifelong reminders of their impudence. Monsters created by magical means upset the balance of nature more than anything else, he feels, and are thus his sworn foes.

Notes: Kerrin was ten when she saw her family perish as a band of orcs and evil men destroyed her village. Kerrin and a handful of others escaped the marauders because they were gathering water at the stream when the attack came. Remarkably, the small Lawful Good temple was the only building to be undamaged in the raid, though the cleric succumbed to her wounds some days later. Kerrin was impressed by the spiritual strength of the old priestess and vowed to her that she would take up the clerical mantle upon her passing. Years of study and battle have made her a formidable foe of the evil she has sworn to destroy, although she is equally compassionate in her healing of the sick and wounded. Kerrin feels that monsters cannot help the evil that nature instills in them, but feels raging hatred towards beings who are evil by choice — especially evil humans.

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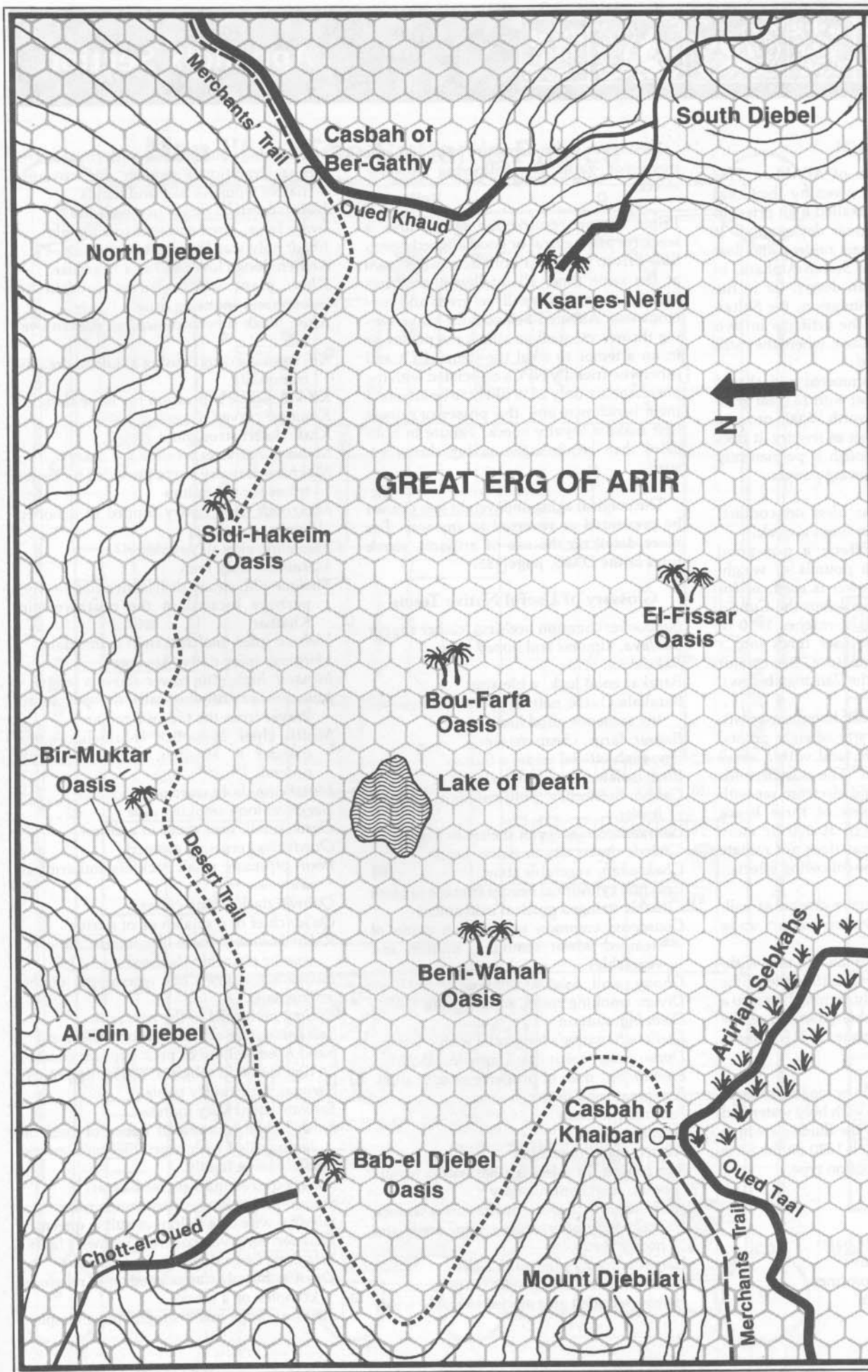
Notes: Rieder's paladinhood comes from a deep inner conviction that the world and everyone in it are good, if you just look deep enough. He readily admits that for some he has had to look very deep, and when he can't find a good quality feels that it is simply a failing on his part rather than admitting that the subject may be irredeemably evil. When faced with evil threatening violence, he enters into battle joyously, knowing that when he slays an opponent that small spark of good will indeed send them to reap heavenly rewards. Although most companions find Rieder's philosophy a bit naive and listen to him with amused puzzlement, the young zealot is a steadfast companion and his optimism can brighten dismal situations.

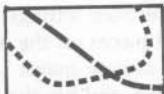

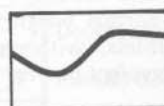



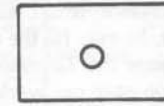

Notes: Thumparr has a double specialization with his bastard sword. Thumparr was a veteran of several terms in various armies, rising to the rank of captain primarily through stubbornness and an innate sense of organization; he survived a few battles because he simply didn't know that he had been beaten. After the wars some army companions cajoled him into joining an expedition to recover treasure from a castle (supposedly) devastated during the war and abandoned. He barely escaped with his life and a little gold, and continues adventuring only because he doesn't know how to do anything else. Thumparr seems to expect to be the first in the party to take damage, even if only one arrow is fired from ambush; he doesn't like it, but he expects it. He doesn't like magic-users and launches into a lengthy diatribe about one "Delkus the Demand-More," but has worked with Horace before and tolerates him. He insists that all characters pull their weight with the party, doing what is expected of their class.

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Map II — DM's Map of Arir



-  Trails
-  River
-  Stream
-  Oasis
-  Elevation Lines
(1000 ft. elevation)
-  Dried Marshes
-  City
-  Poisoned Lake

Scale:
1 hex = 1 mile

Artifacts

The Cup and Talisman of Al'Akbar: This pair of holy relics was given by the Great Holy One to his most exalted high priest in the day following a great devastation. It was lost to demi-human raiders and last came into possession of Sultan Amhara, in what is now the Aririan desert, far in the south. Fearing a great invasion, the Sultan of Khaibar concealed the artifacts in two different areas of his palace, where they still remain to be discovered.

The *Cup* is made of hammered gold, chased with silver filigree, and set with 12 great gems in electrum settings — worth 75,000 or more gold pieces on the market as jewelry. It does not radiate magic (although it permanently glows), and has the following powers:

Minor Benign Powers: *bless* on contact, *cure light wounds* seven times a week.

Minor Malevolent Effect: a non-good aligned user loses 5d6 pounds of weight each time the prime power is used, or for every two weeks the user keeps the *Cup*.

When the user's weight reaches 1/10 of his normal weight, the user turns into a deathless, withered creature (see major malevolent powers of the *Talisman* below).

The *Talisman* is made of hammered platinum in the shape of a star of eight points, chased with gold inlays, and with a small gem tipping each point. The star depends from a chain of gold and electrum set with silver beading (eight sets of three beads each), a jewelry value of 10,000 or more gold pieces. The *Talisman* does not radiate magic either, but has the following effects:

Major Benign Powers: *cure disease* at will, on contact; *remove curse* on contact up to seven times a week.

Major Malevolent Effect: an evil user withers and ages 3-30 years each time the prime power is used, eventually turning him into a deathless withered zombie guardian of the *Talisman*. See DMG page 163 for more detail on aging.

If a cleric, druid, paladin or ranger possesses both, he may fill the cup with holy water and immerse the *Talisman* in the fluid to create a potion once per week. Roll 1d20 on the table below to determine the potion type.

1-5	<i>healing</i>
6-10	<i>extra-healing</i>
11-15	<i>poison antidote balm</i>
16-17	<i>cure disease</i> salve
18-19	<i>remove curse</i> ointment
20	<i>raise dead</i> balm

Whenever both items are reunited, the possessor gains the following powers/effects:

Prime Power: *resurrection* seven times a week for any neutral or good aligned being.

Side Effect: whenever both items are shown at the same time, all intelligent creatures viewing the artifacts will feel greed and covetousness. Affected beings must make saving throws vs. spell or attack the possessor in an attempt to steal the items. PCs and otherwise friendly NPCs associated with the possessor are only 25% likely to be affected; their henchmen and the possessor's must first make a loyalty check. Failure in both cases then requires the saving throw vs. spell.

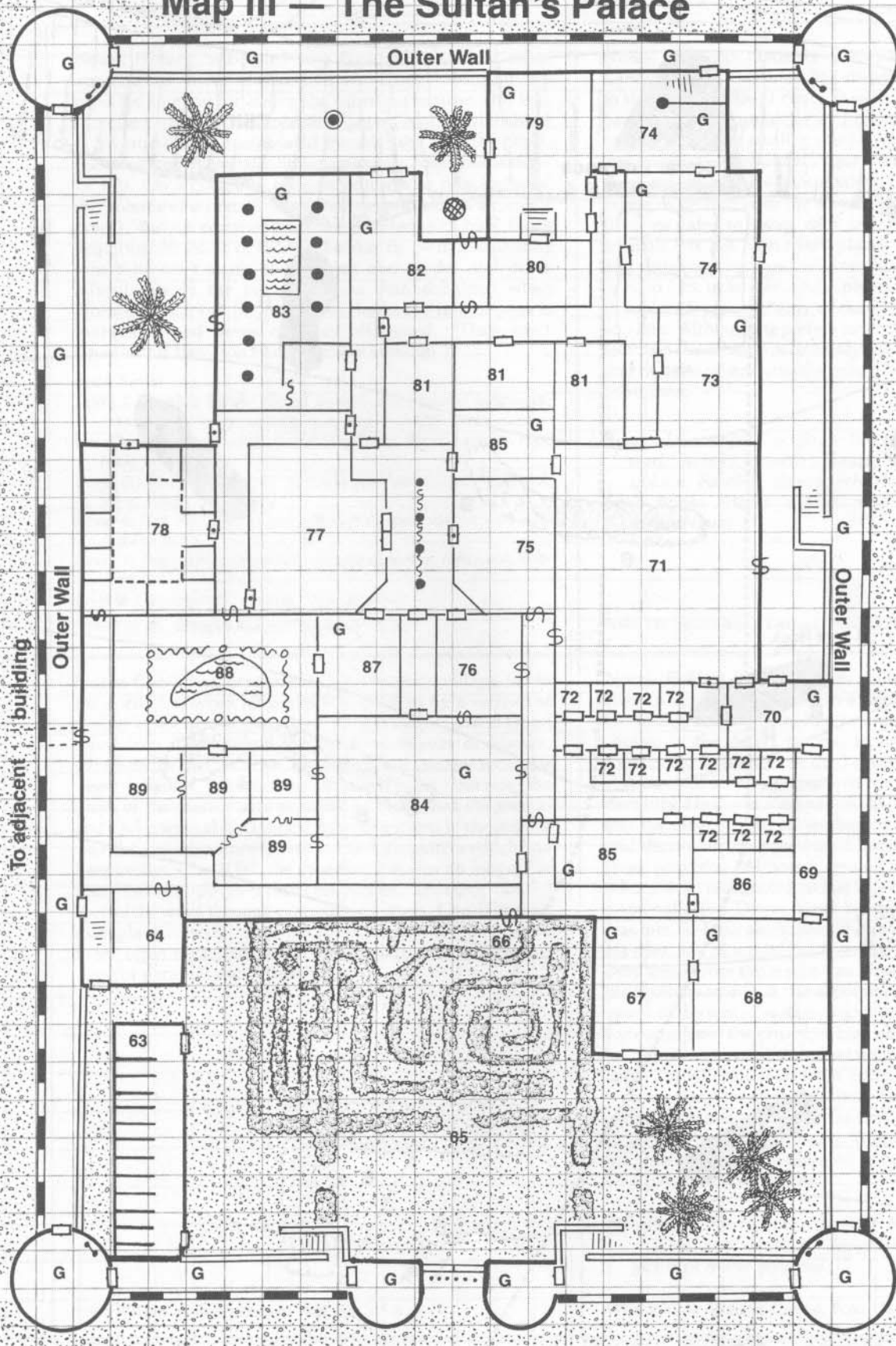
The magical aging and weight loss **cannot be prevented or reversed in any way. For more detail on the use of artifacts, check rules in the DMG, page 155.**

Glossary of Useful Native Terms

Babouche: common heel-less leather slipper
Baklava: almond and honey cake
Baksheesh: bribe
Baraka: good luck, a blessing
Barakala-Oufik: native expression for wishing someone good luck.
Bazaar: large, cheap market
Bey: high official under a Sultan
Bled: isolated desert hinterland
Caliph: honorary political and spiritual leader
Caravanserai: caravan shelter in a desert
Casbah: desert city or native house
Chaksukah: vegetable stew
Chechia: cylindrical headgear made of cloth
Cithara: stringed musical instrument
Couscous: common native dish made of steamed wheat semolina, mutton and vegetables.
Dhow: small, oriental sail boat.
Divan: smoking room, or large sofa
Djebel: mountain
Djellabah: native's long robe with a hood
Djinn: desert spirit (see Djinni in MM1)
Effendi: Sir; man of property or education
Erg: great sand desert
Fahtmah: woman
Fellah: peasant
Fennec: small desert fox
Fez: conical, brimless felt hat with a tassel
Fonduk: merchant hostelry
Haik: large cloth worn by the native women
Halva: pastry of crushed sesame seeds and honey syrup
Hamada: rocky plateau in a desert
Hamam: common public baths
Harem: secluded area allotted to native wives

Harissa: hot sauce served with couscous
Henna: traditional reddish dye covering native women's hair and hands
Houri: mystical virgin in a paradise
Iwan: large, open entrance to a temple
Jihad: holy war against the infidels
Keffieh: long cloth used as a headgear
Khat: plant whose leaves contain an euphoria-inducing drug
Khol: black substance used to darken eyelids
Kif: smoking drug causing a state of dreamy tranquility
Kif-kif: native expression for *same thing*
Kouglar: curved dagger
Krak: desert stronghold
Maboul: native expression for *crazy*
Makhzen: cavalry corps provided by desert tribes for the Sultan
Makroud: fried pastry dipped in a honey syrup
Mameluk: elite slave soldier
Marabout: holy man
Medina: old, sleazy district in a native city; perhaps located in the northwest in Khaibar
Mehari: (plur. *mehara*) swift dromedary
Merguez: spicy native sausage
Minaret: high, slim tower above a temple
Muezzin: priest who calls the people to prayer from the top of a minaret
Mufti: chief of police (Mameluk commander in Khaibar, under the Bey's orders)
Mujahedin: holy warrior in a Jihad
Narghile: long smoking pipe
Oasis: small, green area in a desert
Oued: river crossing a desert
Pouf: ottoman, small backless and armless seat
Qahwa: dark strong coffee
Qa'id: chief of a smalah or of a tribe
Rahat-Lokoum: paste-like sweets; almond, rose or pistachio flavored
Raiya: a foreigner, but worshipper of the true faith
Roumi: an infidel to the true faith
Salaam: native expression for *Welcome*
Sand Rose: yellow or pink gypsum concretion found in sebkhas, resembling roses
Saroual: long, puffy pants
Sebkah: dried salty marshes
Shish-Kebab: marinated cubes of beef or lamb grilled with vegetables on skewers
Smalah: large family
Souk: covered market (see bazaar)
Sultan: native king, or sovereign ruler
Sultana: wife of a Sultan or ruling queen
Tchador: long veil covering women's faces
Yataghan: large double edged scimitar
Zawiya: hostelry associated to a religious complex or a school
Ziggurat: large tower supporting a temple

Map III — The Sultan's Palace

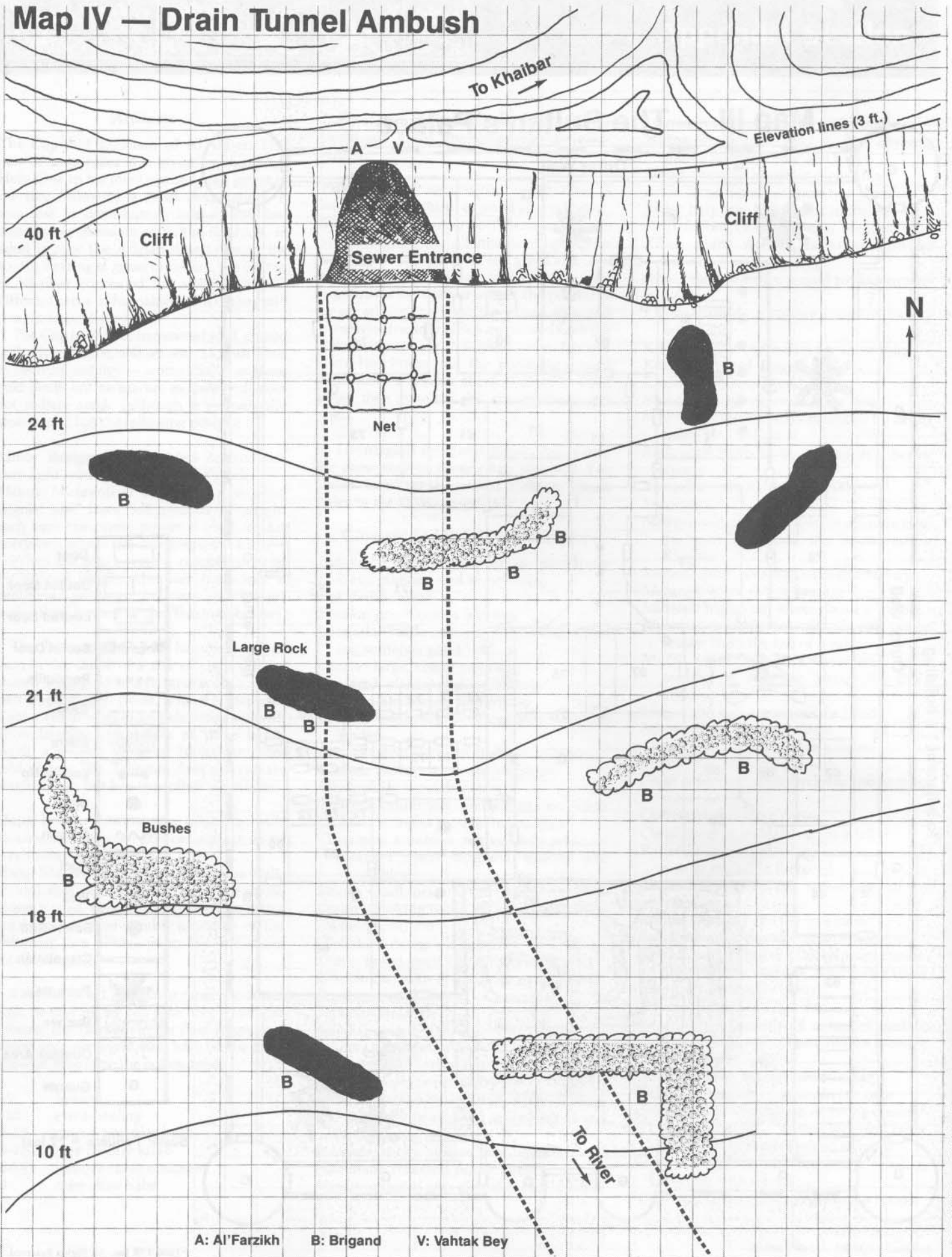


To adjacent building

	Door
	Double Door
	Locked Door
	Secret Door
	Portcullis
	Bars
	Stairs
	Ladder Up
	Pillar
	Curtain
	Pool
	Well
	Sewer Grill
	Crenelation
	Palm Tree
	Bushes
	Outdoor Area
	Guards

Scale: 1 square = 12 feet

Map IV — Drain Tunnel Ambush





Notes: Horace, self-styled "the Profound," has had other appellations in his checkered past. Quite intelligent, he expected to excel far above the other apprentices and was surprised when his daydreaming caused him to fall behind in his studies. His exasperated mentor kept after the pupil, however, and eventually he became quite adept in the mystic arts. On a couple of early adventures he miscalculated the volume of a fireball (math had never been his strongest point), and his companions were irritated with him. Since acquiring the *Wand of Wonder* he likes to use it in situations where he can't think of anything else to do, and other adventurers in the party are less than delighted when Horace pulls it out (he, however, thinks the randomness is marvelous and keeps enemies off guard; "They can't counter it if they don't know what's coming!").

Spell Book:

Level 1: *Burning hands, charm person, comprehend languages, erase, grease, magic missile, read magic, shield, spider climb*

Level 2: *Bind, deppockets, detect invisibility, flaming sphere, rope trick, scare, web, whip*

Level 3: *Blink, cloudburst, fireball, fly, haste, item, material, slow, tongues*

Level 4: *Dig, fear, fumble, magic mirror, polymorph self, wizard eye*

Level 5: *Avoidance, cloudkill, dismissal, dolor, fabricate, teleport*

level 6: *Contingency, eyebite, legend lore.*

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Notes: Cho-Ji was orphaned in his mountain village, far in the northeast, when his parents were killed by a yeti; so at the age of six he was given over to the nearby Lawful Good monastery. The kem-po, or Reverend Master of Monks, gave him the nickname of "Snowbird," for reasons which he never revealed. Cho-Ji was an adept pupil, learning the ways of the martial arts as easily as he learned the mental and philosophical disciplines. After being sent to the outside world on an adventure to recover a religious item which had been stolen, Cho-Ji felt the monastic life was no longer for him; the kem-po gave him his release, charging him to spread the word through example and deeds. Cho-Ji lives an exemplary lifestyle, although his traveling companions are more often mystified rather than enlightened by his huge store of parables and wise sayings.

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Notes: Although distantly related to the royal line of the Ranger Lords, Kheithfan has always preferred adventuring to the safe, dull life of court. It seems there are always nasty bands of orcs around, or evil men enforcing their will on others, or giants stealing stock from herdsmen; there are deeds aplenty to be done! When there is no threat from evil, there are always new mountains to climb and forests to see; revels to be had with the sylvan elves around their campfires; or tales to swap with travelers at the inns of the humans. He has been many places and done many things, and delights in recounting adventures. He has had his share of hard luck in battles, and is pleasantly surprised when the first blow from an enemy doesn't cripple, paralyze, or poison him. Although he prefers to work alone, Kheithfan realizes that the mission is certainly too big for any one person and that the others have the potential to make valuable contributions.

Book of Cantrips: *Tie, wrap; belch, giggle, nod, wink, yawn; Gnats; Tweak, unlock; Footfall, thump, whistle.*

Spell Book: *Alarm, armor, mount, read magic, taunt*

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Notes: El-Fissa is a desert elf, quite similar to the sylvan elves in all respects, but with a darker skin and black hair. His background enables him to understand most languages spoken in the desert realms, as well as find some water sources (10% chance per day) away from oases.

As a child he was recognized for his unusual agility and dexterity. He could scamper up sand dunes faster than anyone the elders could remember, and his acrobatic mounts and dismounts on pure-blood horses brought smiles from those watching. Although trained as a law-interpreter, his talents were recognized and he was hired by a local vizier as a tax collector. Discouraged by the rancor with which he was met, El-Fissa abandoned this job for the more honest (in his eyes) life of a thief-for-hire. El-Fissa has principles, and only steals from those who can afford the loss, so this limits his choices somewhat. He supplements his income as a "purveyor of dexterity," walking tightropes and juggling daggers for coins from the crowd, which also allows him to view a lot of pedestrian traffic and set up his "marks" (robbery targets). He will not steal from companion adventurers, but feels that any treasure they may find has not legally been claimed yet and belongs to the first one to get it; this seems to go over better if he simply "forgets" to announce part of the treasure he has discovered as other treasures find their way into his belt pouches.

Equipment: *Leather armor +1; boots of striding and springing; longsword +2; girdle of many pouches.*

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Kheithfan

Half-Elf Ranger, Level 10

Strength: 15 Armor Class: 0
 Intelligence: 15 Hit Points: 58
 Wisdom: 15 # Attacks: 3/2
 Dexterity: 16 Base THACO: 12
 Constitution: 16 Base Damage: d10
 Charisma: 13 Combat Bonuses: +3/+3
 Comeliness: 14 Alignment: CG

Equipment: *Bracers of Defense AC 2; two-handed sword +3; cloak of elvenkind; ring of free action; no armor worn.*



Horace the Profound

Human Magic-User, Level 12

Strength: 10 Armor Class: 2
 Intelligence: 18 Hit Points: 29
 Wisdom: 8 # Attacks: 1
 Dexterity: 17 Base THACO: 16
 Constitution: 13 Base Damage: d4
 Charisma: 14 Combat Bonuses: -
 Comeliness: 11 Alignment: LN

Equipment: *Gray robe of the archmagi; dagger +3; amulet of life protection; alchemy jug; wand of wonder (6 charges); ring of feather falling; Heward's Handy Haversack; gloves of missile snaring.*



Tarik El-Fissa

Elven Thief, Level 10

Strength: 10 Armor Class: 1
 Intelligence: 13 Hit Points: 35
 Wisdom: 14 # Attacks: 1
 Dexterity: 19 Base THACO: 16
 Constitution: 12 Base Damage: d8
 Charisma: 14 Combat Bonuses: +3/+2
 Comeliness: 16 Alignment: NG

Thieving Abilities: Pick Pockets 100%; Open Locks 82%; Find/Remove Traps 75%; Move Silently 98%; Hide in Shadows 88%; Hear Noise 35%; Climb Walls 99%; Read Languages 50%; Quadruple Damage when striking from behind



Cho-Ji

Monk Level 11

Strength: 15 Armor Class: 2
 Intelligence: 12 Hit Points: 31
 Wisdom: 15 # Attacks: 5/2 open hand
 Dexterity: 17 Base THACO: 14
 Constitution: 15 Base Damage: 3d4 + 1 open hand
 Charisma: 12 Combat Bonuses: +3/+8 with staff
 Comeliness: 10 Alignment: LG

Equipment: *Oil of etherealness, scarab of enraging enemies, medallion of ESP, rope of climbing, 6th level amulet vs. undead, slippers of kicking, +3 magic quarterstaff*





31. The Luck May Return

As the party moves about the streets of Khaibar, a golden-furred cat suddenly appears, running wildly around a street corner. It holds a fat goldfish in its teeth and is closely pursued by a furious, vociferous brigand. The man runs past the party, ignoring them, and brutally hits the cat with a long, wicked stick. The cat, apparently terrorized, dashes between the PCs' legs, attempting to avoid the blows.

The cat actually is a luck eater pretending to be in trouble with the brigand. The man, who previously made a successful saving throw against the creature's malevolent purr, got tricked into pursuing the creature to recover the fish. He has been running after the cat from the Sultan's Palace, where the luck eater stole the goldfish. If the party does not intervene, the man stops beating the cat, slowly looks up at the party, and says: "What? You, over there... This is your cat! You have trained this confounded animal to steal the master's favorite goldfish! Scoundrel! Thief! You will pay for this crime! Guards, guards!" As he shouts loudly, the man raises his stick to beat one of the party members.

The party should not have much trouble dealing with the unfortunate NPC. Meanwhile, the cat coils around one of the PCs' boots and purrs gently, favoring druidic-looking PCs. Roll secret saving throws for all characters present. Those who fail a saving throw must defend the "pretty kitty" and want to keep it. You may explain the situation to the players of the victims in order to role-play the event. Play the creature as per the rules description from there on.

Since a save is required each round, the probable outcome is that the luck eater *charms* all the PCs, who then allow it to come with them. It stays with the party for 2-5 hours (1d4+1), and if no random encounters occur within 30 minutes of game time, the luck eater causes the PCs to attack the next creature encountered.

Negotiations for important matters such as clues satisfy the luck-draining requirements, but the PCs should not be allowed to run out the duration of the effect with innocuous or unnecessary die rolls.

32. Hidden Temple Evil

Above the door to this building is a sign that resembles a cup and a talisman. There is always a 1st level evil cleric found in this building. Should the party enter, he is seated at the desk, wearing a white robe over black chainmail.

When not given the recognition sign of that temple, he inquires as to the party's business. If asked what he does, the answer

is: "We deal in imports of various kinds, but we are closed now." If a PC appears to threaten him, he rings a handbell on the desk and five more evil acolytes similarly attired appear from behind a curtain. Each cleric has memorized a *darkness* spell and attempts to cast it on an opponent's eyes, blinding him just as effectively as the traditional *light* spell.

Behind the curtain is a 50' x 50' room with an altar. The members of this temple worship a group of 12 evil gods represented by a black dodecahedron of onyx (worth 1,000 gp). There is always an evil high priest and four more 1st level acolytes in the temple area. A worship service is being held at the moment the party enters. All evil clerics wear chainmail but no shield, and fight with footman's maces.

NPC Capsule

Abdul Fatar

Cleric/Fighter Level 10/10

Strength	16	Armor Class	0
Intelligence	12	Hit Points	45
Wisdom	17	# Attacks	2
Dexterity	10	Base THACO	14
Constitution	14	Base Damage	d6+1
Charisma	11	Combat Bonuses	+2/+4*
Comeliness	15	Alignment	NE

(* **Equipment:** *Footman's Mace* +1, +3 vs. neutral or good alignments, *Splint Mail* +2, *Ring of Protection* +2, *Helm of Telepathy*, *Periapt of Proof against Poison*

Spells

- Level 1:** *Bless*, *cause light wounds* (x2), *darkness*, *penetrate disguise*, *sanctuary*
Level 2: *Augury*, *dust devil*, *enthrall*, *hold person* (x2), *know alignment*
Level 3: *Cause disease*, *dispel magic*, *bestow curse*, *meld into stone*
Level 4: *Cloak of fear*, *cure serious wounds*
Level 5: *Flame strike*

Abdul Fatar has a weapon specialization with the footman's mace. He is aware of the party's mission and recognizes the characters if he sees them. Once he sees the PCs, Abdul denounces them to his underlings as the "great enemy" for whom they have been preparing, after which all worshippers in the temple fight to the death against the party. Abdul Fatar is a good friend of the Mad Dog of the Desert. He alerts him if the party escapes (see encounter #49 for more detail).

33. Omar Balalaikah's Barrels

Over this door hangs a wooden sign depicting two barrels and a hammer, saw, and nails. From the inside comes the sound of wood being sawed.

Upon opening the door you see a shop cluttered with barrels and half-built containers, metal hoops, wooden pegs, and many sorts of wood stock including oak, yew, and hickory. In one corner of the shop, partially wrapped in a soft protective cloth, stands a stringed musical instrument, the kind that is played in the far northeast steppes. A dark-haired man of early middle age with a thin mustache looks up from his workbench, smiles, and greets you in a thick northeastern accent: "Velcome, my name Omar iz. What can I do vor you today, comrade?"

Omar (NG) is a cooper; he makes barrels and kegs for many different purposes. He calls himself Omar in the presence of strangers, but his real name is in fact Yuri. Yuri is also an accomplished musician, but was driven out of his home kingdom when a song he was performing offended a high-ranking official.

It seems that rather derisive lyrics had recently been put to that music, which Yuri had been playing in all innocence, and the noble decided that Yuri was a subversive and should be deported to the frozen archipelago in the north. Yuri escaped and made his way to Khaibar, rightly guessing that it was far enough away from everything to make a continued hunt for him impractical. Although this was several years ago he still has a rather thick accent including an occasional odd sentence construction.

When Yuri decides that the PCs are not agents from the home land, he is very friendly, offering them drinks of a potent clear liquor distilled from rye. He does not appear at first to have any useful information for the party, but if asked about any local songs concerning the Holy Cup and Talisman of Al' Akbar he remembers something. One obscure lay of local origin, which has a nice melody with some musically intriguing passages, mentions the Cup and Talisman in passing. The lyrics, which seem to be nonsensical, are:

"Zhe sword of the dead
 Points to zhe Star, all in stone.
 Vhile zhe Cup, Light of Zhe Great One,
 Awaits in vatery repoze."



The first two lines are clues to the resting place of the Talisman in the sarcophagus, while the second two lines give a hint as to the hiding place of the Cup, disguised as a light and under water.

Yuri advises the party to stay at the Rising Camel (area #47) where a friend of his works. She goes by the name of Alia Habiba.

34. The Healing Hollyphant

In the shadows to your left you notice some movement. Although you cannot yet see what is moving, a strong inner feeling convinces you that it will be helpful rather than hurtful. You feel a wave of fondness pass as a miniature winged elephant emerges into view. The golden fur of the 2-1/2-foot long creature seems almost to glow. His large, amber eyes look at you with sympathy and great wisdom.

The creature is a hollyphant. If attacked it leaves via *teleportation* or astral or ethereal travel, telepathically remarking sadly on the lack of wisdom of the PCs.

If the PCs trust their feelings (engendered by the aura of the hollyphant) and meet him in a friendly (or at least neutral) manner, he offers the party assistance, referring to his magical abilities. Healing spells may be given immediately, if required; the hollyphant also informs the party that he has been granted permission to stay long enough to assist them in their next battle. During the next encounter in which there is fighting, the hollyphant uses his offensive spells and abilities for the benefit of the party; if he has any healing spells remaining, he uses them before he telepathically bids them farewell and vanishes.

As a parting warning, the hollyphant tells the party that the high powers of Good can render no more assistance; they must complete the rest of the journey on their own.

35. The Drowsing Djinni Fonduk

Above this door hangs a sign depicting a djinni with a green fez sleeping on a large pile of sparkling gold coins. Next to the entrance is a note.

"Today's Menu: hot couscous of the djebel, stuffed wild camel, grilled shish-kebab and merguez, home made chaksukah stew, mint tea, almond milk, sweet halva, baklava and honey, fresh dates, figs and black qhawa. Welcome to our table, Effendi"

This tavern appears to be frequented by

common townfolk. The tavernkeeper is named Walid of the Green Fez (Neutral), after the headgear he always wears. In truth, Walid would rather not wear any type of cap or hat, and doesn't care what color it would be in any case; he was stuck with the colorful nickname years ago and has resigned himself to living up to it rather than submitting to endless questions about its absence.

Two barmaids, Aicha and Yasminah (both CG), are employed by Walid to assist with serving drinks, performing general maintenance, and listening to patrons' troubles. This type of tavern is rare in Khaibar, for not only does it charge but one copper piece for a tankard of water (compared to five or even 10 coppers elsewhere), this water tastes cool and pure, without the brackish alkaline taste that seems to permeate all other local waters. The secret that Walid hides even from his employees is that he has a *Decanter of Endless Water*, a treasure without price in this desert area. Walid feels, no doubt correctly, that his life would be over before the next sunrise if knowledge of this item leaked out.

The only information of use to the party that can be found here is the approximate number of troops that Al'Farzikh has and the approximate frequency of their patrols.

36. Yusuf Al'Sidi-Yaya

Inside this door you can feel a rise in both temperature and humidity, to near-stifling levels. A smell of lye soap along with piles of dirty uniforms indicates that this is a laundry. A small gnome, working deftly with needle and thread, looks up at you as the bells hung on the door jingle.

The gnome is Yusuf (NG), a retired second level thief who now earns a steady income from the laborious work of doing the laundry for Al'Farzikh's troops. Yusuf also is the premier tailor of Khaibar, and even a cursory inspection will show that he is quite talented.

Yusuf is familiar with many parts of the Sultan's Palace, having been called upon for quick cleaning or repair of the vestments of VIP visitors. For a "donation" of 10 gold pieces or more, Yusuf will be able to identify the general area of the barracks, the Sultan's bedchamber, the harem and its pool, the Great Mufti's office and the large reception area. He does not volunteer to sell common brigands' clothes to the PCs, but if the latter think of it, he does so for another 50 gp.

37. The Golden Crescent, Bakery

Delicious smells emanate from the windows and doors of this establishment; it appears to be an excellent bakery specializing in crispy croissants, small square cakes of chocolate, and cookies of oatmeal and raisins.

All characters walking within 10 feet of this establishment must make saving throws vs. spells or be compelled to enter the shop.

When opening the door, the PCs are surprised to see a whirlwind of activity, as two brownies with incongruously glum expressions bustle about from mixing table to ovens to storeroom, preparing large quantities of these treats.

Those who failed their saving throws before entering must buy and eat one of the small cakes at the outrageous price of 10 silver pieces each. Eating a cake satisfies the desire for the next round, but if the character is still within 10 feet of the premises on the third round, he must make another saving throw. For every two cakes that are consumed, one tankard of goat's milk must be bought (for 12 silver pieces) and drunk. There are no long-term deleterious effects except to the characters' purses, though they may feel the need to exercise after an eating binge.

The brownies, named Kieb-Lar and Kieb-Lor, are cousins who were ensorcelled by the proprietor of the shop, an evil female magic-user called the Crescent Witch. After fearfully looking around to make sure the witch is not near, they relate their story (if the party so inquires). It seems that Kieb-Lar and Kieb-Lor made their home in a far forest in the north, baking goodies for all the woodland beings. The witch, researching a spell to extract blood from a turnip, smelled the delicious aroma, recognized its magical qualities, and was quick to consider the commercial possibilities. She cast a *geas* spell from a scroll she had, forcing them to work for her for 10 years at slave wages.

Two years have passed since then, although they have only been in Khaibar six months. After they are in one location for a period of time, the local spellcasters of good alignment get curious, so she packs up and leaves before details of her secret can be discovered. There are often laws regarding the introduction of addicting substances into food, especially when some of the ingredients are magical. The operation is quite profitable, especially since the Crescent Witch started delivering to Al'Farzikh's forces at the palace (which is where she is now).



The brownies tell the PCs that it takes a *wish* to break the *geas*, looking at them with a faint hope showing in their big, tearful eyes... If the party decides to use a *wish*, Kieb-Lar and Kieb-Lor assist the PCs in their next unfriendly encounter. More importantly, all PCs who argued for the usage of the *wish* in this manner get a 20% bonus to their experience points scored at the end of this adventure; this, after all, is the ultimate test of Good alignment — to sacrifice something valuable and useful to aid another. PCs who did not argue for the usage but agreed at the end receive a 10% experience bonus; those who neither argued for nor agreed with the usage do not gain any bonus.

The Crescent Witch does not really guard the brownies; however, once the party enters the bakery, there is a 10% chance per round she will arrive and investigate the crowd. She feels confident that the *geas* can hold the brownies. Naturally, she resists any efforts to free them and attacks the PCs if they do try to break the *geas* on the brownies.

NPC Capsule

The Crescent Witch
Level 8 Magic-User

Strength	8	Armor Class	8
Intelligence	15	Hit Points	21
Wisdom	8	# Attacks	1
Dexterity	11	Base THACO	19
Constitution	12	Base Damage	d4 + 1
Charisma	11	Combat Bonuses	+1/ +1
Comeliness	14	Alignment	LE

Equipment: *Buckler wand* (with poison-tipped spike — save or fall unconscious for 1d4 turns); *wand of frost* (15 charges); *cloak of protection* +2; 9,500 gp in gems sewn into hidden pocket in cloak.

Spell Book

- Level 1: *Burning hands, charm person, magic missile, read magic, run*
- Level 2: *Darkness 15" radius, invisibility, stinking cloud*
- Level 3: *Lightning bolt, protection from good 10' radius*
- Level 4: *Evard's black tentacles*

Although the witch becomes enraged if the brownies are freed, she does not fight suicidally and, if hard pressed, she tries to escape using her defensive spells.

38. Mohammed's Babouches

The pungent odors of leather, tannin, and dyes used in leatherwork assail your senses as you come through the door. A flax-haired young gentleman looks up from his workbench where he appears to be repairing the strap on the side of a leather jerkin of a sort often worn as padding under metal armor. Two more sets of the leather under-armor await repair, and several boots and shoes are arranged neatly into two groups: those which have been repaired and are awaiting pickup, and those the craftsman has not gotten to yet.

The leatherworker, who also doubles as the cobbler for Khaibar, is named Mohammed Ibn'Khaud (CN). He is a descendant of Khaud the Tall, the famed riverman whose name was given to the mighty torrent east of Ber-Gathy. Mohammed, however, has opted for the quieter life of a tradesman.

A careful observer can note that some of the boots and shoes are beautifully repaired and restored, while some are simply made functional again. Moreover, the leather jerkin which is worn under armor seems to have been given the bare minimum of work necessary for the repairs. If asked about this, Mohammed smiles shyly. "It's my own quiet protest against that despot Al'Farzikh, you see. Any work done for his men is barely adequate, which means that it will break down again before too long. For my friends and for the honest townsfolk of Khaibar, I do my professional best."

Mohammed is aware of the approximate number of troops in Al'Farzikh's forces, as well as the type of armor they use; he gladly passes this information along to the PCs, once they have established themselves as opponents of Al'Farzikh.

39. Abdelqa'id's Jewels

The only jeweller in Khaibar is named Hassan Abdelqa'id, a short, polite man of dark complexion and apparently infinite patience. He makes some money by mounting inexpensive gems in settings of base metal with a very thin coating of gold or silver, then marking the price up quite high; the women from the bawdy houses bring soldiers to his shop and convince the men to buy jewelry from Hassan, and he splits the profits with them.

Most of his income, however, derives from the commissions Al'Farzikh and Vahtak pay him to appraise gems and jewelry brought in by caravans, both as normal trade and for the "tariffs" Al'Farzikh charges to allow free passage. For this service to Al'Farzikh, Hassan is

provided with two brigands for his business around the clock. There are gems and jewelry in a locked strongbox worth (2d4 x 1,000) gold pieces. Hassan, if bribed with at least five gp, informs the PCs that his best customers are the women who constitute Al'Farzikh's harem — the privileged few who live inside the former Sultan's Palace. These women often buy expensive gems of high clarity and good cut.

40. Sign of the Unveiled Fahtmah

An oil lantern with red glass casts a rosy glow on the street near this building. A wooden sign projecting from a support over the door depicts a beautiful dancing woman wearing a diaphanous garment of powder blue. The clothing, like this lady's veil, appears to be in imminent danger of falling off.

This brothel is presided over by one Fatima the Fair; her epithet was gained as much by her reasonable and "fair" bargaining as by her beauty. If there is a female PC with a comeliness of 13 or more, Fatima goes to the Palace after the party's departure. For a modest fee she indicates to the Great Mufti the potential recruit for the Sultan's harem. The next patrol the party meets are mame-luks out to kidnap the described PC. If they succeed, the female PC ends up in the harem (see Chapter Four) — other undesirables are taken to the prison (area #28).

There are 1d6 + 6 other courtesans with Fatima, ranging in Comeliness from 11 to 17. Half of the women present are occupied, sharing their room with an off-duty mame-luk from Al'Farzikh's army (80% chance) or with a townsman (20% chance). For the price of an hour (10 gold pieces), any of the women are more than willing to just talk. If asked, they can identify the local merchants and craftsmen. They have mixed feelings about the "honor" of being selected for Al'Farzikh's harem — the living quarters are luxurious and the meals are much better, but some women who lost favor with Al'Farzikh simply disappeared, never to return.

41. The Dropped Djellabah

The traditional red oil lantern sits inside a window of this building, while the sign overhead depicts a stalwart man-at-arms about to take off the last part of his armor while an incredibly beautiful houri awaits his embrace.



A gnome named Farid Bab-El-Oued (CG), is the actual owner of this establishment, although the number of people who are aware of this is very small indeed. Farid, who came into possession of the business after an altercation involving irregularities in a dice game left him the only survivor among five players, is well aware of the racial prejudice that would adversely affect the business if he were known to own it.

Instead, Farid employs a woman named Leilah (CN), who works as the madam and claims to own and operate the entire business. Leilah, although attractive, works purely on a managerial level in the operation. She sometimes gambles with customers for their fees, allowing some few to win when there is a crowd about; usually, however, she comes out ahead, but her gracious and affectionate style eases the sting of paying double the usual rate. There are 1d6 + 10 women present during the evening, and 1d6 there during the day; the women range in comeliness from 12 to 18.

Three-quarters of the women present during any given time are occupied with customers (85% are off-duty mameluks, 15% are townsmen). For the usual rate of 12 gold pieces per hour, Leilah or any of her ladies are delighted to answer PCs questions. The courtesans, if questioned, reveal a lack of enthusiasm about the possibility of being picked for Al'Farzikh's harem — "when he

tires of you," they say, "you just disappear." If Leilah is questioned, she can identify the locations of the harem, the harem pool, the great hall, and the Sultan's bedchamber; she also is aware of the existence of a secret passage between the Sultan's bedchambers and the harem, although she cannot locate it. It seems Al'Farzikh had tried to convince her to become his concubine; Leilah refused, but had to use all of her charm to mollify Al'Farzikh — she's aware that people who upset him tend to die.

42. Ibrahim's Mint Tea Parlor

The sign above this doorway shows a group of four men-at-arms, laughing and enjoying the camaraderie of their friends and hoisting large tankards of ale.

This tavern caters primarily to off-duty mameluk soldiers of Al'Farzikh's forces; there are always 2d12 mameluks present, although between the hours of 2 and 6AM they are sleeping. The owner is Ibrahim Ul'Tabarzin, the Black Bear, a huge muscular man. His hair and beard are coarse and black, which along with his dark skin, height and strength account for his appellation.

Ibrahim is a retired mameluk officer from Sultan Amhara's old guard, whose strength and skills make him an ideal force to keep

the patrons from getting too rowdy. Ibrahim is usually bare chested, and wears a green turban and saroual (long, puffy desert pants) with a red silk waistband.

NPC Capsule

Ibrahim Ul'Tabarzin, The Black Bear Level 8 Fighter

Strength	8/45	Armor Class	10
Intelligence	11	Hit Points	95
Wisdom	9	# Attacks	2
Dexterity	11	Base THACO	14
Constitution	18	Base Damage	d10
Charisma	13	Combat Bonuses	+4/+6
Comeliness	14	Alignment	LN

Equipment: two handed scimitar +1 (behind the bar).

Since retiring, Ibrahim, through patient and diligent effort to keep his fierce temper under control, is a friendly, agreeable person. If any of his property in the tavern gets broken, however (such as crockery, tankards, furniture, windows, etc.), Ibrahim goes berserk and sometimes kills the offender. Witnesses inevitably and unanimously swear that the dead man not only provoked the incident but deserved this fate, if not worse.

Ibrahim has a double specialization with his scimitar, which he affectionately calls "Big Blue" due to its faint blue shimmer. He strikes to subdue during barroom brawls. His favorite proverb is one that he made up himself: "There's armor and hide so hard or so magicked that no weapon on earth will smash, but I ain't seen any yet that Big Blue and I can't slash!" After 1d4 rounds of combat, though, there is a 50% chance per round he loses control and fights to kill, unless he is knocked unconscious or neutralized somehow.

Strangers in armor are out of the ordinary, and if the PCs are not disguised, conversation near them drops to a low level. Patrons glance at them frequently. If some precautions are taken, the PCs are able to overhear troops' conversations, including mameluks (non-coms) complaining about being passed over for promotion ("officers get to use the harem sometimes — that makes it all worthwhile!") and soldiers grumbling about Al'Farzikh's sour moods — "...the numbers of caravans and the revenues from them have been falling, and the old man still hasn't found those magic whatever-they-are; he starts us looking all over the place again whenever a new rumor pops up."



43. Wind of Covetousness

As you start down this street, the gentle breeze which had been coming from behind you dies. A new wind, with a strange but not unpleasant smell, gently wafts toward you. You see and hear two men and a woman arguing loudly over possession of a rather plain-looking leather belt with a brass buckle.

Make a secret Wisdom check for each PC. Those failing are affected by the Wind of Covetousness, a strange magical breeze from the desert. The victims strongly desire the object of the townspeople's argument, feeling justified in some strange way that the belt should be theirs. The townspeople in turn covet the PCs' belongings with the same convictions. A brawl is likely to occur, but the Wind makes victims fight to subdue, rather than to kill, unless their lives are at stake.

PCs who made a successful initial Wisdom check feel a strong desire to possess the ring, but they are able (with a struggle) to fight it off and act freely. "Free" PCs may draw the victims away by throwing a coveted object some short distance away, which a "covetous" victim will follow. If the victims can be led around a corner, away from the wind, the victims return to normal. Otherwise a "covetous" PC remains so until two game turns have passed (and the Wind moves on), or until the victim has been knocked unconscious.

44. Mustafa's Casbah

Inside this shop the tables, benches and floor are littered with ropes and cords of all sorts and lengths, and with balls of twine, hemp, and other source material for ropes. A sign posted behind the counter advertises that the owner will pay 100 gold pieces for an elven rope at least 20 feet long. A voice from above greets you: "Salaam, Effendi! I will be down in a minute!" You look up to see a slender rope hanging through an opening into the upper floor. Holding on with one hand, his feet clamped around the rope, is an enthusiastic, bubbly man with dark hair scurrying down the rope as fast as a sailor in a ship's rigging.

This rope maker is named Mustafa Chafik (CG), a slender, fit man who enjoys exercise. He insists on testing all his ropes in the manner the PCs have just seen, and when a rope needs to be able to support more strain than Mustafa can put on it alone, he

attaches weights to the bottom. When there is time, Mustafa takes his wife and children out to the escarpments to help him test the ropes. "It's great out there in the djebel, away from the city! Great sunsets! Great sunrises, too! Life is wonderful!"

Evidently Mustafa has something against declarative sentences, for he seems only to use exclamations. He offers to sell the PCs ropes ("They're great for adventuring!"), and if they don't want to buy any, he tries to give some to them, saying they can pay him later. Mustafa has no information on Al'Farzikh other than the opinion that the ropes and crossbow strings he uses (which he gets in trade) are of inferior quality, and that he'd have much better results if he'd buy the materials from Mustafa instead.

45. Suleiman, Torch & Candle Maker

As you enter this shop, your nostrils are filled with the scents of perfumed wax. Hundreds of candles of different colors, shapes, sizes, scents, and purposes fill this shop; standard torches are displayed as well. At the counter a small brazier glows as the candlemaker keeps a vat of wax liquid so that he can ladle it into the waiting molds. When he finishes he looks up; he is a burly, well-muscled man, not the sort you would expect to be running this kind of delicate business.

The candlemaker's name is Suleiman Ibn Daood. He is a retired mameluk soldier who seeks nothing but peace and quiet nowadays.

NPC Capsule

Suleiman Ibn Daood

Level 8 Ranger

Strength	17	Armor Class	10(2)
Intelligence	13	Hit Points	55
Wisdom	12	# Attacks	2/3
Dexterity	15	Base THACO	14
Constitution	16	Base Damage	d8
Charisma	14	Combat Bonuses	+4/+4
Comeliness	11	Alignment	NG

Equipment: *Long sword +3, chain mail +2, shield +1* (all hidden behind the counter).

Suleiman keeps his magical equipment and money (d% x 10 gold pieces) in a locked strongbox with a *sleep symbol* requiring two saving throws per viewer. Suleiman dislikes the current regime and the way Al'Farzikh uses the once glorious mameluk force

for his own purpose.

If asked tactfully and carefully about "special" candles or torches, Suleiman admits that he can make candles or torches which will fill 10'x10' or 20'x20' areas with a gas that renders humans, humanoids, and demi-humans unconscious. The unconsciousness lasts 1d10 turns (one saving throw vs. breath weapon is allowed). The cost for these special items is 25 gp for a candle and 50 gp for a torch. Suleiman can have them ready in 2 hours — "payment in advance, please, to cover the costs of materials."

46. The Great Bazaar

This plaza used to be the major business district and meeting place of Khaibar. Although it is no longer crowded with people, a few merchants set up carts and booths each day; as it is a natural intersection, the caravans are likely to pass through here on their way to pay their respects (and tariffs) to Al'Farzikh. Some of the resident merchants and craftsmen have established their locations surrounding this plaza for that very reason. Every time the PCs enter the great plaza, there is a 50% chance of an encounter. If such an encounter is indicated, use the City/Town Encounters Matrix on page 191 of the DMG; unusual results can be explained by the convenient opening of the interdimensional portal on the journey here.

47. Casbah of the Rising Camel

Projecting from the wall of this building is a wooden sign with the painting of a camel with its knees bent in the position peculiar to the camel when it is standing up. In the background, a rosy sun dawns over a sand dune.

The sounds of music, singing, talking, loud laughs, and tankards thumping heavily onto wooden tables come from within. Inside, an attractive lady with hair not unlike the color of honey uses a plectrum to play a large stringed instrument that is supported by a band around her shoulders. Its dulcet tones produce an unusual but pleasant sound that pierces the distracting noises surrounding it. Three serving girls have their hands full with approximately two dozen townsfolk who are enjoying themselves thoroughly.

The woman playing the harp-like instrument is Alia Habiba. She pretends to be a simple musician, but in fact she is a bard. She is concerned mainly with succeeding in



a profession that would allow her to share the music of her soul with others. Alia has a tendency to settle down more than most bards, and has been in Khaibar for six months now. She knows the location of the Great Hall within the Sultan's Palace (having entertained there several times), and can indicate it to the party if she is asked. If questioned regarding more ancient lore, she sends the party to her friend Omar Bala-laikah (encounter #33).

NPC Capsule

Alia of the Cithara
Level 5 Bard

Strength	12	Armor Class	10
Intelligence	12	Hit Points	20
Wisdom	13	# Attacks	2
Dexterity	15	Base THACO	6
Constitution	11	Base Damage	d4
Charisma	17	Combat Bonuses	+1/+1
Comeliness	16	Alignment	N

Equipment: *Dagger +1*; treat her cithara as a *lyre of building*; *cloak of elvenkind*

Memorized Spells

- Level 1:** *Animal friendship*, *detect poison*, *pass without trace*, *purify water*
Level 2: *Barkskin*, *charm person or mammal*, *warp wood*

The owners of the tavern, Rachid and Haroon Al'Mehdi, are brothers who insist on the highest level of performance from their employees and make them work long hours. The hard work is rewarded both by customer appreciation and by profit, since the Rising Camel is the most successful business enterprise in Khaibar and a portion of those profits are shared with the employees.

There are always 1d20 + 10 patrons in the tavern, except between midnight and sunrise, during the curfew. Some 90% of the patrons are townsfolk, while 10% are off-duty mame-luks of Al'Farzikh's forces. The soldiers, although respected by the townsfolk and the tavern employees, are not warmly received and tend to sit at one or two tables by themselves.

If the party sleeps here, the next room is occupied by a carpet merchant who calls himself El'Khebir. He is, in fact, a Rakshasa who discreetly follows the party from then on (see encounter #58).

48. Craft Guild Hall

Something unusual but subtle is noticeable about this building — it takes a minute, but then you realize that its quality of construction is superb. The masonry is perfect, the woodworking of the highest quality. Massive doors of oak, if unlocked, swings easily on perfectly hung hinges.

The door is not guarded and the party should have no difficulty entering. An antechamber functions as a cloakroom and gathering place. It opens into an inner chamber of which any temple would be proud. Seating is provided for 400 or so, in ornate bench sections facing a raised stage. In front of each bench section are three chairs, one of which is larger and slightly in front of the others. The acoustics appear to be perfect, although dust indicates that the chamber is not used as often as it once was.

This is the Craft Guildhall, meeting place for the membership of individual craft guilds and for the general meeting of guilds, which are held on matters concerning all craft laborers. The chairs in front are for the Master of each guild and his two senior journeymen, while less senior workers and apprentices sit in the respective bench seating sections. Since Khaibar is no longer a thriving city, most of the craft professions are represented by only one person; they still use the guildhall for their meetings, though, because of its comfort and sense of quality. Each crafter who has remained is, at least nominally, the master of his guild.

As the party prepares to leave, an explosive device drops through an air vent of the roof into the hall. Allow the party to dive to avoid the 14d6 points of damage blast. No one can be found on the roof top by the time the party gets there, but foot prints lead in the general direction of encounter #49.

49. Muammar's Oil Lamps

From a pole over this building hang three oil lamps of various shapes and colors. On a wooden sign is painted a small djinni cleaning one of the lamps.

The owner of this shop is a lunatic named Muammar Sh'Koumoun, known for its erratic behavior and irascible nature. Most townspeople like to say that Muammar believes himself to be the rightful ruler of Khaibar and a descendant of Sultan Amhara, if not the Great Holy One himself! He is notorious for spending much of his time drinking.

During normal business hours there is a 30% chance that this shop is closed and locked while Muammar is passed out somewhere in the city; even if the shop is open, there is a 50% chance that he is asleep at the counter. It is a strong belief among his neighbors that if Muammar's business runs out, he will be thrown out of town and the city gate slammed shut behind him. All of the merchants in the area are actually embarrassed to have him around and do not mention his existence to strangers unless directly questioned about him, whereupon they heave a deep sigh and grudgingly admit that he lives here.

In reality, the shop is a front for generating some money for the Mad Dog of the Desert. What nobody knows is that Muammar is the Mad Dog, pretending to be this bizarre oil lamp merchant. Muammar never gets drunk, but pretends it very well. His frequent absences from the shop allow him to run his gang of assassins without being suspected. Muammar enjoys his phony oil lamp merchant role, which allows him to gain some information from unsuspecting customers.

If the PCs talk to Muammar, he babbles voluminously about anything at all the characters want to know; unfortunately, everything that he says is, if not dead wrong, flawed in some critically important aspect. If the party inquires about the palace, he says that once in a while he goes there to repair oil lamps, or supply Al'Farzikh with new oil. During the conversation, Muammar tries to obtain some information from these "foreigners" without arousing their suspicion.

He feels he is picked upon for very minute details (although it is he who actually provokes the fights), and after a while, he becomes upset with the PCs if they do not keep buying lamps from him (prices range from five silver pieces to 10 gold pieces). If the PCs do buy a lamp from him, he insists that it is the severest breach of desert etiquette and an insult to the Aririan culture if they do not buy a matching lamp to go with it! "Praise the djinnies of the lamps!"

The DM can have all sorts of fun with Muammar; there is nothing too outrageous for him to say or do. If the party attacks him, he starts screaming and shouting for help. A dozen "customers" arrive unexpectedly quickly to help Muammar — these are his gang of assassins who remain always nearby. The gang tries to prevent a fight, but if the situation gets difficult, they face the party, allowing the Mad Dog of the Desert to flee to safety.

If he learns about the party's intentions, Muammar lets the PCs enter the Sultan's



Palace eventually, defeat Al'Farzikh, and perhaps find the two artifacts. Muammar's present intentions are to recover the two artifacts once the party discovers them. After the party leaves the shop, Muammar orders two of his assassins to spy on the party and keep him informed.

50. Ruhollah's Zawiya

The door opens into a large room with tables, similar to many inns you have seen; but this one seems much quieter, more like a magician's study than an inn. Several people, most of whom are desert nomads or traders by their dress and dark complexion, look up and study you when you enter. A stern-looking, older man approaches you and says, "Salaam. May your water never have more than a hundred grains of sand in it."

This ancient desert blessing identifies those of the true faith; the stern gentleman is the proprietor, named Ruhollah (a lawful neutral fundamentalist). This hostelry is open to anyone, although it is designed primarily for caravan members of the true faith. No drinking is permitted on the premises, and guests who come back from carousing and are obviously drunk or boisterous will find themselves barred from entry and their belongings tossed into the street.

The fee is five silver pieces per night's lodging, one meal included. The entrance opens into a common room that is used both for eating and for group prayers; a canvas partition is hung on a rope at mealtime so that the men and the women can be separated, as is the custom of the nomads. Unlike most taverns, the sleeping rooms are individual 10x10' cubicles (each with its own bedding and prayer rug), for greater privacy and introspection. For the convenience of the guests a muezzin blows a horn and shouts out the call to prayer eight times a day; the direction of the holy city is clearly indicated in each cubicle and in both sections of the great room.

Ruhollah is a friend of Muammar (see encounter #49) If there is any trouble, 1d6 of Muammar's assassins come to restore order. Ruhollah does not know Muammar's real identity, but he knows the oil lamp merchant will send "friends" to help him out.

Ruhollah does not accept bribes for himself, but if a PC offers to donate at least five gp for the true faith (or at least three player characters pay for an overnight stay) and if the characters have been reasonable in their behavior and have not insulted the faith, he reveals some information. He is not fond of

Al'Farzikh and considers him an infidel who has desecrated the sultan's palace. "There is at least one deadly trap near a heavily guarded entrance," he says. "The infidel has not found the greatest treasures of Arir, of this I am certain. The light of Goodness blinds him, yet it will lead redeemers of the true faith like a beacon. When this happens, a true descendant of Sultan Amhara will be revealed, evil will be overthrown, and the desert will bloom again!"

The trap to which he refers is the deadly pit near the southeastern entrance to the palace; he is correct that no one has found the Cup or the Talisman; he is ironically prescient in that the Cup has a *continual light* spell on it and is disguised as a light source; alas, however, he is totally incorrect about saying the desert will blossom without a lot of hard work from the inhabitants.

Should the PCs reveal their intentions, he suddenly becomes quiet, fearing some treachery from these "strangers," and avoids talking to them any further. The next day, Muammar knows about the party's intentions and sends two of his assassins to observe the party (see encounter #49 for more detail on Muammar's motivations).

51. Thieves' Guild

This building has no windows; the door is heavily chained and locked. Painted on the door, in the Common language in large letters, is the message: "KEEP OUT UPON PAIN OF DEATH! By Order of His Serene Highness, Sultan Al'Farzikh." Scratched into the stone above the door, barely discernible, is a curious symbol.

Any thief character recognizes the symbol as marking the local thieves' guild, but with an alteration meaning it has been abandoned. The DM should inform players of thieves about this information privately, and should also tell the player that it is a secret that outsiders are not supposed to know; if it is learned that he has revealed this to non-thieves, the PC may suffer!

Should the PCs wish to break in, there is a 1 in 6 chance per round that a passing patrol spots them during the day, and a 1 in 10 chance per round at night. There are three locks that require picking or breaking, but they can all be worked on by different characters during the same round if so desired. A Pick Locks attempt by a thief succeeds with the normal chances, as does a Bend Bars attempt using sheer Strength. Any PC can break a lock in 1-3 rounds by using an iron spike as a chisel and hammering, but this doubles the chances of detection by a

patrol. These chances of detection can be considerably altered by use of spells such as *invisibility*, *silence 10' radius*, etc.

In the featureless 20'x20' "reception room" that opens onto the street, a splintered desk and the remains of some chairs rest on a blood-stained stone floor. Some papers left explain the situation in the shorthand written version of the Thieves' Cant.

The dusty scrolls explain the following: Al'Farzikh and the local Guildmaster of Thieves had a political disagreement, which ended when the Guildmaster was killed by the timely fall of some stonework from a previously sound section of wall. The second-in-command, as well as others who had backed their Guildmaster, decided that it was time to leave Khaibar and seek greener (and safer) pastures.

A well-hidden secret door in the westernmost section of the north wall can be detected only on a 1 in 8 chance by those characters that would normally have a 1 in 6 chance of finding it. The door itself is not trapped, but the 10' wide passageway beyond is unless a thief makes successful Find and Remove Traps attempts. An electrical energy field extending the length of the corridor and covering the northern half of the reception room causes 10d6 points of damage to all characters within the area of effect (save for 1/2 damage).

At the north end of the corridor is another secret door. This door is trapped, and if the trap is not removed before opening, puffs of gas fill the 10'x10' area just south of the door. Every character within that area must save vs. petrification or be turned to stone.

Once past this hurdle, the characters find a small room littered with scrolls and parchments. When the Guild beat a hasty retreat they hurriedly searched through their papers and took almost everything of import; what is left includes arrival dates of caravans (from a few years ago); estimates of inventory at various merchants and recommended methods of surreptitious entry; and one partially keyed map of the Sultan's Palace representing the kitchen, food pantry, soldiers' barracks, the officers' mess and the palace's northern defensive wall with the stairs leading down to the northernmost barracks (areas 73, 74, 80, 89 on Map III).

52. Saddam's Horseshoes

Inside you can hear the rhythmic ringing of a smith's hammer on an anvil. A muscular dwarf, with a ruddy complexion from decades of being near forge fires, hammers away on a horseshoe. The



dwarf's beard is neatly tucked under a leather apron with many pockets. Although he glanced up briefly when you came in the door, he does not speak until he finishes forming the horseshoe he is working on. When this is done, he looks up and says, "Now then. I am Saddam, master smith, at your service. I take it you need something done about that low-quality armor you are wearing!"

Saddam Abdelchouia points toward one of the armored PCs when he says this, no matter how fine the PC's armor is. He points out any small pits, nicks, or other imperfections, or notes that a curve here or a strap there is off the mark somewhat and should be adjusted. Upon learning that the party doesn't want its armor repaired (a far more lucrative business than horseshoes), Saddam becomes sullen and tries to dismiss the party with a brisk "Salaam!" If, however, the party offers to buy Saddam an ale or two, he brightens somewhat, declares loudly that business has been slow today, and briskly locks up the shop while discussing the possible choices for taverns (with a preference for the Rising Camel — encounter #47).

After at least two rounds of ale, Saddam admits that he has done some work for Al'Farzikh:

"... don't like the man. He's more slippery than most humans, present company excepted, of course." With a twinkle in his eye that doesn't let on whether the last remark was a backhanded compliment or an insult, he continues quickly. "Even his gold felt funny — oily, sort of. I traded it at Abdallah El Dinar's, that tightfisted, penny-pinching shark. Anyway, what I was called to work on was the treasury vault, of all things. It's a little south of center below the east-west axis, and a little east of center along the north-south axis. The door is good and strong, and there's at least 8 or 9 feet of solid stone along the walls. It's too tough to crack — not that the thought ever entered my head, mind you!"

Should the party ask, Abdallah is a money-lender not far from the blacksmith's (see area #56). If the Cup and Talisman are mentioned, Saddam knits his eyebrows for a moment, then smiles and continues in a lower voice:

"So that's your game, is it? No, I'm not deaf and stupid — I've heard all the rumors about the Cup and Talisman being there. I'll tell you this true — if Al'Farzikh knew where they were, they'd be in the vault. It's by far the strongest part of the palace, and always guarded."

NPC Capsule

Saddam Abdelchouia
Fighter-Thief Level 5/5

Strength	17	Armor Class	7
Intelligence	12	Hit Points	38
Wisdom	9	# Attacks	2
Dexterity	15	Base THACO	16
Constitution	17	Base Damage	d4+1
Charisma	9	Combat Bonuses	+4/+5
Comeliness	9	Alignment	N

Equipment: War hammer +2, leather apron +1 (treat as leather armor).

Saddam is specialized in wielding his war hammer. He has no magical armor or weapons for sale, but has a good supply of standard weapons and armor (up to chainmail) which can be seen to be of excellent quality. He will not help the party more than described above. Saddam hates Ruholla (see encounter #50) and his extreme attitudes regarding lifestyle. He warns the party about Ruholla's possible ties with Al'Farzikh.

53. Jamilah's Fish Market

In this building there are a few tables of with many different kinds of dried fish, which is standard for this area. Behind a counter is a large woman with a large knife. Also behind the counter, totally out of place, is a large chunk of ice with what looks like several fish frozen in the middle of it.

The woman's name is Jamilah Amouih (CN), and once she has determined that the PCs are neither thieves nor friends of Al'Farzikh, she becomes talkative. Dried fish, of course, constitutes the majority of her business in this climate. Occasionally someone catches a fish in the river or from a small stream in the escarpments, but most of those times the person would rather eat it himself than sell it. The frozen fish comes from a deal with a magic-user in a coastal city, quite accomplished but financially down and out right now, who freezes the fish with an ice spell and then *teleports* him-

self and the fish here. Selling at 50 gp each, these fish are a delicacy that Al'Farzikh and Vahtak will want once every couple of weeks. That one sale provides enough profit to support the other part of the business. Jamilah knows where the kitchen in the palace is, since Al'Farzikh and she both insist on personal delivery of so valuable a cargo.

54. Ziah & Aziza's Souk

This building has large open windows in the wall sections facing the street; they can be closed off by large wooden shutters pulled down from above and locked. Inside are several tables which have baskets of different types of vegetables; for the most part they are rather wilted and look somewhat the worse for wear, and none of the delicate plants which require fast transport from the harvest can be found. The door leads down a slight ramp, for the market is set down in the ground a bit to take advantage of what little natural cooling can be had.

The atmosphere is talkative and cheery, for most of the non-military townspeople view this market as a social center as much as a merchant's shop. The owners, Ziah Rahamra and his wife, Aziza (both Neutral), run the store along with their daughter, Sinda. They don't mind the endless chatter, but if preoccupied may answer a very complex argument on weather and trade routes with "Mmm-hmm" or "That sounds right."

The Rahamras have a son, Selim, who was impressed into service as one of Al'Farzikh's *mameluks* following a manpower shortage after a bloody raid. The Rahamras spit when Al'Farzikh's name is mentioned, but know little of use — Selim has told them where the *mameluks'* barracks and dining areas are, and the approximate location of these can be pointed out on the Map of Khaibar.

When Al'Farzikh's brigands come in to buy food, the Rahamras charge them 1-1/2 times the already-high price just for having to put up with the brigands; the merchants insist that these particular vegetables that the *mameluks* want are higher quality or harder to get than usual, which is the reason for the higher prices.

55. Hafez, the Miller

Inside this building you can see a mill, consisting of a large stone wheel which rolls on the flat stone surface below. It



has an harness by which a skinny donkey can pull the wheel around its axle. Currently the mill is not in use, and the donkey is in its stall. After a moment a thin dark skinned man with strong, calloused hands comes from the back and asks if he can help you.

The miller's name is Hafez Kalhua. If treated to a drink, he tells the PCs about the lack of business: with the drying up of the great river, even the local peasants have pretty well given up farming along its banks. The caravans find it easier to transport grain than flour, so the milling has become sporadic. Hafez has become a stoneworker and mason to support himself during the lean times, and has been called in by Al'Farzikh to repair a secret passage in the Sultan's bedchamber. For a substantial amount of money, Hafez locates the bedchamber at "very nearly the center of the compound — not of the building, but near the center of the whole enclosed area." He cannot be any more precise. He believes the secret door is near the center of the north wall, and opens into a 5' wide passage which he was not allowed to enter.

If the party is still looking for a place to sleep, he will direct them to Ruholla's Zawiya (see encounter 50). He describes him as a man of honor, quite respectful in the ways of the holy Great One. Hafez dislikes Saddam whom he believes to have shady agreements with Abdallah El'Dinar (encounter 56).

56. Abdallah's Bank

Outside this building is a painted wooden sign of three gold balls, the traditional sign of a moneylender. As you enter this building, bells hung on the door announce your entry to those inside.

You see six men wearing chainmail and carrying loaded crossbows, watching you warily. There are three of them on each side of the room, framing a large desk with an even larger man sitting behind it on a very stout chair. The man is dressed entirely in white, a rather fine desert djellabah, and often mops his balding head of the oily sweat which seems to be a permanent feature. Smiling, he beckons you to come forward and says in a deep raspy voice: "Come in, come in my friends. I am Abdallah El Dinar, a poor but honest merchant. How may I be of service to wayfaring strangers who find themselves in Khaibar?"

Abdallah El Dinar looks like a large, fat man, but in reality most of his bulk is muscle. He likes to move slowly and works hard to project the image of a fat man who poses no threat, while in reality his vigorous exercise, discipline and training give him the effective body armor and bare-handed fighting ability of a 4th level monk.

He rarely has to involve himself physically in a fight because of his 6 guards, all of whom are mameluk officers from Al'Farzikh's force who are trained in crossbow as well as sword. The bolts they use are tipped with a special type of insinuating Type D poison which takes effect in one segment and causes paralysis for 3d4 turns rather than death (successful saving throw negates effects). The guards fire their crossbows once and then go to their swords. Abdallah's alignment is to personal profit, although nominally he is lawful neutral.

Abdallah exchanges coins of other realms for official Khaibar coins for a 5% fee; he explains that other coins are accepted in Khaibar, though this is illegal, and it also tends to draw attention to the person passing the money — and somehow the PCs don't strike him as people who want to be noticed... He also lends money at an interest rate of 25% per week to some poor unfortunates who have nowhere else to go.

Abdallah also mentions that he is in the business of selling information, and for one gold piece per answer identifies the business located in any building in Khaibar. For an additional 10 gp, Abdallah describes how visitors to the Sultan's Palace are ushered into the Great Mufti's area through the southernmost door of the southeastern building. Finally, trying to milk this for all it is worth, Abdallah offers to forget that the PCs ever came here for a final 25 gp. This last part is a lie, for upon closing in the evening, Abdallah and his guards head straight for the palace with information on the strangers.

On the shop's premises at any given time are 1d6 x 1,000 gp locked in a strongbox with a poison gas trap (encompasses a five-cubic-foot area around the box, save or die).

57. Mahmud's Butchery & Smokehouse

Inside this building is a front area where various cuts of highly salted and/or smoked meat is kept; some of the larger pieces hang from meat hooks from the ceiling. A swarthy man wearing a white smock spattered with blood comes toward you.

The butcher is named Mahmud Mechouia. Meat and all other animal products sell for 10 times the usual price, but meat in Khaibar has to be so highly salted and/or smoked that it is highly pungent to most palates. After a minute or two PCs may notice that there seems to be an absence of flies around the meat, as would be expected — in fact, there seem to be no insects of any kind! Mahmud will relate happily that in return for loyal service to the temple of the Great Holy One here in Khaibar (see encounter 29) the high priest (Achmed Raisul) blessed his shop to keep insects and other pests away.

Mahmud is not friendly with Al'Farzikh's regime, for his iron-fisted extortion of the caravans has resulted in a disastrous drop in the quality of animals being driven to Khaibar. The butcher is called upon on special occasions for Al'Farzikh's feasts, and if asked is able to point out on the map of the city the approximate location and size within the palace of the kitchen (79), pantry (80), guards' dining area (73), and the great hall (71) (see Chapter Four).

He has already pointed out the existence of the Temple of the Great Holy One, and if the PCs do not already know where it is located, he gives them directions.

58. Beware the Rakshasa

Run this encounter if the party splits into two different groups. The encounter may occur at any time, anywhere in Khaibar. Make sure you separate the players of the two groups.

One of the two groups encounters a rakshasa pretending to be a member of the other group, using an illusion for this effect. He appears to be injured severely, and staggers out in front of the party, saying that their group is attacked by a large band of brigands. He will give the location of an area several blocks away, grasp onto one of the party and appear to collapse, with a faint murmur, "Poison... Help me..." The rakshasa will not react to a *neutralize poison* spell and still pretend to be unconscious.

His plan is to send most of the group off on a wild goose chase, leaving him alone with one PC, who will be easier to overcome than a group. If all the PCs leave, he attacks the rearmost from behind, quietly casting a *hold person* spell in an attempt to prevent the PCs from noticing his ruse. If the victim makes a saving throw vs. spell at -2, he can alert the group.

If the victim was unable to warn his companions, and the two groups got back together, the rakshasa intervenes again, under the form of the High Priest of the



Temple of the Great Holy One (see encounter 29). He says that he has recovered the missing character (the one the rakshasa has just captured), and that they should go to the temple quickly.

The monster proceeds as described above, hoping to capture a second PC. If this succeeds, he returns to pick up his first victim, rolls both of them up in a large rug, and takes them to his lair. The creature has a room at the Rising Camel (see encounter 47) where he starts feeding on one of the bodies the following day. As he leaves the area, the rakshasa inadvertently drops a piece of valuable oriental carpet behind him.

Rakshasa's Spells

Level 1: *Sanctuary, charm person, comprehend languages, run*

Level 2: *Hold person (x2)*

Level 3: *Suggestion*

If the rakshasa is damaged to 20 hit points or less, he attempts to escape by casting a *run* spell upon himself; or, in desperation, by using his illusion powers to look alter his appearance to that of one of the city mame-luks. The real identity of the monster cannot be revealed except with a *dispel magic* spell or upon its death.

The rakshasa wears a magical necklace made of silver and platinum and set with five rubies, the central ruby being larger than the others. The necklace is worth 8,000 gp in basic jewelry value (double that if this is recognized as a magical item). The item enables the wearer to detect the presence of a desired item. Upon concentration of the wearer, the central ruby glows and the wearer feels a tingle when the desired object is within 100 feet. The desired object may be general or specific, such as "gold" which indicates the closest amount of gold, or the "Talisman of Al'Akbar," etc. The strength of the tingling grows and lessens depending on the distance of the item (within 100 feet).

59. Babrak & Son, Wainwrights

Inside this building are the smells of wood and sawdust, glue and grease, iron and leather. There are three carts in various stages of repair, spare wheels of various sizes, axles, planks, and various woodworking and metalworking tools. A large man with red hair wearing a leather apron comes towards you.

The wainwright builds and repairs carts and wagons, and is almost as talented at working with wood as is a carpenter. These wainwrights are Babrak Ben Baraka (CN),

from the far northwest judging from his appearance and accent, and his son Peejho.

Babarak is friendly enough, although given to overestimating both the damage to a vehicle and the amount of time it will take him to repair it. "It just can't be done, Effendi — the axles can't take that kind of strain much longer," is a typical phrase.

If given a wineskin brought by the characters (i.e., not obtained in Khaibar), he becomes very friendly, draining the wineskin quickly, raving about the smoothness of imported wine, and then gives the characters an approximately detailed report on the number and positioning of mameluks in the Sultan's Palace. He is often called on to repair Al'Farzikh's or visiting dignitaries' carts, but has never visited the inside of the buildings.

60. Livestock Barns

There may be several of these in Khaibar. These large buildings consist of a barn for several dozen domestic animals including cows, goats, and fowl. All livestock and their products for Khaibar are held here, and the supply is replenished by caravan trade. Because of the difficulty in driving livestock to Khaibar, the prices are 10 times the usual for both livestock and their products. There are always two mameluks on duty, and during the daylight hours there are always two more strong men working the pull-ropes that operate the giant ceiling fans. The back-and-forth sweep of these large fans keeps the air moving and ensures that the animals will survive.

61. Stables

There are up to 1d4 stables in Khaibar. These buildings house the only stables in the entire city, except for a small one inside the Sultan's Palace for Al'Farzikh and his men. These stables are more than capable of housing the camels and horses of one or two caravans, and there are always 4d4 camels and 1d4 light horses in the stable at any given time. Rates are five copper pieces per animal per night, and grooming is included for one silver piece per animal per night.

62. City Warehouses

The door is locked. This building is revealed to be one large structure within. It is filled with bins and barrels, stacked wood, coils of rope and piles of bricks.

This is one of the warehouses for city supplies. The bins and barrels contain nails, pegs, pitch, mortar, and many other sorts of non-perishable supplies needed to build and

maintain a city. It is unoccupied; one of Al'Farzikh's mameluk sergeants doubles as warehouse supervisor, but he only comes here when something needs to be pulled from stores.

Leaving Khaibar

Depending on how the party has fared, the DM may wish to forego wilderness encounters on the journey back. Enterprising PCs may come up with innovative shortcuts, such as *teleporting* a magic-user back with the Cup and Talisman to ensure its safe arrival quickly.

If the party was delayed and their total journey took more than eleven days, the high priest is dead from the plague. He will have used his last *cure disease* spells on others in need, sacrificing himself. If this occurs, *resurrection* spells are not available for the party (there are no other good or neutral clerics of high enough level in the region); furthermore, all experience points awards should be reduced by 20% since the mission was a failure.

If the party returns the Cup and Talisman in eleven days or less, the high priest can *raise* any fallen party members whose bodies were recovered. He does this without charge, but his first priority is to use the Talisman and the Cup to produce balms to cure the plague. After this is done (two weeks or so), healing and restorative spells will be used on the party.

In any event, the party is allowed to keep whatever treasure they have brought back. The priests, however, mention off-handedly the high costs of the relief work they have been doing and that any donation or tithe would be a blessed, generous gift, and so on. There is no penalty for not donating, but any character doing so receives an extra experience point bonus equal to the value in gold pieces of the donation. Make sure everyone has a chance to declare his donation before the experience bonus is made known; donations made after the announcement are to be accepted but do not win extra XPs.

The Sultan's Palace



Encounter Setting

Details of the palace interior are not available to the players until they map the area. Some NPCs may have identified rough areas inside. Read the following when the party comes in view of the palace compound.

The outer walls of the palace are 20 feet high and in good repair, often reaching 10 feet above the adjacent buildings. The peaks of the corner towers dominate the whole, 30 feet above ground, while the smaller gate turrets peak at 25 feet. The walls have crenelations every 12 feet, with four arrow slits on each tower and two on each gate turret.

Although quite formidable in appearance, the palace is inadequately guarded because of the small numbers of the controlling group. There are always two mameluks assigned to each of the four walls, plus one in each tower and turret.

Each turret contains a gong which can be rung to sound the alarm. In case of an alarm, mameluks move from the Guards' Mess (#73), their Barracks (#74), and the Officers' Quarters (#72) to double all sentry positions and prepare an ambush in area #70.

After each combat, keep on crossing brigand and soldier casualties off the roster in Chapter Three. Whenever all men in one category have been eliminated, ignore indications of their presence in subsequent encounter descriptions.

There are no random encounters during the events of this Chapter. Most of the brigands usually stay out of the palace (since Al'Farzikh does not trust them entirely). The palace is defended by mameluk soldiers under the Great Mufti's command. The various guards are shown on the map of the palace with a "G" symbol. The exact number is given in the encounter description.

As the party sneaks into the palace, the Mad Dog of the Desert sends his assassins in. They are hiding in various areas of the palace, waiting for a signal to attack the Sultan. The assassins, all dressed in black djel-labahs, avoid the PCs in the palace. This chapter should be played in regards to the climax that occurs in the Sultan's bedchamber (area #84).

Encounter Key — (use Map III)

63. Royal Stables

This building used to quarter the magnificent pure-blood desert horses of the Sultan's Crown Guard Cavalry. An assortment of

skinny horses, mehara and camels remain here now. In the stalls are eight medium and seven light horses; at the southern end on either side of the building are saddles, brushes, cinches, and other gear. During the day, a stable tender takes care of the mounts (treat as a lvl 0 NPC). He surrenders immediately if threatened, but if given an opportunity, he sounds the alarm.

64. Armory

There are an anvil and small forge, hand-cranked air blower, and various metalworking tools and accessories here. There is also a variety of shields and weapons, mostly yataghans and bows of various types, with some pole arms and crossbows. There are enough pieces to put together four suits of leather armor, three of studded leather, and two ring and chain mail. None of the items in the armory is magical. The stairs lead to the outer walls defending the palace.

65. Hedgerow Maze

A huge, lush hedgerow stands seven feet tall with a perfectly even top, apparently very well-maintained. One opening appears to mark a path about five feet wide through the hedge. The hedge itself is very dense and thick, with very rigid leaves that would cut an unprotected person.

Long ago the Sultan had the hedge maze planted. A permanent botanical spell keeps the hedges alive through the years of drought. The hedges can be cut and hacked through at a rate of 2 1/2 feet per round (this makes a 3-foot wide path), but will regrow 1d4 rounds after any portion is destroyed or cut. Druidical spells will not affect the hedge.

66. Secret Entrance

This secret door has not been discovered by Al'Farzikh (or by anyone else). The secret door is well-hidden behind the hedge and is twice as difficult to detect as an ordinary secret door. From the other side the secret door is part of a frieze; it is well-hidden, but can be detected at normal chances.

67. General Business Room

This where daily business which does not require the Mufti's attention is conducted. Known visitors are required to leave their weapons here. A mameluk officer and two soldiers are always on duty here: the officer is behind a desk against the north wall; one soldier is by the northeastern door and one

stands by the outer door. The rest of the room is cluttered with scrolls and paperwork, filed in a seemingly random but workable fashion. There is nothing magical in the room. If the officer thinks a decision needs to be made on a higher level, he calls for an escort of four mameluks to guide the visitors to the Great Mufti (see below).

68. Great Mufti's Office

If the alarm has been sounded, the area is empty. Otherwise, during daytime, Farouk, the Great Mufti, is in this room taking care of various city and military business. He is third in command, after Vahtak Bey. Two mameluk soldiers always escort him. Farouk traditionally carries the keys to every lock in the palace and is responsible for day-to-day activities and operations within the palace. He handles minor disciplinary problems, assesses tariffs on caravans, barter with tradesmen for supplies, etc. The area is empty during the night.

Farouk dreams of times glorious Sultans reigned over this fabled city. He secretly plots to overthrow the fiendish brigands and their leaders Al'Farzikh, Vahtak, and also possibly the Mad Dog if he can get hold of him. Al'Farzikh has tolerated Farouk so far because he is an able military expert. Farouk does not know he is the direct descendant of Sultan Amhara, which the Talisman of Al'Akbar should reveal (see area #88).

NPC Capsule

Farouk Pasha, Great Mufti of Khaibar Level 7 Fighter

Strength	15	Armor Class	3
Intelligence	11	Hit Points	40
Wisdom	12	# Attacks	2
Dexterity	13	Base THACO	14
Constitution	14	Base Damage	d8
Charisma	16	Combat Bonuses	+6/+6
Comeliness	17	Alignment	LG

Equipment: Chain mail +2, large shield, rod of rulership, yataghan +3

Farouk has a double specialization with his yataghan. His rod requires a command word for which the Mufti has been searching libraries for years, but in vain. Centuries ago, the rod belonged to the Sultan Amhara. It was secretly passed down from one obscure grandson to another.

If Farouk discovers the party's intentions, he may secretly ally with them on the condition the party rids the city of Al'Farzikh and Vahtak, and the Cup and Talisman of Al'Akbar are returned to Khaibar upon



completion of the party's quest (to guarantee this, the party cannot leave the city without a strong mameluk escort). Farouk will not risk his mameluks in a coup if Al'Farzikh still is in power. Until the coup takes place, the PCs are on their own since Farouk does not want his secret alliance with them to be discovered (in case the plan fails totally). Mameluk soldiers and officers are unaware of this alliance and react as with any intruders (take them to the Mufti).

69. A Deadly Reception

A pit trap is located at the center of this corridor. Only mameluk officers and higher ranks know how to deactivate it to allow safe passage into/out of the palace. The deactivation mechanism is located in #70.

Two rounds after being triggered, the trap door closes, automatically resetting the trap, unless it was spiked open. The pit covers a 10' by 20' area at the center of the corridor. The entire pit area opens when pressure of more than one pound reaches the central area of the trap door. The pit is 20' deep, but is filled to a depth of 10' with cold, dark water with a greenish slime on its surface. The slime is harmless, but victims with armor and equipment weighing more than 20 pounds sink to the bottom of the pit. After two rounds underwater, a victim takes 1d10 + 10 points of damage from suffocation. Removing armor takes the number of rounds listed below.

Leather, Padded, or Magical	..1	Round
Scale, Chain, Banded Mail	...2	Rounds
Plate Mail3	Rounds
Full Plate4	Rounds

These times assume that a victim does not fight the giant crayfish also living in the water. It attacks randomly while staying underwater. PCs at the top of the pit may use missile weapons at -4 to hit because of the darkness, the water and the moving victims.

70. Waiting Room/Ambush Area

If the party fell for the trap in area #69, ignore the boxed text below — the three guards would then be waiting for the party. If the PCs avoided the trap or remained silent throughout, read the text below to the players:

Three mameluk soldiers and an officer are sitting at a table in the center of the room, playing dice. The room is handsomely appointed with polished wood covering the walls, two nice paintings of

Khaibar at its peak hung on the walls, a desk of good quality, and ten comfortable padded chairs.

The mameluk officer is responsible for deactivating the trap in area #69. He does so upon request from the Great Mufti or another mameluk officer in area #68. The pit trap in area #69 is deactivated when pushing on a loose stone under the desk.

If the alarm has been sounded in the palace (or in the city less than three hours ago), the Great Mufti is in this room with a dozen more mameluk soldiers, and two officers, staying against the wall next to the door. They attempt to surprise and capture the PCs when they enter the area.

If the party is defeated, the Mufti orders the survivors tied up and then dismisses the soldiers, saying he will interrogate the prisoners himself. If more than two thirds of the mameluks have been defeated, the soldiers run away with the officers (if still alive), and the Mufti surrenders to the party. See encounter #68 on how to play the Mufti next, whether the party is defeated or not. After the PCs' "arranged" departure, Farouk pretends the intruders have used magic to escape his wrath to avoid any suspicion.

71. Great Hall

Six large tables occupy most of this room, with an even larger one perpendicular to the others, along the west wall. Oriental tapestries of elegant weave covering the walls depict scenes of life in the casbah, small dhows sailing down an oued resembling the one outside the city, and jihads where brave mujahedins of the true faith triumph over evil infidels.

Al'Farzikh, officers, guests, and (in defiance of custom) harem women use this hall for feasts. Al'Farzikh long ago discovered the secret passage on the west wall that leads to the Sultan's chambers. Vahtak also has discovered this passage, but Al'Farzikh does not know this. Al'Farzikh receives visitors in this hall. This is where he conducts daily business, sitting at the larger chair behind the west table.

72. Officers' Quarters

These were once used to house lesser guests, but now are used as quarters for mameluk officers and their Mufti. At any given time there is a 20 % chance that the room is occupied. Officers always attempt

to sound the alarm if intruders wander into their quarters. They are not aware of the Great Mufti's possible alliance with the intruders (see area #68 for more detail).

73. Guards' and Officers' Mess

This large room is where soldiers eat their meals, except for special events when everyone is invited into the Great Hall. There are always 4d6 mameluk soldiers and 1d4 officers in this room. The rest of the time, they remain here to play dice or tarot, or drink the traditional mint tea, qahwa or moka.

74. Soldiers' Barracks

Part of the mameluk garrison can always be found here (d12 + 10 soldiers), at any time of the day. These men will be sleeping or just taking a nap, depending on the hour. Weapons, armor, and personal possessions are stored at the head of each mattress.

75. Bey's Quarters

Vahtak Bey presently lives in this room, originally reserved for important guests of the Sultan. If the alarm has not been sounded, Vahtak is in this room during night hours. The bey is always busy elsewhere during the day. When in this room, he is with a companion from the harem. If a PC has been kidnaped as an addition to the harem earlier during the adventure, she is tied up in this room when the party enters.

If surprised in this room, the Bey first attempts to fight his way out and sound the alarm. If that is clearly impossible, he falls to his knees and begs for mercy, telling about Al'Farzikh's odious residual poison. Vahtak reveals he would die horribly if he betrayed the Sultan. A magical *neutralize poison* is sufficient to cure Vahtak. If the party spares his life, Vahtak promises to help the party defeat the Sultan. He secretly plots to take over the brigands later and turn against the PCs, hoping to claim himself the rightful Sultan.

Inside the down mattress of the large bed is Vahtak's treasure: 5 diamonds, 6 sapphires, 4 rubies, and 4 emeralds worth a combined total of 30,000 gold pieces. The silk tapestry is a work of art worth 3,000 gp, and there are two oriental carpets of intricate weave worth 1,000 gp each on a foreign market. One of the rugs is a *carpet of flying*.

76. Guest Room

This room is decorated very plushly, with deep, soft carpets and elegant fabrics on the walls. The mattress is covered with sheets of silk in beautiful colors.



This room is reserved for the occasional visitor of importance whom Al'Farzikh entertains. When the party enters this area, Yasir Khabob, one of the Mad Dog's assassins, is hiding under the bed.

He has been ordered to attack the Sultan at a given signal. He remains quietly under the bed until that moment. If discovered, he fights to the death. Should the PCs ever capture him, he lies and says the Great Mufti hired him to assassinate them. Yasir never willingly tells the truth. He has an explosive device concealed in his djellabah under a padding to avoid detection, which he will try to detonate, fanatically sacrificing himself for his cause.

The sheets on the bed are worth 50 gp each, and although silk can be compressed quite tightly they are still rather bulky.

77. Palace Temple

Formerly a private temple for the Sultan and his staff and guests, this temple has been desecrated and converted into a non-denominational place of evil deity worship. Occasional ceremonies are presided over by visiting evil clerics, such as Abdul Fatar (see area #32). It is empty when the party enters.

There is an altar upon which is an ugly idol of a horned deity, made of gold plated lead. The eyes are two small rubies; the idol and the rubies together are worth 2,000 gp.

Any non-evil characters of neutral or chaotic tendencies suffer 1d10 points of damage from touching the idol; characters of lawful tendencies take 2d10 points of damage from contact (no save). Evil beings are unaffected. Striking the idol with a weapon causes the wielder no harm. Holy water poured onto the idol causes it to dissolve, hissing and producing a foul-smelling gas. It requires two full vials of holy water to destroy the idol completely.

78. The Torture Chamber

The central area of this room provides access to all of the cells, and is filled with medieval implements of torture. Little-used in the time of the Sultan Amhara, the practice of torture has come back into favor under Al'Farzikh, who sometimes resorts to it to obtain more favorable terms for his business dealings with traders and merchants.

Currently only two cells are occupied, by two mameluks who committed some severe breach of discipline (like hesitating to murder an innocent trader). Both offer their help in return for release and safe conduct out of Khaibar. They answer questions truthfully and provide information to the party.

79. Kitchen

Meals prepared here can be taken into the Guards' Mess or along the corridor into the Great Hall. There are 1d4 soldiers and one officer in the kitchen at all times, either actually preparing meals or preventing between-meal snacks. There are several knives and cleavers within reach of the cooks; treat a thrown cleaver as a throwing axe (1d6).

80. Food Pantry

The door from the kitchen leads to a slightly downward-sloping path into the pantry. This room is actually set a little deeper into the earth to provide a naturally cool area for storing foods, herbs, spices, etc. Included are salted beef, dried fish, bins of vegetables, and so on. Spellcasters can replenish herbal spell components. Locked in a box in one corner is an *Egg of Reason*. Although Al'Farzikh and the others long ago correctly identified this item, none felt it was worth the risk to consume it.

81. Servants' Quarters

These are the servant slaves' rooms. The servants do not complain, for they are better fed than the rest of the population and get to live in the palace. When the brigands get drunk, they may loosen their purse-strings and gain some income with a little luck. The servants neither sound the alarm nor help the party in any way. They mind their business and ignore the party totally, fearing some retaliation from the brigands. None of them knows how to read or write and all have had their tongues cut out.

82. Hussain Mahstar — Locksmith

This is Hussain Mahstar's locksmith work-shop. He makes keys and padlocks for all in the palace. The party can find hundreds of keys here, hooked to the walls and on shelves. Any PC taking keys has a 10% chance of opening any locked door per pound of keys taken. Hussain (LN) is overworked and ignores the PCs if they just cross through the area. However, he sounds the alarm if PCs try to take any keys.

83. Palace Hammam

A note on the door, written in modern Aririan, indicates the entrance to the hammam, a bathing and sauna room. Beyond the door is a small cubicle with a stack of towels, where the users leave their personal effects. When the party enters, an officer's uniform and weapon are hanging there.

Mansour, a mameluk officer, is inside the sauna, relaxing in a thick billowing steam. If

someone enters, Mansour thinks it is a friend of his, especially if the "visitor" only wears a cloth around the waist. The "visitor" has a chance (variable depending on the players' role-playing performance) of getting some information, until the officer realizes he is speaking to someone else.

Mansour is a double agent working for the Mufti. He pretends to be working for the Mad Dog, but he is loyal to the Mufti. The conversation should be aimed at the fact that Mansour suspects the Mad Dog of plotting against the Sultan, and that an attack is imminent. If Mansour realizes the identity of the "visitor," he goes berserk and fights with a wooden bench to stop the intruder. Every time he scores a hit, the victim must make a successful Constitution roll or be knocked unconscious. Should Mansour win a fight, he does not sound the alarm but either rushes to report the intrusion to the Mufti, or brings him the unconscious victims (see encounter #68 on how to play the Mufti next).

84. Sultan's Chamber

A dozen brigands in djellababs are talking in this room, their attention drawn to a map pinned on the back wall with a dagger.

This large square room is a height of opulent display. The bedposts of a huge canopied bed are delicately wrought iron coated with a layer of gold paint. Thin silken veils hang from the canopy, enclosing the bed. Rich oriental carpets and tapestries cover walls and the floor.

Whether the alarm has been sounded or not, Al'Farzikh and his Bey (if not yet encountered) are both in this room, planning a razzia of Ber-Gathy. They are not aware of the plague there. Ten brigand leaders, the ones Al'Farzikh trusts the most, are sitting near the entrance of the room, listening to their chief.

If the party attacks the brigands, 1d4 rounds later all remaining assassins and the Mad Dog suddenly charge into the room, indifferently attacking brigands, Sultan, and PCs alike. The Mad Dog has chosen this moment to perpetrate his coup and get rid of the Sultan and the infidels (PCs) at the same time! They enter through the various secret entrances (which are known to them) and the main door.

Using the same passages 1d4 rounds later, all remaining mameluk soldiers, their officers and the Great Mufti charge into the room, attacking the assassins, the brigands and their evil leaders. The soldiers have



been ordered to spare the PCs, and eventually defend them in case of trouble. The Great Mufti has seized this unexpected opportunity to overthrow the evil Sultan and rid the city of the Mad Dog of the Desert.

The fight will be a bloody one, all parties present fighting to the death. Each assassin and the Mad Dog have one hastily prepared explosive device which takes 1d4 rounds to detonate (with a 75% chance of malfunctioning, only producing a lamentable and harmless "fizz-pop" sound). Every time an explosive device is revealed, all of the assassins, brigands and mameluks suddenly dive to the ground or behind furniture, expecting an explosion. One PC may attempt to grab an explosive on a successful Dexterity check, and throw it out of the room. If the first attempt fails, the second one during the next round should automatically succeed.

If either the assassins or the brigands win the fight, they seek to immediately execute surviving PCs. If the Mufti and his mameluks win, the PCs may be either expelled from the city (if there was no previous alliance), or their bargain respected (see area #68 for more detail).

Thanks to a local device called the "desert grapevine," the population is almost immediately aware of the battle in the palace. Groups of rioting townspeople and brigands chase each other in the streets, causing a total state of confusion. Order is restored the day after one of the three factions gains power in the palace. If the Great Mufti wins, all brigands flee the city. If the Mad Dog, the Bey or Al'Farzikh win, the brigands remain in the city, under the orders of the surviving leader, actively searching for surviving PCs.

A secret passage to the west leads to the harem. The previous Sultans and Al'Farzikh used it to visit their wives and concubines. Al'Farzikh stored his treasure in the northern secret passage; the cloth covering the walls and ceiling of the passage hides a recess in the northern part of the west wall. It contains a crystal goblet worth 5,000 gp; a serpentine tiara wrought of platinum and encrusted with emeralds, worth 25,000 gp; 10 diamonds, worth 2,000 gp each; and a large black pearl worth 10,000 gp. This is also where a *net of entrapment* is stored if the ambush at the sewers did not occur (see Chapter Two); there is also a gallon of poison antidote for Vahtak.

85. Guard Posts

A platoon of a dozen mameluk soldiers is always on duty at these posts. They usually attempt to stop intruders. However, if there is a fight in Al'Farzikh's room, they avoid coming in without orders from the Mufti

(see previous encounter and encounter #68 for more detail).

86. Treasury

This massive steel door has a bas-relief carving of a lion's head on it; the mouth looks as if it is just beginning a roar. The door is trapped, but the carving is merely a distraction; the trap is deactivated by a hidden keyhole in the north wall 5 feet west of the door. If the key (carried only by the Great Mufti) is not used, or if a Find Traps and Remove Traps attempt is unsuccessful, a cloud of fire explodes from above. The fire does 6d6 damage to anyone within 20 feet of the door; save for half damage.

Inside the room are ingots and coins totaling 20,000 cp; 15,000 sp; 12,000 gp; and 10,000 pp. There are also gems and jewelry worth 75,000 gp. There is no magic in the room.

87. Harem Eunuchs

Six tall, muscular men defend this entrance against any intruder. They will fight to the death unless ordered otherwise by the Sultan, or one of the harem concubines.

They swing large yataghans (base damage d10, combat modifiers +2/+3 due to their strength). Since their tongues have been cut out, the eunuchs do not bother sounding the alarm. Two eunuchs always escort a harem concubine whenever she leaves the harem.

88. Harem Lounge

As soon as the party opens the door, a dozen young women start screaming and running toward the back door (area #89). If the guards in area #87 have not been dealt with yet, they rush into the harem to attack the sacrilegious intruders. The large, square room contains a glowing, crescent-shaped pool surrounded with comfortable cushions, poufs and divans. Between the room's pillars hang transparent blue veils slowly floating in the draft.

Magical spheres set in the walls of the pool, below the surface, illuminate the water. The Sultan's pool has a widespread reputation among visitors, officers, and the harem women for its legendary curing properties. The southwestern globe's reflective portion is actually the Cup of Al'Akbar, imbuing the water touching it with some of its healing powers. The stone must be chipped away to get to it. See Pull-Out Section on the Cup's powers. Inside the cup is a medal engraved with the words: "Al'Akbar is the True Word!" This is the magical command word for the Mufti's *rod of rulership*. On the back appears "He who commands


the warriors on the Day of Al'Akbar is my son, the rightful Ruler of Arir — Sultan Amhara."

89. Harem Sleeping Quarters

A dozen young women are in these rooms, cowering against the back wall. If a female PC has been kidnaped earlier in the adventure (and not yet recovered), she is with the young women, sleeping deeply. She had been forced to smoke kif with the Bey some time ago. The victim wakes up in about an hour.

In the past, the Harem was the communal living area of the Sultan's wives and concubines. As with most other traditions, Al'Farzikh has profaned this by bringing in camp followers and harlots and setting them up as a harem for his own use, or the officers'. Most of the women are pleased with the arrangement because of the luxurious surroundings, which more than make up for the lack of privacy and freedom; but some women who have quarreled with Al'Farzikh have simply disappeared, never to be seen again. The general assumption is that they did not leave alive. The women are restricted to this room and the pool area except when accompanied by Al'Farzikh, Vahtak, or one of the eunuchs.

Their individual reactions to the party depend on the Comeliness and Charisma of the male PCs. If the reaction is favorable, they invite a PC into the pool, noting how good and healthy one always feels afterwards. One of the women may also offer a few khat leaves, or volunteer her knowledge about a secret door to Al'Farzikh's bedroom somewhere along the east wall. If the reaction is negative, the elder concubine may invite a PC to smoke kif from her narghile, or offer golden — but poisoned — makrouds, a local custom for unwanted visitors.



Patterns of Darkness, Patterns of Light,
Only one path safe, only one path right.
Bolts of blue punish the ignorant infidel,
And none shall survive his tale to tell.

In the beginning was void dark without end,
Then came the sun, and life did begin,
Tertiary tread falls on the light of a star,
Next find salt or your way Death may bar.

In realms of shadow you will hasten,
A tomb provides work for a hoary mason,
For seven's luck find sun's other meaning.
Orin Hell's dismal gloom you'll find yourself
dreaming.

Behind stars, under hills, empty holes does
fell,
Crown of a three-legged in a Sphinx's riddle,
Gives a pattern to those with a will.













FOLLOW THE DRY
TO THE TREASURE
OF THE SKY

X
↓

X

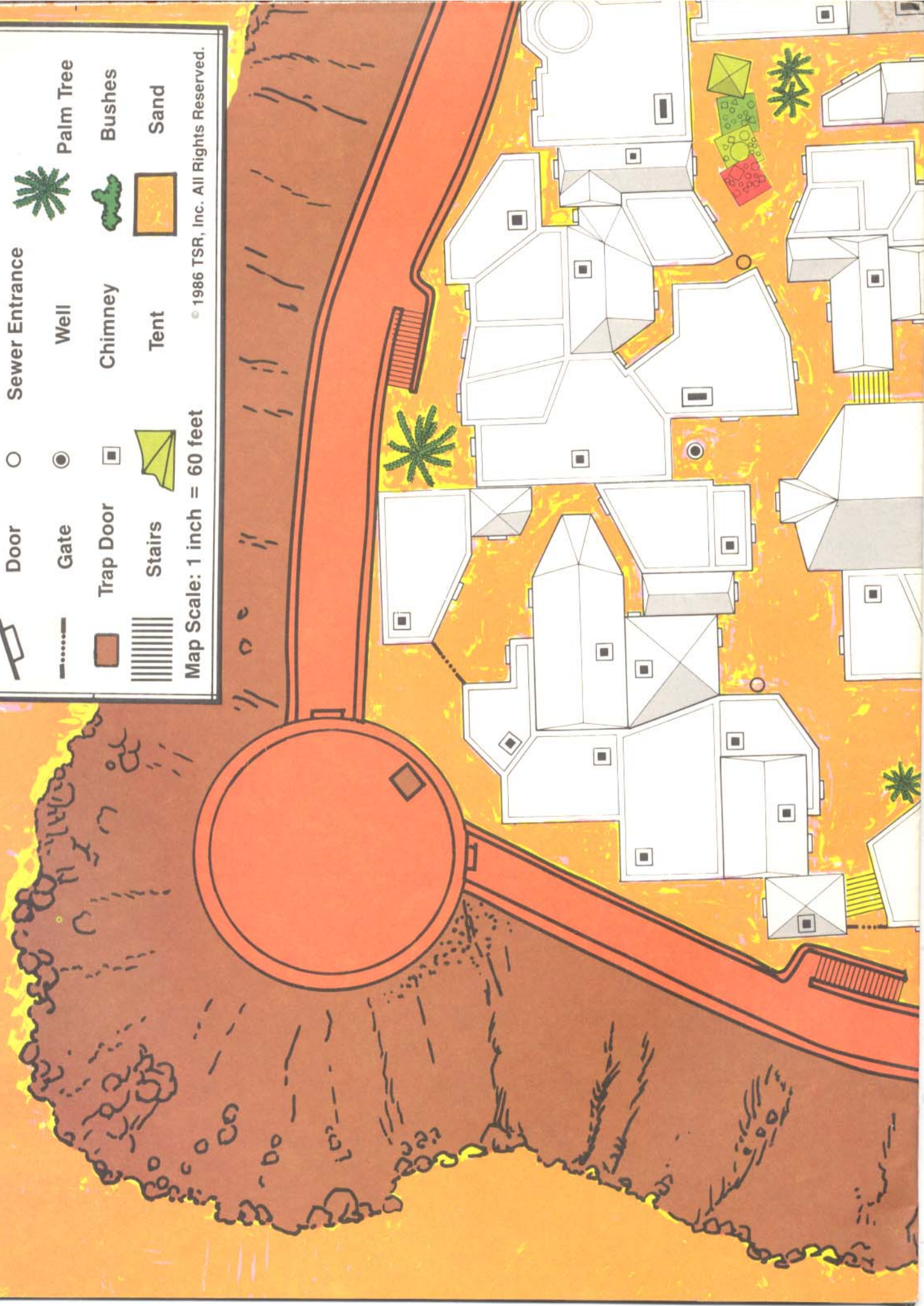
City Map of Khaibar

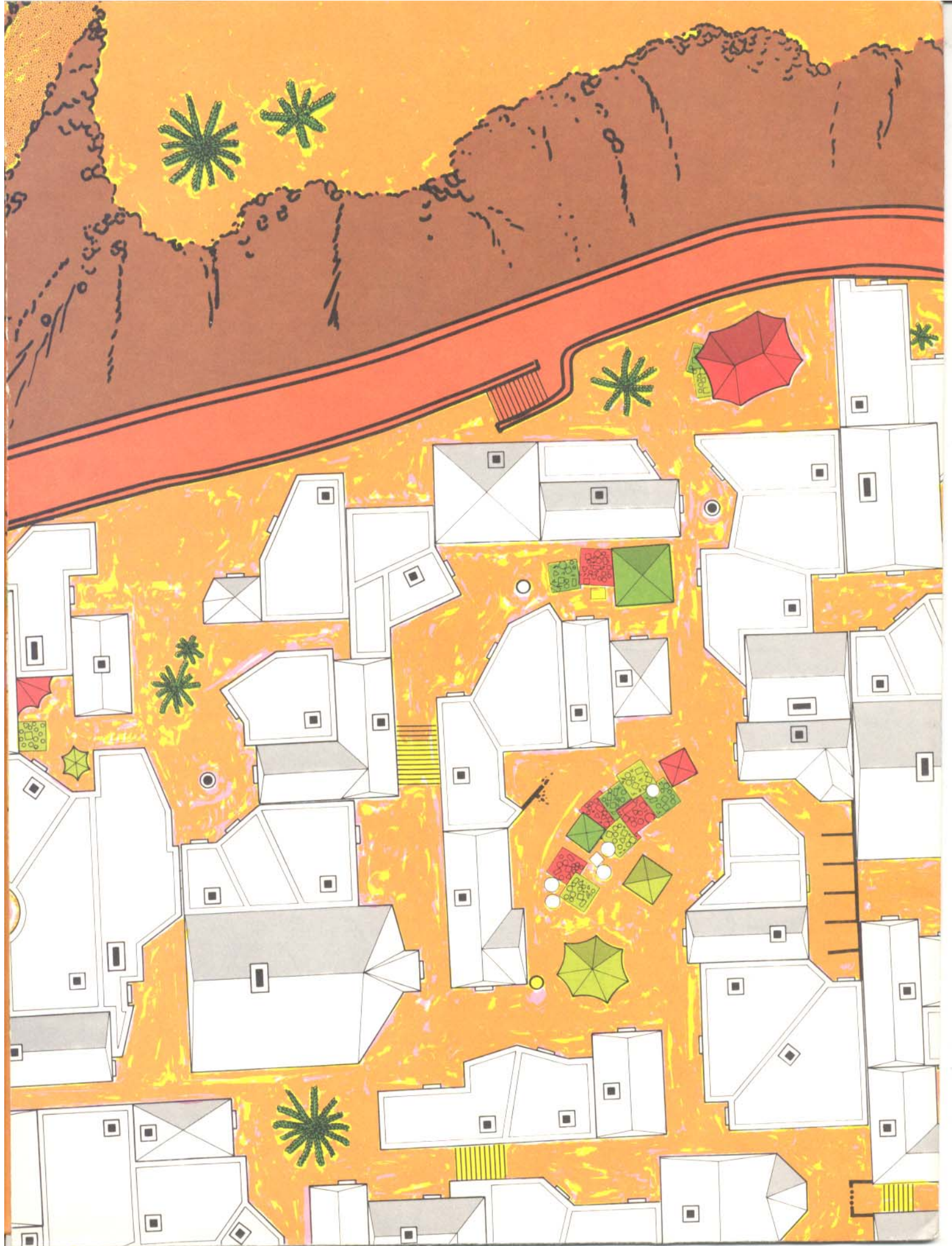
-  Door
-  Sewer Entrance
-  Palm Tree
-  Gate
-  Well
-  Chimney
-  Trap Door
-  Stairs
-  Tent
-  Sand

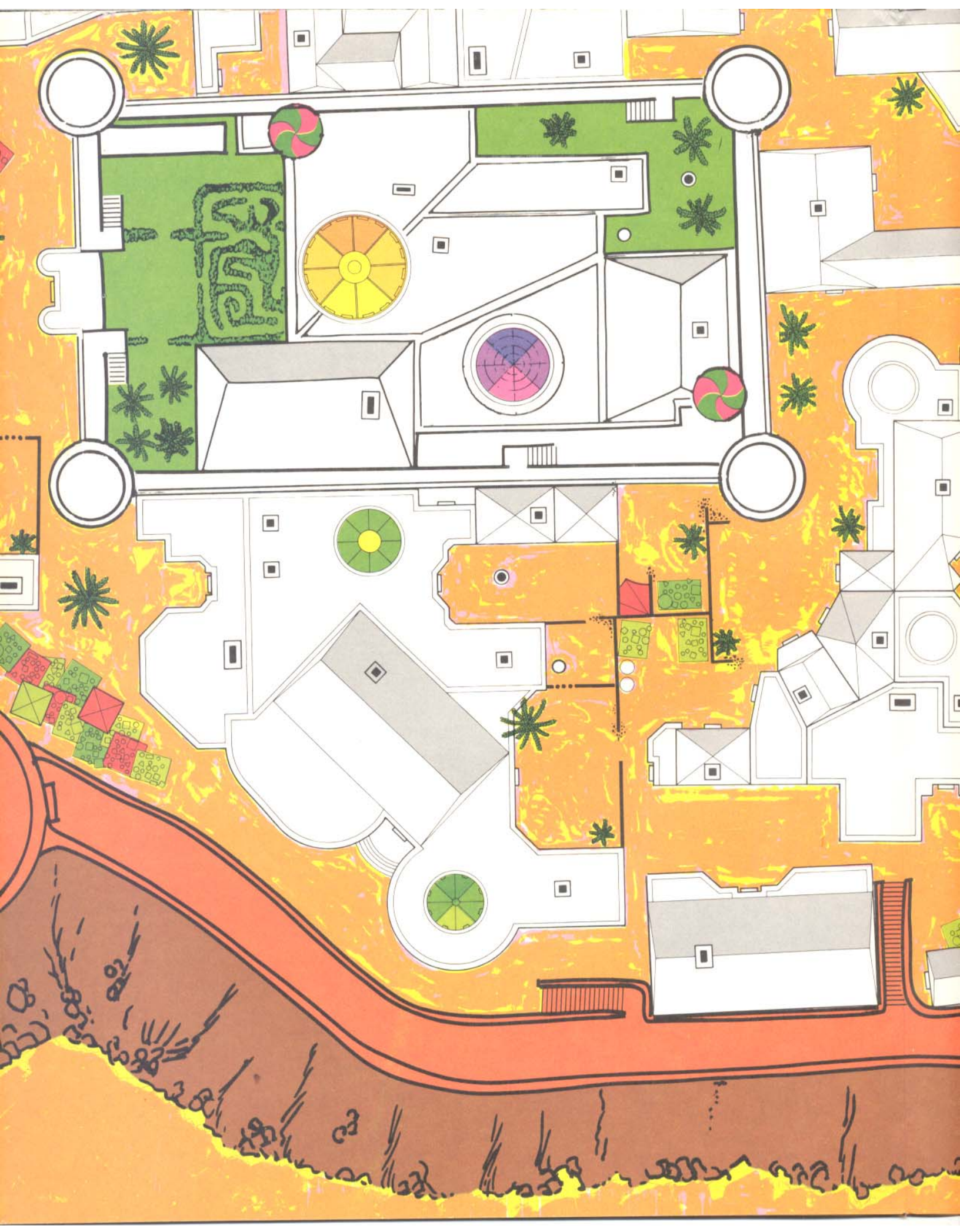
Map Scale: 1 inch = 60 feet

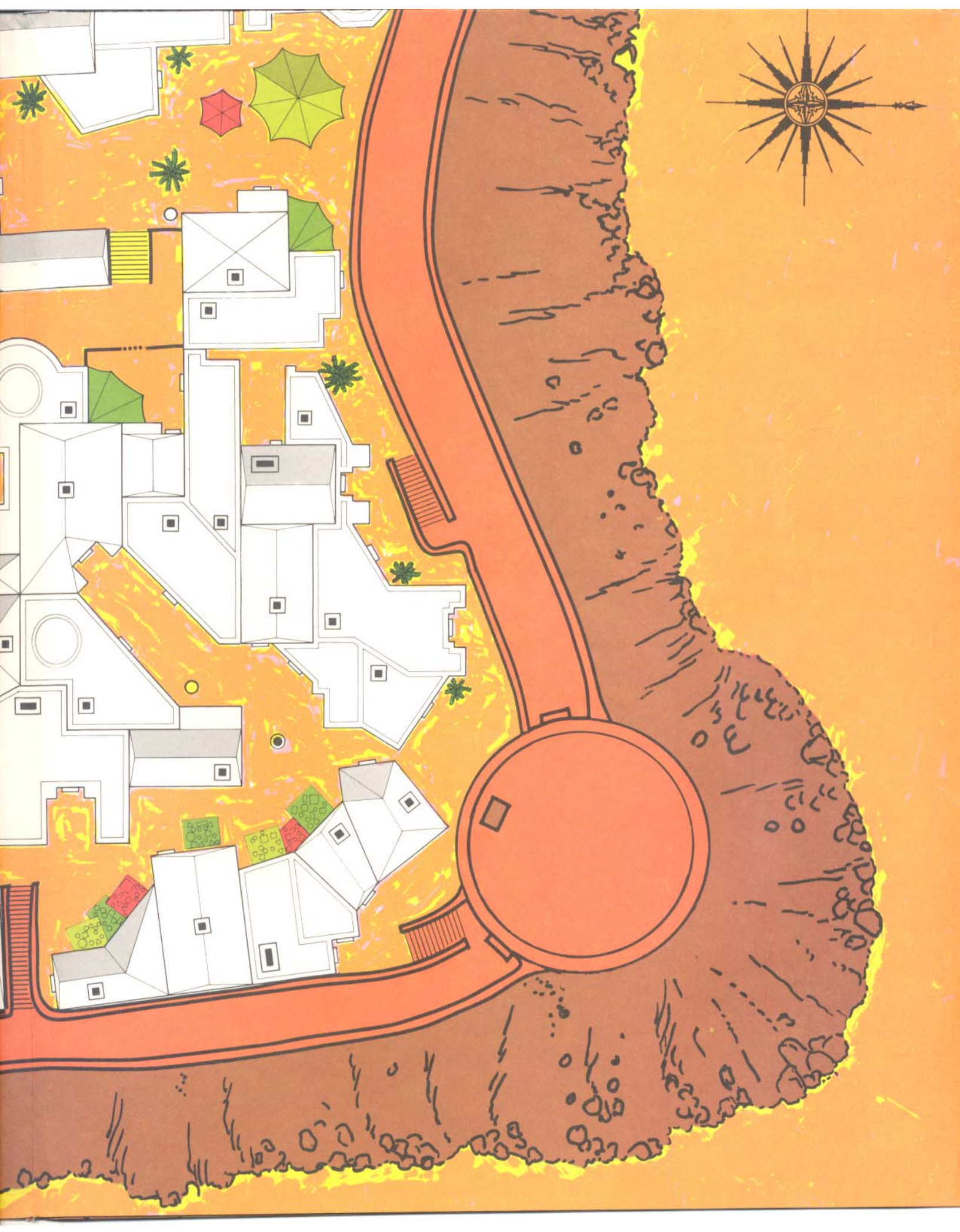
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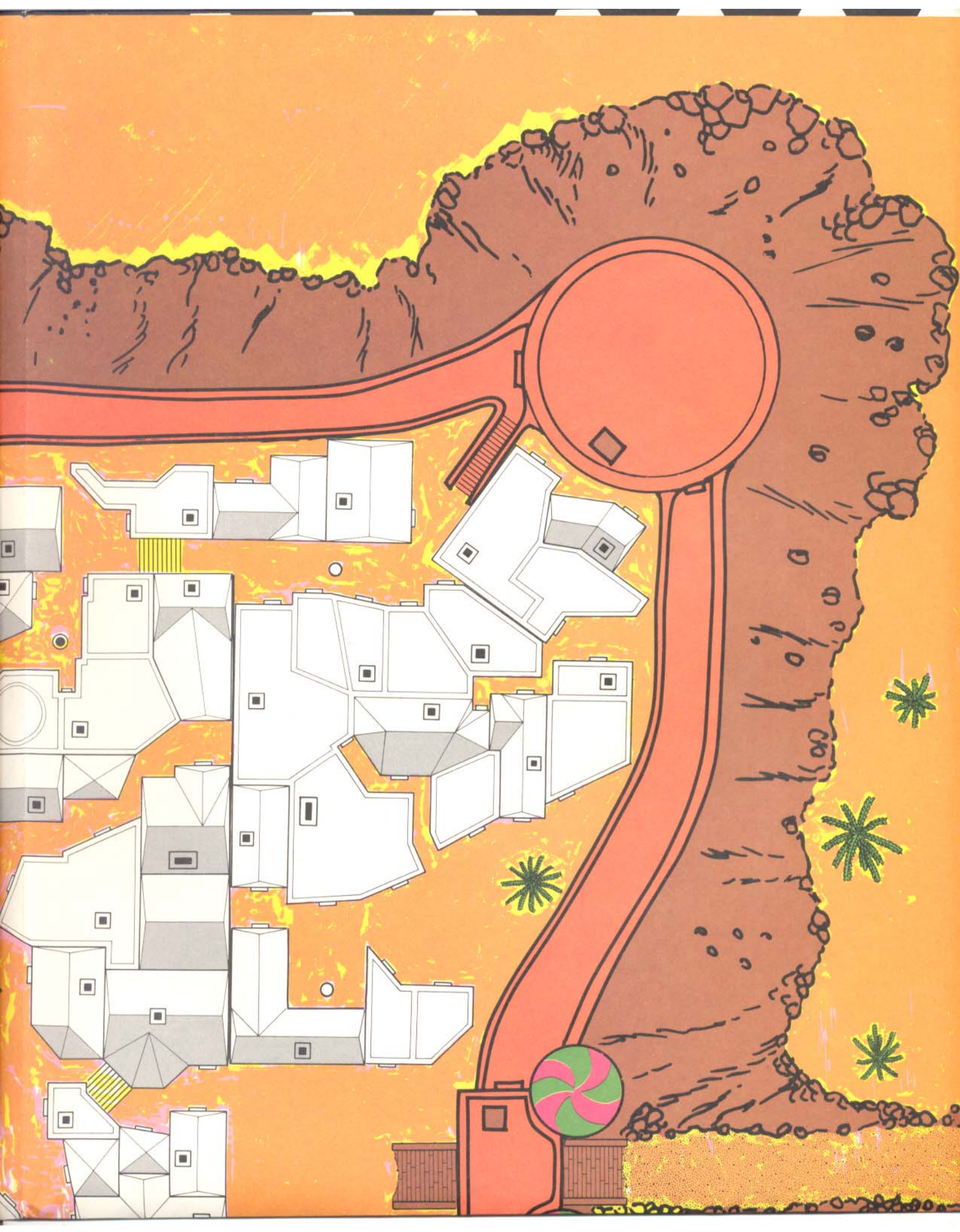








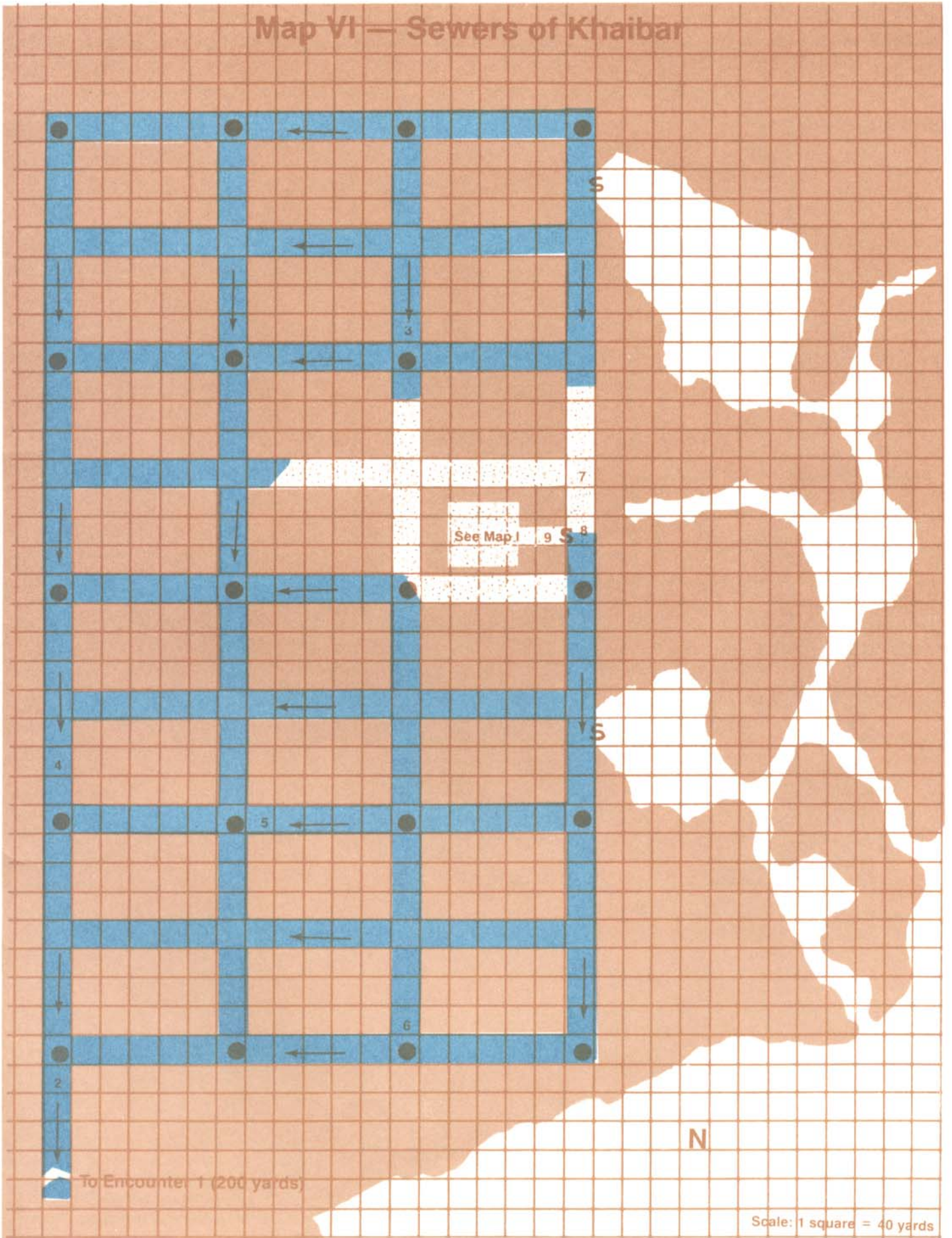








Map VI — Sewers of Khaibar



Combined Monsters Statistics Table

Name	AC	HD	hp	AT	D	MV	AL	THAC0	BOOK	SA	SD
Acidic Fungus	10	3	20	Spec.	AC+7	1"	N	NA	New M.	Yes	Yes
Carriion Crawler	3/7	3+1	25(x3)	8	Paralysis	12"	N	15	MM1	Yes	No
Crayfish, Giant	4	4+4	32	2	2d12x2	6"/12"	N	15	MM1	No	No
Crypt Thing	3	6	40	1	d8	12"	N	13	FF	Yes	Yes
Death Dogs	7	2+1	11(x20)	2	d10	12"	N(E)	16	FF	Yes	No
Disenchanter	5	5	35	1	—	12"	N	15	FF	Yes	Yes
Dragon, Blue	2	10	70	3	d6x2, 3d8	9"/24"	LE	10	MM1	Yes	No
Gibbering Moulder	1	7	50	6+	1, +1/rnd	3"/6"	N	13	MM2	Yes	Yes
Gold Mold	9	NA	NA	1	d8	0"	N	NA	New M	Yes	Yes
Gorgimera	5/2	10	75	5	d3x2, 2d4, 2d6 3d4 + Special	12"/15"	CE	10	MM2	Yes	No
Hollyphant	-4	8+8	60	2	d3(x2)	..."	LG	12	MM2	Yes	Yes
Lamia	3	9	63	1	d4	24"	CE	12	MM1	Yes	No
Lurker Eater	7	4	28	—	—	15"	N	NA	MM2	Yes	Yes
Lurker Above	6	10	65	1	d6	1"/9"	N	10	MM1	Yes	No
Men											
Assassin	5	A4	16	1	d6	12"	LE	20	—	Yes	No
Brigand	5	T4	14	1	d8	12"	CE	20	—	Yes	No
Brigand Leader	4	T6	21	1	d8	12"	CE	19	—	Yes	No
Common Man	10	0	d4	1	d4	12"	Vr.	20	—	No	No
Harem Eunuch	10	F3	25	1	d10	12"	LE	18	—	No	No
Mameluk Soldier	6	F5	30	1	d8	12"	LN	16	—	No	No
Mameluk Officer	6	F7	45	3/2	d10	12"	LN	14	—	No	No
Mummy	3	6+3	40(x8)	1	d12	6"	LE	13	MM1	Yes	Yes
Ogre Mage	4	5+2	41	1	d12	9"/15"	LE	15	MM1	Yes	No
Pudding, Deadly	7	8+1	60	1	d6	12"	N	12	MM2	Yes	Yes
Purple Worm	6	15	105	1+1	2d12, 2d4 + Special	9"	N	8	MM1	Yes	No
Rakshasa	-4	7	47	3	d3x2, d4+1	15"	LE	13	MM1	Yes	Yes
Salamander	5/3	7+7	55	2	d6, 2d6	9"	CE	13	MM1	Yes	Yes
Sandman	3	-4	28(x3)	—	—	9"	N(E)	—	FF	Yes	Yes
Sphinx(Gyno)	-1	8	56	2	2d4	15"/24"	N	12	MM1	Yes	No

Random Encounters Table

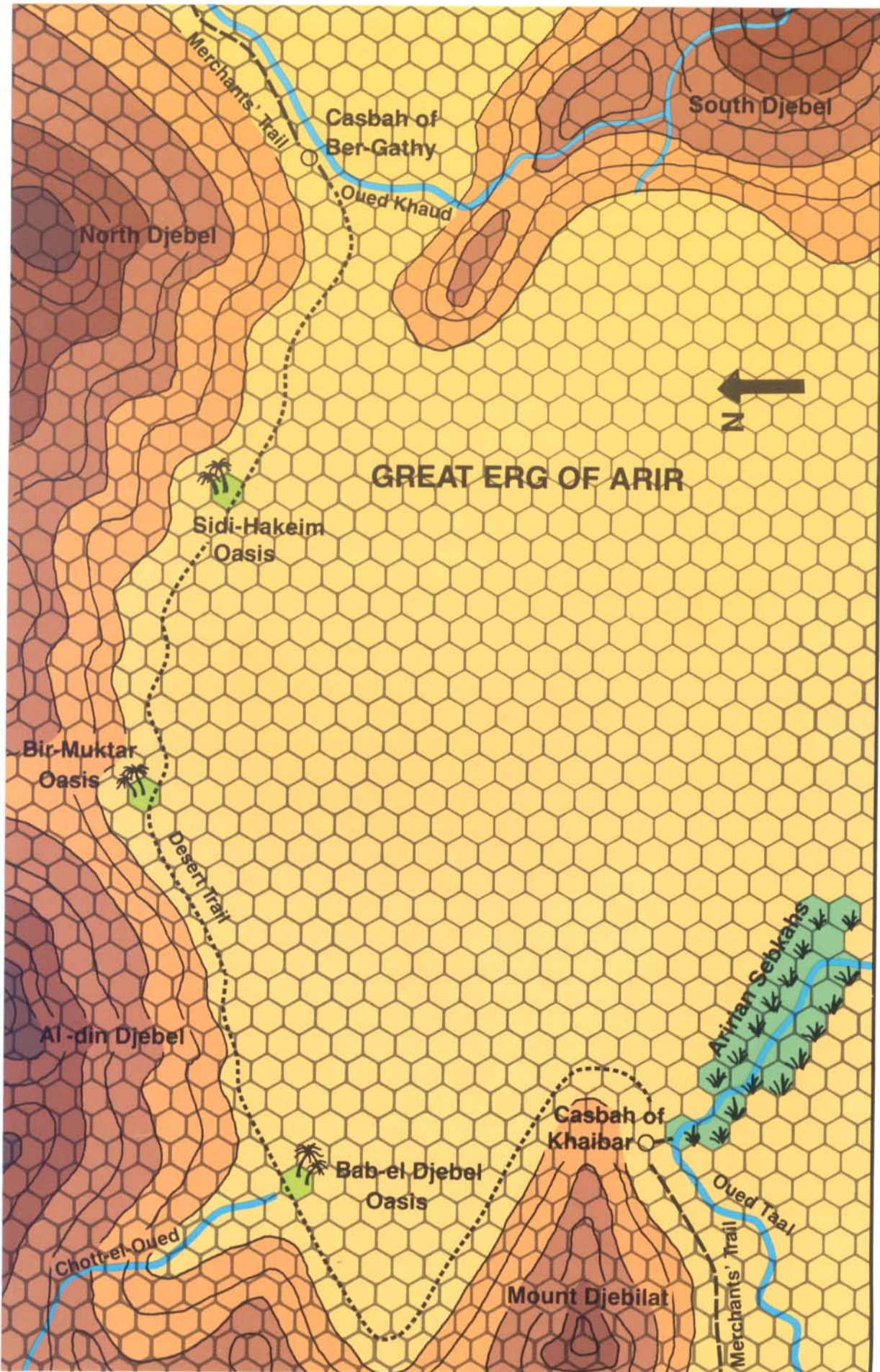
Desert	Sewers	Khaibar	Type of Encounter
0-30	0-30	0-30	None
31-40	—	—	Death Dogs
41-50	31-40	31-40	Disenchanter
51-60	41-50	—	Lamia
—	51-70	—	Lurker Above
—	71-90	—	Pudding, Deadly
61-70	—	—	Purple Worm
71-80	—	—	Salamander
81-90	—	41-50	Sandman
91-00	—	—	Sphinx(Gyno)
—	—	51-70	Street Patrol, 2d4+3 Brigands*
—	—	71-80	Street Patrol, 1d6+3 Mameluks*
—	—	81-00	City Event(see next column)

(*) A patrol always comes with a leader or an officer.

City Events: choose one event below.

- A. An explosion occurs in the building next to the party; a fire starts in the roof. 1d4 rounds later, a patrol arrives.
- B. A sand storm begins. All townspeople, brigands and soldiers leave the streets, until the end of the storm (1d4 hours).
- C. During the night, a flight of 12 blue dragons pass over the city dropping explosive devices. Townspeople say it is a retaliation from a great northern empire aroused by the Mad Dog of the Desert's exactions in their land.
- D. A caravan arrives from the desert. It sets camp at the entrance of the palace, and holds a market for 1d4 days before leaving.
- E. Day of the Pious. Everyone must remain at home and pray.
- F. At 2AM, the muezzin appears in the minaret and calls the pious to prayer. This begins a special feast day, celebrating a miracle in which the Great Holy One caused a date palm to bear fruit on command. All pious folk must leave their houses and assemble in the bazaar for a period of prayer not to exceed one hour.

Map VIII Players' Map of Arir



Trails



River



Stream



Oasis



Elevation Lines
(1000 ft. elevation)



Dried Marshes



City

Scale:

1 hex = 1 mile

Advanced Dungeons & Dragons[®]

Official Game Adventure

Day of Al'Akbar

Allen Hammack

The land of Arir — a once peaceful desert country, dotted with oases, teeming with caravans — fell into the hands of infidels. The ruler, the dearly loved Sultan Amhara, was killed in the battle for the capital city of Khaibar. He left behind one of the greatest treasure stores ever amassed — jewels and coins, more than anyone had ever seen before or since — and in addition, the Cup and Talisman of Al'Akbar.

A deadly plague sweeps your land. The holy men say that if only they had the Talisman, they could create cures for this dread disease. Many adventurers have tried and failed to find the Cup and Talisman. Now it is your turn. Find these treasures, and save your people!

The journey is exciting, but treacherous. Do not be distracted by the exotic sights and sounds, the strange foods. You must avoid being discovered by Al'Farzikh and his brigands, as you infiltrate the palace. Be wary — what is most beautiful may be most deadly, and what seems useless may be priceless.

An Adventure for 6-8 Characters, Levels 8-10

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