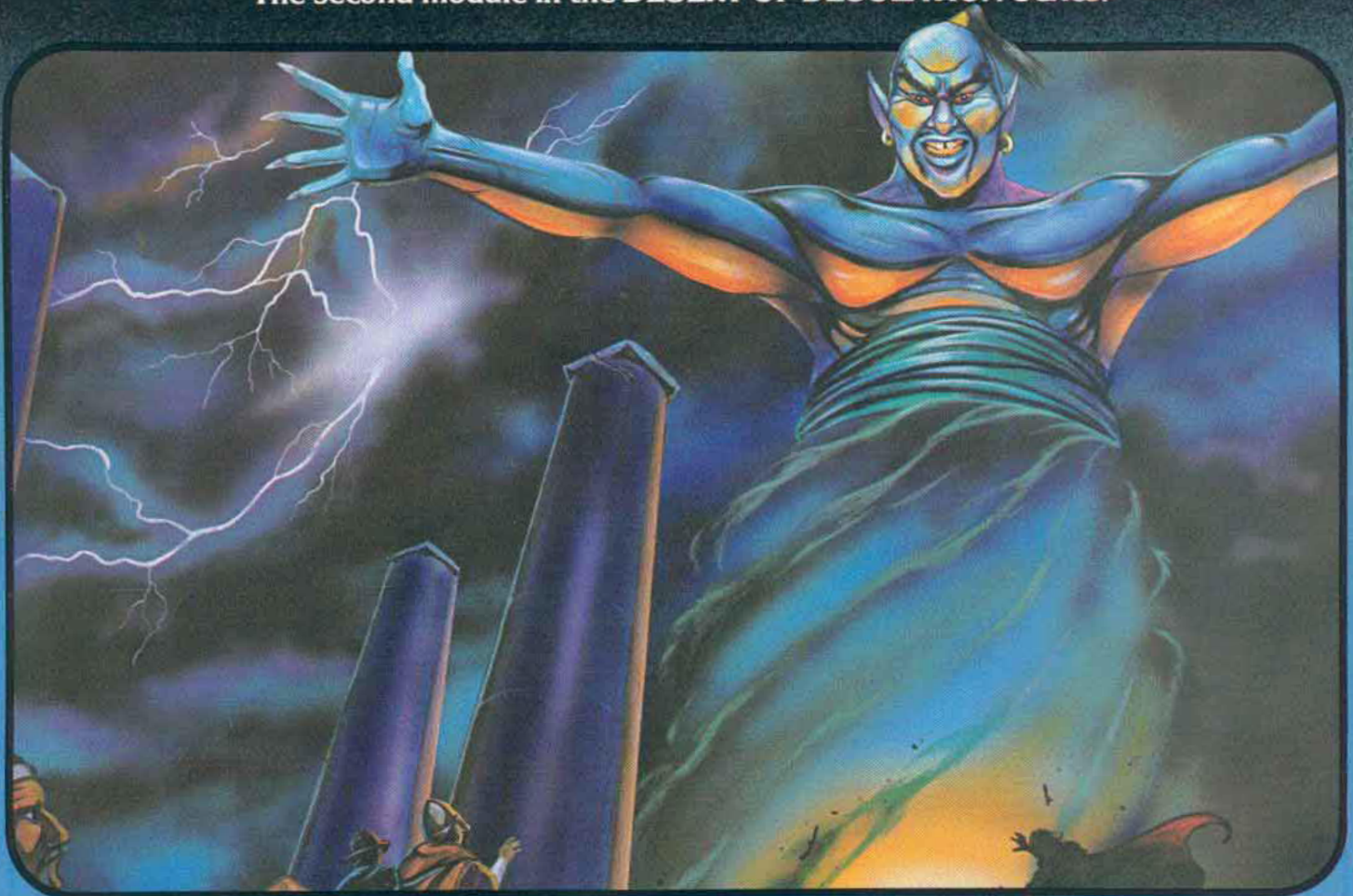


Advanced Dungeons & Dragons®

Fantasy Adventure Module

Oasis of the White Palm
by Philip Meyers and Tracy Hickman

The second module in the DESERT OF DESOLATION Series.



The wind rises, and out of the darkened sky comes a bolt of lightning. At its impact the ground shudders and you run for cover. What is that blue flame rising into the sky? What terrible new power have you unleashed?



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oasis of the white palm

by Philip Meyers and Tracy Hickman

This module can be played alone or as the second part of the DESERT OF DESOLATION Series.

AN ADVENTURE FOR CHARACTERS LEVELS 6-8



How friendly the sheik is. How kind of him to hold this feast in your honor. You certainly want him to know how grateful you are. You do not want to offend him in any way. But your friend — what is he saying?

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OASIS OF THE WHITE PALM

INTRODUCTION

The shrieking wind whips over you, driving sand into your eyes and mouth and even under your clothing. For five days the sand storm has pummeled your nerves and will. Your water is rapidly disappearing, and you are afraid to sleep for fear you will be buried beneath the drifts. Then, as you drive yourselves forward, suddenly you stumble across a rock outcropping in which there is a deep cave. Protection at last! Your party of adventurers crawls into the calm, cool air of the cave and collapses wordlessly on its rock floor.

Many weeks ago you were visitors in a kingdom to the north. While you were there, a band of ruthless desert raiders pillaged and burned the towns and terrorized the people. The king's troops tracked the raiders to the edge of the Desert of Desolation, but they did not enter the desert because it is cursed and filled with dangers. Your party was captured by the king's guards and, as punishment for crimes you didn't commit, sent into the desert to find the raiders' hidden fortress. In your adventures in the desert, you freed the land from the

ancient curse of the Pharaoh Amun-re. In his tomb you found the **Star of Mo-pelar**, a **gem of true seeing**. It is one of a set of three gems having a legendary destiny. However, you did not find any trace of the raiders or their hideout, and now your only concern is survival.

When you finally awaken, you don't know how long you have slept. It may have been for hours or days. Through the mouth of the cave you can see the day dawn bright and clear. The dunes roll endlessly into the distance. All during the storm you wandered helplessly over the desert, and now you have no idea where you are. The water bags are almost empty. You must find water soon.

As you leave the cave and prepare to start out again, one of your party notices a large column of smoke in the distance to the west. Your hearts beat faster. Fire . . . started by other people, perhaps? Or, if it is a natural fire, there might at least be trees. And where there are trees to burn, surely there is water.

Stop! If you plan to play in this module, do not read any further. The information in the rest of this module is for the Dungeon Master (DM) to use in guiding the adventure.

NOTES TO THE DUNGEON MASTER

This module is the second in the three-part **Desert of Desolation** series. You may play THE OASIS OF THE WHITE PALM either with or without the other modules. Players who enjoy this module might wish to continue their desert adventuring in the other modules, PHARAOH and LOST TOMB OF MARTEK.

This module is designed for a party of six to eight player characters (PCs) of the sixth to eighth levels of experience. A balance of character classes is suggested, because a wide variety of problems will confront the players. Each character class will certainly have its moment to shine.

Player characters should first be directed through the DESERT WILDERNESS to the OASIS OF THE WHITE PALM. Some player characters might wish to follow the tracks west from Desert Wilderness area B, the Battle Plain, to area K, the CRYPT (tomb) OF BADR AL-MOSAK (see the DESERT WILDERNESS MAP). If the PCs insist on this course of action, the DM should not stop them. However, it should be made clear that this would probably reduce their chances of survival.

Reaching the oasis should be their first goal. Once they've made the contacts they need at the oasis, play will continue in the TEMPLE OF SET and the CRYPT OF BADR AL-MOSAK and will be concluded in the CITY OF PHOENIX. *If you plan to play LOST TOMB OF MARTEK, the PCs must obtain the three Star Gems and free the Djinni at the CITY OF PHOENIX. If the PCs need hints on how to accomplish this, the Dungeon Master should provide them.*

On page 27 is a section titled **ENDING THE ADVENTURE** which provides a wrap-up for the adventure.

SECTION DETAILS: This module is divided into four sections of play. Each section begins with a SECTION PROLOGUE. The prologue outlines the section and how the section works. Random Encounter Tables and other information for each section are found in the prologue. Under ENCOUNTERS, each section is divided into individual areas that are numbered and keyed to the maps for easy reference. The details concerning each numbered room or area are then listed under the following subheadings:

Description: This is a general description of the area as the PCs first see it. Any readily noticeable and obvious features are generally described here, and the DM may read the text directly to the PCs. These descriptions have no headings, but they are boxed in and the DM can find them easily. The descriptions were written with the assumption that the player characters are using a torch to see by. A torch normally lights an area with a 30-foot radius.

Play: This outlines the general sequence of events that may take place in the room. For example: "Players entering the room from the door must first encounter the **Trap**, which releases the **Monster**. Only by defeating the **Monster** can the **Treasure** be found." **Play** explains the general order in which the events will occur. Additional information about sizes and dimensions is also included here.

Monster: All important creatures that are encountered in the module, regardless of whether they are people or beasts, good or bad, plant or animal, intelligent or not, are described here. Each person/creature is described by an abbreviated listing of its characteristics as detailed below. For the convenience of the DM, whenever a monster or non-player character (NPC) is described in the text, the game statistics will be listed in parentheses in the following order:

Monster Name (Armor Class; Movement; Hit Dice; hit points; Number of Attacks per round; Damage; Alignment; Special attacks; Special defenses; Magic resistance)

ABBREVIATIONS USED IN MONSTER STATISTICS

AC=Armor Class	C=Cleric	AL=Alignment
MV=Movement	F=Fighter	LG=Lawful Good
HD=Hit Dice	MU=Magic User	NG=Neutral Good
hp=hit points	T=Thief	CG=Chaotic Good
#AT=Attacks/round	S=Strength	CN=Chaotic Neutral
Dmg=Damage	I=Intelligence	LN=Lawful Neutral
SA=Special Attack	W=Wisdom	N=True Neutral
SD=Special Defense	D=Dexterity	CE=Chaotic Evil
MR=Magic Resistance	Con=Constitution	NE=Neutral Evil
A=Assassin	Ch=Charisma	LE=Lawful Evil

Character: This is a description of the creature encountered, how it might react, and what its attitude might be. Information that monsters have that might be of use to the player characters is also listed here. The personalities of the monsters and characters that the PCs meet are left up to the Dungeon Master—so ham it up!

Treasure: All the treasure that can be found in the room or area is detailed here.

Trap/Trick: Traps, such as sliding walls, trunks, spears from the walls, etc., are explained in this section.

Lore: This catch-all contains points of interest about the area or item, its purpose, its history, etc. These details will help you to make your game more interesting. Characters will have opportunities to read from runes (verses written in an ancient alphabet), scrolls, tablets, etc., that they find while adventuring. The percent chance of their reading the writing correctly is given in **Lore**. If the PCs fail their chance of reading the writing correctly, the DM should tell them, for example, "You cannot read or understand the writing."

FINAL NOTES: Occasionally, the text calls for dexterity or constitution checks. This means that the character must roll his or her dexterity/constitution or less on 1d20. The effects of the roll are explained in each case.

A "cumulative chance" means that each time a roll is made the chance becomes greater. For example, as long as a PC sits under a palm tree, there is a 5% cumulative chance, per turn, that a coconut will fall on his or her head. This means that there is a 5% chance of a coconut falling the first turn, a 10% chance the second turn, a 15% chance the third turn, and so on.

Monsters introduced in this module, are included in the **MONSTERS, CREATURES, AND MEN** section on page 28. This section also gives full information on important non-player characters (NPCs). Any humans encountered will know from one to four general rumors listed in the **GENERAL RUMORS TABLE** at the end of the module. Information about important treasures and other objects included here is listed at the end of the module in **TREASURES AND TOMES** on page 32.

Some areas in the **CRYPT OF BADR AL-MOSAK** are fixed with complicated magical spells and traps. The DM should pay special attention to these areas before playing this module, so the game flows more smoothly.

Certain areas or rooms described in this module are exactly like other areas or rooms in the same general location. For convenience, areas or rooms that are exactly alike have been given the same area number on the map. There is only one text description to use for each of these areas.

Player characters begin their adventure in **SECTION I, area A** on the **DESERT WILDERNESS MAP**.

SECTION I: DESERT WILDERNESS

DESERT PROLOGUE:

Use the **DESERT WILDERNESS MAP**.

Any time the PCs are not at any specifically numbered, set location, they are considered to be in the desert, where the description below may be used. Additional details about the desert should be avoided since they do not directly affect the outcome of this adventure and will tend to slow things down. The DM may say something like: "You have journeyed for two days without incident and see an oasis in the distance," to keep things moving. Random encounters are also explained in **RANDOM ENCOUNTERS** on the following page.

As far as you can see, the grey desert rolls into the distance, baked by the blazing sun. Not a single stone or creature breaks its surface. All about you is burning silence. Nothing steers your way except the sun's path, which seems to come ever closer to your own. The ash-colored sand billows under your feet and chokes your parched throat.

WATER: The player characters will start with enough water for their party, including their pack animals, to travel in the desert for four days. If they ration their water and travel only at night, their water will last for five days. Player characters will lose two strength points for every day they are in the desert without

water. They will regain three strength points every day they drink at least eight pints of water.

MOVEMENT: Because of soft sands and extreme temperatures, it takes a human, moving at a scale speed of 12", two hours to cross any hex on the DESERT WILDERNESS MAP. All other movements should be adjusted to that scale. For example, a dwarf who moves at a rate of 6" would take four hours to cross a hex. A wild horse that moves at a rate of 24" would take only one hour. Ten hours is certainly a full day's trek. Movement is also affected by terrain. Movement through hilly regions is half normal for all characters except dwarves.

The pack animals available are camels and horses (see below). Heavy loads affect movement, so each character must list what his or her pack animal is carrying, including the character's own weight if he is also riding. Should an animal disappear into a sinkhole, the list will also be helpful in determining what has been lost.

Camel: (AC 7; MV 21"; HD 3; #AT 1; Dmg 1-4; AL N; SA Spit). The weight camels carry affects their movement. They move at a maximum of 9" if carrying from 500 to 600 lbs. (5,000-6,000 gp weight), or at 15" if carrying from 400 to 499.9 lbs. (4,000-4,999 gp weight). Camels attack by biting and spitting. There is a 50% chance that they will spit at those trying to ride them. If a camel spits, there is a 25% chance of blinding that rider for one to three rounds. Camels are ill-tempered and will refuse to rise for travel 40% of the time. Check again after 2 turns of coaxing. Once they have risen, however, they will continue on without much further difficulty. If the camels remain in one place without moving for one hour, there is a 20% chance they will lie down.

Draft Horse: (AC 7; MV 18"; HD 2+2; #AT 3; Dmg 1-6/1-6/1-3; AL N). A medium horse can carry up to 650 lbs. (6,500 gp weight), but its movement is slowed to 9" with any weight in excess of 400 lbs. (4,000 gp weight). Horses are panicked by raging fire, sudden movement, loud noises or strange smells 90% of the time.

SIGHTING DISTANCE: Sighting distance is also affected by terrain. While in the dunes area, all above-ground objects that are numbered on the DESERT WILDERNESS MAP can be seen from a distance of 2 hexes (4 miles).

Distances are difficult for any PC to determine in the desert. There is a 90% chance that the distance guessed by just looking will always appear to be ¼ to ½ mile, regardless of the actual distance involved. Pillars of smoke that are many miles away will seem to be right over the next dune.

RANDOM ENCOUNTERS: While in the desert, check for random encounters once every four hours. A roll of 1 on a 1d10 indicates that an encounter takes place. If an encounter is indicated, roll 1d10 to determine which encounter to use from the RANDOM ENCOUNTER TABLE below. See **MONSTERS, CREATURES AND MEN** for monster descriptions. All intelligent creatures will know the location of the CRYPT OF BADR AL-MOSAK.

DESERT OF DESOLATION RANDOM ENCOUNTER TABLE

1. **5 Dustdiggers** (AC 4; MV 3"; HD 4; hp 14, 12, 12, 12, 10; #AT 1; Dmg 1-8 + AC of victim; AL N; SA Enfolded victims cannot attack, illusion; SD Burrows in sand as camouflage).
2. **1 Sandman** (AC 3; MV 9"; HD 4; hp 13; #AT nil; Dmg nil; AL NE; SA sleep; SD Protection from normal missiles; MR 20%). Roll 1d6. If the result is a 1, then roll again using this table for an additional encounter after the sandman attacks, ignoring any other sandman results.

3. **1 Dustdigger** (AC 4; MV 3"; HD 4; hp 11; #AT 1; Dmg 1-8 + AC of victim; AL N; SA Enveloped victim cannot attack, illusion; SD Can burrow under sand for camouflage).
4. **6 Sandmen** (AC 3; MV 9"; HD 4; hp 10, 13, 21, 11, 7, 15; #AT nil; Dmg nil; AL NE; SA Sleep; SD Protection from normal missiles; MR 20%). Roll for additional encounter.
5. **Dust Storm.** A dust storm rises on the wind. There is an 80% chance the party will be lost unless they halt all movement. Parties that are lost change the direction of their travel randomly and then move in that direction for the distance their movement rate indicates. Movement during a dust storm is at one-half the normal rate.
6. **Acid Rain.** Black clouds start to build on the horizon. Within 1d10+20 rounds, the clouds will close overhead and an acid rain will fall, doing 1-4 points of damage per round to any exposed living flesh. Cloth and other coverings seem to shed the rain without damage. Animals must be sheltered from the rain either by cloth or overhanging cover. The storm will last for 1-10 rounds.
7. **3 Dustdiggers** (AC 4; MV 3"; HD 4; hp 12, 14, 8; #AT 1; Dmg 1-8 + AC of victim; AL N; SA Enveloped victims cannot attack, illusion; SD Can burrow under sand for camouflage).
8. **5 Giant Tarantulas** (AC 6; MV 18"; HD 2+2; hp 10, 8, 8, 6, 13; #AT 1; Dmg 1-4 + paralysis poison; AL N). Victims must save vs. Poison or be paralyzed for 1-6 turns.
- 9-10. **Special Event** Roll 1d6 on the subtable below.

SPECIAL EVENT SUBTABLE

1. **Pillar of Smoke.** In the distance the smoke appears on the horizon and continues for four days. This pillar of smoke comes from location H on the DESERT WILDERNESS MAP.
2. **Pillar of Smoke.** The smoke will continue for four days and originates from location K on the DESERT WILDERNESS MAP.
3. **10 Members of Dervish Hunting Party** (AC 6; MV 12"; F 4; #AT 1; Dmg 1-8+2; AL LN; strength bonus +1 to hit, +2 damage). These Thune Dervishes are looking for a caravan reported wandering through this area, which was to provide much-needed food and supplies for their encampment. They will not give up their search but will, if their reaction is friendly, point the way to the oasis at desert location H. Each knows from 1-4 rumors (see GENERAL RUMORS TABLE page 32).
4. **10 Symbayan Airlancers** (AC 6; MV 12"; F 4; #AT 1; Dmg 1-8+2; AL LG; strength bonus +1 to hit, +2 damage) flying on Pegasi (AC 6; MV 24"/48"; HD 4; #AT 3; Dmg 1-8/1-8/1-3; AL LN). The riders are carrying lances and flying in a pattern. They may land to investigate the party but will not trust them. If the party members have the warrior's medallion and show it to the Airlancers, then the Lancers will aid the party by offering to carry them to any location within a day's flight. The Lancers are currently looking for a lost caravan and cannot be delayed more than one day. If the PCs do not have the medallion, then the Airlancers will consider them to be Thune spies and take them immediately to the OASIS OF THE WHITE PALM and bring them before the sheik for judgment. The Pegasi will serve no one but their original masters. Each knows from 1-4 rumors (see GENERAL RUMORS TABLE page 32).

5. **1 Purple Worm.** The ground beneath the party begins to shake when suddenly, from beneath the sand, the worm (AC 6; MV 9"; HD 15; hp 54; #AT 2; Dmg 2-24/1-4 + poison; AL N; SA Swallows victim) emerges.
6. **Mirage.** An oasis is seen in a random direction 2 hexes in the distance. This mirage will disappear whenever the party gets within 100 yards of its apparent location. Characters may attempt to save vs. Spell at -2 per day without water to disbelieve the illusion.

DESERT ENCOUNTERS

A. Start of the Adventure

Play: Read the **INTRODUCTION**, found at the beginning of the module, to the players. The player characters will have the items listed in **Treasure**. Give each character a rumor detailed in the **TABLE OF RANDOM RUMORS** below.

Treasure: The player characters have the following items:

GENERAL PROPERTY:

Enough water to travel in the desert for four days or, if they travel at night, for five days.

Three large tents with poles, 10 feet x 20 feet in size, weighing 4,000 gp each. They require four turns (40 minutes) to set up or take down.

One Writ of Authority granting permission to be in the Desert of Desolation. It weighs 1 gp.

Three bundles of firewood weighing 20 lbs. (200 gp weight) each. One bundle provides fire for one night.

The **Star of Mo-pelar**. This very valuable, opal-like star is a gem of **true seeing**. Superstition follows the star since it is believed cursed, and no one in the desert would ever buy it.

EACH PLAYER CHARACTER IS GRANTED:

Cash for expenses—2,000 sp.

One bag containing two weeks' iron rations weighing 15 lbs. (150 gp weight).

The PC's choice of either a camel or a draft horse. (See **DESERT PROLOGUE** under **MOVEMENT** for a description of these animals.)

TABLE OF RANDOM RUMORS

These are rumors that the party may have overheard prior to their arrest and banishment into the desert. The true (T) and false (F) notes are for the DM only.

Roll 1d10 for each player character. Using the table below, give the corresponding rumor to that player character secretly. The PC may keep the rumor secret or tell the rest of the party.

1. (F) The greatest Pharaoh of ancient days was entombed in a great city. The city was buried under the sands, and the wealth of the Pharaoh was buried with him. His wealth remains there still with a curse on it.

2. (F) A palace of gold and gems once glittered on the southern horizon. Many people saw its spires of gold, but no one has ventured in that direction.
3. (T) There are obelisks (tall monuments) in the desert with writings on them that tell of great people and deeds, but they are evil places where death awaits. No one who has gone to study those ancient stones has ever returned. (This rumor refers to the third module in the **Desert of Desolation** series and does not affect play in this module.)
4. (T) Part of an epic poem reads:

when the evil walks our land again,
will nomadic princes come to set
his power into the first bride's hand,
that good and evil then are met.

then will needs be
the star gems three
to my tomb be borne hither
and hope shall not wither.
open the gates to my sphere of power
and put off evil in its appointed hour.

(This rumor also refers to the third module in the **Desert of Desolation** series.)

5. (T) Beyond the hills the world ends. There the sky is bottomless. Ships sail the clouds and their crews attempt to bring the souls they capture to an ancient City of Damnation. (This rumor refers to the third module in the **Desert of Desolation** series and does not affect play in this module.)
6. (T) One of the greatest Pharaohs of the ancient days cursed his own land and set out to ruin it. Yet even after his death, his people worshipped him, for his power reached from beyond the grave. (This rumor refers to the first module in the **Desert of Desolation** series and does not affect play in this module.)
7. (T) Some of the most fabulous treasures lost in the desert were the Star Gems. Of great power and tremendous value, they were mentioned in a prophecy concerning the release of evil into the desert and the healing of the land. (This rumor also refers to the first module in the **Desert of Desolation** series.)
8. (T) A mighty pyramid lies to the east, that is believed to be theft-proof. (This rumor refers to the first module in the **Desert of Desolation** series and does not affect play in this module.)
9. (T) Tales of the Pharaohs' evil are surpassed only by the tales of their wealth. Many wondrous items were buried in their tombs and untold wealth must surely still be found there. (This rumor refers to the first module in the **Desert of Desolation** series and does not affect play in this module.)
10. *For this rumor, the DM should tell the most outrageous lie about fabulous desert wealth he or she can think of.*

B. Battle Plain

The dunes are stained with the blood of the battle that raged here but a few hours ago. An army lies upon the churned-up ground, the sun baking their lifeless bodies and the remains of their camels, horses, and Pegasi. All is still save the soft rustle of the wind across the sand as it drifts over the dead. Only a single human figure crawls slowly and painfully among the fallen bodies, a sad but valiant warrior.

Play: The figure is the **Monster** and can easily be overtaken. The soldiers' bodies have been stripped of all coins, weapons, armor, or valuable items. The confused track of hooves and footprints is cut by a clear track of three ski runners that lead southeast. Another trail of burned stone and gnawed bones runs toward the stone hills westward to location K.

Monster: The Surviving Warrior, (AC 10; MV 4"; F3; hp 2; #AT 1; Dmg Unarmed; AL LN) is found crawling across the sands toward the south. It is obvious that he is dying.

Character: If treated kindly, the warrior will give the following account of what happened in the battle:

"Two days ago we and the Airlancers found the Oasis of Akhir burned to rubble. We followed the trail of the attackers here, determined to have vengeance.

"No sooner had we arrived than over the western hills were seen clouds of dust and smoke. Suddenly a tower of fire soared into the sky, taking the shape of a huge man. His voice shook the ground. 'Look upon the death of the world, ye mortals,' he roared from the clouds, 'for I have been released from bondage and have come for my revenge.' He raised his hand and the ground opened. Out poured his army of undead, and we were slain."

The warrior removes a medallion he is wearing and presses it into your hand. Then he gasps with his last breath:

"I beg of you, take this medallion of honor and show it to my Sheik Kassim. He is lord over the Oasis of the White Palm that lies to the southeast. Alas, the place is set! Tell him what happened to us and he will reward you. Only he can stop this evil now."

With this, he dies.

Lore: The soldiers' bodies have been stripped by the slavers who also dabble in theft. The three ski runner tracks are from their sleds.

C. Sinkholes

Play: These areas will seem different than normal desert only 10% of the time. Sinkholes are places where the sand is especially fine and shifts easily under weight. *Each character moving over such an area must make a dexterity check or start to sink.* Camels will sink on a roll of 1 thrown on 1d10, with all other animals sinking on a roll of 1 thrown on 1d6. Wagons sink on a roll of 1-2 on 1d6. This check is made once per hour if the party is traveling or once per turn if they are not. Every round a character is sinking, he must make a dexterity check at -5 to pull himself out. Complete submersion takes one to six minutes (rounds), thereafter doing 1-4 points of damage per round with the character dying of suffocation in eight rounds. Every round a PC is completely submerged, he must make a dexterity check at -10 to pull himself out.

Saving anything before it disappears beneath the sands forever requires finding a way to stop further sinking, like

throwing a rope to a person or tying it around a camel. Then, 20 strength points are needed to pull out small creatures (halflings, dwarves, small animals), 30 strength points for medium (human-sized) creatures, and 80 strength points for large creatures. The strength of a player character (but not pack animal) who is sinking may be applied to the total strength used to get him or her out. It will take 11-20 (1d10+10) minutes to extract anything or anyone. Note that those assisting in saving something will have to stop every turn to see if they sink as well. Objects will sink to a depth of 11-20 (1d10+10) feet below the surface, with sand filling up the hole. Digging to any depth in such sand is impossible, as the sides of the hole simply collapse and fill it in.

D. Hills

Craggy, low hills of broken and baked stone jut upwards at weird angles and cast tortured shadows.

Play: Movement rate is half normal in such areas for all persons except dwarves. There is a 60% chance per hour spent searching of finding a cave shelter large enough for the party.

E. Bleached Bones

The trail suddenly broadens amid the dunes. The clean, white bones of camels stand in a roughly 100-foot circle.

Play: There is a 30% chance that a party member will discover that the bones have only recently been picked clean. All worthwhile objects have been taken from the area. A set of three sled tracks leads east to location F.

F. Oasis of Akhir

The oasis is burned black, its palms broken and charred. At one side tent poles, from which hang small scraps of singed cloth, jut from the sand. This area is nearly 400 feet across. Nothing lives here now.

Play: There are no valuable items to be found, although there is evidence that the area has been disturbed since the burning. Several sets of parallel runner tracks travel south toward location H.

G. The White Palm Airlancers

High overhead, you see a formation of robed humans mounted on Pegasi and carrying lances. As they see you, they tilt their lances downward and dive in your direction.

Play: As soon as the PCs are within 3 hexes of area H on the DESERT WILDERNESS MAP, they will encounter the **Monsters**. The **Monsters** will sound a horn and then land around the party. They will question them and then escort them under guard to the sheik at the oasis. If the party resists, the lancers will attack.

Monster: These are the White Palm Airlancers (AC 6; MV 12"; F 4; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage) mounted on their Pegasi (AC 6; MV 24"/48"; HD 4; #AT 3; Dmg 1-8/1-8/1-3; AL CG). There will typically be 1d6+5 of these units on patrol at any time. One person in each group carries a pennant on a pole and a large horn. This horn will be sounded whenever the player characters are first seen.

Character: These Airlancers guard the borders of the oasis for a distance of 3 hexes on the map. They are on the lookout not only for Dervish spies but for servants of the Evil Efreeti. In as much as spies and evildoers may come in any number of guises, any strangers will be treated suspiciously until they prove themselves friends. Each Airlancer knows from one to four rumors (see GENERAL RUMOR TABLE at the end of the module).



H. Oasis of the White Palm

Play: See SECTION II: OASIS OF THE WHITE PALM.

I. Temple of Set (beneath the desert surface)

Play: See SECTION III: TEMPLE OF SET.

J. Path of the Malatath

Throughout this area, burned bits of rubble and charred rock testify to some terrible destruction. Gnawed bones litter the area, and footprints of forked and clawed design mark the sands into the distance.

Play: The footprints may be followed to location K.

K. Crypt of Badr Al-Mosak

Play: See SECTION IV: CRYPT OF BADR AL-MOSAK for description.

section II: the oasis of the white palm

OASIS OF THE WHITE PALM PROLOGUE:

Use the OASIS OF THE WHITE PALM MAP.

BACKGROUND: The Oasis of the White Palm is the only remaining stronghold against the Efreeti. Yet within the oasis itself the people are split into three separate factions. Each faction has its own purposes and goals—not all of them contrary to the Efreeti's purposes. Everyone at the oasis knows the location of the CRYPT OF BADR AL-MOSAK and that legends say it is the home of evil beings.

THE THUNE CULTISTS: A few decades ago, most of the Symbayans converted from their Thune-like ways and began worshipping their one god, Anu. This started the long war between the true Thunes and the Symbayans. Although the Thunes and Symbayans are now separate tribes, there are people among the Symbayans who have never given up their old ways. These people have formed a secret religious organization known as the Thune Cult. The cult secretly plots to overthrow the sheik and return the Symbayans to the old

L1—L4. Ruins

Jutting jaggedly from the midst of the desert are ancient broken pieces of hand-hewn stone.

M. City of Phoenix

This city is in ruins. Broken stones and bits of rubble lie throughout the area. In the center is a large statue of Set.

Play: There is a 60% chance of finding an object with runes, as given in **Lore**. If the word "Atmopryeetno" is spoken here (see **Palm Sign and Amulet**, page 32, and read **ENDING THE ADVENTURE**, page 27). At this point, the player characters will have achieved their goal. The game may end here or continue on if they wish to explore the oasis further. The Djinni who is freed (see **Monster** below) is discussed in more detail in **ENDING THE ADVENTURE**. The bottle he gives the player characters is the **Treasure**.

Monster: Aeraldoth, Djinni Vizier to the Caliph (AC -4; MV 24"/24"; HD 88 hp; #AT 2; Dmg 2-24/2-24, AL NG) will appear. See **MONSTERS, CREATURES AND MEN** for details.

Treasure: A small blue glass bottle is given. When the stopper is pulled a Djinni Servant (AC 4; MV 9"/24"; HD 7+3; hp 35; #AT 1; Dmg 2-16; AL CG) will emerge. This Djinni is not a noble and cannot give a **wish**; otherwise his powers are the same as those of any other Djinni. This servant is given with the understanding that the party must not use him to perform any evil act. If the Djinni is asked to perform an act that is evil or that the PCs know will lead to an evil goal, the Djinni will be freed. The definition of an evil act must be very broad because the Djinni will want to be free of his service as soon as possible. The DM should allow the PCs to use the Djinni so long as the use is not abusive to the game or does not contribute to evil. After a few occasions of use, the DM should probably start looking for ways to release the Djinni.

Lore: There is a base 30% chance of interpreting the runes which read:

HERE STANDS THE CITY OF PHOENIX WHERE THE ENTRUSTED WORDS CALL FORTH THE MIRACLE AND DELIVERANCE.

idol worship. They would like to assassinate the sheik's first-born son, Hassan Arslan, and place his second son, Korus Eikoth, on the throne. Korus Eikoth is secretly one of the cultists, a fact that has been well hidden from the sheik. However, the cultists have no one clever enough to avoid the sheik's guards and kill him.

THE SHEIK LOYALISTS: These people are loyal to the sheik and his sons and will follow their orders. The sheik is aware that the Thune cultists exist but has not discovered their secret meeting place. It would, in any event, be difficult for him to use force against members of the cult unless he had proof of their threat to him or the tribe.

THE SLAVE TRADERS: The respected Sandvoyagers' Guild within the oasis compound was, several months ago, secretly taken over by slave traders. These ruthless individuals have continued to maintain the Guild as a front for their operations. They have been under constant threat of discovery by the sheik and have tried to ally themselves with the cultists. They

have learned that Corga Kazan, a water bearer, is the cult's high priest. The slavers have approached Corga, promising to aid the cult if, when the cult comes into power, it does not hinder their slave operations.

Until now these factions have watched one another carefully, waiting for someone to make a false move. Now a new force has upset the careful balance. The Efreeti materialized within the inner sanctum of the cult's temple while their priest, Corga, was there. Corga, realizing how powerful the Efreeti was, pretended to worship him. The Efreeti told Corga that it was searching for a certain woman of the desert with a design on the palm of her hand.

Corga knew that the woman with the design was the bride of the sheik's first-born son, Hassan. However, he did not admit this to the Efreeti. He thought he would capture the girl on his own and then trade her for the Efreeti's help in seizing control of the oasis, making himself its leader and placing the Thune Cult in power. So Corga lied to the Efreeti and said that he didn't know the girl but would try to find her for him.

Corga's plan included the slavers. Corga and his people were not skilled kidnappers, but the slavers were. If the slavers wanted to befriend the cult, that was fine with Corga. If the slavers would agree to kidnap the girl for him, he could bargain with the Efreeti to destroy the sheik and BOTH sons. That would leave only Corga to rule the oasis with his followers.

So, Corga and the slavers made an agreement. However, on the night of the planned kidnapping, Princess Shadalah disappeared. Unknown to the others, the Efreeti had found the princess unaided and taken her.

Now the oasis is nearly explosive with tension. The Symbayans want desperately to find the bride, but small search parties have met with no success. However, if all the guards are sent on the search, it will expose the sheik to assassination. The Thune cultists believe that the slavers have the bride and are holding out for a bigger share of the spoils. The slavers, who find themselves under increasing suspicion from the Symbayans, believe the cultists have taken the princess without their aid and wonder why the arrangement was changed. All the factions want the bride's return. None of them know where she is. It is into this tense situation that the party of adventurers arrives.

In the midst of the desert's wandering dunes, an island of lush, green life beckons you.



NOTE: Anywhere within the area of the oasis, 1d8+4 Symbayan home guard (AC 4; MV 12"; F 6; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage) can be called for and will arrive within 2-16 (2d8) rounds. The guard will attempt to halt hostilities and bring all involved parties before the sheik for judgment. The guards do not believe they have the wisdom to deal out justice themselves and will insist on going to the sheik.

RANDOM ENCOUNTERS: Check for random encounters once every three turns. A roll of 6 on 1d6 indicates that an encounter takes place. If an encounter is indicated, roll 1d6 and use the corresponding encounter number from the RANDOM ENCOUNTER TABLES below. If it's night for the PCs use the night encounter table; if it's daytime, use the day encounter table. Everyone encountered within the oasis will know one to four rumors from the GENERAL RUMOR TABLE at the end of the module.

OASIS OF THE WHITE PALM RANDOM ENCOUNTER TABLES

DAY ENCOUNTERS (Dawn to Dusk)

1. **6-12 (2d4+4) Women** carrying water (AC 10; MV 12"; F 1; #AT 1; Dmg Unarmed; AL LN).
 2. **3-6 (1d4+2) Women** carrying clothing (AC 10; MV 12"; F 1; #AT 1; Dmg Unarmed; AL LN).
 3. **1 Trader** with beads (AC 8; MV 12"; F 1; #AT 1; Dmg 1-4; AL LN).
 4. **1-4 Traders** carrying palm dates (AC 10; MV 12"; F 2; #AT 1; Dmg 1-4; AL LN).
 5. **1-4 Traders** with camels (AC 7; MV 12"; F 3; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage).
 6. **5-12 (1d8+4) Home Guard.** (See above.)
- 7-8. See the SPECIAL ENCOUNTER TABLE FOR THE OASIS.

NIGHT ENCOUNTERS (Dusk to Dawn)

1. **1 Drunken Symbayan** (AC 4; MV 12"; F 4; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage).
 2. **1-8 Slaver Guards** (AC 4; MV 12"; F 2; #AT 1; Dmg 1-8; AL NE).
 3. **1-4 Symbayans** (AC 6; MV 12"; F 4; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage).
 4. **1-4 Male Drow** (AC 1; MV 12"; F 3; #AT 1; Dmg 1-6; AL CN; SA dancing lights, faerie fire, darkness; SD +2 to all saving throws; MR 56%).
 5. **1-2 Symbayan Nobles** (AC 4; MV 12"; F 5; #AT 1; Dmg 1d8+2; AL LN).
 6. **1 Symbayan Slave** on errand (AC 10; MV 12"; F 1; #AT 1; Dmg. Unarmed; AL NG).
- 7-8. See the SPECIAL ENCOUNTER TABLE FOR THE OASIS.

SPECIAL ENCOUNTER TABLE FOR THE OASIS

The first time a special encounter is indicated, use encounter "A." From noon to midnight, use 1d8 for encounters; otherwise use 1d6. See **MONSTERS, CREATURES AND MEN** for characters and rumors.

A. The sheik's second son, Korus Eikoth, (AC 1; MV 12"; F 7; hp 45; #AT 3/2; Dmg 1d8+4; AL LE; strength bonus +2 to hit, +4 damage) comes to the party with a proposition. He asks the party to find Princess Shadalah, saying he believes that certain people in the Sandvoyagers' Guild are holding the girl in their warehouse. He warns them to bring the girl straight to him and not let anyone else see her. He will wait for them after dark by the monolith in the oasis.

Korus offers to pay the party handsomely in addition to what the sheik has promised them. He will also give them three **maces +1**. However, once he has the princess in his grasp, he secretly plans to kill the party. If the party accepts Korus' offer, then Korus will be found by the monolith every night about one hour after sunset and will remain until midnight. At midnight, he will go through the secret door in the monolith and enter the ancient underground temple for worship service. He will provide any information about the bride, Shadalah, that will help the party recognize her but will be very vague and secretive beyond that. If the party has met Korus Eikoth before, he will restate his offer or, if the bargain has been made, will ask how things are going.

1. Hogan Underwood, halfling (AC 1; MV 9"; T 14; hp 56; #AT 1; Dmg 1-4+1; AL N). He carries a **dagger +1**.
2. Zorath Blackblade (AC 5; MV 12"; A 5; hp 19; #AT 1; Dmg 1d6+1; AL NE; strength bonus +1 damage).
3. Rose Underwood, halfling (AC 7; MV 9"; F 1; hp 5; #AT 1; Dmg 1-4; AL NG).
4. Thurnas Netmaster (AC -1; MV 12"; F 7; hp 59; #AT 3/2; Dmg 1d8+3; AL NE; strength bonus +1 to hit, +3 damage).
5. Hassan Arslan (AC 0; MV 12"; F 7; hp 53; #AT 3/2; Dmg 1d8+3; AL LN; strength bonus +2 to hit; +3 damage).
6. Rolando the Minstrel (AC 6; MV 12"; F 1; hp 8; #AT 1; Dmg 1-8; AL NG).
- 7-8. Corga Kazan (AC 5; MV 12"; C 5; hp 27; #AT 1; Dmg 2-7; AL LE). He is armed with a **mace +1**. See **MONSTERS, CREATURES, AND MEN** for spells.

OASIS OF THE WHITE PALM ENCOUNTERS

H1. The Nomad Camp

On one side of the oasis, lying at its green border, sprawls the great nomad camp. A one-foot wide band of green cloth encircles the camp some 50 feet from the outermost tents, stopping at the main entrance. The cloth is kept free of blowing dust by the guards and gives off an unpleasant smell. A similar band of red cloth encircles the camp at a distance of 30 feet from the outermost tents.

Play: The camp measures 1000 feet across. The green and red cloth bands are described in **Trap/Trick**. **Monster #1** will be encountered on a roll of 1-2 on 1d6 during the day and on a roll of 1-4 during the night. **Monster #2** guards the main entrance. Unless otherwise noted below, each tent in the encampment will contain **Monster #3** and **Treasure**. There are approximately 100 tents in the camp.

Monster #1: Two Symbayan Guards (AC 4; MV 12"; F 4; hp 24, 18; #AT 1; Dmg 1d8+2; AL LN) will be patrolling this area on their horses (AC 7; MV 24"; HD 2; hp 12 each; #AT 2; Dmg 1-4/1-4; AL N). They will attack immediately if the encampment is attacked.

Monster #2: Four Symbayan Guards (AC 4; MV 12"; F 4; hp 12, 16, 20, 25 #AT 1; Dmg 1d8+2; AL LN) and two War Dogs (AC 6; MV 12"; HD 2+2; hp 7, 5; #AT 1; Dmg 2-8; AL N) guard the main entrance to the camp.

Monster #3: Each tent has 1-2 male Symbayans (AC 9; MV 12"; F 3; #AT 1; Dmg 1-8; AL LN); 2-4 women (AC 10; MV 12"; F 2; #AT 1; Dmg Unarmed; AL LN); and 0-2 slaves (AC 10; MV 12"; F 1; #AT 1; Dmg Unarmed; AL N; 75% chance slaves are female).

Treasure: In each tent there are 4-48 cp, 3-18 sp and a 25% chance of 2-12 gp. Ninety percent of the women wear various forms of jewelry, although only 5% of the women will be found wearing 1-3 pieces of valuable jewelry worth 5-50 gp each.

Trap/Trick: The green band acts as an insect and spider repellent and is harmless. The red band has no special effect, but when set afire it will burn fiercely. The camp will be encircled by a non-magical flame that will flare for three turns, doing 2-12 points of damage to all creatures passing through.

H2. The Sheik's Tent

Use the SHEIK'S TENT MAP.

You see before you the largest tent in the camp, its multi-colored cloth fluttering in the desert breeze. Two large human figures stand with arms folded by the tent's flap opening.

Monster: The guards of the sheik (AC 4; MV 12"; F 4; hp 25, 30; #AT 1; Dmg 1d8+2; AL LN) watch the entrance. They will not allow anyone to pass unless the sheik himself permits it. One of them will take gifts to the sheik from the PCs if asked. Those not bringing expensive gifts of 1,000+ gp value or a magical weapon will not be admitted unless they have a medallion or some other sign from a person the sheik knows and trusts. Each guard wears chain mail, carries a shield, and fights with either a scimitar or composite bow. Each has one **arrow +1**.

H2a. Sheik's Main Audience Room

Rich silk pillows and mats have been cast upon the beautiful rugs in the main chamber. Two slave girls stand near the entrance while opposite them a man richly garbed in fine silk robe and jewel-laced turban sits atop a pile of pillows. Two large and fierce-looking men stand on either side of him, their arms folded. A young man wearing long robes sits on the floor just before the silk-robed man.

Play: The man sitting on the floor is **Monster #1** and will address the party first. The men standing on either side are **Monster #2** and will defend the others if any threat is made. **Monster #3** sits and will never address the party directly until

he feels that they are worthy of such merit. The slave girls will do the master's bidding as detailed in **Monster #4**. One each of the **Treasure #1** is worn by **Monster #1** and **Monster #3**. **Treasure #2** lies beneath the sheik's pillows.

Monster #1: First son of the sheik, Hassan Arslan (AC 0; MV 12"; F 7; hp 53; #AT 1; Dmg 1d8+3; AL LN; strength bonus +2 to hit, +3 damage). He owns a **scimitar +2** and **dagger +1** and wears **chain mail +2**. This son is the identical twin of Korus Eikoth (see **MONSTERS, CREATURES AND MEN** for descriptions of both). Hassan wears an amulet identical to that worn by his father. The amulet is also a link with the mark on his bride's hand.

Monster #2: The guards of the sheik (AC 4; MV 12"; F 4; hp 20, 25; #AT 1; Dmg 1d8+2; ALLN). They wear chain mail and carry shields, scimitars, and composite short bows. Each possesses one **arrow +1**. These loyal men follow only the sheik's orders.

Monster #3: The Sheik Kassim Arslan (AC -1; MV 12"; F 9; hp 82; #AT 3/2; Dmg 1d8+7; AL LN; S 18(90%); I 14; W 11; D 16; Con 17; Ch 16) sits in audience. He has his **scimitar +3** and **shield +1** at hand and wears his **chain mail +3**. He also wears a **scarab of protection** and carries a potion of **invulnerability** within the folds of his flowing robes. Around his neck is an amulet identical to that worn by his first-born son, Hassan.

Character #3: If any character has been accused of theft, the sheik will judge him. A character found guilty will be punished by seven blows from a flail. The sheik is, however, greatly amused by stories and will allow each person found guilty one minute to tell him a tale. If the tale is more fantastic than any he has heard before, then he will pardon the group with a warning. Each offender makes a charisma check at -5 to determine if the tale he tells is indeed more fantastic than any the sheik has heard. The DM can ask that each PC tell such a story about his adventures. If the tale is good and can be told in one minute, the DM can adjust the roll anywhere from -5 to no subtraction.

If the sheik *doesn't* like them, the player characters will be imprisoned for the night and promised a flogging in the morning. However, Korus Eikoth will visit them that night as outlined under Special Encounters, Encounter "A", page 9. The party will be freed the next morning by the sheik after a warning and a flogging with 1d8 points of damage.

If the sheik *does* like the player characters and if they show him the warrior's medallion, he will then ask their aid;

"I am most happy to welcome you to our humble oasis home and wish you all health and happiness during your stay among us. May our saddened hearts not dim the glory of your lives.

"Now I would seek your aid in a matter of great importance to me. Hear my tale and, if you be friends and willing, aid me as you may.

"While many among my people enjoy great health and happiness, there are those who, I fear, wish harm to me and my sons. The discontented are always among us, but never have they dared to act before now.

"Seven suns ago, Shadalah, a young noblewoman from our tribe, was betrothed to my first-born son, Hassan. She was the chosen bride because she had upon the palm of her hand the sacred symbol. After their betrothal the three-day feast began.

"Yet, the place was set and no man knew the time. May Anu guide us! Word came by runner the same day that the army was needed to fight the Evil Efreeti in the north. The warriors departed at once. On the following night, Princess Shadalah disappeared. The marks in the sand outside her tent told of a struggle. The trail ended just north of our camp.

"Our warriors have struggled to hold the Evil One and his army at bay. They have kept us safe until now—but their absence has weakened my position here and made my enemies bold. I believe that my enemies here in the camp, whoever they may be, have Hassan's bride.

"I ask you to help us recover Shadalah, the beloved bride of my first-born son. My second son, Korus Eikoth, will aid you if you wish. And if you find her, then the wealth of my tent and the friendship and service of my kingdom shall be yours."

If the party agrees to help the sheik find the princess, the sheik will give them one of **Treasure #1** and all of **Treasure #2**.

The sheik is not fond of outsiders, and those who do not bring expensive gifts should not expect to be granted an audience. The sheik never speaks directly to anyone other than his true



friends, whom he always honors. For such friends he holds a feast and gives them a medallion which identifies them as allies of the Symbayans. The sheik knows:

The amulets that he and his first-born son wear have been handed down through the centuries. Their markings have strange and mystic meaning which, he believes, is some sort of story. The amulets are the mark of his office as well as a link between the sheik and his first wife.

The line of royal authority passes from father to first-born son. Should the first-born die then the second son takes his place. Although others suspect there is a plot to assassinate both the sheik and his first-born son, the sheik is not convinced this is true.

On the Symbayan altar to their one god, Anu, is an ancient circular symbol. When the first-born son of a sheik comes of age, the symbol disappears from the altar and reappears on the palm of the hand of that Symbayan girl destined to be the son's first wife. The symbol remains on the girl's hand until her death, when it reappears on the altar, or until her own first-born son comes of age and the symbol is passed along to his intended bride.

Not only has Princess Shadalah, the bride of Hassan, disappeared, but others have disappeared from the camp also. Strange forked hoof tracks have led away from the camp on those occasions and it is feared that a terrible demon has kidnapped the people.

Monster #4: The Slave Girls (AC 10; MV 12"; F 2; hp 5, 6; #AT 1; Dmg Unarmed; AL N) will obey the orders of the sheik.

Character #4: The first girl is named Iris and has been a slave from birth. The second girl is Sothal, also a slave from birth, but fiercely loyal to the sheik. She is aware of the trouble at court but as a slave is powerless to do anything about it openly. She knows but cannot prove that:

There is a plot afoot to assassinate the sheik and Hassan, but the sheik is too stubborn to see the danger.

Certain members of the sheik's own guard are traitors. Their plan is to kill the sheik when he goes out in search of Princess Shadalah. He must not leave the encampment.

The manager of the old sandvoyagers' warehouse, Tolnus Granicus, has not been seen for some time. It is believed that he is a victim of foul play.

Someone in court is a party to the assassination plot. Many in the tribe have secretly returned to the worship of idols.

Treasure #1: Identical amulets are worn by both the sheik and his first-born son. The amulets are worth 2,000 gp each (see **TREASURES AND TOMES** under **Palm Sign and Amulet**).

Treasure #2: three scimitars of the Sultan +1, +3 vs. undead.

H2b. Slaves' Quarters

Monster: Two slaves (AC 10; MV 12"; F1; hp 2, 3; #AT 1; Dmg: 1-2; AL N) are busy preparing palm dates.

H2c. Harem

Play: The **Monster** will be encountered first. The **Treasure** is contained in a box hidden in a hole dug beneath the center rug.

Monster: The three wives of the sheik (AC 10; MV 12"; F 1; hp 5, 3, 4; #AT 1; Dmg Unarmed; AL LN) live here.

Treasure: The hidden box contains 600 gp worth of jewelry.

H2d. Sheik's Sleeping Chamber

The large sleeping chamber is filled with fancy clothes and pillows of satin. In the center of the mats covering the floor is a large mat for sleeping. Strange writings are found on the walls.

Play: Those entering the chamber encounter **Trap/Trick #1** immediately. A large chest is buried one foot beneath the sheik's sleeping mat and is guarded by **Trap/Trick #2**. **Treasure** gives the contents of the chest.

Trap/Trick #1: Five **glyphs of warding** that cause 12 points of electrical damage each have been placed on the walls, roof, and entrance to the alcove. There is one on each wall and one on the roof. The glyph for that wall will do its damage on any character passing through.

Trap/Trick #2: The buried chest is protected by both a **glyph of warding** that causes blindness and a poison needle on the lock.

Treasure: The chest contains 3,000 sp; 1,000 ep; 4,000 gp; 30 gems worth a total of 2,000 pp; a jeweled scepter worth 1,000 gp; and a **decanter of endless water**.

H2e. Storage

Treasure: There are 12 chests. Inside each will be found food, clothing, tools, furnishings and utensils. None of these have any special value.

H2f. Guards' Quarters

Monster: Two guards of the sheik (AC 4; MV 12"; F 2; hp 12, 16; Dmg 1d8+2; AL LN) rest here. They each wear chain mail and carry a scimitar and composite bow.

Character: These two are in on the plot against the sheik but are smart enough not to display the fact openly.

H3. Clerical Tent

Use the CLERICAL TENT MAP.

A plain, dull green tent stands to one side. The tent flaps are open and inviting.

Play: This tent has a central chamber separated from three side chambers.

H3a. Central Worship Chamber

A silver statue rests atop a circular stone platform in this otherwise plain room. A single hooded figure in white robes stands with his back to the tent entrance.

Play: The **Monster** must be dealt with before the idol may even be approached. The **Trap/Trick** must be overcome before the **Treasure** can be taken.

Monster: The robed man is Nadron Ilanis, Cleric of Anu (AC 4; MV 12"; F 6; hp 29; #AT 1; Dmg 1d6+2; AL LN; S 11; I 10; W 16; D 14; Con 13; Ch 17), wearing a **cloak of protection +1** and carrying a **staff of curing** with 12 charges. Within the folds of his robes, his **flail +1** swings from his belt and three scrolls are

pocketed: **neutralize poison**, **raise dead**, and **blade barrier**. All three scrolls are written at the 11th level of spell use. His own spells include **command**, **cure light wounds** (x2), **sanctuary**, **protection from evil**, **hold person**, **slow poison**, **speak with animals**, **know alignment**, **detect charm**, and **cure disease**.

Character: Nadron and the other clerics of Anu are loyal to the sheik. Nadron seldom speaks with outsiders and has a fanatical hatred of Thune worship. He possesses the following knowledge:

The symbol on the palm of Hassan's bride comes from a tradition that is almost as old as the tribe itself. Only one woman at a time may bear the symbol and only so long as she lives, or until it is passed on to the new bride.

The old beliefs say that the first bride has great power over evil because of the mark on her hand. Nadron thinks this is superstition and that the mark is important only for the sake of tradition.

The symbol has not yet returned to the altar; therefore, the bride must still be alive.

The truth about the white palm tree near the oasis pool is that if one plants a date from the tree while praying to Anu, the date will grow into a full-sized tree in only one week. Nadron also knows that if the white tree is harmed, Anu will be angry.

The sheik believes that the Oasis of the White Palm was once the ancestral home of the tribe because of the writings found inside the old temple in the compound. The writings say:

the place is set, but no man knows the time.

Nadron finds it disgusting that the sheik should believe the sayings of idol worshippers. See **MONSTERS, CREATURES AND MEN** under **Symbayans** for details.

Trap/Trick: The statue is attached to the altar and their combined weight is 500 lbs. (5,000 gp weight). The statue cannot be removed from the altar unless a key is used to open a hidden lock at the back of the statue. The key is carried by Nadron at all times.

Treasure: The statue is solid silver worth 3,000 gp.

H3b. Food Chamber

About the room in neat piles are found containers of food and drink, cooking equipment, and other items.

H3c. Sleeping Chamber

This is a small chamber with sleeping mats on the floor. Two white-robed figures are resting here.

Monster: The two assistants of Nadron (AC 5; MV 12"; C 2; hp 13, 16; #AT 1; Dmg 1-6; AL LN), named Larith and Baris. Both have the following spells: **cure light wounds** (x2), **command**, **light**, and **purify food and drink**.

Character: These are dedicated servants and do not get involved in either the politics or the gossip of the camp.

H3d. Nadron's Chamber

Play: The **Trap/Trick** will be encountered immediately upon entering the room. A chest is buried in a shallow hole under Nadron's sleeping mat. It is protected by **Monster** and will yield **Treasure**.

Monster: A hooded cobra (AC 5; MV 12"; HD 2+2; hp 10; #AT 1; Dmg 1 point + poison; AL N; SA Can spit poison up to 30 feet) hides in the trunk to attack whenever the trunk is opened unless **speak with animals** and **command** spells are cast first to ward it off.

Trap/Trick: The walls and ceiling have been fixed with five **glyphs of warding**, each causing 12 points of electrical damage.

Treasure: The chest contains 1,500 ep, 600 gp, and three pieces of religious jewelry totaling 400 gp in value.

H4. Main Chamber in Tent of Korus Eikoth

Pillows and pieces of nomadic furniture are set about the room. A small, willowy figure lies in the center of the chamber, sobbing pitifully. A chest with ornamental fittings is against the far wall.

Play: This is a typical tent with one large central area and three smaller areas leading from it. From dawn to midnight **Monster #1** will be present lounging and eating while **Monster #2** dances for him. From midnight to dawn, **Monster #2** will be alone. She will cry out and try to run at the first sign of the PCs. The chest is **Trap/Trick** with the true **Treasure** buried 1 foot beneath it in the dirt.

Monster #1: The second son of the sheik, Korus Eikoth (AC 1; MV 12"; F 7; hp 45; #AT 3/2; Dmg 1d8+4; AL LN; strength bonus +2 to hit, +4 damage). He is armed with a **scimitar +1**, **chain mail +2**, one potion of **ESP** and six **arrows +1**. See **MONSTERS, CREATURES AND MEN** for character and rumors.

Monster #2: The woman is Kerina (AC 10; MV 12"; F 1; hp 5; #AT 1; Dmg Unarmed; AL LG), a female elven slave.

Character #2: Kerina is frightened and will flee, crying, from anyone who approaches her. She is the favorite slave of Korus Eikoth but he has treated her cruelly, beating her whenever he feels like it. She will, if treated with kindness consistently, tell the following:

Korus Eikoth, dressed in dark robes, leaves the camp every night when the guards are not looking. He never returns before dawn.

Once, after he returned one afternoon, she overheard Eikoth say, "Surely the place is set, but no man knows the time when Thurnas may be trusted. Sah! May the soles of his feet be smitten by a thousand willows!"

Trap/Trick: This false chest has a poison needle in the lock. Inside the chest are found 200 sp, 50 ep, 50 gp, and an unmarked bottle of poison.

Treasure: Buried beneath the false chest is one containing 300 gp, 100 pp, and 8 gems worth 200 gp each. There is also a potion of **brass dragon control** and a bottle with a red liquid that seems to glow slightly. This liquid ignites and explodes when exposed to air, doing 4-24 (4d6) points of damage within 10 feet, save vs. Breath Weapon for half damage.

H5. The Oasis Pool

The oasis pool is small and calm and lies beneath a ring of palms. Stern guards with drawn swords surround it. At night the area is lit by torches.

Monster: The eight Symbayan guards (AC 6; MV 12"; F 1; #AT 1; Dmg 1d8+1; AL LN) stand around the pool. They will demand that strangers pay for any water taken: 1 gp per flask or 2 gp per animal allowed to drink.

H6. Burned Camp

Here are the charred remains of an encampment. A sign warns outsiders of what happens to those who offend the Symbayans.

H7. The Monolith

In the center of several screening palm trees, the 25-foot tall by 7-foot square monolith towers up from the sands. The writings on its surface in the old Symbayan language claim ownership of the oasis in the name of the many gods.

Play: There is a secret door in the north side of the monolith. This stair descends to an ancient tunnel running south to the TEMPLE OF SET, Room I1.

H8. Headless Statue

Amid a few palm trees is the headless statue of a regal figure seated on a throne. The statue is partially buried in the sand. The head of the statue lies on the ground 15 feet away.

Play: The stone head weighs 500 lbs. It is of no value.

H9. The White Palm

At this place stands the white palm, its lush green leaves spreading overhead.

Play: Any interference with the tree will seriously offend the Symbayans, and destroying it means being marked for death.

Lore: If you plant any date from this tree near water, it will grow into a full-sized, normal date palm within one week.

H10. The Compound Wall

Amid the lush grasses and palms of the oasis, a wall of white, lime-covered bricks fortifies a compound. Two great doors of palm trunks lashed firmly together stand at the west end of the 320-foot long by 120-foot wide encircling wall. The wall is capped by one-inch long spikes with a strange green tinge to them.

Play: During the day a random encounter will occur on a roll of 1-4 on 1d6. At night an encounter will occur on a roll of 1-2. The spikes are a **Trap/Trick**.

Trap/Trick: The spikes do 1-4 points of damage and are poisoned. A victim must save vs. Poison or be paralyzed for 1-10 turns.

H11. The Wayfarers' House

Standing just inside the gates of the compound is a mud-brick building with an open door. In its dusty face are small, barred windows with curtains.

H11a. Common Room

A dimly-lit room 30 feet wide by 40 feet long. An open door exits south into the compound. Two closed doors are in the northern ends of the east and west walls.

Play: Between dawn and dusk the **Monster** will be encountered.

Monster: Rolando the Minstrel (AC 8; MV 12"; F 1; hp 8; #AT 1; Dmg 1-6; AL NG). See **MONSTERS, CREATURES AND MEN** for character and rumors.

H11b. Guest Rooms

Play: These rooms are empty and may be used by player characters as a base from which to operate.

H12. Washing House:

The mud-brick building has a large, open door.

Play: The **Monster** is encountered within. A very large, circular water trough, 13 feet in diameter, is inside the building. The room is 40 feet square.

Monster: 4-16 nomad women (AC 10; MV 12"; F 2; #AT 1; Dmg Unarmed; AL LN) and 1-4 slaves (AC 10; MV 12"; F 1; #AT 1; Dmg Unarmed; AL N) will be in this building washing clothes.

H13. The Bazaar

A rag-tag collection of tents, huts, and hastily-built shelters sprawls over the area. This is the bazaar, teeming with life and energy. Everywhere there are people talking, arguing, bargaining. At one tent a rug dealer and her customer are shouting at one another and seem ready to fight. Wonderful aromas flow out of the huts where food is for sale. The bazaar is the fast-beating heart of everyday life at the oasis.

Play: The DM may use this area as required to further the adventure. Information should be given out through the shop keepers. Care should be taken that only a minimum of information be given out here—just enough to get the party moving again. The shops listed suggest the general nature of the kinds which can be found. The price of all goods will be two to five times (1d4+1) the usual price.

H13a. Tent (seller of scrolls, books and tomes)

H13b. Hut (seller of cloths and tents)

H13c. Stall (seller of dried meats)

H13d. Stall (seller of fresh meats)

H13e. Hut (seller of grains)

H13f. Hut (seller of rugs)

H13g. Stall (seller of bolts of cloth)

H13h. Tent (blacksmith)

H13i. Hut (fortune tellers)

H13j. Hut (seller of tapestries)

H13k. Stall (seller of statues)

H13l. Stall (seller of trinkets)

H13m. Stall (seller of fruits and dates)

H14. Hogan's Stables

Rows of stalls line the inside of the modest brick building. Bundles of straw and hay, obviously imported, stand in one corner.

Play: **Monster #1** will be encountered just within the double doors. From 8:00 a.m. until 11:00 p.m. **Monster #2** will be found within.

Monster #1: A stable boy (AC 10; MV 9"; F 1; hp 2; #AT 1; Dmg 1-4; AL N) is paid to stand guard and take care of the animals.

Character #1: Unless he is given money to talk, the stable boy will not tell the PCs anything. He knows:

Abu Kassin, a local merchant, stays at the tavern every night until it closes and then goes straight to the Sandvoyagers' Guildhall.

One night, while sleeping in the stable, the stable boy awoke and overheard two men talking. "Our bargain was sealed!" said one. "Your man was to take the bride and deliver her to my people. Instead you betrayed us and are holding her for a larger ransom!" Then the other man said, "Sah! The place is set, but show unto me the time when we shall ever work together as one! I have not the girl, and would that I could fulfill our bargain! It is you who have the girl, and now, for your own purposes, you wish no part of us!" It was then that the stable boy hit the gate with his foot. The gate made a noise and frightened away the two men. But the boy saw who they were: a leader of sandvoyagers and a water bearer!

Monster #2: 2-8 horses (AC 7; MV 18"; HD 2+2; #AT 3; Dmg 1-6/1-6/1-3; AL N) will be here while their masters are within Hogan's Desert Igloo (see H 16 below).

H15. Feed Storage Area

Dried grasses and grains are stacked in piles about ten feet across.

H16. Happy Hogan's Desert Igloo

A huge dome of brick about 80 feet in diameter and with a white-lime coating sits at the far east end of the compound. It is entered through an arch with heavy double doors at the building's west end.

H16a. Hogan's Bar

This room occupies one half of the dome and ends in a flat brick back wall. Set back against that wall is a large bar about 40 feet long. Two huge mirrors flank the door behind the bar which apparently leads to the back room. Over the door is a golden plaque. Various wicker tables and chairs are placed here and there about the room.

Play: **Monster #1** will be encountered here always. From 6:00 p.m. to 11:00 p.m., **Monsters #1** and **3** will be here. From 7:00 p.m. to 11:00 p.m., **Monsters #1, 2,** and **4** will be encountered.

Monster #1: The Bartender (AC 8; MV 12"; F 2; hp 8; #AT 1; Dmg 1-6; AL LN) is an employee and belongs to the Symbayan tribe. He sleeps here at night behind the bar. One to six bar patrons (AC 7; MV 12"; F 2; #AT 1; Dmg 1-6; AL LN) are enjoying themselves. One of them appears unusual and interesting, but he will not want to speak to the player characters and knows nothing anyway.

Character #1: The bartender is friendly and knows the standard set of rumors plus the following, if asked:

Hassan was in the bar at the time of his bride's disappearance.

Thurnas owns a sand sled and uses it occasionally.



Monster #2: Happy Hogan (AC 1; MV 9"; T 14; hp 56; #AT 1; Dmg by weapon; AL N) will be tending bar. (See **MONSTERS, CREATURES AND MEN** for character and rumors.)

Monster #3: Rose Underwood (AC 7; MV 9"; F 1; hp 5; #AT 1; Dmg 1-4; AL N) will be waiting on tables. (See **MONSTERS, CREATURES AND MEN** for character and rumors.)

Monster #4: Zorath Blackblade (AC 5; MV 12"; A 5; hp 19; #AT 1; Dmg 1d6+1; AL NE; strength bonus +1 damage) will be found here. He is bored. (See **MONSTERS, CREATURES AND MEN** for details.)

H16b. Back Room

Steam rises from the kettles bubbling on the hearth in the center of the room. The room is about 30 feet square. In the eastern wall is an iron door barred shut. There is also a door in both the northern and western walls, and two doors in the southern wall.

Monster: Hogan's chef, Cookie (AC 4; MV 12"; F 5; hp 33; #AT 1; Dmg 1d8 +2 with scimitar; AL LN), is working on dinner. He will immediately request that people entering here leave by the way they came.

Character: Cookie is loyal to Hogan and has orders to let no one come into the back room. He will yell for the city guard and, if necessary, attack anyone refusing to leave the room.

H16c. Fogli's Room

The room has a few furnishings for guests. There is a single bed, its blankets draped down over the sides.

Treasure: Under the bed is a locked chest marked "Fogli Forkbeard" that contains beneath some cloths, 120 sp, 80 gp, and a silver dagger.

Lore: The gnome, Fogli, does not really sleep here.

H16d. Rose's Room

The room is filled with comfortable furnishings. A soft bed with a white covering stands next to a vanity. On the vanity is a silver comb. Paintings of two halflings hang on the wall and a handmade rug covers the floor.

Play: The comb is worth 10 sp.

H16e. Hogan's Room

Play: This is a bedroom similar to H16c in most respects.

Treasure: This chest is marked "Hogan" and is locked. It contains 77 cp, 50 sp, and 18 gp.

H17. Ancient Temple

This room is about 40 feet square. In its center are six pillars which once supported the stone roof. The roof is now broken and rubble litters the floor. Behind an ancient altar runes carved into the stone can still be seen.

Lore: The PCs have a 30% base chance of reading the runes. The runes say:

I, MARTEK, HAVE LAID UP FOR YOU A GREAT POWER AND TREASURE FOR WHEN YOU RETURN TO WRESTLE WITH THE AWAKENED EVIL.

NO MAN KNOWS THE TIME, BUT THE PLACE IS SET—NOT AT WHITE PALM, YET NEITHER FAR FROM IT.

H18. House of the Sandvoyagers' Guild

Solid and stately, the house of the Sandvoyagers' Guild is against the southern wall of the compound. In the center of the building's northern wall are two huge double doors; they are shut.

H18a. Main Warehouse

Shrouded in darkness, the vast warehouse opens before you, its crates blocking your vision beyond a few feet. In one corner is a large sled with ski runners used for carrying cargo over the desert.

Play: The hall measures 50 feet by 60 feet. The **Monster** waits in an alcove over the doorway and will leap onto the party when they enter through the doors, yelling for the guards to come from room 18c. The crate markings are in **Lore** and the **Treasure** is found in crates marked "rods" and "plates." The trap door is **Trap/Trick**.

Monster: 2 Slaver guards (AC 4; MV 12"; F 2; hp 13, 15; #AT 1; Dmg 1-8; AL NE) stand ready overhead.

Trap/Trick: A trap door leads down to room I25 of the TEMPLE OF SET.

Treasure: The crates marked "rods" all contain 50 long scimitars. The crates marked "plates" all contain 20 pieces of chain mail and breastplates that have the Symbayan army symbol on them.

Lore: The crates are labeled: "dates," "cloth," "statues," "coconuts," "rods," and "plates." All are empty except those marked "rods" or "plates." (See **Treasure** above.)

H18b. Records Office

The 20-foot square room is littered with papers and ledger books. One large book sits open on the desk in the center of the room.

Play: There is a secret door at the south end of the east wall that leads to the compound just behind the temple. The book is in **Lore**.

Lore: The book is labeled *Ledger of the Sandvoyagers' Guild* and is full of columns of numbers. Careful inspection of the book shows two types of handwriting. Entries in the first hand indicate good profits and a healthy business. This handwriting then ends. Entries made in the second hand show that profits have dropped off sharply. The first handwriting is that of Tolnus Granicus and ends when he was abducted. The new writing is that of Thurnas Netmaster. The new entries are obviously rigged.

H18c. Guards' Lounge

Play: The room measures 20 feet square. The **Monster** will attack immediately.

Monster: The eight warehouse guards (AC 4; MV 12"; F 4; hp 11, 7, 10, 13, 14, 17, 12, 16; #AT 1; Dmg 1-8; AL NE) are shooting dice.

Treasure: Each man is holding 1-20 gp.

H18d. Kitchen

The dim and musty room is lit only by the glow of coals from a dying fire. A lone, slim girl struggles to her feet.

Monster: A slave girl (AC 10; MV 9"; F 1; hp 4; #AT 1; Dmg Unarmed; AL LN) is chained to the floor.

Character: The slave girl, kidnapped from a caravan going to her native land, has been forced to cook for the guards here. She knows that:

Tolnus Granicus is not just ill but is being held captive in the cellars below the guildhouse.

Starting from the cellar, the slavers have been digging underground, looking for a fabulous treasure. So far they have not found it.

There is a trap door in Thurnas' chamber (H18e) that leads down to the cellar and diggings.

H18e. Thurnas' Chamber

The comfortable 30-foot by 20-foot room is filled with expensive furniture. A large bed stands at the north end of the room and a desk at the southern end. A large red book lies open on the desk.

Play: The **Monster** is normally found at the desk in this room writing in the red book. The bed is mounted on pivots and moves easily to one side. Under it can be found a trap door to room I20 of the TEMPLE OF SET. The book is found in **Lore**.

Monster: Thurnas Netmaster (AC -1; MV 12"; F 7; hp 59; #AT 3, 2; Dmg 1d8+3; AL NE) is working on the books. See **MONSTERS, CREATURES and MEN**, page 28, for character and rumors.

Lore: The book is untitled and its entries show that the true trade of Thurnas—slaving—is doing a booming business.

section III: temple of set

TEMPLE PROLOGUE:

Use the TEMPLE OF SET MAP.

BACKGROUND: Both the Thune cultists and the slavers of the Sandvoyagers' Guild are using this ancient underground complex. The cultists enter through the secret door in the oasis monolith. The slavers enter through trap doors in the floor of the Sandvoyagers' Guild. The slavers conduct mining operations in their area and use part of the temple as a prison. The areas are connected by a single secret passage (see room I11d). *Neither the cultists nor the slavers have discovered the secret passage, or the fact that they are both using the temple.*

The Thune cultists hold rituals here every night between midnight and 3 a.m. They pass through the secret door in the monolith, and descend a flight of stairs. When they reach the entrance, the words, "Open in the name of the Great One," summon a zombie to raise the door. Upon entering, the cultists undergo a purification ceremony to prepare themselves for their evil rites. Once this is done, they speak three words at a portal and enter the main chamber. If player characters are inside the cult area of the temple between midnight and 3 a.m., the NPCs that they meet will be taking part in the rituals. Player characters can learn the secret passwords by disguising themselves and following the real cultists through this area.

RANDOM ENCOUNTERS: While the party is in the temple, the DM should check for random encounters once every three game turns. A roll of 1 on 1d6 indicates that an encounter takes place. Use the CULT AREA RANDOM ENCOUNTER TABLE for all random encounters in the cult area of the temple; use the SLAVERS' AREA RANDOM ENCOUNTER TABLE for encounters in slaver-controlled areas. All NPCs in both areas know 1-4 general rumors. (See GENERAL RUMORS TABLE page 32.)

CULT AREA RANDOM ENCOUNTER TABLE

1. **3-18 Zombies** (AC 8; MV 6"; HD 2; #AT 1; Dmg 1-8; AL N).
2. **1-6 Thune Cultists** (AC 7; MV 12"; F 3; #AT 1; Dmg 1-4; AL NE).
3. **1-4 Giant Spiders** (AC 4; MV 3" *12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).
4. **1-10 Thune Cultists** (AC 7; MV 12"; F 3; #AT 1; Dmg 1-4; AL CE).
5. **1-6 Giant Poisonous Snakes** (AC 5; MV 15"; HD 4+2; #AT 1; Dmg 1-3 + poison; AL N; SA poison paralyzes for 1-10 turns).
6. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half-damage from weapons).
7. **1-12 Zombies** (AC 8; MV 6"; HD 2; #AT 1; Dmg 1-8; AL N).
8. **2-12 (2d6) Thune Cultists** (AC 7; MV 12"; F 3; #AT 1; Dmg 1-4; AL CE).

SLAVER AREA RANDOM ENCOUNTER TABLE

1. **2-8 (2d4) Slave Guards** (AC 4; MV 12"; F 4; #AT 1; Dmg 1-8; AL NE).
2. **1-4 Giant Spiders** (AC 4; MV 3" *12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).
3. **3-12 (1d10+2) Giant Poisonous Snakes** (AC 5; MV 15"; HD 4+2; #AT 1; Dmg 1-3 + poison; AL N; poison paralyzes 3-30 turns).
4. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).
5. **1-12 Slave Guards** (AC 4; MV 12"; F 4; #AT 1; Dmg 1-8; AL NE).
6. **2-7 (1d6+1) Servant Bugbears** (AC 5; MV 9"; HD 3+1; #AT 1; Dmg 2-8; AL CE).
7. **1-6 Slave Girls** (AC 10; MV 12"; F 2; #AT 1; Dmg Unarmed; AL LN).
8. **1-6 Slave Guards** (AC 4; MV 12"; F 4; #AT 1; Dmg 1-8; AL NE).

TEMPLE OF SET ENCOUNTERS

I1. The Way In

The steps down from the monolith descend 70 feet to a 30-foot long passageway carved from the stone. This passageway ends at a stone door. Drawn on the door is an image of an evil jackal head on the shoulders of a man. The eyes are sinister red points of light.

Play: The stone door is one inch thick and cannot be physically forced open. The door is raised by a zombie on the other side if the words, "Open in the name of the Great One" are called out. Calling out "Close in the name of the Great One" will cause the zombie to lower the door shut.

From midnight to 3 a.m., there will be 1-4 Thune Cultists (AC 7; MV 12"; F 3; #AT 1; Dmg 1-4; AL LN) standing here before the door. They will give the password loud enough so that anyone within 10 feet of the cultist nearest the door can hear them. Once the door is opened, they will enter the next room and the zombie will lower the door. A second group will come down the stairway 1-10 rounds later and approach the door.

I2. Temple Entry

The long, damp room is decorated with tapestries covering the east and west walls. A large wheel with a winch is mounted on the north wall. Pegs and hooks are mounted on the north and south walls.

Play: From midnight to 3 a.m., if anyone enters after calling out the password, the **Monster** will be at the wheel. **Trap/Trick** gives the wheel function.

Monster: A zombie from room I3 below.

Trap/Trick: Turning the wheel clockwise will lower the door into place in one round. Turning the wheel counter clockwise will raise the door in one round.

13. Carnivorous Cavern

A small, dark cavern holds several large shapes, swaying from side to side.

Monster: Four zombies (AC 8; MV 6"; HD 2; hp 12, 10, 8, 6; #AT 1; Dmg 1-8; AL N) are standing in this room. They will not attack unless their room is entered or the **glyph of warding** at I5 goes off.

14. Followers' Purification Room

The walls of this room are painted to depict terrible creatures marching to war. In the middle of the floor are three wading pools, three feet wide by 15 feet long by six inches deep. They lie east to west. The northernmost pool holds a perfumed, transparent liquid with a green tinge. The middle pool contains a deep red liquid, and the southernmost pool contains a clear liquid.

Lore: The worshippers are required to wade through these pools as a rite of purification before they worship their evil deity.

15. Door of Warding

Play: The cult members will say the passwords as in **Trap/Trick** below before passing through the arched door. All cultists know the passwords into this part of the complex. Player characters who follow the cultists will learn the passwords.

Trap/Trick: Over the doorway between this room and room I4 are three **glyphs of warding**, one on each wall and one on the floor. Unless the words "Seti," "Minion," and "Nol-anka" are spoken before a character passes, the floor glyph will cause **blindness** and the wall glyphs will do 10 points of fire damage each. The triggering of the glyphs will also summon the zombies from room I3 and, if between midnight and 3 a.m., alert the worship group in the room to the presence of strangers.

16. Outer Temple of Set

Two rows of thick pillars covered with chaotic designs support the 50-foot tall ceiling of this hall. At the north end of the chamber is a huge stone idol of a man with the sneering head of a jackal. The eyes of the idol look like large red gems. The idol's hands rest on his knees. Before the massive idol, a pit 10 feet across glows with a pulsating red light.

Play: The statue is described in **Trap/Trick #1** as are its eyes. The pit is described in **Trap/Trick #2**. From midnight to 3 a.m., there will be 13 people here, all in red robes with hoods that cover their faces. Four of them stand around the pit as described in **Monster #1**. The other nine face the pit from the south, as described in **Monster #2**.

Monster #1: Between midnight and 3 a.m., Corga Kazan (AC 5; MV 12"; C 5; hp 27; #AT 1; Dmg 1-6; AL LE; see **MONSTERS, CREATURES, AND MEN** for spells) will lead the service. Korus Eikoth (AC 1; MV 12"; F 7; hp 65; #AT 3/2; Dmg 1d8+4; AL LE; strength bonus +2 to hit, +4 damage) will be masked and standing by the pit and the two Acolytes (AC 6; MV 12"; C 2; hp 11, 6; #AT 1; Dmg 1-8; AL LE; see **Monster**, room I6 below for spells) will be standing beside the giant idol.

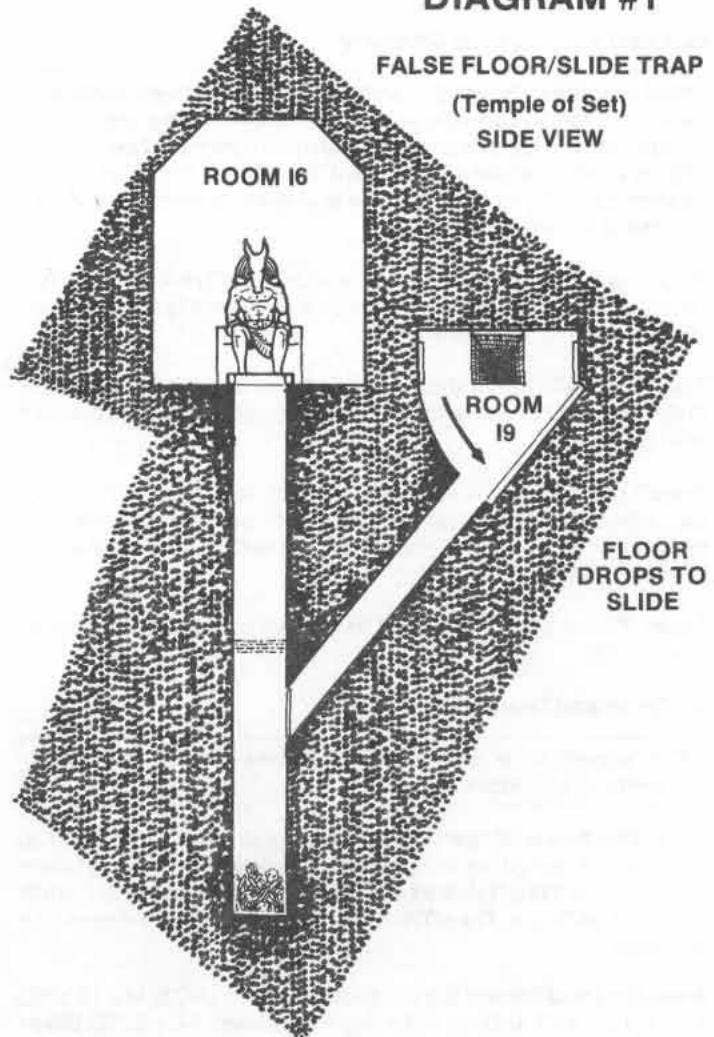
Monster #2: Between midnight and 3 a.m., 9 Thune Cultists (AC 7; MV 12"; F 3; hp 15, 15, 14, 10, 10, 6, 12, 13, 13; #AT 1; Dmg 1-4; AL LN) will be found worshipping within this room.

Trap/Trick #1: If anyone attempts to pry the gemstones from the face of the statue, the 10-foot long arms of the statue will animate and attack as a 16+ HD monster with an AC of 0 and 80 hp each. Each arm does 4-40 points of damage. The stones appear to be worth 10,000 gp each but will start to glow brightly after they are removed and give off intense heat, causing 6-36 points of damage to all within 10 feet of them. After one turn, the stones will melt and the heat disappear. (If an **ice storm** or **cone of cold** is used on the gems, they will become cool immediately and retain their full value).

Trap/Trick #2: From the depths of the pit comes a faint, pulsating red light. The pit appears to be bottomless. This is an illusion, for the pit is actually only 100 feet deep. The illusion is placed at the 50-foot level and a character lowered on a rope further than this will see the pit for what it really is. At the 60-foot level a pair of secret doors are located on the east side. The doors open outwards. They lead to a smooth, but climbable, chute leading steeply upwards to a solid stone wall (See **Trap/Trick #1** at room I9 for details). This wall is part of a sliding floor trap that cannot be triggered from here. A large number of skeletons are at the bottom of the pit.

DIAGRAM #1

FALSE FLOOR/SLIDE TRAP
(Temple of Set)
SIDE VIEW



Treasure: Small pieces of jewelry worth a total of 300 gp are scattered among the skeletons.

17. Acolytes' Quarters

The 20-foot square room is sparsely furnished with three sets of rude desks and beds and three small chests.

Play: The **Monster** will not be here between midnight and 3 a.m., when it will be in the temple I6; at all other times it will be encountered here. The chests contain only old clothes, socks, religious books, etc. The **Trap/Trick** hides the **Treasure**.

Monster: The Two Acolytes of the Ancient Cult (AC 6; MV 12"; C 2; hp 11, 6; #AT 1; Dmg 1-8; AL LE; clerical spells) live here. They are fiercely dedicated to their cause and religion and would rather die than betray them. Each has the following spells available: **darkness, command, cause fear, cause light wounds.**

Trap/Trick: An ancient wall safe is concealed behind a small secret door in the west wall. Four small boxes are inside, one each of gold, silver, lead and obsidian. The obsidian box is guarded by a **glyph of warding** that will cause 2-20 points of lightning damage when touched. Only Corga knows the word that neutralizes the glyph. The word is "Tabang."

Treasure: The gold and silver boxes contain **incense of obsession** while the lead box contains **incense of meditation**. The obsidian box contains a **phylactery of monstrous attention** and a **perlaft of foul rotting**.

18. Priest's Purification Chamber

Wall carvings showing grand harvests have been defaced and scarred in this 30-foot square room. There are three elaborate basins in the room, each on a decorated pedestal. Each basin contains a different liquid; the first clear, the second a dull red that bubbles and steams, and the third a burning amber fluid.

Play: **Trap/Trick #1** is the clear liquid; **Trap/Trick #2** is the red liquid, and the amber liquid is an illusion. There is a secret door in the center of the north wall.

Trap/Trick #1: The unholy water in this basin will cause 2-7 (1d6+1) points of damage to any paladin who comes in contact with it.

Trap/Trick #2: This is an evil ichor that causes 2-12 points of damage to neutral creatures and 4-24 points of damage to characters of good alignments during each round they are in contact with it.

Lore: These basins are used in the evil priest's ceremony of preparation.

19. Cross and Double Cross

The secret door opens onto a cross-shaped hall with branching corridors.

Play: This hall is 50 feet in total length and crossed by a hall 30 feet long. Attempting to open either the east or the west door will activate **Trap/Trick #1**. Opening the door at the far north end will activate **Trap/Trick #2** and only then release the **Monster**.

Monster: Held behind the far door is a wight (AC 5; MV 12"; HD 4+3; hp 20; #AT 1; Dmg 1-4 + drain one level; AL LE; SD Silver or magical weapons to hit) who will attack upon being

released. Note that the wight will also be forced to attack at -4 to hit if the smoke is still in the area (see **Trap/Trick #2** below).

Trap/Trick #1: When an attempt is made to open either door, the floor between them will tilt violently on the western end (see Diagram #1). This brings the section of hallway into alignment with a slick marble slide into the pit in room I6. (See room I6, **Trap/Trick #2**.) Those in the area slide down the chute and take 8-48 points of damage from the fall.

Trap/Trick #2: When the door is opened, a heavy mist rolls out and down the hall at a rate of 10 feet per segment, completely obscuring vision, while simultaneously releasing the **Monster**. The mists will disappear within 1d6+5 rounds. During the time the mists are present, everyone within the area will attack at -4 to hit.

110. Corga's Sanctum

The 20-foot square room is filled with an eerie red light that seems to come from atop a platform at the far eastern side of the room. Nine sets of carved, circular steps lead up to the top of the platform on which is a strange, glowing skull.

Play: If between 3:00 a.m. and 12:00 p.m., the **Monster #1** will be encountered immediately. The **Treasure** can be used to call **Monster #2**.

Monster #1: When Corga is here, there is a 70% chance he will be asleep (AC 5; MV 12"; C 5; hp 27; #AT 1; Dmg 1-6; AL LE) See **MONSTERS, CREATURES, AND MEN** for character, spells and rumors.

Treasure: The skull appears semi-human but with distorted features, oversized fangs and three short horns. It is the **Skull of Garath**, an evil artifact. Its powers are usable only by clerics, and any non-evil cleric will suffer 1-8 points of damage each time its powers are used. Each power is controlled by a rune carved in the skull. The skull has the following powers: **cause fear** (5 charges), **animate dead** (5 charges), and **commune** with the Efreeti Pasha once per month. The skull is fully charged.

111. Essence of Evil

The hall before you is criss-crossed with shadows that no light can banish. The air seems to reach with icy fingers to your very bones, tugging at your life. The floor is covered with sand and dust that filters down from the cracks in the ceiling, adding to the three-inch accumulation.

Play: Characters of good alignment take one point of damage per round in this area. Characters of neutral alignment take one point of damage per turn while those of evil alignment regain one hit point per turn. Undead regenerate one point per round in this area. Paladins and those under **protection from evil** spells will suffer no damage. A **dispel evil** or **remove curse** spell will permanently dispel the evil effect in the room.

111a. Brazier of Violet Flames

In the midst of the 10-foot square chamber, a brazier is fixed to the floor and burns with deep violet flames. There is a cabinet on one wall which openly displays branding irons and whips with steel thongs. Three skeletons hang chained to the wall, the center of the three wearing the remains of rich robes, a necklace and a pair of arm rings.

Play: The **Monster** is chained to the wall and will attack only when a party member comes within arm's reach to inspect it.

The necklace and rings are in **Treasure** and the brazier in **Trap/Trick**.

Monster: Skeletons (AC 7; MV 12"; HD 1; hp 4, 5, 8; #AT 1; Dmg 1-6; AL N) will attack anyone within reach.

Treasure: The arm rings are worth 50 gp each. The necklace is a **necklace of strangulation**.

Trap/Trick: The flames do not give off heat and do not consume air or wood. Metal will soon take on a violet glow if placed within the flames but will return to normal after removal. When the flames touch living flesh, however, they burn, doing 1-4 points damage on the first round they touch, 2-8 (2d4) points on the round after they are touched, and 3-12 (3d4) thereafter for 3-8 (1d6+2) rounds. If the brazier is knocked over, the flames will spread into a fiery flood filling the room and the hall beyond at a rate of 10 feet per segment. The flames will not spread any farther than this area and will fade away two turns later.

I11b. Golden Idol

This is a shadowy 10-foot square chamber, with a circular platform 5 feet in diameter in the center. There is an altar against the north wall. A golden idol in the shape of a falcon stands atop the altar. The idol is about 10 inches tall.

Treasure: Because of the curse on it, anyone who takes the idol will suffer a -4 penalty on all saving throws and "to hit" rolls. The idol is enchanted and will look like gold and will radiate magic if a **detect magic** spell is used. A **remove curse** will reveal that the idol is actually lead and will remove the curse from the victim.

I11c. Torture Room

The 10-foot square room forms a picture of despair. A small, beautiful table laden with delicious food sits in the center of the room. An oil lamp hangs from the ceiling at one side, its glow lighting the entire room. From a goatskin bag suspended from the ceiling, a continuous thin stream of wine pours in a crimson arc to the floor. A man is manacled against the farthest wall. Both the stream of wine and the food on the table are just outside his reach, though he still struggles weakly to get to them.

Play: The food and the wine are poisoned. The manacles are locked and the key is nowhere to be found. Thieves may pick the lock as normal. The **Monster** will be suspicious of the party at first and will have to be convinced of their sincerity.

Monster: The prisoner is Barus Broadblade (AC 10; MV 12"; F 3; hp 28; #AT 1; Dmg Unarmed; AL NE; strength bonus +1 to hit, +3 damage). If rescued, he will ask the party to give him weapons and armor. Barus will try to escape at the first good opportunity.

Character: Barus commanded the slaver guards of the Sandvoyagers' Guild but was overpowered three nights ago by a group of Thune cultists who brought him here for torture. He knows the following:

The Thune cultists kept asking him where the bride was, and he kept replying that he didn't know. The cultists apparently think that the slavers have the princess Shadalah, but, as captain of the guard, Barus knows that the slavers don't have her.

There was apparently some sort of contract between the slavers and the cultists for the kidnapping of the princess. Obviously, the cultists don't have her.

The Efreeti who appeared to the cultists showed interest in the bride, but since she disappeared the Efreeti has not returned. Barus thinks that somehow the bride was a threat to the Efreeti and that it has her at its stronghold, the Crypt of Badr Al-Mosak.

I11d. Platinum Idol

The shadowy 10-foot square room contains a 5-foot diameter platform in the center and an altar against the east wall. What appears to be a platinum idol with jeweled eyes sits atop it. The idol is that of a monkey with its paws over its ears.

Play: The idol is part of the altar and cannot be removed. Pressing the left eye-gem of the idol will cause the secret door to open. Pressing the right eye-gem triggers **Trap/Trick**.

Trap/Trick: Each time the right eye-gem is pressed, the idol releases one of its **polymorph other** spells. There are currently three spells left in the idol. The person pressing the eye must save vs. Wands or be polymorphed into a monkey. A polymorphed character will then have to throw percentile dice to determine whether he retains his own memory. After the three spells are used up, pressing the right eye-gem will do nothing.

I12. The First Test

The room is completely filled with spider webs with the exception of a path 6 feet high and 2 feet wide leading across the room to an arched opening to the north.

Play: The party must enter the room before the **Monster** will attack. The webs may be burned away to reveal the walls and the writings in **Lore**.

Monster: Two giant spiders (AC 4; MV 6" *12"; HD 4+4; hp 24, 18; #AT 1; Dmg 2-8 + poison; AL CE) will attack any non-Drow entering the area.

Lore: The murals on the walls are all in hieroglyphics. Any character has a 30% chance to read them. Interpreted, they say:

BEWARE YE THE WRATH OF SET AND HIS MINIONS, FOR BEFORE YOU LIES THE GATE TO HIS KINGDOM OF EVIL, AND THOSE WHO MAKE THAT JOURNEY NEVER RETURN.

I13. The Second Test

In this dark chamber the floors are swept and tapestries are hung on the walls. The chamber has been recently occupied. The tapestries show spiders spinning a web over all the kingdoms of man. At the far north end, opposite the entrance, there stands a locked door of solid steel. The giant head of a jackal is molded in its center.

Trap/Trick: The jaws of the jackal are open, as though attacking. In the back of the mouth, a small keyhole is visible. The mouth will animate and bite anyone attempting to pick the lock, causing 1-6 points of damage at each attempt. The biting can be prevented by blocking the mouth open. As the door is triple locked, to open it will require two separate **knock** spells or three successful Open Lock attempts for thieves.

114. Inner Temple of Set

The huge chamber throbs under a pulsing, red light. A pit, 10 feet in diameter, casts up the light, throwing it in waves from beneath the gigantic statue of Set. The shadows cast by the light from below give a sinister appearance to the jackal-headed idol that sits cross-legged just behind the pit. The idol holds a large altar bowl which is giving off smoke. The jackal head's gem-eyes glitter in the dim light. Along the walls can be seen ancient hieroglyphics.

Play: After any character has gone halfway across the room, the steel door will close and lock, and **Monster #1** will become active, summoning **Monster #2**. The pit is the **Trap/Trick**. The gems in the eyes, if not destroyed, are **Treasure** and the wall writings are found in **Lore**. The smoking bowl is harmless.

Monster #1: The idol is intelligent. Its gem-eyes have the power of **true sight**. When the door closes, the eyes will glow dimly red and the idol will summon **Monster #2**. If the gems that are the Eyes of Set are removed, which will take 1-10 rounds to accomplish, or if they are destroyed (AC -2; hp 10 each), then **Monster #2** will stop their attack and flee back into the pit.

Monster #2: The idol will summon the following monsters, in order, one per round, until it has summoned a number of monsters equal to the number of player characters in the room.

1. Zombie (AC 8; MV 6"; HD 2; hp 9; #AT 1; Dmg 1-8; AL N)
2. Ghoul (AC 6; MV 9"; HD 2; hp 9; #AT 3; Dmg 1-3/1-3/1-6 + paralysis; AL CE)
3. Ghast (AC 4; MV 15"; HD 4; hp 18; #AT 3; Dmg 1-4/1-4/1-8 + paralysis and stench; AL CE)
4. Shadow (AC 7; MV 12"; HD 3+3; hp 16; #AT 1; Dmg 2-5 (1d4+1) + strength drain; AL CE)
5. Necrophidius (AC 2; MV 9"; HD 2; hp 9; #AT 1; Dmg 1-8 + paralysis; AL N; SA Swaying movements have hypnotic effect)
6. Wight (AC 5; MV 12"; HD 4+3; hp 17; #AT 1; Dmg 1-4 + drain one level; AL CE)
7. Mephit, Smoke (AC 4; MV 12"/24"; HD 3; hp 14; #AT 2; Dmg 1-2; AL LE; SA smoke attack every 2 rounds does 1-4 points of damage and blinds victim for 1-2 rounds, no saving throw applicable, 20-foot range; SD **invisibility**, **dancing lights** once per day, **gate** 1-2 smoke mephits once per hour, 20% chance of success)
8. Shadow Demon (AC 1; MV 12"; HD 7+3; hp 35; #AT 3; Dmg 1-8/1-6/1-6; AL CE; SA +2 to hit, can cast **darkness 10' r**, **fear** once per day; SD half damage from attacks, immune to fire, cold, and lightning, turned as "Special" undead, 50% chance of going undetected). The creature will cast **darkness** and **fear** as it emerges from the pit. A darker shape will be seen amid the dark, of huge wings and dim red eye-slits, as it attacks. If illuminated by a torch, the demon is AC 5 and has a +1 bonus to hit. Attacks upon it cause normal damage. If a **light** spell is cast upon it, the demon suffers 1d6 points of damage per level of the caster, as if struck by **fireball**.



The summoned creatures will try to force the party into the pit. Each time a monster scores a hit, the character hit must roll his strength or less on a 1d20 or be forced 2 feet closer to the pit. Each time a monster is hit, it must roll its AC or greater on 1d10 or be forced away from the pit 2 feet. The results are cumulative and must be within the limits of the room (a monster cannot be forced back from the pit farther than the walls will allow). Characters who are closer than 2 feet to the pit when their throw fails will fall into the pit with their foe, still locked in combat. The pit is a **Trap/Trick**.

Treasure: Each point of damage done on the eye gems reduces their value by 50%. If removed intact they are worth 10,000 gp each.

Trap/Trick: The pit tunnels straight down as far as one can see. At the bottom is a pulsing red glow. At the 100-foot level, there is a **dimensional gate** that leads to the first plane of Pandemonium where these evil creatures summoned dwell. The gate prevents any being from coming unbidden but will let pass anything—or anyone—that is going down. Thus, anyone passing the 100-foot level is lost to Pandemonium.

Lore: There is a base 30% chance to read the writings on the wall which say:

BEWARE YE THE EYES OF SET, FOR THEY ARE ALL-SEEING AND ALL KNOWING. HE CASTS HIS GAZE UPON THEE AND KNOWS THEE, AND KNOWING THEE DOES SEE TO HIS MINIONS.

115. Tapestry Room

Strands of torn and rotted cloth hang limply from cables 2 feet below the ceiling to within 6 inches of the floor.

Play: Close examination of these strands will reveal that the cloth was once tapestries, now well rotted with age.

116. Forbidden Stair

An old stone staircase, covered with dust and sifted sand goes down into the earth.

Play: The stair is 90 feet long. There is a **Trap/Trick** half way down the stair, dropping the character onto the pit where the **Monster** is.

Monster: In the pit under the stairs are 20 skeletons (AC 7; MV 12"; HD 1; hp 3 each; #AT 1; Dmg 1-6; AL N) each holding a spear.

Trap/Trick: Unless the now long-forgotten password is spoken here, a 30-foot length of stairway will suddenly give way from 10 feet ahead of the party member farthest forward to 20 feet behind him, while smoke from the pit below fills the stairway and pit. The trap is activated by weight pressure. Each character must then make a dexterity check. Those who succeed in this check have held onto the hinged staircase while those failing have fallen into the pit that is now open below. The smoke is toxic and those breathing it will take 1-8 points of damage per round. Characters will not be able to hold their breath for more than 1-3 rounds. The smoke will take 1-10 rounds to clear. Those falling will take the smoke damage and land on soft sand some 50 feet below the stairs. The cavernous pit, still obscured by smoke, holds the **Monster**, who will now attack. The sand will act as sinkholes. (See Desert Wilderness area B, page 6, for details on sinkholes.)

117. Library

The dark room is lined with shelves and old scroll cases made of bone. A large pile of ash is in the center of the room. Soot covers the walls and ceiling.

Play: Both **Treasure #1** and **Treasure #2** are in the ashes in the center of the room. The runes carved on the **Treasure #1** are found in **Lore**.

Treasure #1: An old sealed bone case with runes covering its exterior. Within is a map also covered with runes, as in **Lore #2**.

Treasure #2: The Star of Khan-pelar is buried in the ashes. (See **TREASURES AND TOMES** for description.)

Lore #1: There is a 30% base chance to read: "Property of the good mage Martek, do not open. Most Secure!"

Lore #2: Show the players MARTEK'S MAP. The map dates from Martek's time, and some of the locations are in ruins. Locations are as follows: (1) Crypt of Badr Al-Mosak, (2) Oasis of the White Palm, (3) Oasis of Akhir, and (4) City of Phoenix. Locations (5) through (9) are ruins not referred to in this module but which the DM may use for further adventures if desired.

Characters have a 30% chance of reading the hieroglyphs on MARTEK'S MAP. They read:

here did i, martek, archmage of the land, seal up a prince of the djinn, that in the days ahead that i do foresee, when the evil one is loosed, the powers of good might be put to the test against the evil.

the path and the way have i entrusted to the pharaohs and their wives, that each might hold a part of the key and together know when to unlock the power of this goodly djinni.

the time is yet unknown, but the place is this place of set under the protecting phoenix.

118. Conference Room

Seven figures lie huddled near the west wall in this room dimly lit by candles. The south wall lies crumbled and broken. A tunnel runs toward the south. A door opens into the center of the north wall.

Monster: Seven goblin miners: (AC 6; MV 6"; HD 1-1; hp 2, 1, 7, 3, 1, 5, 4; #AT 1; Dmg 1-6; AL LE) are here asleep.

119. Tunnels

Play: These tunnels run back into diggings and end suddenly. The slavers have been looking for other ruins.

120. Storeroom

Lit by candles, the south half of the room is piled high with crates and chests. Large figures lie on mats in the northeast corner.

Play: The figures are the **Monster**. They are asleep but have a 2 in 6 chance of waking each round the party is in the area. The contents of the crates and chests are found in **Treasure**. There is a trap door in the ceiling which leads to Thurnas Netmaster's room in the Sandvoyagers' Guild (**SECTION II**, room H18e, page 15).

Monster: 3 Bugbears (AC 5; MV 9"; HD 3+1; hp 16, 11, 18; #AT 1; Dmg 2d4; AL CE) are the guards for the digging detail of the goblins above.

Treasure: The chests contain only mining tools.

121. The Long Hall

A 10-foot wide corridor runs east and west a distance of 80 feet, well lit by glowing balls of light. Near the center of the hall, two doors face each other, opening to the north and south. Each door is decorated with a carving of a bald man with an earring in his right ear.

Play: Any random encounter monster who is a friend of the slavers will say "Selamat" before passing down this hall. This wards off the **Trap/Trick**.

Trap/Trick: In the northern door a **magic mouth** is set to yell "Help! Help! Intruding infidel dogs! Help! Help! Tourists! Tourists!" whenever anyone walks past without first calling out the word "Selamat."

122. Mystic Magician

A large desk covered with ancient books and papers dominates the room. A crystal ball lies at one corner of the desk and a large quill pen at another.

Treasure: There is a scroll with three 3rd level magic-user spells on the table. The scroll was written at the sixth level of spell use. (The DM should choose three spells that would benefit the party at this point.) The crystal appears dark and smoky within. It is only glass and of little value except as a prop for the old magic-user who owns it.

123. Guard's Hall

Play: The **Monster** will attack immediately upon noticing the characters in the room. The **Treasure** is found in his back pack.

Monster: Kalitrates, Drow Fighter (AC 2; MV 12"; F 3; hp 19; #AT 1; Dmg 1d6+1; AL CE; SA See below; SD +2 on all saves; MR 56%) is standing guard in this room.

Kalitrates is armed with a **shortsword +1**, **dagger +1**, **chain mail +1**, **small shield +1**, and a single javelin coated with Drow sleep poison (save vs. Poison at -4 or sleep for 3-12 (1d10+2) rounds). He also wears a **cloak of elvenkind** and **boots of elvenkind**. The cloak gives a +6 to saving throws against fire attacks. All these items will become useless immediately if exposed to sunlight. Kalitrates has 12" infravision and can use **dancing lights**, **darkness**, and **faerie fire**, each once per day.

Treasure: In the pack are 23 pp and 30 gp.

I24. Zomara's Cave

The excavation opens suddenly into a cavern roughly 30 feet square. The entire ceiling is covered with a decorative web of spider silk. Silk tapestries hang on the rough-hewn walls and show spiders amid decorative patterns. A rich-looking bed covered with silks and furs stands against the opposite wall. Scattered about the room are a marble tub, a desk and two chests. A heavy cord hangs next to the head of the bed. A lone, dark, and slender figure moves on the bed.

Play: As the party enters, roll for initiative as normal. The first act of **Monster #1** will be to release **Trap/Trick**. She will then call **Monster #2**. The trunks contain **Treasure #1** while the pillow on the bed contains **Treasure #2**.

Monster #1: Zomara, Drow Cleric (AC -2; MV 12"; C 8; hp 48; #AT 1; Dmg 1-6+3; AL CE; SA See below; SD +2 to all saves; MR 66%) is in here resting.

Zomara is armed with a **mace +3**, **chain mail +3**, and **small shield +3**. She also wears a **cloak of elvenkind** and **boots of elvenkind**. The cloak provides a +6 bonus to saving throws vs. Fire. All these items will become useless if exposed to sunlight.

Zomara's natural abilities are: **dancing lights**, **faerie fire**, **darkness**, **detect magic**, **know alignment**, **levitate**, **clairvoyance**, **detect lie**, **suggestion**, **dispel magic**. Her spells as a cleric include: **command**, **cure light wounds**, **sanctuary**, **hold person** (x2), **silence 15' r.**, **resist fire**, **find traps**, **glyph of warding**, **create food and water**, **animate dead**, **cure serious wounds**.

Monster #2: At Zomara's command, eight large spiders (AC 8; MV 6" *15"; HD 1+1; hp 2, 4, 4, 9, 5, 7, 3, 4; #AT 1; Dmg 1 point + poison, victims save at +2; AL N) will emerge from behind the tapestry and attack when ordered.

Trap/Trick: From over the doorway, a large weighted net is released from its camouflaged position in the webs overhead to cover a 7-foot square area. All characters underneath must make dexterity checks. Success means that the trap has been avoided; failure means that the character is caught. Netted characters can cut themselves free in 2-5 (1d4+1) rounds or burn the net in 1 round. Burning the net causes 1-4 points of damage to all caught in it.

Treasure #1: In the locked chests are found clothing and personal items, but nothing of any value.

Treasure #2: Within the pillow are found 10 50-gp gems, five 100-gp gems, and one 5,000-gp gem.

I25. Recreation Room

The large room is only dimly lit by guttering wall torches. Fluttering shadows lie across wooden contraptions of inhumane torture. A sign is scrawled across the length of the western wall. There are doors in the north end of the east wall and the east end of the south wall. A large gate of iron bars stands closed in the center of the east wall.

Play: The iron gate is locked with a key which is in the possession of the jailer in the room beyond the gate. Those who approach the gate will get his attention and he will start yelling for help.

Lore: There is a base 30% chance to read the sign which says: 'Recreation Room.' There is a trapdoor in the ceiling that leads to room H18a in the Sandvoyagers' Guild house.

I26. Prison

A 20-foot by 30-foot central area is flanked by locked cells with iron bar gates. A stumpy figure crouches behind a desk in the middle of the room, taunting you and calling for help.

Play: The **Monster** will make no move to attack the party, being content to simply make a lot of noise from behind his heavy wooden desk until help arrives from rooms I23 and I27.

Monster: The Bugbear Jailer (AC 5; MV 9"; HD 3+1; hp 13; #AT 1; Dmg 2-8; AL CE) holds the keys to the door and the cells.

I26a. Cell of Granicus

In a 10-foot square cell, a haggard figure lies slumped on the ground.

Monster: Tolnus Granicus (AC 10; MV 12"; F 3; hp 18; #AT 1; Dmg Unarmed; AL LG) has been a prisoner here for some time.

Character: Although abused and tortured, Tolnus has told the slavers nothing. He will be reluctant to trust the party at first but eventually will be won over to their cause. He knows:

The slavers took over the Guildhouse a few months ago and have been using it as a base for shipping slaves ever since.

Thurnas Netmaster made a deal with the Thune cultists to kidnap the bride but the girl disappeared before the slavers could get their hands on her. The cultists apparently wanted her because she supposedly had some power over the Efreeti.

Tolnus thinks he knows where the bride is being kept. The Efreeti has been raising an army of restless spirits, and Tolnus believes that they have the girl in their custody. For some reason, she is a threat to them. If they have her, they have taken her to that dreaded place of evil, the Crypt of Badr Al-Mosak.

I27. Quarters

Wall torches illuminate the 20-foot square room. Bunks line the walls and a table stands in the middle of the room. Dark-robed figures look up suddenly at your approach.

Play: The **Monster** will attack. The **Treasure** is underneath the southern bunk.

Monster: The figures in the room are Abu Karesan (AC 5; MV 12"; F 2; hp 9; #AT 1; Dmg 1-8; AL NE), and Kaedros (AC 10; MV 12"; MU 5; hp 11; #AT 1; Dmg 1-4; AL LE). The magic-user has a potion of **gaseous form** and a **wand of paralyzation** with 11 charges. He carries the following spells: **sleep**, **charm person**, **magic missile**, **shield**, **invisibility**, **stinking cloud**, **slow**.

Treasure: In a chest under the bunk can be found 1200 ep, 2200 gp, and 150 pp.

SECTION IV: CRYPT OF BADR AL-MOSAK

CRYPT PROLOGUE:

Use the CRYPT OF BADR AL-MOSAK MAP.

BACKGROUND: The Crypt of Badr Al-Mosak is the current stronghold of the Efreeti. Here his minions gather to wage a spiteful war against all the living.

RANDOM ENCOUNTERS: The DM should check for a random encounter once every three game turns. A roll of 1 on 1d6 indicates that an encounter takes place. If an encounter occurs, roll 1d12 and use the corresponding encounter number from the table below.

CRYPT RANDOM ENCOUNTER TABLE

1. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).
2. **2-8 (2d4) Wights** (AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1-4 + drain one level; AL LE; SD Silver or magical weapon to hit).
3. **1-8 Wraiths** (AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1-6 + drain one level; AL LE; SD Silver or magical weapon to hit).
4. **1-4 Giant Spiders** (AC 4; MV 3"/12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).
5. **1 Spectre** (AC 2; MV 15"/30"; HD 7+3; #AT 1; Dmg 1-8 + drain two levels; AL LE; SD +1 or better weapon to hit).
6. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).
7. **3-18 (3d6) Giant Rats** (AC 7; MV 12"/6"; HD 1-4 hp; #AT 1; Dmg 1-3; AL N; SA 5% chance per bite of disease).
8. **1 Gorgon** (AC 2; MV 12"; HD 8; #AT 1; Dmg 2-12; AL N; SA Breath turns flesh to stone).
9. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half-damage from all weapons).
10. **1-4 Giant Poisonous Snakes [Cobra]** (AC 5; MV 15"; HD 4+2; #AT 1; Dmg 1-3 + poison; AL N).
11. **1-4 Giant Spiders** (AC 4; MV 3"/12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).
12. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).

CRYPT ENCOUNTERS

K1. The Amphitheater

In the midst of the rocky low lying hills, a few broken pillars form a circle surrounding a terraced bowl. Stone columns also lie broken in the bowl-shaped area, seeming to point with craggy fingers to the statue in the center. This massive statue rises 10 feet tall and is of one piece with the stone upon which it stands.

Play: The statue emanates a permanent **fear** spell at -2 on the saving throw. The stone on which the statue stands weighs only 800 pounds. The stone covers the entrance to K2. The statue's **fear** effect will be permanently negated if the statue is moved.

K2. Shaft

Below you a shaft 10 feet wide drops into darkness.

Play: The shaft runs 90 feet straight down and then suddenly opens into room K3. The **Trap/Trick** will be encountered at the 80-foot level.

Trap/Trick: Any object larger than 3 cubic feet that passes the shaft's 80-foot level will trigger a timing mechanism. About 1 round after the point is passed, a scything blade cuts across the full width of the shaft, cutting anything in its way. Any character at the 80-foot level of the shaft must make a dexterity check or be hit by the blade for 2-20 (2d10) points of damage. Any ropes that extend down the shaft more than 80 feet will be severed. The blade will break after taking 10 points of damage.

K3. Cold Welcome

The 10-foot wide shaft goes through the center of a huge 30-foot diameter chamber. The shaft continues beneath the chamber and opens into a deep natural cavern below. Four arched corridors situated in the middle of each wall of the chamber lead off into the darkness.

Play: See CRYPT MAP and Diagram #2 for clarity. The cavern below the chamber is 90 feet deep.

K3a. Prickly Part

At the end of the 10-foot wide by 20-foot long arched hall is a statue, its features obscured by the 2-foot long shining blades that stud its body. The blades point down the corridor.

Play: The statue is actually a hinged door to the Outer Temple, room K4. The door handle is somewhat hidden by the blades, but can be seen clearly by anyone within five feet. Anyone who stumbles and falls onto the blades will suffer 1-6 points of damage.

K3b. Blade Dance

At the end of the 10-foot wide by 20-foot long arched hall is a statue of a woman with six arms and the head of a fish. The statue spans the entire corridor. In each hand is a gleaming sword with something dripping from it.

Trap/Trick: There is a pressure plate 10 feet down the corridor. Any weight over 10 pounds on the platform will cause the statue to rush down the corridor, at a movement rate of 18". Its blades cause 4–24 (4d6) points of damage to whomever it strikes. The victim will also be shoved out of the corridor and into the shaft beyond. The statue will then take one turn to retract to its original position.

K3c. Fire Dance

The 10-foot wide corridor runs 20 feet to the north and ends in a statue of an Efreeti with its arms folded.

Play: The statue is a magical trap. There is a pressure plate 10 feet down the corridor. Any weight in excess of 10 pounds on the platform causes the statue to release a **fireball** down the corridor. The fireball causes 6–36 (6d6) points of damage and will fill the corridor, the circular chamber, the upper shaft, and the lower cavern (to a depth of 20 feet) with flame. Everyone within that area will suffer damage from the fireball.

K3d. Bow for Arrow

At the far end of the corridor, a statue stands carved into the back wall. Each of the four arms of the statue hold silver bows with arrows at the ready.

Play: There is a pressure plate 10 feet into the corridor. Any weight in excess of 10 pounds on the platform will cause the four bows to release one silver arrow each. Everyone in the corridor must make a dexterity check to avoid being hit. Those who fail suffer 1–6 points of damage. (Obviously, no more than four people can be wounded.) After striking, the arrows disappear, only to magically reappear in the bows of the statue.

K4. Main Outer Temple

The door opens to reveal a 30-foot square room covered with ornate hieroglyphics. Against the center of the south wall there stands a large statue of a man with his arms folded across his chest. A crook is in one hand; a flail is in the other. There are doors at the far south ends of both the east and west walls.

Treasure: A trail of 80 platinum pieces runs from the center of the room up to the base of the statue.

K5. Office of Evil

Five hunched figures move in the shadows of this 20-foot square room.

Play: The **Monster** protects the **Treasure**, and will attack immediately.

Monster: Five wights (AC 5; MV 12"; HD 4+3; hp 16, 20, 16, 18, 23; #AT 1; Dmg 1–4 + drain one level; AL LE) are here waiting for the next chance to enter the tomb.

Treasure: In the midst of the wights is a small pile of booty that they have collected: a **dagger +2**, a scroll of **protection from elementals**, two potions of **invisibility**, and a scroll of three 4th level magic user spells. (The scroll is written at the eighth level of spell use; the exact spells are chosen by the DM.)

K6. Office of Rest

You enter a plain, 20-foot square room.

Play: There is a secret door here that leads to a long, roughhewn corridor. The corridor runs 120 feet to the south and ends in a secret door to room K9.

K7. Catacomb of Kings

You stand at one end of a long, 10-foot wide bridge. Long, heavy strands of moss and mold dangle down from the sides of the bridge, reaching down into the darkness below. On either side, vast vertical walls 50 feet apart drop into unyielding darkness as well. These continue toward the south as far as you can see. The bridge extends parallel to the walls, spanning the darkness below to some unseen destination. The chill of death is in the air and soft, moaning cries swell up from the void beneath the bridge.

Play: The bridge is 110 feet long. In the void below are the mass tombs of the crypt. The floor is 60 feet below the bridge with an additional 30 feet over the bridge to the ceiling. The **Monster** rests on the floor of the tomb below. Each character attempting to cross this bridge must make a dexterity check. If any character fails the check, enough noise has been made to draw the attention of the **Monster**. They will appear in the order listed, the first immediately, the others at 3-round intervals. The undead that cannot fly will climb the moss strands, appearing anywhere along the bridge. Clerics may attempt to turn each group separately.

Monster: The Malatath is the army that has been brought together by the Efreeti. They consist of the following when the party is in the crypt:

1–4 Mummies (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1–12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).

2–8 (2d4) Wights (AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1–4 + drain one level; AL LE; SD Silver or magical weapon to hit).

1 Spectre (AC 2; MV 15"/30"; HD 7+3; #AT 1; Dmg 1–8 + drain two levels; AL LE; SD +1 or better weapon to hit).

1–4 Wraiths (AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1–6 + drain one level; AL LE; SD Silver or magical weapon to hit).

1–8 Shadows (AC 7; MV 12"; HD 3+3; #AT 1; Dmg 2–5 (1d4+1) + drain one strength point; AL CE; SD +1 or better weapon to hit).

K8. Altar

A shaft of light pierces the darkness from the domed ceiling above, illuminating an altar in the center of the 50-foot diameter room. The walls are covered with five different types of runes. The altar seems to be made of clear glass. Closed carved doors stand in the middle of each wall.

Play: Any magical weapon, rod, wand, or staff that is brought within three feet of the glass altar activates the **Trap/Trick**. The **Trap/Trick** must be overcome for the **Treasure** to appear. The runes are in **Lore** and may be checked at any time.

Trap/Trick: Magical items brought within three feet will cause the altar to glow and hum softly. Anyone holding a magical item within that three foot range will receive the thought "Seker asks." If anyone places a magical weapon, rod, wand, or staff on the altar, the item will suddenly flash with blinding light and disappear. One round later a second flash will occur on the altar and the **Treasure** will appear. Once the **Treasure** has appeared the altar will not again react to magic.

Treasure: The harness of Seker will appear on the altar. It is a powerful weapon against undead and is usable by good clerics only. If a magical weapon was sacrificed, the harness will have a number of charges equal to the highest "plus" of the weapon. If a rod, wand, or staff, is sacrificed, the harness will have a number of charges equal to the charges of the sacrifice, to a maximum of five. The harness will never hold more than five charges. (See **TREASURES AND TOMES** for an explanation of the harness.)

Lore: There is a base 30% chance to understand the runes, which read as follows:

may seker grant thee welcome to his place of rest and worship. may he aid you in your kindness and grant unto you the powers that you deserve.

mighty seker, god of light, purifier of the unclean souls that have lost their way to heavenly rest, is honored here.

if thou believest in his might and glory, thy sacrifice at his altar shall gain thee a boon.

seker shall shine forth in the last days when all the world despairs, to assist in the destruction of the great evil that spreads across our land.

his might shall sunder the restless spirits and put an end to their sinful evils.

K9. Oracle

In the center of a 30-foot octagonal room, an eight foot tall obelisk of black stone stands. Small and detailed engraving is etched into the base of the obelisk. Two archways exit the room at the front and back while two facing alcoves stand to either side.

Play: The obelisk will answer if someone asks a question in the room as in **Trap/Trick**.

Trap/Trick: If a question is asked in the room, a wise, old voice will answer randomly from the following table (roll 1d10 for each question asked; the DM reads the corresponding answer):

ORACLE TABLE

1. Indications are not good at this time.
2. Do not suppose too much, nor take unseen things for granted.
3. It could be to your better interests.
4. Dark things are on the horizon.
5. Things are not as they seem.
6. It must be soon.
7. Another tactic might prove wiser.
8. Extreme caution must be applied.
9. Your perseverance will be rewarded.
10. Despair if you continue thus.

K10. East Priesthood Room

You enter a 30-foot square room with a 20-foot tall flat ceiling. In the center of the room is a 10-foot cube.

Play: The cube is hollow and without a top. Players may gain access to the cube by climbing over its walls. Within is found the **Monster** who is guarding the **Treasure**.

Monster: 4 Necrophidii (AC 2; MV 9"; HD 2; hp 12, 9, 8, 7; #AT 1; Dmg 1-8 + paralysis; AL N; SA Swaying movements have hypnotic effect). These appear as skeletons of giant snakes with fanged human skulls for heads. The monster can attack hypnotized characters without opposition. Its bite paralyzes for 1-4 turns (10-40 rounds). Characters are allowed saving throws vs. Spell for each effect. The necrophidius is not an undead creature and cannot be turned by a cleric.

Treasure: The **Monster** guards a **libram of gainful conjuration**.

K11. West Priesthood Room

You enter a 30-foot square room with a 20-foot tall flat ceiling. In the center of the room is a 10-foot cube of stone.

Play: The cube is hollow and without a top. Players may climb over the walls of the cube to gain access to its interior. This cube is empty.

K12. Pits of Everfall

The hallway suddenly ends, opening into a 30 foot diameter vertical shaft that appears to extend both above you and below you to the limits of your sight. Small rocks and debris fall from above past you down the shaft. Wind howls down the shaft past you into the darkness below.

Play: Check the descriptions of K12a, K2b, and K2c for what types of things are trapped in the shafts. **Trap/Trick** here describes the shaft and its function. Fifty feet directly above the party, a 10-foot wide opening can be seen exiting the side of the shaft. The party must somehow get to this exit in order to get to the second level of the crypt.

Trap/Trick: This is a shaft that extends 140 feet overhead and 50 feet below this opening. Nothing hits bottom here, because everything that reaches the bottom is instantly teleported back to the top of the shaft (see Diagram #3). Thus, everything seems to fall in endless cycles. If a party member should fall down the shaft, his companions will see him fall past them again and again. If a falling character is stopped abruptly, he will take 20-120 (20d6) points of damage. If he is gently stopped somehow, then no damage will be suffered. Ropes over 200 feet long which are lowered into the pit will appear dangling overhead.

Each round that a character is in the shaft, he must make a dexterity check to avoid being struck by the objects already in the shaft. A character under **levitate** or **feather fall** has a bonus of -2 to the dexterity roll. A flying character will automatically avoid being hit.

K12a. Western Everfall

Small rocks fall down this shaft, as well as a skeleton in broken plate mail.

Play: The exit above leads to room K17 on level 2.

K12b. Southern Everfall

Small rocks fall down this shaft and, occasionally, a crystal ball, a gleaming helmet and shield, a scroll and two small bottles.

Play: **Treasure** is falling down the shaft. The exit overhead leads to room K21 on level 2.

Treasure: The objects are a **crystal ball** with clairaudience, a **helm of alignment change**, a **shield +2**, a scroll of **fireball** written at the sixth level of magic use, and two vials of **oil of slipperiness**.

K12c. Eastern Everfall

Small rocks fall along with an occasional human figure wrapped in ancient cloth strips.

Play: **Monster** is falling down the shaft. The exit overhead leads to room K24 on level 2. (See Diagram #4.)

Monster: Falling down the shaft are three mummies (AC 3; MV 6"; HD 6+3; hp 25, 24, 18; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit) and woe to anyone who is hit by a flying mummy!

K13. Light Web

Suddenly the hallway opens into an area of a thousand beams of light, endlessly reflected off crystalline walls. The incredible glare makes it impossible to see into the area more than one foot as the quarter-inch wide beams obscure vision.

Trap/Trick: Only four of the beams are harmful. These are shown as dotted lines on the map. Their position and damage are as follows:

Line A. This beam runs two feet above the floor. It strikes as a 10th level **cone of cold** doing 20-50 (10d4+10) points of damage to anyone it strikes.

Line B. This beam runs six feet above the floor. It strikes as a beam of **disintegration**, destroying any object that comes in contact with it. The beam is at the 12th level of spell use. Characters must save vs. Spell or disintegrate.

Line C. The beam is four feet above the floor. It causes 10-60 (10d6) points of electrical damage as a **lightning bolt** to anyone touching it. The beam is at the 10th level of spell use.

Line D. This beam is three feet off the floor and acts as a beam of **teleportation**. Anything contacting this beam will be instantly teleported into the Pit of Everfall in room K12b of the first level. The beam is at the 10th level of spell use.

Note that a **darkness** or **continual darkness** will block out all light but not dispel the beams' effects. If a **dispel magic** is cast in the area, the spell caster must make a percentage roll for each beam.

K14. Bridal Keep

Stairs lead up to a vast room. The room is dark and an evil presence can be sensed here.

Play: The party will have to fight **Monster #1** to gain the **Treasure**. **Monster #2** is inside the **Treasure**.

If the party has the sheik's amulet, it will glow in the presence of **Monster #1** and a cold blue ray from the amulet will strike **Monster #1** in the chest. On the round the ray strikes, **Monster #1** will retreat in pain and fear, taking no action. On the following two rounds, **Monster #1** will cast **flame strike** at the person carrying the amulet, then **fireball** at the party. On the third round after the ray strikes, **Monster #1** will enter the Astral Plane.

If the party does not have the sheik's amulet, they will automatically gain initiative on the first round. **Monster #1** will fight until he has lost half or more of his hit points, then enter the Astral Plane. When **Monster #1** leaves, the party will find the **Treasure**.

The **Treasure** is grasped by **Monster #1** who will set it down beside him when combat starts to allow him use of his arms for spell casting. **Monster #2** has the bride's palm mark. Placing the sheik's amulet against her palm has a special effect. (See **TREASURES AND TOMES**.)

Monster #1: An **Efreeti Pasha** (AC -3; MV 24"/24"; HD 101 hit points; #AT 2; Dmg 2-20/2-20; AL N; SA See below; SD See below; MR 40%) has imprisoned the bride of Hassan here. The Pasha can use any of the following, at will, as a 15th level magic user: **fireball**, **flame strike**, **detect magic**, **enlarge**, **invisibility**, **assume gaseous form**, **wall of fire**, **polymorph self**, **create illusion** with both visual and aural effects; and fulfill another's **wish** (although loath to do so). The Pasha is immune to all fire attacks. He can travel among the planes known to the Efreet. His form fills the room to its full height, the very stones quaking under him.

DIAGRAM #6
AMULET



DIAGRAM #7
SHADALAH'S PALM MARK



Monster #2: Within the **Treasure** is kept the bride of Hassan (AC 10; MV 12"; F 5; hp 26; #AT 1; Dmg 1-4; AL NG). The symbol is still impressed onto her hand. The bride of Hassan is graceful and slender. She is well read and knows the ancient legends of the tribe. Her knowledge, therefore, includes the following:

The impressions upon her hand and the amulets that were given to the sheiks of the nomadic tribes were granted in ancient times by the great Martek. They were to be used somehow to combat the great evil that was foreseen by Martek. Once, say the old writings, the meaning was passed from father to son, but somehow the message has been lost.

The Efreeti, just before imprisoning her in the bottle, arrogantly said that he once feared only one thing and that now, with the bride within his power, the world was his to own.

Treasure: The Efreeti possesses a heavy glass bottle with a stopper. The stopper is marked with the symbol of an evil clerical order. The bottle will radiate magic if **detect magic** is used. If the stopper is removed, a pillar of soft blue gas will rise from the bottle and fall to the floor, becoming the bride of Hassan (**Monster #2**).

K15. Treasury

The dark staircase descends to the 50-foot square room. In the center of the room stands a single pillar bathed in a column of light. Glistening atop that pillar is a huge cut jewel, its facets flashing with a fiery light. A single arched portal is in the center of the opposite wall.

Play: Touching the floor activates **Trap/Trick #1**. Removing the gemstone without replacing its approximate weight on the

pillar activates **Trap/Trick #2**. The light beam is **Trap/Trick #3**. The jewel is the **Treasure**.

Trap/Trick #1: The floor is covered with 5-foot wide hexagonal flagstones. Only certain stones, however, are real stones, the rest being illusions. Beneath these illusions are acid pits. The positions of the real stones are shown in Diagram #5. A character who falls into an acid pit suffers 2-8 (2d4) points of damage each round he is in the pit.

Trap/Trick #2: The gem weighs 5 gp. If the gem is removed without replacing its approximate weight on the pedestal, then beams of magical light will shine on each of the real flagstones in **Trap/Trick #1** and cover them entirely. Anyone passing through these beams of light must save vs. Spell or be turned to stone.

Trap/Trick #3: The beam of light shining on the gem will inflict 3-30 (3d10) points of damage per round to everyone who comes in contact with the light. Characters can use any object—such as a shield—to block out the light and its effects.

Treasure: The Star Gem of Shah-pelar, the red crystal gem of the three gems of Martek. (See **TREASURES AND TOMES** for a description of the gem.)

K16. Vacant Tomb

The walls of this tomb are scorched, blasted, and pitted, as if a fierce battle took place here long ago. Rusted weapons, scraps of cloth, and other junk are scattered across the floor.

Lore: The tomb is otherwise empty.

ending the adventure

To properly end the module, the player characters must free the Djinni Vizier in the CITY OF PHOENIX. When they have done this, read them the description below. Then use the appropriate ENDING.

A hush blankets the ruins that stretch all about you. Suddenly a warm wind rises. The clear sky is quickly choked with white and grey clouds, drawn from every direction. They clash and boil, becoming darker and more menacing as you watch. Lightning flashes and thunder rolls across the now darkened plain.

Your hair begins to stand on end. With a blinding crash, a bolt of lightning slams into the statue, exploding it. The ground reels beneath you at the impact, and you tumble helplessly amid the fallen stone walls.

Shaking your head to clear it, you see a cyclone of blue flame soaring into the sky. The whirlwind flame slows and forms itself into the likeness of a giant blue man. His powerful arms stretch slowly out as if to hold all the stars in the sky. His head falls back and his voice cries to the sky like thunder.

"Praised be the Holy One that the time is finally at hand! Praised be Martek for his wisdom and insight into the future!

The prophecy has been fulfilled by these mortals . . . so shall I now destroy the Evil One that is abroad in this land!"

The mighty Djinni bends over the party and smiles. "You, mortals, have released me according to prophecy given ages ago by the great sage Martek. I cannot go with you, for it is my quest to destroy the Evil Efreeti that must now be ravaging your land. Yet I will not leave you without aid. Take this gift from me in gratitude for your service."

Reaching into a pouch at his side, the grand Djinni pulls out a small blue bottle and casts it on the sand at your feet. Despite your protests, he rises swiftly from the earth into the clouds and disappears.

ENDING #1: If players do not plan to continue play in the LOST TOMB OF MARTEK module, tell them that the good Djinni will defeat the evil Efreeti in a terrible battle, ending the threat to the Oasis. The blue bottle given to them by the Djinni is the **Treasure** described in SECTION I: DESERT WILDERNESS, area M, page 7.

ENDING #2: If players do plan to continue with THE TOMB OF MARTEK, they will not learn the outcome of the battle between the Efreeti and the Djinni yet. However, they must be sure to have all three of the **Star Gems** before they leave the oasis.

MONSTERS, CREATURES, AND MEN

thune dervish

FREQUENCY: Uncommon
NO. APPEARING: 5-50+ (Not to exceed 100)
ARMOR CLASS: Variable (typically 6)
MOVE: 12"
HIT DICE: Variable (typically 4)
% IN LAIR: 40%
TREASURE TYPE: J
NO. ATTACKS: 1
DAMAGE/ATTACK: By weapon type (typically 1d8+2 with scimitar)
SPECIAL ATTACKS: Bloodquest (See below)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Variable
ALIGNMENT: Lawful Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The Thune Dervishes are nomadic people, roughened by the desert winds and sand. They are fanatical, somber, pessimistic and almost always bad-mannered. They are a hot-tempered, passionate people who do not care much for outsiders. They are scrupulously honest and fearless in a fight. They have few outside interests, except for gambling, wine, and sports.

Aliens wherever they go, they roam the desert on an eternal holy quest. Their mission in life is to protect the religious freedoms and holy shrines of all nations, regardless of the specific beliefs of the worshippers. If the people hold an idol or shrine as sacred, that's enough for the Thune Dervishes. The Thune Dervishes hate grave robbers and defilers of all kinds. If a Dervish sees someone steal or desecrate a holy item or



shrine, the defiler is marked for Bloodquest. This holy rite, carried out under the trembling, vibrating scream of any Dervish at hand, means a fight to the death. If necessary, the entire Dervish clan will join the Bloodquest.

The Dervishes have tracking powers equal to those of rangers. If they find a shrine or tomb desecrated, 1-6 Dervishes will track down and destroy the defilers.

There are approximately 300 people in the Thune tribe in scattered nomadic camps. They have been driven northward from their ancient homelands into the desert by the Symbayans. They fight the Symbayans at every opportunity. Most Dervishes encountered will be from 15 to 60 years old.

pasha of the efreet, vizier of the fire sultan

FREQUENCY: Unique out of six
NO. APPEARING: 1
ARMOR CLASS: -3
MOVE: 24"/24"
HIT DICE: 101 hit points
% IN LAIR: 80%
TREASURE TYPE: H
NO. ATTACKS: 2
DAMAGE/ATTACK: 2-20/2-20
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: Supra-genius
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: 113
Attack/Defense Modes: A,B,E/F,G J

There are only six Pashas to the Sultan of the Efreet, each with its own dominion and wealth. They are Viziers to the Sultan and rarely leave the Elemental Plane of Fire save at his command. Nevertheless, they have a great deal of freedom of action and exercise that freedom by rampaging through the other planes of the universe from time to time.



These Pashas can perform the following spells at will as 15th level magic users: **fireball**, **flame strike**, **wall of fire**, **invisibility**, assume **gaseous form**, **detect magic**, **enlarge**, **polymorph self**, **create illusion** with both visual and aural effects; and fulfill another's **wish** although loath to do so. The Pashas of the Efreet may also travel at will instantly to any of the planes known to the Efreet. They are immune to all fire based attacks, magical or otherwise.

SYMBAYAN

FREQUENCY: Uncommon
NO. APPEARING: 5-50+ (Never to exceed 200)
ARMOR CLASS: Variable (typically 4)
MOVE: 12"
HIT DICE: Variable (typically 4)
% IN LAIR: 60%
TREASURE TYPE: D
NO. ATTACKS: 1
DAMAGE/ATTACK: By weapon (typically 1-8)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Variable
ALIGNMENT: Variable
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Symbayans are a group of semi-nomadic tribesmen who deal mainly in trade. They are generally more civilized, less honest, and more cunning than the Thunes. The Symbayans seldom wage war, except against the Thunes, whom they will fight on sight.

While they often go on trading missions, they prefer to remain at home, usually at an oasis fortress and trade center. They were once brother tribesmen with the Thunes many centuries ago but were converted to the True Faith (the worship of the one god, Anu) and now are as fervent in the destruction of idols as the Thunes are in the preservation of idols. Their favorite swear words are "The place is set!"

Symbayan traders are members of the Sandvoyagers' Guild. They are famous for their sand sleds, their typical way of travel.

The Symbayans are also famous for their Airlancers, a group of elite warriors mounted on Pegasi.

The Symbayans of the Oasis of the White Palm are but a small part of a greater culture that lies far to the south. Each tribe has its own ways and traditions. The Symbayans have been at the Oasis of the White Palm for about 50 years. Their marriage ceremony is still modeled after the ancient one since it names no specific deity and thus does not go against the True Faith. The original forefathers of the southern tribes were rumored to have come from the oasis area and the Symbayans have returned to claim it as their ancestral home. The Symbayans are from the southern parts of the desert and are attempting to extend their trade lanes northward toward unknown realms. They are scattering the Thunes before them as they progress from oasis to oasis across the desert.

DUSTDIGGER

FREQUENCY: Uncommon
NO. APPEARING: 1-20
ARMOR CLASS: 4
MOVE: 3"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. ATTACKS: 1
DAMAGE/ATTACK: 1-8 + AC of victim
SPECIAL ATTACKS: Illusion/Mirage (see below)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: N
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The Dustdiggers inhabit sandy, desert regions, typically sand dunes. A dustdigger will dig a hole, cover itself with a layer of sand, and then inflate itself to fill up the hole it made, leaving the ground level with the surrounding terrain. When an animal walks on top of it, the dustdigger deflates, looking very much like a sinkhole, and uses the sands shifting towards its mouth to slow the escape of its prey. After it has fully deflated, it folds its arms up around the victim and attempts to kill it. The



dustdigger's back is AC 4 but its front side is only AC 7. Once it has folded up, its prey is caught and cannot attack.

Dustdiggers look like giant starfish. They travel above ground only at night and never for longer than a few minutes at a time. They often travel in groups.

Twenty percent of dustdiggers have a born talent for **illusion**. They will typically project a pool of bubbling water in the desert sands when those approaching come within striking range.

aeraldoth, vizier to the caliph of the djinn

FREQUENCY: Unique out of six
NO. APPEARING: 1
ARMOR CLASS: -4
MOVE: 24"/24"
HIT DICE: 88 hit points
% IN LAIR: 80%
TREASURE TYPE: H
NO. ATTACKS: 2
DAMAGE/ATTACKS: 2-24/2-24
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: Supra-genius
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: 90
Attack/Defense Modes: A,B,D/H,I,J



There are six Viziers to the Caliph of the Djinn, all of whom naturally inhabit the Elemental Plane of Air. The Viziers try to maintain the harmonious balance of the universe, and do not intervene in mortal affairs unless evil forces threaten to seriously disrupt the balance. All viziers are djinn nobles.

These creatures may use the following spells at will as 25th level magic users: **pass without trace**, **predict weather**, **call**

lightning, **protection from fire**, **control temperature** (unlimited radius), **dispel magic**, **control winds**, **weather summoning**, **control weather**, and **finger of death**. They may travel at will among the planes known to the Djinn.

A Djinni Vizier can grant three **wishes** per day but seldom does because of the possibility that they could be used to disrupt the universal balance.

non-player characters

Hogan Underwood

Retired Halfling Thief (AC 1; MV 9"; T 14; hp 56; #AT 1; Dmg by weapon; AL N; S 13; I 16; W 14; D 18; Con 15; Ch 14). He possesses a **dagger +1**; a **cloak of protection +3**, a **short sword +3** named Shylo's Slicer (I 14; E 7; AL N; **detects sloping passages**, **teleports** 6,000 gp weight once per day; speaks Halfling), a **ring of invisibility**, and a **ring of spell turning**. Each time a magical ring is used by a halfling, there is a 20% chance that the ring will fail to operate.

Hogan's thieving abilities are: Pick Pockets 125%; Open Locks 107%; Find Traps 95%; Move Silently 119%; Hide in Shadows 118%; Hear Noise 45%; Climb Walls 84%; and Read Languages 65%.

Hogan is a kindly-looking, elderly halfling, and unknown to anyone, a retired master thief. Among his many aliases are: Hogan the Happy, Hogan the Huckster, Shylo Slick, Aldo Chella, Rory the Ransacker, Nigel Broos, and Sedgewick Paddington the Third. Player character thieves have a 75% chance to recognize the name Shylo Slick as that of a famous halfling thief who disappeared some years ago.

Hogan is suspicious of strangers but is loyal for life to his friends. Hogan knows the following and will volunteer it only to someone he trusts:

Hassan, first-born son of the sheik, knows how to pilot a sand sled.

The guildmaster of sandvoyagers has not been seen for many days although Hogan received parchments with the guildmaster's signature two days ago, requesting good wine and ale.

Corga the Water Bearer is never seen before noon at his little place in the courtyard.

Rose Underwood

Halfling merchant (AC 7; MV 9"; F 1; hp 5; #AT 1; Dmg 1-4; AL N). She is Hogan's niece, here visiting her uncle for a while.

Rose is shy of strangers but will talk once she warms to the conversation. She knows the following useful information:

She has been awakened in the middle of the night by strange noises coming from somewhere just north of the compound.

She was once walking behind the smithy and saw one of the sheik's sons enter the Sandvoyagers' Guild by a secret way. She doesn't know which one as they are identical twins and she cannot tell them apart.

Her uncle is a pillar of the community and very honest.

Hassan Arslan

First-born son of the sheik: (AC 0; MV 12"; F 7; hp 53; #AT 3/2; Dmg 1-8+3; AL LN; strength bonus +2 to hit; +3 damage; S 18/56; I 11; W 12; D 17; Con 14; Ch 12). Hassan is usually armed with a **scimitar +2**, a **dagger +2**, and **chain mail +2**.

Hassan is the identical twin of Korus Eikoth, although Hassan was born first and therefore is the sheik's heir. He has compassion for his brother's feelings but knows that nothing can be done for him.

Hassan is holding up under the loss of his bride but occasionally lapses into sadness. He will do anything to regain her and accept any honest offer of assistance, even if that assistance is at a price.

Hassan has a copy of the sheik's amulet which he will give to the party if they agree to recover his dear bride.

Hassan has the following information:

He had just been betrothed to Princess Shadalah and the feast of celebration had begun, when she suddenly disappeared.

Korus has been acting very strangely of late. He is never in attendance at the offering on the holy days and stays by himself.

Korus Eikoth

Second son of the sheik: (AC 1; MV 12"; F 7; hp 45; #AT 3/2; Dmg 1d8 +4; AL LE; strength bonus +2 to hit, +4 damage; S 18/88; I 11; W 9; D 15; Con 15; Ch 10). Korus is armed with a **scimitar +1** and wears **chain mail +2**.

Because he was born only minutes after Hassan and so narrowly missed being his father's heir, Korus has always harbored a deep hatred for his father and his brother. He is a member of the Thune Cult, which operates secretly at the oasis.

Korus is now trying to find his brother's bride—but not out of goodness. He knows that the girl is the key to power in the oasis. Korus is basically dishonest and cannot be counted on to keep his word. He will tell any lie that will further his plans. Korus will try to enlist the aid of the players in finding the bride of Hassan. See **SECTION II: OASIS OF THE WHITE PALM, SPECIAL ENCOUNTER TABLE**, page 9, for his methods.

Korus knows the following information:

The leader of the Thune Cult wishes to turn the bride of Hassan over to a very powerful spiritual ally.

The Sandvoyagers' Guild has been taken over by outsiders. Very little trade has come into the sandvoyagers' warehouse but quite a bit has been going out.

Thurnas Netmaster

Head of local slavers (AC -1; MV 12"; F 7; hp 59; #AT 3/2; Dmg 1-8+2; AL NE; S 18(22); I 14; W 10; D 12; Con 16; Ch 14). Thurnas possesses a **shield +2** and **plate mail +1** although he rarely uses them. He is armed with a **longsword +2**.

Thurnas is the leader of the slavers and is working with Drow allies. He believes that the player characters are only wanderers who have happened upon the oasis. Normally he would attempt to kidnap party members for sale later, but as the religious fanatics in the compound are quite upset with him currently, he and his band are lying low. His assassin, Zorath Blackblade, did try to capture the bride but found that she was already missing. Thurnas is looking for the bride himself. He believes that the cultists have the girl hidden and are trying to back out on their agreement with him.

Corga Kazan

Cleric of Thune (AC 5; MV 12"; C 5; hp 27; #AT 1; Dmg 2(S)e7; AL LE; S 14; I 12; W 15; D 13; Con 14; Ch 10). He carries the following spells: **command**, **cure light wounds**, **darkness**, **light**, **sanctuary**, **hold person** twice per day, **silence 15' r.**, **know alignment**, and **dispel magic**. He is armed with a **mace +1** or, if

found in his sanctuary, the **Skull of Garath**. Corga masquerades as a water bearer because Thune worship is officially forbidden.

Corga is of the opinion that the characters are actually working for the slavers. Corga thought he had a deal with Thurnas Netmaster who now heads the slavers. Thurnas obviously has betrayed him. The party will be treated as slaver spies by Corga. Corga believes the following:

The bride of Hassan must have some special power over the Efreeti. The Efreeti appeared to him in flame and smoke and promised Corga all that he deserved if Corga would deliver the bride of Hassan unto him. Knowing that the Evil One would not want such a prize without purpose and, since Corga both feared and respected the power of the Evil One, he agreed to find the bride. He arranged with the slavers and Zorath Blackblade to kidnap the bride. In exchange, when he came into power, Corga would allow the slavers to operate freely. Corga believed he could discover the secret of the girl's power over the Evil One and use that power to seize control of the oasis. However, the slavers failed to deliver the girl. Corga is sure that they have her and that they are holding her for a bigger ransom.

Zorath Blackblade

Assassin (AC 5; MV 12"; A 5; hp 19; #AT 1; Dmg 1-6+1 AL NE; S 16; I 14; W 9; D 16; Con 11; Ch 9).

Zorath's thieving abilities are: Pick Pockets 40%; Open Locks 38%; Find Traps 30%; Move Silently 27%; Hear Noise 15%; and Climb Walls 87%.

Zorath is under contract with the slavers and was recently assigned to abduct the bride of Hassan. When he arrived at the camp, he found it already in turmoil over her disappearance. He thinks the cultists have her in their secret temple somewhere in the oasis.

Rolando the Minstrel

Fighter (AC 6; MV 12"; F 1; hp 8; #AT 1; Dmg 1-8+1; AL NG; S 16; I 12; W 15; D 16; Con 11; Ch 17). Rolando is normally secretive and does not answer questions, but at the same time tries to give the impression that he knows a great deal of important information. In fact he knows only:

The ruins under the oasis as well as those at Phoenix were constructed long ago by the Archmage Martek. At each of those locations a temple to Set was built after Martek concluded his work. This did not stop Martek from using them after the destruction of the cities for the purposes that he foresaw.

Martek was the greatest mage of his age and foresaw the course of future history. He left a great gift after his death to the Sultanate of the tribes. To them was given the knowledge of where the Great Good sleeps, to be loosed when the Evil came.

The ancient city of Phoenix was located east by southeast of where the Oasis of the White Palm stands.

Martek was perhaps the greatest mage that ever walked the desert wastes. His works of wonder in magic and architecture remain unsurpassed. It was he that delivered unto the Pharaohs of his day the three Star Gems: Mo-pelar, Shah-pelar, and Khan-pelar. These stones were unlike any others in the world and around them arose a great mystery. The Tomb of Martek was the mage's greatest creation.

He knows the part of Martek's epic given in the **TABLE OF RANDOM RUMORS (#4)** on page 5.

RANDOM RUMORS

Any person encountered will know 1–4 rumors from the table below. Roll 1d10 to determine the exact rumors. Do not re-roll if the same rumor is rolled more than once. False rumors are marked (F).

1. The demon was sent by the old gods to punish their faithless followers.
2. The demon looks like a (roll 1d4): 1. A dark woman who skulks in the night; 2. a hideous ape with glowing coals for eyes; 3. a bloated spider-like being; 4. a noxious cloud of deadly vapors (F).
3. An ancient evil lurks in the black monolith.
4. The minstrel knows more than he tells.

5. I heard a stranger call the halfling Shylo.
6. The old warehouse manager, Tolnus Granicus, was the victim of foul play.
7. Somewhere beneath the oasis is a lost temple buried by the sands centuries ago.
8. The sons of the sheik are identical twins, and Korus was born but a few moments after Hassan.
9. Unscheduled caravans have been arriving late at night. They go directly to the sandvoyagers' warehouse and then leave the same night.
10. The Crypt of Badr Al-Mosak is haunted with evil and terrible beings.

TREASURES AND TOMES

PALM SIGN AND AMULET: (See Diagrams #6 and #7.)

The palm sign is a symbol that magically appears on the palm of the woman chosen by fate to be the bride of the sheik of the oasis. The mark also appears on the palm of the woman betrothed to the sheik's first-born son. The sheik and his son each wear the amulet. The origins of the amulet and the palm mark were lost in antiquity and no one now knows their true purpose.

Martek, after his visions of the future, gave the palm sign and the amulet to the ancient leader of the Symbayans. They were to be carried down through the ages until the time when the two would be combined to tell where and how to release the Djinni.

Anyone who puts the amulet against the palm symbol will be able to align the symbols and read clearly:

The message can be read only when the amulet and the palm mark are aligned together. "Atmopryeetno" is the word that releases the Djinni at the ancient and now destroyed City of Phoenix.

city of phoenix over the house of set where sleeps
salvation
there speak atmopryeetno

The amulet itself is a weapon. It glows in the presence of the Efreeti Pasha, and will strike him with a beam of cold blue light. The pain caused by the beam will drive the Efreeti away in three rounds. The amulet also acts as a **ring of fire resistance**. No one at the oasis knows that the amulet has these powers. The amulet will lose its powers once it is used to free the Djinni.

THE HARNESS OF SEKER:

This magical item is a gift from the god, Seker, granted in times of great need. It is shaped like a glove with holes for fingers and with a harness that extends down the wrist and forearm. The harness is of NG alignment and anyone not of good alignment will take 1–4 points of damage per round that the harness is worn. It will only obey the commands of good-aligned clerics. The palm of the harness bears the symbol of Seker.

The harness will vibrate when undead creatures are near. If the cleric extends his arm, the harness will detect all undead in the direction his arm is pointed, to a range of 30 feet.

The harness can discharge a 30-foot bolt that causes 40 points of damage, no saving throw, to any undead creature. The wearer simply points his arm at an undead creature within sight and range and says the word "Seker." Each bolt uses one charge.

The harness is given by Seker to help a good cleric destroy the undead. The gift requires the temporary sacrifice of a magical item on an altar of Seker. The sacrifice must be a magical rod, staff, wand, or magical weapon. The sacrifice disappears when placed on Seker's altar, and the harness appears. The harness will have a number of charges equal to the number of charges in the rod, staff, or wand, or equal to the highest "plus" of the magical weapon. *However, the harness of Seker will never have more than five charges.*

When all of the charges have been used, the magical weapon or item sacrificed will reappear in the hand of the person who sacrificed the item. The item will be in the same condition as when it was offered. When the sacrifice is returned, the harness disappears. No one can receive the **harness of Seker** more than once.

STAR GEMS

These three gems were given by Martek to the Pharaohs and sheiks of the land in the time of the ancients. They are each named and have a distinctive epic description.

The Star of Mo-pelar was given to the Pharaoh of Bakar and was lost into his cursed and theft-proof tomb. The gem was an opal, five inches in diameter. The Star is a **gem of true seeing**.

The Star of Shah-pelar was a red star gem that was stolen by Badr Al-Mosak. It is rumored to rest in his tomb. The gem has the power to **cure serious wounds** three times per day.

The Star of Khan-pelar is a clear crystal gem that has the unique quality of magical invigoration. A magic user who meditates with it will be able to memorize one level of spell per turn of meditation. The magic user must be motionless during this time. The crystal has since passed out of living memory although it was once rumored to be in the area of the White Palm.

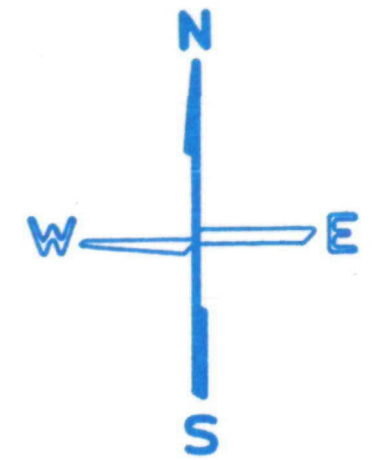
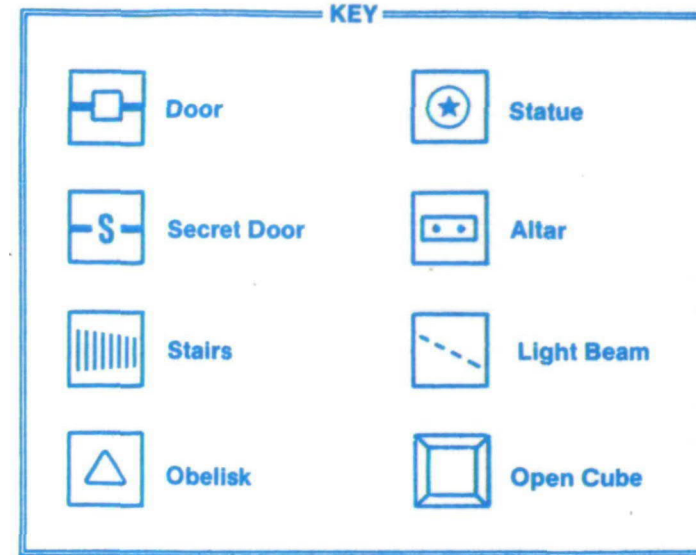
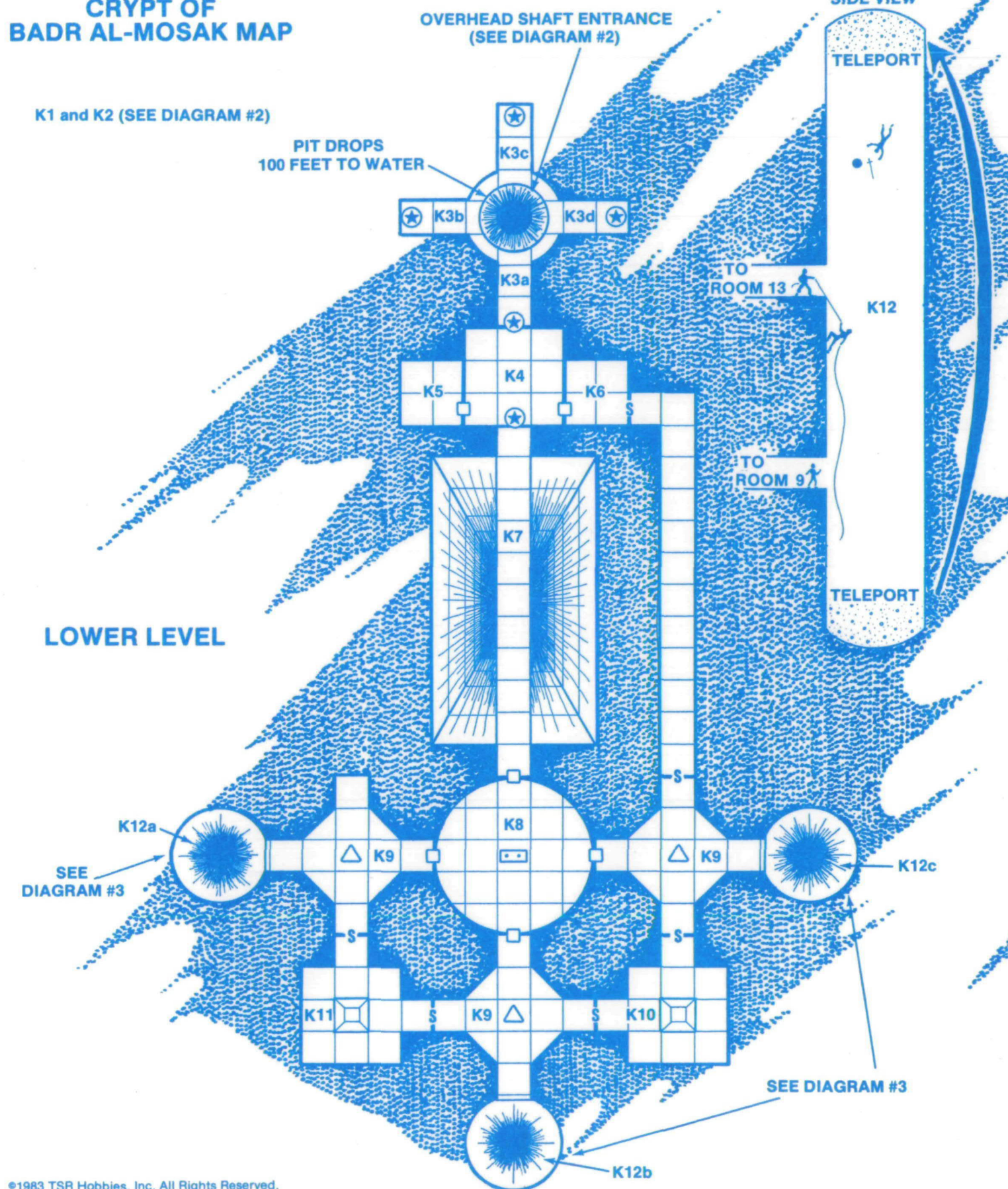
Credits

Design: Philip Meyers and Tracy Hickman
Editing: Edward Sollers, Marlene Weigel
Series Editor: Curtis Smith

Cover Artist: Jim Holloway
Interior Artist: Keith Parkinson

**CRYPT OF
BADR AL-MOSAK MAP**

**DIAGRAM #3
PITS OF EVERFALL
SIDE VIEW**

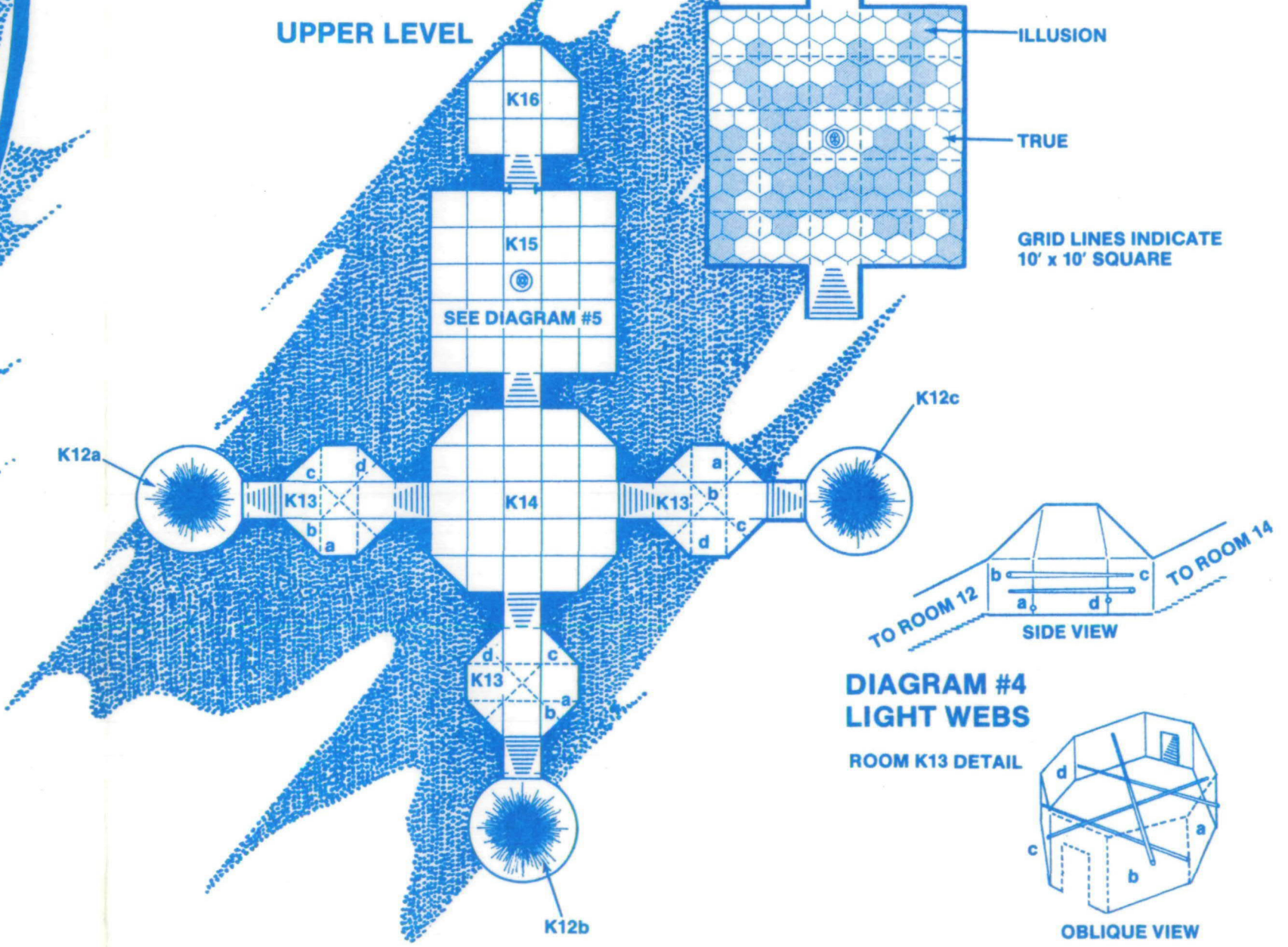


1 SQUARE = 10 FEET

**DIAGRAM #5
ROOM 15**

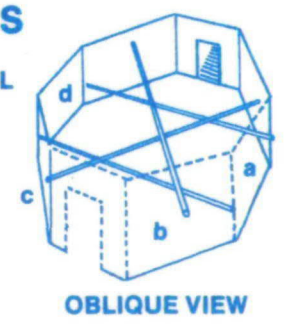
1 HEX = 5 FEET

UPPER LEVEL

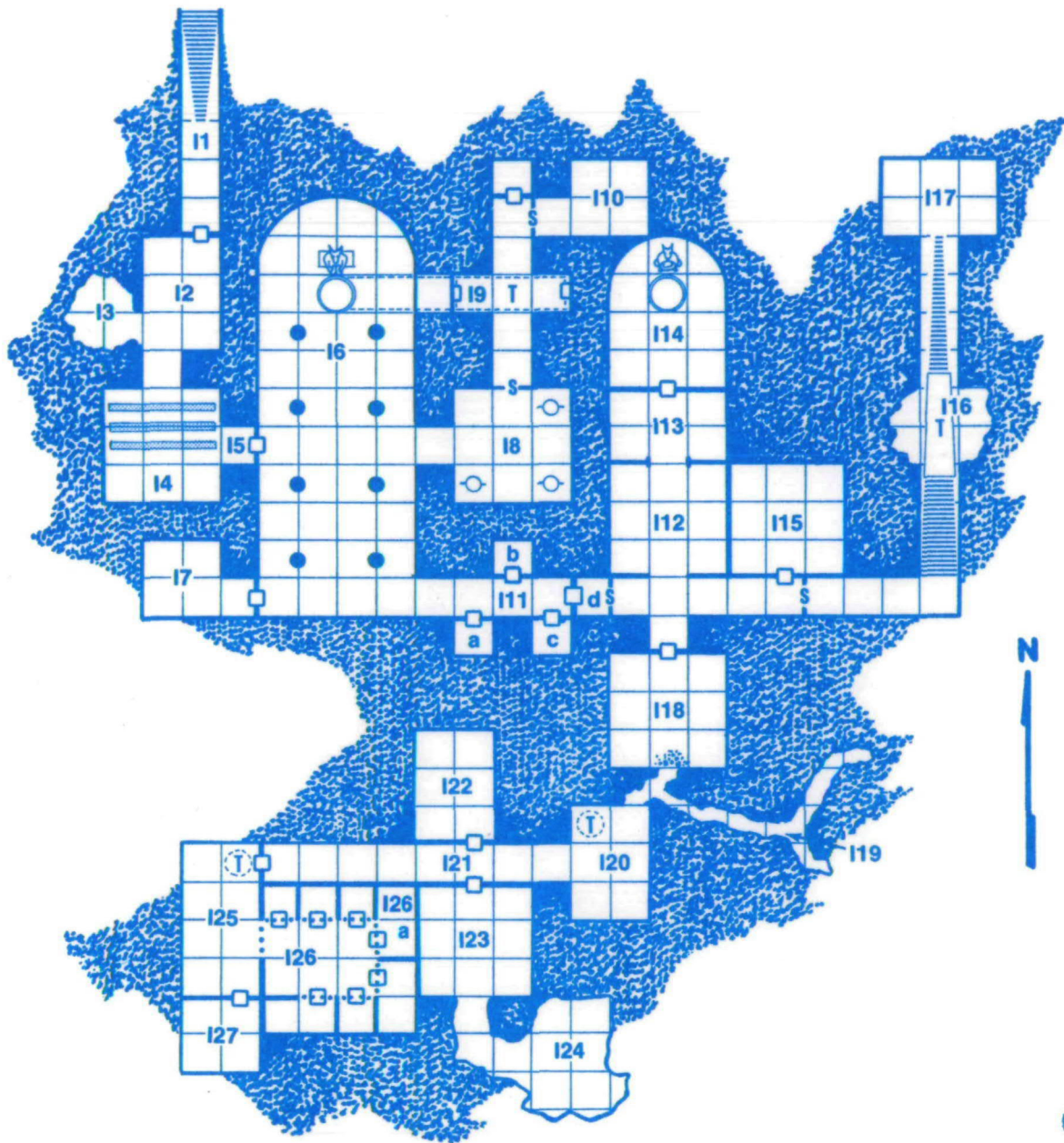


**DIAGRAM #4
LIGHT WEBS**

ROOM K13 DETAIL



TEMPLE OF SET MAP



KEY

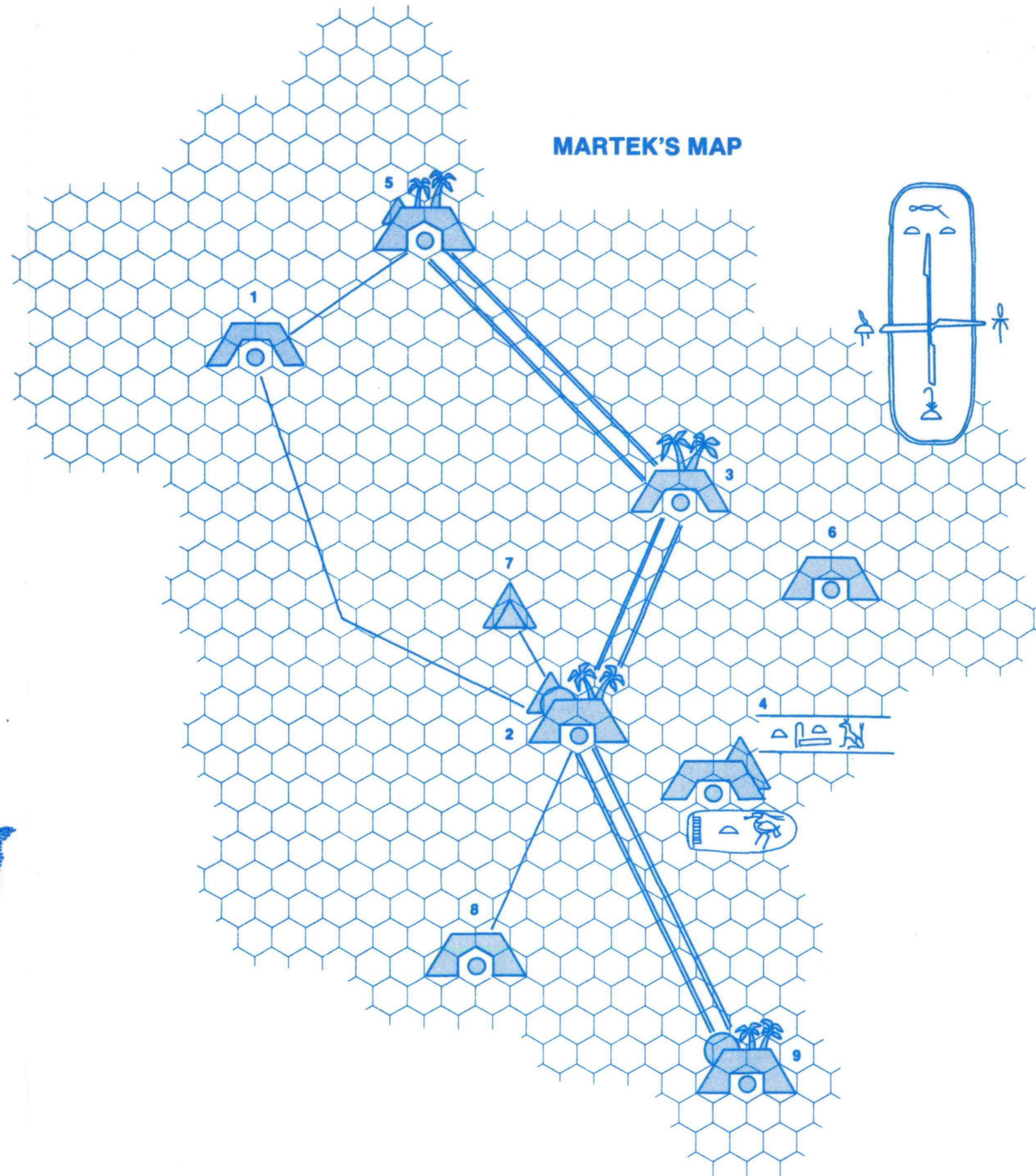
- Door
- False Door
- Secret Door
- Trap Door
- Cell Bars
- Stairs
- Pillar
- Rubble
- Basin
- Well
- Trap
- Arch

1 SQUARE = 10 FEET

DIAGRAM #2
ENTRANCE TO
THE CRYPT OF
BADR AL-MOSAK
 SIDE VIEW



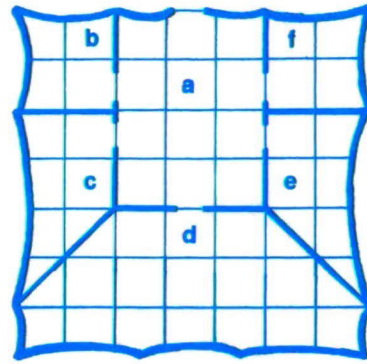
MARTEK'S MAP



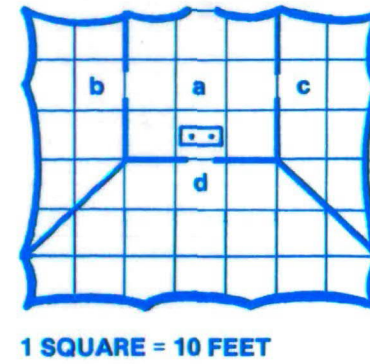
KEY

	Pool		Statue
	Palm		Tent
	White Palm		Burned Camp
	Monolith	1 HEX - 100 FEET	

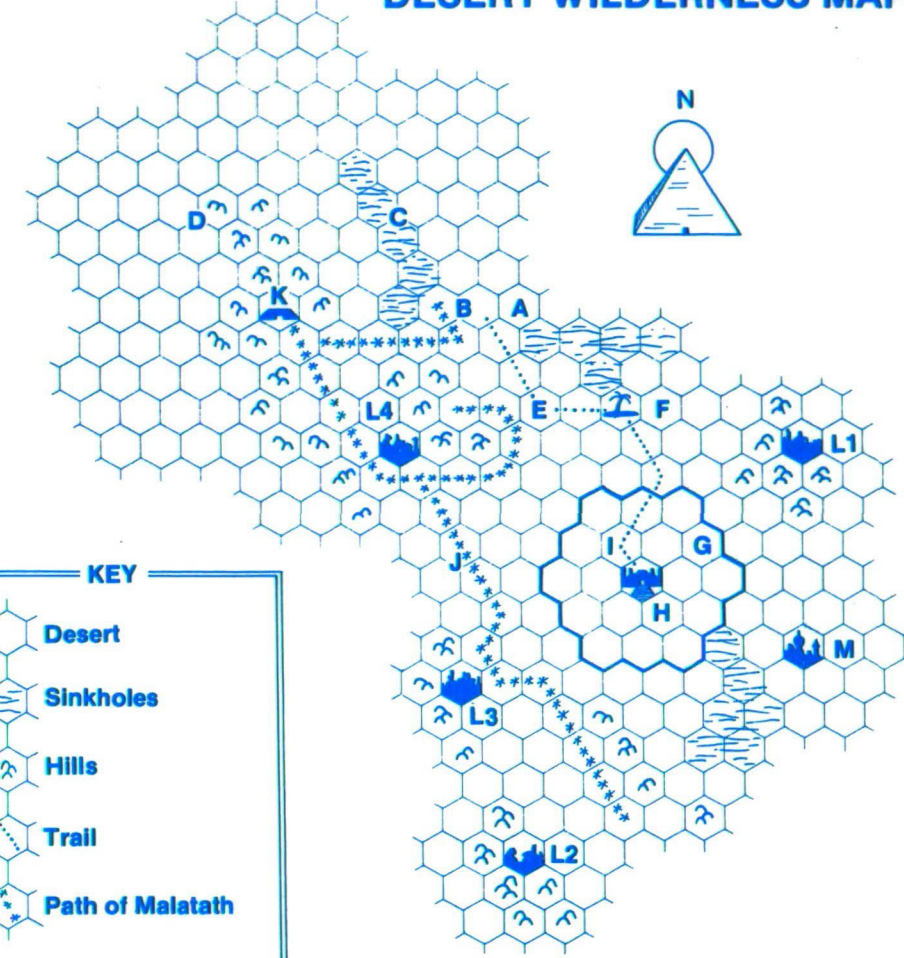
SHEIK'S TENT MAP (H2)



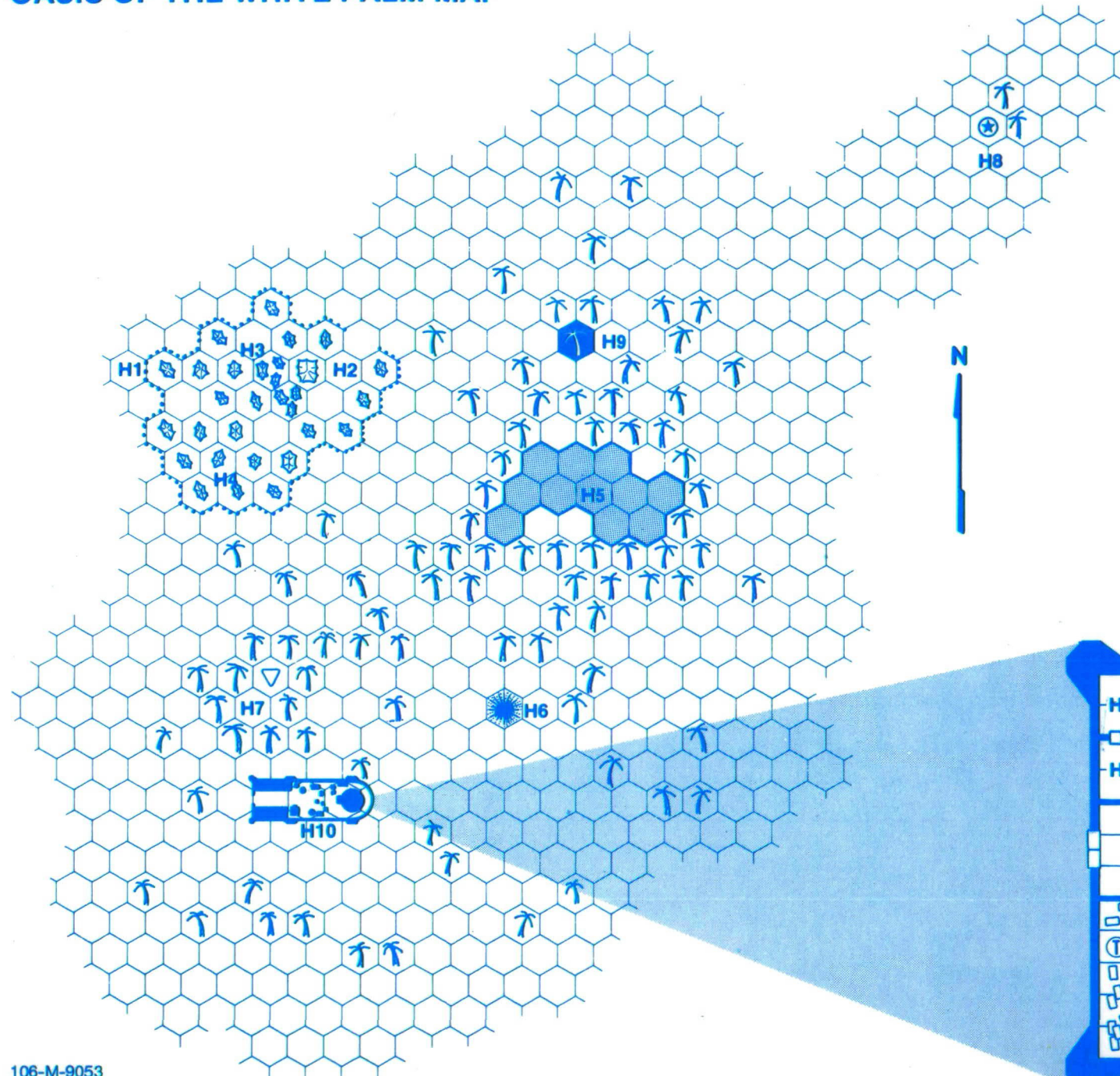
CLERICAL TENT MAP (H3)



DESERT WILDERNESS MAP



OASIS OF THE WHITE PALM MAP



KEY

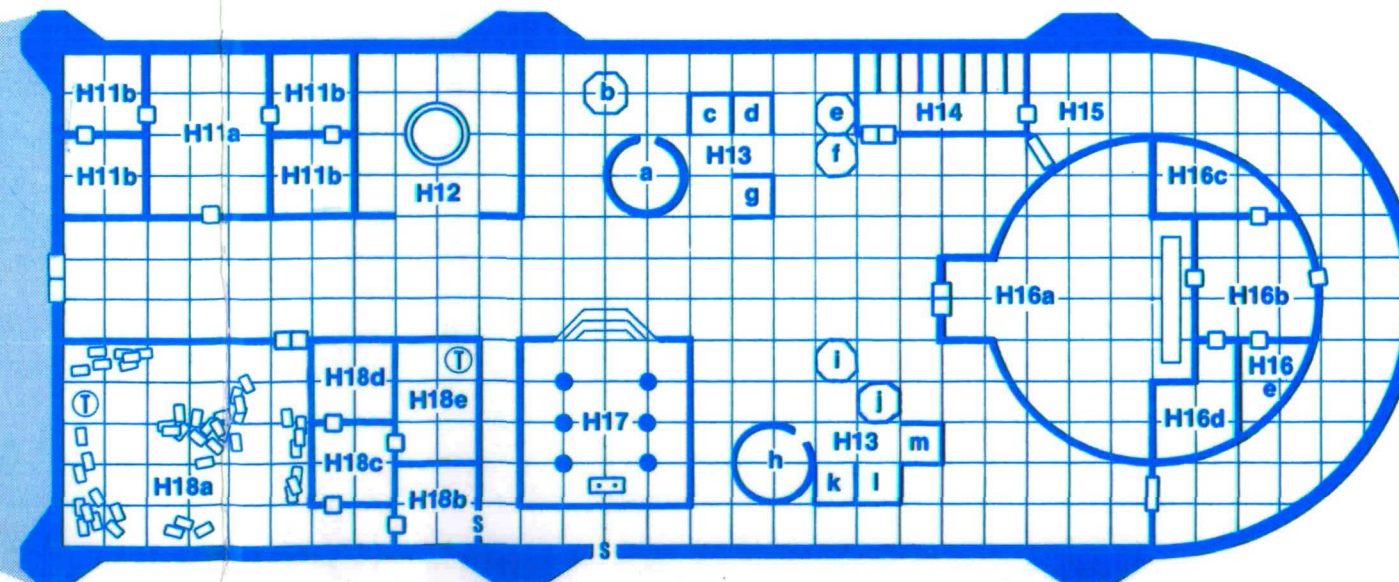
	Desert
	Sinkholes
	Hills
	Trail
	Path of Malatath

1 HEX = 2 MILES

KEY

	Door		Pillars
	Trap Door		Stairs
	Altar		Crates

1 SQUARE = 10 FEET



COMPOUND MAP
AREAS H11 TO H18

Advanced Dungeons & Dragons®

Fantasy Adventure Module

Oasis of the White Palm

by Philip Meyers and Tracy Hickman

Tired and sore, you struggle over the burning sands toward the long-forgotten city. Will you reach the place in time to save yourselves from the evil Efreeti? The sun beats down, making your wounds stiff and worsening the constant thirst that plagues anyone who travels these waterless wastes. But there is hope — are those the ruins over there?

In the midst of broken columns and bits of rubble stands a huge statue. This is the place! You've found it at last. Gratefully you sink onto the sand. But there's no time to lose. You must hurry. So with a quavering voice you say the magic words. And then you wait. . .

A hush falls over the ruins, making the back of your neck prickle. Then, out of the east, a wind rises, gentle at first but quickly growing stronger and wilder, until it tears at your clothes and nearly lifts you off your feet. The once clear sky is choked with white and grey clouds that clash and boil. As the clouds blacken, day turns to night. Lightning flashes followed by a menacing growl of thunder. You are beginning to wonder if you should seek shelter, when all of a sudden there is a blinding crash and a bolt of lightning reduces the statue to dust.

For a moment, silence. Then, out of the statue's remains, soars a blue flame. Its roar deafens you as higher and higher it climbs, until it seems about to reach the clouds. Just when you think it can grow no larger, its shape begins to change. The edges billow and soften, the roar lessens, and before your eyes materializes a gigantic blue man.

This module can be played alone or as the second part of the DESERT OF DESOLATION SERIES.

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