

SECRETS OF İMASKAR

An Adventure for four
6th-level player characters

Lost Empires of Faerûn details the ancient past of the FORGOTTEN REALMS Campaign Setting—its magic, its greatness, and its failures. The book also offers invaluable tips for making a campaign world's past relevant to current events.

Secrets of Imaskar is a short D&D adventure for four 6th-level player characters (PCs). This short adventure uses feats, spells, monsters, and historical elements from ancient Imaskar. The action takes place in far eastern Mulhorand, at the edge of the Raurin Desert. In other campaign worlds, this adventure can be placed any place where the ruins of an ancient empire might be found. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

preparation

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as the FORGOTTEN REALMS Campaign Setting and *Lost Empires of Faerûn*—to run this adventure. The information presented here utilizes the D&D v.3.5 rules.

To get started, print out the adventure, including the map. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. Monster and NPC statistics are provided with each encounter, either in abbreviated form or as references to the appropriate pages in *Monster Manual* or *Lost Empires of Faerûn*.

Some material used in this adventure comes from *Complete Warrior* and *Magic of Faerûn*. If you don't have the book in question, replace the element with a similar one from a book you do have.

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Adventure Background

Mulhorandi and Imaskari ruins dot the landscape in and around the area known as the Raurin Desert, which was once the seat of the mighty Imaskari Empire. One such ruin, the fort of Maskana, lies on the southern edge of the Plains of Purple Dust, a little closer to the Dragonsword Mountains than to the Giant's Belt. This Mulhorandi fortress was built just before the fall of the Imaskari Empire, to guard the Mulhorandi against incursions by their former masters. Eventually the danger of such attacks passed, and the fortress fell into disuse and then ruin. Over the centuries, the ruined fortress has been thoroughly explored by adventurers, scholars, and looters, who ferreted out whatever secrets it may once have held. Now the site is nothing more than a curiosity to most.

But one secret of Maskana remains undiscovered. The Mulhorandi ruin was built atop an older Imaskari fortress that had fallen into disuse centuries earlier. The ancient Mulhorandi wanted to keep track of this location because it contained a number of permanent extradimensional spaces that they hoped to utilize someday. But in the chaos of the uprising, the old ruins were forgotten.

The ruin is decorated with Mulhorandi pictographs in an almost aggressive way, as if the people who built it wanted to leave no room for Imaskari influence. One of these drawings, however, contains an oddity that has gone undiscovered until recently. An explorer named Jarval Keth recognized one of the symbols, which had always been assumed to be Mulhorandi, as the work of the Imaskari. Excitedly, he returned to Gheldaneth to investigate further. There he ran afoul of Tyaral, a cleric of the dead god Bhaal, who sought a source of power to help revive his deity. Upon hearing of the ancient Imaskari image, Tyaral captured Jarval Keth and tortured him until he revealed all he knew. Then Tyaral set off for the ruin to investigate the explorer's story.

Unbeknownst to Tyaral, Jarval Keth has escaped confinement, stowed away on a ship sailing west, and made his way to the area where the heroes are resting between adventures. Upon noticing that he was gone, Sithena Tinzon, Tyaral's chief inquisitor and torturer, immediately set off in pursuit with three minions. Through her powers of persuasion, she learned which ship Keth had boarded. By hiring a faster one, she reached Keth's destination ahead of him. Now she lies in wait to kill Keth as soon as he surfaces.

Adventure synopsis

Just as Jarval Keth makes contact with the PCs, forces loyal to Tyaral attack the explorer. Whether he dies in the encounter or not, Keth passes on a clue about his find. If the PCs wish to investigate, they must travel east to Mulhorand and investigate the strange pictograph that Keth described. At Maskana, they find the secret door into the older Imaskari ruin, fight several ancient creatures, and confront Tyaral just as he unearths an ancient Imaskari artifact that has lain hidden for centuries.

Adventure Hooks

As DM, you know best how to involve your PCs in an adventure. Though this one comes to the PCs in the person of Jarval Keth, you can use one of the following suggestions to draw them into the action.

- The PCs have heard rumors of ancient Imaskari magic buried beneath the sands of the Raurin Desert.
- Jarval Keth is a distant relative of a PC and charges the group with uncovering the truth of his find.
- An old enemy of Tyaral hires the PCs to investigate his activities.

Beginning the Adventure

Secrets of Imaskar begins as an event-based scenario and ends with the exploration of a keyed site. The adventure begins wherever the PCs are currently based. The events proceed more smoothly if they are near the Sea of Fallen Stars, but you can make the necessary adaptations for any area of Faerûn.

A. Death in a Faraway Land (EL 7)

Sithena Tinzon finds Jarval Keth as soon as he encounters the PCs. Ideally, this encounter should take place at night on the docks or in an alley.

The night is dark, and Selûne's face is hidden behind clouds, casting the narrow streets of the port district into deep shadow. Suddenly, a man stumbles forward out of the night. He is still some distance away when four humanoid figures move toward him in a menacing manner. The man starts to run, and the terror on his face becomes clearer as he moves closer. "The purple fort in the east hides the secrets of Imaskar's past glories behind the crescent and the fox," he gasps. "Don't let them succeed. . . ." Before the man can utter another word, his attackers are upon him.

The villains attack as soon as Keth utters the word "succeed."

Creatures: Sithena Tinzon and her three minions are all Mulhorandi (Mulan) humans, as is Jarval Keth.

Sithena is proud and cruel. She started life in the streets and doesn't want to return there. In her youth, she embraced the worship of Bhaal to ensure that she could treat others with the same cruelty that she herself had been treated. She earnestly desires not to fail Tyaral—not because she is afraid of him, but because she wants to advance in power, and he is her means to that goal.

Because of the torture he has endured at Sithena's hands, Jarval Keth is mentally deranged and unable to communicate coherently. He goes off on tangents easily, forgets important points, and speaks in vague phrases. Only a *beal* spell can restore his sanity at this point.

➤ **Jarval Keth:** Male human (Mulan) expert 4; CR 3; Medium humanoid; HD 4d6-4; hp 13; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +3; Atk or Full Atk +3 melee (1d3, unarmed strike); AL LG; SV Fort +2, Ref +2, Will +6; Str 10, Dex 12, Con 8, Int 16, Wis 14, Cha 13.

Skills and Feats: Decipher Script +10, Gather Information +4, Knowledge (arcana) +10, Knowledge (architecture and engineering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (Mulhorand local) +10, Knowledge (religion) +10, Search +12, Survival +9; Great Fortitude, Investigator, Track.

Possessions: None of value.

➤ **Sithena Tinzon:** Female human (Mulan) rogue 2/cleric 4 of Bhaal; CR 6; Medium humanoid; HD 2d6 plus 4d8; hp 25; Init +6; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +5; Atk or Full Atk +6 melee (1d8+1, masterwork heavy mace) or +6 ranged (1d8/19-20, light crossbow); SA rebuke undead 6/day, (+3, 2d6+7, 4th), sneak attack +1d6; SQ trapfinding; AL LE; SV Fort +5, Ref +7, Will +7; Str 12, Dex 14, Con 10, Int 12, Wis 15, Cha 16.

Skills and Feats: Balance -1, Bluff +10, Diplomacy +16, Heal +6, Intimidate +14, Jump -14, Knowledge (Mulhorand local) +6, Knowledge (religion) +5, Search +6, Sense Motive +7, Spot +7, Tumble +2*, Use Magic Device +8, Use Rope +7; Improved Initiative, Persuasive, Servant of the Fallen**, Spell Focus (divination).

* Cannot tumble in her armor.

**New feat from *Lost Empires of Faerûn*.

Sneak Attack (Ex): Sithena deals 1d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Sithena may choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Trapfinding (Ex): Sithena can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Cleric Spells Prepared (caster level 4th): 0—*cure minor wounds* (2), *detect magic*, *light*, *resistance*; 1st—*command* (DC 13), *cure light wounds*, *doom* (DC 13), *faith healing* (*Magic of Faerûn*), *inflict light wounds*^D (DC 13); *2nd—*cure moderate wounds*, *death knell*^D (DC 14), *sound burst* (DC 14), *zone of truth* (DC 14).

D: Domain spell. Deity: Bhaal. Domains: Death (death touch 1/day, damage 4d6), Destruction (smite 1/day, +4 on attack, extra +4 damage).

Possessions: +1 full plate armor, masterwork heavy mace, light crossbow with 20 bolts, *cloak of resistance* +1, *wand of cure light wounds*, *wand of ray of resurgence*^{MF}, silver holy symbol of Bhaal, religious robes, 104 gp.

➤ **Thugs (3):** Male or female human (Mulan) warrior 2; CR 1; Medium humanoid; HD 2d8+4; hp 13; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk or Full Atk +5 melee (2d4+3/18-20, masterwork falchion) or +3 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +5, Ref +3, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Intimidate +2, Jump -10, Ride +6, Swim -3; Dodge, Lightning Reflexes.

Possessions: +1 breastplate, masterwork light shield, masterwork falchion, light crossbow with 10 bolts, travel clothes, 2 *potions of cure light wounds*

Tactics: Sithena Tinzon and her minions reach the PCs just after Keth blurts out his garbled message, and they attack him

immediately. They have no reason to attack the PCs unless they try to intervene. Sithena uses *death knell* on Keth as soon as he falls unconscious.

Development: If Keth dies, Tinzon tries to cut off his head, intending to take it back to Mulhorand with her. If the PCs manage to slay the attackers, they can easily discern that all four are Mulhorandi by searching their personal possessions. If Keth survives this encounter and his sanity is restored, he can reveal the information he knows (see Adventure Background), and he asks the PCs to accompany him to the ruins and help him explore his new find.

Troubleshooting: If your PCs are not interested in going to Mulhorand to investigate this lead, Tyral soon discovers what happened to Sithena. He decides to make an example of those who slew his trusted lieutenant, so he sends wave after wave of attackers to kill the PCs. If you choose this method, you may have to alter the end of the adventure a bit by giving Tyral a fortified position and some minions at the ruins of Maskana.

B. finding the path

The PCs' trip to Mulhorand proceeds without incident provided that Sithena Tinzon is dead. If she escaped, she attacks them again—either on the way or upon their arrival, as you choose.

Jarval Keth did not tell the PCs where to start their search; he described only their final goal. Since the central section of Mulhorand is sparsely populated with rural folk, the characters' best chance of learning any helpful information in his absence is in one of the coastal cities. The most likely choices are Skuld and Gheldaneth, but the PCs might also want to visit Neldorid.

In any of these cities, the PCs can learn about the general history of the region (as described in *Lost Empires of Faerûn*) and the locations of known ruins. Plenty of records exist on both topics, so finding the locations of the six known ruined forts in the Plains of Purple Dust region (and of at least fifteen other suspected ruin sites) is an easy task (Gather Information DC 10). Acquiring any other information requires considerable digging. Anyone the PCs ask about such an issue directs them to the Great University at Gheldaneth (see encounter C).

C. The great university at gheldaneth

The best source of information about Maskana is Gheldaneth, where Jarval Keth performed his research before he was abducted. Gheldaneth is the site of the Great University, which houses detailed historical records and other materials relating to ancient Mulhorand. It was here that Jarval Keth performed his follow-up research after finding the Imaskari image.

PCs who manage to talk to someone at the university about Keth (Diplomacy DC 20 because they are not members) discover that he was interested in specific Imaskari images and was poring over old records of them before he disappeared. If they request the materials that he was studying and peruse them carefully (Search DC 15), they can find the ancient Imaskari representations of crescent moons and foxes, and even compare them to Mulhorandi images of the same subjects. The Imaskari and Mulhorandi representations are very

similar, but slight differences make them distinct from one another. Careful perusal of these records combined with knowledge of the area (Gather Information or Knowledge [Mulhorand local] DC 18) also reveals which ruin Keth must have visited most recently.

D. The Mean Drunk (EL 5)

Mulhorand is a class-based society, and tensions flare readily between people of different social standing. Adventurers rank near the bottom, at about the same level as grave robbers, and the bureaucrats tend to treat them accordingly. While the PCs are in a tavern one night, they are accosted by a drunken bureaucrat who wants to vent some aggression he has built up over family problems.

Upon entering the establishment, the PCs see a group of bureaucrats drinking liberally, as if in celebration. They don't want company—especially that of adventurers and foreigners—so they rudely rebuff any PCs who try to join them. As the evening progresses, the bureaucrats become more and more drunk, and their mood slowly changes from happy to angry. Read or paraphrase the following aloud when the confrontation occurs, adapting the text as needed if the PCs actually hail from Mulhorand.

“Grave-robbing foreigners, that’s what you are!” says one of the drunken men in a loud voice. “You heard me! My slave is better than you are, you filthy outlander!” Three other men gather behind the speaker, but whether they intend to support him or restrain him is not clear.

The speaker, Anheris, is angry and frustrated with life. Because of his dour mood, he is determined to provoke a fight, even though he knows he’s likely to spend the night in jail for it. Once combat begins, Anheris’s three companions join in on his side.

Creatures: Anheris and his friends are normal Mulan humans. Anheris is a bureaucrat in the temple of Anhur, and the family troubles he is having right now have put him in a bad mood. He doesn’t hate the PCs specifically; they are just convenient targets for his wrath.

➤ **Anheris:** Male human (Mulan) expert 3; CR 2; Medium humanoid; HD 3d6+3; hp 13; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk or Full Atk +2 melee (1d3, unarmed strike); AL LG; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 15, Wis 13, Cha 8.

Skills and Feats: Appraise +2 (+4 when appraising woodworking), Bluff +5, Craft (woodworking) +11, Diplomacy +9, Intimidate +1, Knowledge (history) +8, Knowledge (Mulhorand local) +8, Knowledge (religion) +8, Listen +7, Sense Motive +7, Spot +7; Dodge, Improved Unarmed Strike, Skill Focus (Craft [woodworking]).

Possessions: None of importance.

➤ **Anheris’s Friends (3):** Male and female human (Mulan) expert 2; CR 1; Medium humanoid; HD 2d6+2; hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1; Atk or Full Atk +1 melee (1d3, unarmed strike); AL LG; SV Fort +1, Ref +0, Will +4; Str 10, Dex 11, Con 12, Int 12, Wis 12, Cha 11.

Skills and Feats: Appraise +6 (+8 when appraising woodworking), Bluff +5, Craft (woodworking) +9, Diplomacy +2, Intimidate +2, Jump +5, Knowledge (Mulhorand local) +6, Listen +8, Search +6, Spot +8; Alertness, Skill Focus (Craft [woodworking]).

Possessions: None of importance.

Development: If this encounter takes place in Gheldaneth, Anheris has information of value to the PCs. Should they win the battle without killing the woodworker, they can interrogate him.

A good line of questioning coupled with a DC 20 Intimidate check or a DC 15 Diplomacy check reveals that Anheris saw Jarval Keth hanging around the temples trying to talk with the priests. He doesn’t know the subject of these discussions, but he’s sure the man was up to no good. In addition, on the day that Keth disappeared, Anheris saw him in the company of a man who had a very pale, almost skull-like face. Jarval seemed uncomfortable in the man’s company, but he didn’t call for any help.

Asking about Keth at the temples he visited produces no new information. The priests know only that Keth was interested in Imaskari religious imagery, and they didn’t have any samples available. They all recommended that he try the Great University.

E. Guide Through the Wilderness

When the PCs are ready to travel into the desert in search of the ruin that Keth visited, they may want to hire a guide to lead them. They don’t really need one, but if they have not traveled in this region before, they may want to take the precaution of hiring one, since getting lost in this country is quite dangerous. Most guides won’t venture into the Plains of Purple Dust at all, but a DC 15 Diplomacy or Gather Information check produces the name of a man who is willing to take them there.

Creatures: Museris, a guide who regularly braves the Plains of Purple Dust, is a normal human (Mulan) male. Though he is the son of a soldier, he chose not to enter the army himself because he disagreed with the pharaoh’s plans for expansion. Instead, he traveled north to Aglarond, where he learned about the wilderness. After returning to Mulhorand, he spent years learning how to survive in the dusty deserts of his homeland, and now he makes his living exploring ruins and ancient sites where others fear to tread and guiding clients through places of danger. He charges 100 gp per week, plus expenses.

Museris is practical and competent, but he always thinks he is right and tends to belittle the opinions of others—until they are proven right. He is not afraid of traveling into the desert, but he has explored the ruin that the PCs are interested in and is sure that nothing of interest remains there.

If the PCs are attacked while in the company of their guide, Museris fights beside them until his life is really threatened. At that point, he retreats, but he won’t leave the PCs to die.

➤ **Museris:** Male human (Mulan) ranger 4; CR 4; Medium humanoid; HD 4d8+8; hp 30; Init +2; Spd 30 ft., AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +5; Atk or Full Atk +3 melee (1d8+1/18–20, Large-masterwork scimitar) and +4 melee (1d6/19–20, masterwork short sword) or +6 ranged (1d8+1/×3, composite longbow [+1 Str bonus]); SQ animal companion (light horse), favored enemy humans +2, wild empathy +3; AL CG; SV Fort +6, Ref +6, Will +1; Str 13, Dex 14, Con 15, Int 11, Wis 11, Cha 8.

Skills and Feats: Hide +8, Knowledge (geography) +7, Knowledge (nature) +9, Listen +7, Move Silently +8, Spot +7, Survival +10; Endurance^B, Monkey Grip^{*}, Skill Focus (Survival), Track^B, Two-Weapon Fighting^B, Weapon Focus (scimitar).

^{*}Feat from Complete Warrior.

Animal Companion (Ex): Museris has a light horse as an animal companion. The companion’s abilities and characteristics are summarized on page 273 of the *Monster Manual*.

Animal Companion Benefits (Ex): Museris and his horse enjoy the link and share spells special qualities.

Link (Ex): Museris can handle his horse as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his horse.

Share Spells (Ex): Museris may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his animal companion.

Favored Enemy (Ex): Museris gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Possessions: +1 chain shirt, masterwork falchion, masterwork short sword, composite longbow (+1 Str bonus) with 20 arrows, wand of cure light wounds (31 charges), wand of endure elements (24 charges), two weeks' rations for self and horse, tent, cooking equipment, maps of Mulhorand.

f. The Ruins, Top Level

The trip to the ruins can be without incident, or you can present the PCs with random desert and plains encounters along the way.

The ruin known as Maskana was once a Mulhorandi outpost built into the side of a flat hill at the edge of the Plains of Purple Dust. An Imaskari fortress once covered the whole hilltop, but the Mulhorandi destroyed it early in their uprising, tearing it down to the very ground. The former slaves then built their own fortress against the side of the hill, facing east toward the Imaskari capital city. The reason for its placement was twofold: to guard against the Imaskari, and to block access to the hidden sublevel of the ruined Imaskari fortress. One of the fort's towers rose above the hilltop, providing a good view of the surrounding area. Eventually, this fortress fell into disuse, and the Plains of Purple Dust wore it away to ruin.

walls

Crumbling walls no more than 3 feet high mark where Maskana's outer walls once stood. Hewn purple stones from these walls have fallen into the central courtyard, where they now lie half-buried in the dust. The interior structures, built in haste from wood rather than stone, have disintegrated completely.

The only wall that now stands more than 3 feet high is the back one, which is braced against the hillside. All of the interior wall surfaces are covered with faded religious and cultural imagery common to the Mulhorandi of ancient times. These symbols are all recognized as Mulhorandi today, even though many of them have several variants. (For example, at least four fox depictions, each a little different from the others, decorate the walls, and all are thought to be Mulhorandi.) A successful DC 30 Search check (or DC 20 for PCs who have spent time researching symbols at the Great University) is required to locate the Imaskari fox-and-crescent image that Jarval Keth found. A character can take 20 on these checks, but doing so requires an hour of searching rather than the usual 2 minutes because of the chaotic nature of the ruins. The symbol in question is on the back wall among various Mulhorandi symbols placed here to ward against threats from the old Imaskari ruins within the hill. The Imaskari symbol stands for the Artificers' Guild and marks the secret door leading into the hill (encounter F1).

Nothing else of interest remains in the ruins of the Mulhorandi fortress, since they were explored and looted long ago.

f1. The secret way into old Imaskar

The secret door into the Imaskari sublevel is marked on the map. The Search DC to locate it is 30 for a character who has already found the Imaskari image or 40 for one who has not.

A character who has found the secret door must make a DC 25 Search check to locate the opening mechanism because fallen stones have concealed the trigger stone from view. The DC is 40 for a character who doesn't know the secret door is there. Taking 20 on this check also requires a full hour.

f2. The desert creature (EL 6)

While the PCs are searching the ruins, some creatures of the ancient desert enter the area in search of food.

Creatures: The four giant whip scorpions that have come here to hunt are covered in purple dust, so they look like bizarre, purple scorpions. These creatures live in colonies in the Plains of Purple Dust, where they harry travelers and serve as snacks for the dragons dwelling there.

➤ **Giant Whip Scorpions (4):** hp 30 each; see *Lost Empires of Faerûn*, page 160.

Tactics: The giant whip scorpions attack immediately because they are hungry. Like any other mindless creatures, they simply attack anything that appears edible until it is dead, and then they eat it if no other obvious dangers are threatening them. They may attempt to drag a dead PC into the desert where they can consume the corpse in peace, since they have no reason to fight all the PCs once they have secured a meal.

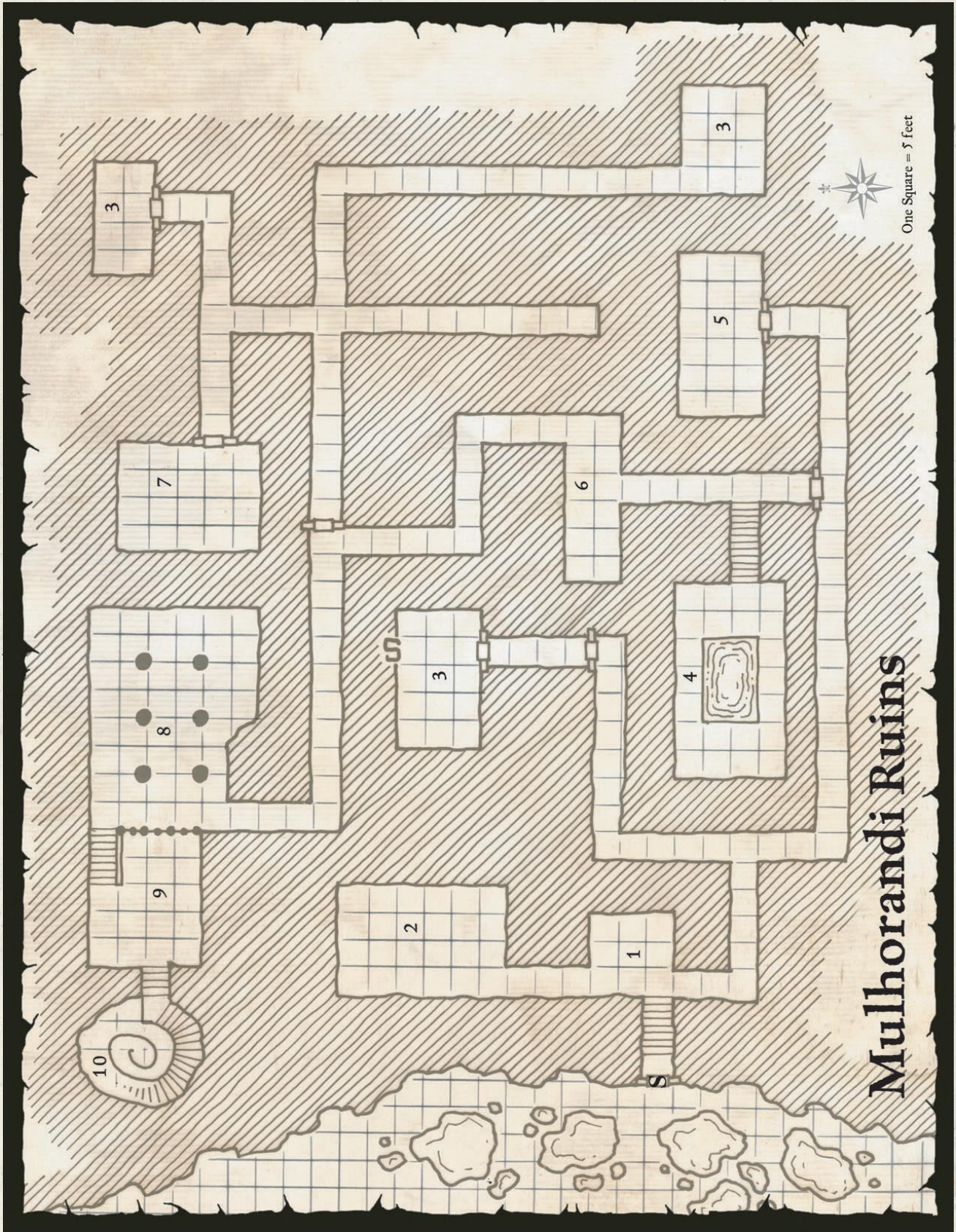
g. The Ruins, Lower Level

The secret door opens on a hallway leading into darkness. This section of the ruins appears much older than the surface structures and is in fact about 3,500 years old. The walls are built of purple stones hewn in the same manner as those in other Imaskari ruins, and they are in excellent condition because they have been spared the rigors of weather for all these centuries. The corridor is unlit, and the temperature is a constant 51 degrees Fahrenheit. All spaces within this underground complex are 10 feet high unless otherwise specified in a particular area description.

This sublevel once lay beneath an Imaskari fortress atop the hill. The belowground portion was an Imaskari research facility where artificers investigated the abilities of unusual creatures. These researchers made use of several permanent extradimensional spaces within the normally constructed rooms. Thus, some of the rooms in the complex are larger than they appear and radiate strong transmutation magic.

g1. storage

Mounted on stands in this chamber are four suits of banded armor and five suits of splint mail that belonged to the defenders of the fortress that once stood above these ruins. The armor is in good



Mulhorandi Ruins

condition without a speck of rust, but it is not of any special quality. A historian might pay double the book value for these pieces because of their age and origin.

G2. Barracks

On the map, this room appears to measure 20 feet by 30 feet, but in fact it is 70 feet by 120 feet. Read or paraphrase the following when the PCs enter.

More than fifty bunk beds, all in perfect condition, fill the chamber, aligned in perfect rows. A trunk stands at the foot of each bed.

This area once served as the barracks for the fortress's troops. All the trunks are empty.

G3. The eternal guardians (EL 8)

All areas marked 3 on the map have the same general description, regardless of their shapes. These rooms served as personal quarters for various Imaskari artificers, but their former occupants cleaned them out long ago. Only the comfortable beds remain, and those have decayed with age.

The Imaskari had plans to return to the fortress as soon as the slave uprising was put down, so they set some guardians in these rooms to protect them from unwanted intruders before abandoning the place. Unfortunately, the original occupants never got the chance to return.

Creatures: Each of these rooms is now home to a helmed horror.

➔ **Helmed Horrors (3):** hp 94 each; see *Lost Empires of Faerûn*, page 172.

Tactics: The helmed horrors have been programmed to attack anyone they see who does not bear the emblem of the Imaskari artificers. All such emblems that were known to exist were destroyed after the uprising, and none are left within these ruins.

G4. crawling pool (EL 4)

The artificers who worked here and the soldiers who guarded them used this room as a communal bathing pool. Read or paraphrase the following when the PCs enter.

A pool of water occupies the center of this chamber. In the far corners lie a couple of skeletons that are missing their hands.

The skeletons are the remains of slaves who revolted and were killed. The pool is 3 feet deep. Anyone who looks into its clear water sees immediately that it is full of hands.

Creatures: The hands are actually crawling claws that were dumped here when their masters left.

➔ **Crawling Claw Swarms (2):** hp 30 each; see *Lost Empires of Faerûn*, page 163.

Tactics: The swarms jump out of the water and attack anyone within 3 feet of the water's edge.

G5. Empty Room

This room is completely empty. Evidently, the Imaskari artificers did not want to leave any clues as to its true purpose. The room

actually measures 40 feet by 90 feet, rather than the dimensions shown on the map. The door is in the center of the wall.

G6. sliding wall trap (EL 6)

This wide hallway was designed as a trap to slow down invaders and keep them from reaching the main laboratory until the artificers could cast their preparation spells.

Trap: Whenever three creatures enter the hallway, extra wall sections slide down and close off the two exits. Then the two walls farthest apart (the east and west walls) begin to slide toward each other at a rate of 5 feet per round. The trap can be bypassed easily by allowing only one or two people in the hallway at a time. All the walls are made of purple stone.

➔ **Compacting Room Trap:** CR 6; mechanical; proximity trigger; automatic reset; walls move together (12d6, crush); multiple targets (all targets in the room); never miss; Search DC 20; Disable Device DC 22. *Market Price:* 23,400 gp.

☛ **Moving Walls:** 5 ft. thick, hardness 8, hp 270.

☛ **Blocking Walls:** 6 in. thick, hardness 8, hp 90.

G7. Lounge

This room was once a lounge and study area for the artificers, but it is mostly empty now. The only remaining furnishings are a moldy couch in the center of the room and a bookcase on the east wall that holds only dust.

G8. Main Laboratory

This room served as the artificers' main laboratory. It appears to measure 30 feet by 40 feet, but the permanent extradimensional space within it extends the dimensions to the north and east, making its actual size 90 feet by 120 feet. The pillar pattern does not repeat, and the room has no other exits other than those shown on the map.

The larger part of the room is full of tables and lab benches, some equipped with racks for vials and flasks. Drawers in the benches hold strange tools and a vast quantity of blank parchment. Feel free to stock this part of the room with any items you would like to introduce into your campaign.

The stairs in the corner of the room lead down half a flight to area G9. This area is visible through the "wall" next to the stairs, which is a standard portcullis. A Mulan human male (Tyaral) traces an image on the wall of area G9 (see below).

Development: Tyaral can hear the PCs enter area G8, but he is too caught up in his activities to take any action the first round. In the second round after their entry, he begins casting his preparatory spells (see the Tactics section of area G9).

G9. The zealot (EL 9)

This small room once housed the library used by the artificers working in the laboratory above. Only empty shelves are left now, since the artificers valued these books too much to leave any behind when they departed. Unbeknownst to them, however, more senior artificers had hidden an important Imaskari artifact in a secret compartment in the wall. Since the artificers of this fortress did not know it was there, they served as the perfect guards for it.

Tyaral and the two flameskulls that accompany him have already found their way into this room, having avoided two of the helmed horror guards in the other chambers. The priest has been exploring

the complex for a week now, and he has at last found the secret compartment that conceals the artifact.

When the PCs first arrive, he is muttering a spell that he hopes will unlock the secret door. It does so on the following round, allowing him a good view of the artifact that lies inside. At that point, he notices the PCs and begins preparing to fight them. Tyaral's only escape route from the complex is the one he used to enter, and he must get past the PCs to use it. Tyaral has no intention of leaving without the artifact.

Creatures: Tyaral is a Mulan human consumed with the desire to bring back his dead god, Bhaal. He was a priest of Bhaal at the time the god was murdered, and that event unhinged his mind. Tyaral knows he needs powerful magic to effect the return of a god, so he has been collecting all he can find.

➔ **Tyaral:** Male human (Mulan) cleric 8 of Bhaal; CR 8; Medium humanoid; HD 8d8+8; hp 44; Init +0; Spd 20 ft.; AC 20, touch 11, flat-footed 20; Base Atk +6; Grp +5; Atk +6 melee (1d8-1, masterwork heavy mace); Full Atk +6/+1 melee (1d8-1, masterwork heavy mace); SA rebuke undead 9/day (+4, 2d6+10, 8th); AL LE; SV Fort +7, Ref +4, Will +10; Str 8, Dex 10, Con 12, Int 15, Wis 18, Cha 14.

Skills and Feats: Concentration +12, Diplomacy +10, Jump -18, Knowledge (arcana) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Spellcraft +10; Extra Turning, Lightning Reflexes, Servant of the Fallen*, Spell Focus (necromancy).

*New feat from *Lost Empires of Faerûn*.

Cleric Spells Prepared (caster level 8th): 0—*detect magic* (2), *guidance* (2), *read magic* (2); 1st—*command* (DC 15), *comprehend languages*, *cure light wounds*, *deathwatch*, *doom* (DC 16), *inflict light wounds*^D (DC 16); 2nd—*bull's strength*, *cure moderate wounds*, *death knell*^D (DC 17), *hold person* (DC 16), *summon monster II*; 3rd—*bestow curse* (DC 18), *contagion*^D (DC 18), *searing light*, *speak with dead* (DC 18), *summon monster III*; 4th—*cure critical wounds*, *death ward*^D (DC 19), *divination*, *divine power*.

D: Domain spell. Deity: Bhaal. Domains: Death (death touch 1/day, damage 8d6), Destruction (smite 1/day, +4 on attack, extra +8 damage).

Possessions: +1 full plate armor, ring of protection +1, masterwork heavy mace, divine scroll of *summon monster III*, pearl of power (2nd-level spell), travel clothing, silver holy symbol of Bhaal, backpack, bedroll, adventuring equipment, 12 pp.

➔ **Flameskulls (2):** hp 28; see *Lost Empires of Faerûn*, page 168.

Tactics: If Tyaral somehow becomes aware of the PCs' presence before they reach area G8, he casts *deathwatch* to warn him of their approach before returning to his business. If he notices them in area G8, he casts *divine power* and then *bull's strength* to give himself an additional +7 bonus on his attack and damage rolls. He uses spells in melee when they seem appropriate and knows which sorts of characters are likely to be more vulnerable than others to particular spells (that is, he knows that fighter-types are likely to fail Will saves, and wizard-types are likely to fail Fortitude saves). He spontaneously casts *inflict wounds* spells in combat whenever he feels that his other spells would not be useful, and he uses *death knell* on downed PCs to gain extra hit points.

The two flameskulls attack until destroyed, preferably from a distance.

Development: Once Tyaral is dead, go to Concluding the Adventure.

Treasure: In addition to his own equipment, Tyaral now has the artifact from the secret compartment. Its nature is up to you, but the *Seventh Imaskarcana*—a fabled artifact of ancient Imaskar that resembles a large, golden key—is an appropriate choice. The *Seventh Imaskarcana* holds the entire body of Imaskari knowledge about

creating permanent extradimensional spaces, and it also has additional powers that are left to your discretion. See page 158 of *Lost Empires of Faerûn* to aid in your design of this artifact. If you prefer a less powerful item, simply select an appropriate one from the list of ancient magic items in Chapter 10 of *Lost Empires of Faerûn*.

GO. DOWNWARD STAIRS

These stairs lead downward to an area that was once a lower level of the complex. In the centuries that this place has lain empty, however, the stairway has collapsed, and no clear path to this level currently exists.

concluding the Adventure

Once Tyaral is dead, the adventure is over. The church of Bhaal has lost a major power, and the dead god's return has been immeasurably delayed. If Jarval Keth is still alive, he undertakes a serious study of the underground Imaskari complex, perhaps hiring the PCs as guards while he does so.

further Adventures

The artifact that Tyaral discovered in this complex has probably been sought by powerful wizards and clerics for centuries. If it falls into the PCs' hands, they immediately become targets for those who wish to retrieve it. They can either decipher its powers and try to make use of it themselves, or sell it to someone who is unlikely to misuse it.

Tyaral can become a recurring villain whether he escaped alive or not. Since he serves Bhaal, the dead god of murder, he might well return as a vengeful undead spirit even if the PCs managed to kill him.

The PCs might also wish to come back to the complex when they have gained more power and try to unearth the stairway leading down (area 10). That area is left for you to develop as you wish, using material on Imaskar from *Lost Empires of Faerûn*.

About the Author

Robert Wiese is a veteran of the RPGA offices, where he worked for seven years. He has written more than sixty adventure scenarios for the club, a couple of articles for *Polyhedron*, and the *LIVING FORCE Campaign Guide* (with Morrie Mullins). He also got the *LIVING GREYHAWK* and *LIVING FORCE* campaigns off the ground and into the hands of the wonderful members to develop. Now he works at the University of Nevada at Reno in the Biochemistry Department, proving that you never can tell where you'll end up.