Vol 1, Issue #10

Avalon Adventures

Ashes to Ashes

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The PCs must save a desert princess before her tribe starts a war. The mission is difficult enough; why does the Cult of the Dead have to be involved?

Adventure Background

The daughter of a nomad sheik has been kidnapped and taken into one of the walled cities. The desert nomads follow a code not of justice, but of vengeance, and they do not distinguish between the multiple power factions which exist within the cities. Unless, the desert princess is located and freed, there will be blood.

The PCs might be hired by a sane individual on either side who wants to avoid an all out war. Alternatively, the party could be attacked by a band of desert raiders screaming for the return of their princess. After beating off the attack, the PCs can interrogate the survivors and learn about the impending conflict.

The nomad princess, Pahk, has been kidnapped by her former best friend, Isis. As the two grew closer, Isis began to be jealous when Pahk paid attention to anyone else. When Pahk shied away from the smothering attention and Isis became obsessed. Isis is a low ranking member of the Cult of the Dead, but enjoys special favor because of her undead lineage. Determined to have Pak, by one means or another, Isis is planning to kill the desert princess and raise her as an undead. Although not powerful enough to do it on her own, she has been indulged by Cult of the Dead and given a scroll of *animate dead.*

The ceremony is set to take place on the night of the next full moon. By the time the party manages to track the missing Pahk to one of the tombs in the City of the Dead, it is already the evening of the night of the full moon.

Entrance

The supposedly sealed entrance to the tomb appears as a solid wall of standstone slabs. One of the slabs is a secret door which will slide back and to the side when triggered. There are several ways to get in.

If anyone in the party can read or decipher (Linguistics DC 20) hieroglyphics, they can make a DC 23 Knowledge (Religion) check to realize the references to "passing by way of the path of both guardians of the dead" mean that they need to press the vulture and jackal hieroglyphs at the same time to open the door.

Even if they don't find the trigger mechanism, the characters can identify which sandstone slab is the door with a successful DC 15 perception or knowledge (engineering) check.

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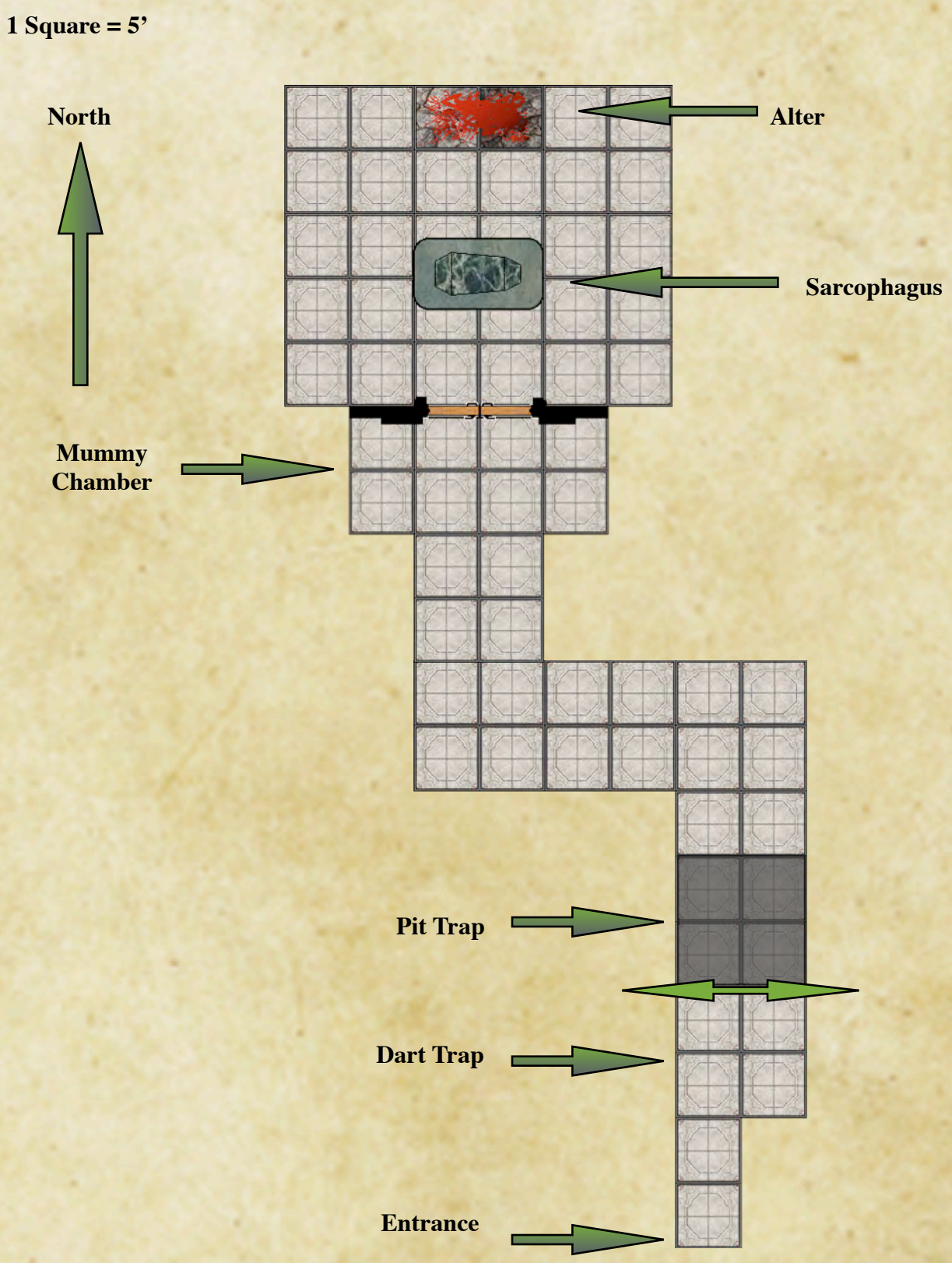
1 Square = 5’
North
Alter
Sarcophagus
Mummy Chamber
Pit Trap
Dart Trap
Entrance