

# Legacy of Akhirat

By Nathanael Christen

## Table of Contents

Preparation.....	2	Timeline of Events .....	16
Adventure Background .....	2	The Second Hunt .....	18
The Legacy of Akhirat .....	2	Part 3-The Sorcerer's Tower .....	22
Adventure Synopsis .....	4	The Visitor .....	22
A Note on Setting .....	5	The Sorcerer's Tower .....	24
Character Hooks .....	5	Part 4-The Ruined Temple.....	30
Fort Rollings and Environs .....	6	Tavern Tales of Hauntings .....	30
The Walls of Fort Rollings.....	6	Ruins .....	31
Part 1-The Autumn Festival .....	10	Part 5-The Lake .....	36
Opening Ceremonies.....	10	The Cave .....	36
The Contests .....	11	Part 6-The Battle of Fort Rollings	37
Schedule of Events .....	12	Offense Tactics .....	37
The Thief .....	13	Defense Tactics .....	38
Closing Ceremonies.....	13	Onslaught .....	39
Part 2-Hunting Party.....	14	Aftermath .....	40
The Hunt .....	14	Dramatis Personae .....	40
In Camp .....	15	Named Characters.....	40
The First Murder .....	15	Generic/Unnamed Characters.....	43

### Lead Designer

Nathanael Christen

### Lead Editor

Steven Schend

### Creative Director

Jim Butler

### Art Director

Todd Morasch

### Illustrations

Patricio Soler

Bastion Press and the Bastion Press logo are trademarks owned by Bastion Press, Inc. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. Dungeons & Dragons and Wizards of the Coast are registered trademarks of Wizards of the Coast, Inc. and are used with permission. A copy of this License can be found at [www.wizards.com](http://www.wizards.com). © 2002 Bastion Press, Inc. All Rights Reserved.





## Introduction

*The Legacy of Akhirat* is an adventure suitable for use with the d20 gaming system, intended for a party of four 5<sup>th</sup>-level characters. With a little work, it can be modified for use with lower- or higher-level parties; refer to the **Scaling the Adventure** sidebar for suggestions in modifying encounter levels.

## Preparation

This adventure requires the use of the *Player's Handbook*, Third Edition, published by Wizards of the Coast. The *DMG* and *MM* will also prove to be essential resources.

Throughout the adventure, information for the players is presented in shaded boxes. This can be read or paraphrased to the players as necessary. Abbreviated monster statistics are provided with each encounter; full statistics can be found in the appendix at the end of the adventure.

## Adventure Background

Constance Rollings is a halfling merchant, a retired adventurer who invested her hard-won loot in a trading company when she decided to retire from "the business." The halfling began buying and selling in goods both exotic and mundane, using the contacts she had made while an adventurer, and soon thereafter began hiring teams of local halflings to transport her goods to and from market.

At the same time, she settled down and built a home for herself—a small but comfortable estate along one of the area's major trade routes. As time passed and Constance's merchant company prospered, the number of people in her employ grew. Soon houses were springing up all around her own, as many of her employees began to settle in as well. This base of population created a demand for various services, that she was more than happy to bankroll, and within a decade a veritable town had arisen. Since many of the individuals who lived there owed the start of their businesses to Constance, she was unanimously elected as mayor when the area was recognized as an independent

fort. Moreover, the honor of the fort's mayoralship was given to its enterprising founder, who still serves in that capacity to this day.

Unbeknownst to the halfling and her company, the area in which she decided to settle has a legacy that will soon come back to haunt it.

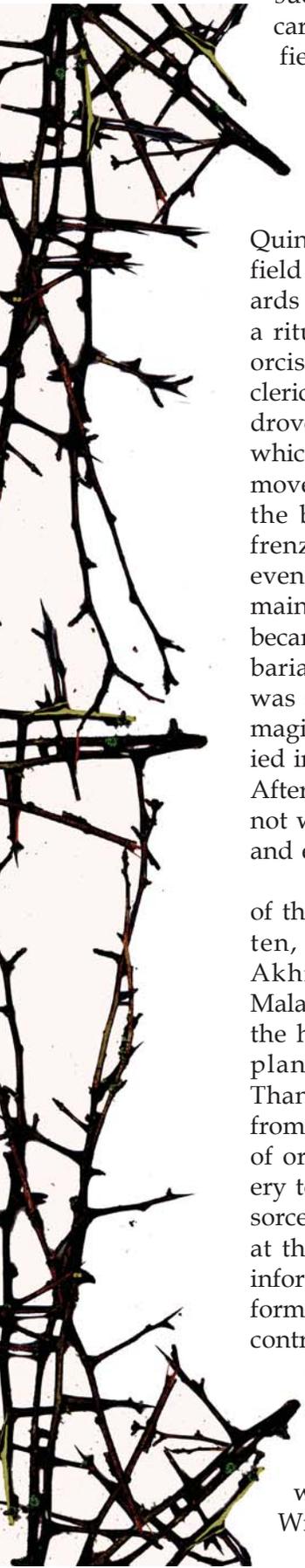
## The Legacy of Akhirat

Centuries ago, the vicinity of what is now the crossroads was home to a clan of orc barbarians led by an adept named Akhirat the Terrible. This barbarian was a marauder and murderer as well as one who dabbled in the dark arts of demon summoning. In the same area of wilderness stood a dwarven temple of the god of smithing and weaponcraft, an outpost of the distant dwarven lands. Akhirat had honed his skills in combat versus the dwarven clerics and warriors that guarded the temple; he and his had repeatedly met with defeat against the dwarves, who were always able to repel his invaders. In particular, an elven paladin by the name of Quinariel Lostinor, an ally of the dwarves, proved himself most valiant in his battles with the barbarian orcs, personally engaging Akhirat in combat and defeating him on multiple occasions. Quin quickly became Akhirat's hated nemesis.

Akhirat survived each encounter with a lust for revenge, and he became determined to defeat the dwarves and their elven ally. Gradually, he formed a wicked plan to do so. Using his magic, Akhirat summoned a succubus, one of the more seductive denizens of the outer planes. Disguised as a beautiful high elf, she infiltrated the dwarven temple and began her seduction of Quin. The paladin was virtuous and pure, but could not fend off her charms. When his resistance faltered and he succumbed to her enchantments, she murdered him.

At the same time, Akhirat and his horde attacked the dwarven temple. As they were caught in shock from their ally's murder, the dwarves were defeated. In the massacre's aftermath, the barbarian forces overran the temple and occupied it for their new stronghold. A reign of terror ensued as the barbarian orcs pillaged the lands and terrorized their inhabitants. Akhirat lorded over them all, and even did the unspeakable: He coupled with the





succubus, producing offspring who could carry on his legacy. Thus were born the half-fiends Malakhara and Thanorh.

The barbarians' reign was short-lived. Once word of the defeat reached the distant dwarven lands, reinforcements arrived. These dwarven warriors, supported by wizards and clerics of Quinariel's people, met the orc horde on the field of battle. As the battle ensued, the wizards magically imprisoned the succubus with a ritual, dealing a blow to the morale of the orcish army. At the same time, the dwarven clerics unleashed terribly powerful magics that drove their former temple into the ground on which it stood, slaying hundreds of orcs in one move. An enraged Akhirat threw himself into the battle, slaying elves and dwarves in a frenzy. The civilized forces persevered, and eventually slew Akhirat and routed what remained of his forces. The former temple site became a mass grave filled with the slain barbarians, and a clutch of celestial hippogriffs was summoned to guard over the ruins. The magical vessel holding the succubus was buried in a secret vault hidden deep in the forest. Afterward, the elves withdrew from the region, not wishing to dwell where the taint of blood and evil was so strong.

In the centuries that followed, the events of these two epic battles were almost forgotten, except by those who had inherited Akhirat's dark legacy: Thanorh and Malakhara. The two half-fiends slowly learned the history of their parentage and devised a plan to regain their positions of power. Thanorh proved himself in battles far away from their homeland and amassed a new tribe of orcs. Malakhara used deception and trickery to become the apprentice of an ancient elf sorcerer, one who had been a mere apprentice at the ancient battle. She gathered the secret information she needed, and then betrayed her former teacher. Thanorh and his warriors took control of the sorcerer's tower, and then proceeded to reopen the temple ruins while his sister led away its celestial guardians. Once they gather the secret lore from both locations, the half-fiends will finally be able to release their mother. With her at their sides, their ultimate plan

### Scaling the Adventure

Although this scenario is intended for parties with characters of 5<sup>th</sup> level, it can easily be adapted for characters of higher or lower levels. The method of doing so depends upon the nature of the encounter.

For named enemies with character levels (such as Malakhara, Thanorh, and such), additional levels can be added to make them more of a challenge. For other opponents (such as zombies, hippogriffs and the like), simply increase the number of opponents that the PCs face. Refer to page 101 in the *DMG* for recommendations regarding the composition and Challenge Rating of enemy forces.

All character statistics and notes are found in the *Dramatis Personae* appendix at the end of the adventure. Named characters precede the notes on generic characters. Any monsters or creatures not listed within that appendix should conform to the standard statistics given in the *MM*.

will be ready: With the barbarians Thanorh has raised and a mass of undead animated from those buried within the temple, the half-fiends intend to conquer these lands once again.

### Adventure Synopsis

The adventure begins in the small town of Fort Rollings, where the local autumn festival is being held. The PCs are able to test their skills and prowess through a series of contests that culminate in the Great Hunt, an annual competition to determine who can bring back alive the most impressive beast. The PCs, if they prove themselves through the contests, are asked to join the hunting party of Conrad Rollings, an adventurer in his own right and the son of the mayor.

If the heroes agree to join the hunters, they and the rest of the band discover a young hippogriff cub in the North Wood, surely a prize to win the contest. After capturing it, though, the hunters are subject to a number of