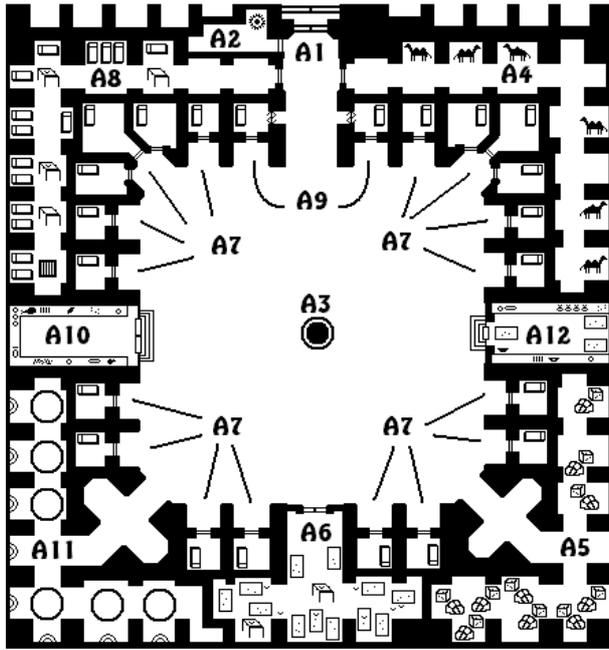
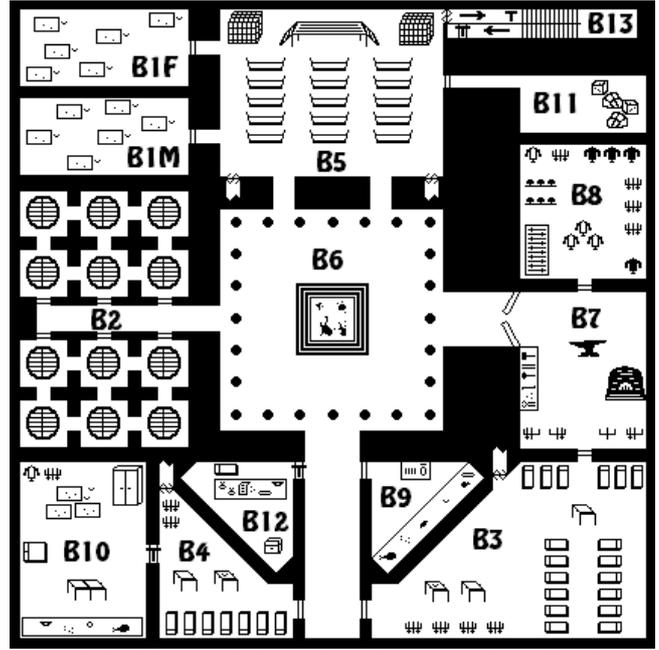


# Night in "Al-Farhad's Pearl"

Welcome, travellers, to the precious jewel of the Kingdom of Sands!



**Random encounter rule:** Every time PCs pass through empty Bx corridor, trading hall (B5) or arena (B6), roll d%. 1-20: d3 slave guards patrolling, 21-40: 1 elite guard patrolling.



## NPC/Enemy Type Summary

- Mercenary** – guardsman keeping order in caravanserai. Armed with assegai.
- Nomad** – desert traveller staying for the night in "Al-Farhad's Pearl".
- Merchant** – trader staying for the night in "Al-Farhad's Pearl".
- Caravan guard** – merchant's hireling protecting his master in travel.
- Pit guard** – supervisor of zindan prisoners.
- Slave guard** – underground level patrol. Armed with whip and baton.

- Elite guard** – slavelord Rahman al-Farhad's personal bodyguard. Well protected, armed with scimitar.
- Hashishin** – killer and secret agent of Sheikh Hassan bin Mustapha, lord of Desert Lands. Armed with two jambiyas.
- Assistant** – young apprentice or servant.
- Customer** – rich slave buyer visiting the underground complex.
- Customer guard** – buyer's personal bodyguard.
- Slave** – poor prisoner intended for sale.

## Names Table

- Caravanseraï (caravansara)** – roadside inn.
- Hashishin** – assassin.
- Chaihana (chay-haneh)** – tea house.
- Zindan** – pit prison.
- Shamshir** – radically curved Persian saber.
- Assegai (az-zagayah)** – kind of light spear.
- Jambiya (Jambia)** – Arabic short curved dagger.
- Sheikh** – Arabic noble title.
- Sultan** – Arabic royal title.

## Rumors Table (roll d6 twice)

- Slavers are the scourge of the Wicked Desert.
- Too many caravans can't pass through the Desert.
- Sheikh Hassan bin Mustapha has secret hashishins unit under control.
- Recently guards of a caravan defeats desert raiders. There was a powerful wizard amongst killed attackers.
- The caravanseraï is called after his founder Rahman al-Farhad.
- Recently Sultan of the Kingdom of Sands miraculously survived the assassination attempt.

## Game Master Information

"Al-Farhad's Pearl" is the beautiful oasis in the middle of the Wicked Desert trade route. It is the only place where occasional wanderers and merchants can rest safely after hard and dangerous travel. There is a comfortable caravanseraï of the same name near oasis. Under building basement lies secret slavers base. And sometimes careless and tired oasis visitors disappear right in the middle of the night...

This scenario consists of 2 parts. First half begins when PCs arrive at caravanseraï and decide to spend the night in it. They are free to explore the building before sleeping. They will be hospitably provided with dinner, baths and rooms for rest. Second part of the adventure begins at the moment when the PCs wake up in the slave barracks somewhere in the dungeon under the caravanseraï. They need to escape from the slavers base. Also PCs may find the evidence of al-Rahman's involvement in slave

trading. With it they will be able to tell the Sultan of the Kingdom of Sands that the caravanseraï is in fact a trap.

Outdoor encounters are **dynamic**. All **Ax** Encounter descriptions consist of 2 parts divided by "⊙" symbol. First part describes the room after PCs arriving, and the second – after escape from the dungeon.

- A1. Main gates.** Heavy fortified gates with double doors. Gates are closing after sunset. It inspires confidence and sense of security in the travellers' hearts. ⊙ Gates are shut.
- A2. Gates control room.** Door into the room is locked. ⊙ Door is still locked. Rahman al-Farhad has the key. The control mechanism is guarded by d3+1 desert mercenaries inside the room.
- A3. Courtyard.** Here PCs can get water supply from the stone well in the middle of courtyard. There are 2d4 nomads, d3 merchants, d4+2 caravan guards and d2 patrol groups (each consists of 3 mercenaries) freely roaming at the courtyard. ⊙ There are signs of battle everywhere. It is obvious that caravanseraï visitors tried to leave this dangerous place in a hurry, but were involved in a bloody skirmish with mercenaries. The bodies of d4 nomads and d4 mercenaries' lies helplessly near main gates. *Slavelord Rahman al-Farhad* stays near stone well. d4+1 hashishins are hiding on the caravanseraï walls. If PCs are trying to attack the slavelord from distance, he takes cover behind the well. When PCs come closer to it, hashishins attacks them with crossbows. Regardless of attack success, hashishins will try to jump from walls and charge the PCs into melee combat, tumbling and yelling. Al-Farhad fights to the death. **Treasure:** PCs can find *magic shamshir*, *magic leather armor*, d3 random magic items, d6 gems, d10\*100 gp and a key (see A2) on al-Farhad's dead body.
- A4. Stables.** All oasis visitors (including PCs) can leave their mounts here. ⊙ Roll 50% for every PC's mount (80% if mount is unique). **Success:** the mount is still here. **Failure:** mount was taken by fleeing visitors. Some other mounts were left here regardless of the roll result – d4-1 camels, d3-1 donkeys and d2-1 horses.
- A5. Storage rooms.** This room is guarded by d4 mercenaries and d4 caravan guards. PCs can leave here all their goods after arriving. ⊙ The rooms are empty and unguarded. PCs will find all their possessions untouched. **Treasure:** if PCs search the rooms, they will find various goods (total value – d10\*200 gp) forgotten here.
- A6. Chaihana.** Here PCs can relax, drink tea and chat with other visitors of "Al-Farhad's Pearl" (roll 2 rumors from rumors table). d4 merchants sit on carpets, eating and talking with each other, d4 caravan guards are standing against the walls. ⊙ Chaihana is empty, bloodstains and other signs of recent battle are everywhere.
- A7. Resting chambers.** Caravanseraï visitors take rest here after long journey. Roll d10 for each chamber. 1-2: Room is empty and locked. 3-5: Room is occupied and locked. 6-10: Room is occupied and closed, but not locked. If occupied, roll another d10: 1-2: by merchant. 3-4: by caravan guard. 5-6: by 2 caravan guards. 7-8: by d2 caravan guards and merchant. 9-10: by d2 nomads. ⊙ All rooms are empty. **Treasure:** Roll 20% for each room. **Success:** jewelry worth d3\*100 gp.
- A8. Guard room.** Desert mercenaries live in this room when not on duty or patrol. Entrance is guarded by 2 mercenaries. Access in this room is forbidden. Room is occupied by d4 mercenaries. There is 20% chance that d4 slave guards are here too. Small hidden trapdoor in the floor of the room leads to slavers base stairway entrance (see B13). ⊙ The room looks as if it was on fire. There are also signs of a long battle. Burned bodies of d28 mercenary and d4 caravan guards lies on the floor. **Treasure:** d10\*20 gp found on the bodies.
- A9. PCs resting chambers.** These special rooms are designed for slave kidnapping. PCs will rest exactly in these rooms because others are occupied. Each room has secret entrance behind wall carpet leading to courtyard. If PCs search actively, roll 20%. **Success:** PCs notice this door. **Failure:** PCs notice 2 gp under bed. In the middle of the night slave guards will use sleeping gas, capture PCs and take their bodies to slave barracks (B1F or B1M, depending on PC gender). ⊙ Rooms are empty.
- A10. Kitchen.** All meals for visitors are cooked here. Access in this room is forbidden, the kitchen is guarded by chef and d4 assistants. ⊙ Dead bodies of chef, d2 assistants and d4 caravan guards are lying on the kitchen floor. Stout chef holds big copper ladle in his hand. He looks like blacksmith's twin (from B7). *Caravan guards'* bodies also indicate that they were killed with a ladle. **Treasure:** if searching the kitchen, PCs can find various foods for 2d6 days.
- A11. Baths.** Here PCs can take all hygienic procedures they want. ⊙ Baths are empty. Water in one of reservoirs is blood red.
- A12. Clinic.** This room is intended specifically for health care. Strong spice and herb flavor fills the air. Here PCs can get all kinds of medical treatment, including diseases curing. Wise old man with white beard hosts the clinic. ⊙ The hospital is empty. There are no signs of the old man.

- B3. Slavers barracks.** It is a place where guards of the complex can train and rest between watch. The room is occupied by 2d6+3 slave guards, sleeping, training, eating or wandering around. All guards have poor combat readiness. The room has secret emergency passage leading right into the trading hall (B5). **Treasure:** PCs can find 2d6\*50 gp, a keyset to all doors except al-Farhad's chambers (B10), the *dungeon map* (with all secret doors and passages marks), as well as guards' weapons and armor all around the room.
- B4. Elite guard room.** d23 elite guardsmen rest here. The secret passage into the trading hall (B5) leads from this room.
- B5. Trading hall.** In the center of this hall is a platform for slaves' demonstration. Not far from the platform are rows of comfortable chairs, sitting in which customers can evaluate the future acquisition. **Optionally** (as game master wishes) the room may be empty OR filled with d10 customers choosing slaves, bidding on auction and yelling, 2d12 slaves, some standing on the platform, while others sitting in metal cages, 2d10 customers guards staying near their employers, and d8 slave guards near cages with slaves. Here PCs have a chance to successfully provoke the clash between the customers and the slavers. If the fight starts, there is 20% chance that Rahman al-Farhad interferes in it.
- B6. Arena.** In the middle of the room is a large fighting pit, in which disobedient slaves are forced to fight with each other to the death. Here customers can make a bet on these bloody battles. To convince the slave to fight with the opponent, freedom is promised to each winner. Actually every winner is returned back to the bottom of zindan until next match or taken out into the Wicked Desert without any supplies, food or water. **Optionally** (as game master wishes) the room may be empty OR not. During matches the room is guarded by d6 slave guards, and d6 customers are making bets and yelling around the pit, while d28 customer guards stays on duty near their employers. Here PCs have a chance to participate in the match and use their given weapons against captors, or provoke customers' disorders, like in B5. If the fight between customers and slave guards starts, there is 20% chance that Rahman al-Farhad interferes in it. If the PCs will participate in the arena match, there is a small 5% chance that one of them will be put against rebel hashishin Farouk from the kitchen (B9). In this case Farouk is guaranteed to kill his opponent, no matter how powerful PC is.
- B7. Smithy.** Doors into this room are wide open. Clanking of metal spreads over through corridors of the complex from inside. The room is guarded by stout blacksmith (which looks totally like chef from A10) and d2 assistants. There are two another doors in this room: locked one leads to weaponry (B8), and closed one leads to slavers barracks (B3). **Treasure:** PCs are able to find d8 ready-to-use bladed weapons of different kinds.
- B8. Weaponry.** This room is locked. All lethal weapons for slave guards and al-Farhad's elite guards, as well as various exotic exemplars for slaves' fights at the arena (B6) are stored here. **Treasure:** if PCs can get here without raising alarm, they will find any kind of non-magical weaponry, light and medium armor.
- B9. Kitchen.** PCs are drawn here to help to cook meals for slavers, prisoners and slavelord al-Farhad. The chef on duty, there is a small 5% chance that one of them will be put against rebel hashishin Farouk from the kitchen with a chance of 60% per knife. The slave working here is in fact a renegade hashishin named Farouk. Farouk is loyal to the Sultan, ruler of the Kingdom of Sands, and was imprisoned here for deliberately failed assassination attempt on Sultan. PCs can try to attack the cook and obtain some improvised weapons like cleaver and similar. If the PCs try to start the conversation with Farouk, he can help them to take away knives from the kitchen, thereby increasing the chances of PCs escape. Also he can poison the food intended for slave guards. If this happens, each subsequent random encounter roll (see rule below maps) must be made with 10% chance per patrol type, not 20%.
- B10. Slavelord chambers.** The door in this room is not locked and booby trapped with *blindness* spell. *Rahman al-Farhad* is sneaking in the shadows, hoping to catch PCs by surprise, and attacks them from the ambush. When he feels that he is losing the battle, Rahman uses smoke bombs and withdraws from the combat onto the surface through dungeon entrance (B13), disabling the trap on the way. **Treasure:** slaves registration book, trade operations journal, letter from Sheikh Hassan bin Mustapha, lord of Desert Lands, and jewelry worth of d4\*500 gp lies on slavelord's work desk.
- B11. Storage.** This room is used as temporary storage for slave-newcomers property, which will be disposed after a while. Here PCs can find all the equipment they had before, as well as Farouk's stuff (see B9). **Treasure:** PCs' equipment, hand crossbow, 2 jambiyas, 1 smoke bomb, 1 sleeping gas bomb.
- B12. Arcanist chambers.** These empty apartments once belonged to recently deceased wizard. He used to experiment with different alchemical ingredients for Rahman al-Farhad. Door in this room is locked and protected with magic fireball trap. **Treasure:** spellbook, the chest containing various alchemical components, scroll of sleep, scroll of mass fear, d3 sleeping gas bombs and a note on the desk with explosive runes trap on it. All items are chaotically scattered all around the room.
- B13. Dungeon entrance.** This secret stairway leads to the guard room on the surface (A8). The corridor is protected with mechanic sleeping gas trap. The trapdoor on top of the stairway is locked by magic and can't be opened in usual way. Also the trapdoor is equipped with "last chance" poison darts trap. If Rahman al-Farhad successfully fled from the dungeon (see B10), the magic lock is open, and PCs will be able to pursue the slavelord.

- B1F, B1M. Slave barracks.** PCs are awakening here only to find themselves without weapons, ammunition and armor, dressed in rags. Each barrack also holds 2d6 other slaves. All slaves are too terrified and exhausted to speak or help the PCs. If PCs try to search the room, roll 20%. **Success:** crude shiv is hidden between two stone blocks in the wall. Regardless of success, roll another 40%. **Success:** a note is scratched on the wall. In this message unknown slave describes his existence here. From the notes PCs can learn about fighting arena (B6), zindan (B2) and the name of the slavers leader – *Rahman al-Farhad*. A day after PC's awakening slave guards takes them into the kitchen (B9) for works.
- B2. Zindan.** This room has large pits in the floor covered with iron lattice and is guarded by d3 pit guards. Disobedient and rebellious slaves are put into these pits before sending to the arena (B6). Characters may be temporarily taken here if they were knocked out by slavers, show disobedience, caught on escape preparing or revolt encouraging.