

# BLOOD ON THE SAND

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Designed for use with

**ShadowDark RPG**



**LEVEL 5 ADVENTURE**

A MID-LEVEL SHADOWDARK ADVENTURE ABOUT CLEANSING THE DESERT FROM EVIL FORCES



# ADVENTURE PRIMER

My peers warned me of a mysterious danger that might strike the rally. So, it is great that you'll be here to watch our backs if needed, right? Right!?

Post Data from Princess Apricot's Invitation

**D**irates, sailors, and all people that live near the oceans or large bodies of water share one thing in common: they all respect the sea, the rivers, lagoons, and lakes. They understand how dangerous they can be and that one must be respectful of the ancient gods of the water. For the elements are never your friend, they are always neutral.

However, there is another kind of sea that frightens even the most experienced of heroes. A sea with no water, hundreds of waves but no foam. The sea of sand.

## THE DRY SEA

**THE LARGEST DESERT** known to the world of men, elves, and dwarves earns its name rightfully. Traveling through the Dry Sea without enough gear, supplies, and help is a suicide mission. The merciless sands of this barren wasteland have taken the lives of many innocent travelers. Still, a few communities, towns, and even nomadic tribes thrive in these arid territories. They have found ways to circumvent their problems, like the lack of fertile land or their endless supply of scorched terrains.

These people have adapted to life in the hot climate of the Dry Sea and learned to not only like it but also embrace their way of life. And so, some of the settlements in the Dry Sea are even popular locations, visited by many.

## THE ROYAL CAMELS' ARENA

**THIS IS WITHOUT** a doubt the most popular venue in the Dry Sea. People from all towns, settlements, and even the nomads come to witness the camel rallies. The denizens of this vast desert find everything in the races. Some get filled with excitement while others come to scream their lungs out and release inner tension.

And on the other hand, we have the powerful rulers of the Dry Sea, who come to make money. There is a great traffic of gold, jewels, and indentured servants behind the race's bets. Many lost souls end up with no money, no properties, no assets, nothing. And when they have no more to bet, they bet their lives. Thus, the situation grew over the years, and today, even servants can be employed as betting tools. Fortunately, this gave servants a higher status. A good, skilled servant can be extremely valuable in the bets. So, it is rare to mistreat the servants.

## IMMINENT DOOM

**UNBEKNOWNST TO EVERYONE**, a cataclysmic event is about to strike the sands of the great Dry Sea. Deep within the sands, almost in the middle of the barren territory, is the Valley of Tombs. Centuries ago, things were different and many desert settlements have disappeared.

## ADVENTURE HOOKS

Level 5 Adventure

### CAMEL RALLY

The characters' reputation precedes them and they are directly invited to the famous event. The letter has Princess Apricot's signature and seal. It would be considered a great insult to ignore or refuse her. The heroes have no clue of the events to come when they arrive (0 XP).

### FRIEND OF THE NOMADS

The characters receive a calling in a dream. One of them is a druid or has a great connection with nature. The nomads send this astral message to ask for their help. In the dream, the heroes see an army of undead crossing the desert dunes. They travel to the Dry Sea. To reach the nomad camp, they must ask about their whereabouts at the Royal Camels' Arena (60 gp, 5 XP).

### LIGHT BRINGERS

The priests of Ord expect a cataclysmic event to occur soon in the Dry Sea. They foresaw this in the stars. They ignore the nature of the threat, but they urge the heroes to question the people at the Royal Camel's Arena, the rally is the best place to investigate more (50 gp, 4 XP).

## RUMORS

d4	Details
1	On their way to the arena, the characters hear travelers and other people talk about a mysterious red moon.
2	A camel racer has been the undefeated champion for over three years. Some start to suspect his methods.
3	The nomads of the Dry Sea are considered the natives of these sands. Most people respect them. But a few do not.
4	A few rulers of the Dry Sea did not attend the rally. Some people claim they were tipped off about something dire occurring at the event and decided not to come.

# CAMEL RALLY

Hey, it's me, Dario! Have you met Louis? It's good to see new people and possible competitors! I just hope Howser does not win for the millionth time...

Dario

**T**he Royal Camel's Arena was built almost a hundred years ago. It used to be a coliseum for gladiators and legendary warriors of yore. The means of entertainment change over the decades. After the gladiators, the arena became a stadium. People of the Dry Sea still play sandball but the professional league stopped existing three decades ago.

And so, the arena has been the most visited venue of the Dry Sea for more than thirty years. And today, it is more popular than ever. People from all over the kingdom and territories travel to witness the races. Some even dream of building a reputation as camel riders.

## SETUP

**THE CHARACTERS START** their adventure at the Royal Camel's Arena, a day before the rally. Regardless of their reason to be here (see **Adventure Hooks**), they must spend their time speaking with the locals and learning more things about this mysterious danger that everyone talks of, but at the same time, know nothing about.

## GETTING AROUND

**THE CHARACTERS ARRIVE** in town after a long, exhausting journey through the dunes of the Dry Sea. The Camel's Back is the perfect stop for newcomers. But they are free to visit any of the other areas first if they wish.

### Town Features

► **Events.** Check for **Random Events** each time a new area is visited. There is a 4-in-6 chance for an event.

► **Climate.** The Dry Sea is always hot. Lack of proper attire is sure to cause some skin damage. Nights at the camel's oasis are fresh. A well-deserved delight.

► **Servants.** People under indentured servitude are easy to spot. They wear colored armbands. The colors help distinguish them and know their stations. Yellow, green, and red are for regular servants, with poor skills. Orange is used for servant warriors or gladiators. Purple is worn by the most skilled and valuable servants.

► **Religion.** Most of the denizens of the Dry Sea are followers of Ord, the unbending keeper of secrets. He brings equilibrium to their lives and hearts.

## RANDOM EVENTS

d8	Details
1	While the characters move from one area to another, a young man on a camel rushes by them. A character at random takes 1d8 damage after being pushed and trampled by the inexperienced rider. It is all an accident, the trainee's tutor is right behind him. He apologizes.
2	An earthquake makes everyone stop in their tracks and stop talking mid-sentence. The seismic activity lasts a few seconds. As per the locals, this is the third time this occurs in a week. But the strange thing is that earthquakes were nonexistent in the Dry Sea (DC 12 INT). Some buildings are starting to show fissures and damage. It is imperative to investigate and find a solution.
3	The characters and some of the townsfolk witness a star falling from the sky. The locals claim this is considered a horrible omen in their culture and belief system.
4	A man approaches the characters and offers his camel for sale. It is a strong, healthy beast. He says the camel is trained for the local races, in case they wish to compete.
5	A caravan with many trade goods was supposed to arrive two nights ago. But they never made it. This is just yet another sign that something may be going on indeed.
6	Two <b>gladiators</b> have gone mad. They are enraged, out of their minds. Their uncontrollable fury can only be quenched by fighting. The characters may use lethal force or find a way to knock them out. Regardless of their choice, they learn after the attack the warriors were under the effects of a drug that makes people behave that way. Saving them earns the heroes a <b>luck token</b> .
7	Black smoke rises from the horizon. The heroes must walk for 15 minutes to see what causes it. As they come closer, they see wagons burning and blood everywhere. All the guards are slaughtered, faces down in the sand.
8	A pair of <b>giant scorpions</b> finds its way into town! The characters are right there to act on time, fortunately.

### 1. THE CAMEL'S BACK

The owner of this establishment is a bulky dwarf with a well-trimmed beard. His name is Boad, and he wears a straw hat that makes his head look like a mushroom.

The characters can get good food and rest here. If they ask about Princess Apricot, Boad says she is not here, but she can be found at the royal podium (area 4).

► **The Event.** The characters are not required to race (see **Getting Involved** below), and the heroes are free to abstain from the competition. They can bet good money, though. See **Camel Rally** for more details on this.





## HOW TO PROCEED

THE CHARACTERS CAN meet people, ask around, and learn about the danger to come. Use the following pointers as the main events to consider while they are here:

► **Locals.** The heroes have a day to meet the locals before the race the morning after. They are expected to visit at least half of the numbered areas (see map).

► **Princess.** It does not matter if she invited them or not, the heroes may meet Princess Apricot and earn her favor if they compete and win to honor her royalty.

► **Race.** The main race. The heroes may or not participate in it. They can bet or just witness the events from their seats. Regardless of their choice, the race is interrupted on the last lap (see **Camel Rally** for more details).

### 2. CAMEL'S BLOCK

The characters may meet some of the camel riders, trainers, and other people in charge of the event's magic. There are a dozen people here. Consider the following NPCs when the characters approach to interact.

► **Dario and Louis.** Two of the most famous local camel riders. Dario is short and chubby while Louis is a bit taller and stringy. And, as if it were not enough for the funny-looking mustached duo, Dario wears only blue clothes but his brother prefers an all-white look.

► **Makem.** The best camel trainer in the Dry Sea. He supervises most of the operation, but he mainly checks on the camels' health condition and does tests for illegal substances on the riders' mounts before the races.

### 3. GENERAL SEATS

If the heroes were not invited by the princess (see **Adventure Hooks**), they must see the event seated here. Otherwise, they may accompany her at the royal podium.

### 4. ROYAL PODIUM

*Individual chairs with purple velvet flank two throne-like seats. The luxurious furniture, the servants with purple armbands, and the smell of incense, opium, and exotic fragrances are all signs of Dry Sea royalty.*

Princess Apricot is surrounded by more than a dozen people. Two **reavers** and one **mage** are her bodyguards. But they are decoys. Her real guards are the four **assassins** dressed as servants. They serve water, hand-feed her, and even massage her pale feet. But they are ready to take down anyone who poses a threat to her.

► **Royal Favor.** If Princess Apricot brought the characters to the Dry Sea, she feels responsible for their well-being. One of her **reavers** accompanies the heroes after the race's interruption (see **The First Race** below).

### 5. WAREHOUSE

If the characters come here, they witness a group of four **bandits** sneaking into the place to steal stuff. If confronted, the thieves offer to share half their loot if the characters stay silent about the crime (see below).

► **Treasure (1 XP).** A leather pouch with 14 gp, and enough riding tools and gear to sell for 20 gp. If the heroes share the loot or keep it all they are caught and lose the Princess's favor in case they had it (see above).



## 6. ENTERTAINERS' CAMP

If the characters approach, they meet some of the local performers and entertainers. They are magicians, singers, and the locally-famous flame-eaters.

► **Kalitu.** A small man wearing spectacles. He is a famous bard and local singer. He performs during the breaks and he is most popular for his floating disk where he stands and sings while flying all around.

## 7. TRAINERS' CAMP AND TRAINING PENS

This area is reserved for camels and their trainers only. The characters are offered to set up camp here or anywhere in the vicinities the day they arrive.

## 8. CAMEL'S MIRAGE, THE LOCAL OASIS

The heart of Royal Camel's Arena. It earned its name because even to this day, it is not rare for a person to witness strange events occur before their eyes.

# CAMEL RALLY

**ONE OR MORE** of the heroes may participate in the race. The competitors are ready. And a total of eight riders (characters included, if any) must complete five laps around the track and cross the finish line first to win.

► **Betting.** The characters may bet all the gold they want with the bookies, for the rider of their choosing. However, the races have been fixed for the last couple of years.

The race starts! Everyone grabs their seat and watches. However, the race is interrupted (see **The First Race**).

► **Undefeated Champion.** The current champion is Howser. A large, tall, bulky individual with a camel that is as monstrous as him. And despite the many suspicions Howser and his elephant camel pass the drug tests. Truth is, Howser and Makem work together, and their mafia includes the head of the betting committee. Howser is not present in the camel's block (area 2). He makes his first apparition when the race begins.

## THE FIRST RACE

► **Race.** The race is a test of stamina and pure physical strength. Riders must pass a DC 12 STR test for the first lap. The DC of the test increases by 1 each of the following laps. First place goes to the rider that passes the DC with the largest difference. Howser passes all 5 checks with a 16. Meaning he is most likely never going to lose. This is because his camel is a laboratory monster.

► **Caught Red-Handed.** Accusing Howser in public earns nothing. He is a celebrity, loved by many. The heroes must outsmart him and win the race. They can even cheat but not get caught. Howser's anger makes him confess in a fit of stupidity (see **The Rematch**).

► **Interruption.** On the fifth lap, a massive earthquake occurs. The ground opens and undead creatures emerge and attack the living. Local guards fight for their lives with some of the enemies. The characters must fight four **skeletons**, three **ghasts**, and two **wights**. No one knows what just happened. The Princess is fine but many lose their lives in the confusion (see **The Aftermath** below).





# NOMAD CAMP

A good, experienced traveler has no fixed plans. And they are not intent on arriving. Their destination shall present itself at the right time.

Dry Sea Nomads' Saying

**T**he nomads' history goes back hundreds of years. They are indeed the true natives of the Dry Sea. The predecessors of their tribes can be tracked farther down in history than any of the towns or settlements in the desert. Sadly, not everyone agrees on this, and this makes some people regard the nomadic tribes as foreigners or ill-minded invaders.

## THE AFTERMATH

A COUPLE OF hours after the undead appear, a group of six nomads arrives in the arena. They bring medicine and offer their help to treat the injured or bury the dead.

The nomads say this event was no coincidence or random tragedy. These horrible things shall continue if the spirits of the Valley of Tombs are not appeased. If the natives contacted the characters via their dreams (see **Adventure Hooks**), two nomad scouts become their guides and escort the heroes to the nomad camp. Otherwise, the nomads apologize saying they must stay to help.

## GETTING THERE

**TRAVELING THE DRY** Sea is not easy even for the experienced traveler. The characters must cross a few miles of dunes before finding the nomad camp (DC 14 WIS). Failing this check means they are lost. They stumble upon a pack of six barbarian **gnolls**. The hyenas may be persuaded to leave in peace with enough food or gold.

The characters have no trouble entering the camp armed if they are being escorted. Otherwise, four warriors ask them to leave their weapons before going in.

### Area Features

► **Senses.** The camp has a strong incense and herbal scent. The smell of stew from a boiling pot and smoked leaves. All of it is accompanied by the sound of drums.

► **Disposition.** The nomads are jumpy and on the edge if the characters are unknown to them. If they were summoned here, the nomads treat them like family.

### 1. CAMP'S ENTRANCE

This is one of the many places the nomads revisit. The rock formation forms a gulf of sand. The heroes must climb the 10-foot-high steep of sand to see the rest.

## TIDDAKAR

**IN THE TIME** the characters spend here, the nomads share their theories and suspicions. They reveal to the heroes that one of their people, a shaman named Tiddakar, abandoned the ways of their tribe months ago.

Since he left, strange things have occurred in the Dry Sea. The red moon, the earthquakes, the random attacks on caravans and travelers. The nomads cannot help but think that Tiddakar must be connected with this.

They also tell the heroes that Tiddakar must be drawing power and causing mayhem from the Valley of Tombs. They believe the shaman's powerful connection with the dead allows him to cause all these phenomena.

### 2. THE CAMPSITE

The nomads of the Dry Sea are experts at what they do. They have adapted to life in the merciless desert and they can pick up and make their camp in less than a day.

► **Friends.** If the characters were escorted here, a dozen nomads bathe them in gifts: tribal clothing to protect their skin from the sun, drinks to refresh themselves after their journey, and a palanquin is brought to whoever wishes to rest their legs on their way to their leader.

► **Strangers.** The characters and the nomads meet for the first time. They are treated with the utmost respect but with reserve. The characters are required to leave their weapons at the entrance (see **Area Features**).

### 3. A RITE OF PASSAGE

*Five nomads motivate a young woman. She is about to drink a smelly, viscous concoction from a clay bowl. She does it in one gulp, and then one of her friends approaches a small lizard to her nose. The reptile disappears through her nostril, and she faints.*

► **Rite of Passage.** The nomads see the heroes watching and invite them to approach. If the characters were escorted here by the nomad scouts, and if they accepted their gifts (area 2), the nomads consider it a great insult if they refuse to share in their tradition. It does not matter if the heroes and the nomads have met before. Refusing to share this rite is seen as an insult. The heroes must go through it to earn their friendship, or to keep it.





► **Process.** If any of the characters accept, they must drink the potion and allow the lizard to enter their heads (DC 14 CON). On a fail, the patient falls unconscious and experiences the astral journey in their sleep. On a success, they stay awake but in a deep, unbreakable trance. Reaching this state is a great sign of self-control. The effect lasts for 1 hour, and it earns them a **luck token**.

#### 4. NOMAD WARRIORS

The nomads watch the characters' every move. If they accept their rite of passage (see above), they earn the warriors' respect. Three nomad fighters (**thugs**) offer to join them and help them find the Valley of Tombs.

#### 5. THE AUGURY READER

The characters may visit the fortune-teller only if at least one of them accepted their tradition with the lizard.

► **Crystal Ball.** The shaman offers her abilities to the heroes. They may ask her three questions and she shall answer with "weal" or "woe". Just like the *Augury* spell, 3 times. The shaman is too tired to continue after this.

#### 6. LEADER'S HUT.

The characters are only allowed to enter this hut if they leave tribute as a sign of respect. They cannot speak with the leader of the nomads directly unless he addresses them first. A dozen warriors guard him at all times.

► **Blessing.** If one or more of the characters experienced the tribe's rite of passage (see area 3) without passing out, the tribe leader gives them a gift. With fruit-made paint, he draws a tribal sign on their forehead, makes a reverence, and hands them a *staff of healing*.

## DEVELOPMENT

**THE NOMADS BELIEVE** in prophecies. They trust the characters shall fulfill their roles in this chapter of life. The nomads inform the heroes that the Valley of Tombs is the ancient resting place for lesser deities but it was forgotten generations ago. They hold no proof, but they suspect that Tiddakar, a former tribe leader, is somehow responsible for all the chaos. The characters must hurry and find the Valley of Tombs before things get worse.



# VALLEY OF TOMBS

You do not understand. We are the ones at fault. These lesser deities deserve to be known! And I'll make sure they walk on the sands among us once more!

Tiddakar

**H**istorians and sages know little about this place. The Dry Sea is a hard place to find, a harder place to live in, and one of the hardest places to travel at. Hundreds of years ago, when the towns and settlements of the desert were different, and when some of the nomad tribes still venerated these lesser gods, the Valley of Tombs was beautiful.

But people stopped coming after a decade-long war. Little by little, the prayers and faith facts about these lesser gods were forgotten. These deities were forsaken to remain unknown and in complete darkness forever.

## TIDDAKAR'S RESOLVE

**THE NOMAD ROGUE**, a misfit even among his own. Tiddakar was never the same after his rite of passage. He managed to keep his composure and did not faint when the lizard went through his nose. Something that very few accomplish. But the ordeal changed him.

He realized the nomadic tribes have forgotten their true ways. The lesser gods are their true guides and protectors. And he has made it his life's quest to take over the Dry Sea and renew the power of these long-gone deities. From the Valley of Tombs, he has amassed enough power to raise the dead from the graves, summon them, change the color of the moon, and control the land...

## RANDOM EVENTS

### d6 Details

- |   |   |
|---|---|
| 1 | An earthquake makes the characters lose their balance (DC 14 DEX). Inside a building, a random character takes 1d6 damage. Additionally, Ord's Thinker (area 9) is sucked into the earth and destroyed entirely.              |
| 2 | Great winds hit the valley and the characters' visibility is reduced by half while they are outside (area 1). This weather effect lasts until the end of the adventure.   |
| 3 | A random character steps on shifting sands (DC 13 STR). On a fail, half their body is buried and they are still sinking. Failing by 5 or more means their head is covered and they start to drown. Friends can help them out. |
| 4 | A <b>locust swarm</b> attacks the characters until slain.   |
| 5 | Three <b>giant scorpions</b> summoned by Tiddakar appear near the heroes and attack. They chase them until slain.   |
| 6 | The characters are attacked by a small horde of sixteen <b>skeletons</b> . The relentless dead fight until slain.   |

## Area Features

► **Danger.** Risky. Check for a **Random Event** every two **crawling rounds** and after loud noises (4-in-6 chance).

► **Evil Bolstering.** All undead creatures have advantage on checks versus *turn undead* and *rebuke unholy*.

► **Underground Niches.** Three buildings (areas 3, 5, and 10) have descending stairs. Nothing but dust, spider webs, funerary niches, and decorative plinths lie below. There is nothing of value. If the heroes still investigate, they find tracks of the undead that came from there.

## SET-UP

**THE CHARACTERS MUST** visit the Chapel of Enlightenment (area 3) to understand what to do in the four tombs that pertain to the lesser deities (areas 5, 7, 8, and 10). They have no way to know this. But hints about going to area 3 are found in each of the deities' tombs.

### 1. THE VALLEY

The place seems abandoned and empty when the characters arrive. But they realize they are in the right place when they approach and hear a voice in their heads:

*"No one can stop me now. I am the power of a thousand storms, the might of the wind, and the resilience of a mountain. This is your last day, you cur."*

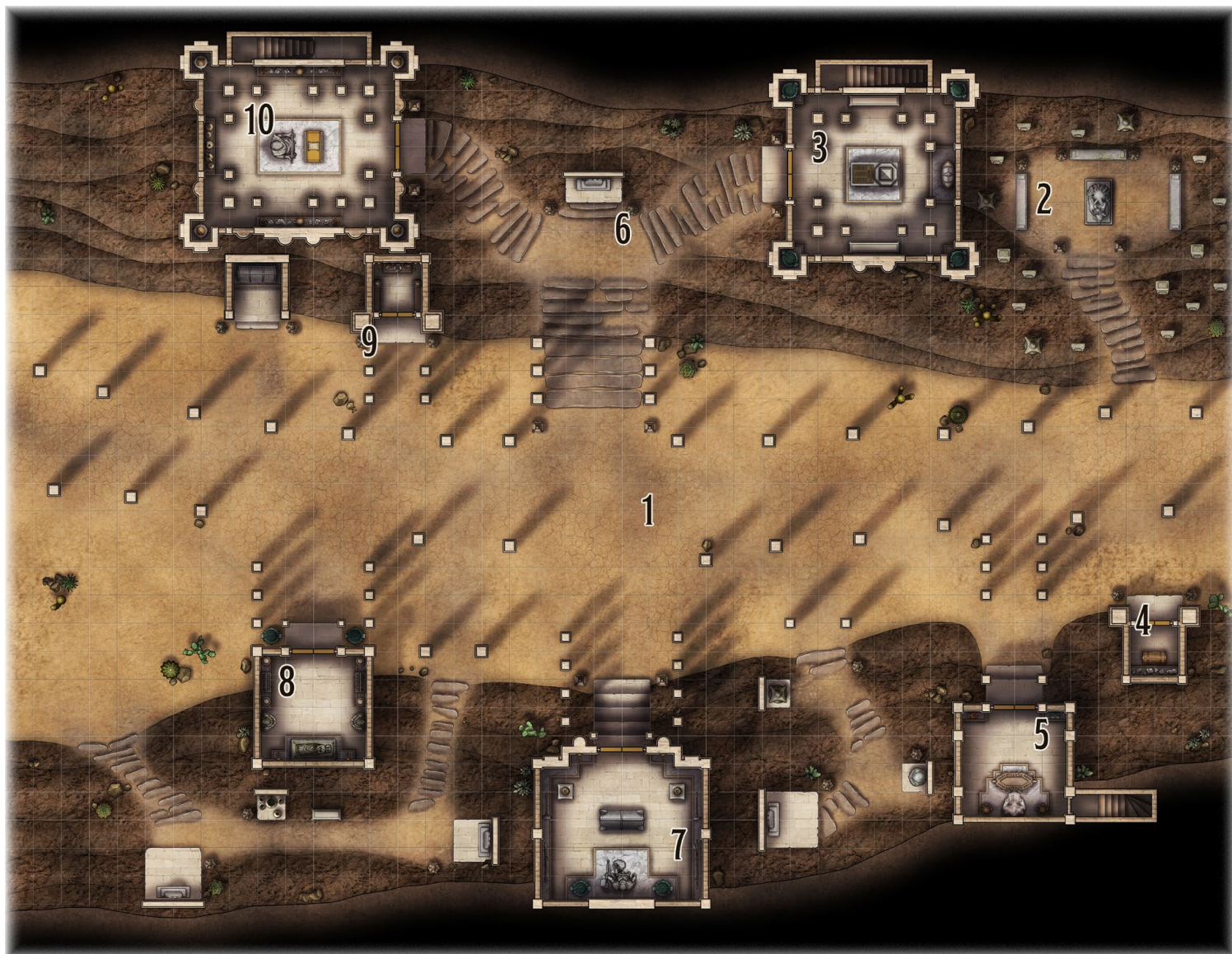
Tiddakar remains hidden after his message. If the nomads are present, they draw their weapons. They look around trying to spot where the voice comes from.

► **Welcome.** Right after the welcoming speech, a group of six **skeletons**, and six **zombies** come out of the buildings and attack. The skeletons remain at a distance to attack with bows while the zombies lunge forward.

### 2. STATUE OF THE GATHERER

This is "*The Gatherer*", a neutral celestial figure. A harvester of souls with no power to judge (DC 16 INT). Prayers are engraved on the stone slabs beside it. However, fragments of Ord and Gede's teachings are included too. They are depicted as guides of four lesser deities: the Sage Reader, the Warrior King, the Sleeping Lady, and the Holy Paladin. After their deeds in life, hundreds of years ago, their remains were buried in the Dry Sea.





### 3. CHAPEL OF ENLIGHTENMENT

This building contains important lore. The characters may spend one **crawling round** reading the inscriptions on the walls, columns, and the central plate. But they are attacked by a **wraith** before they finish.

The characters learn the names of the lesser deities buried in the tombs. They read about their deeds in life. And how this place was meant to be remembered. Their tombs were supposed to mean something to others.

► **Vision.** Once the wraith has been defeated, the former guides of the lesser gods, Ord and Gede, send a message through a vision: In it, a foul spirit corrupts each of the deities' tombs. They must be cleansed away.

### 4. GEDE'S TRIBUTE

This area is locked (DC 15 DEX). The wooden chest contains leather pouches with 389 sp. There are several tools, silverware pieces, figurines, and other mundane items worth 74 gp (5 XP). Plus, there are two *immovable rods*, a *pearl of power*, and a *tome of hadebe*.

### 5. TOMB OF THE SAGE READER

The characters feel strong auras coming from the two chained tomes with Ord and Gede's teachings. Before they act, three **imps** and two **barbed devils** materialize in the room. A red moon appears in the sky when the characters come out of this building after the fight. The desert dunes and the tombs are painted crimson red.

### 6. GRAVESTONE OF IMMORTALS

This slab has a long inscription with an ancient prayer on behalf of the four forgotten gods. The characters are likely to see this before going into the Chapel of Enlightenment (area 3). Pronouncing this prayer within any of the tombs grants a **luck token**. This occurs only once.

### 7. TOMB OF THE WARRIOR KING

The characters must defeat four **wights** inside this chamber. The wights wield ghostly versions of the weapons resting on the walls. The sky is covered in black clouds when the characters emerge from this building after the battle. Gray and white ashes start to fall from above.



## 8. TOMB OF THE SLEEPING LADY

The two statues are **gargoyles**. One of the iron chests is a **mimic**. A huge wall of sand covers the entire valley when the characters defeat the enemies.

## 9. ORD'S THINKER

In case the heroes find time to think, spending a crawling round meditating here grants a **luck token**.

## 10. TOMB OF THE HOLY PALADIN

The characters can explore the area freely and nothing happens. When the characters lower their guard and decide to leave, the doors close, and one **wraith** and five **shadows** attempt to ambush the living (DC 14 WIS). A fail means the enemies have a surprise round.

## CONFRONTATION

**AFTER THE CHARACTERS** visit all tombs and defeat the guardians there, they must confront Tiddakar outside. The valley will never be safe while the nomad rogue lives.

*"Nothing you've done has accomplished anything.  
You cannot stop the rebirth of these forgotten gods!"*

► **Tactics.** The heroes find **Tiddakar** accompanied by one **ghast** and two **hell hounds**. The red moon, the falling ash, and the sandstorm make him look unbeatable.



Tiddakar

## TIDDAKAR

*A cunning, sorcerous shaman demon. Corruption has spread all over his body. The lack of a nose and the deep eye sockets are evidence of dealings with evil.*

**AC** 12, **HP** 28, **ATK** 1 shadow blade (near) +5 1d8 or 1 spell +5, **MV** near, **S** +1, **D** +2, **C** +1, **I** +1, **W** +1, **Ch** +2, **AL** C, **LV** 6

**Vanish (CHA Spell).** Become invisible for 1d4 rounds.

**Sandstorm (CHA Spell).** DC 13. All within near-sized cube extending from Tiddakar 3d6 damage.

**Mirage (CHA Spell).** DC 14. Focus. All enemies within near of Tiddakar have disadvantage on spellcasting checks for the duration.

## ADVENTURE CONCLUSION

**THE CHARACTERS REACH** the end of this adventure and face the consequences of their deeds.

### TIDDAKAR IS DEFEATED

The characters defeat their enemies and rid the Valley of Tombs of Tiddakar and his deluded ambitions. Regardless of their reason to be here (see **Adventure Hooks**), the nomads and all the people in the Dry Sea are thankful to the heroes, Princess Apricot too. They may return on time to Royal Camel's Arena for a lavish celebration day or the main race rematch (see **The Rematch**).

### FAILURE

The characters are overwhelmed by their enemies and must flee. They are defeated. Tiddakar performs a ritual that brings back the four forgotten gods from the dead. However, they are but corrupted versions of their former selves, ready to spread evil in the land of the living and betray everything that Ord and Gede once taught them.

## THE REMATCH

**THE CHARACTERS ARE** back and are local heroes. Everyone buys them drinks or meets them. If they participate in the race, all the people in Royal Camels' Arena hope they win. They still must compete against Howser and his monstrous camel, though (see **The First Race**).

The characters must win cleanly or find a way to outsmart the cheating rider. If he loses the race, Howser cannot control his anger and sourly says "*Makem, what is this?! I should win like I always do. You made sure of that with my marvelous mount, did you not?*"

► **Friends and Enemies.** Princess Apricot wants to know who fixed the races for almost three years. But she needs help finding out who Howser's benefactor truly is. Nevertheless, that is an adventure for another day...