

ADVENTURE HOOKS

The Lost Cistern of Aravek takes place in the desert wastes outside Tyr. Each of the hooks below involves one of the competing political factions within the city. The factions are looking to hire a capable group of heroes to seek out Aravek's cistern, and each one has something valuable to offer the PCs should they succeed. You can use whichever hooks seems to best suit your party. Or if you'd like to expose the PCs to a bit more of the political intrigue in Tyr, you can have multiple factions approach the PCs, allowing them to choose whose favor they gain ... and whose they lose.

No faction tells the adventurers much beyond the fact they are searching for an ancient cistern that belonged to a long-dead preserver named Aravek. They do not offer up any information about the wind trap itself, as this information is very valuable and not to be trusted to a band of hired mercenaries. However, the PCs might know a little something about the preserver and his research if they succeed on some skill checks (see "What the Heroes Know" below).

Tyr's factions aren't the only players in this political game. A spy for the city-state of Urik, working within Varun's own house, sent word to the mighty Hamanu. Intrigued by the prospect of Aravek's cistern, the sorcerer-king of Urik has dispatched one of his templars to seek out this potentially valuable resource. Should the cistern exist, the templar, Anukim, has orders to secure the area for Urik, and to slay all other claimants.

HOOK: FOR KING AND COUNTRY

A templar underling of Mashastra, the Minister of Defense, approaches the PCs. Mashashtra's underling asks the PCs to locate and secure the cistern of Aravek because of its strategic benefit to Tyr's army. On Athas, an army with enough water is a victorious army, and the prospect of controlling a new and renewable water source is incredibly attractive to the templar Minister of Defense. Mashastra offers the PCs their pick of armor and weapons (up to 50 gp per PC) from the armory.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Mashastra with the knowledge of its location. In addition, the PCs earn 500 gp worth of favors from the templars.

HOOK: FREEDOM'S FEE

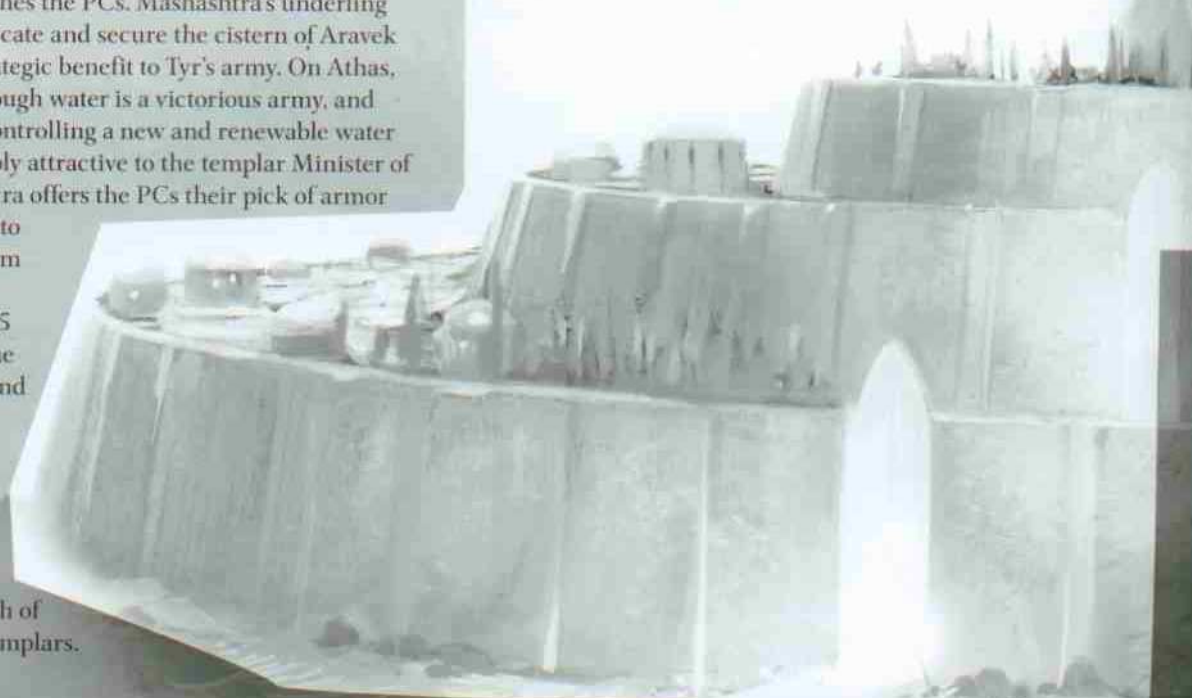
The PCs are meet Nori, a mul ex-slave and one of the more educated representatives of the recently freed slaves. Nori asks the PCs to seek out the cistern of Aravek because her people are still beholden to the templars for their water. She can offer the PCs little beyond her gratitude and the chance to aid those in need. However, she can supply the PCs with the equivalent of six survival days in water and food: one up front and five when they return.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Nori with the knowledge of its location. In addition, the PCs earn the promised five survival days and favors from House Vordon valuing 150 gp.

HOOK: A NOBLE PROPOSITION

A representative of Murter Dyan, one of Tyr's nobles, approaches the PCs. Murter's representative tells the PCs the noble wishes them to seek out the cistern of Aravek so the water can be equitably distributed amongst Tyr's populace. His true motive is to gain control of the cistern because it will strengthen his position among the other nobles, whom he hopes to initiate into the True, a secret organization that hopes for the return of Tyr's sorcerer-king. Murter, who owns a partial interest in Tyr's iron mines, offers the PCs that rarest of Athasian commodities—a metal weapon (a metal, light melee +2 *magic weapon*)—should they locate and secure the cistern for his cause.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Murter Dyan with the knowledge of its location. In addition, the PCs earn the metal weapon they were promised.





HOOK: MONEY TALKS

Davith Vordon of House Vordon, the wealthy merchant house, stands to make a considerable profit if the cistern of Aravek pans out. Davith offers 200 gp in cash, half up front and half when the PCs return.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Davith with the knowledge of its location. In addition, the PCs earn favors from House Vordon valuing 200 gp (plus the remaining 100 gp promised).

HOOK: SUPPORT YOUR LOCAL REVOLUTIONARY

An agent of Agis of Asticles, a high-ranking Tyrian noble and a member of the group of rebels who challenged and defeated the sorcerer-king Kalak, seeks out the PCs. Agis, who is keenly interested in the prospect of a renewable water source for the good of all Tyr, wishes the PCs to locate the cistern of Aravek. Agis' pitch is similar to Murter Dyan's, with the added benefit that Agis is telling the PCs the truth. Agis offers the PCs their choice of three survival days worth of goods, 150 gp, or three *potion fruits of healing*.

Quest XP: 875 (major quest) if the PCs locate the wind trap and cistern and return to Agis with the knowledge of its location. In addition, the PCs earn 200 gp in favors from the Deposers of Kalak.

GETTING READY TO PLAY

In addition to familiarizing yourself with the monster stat blocks and maps in *The Lost Cistern of Aravek*, you can read up on the city-state of Tyr and its competing political factions in the **DARK SUN Campaign Setting**.