

# I 3-5 Desert of Desolation

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## Chapter 1: Background and Storyline

### A Note about the Religions of the Durpari and the Raurindi

The Raurindi follow a multitude of gods and goddesses. Since most of the Raurindi have been scattered and exist now as slaves or Dervishes, their clerics follow an ethos of protection of holy sites and vengeance to those who despoil them rather than any particular god or goddess. The Durpari, on the other hand, are monotheistic, following the god Anu. Despite this, the Durpari and Raurindi are similar in alignment and basic ethos, separated only by their inflexible views of monotheism versus polytheism. The other major religion in the desert is the worship of Set, which is proscribed and reviled by Durpari and most Dervishes. Some Dervishes see worship of Set as their only weapon against the Durpari, but they are the minority.

<u>God/Religion</u>	<u>Alignment</u>	<u>Domains</u>	<u>Favored Weapon</u>
Anu	LN	Law, Strength, Sun, War	None
Dervish	LN	Law, Protection, Travel, War	Scimitar
Set	LE	Death, Evil, Trickery	Spear

## Chapter 2: Judging Notes for the Referee

### Judging Mounted Travel

#### Types of Mounts Available

**Camel, Dromedary;** Large Animal; CR 1; HD 3d8+6; hp 19; Init +3; Spd 50 ft.; AC 13 (-1 size, +3 Dex, +1 natural), touch 12, flat footed 10; Base Attack/Grapple +2/+10; Atk/Full Atk Bite +0 melee (1d4+2); Space/Reach 10 ft./5 ft.; SQ Low-light vision, Scent; SV Fort +5, Ref +6, Will +1; Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; Skills Listen +5, Spot +5; Feats Alertness, Endurance.

**Durpari Horse;** Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1; Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat footed 13; Atk Bite +4 melee, (1d4+1); Full Atk Bite +4 melee (1d4+1); Base Attack/Grapple +2/+9; Space/Reach 10 ft./5 ft.; SQ Low-light vision, Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +4, Spot +4; Feats Endurance, Run.

**Notes:** A Durpari horse is the equivalent of a light warhorse, without the specialized warhorse training.

## Loads for Beasts of Burden

Beast of Burden	Light Load	Medium	Heavy	Drag
Camel	300 lbs.	301-600 lbs.	601-900 lbs.	4500 lbs.
Durpari Horse	230 lbs.	231-460 lbs.	461-690 lbs.	3450 lbs.

Beast of Burden	Load	Movement by Terrain Type per Day (8 hours) in miles		
		Normal	Rugged	Very Rugged
Camel	Light	16 m	16 m	8 m
	Medium	12 m	12 m	6 m
	Heavy	12 m	12 m	6 m
Durpari Horse	Light	24 m	24 m	12 m
	Medium	16 m	16 m	8 m
	Heavy	16 m	16 m	8 m

Terrain	Type
Sandvoyagers Track	Normal
River Athis riverbed	Normal
Desert Dunes	Rugged
Low Blasted Hills	Rugged
Northknife Pass	Very Rugged
Shifting Sands	Very Rugged
High Blasted Hills	Very Rugged

## Judging Water Consumption and Dehydration

### Daily Water Requirement

Medium size characters need 1 gallon of water per day if riding, or 2 gallons of water a day if walking. Small characters need half as much. A character can go without any water for 1 day plus a number of hours equal to her Constitution score. After this time, the character must make a Con check each hour (DC 10, +1 per each previous check) or take 1d6 points subdual damage. Any subdual damage taken this way renders the character fatigued, and the damage cannot be recovered until the character gets water – not even magic that restores hit points heal this damage.

The desert heat is also a substantial danger, dealing subdual damage that cannot be recovered until the character gets cooled off. Characters must make a Fortitude save each hour (DC 15, +1 for each previous check) or take 1d4 points subdual damage. A character with Survival who makes a check (DC 15) allows everyone in the group to add +2 to their Fortitude save for heat checks. Also, anyone going without armor and wearing light colored robes and headgear add another +2 to their Fortitude save. Characters wearing heavy clothing or armor of any sort have a –4 penalty to their saves. A character who takes any subdual damage is fatigued.

### Finding Water

A character with Survival can attempt to find water twice per day. Due to the curse of Amun-Re, there is no chance of finding water between the Dustwall and Terbakar. North of Terbakar, the character can make a Survival check (DC 25) to find a water source.

## Judging Ancient Inscriptions

If players don't wish to use the provided alphabet to translate inscriptions themselves, then any character can attempt to read the inscription by making an Intelligence check (DC 20). Characters with the Decipher Script skill may make a skill roll instead (DC 20).

## Chapter 3: Setting up the Campaign

**“Father” Troll;** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat footed 14; Base Atk/Grapple +4/+14; Atk Claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +6; Feats Alertness, Iron Will, Track.

**“Mother” Troll;** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat footed 14; Base Atk/Grapple +4/+14; Atk Claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +6; Feats Alertness, Iron Will, Track.

**“#1 Son” Troll;** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat footed 14; Base Atk/Grapple +4/+14; Atk Claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +6; Feats Alertness, Iron Will, Track.

**“Teen” Trolls (2);** CR 4; Large Giant; HD 5d8+25; hp 47; Init +2; Spd 30 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +4/+13; Atk Claw +8 melee (1d6+5); Full Atk 2 claws +8 melee (1d6+5), bite +4 melee (1d6+2); Space/Reach 10 ft./10 ft.; SA Rend 2d6+7; SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; Str 21, Dex 14, Con 21, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +6; Feats Alertness, Iron Will, Track.

**“Adolescent” Trolls (3);** CR 3; Large Giant; HD 4d8+16; hp 47; Init +1; Spd 30 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+10; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4), bite +3 melee (1d6+1); Space/Reach 10 ft./10 ft.; SA Rend 2d6+6; SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; Str 18, Dex 12, Con 19, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +6; Feats Alertness, Iron Will, Track.

**“Granny” Troll;** CR 4; Large Giant; HD 5d8+25; hp 47; Init +2; Spd 30 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +4/+14; Atk Claw +8 melee (1d6+5); Full Atk 2 claws +8 melee (1d6+5), bite +4 melee (1d6+2); Space/Reach 10 ft./10 ft.; SA Rend 2d6+7; SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; Str 21, Dex 14, Con 21, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +6; Feats Alertness, Iron Will, Track.

**“Gramps” Troll;** CR 3; Large Giant; HD 4d8+16; hp 47; Init +1; Spd 30 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+10; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4), bite +3 melee (1d6+1); Space/Reach 10 ft./10 ft.; SA Rend 2d6+6; SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; Str 18, Dex 12, Con 19, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +6; Feats Alertness, Iron Will, Track.

**“Youngster” Troll**; CR 3; Large Giant; HD 4d8+16; hp 47; Init +1; Spd 30 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+10; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4), bite +3 melee (1d6+1); Space/Reach 10 ft./10 ft.; SA Rend 2d6+6; SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; Str 18, Dex 12, Con 19, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +6; Feats Alertness, Iron Will, Track.

**Teleportation Cubes**: These 5 gold cubes are each marked with one magical symbol, ones for air, earth, fire, water and ice. When placed on the ground, symbols up, in the shape of a pentacle 2 feet broad, the cubes begin to glow and will *teleport without error* anyone stepping into the pentacle to a preset destination. If no one steps into the pentacle within 2 rounds of activation, or within 2 rounds of the last person teleporting, the cubes teleport to the destination, ending the effect. The cubes chime and grow dimmer during those 2 rounds to give warning that this is occurring. The cubes function only once.

*Caster Level*: 13<sup>th</sup>; *Prerequisites*: Craft Wondrous Item, *teleport without error*; *Market Price*: 10,000 gp; *Weight*: 2 lb.

## Chapter 4: Bralizzar, Gateway to Raurin

### Major Non-Player Characters

**Aman Al-Raqib, Astrologer and Advisor**; CR 15; Male human Wiz15; HD 15d4+15, hp 53; Init +5; Spd 30 ft.; AC 17 (+4 bracers of armor, +2 ring of protection, +1 Dex), touch 17, flat footed 16; Atk Dagger +8/+3 melee (1d4+1); SA Spells; AL LG; SV Fort +6, Ref +6, Will +11; Str 9, Dex 12, Con 12, Int 18, Wis 10, Cha 11; Skills Concentration +13, Spellcraft +22, Knowledge: Arcana +15, History +19, Local +19, Geography +15, Nobility and Royalty +11; Feats Scribe Scroll, Improved Initiative, Craft Wondrous Item, Spell Penetration, Iron Will, Extend Spell, Enlarge Spell, Spell Focus-Alteration, Spell Mastery, Craft Staff. Spells Prepared (4/5/5/5/5/4/3/2/1): 0—detect magic(2), read magic, arcane mark; 1<sup>st</sup>—erase, identify, comprehend languages, message, unseen servant; 2<sup>nd</sup>—detect thoughts, see invisibility, arcane lock, levitate, whispering wind; 3<sup>rd</sup>—dispel magic, tongues, magic circle against evil, fly, invisibility sphere; 4<sup>th</sup>—minor globe of invulnerability, arcane eye, remove curse, dimension door, charm monster; 5<sup>th</sup>—teleport, telekinesis, prying eyes, dismissal, 6<sup>th</sup>—guards and wards, legend lore, analyze dweomer; 7<sup>th</sup>—Drawmij’s instant summons, vision; 8<sup>th</sup>—summon monster VII. Possessions: Bracers of armor +4, ring of protection +2, +2 dagger, Staff of Messaging.

**Staff of Messaging**: Aman’s staff is plain, with alphabets from numerous languages carved up and down its length.

- *Message* (1 charge)
- *Whispering Wind* (1 charge)
- *Tongues* (1 charge)
- *Sending* (1 charge)

*Caster Level*: 10<sup>th</sup>; *Prerequisites*: Craft Staff, *message*, *whispering wind*, *tongues*, *sending*; *Market Price*: 72,000 gp.

**Fuigarm, Bodyguard to Aman**; CR 10; Male human Ftr10; HD 10d10+30; hp 85; Init +5; Spd 30 ft.; AC 16 (+4 silk shirt of protection, +2 *buckler* +1, +1 Dex), touch 15, flat footed 15; Base Atk/Grapple +10/+14; Atk Scimitar +17 melee (1d6+8), Atk Dagger +13 ranged (1d4+6); Full Atk Scimitar +17/+12 melee (1d6+8); AL LG; SV Fort +10, Ref +4, Will +4; Str 19, Dex 12, Con 16, Int 14, Wis 9, Cha 12; Skills Climb +16, Jump +17, Ride +13, Handle Animal +9, Search +6, Spot +5; Feats Improved Initiative, Weapon Focus (Scimitar), Power Attack, Cleave, Weapon Specialization (Scimitar), Great Cleave, Improved Bull Rush, Expertise, Improved Disarm, Iron Will, Improved Trip. Possessions: +4 silk shirt of protection, +2 scimitar, +2 dagger, +1 buckler, potion of cure critical wounds(2, 10<sup>th</sup>).

**Alham Pasha Burak, Hetmann of Bralizzar**; CR 1; Male human Ari2; HD 2d8+2; hp 15; Init -1; Spd 30 ft.; AC 11 (+2 leather armor, -1 Dex), touch 9, flat footed 10; Base Atk/Grapple +1/+1; Atk/Full Atk Dagger +1 melee (1d4); AL LN; SV Fort +1, Ref -1, Will +4; Str 10, Dex 9, Con 12, Int 15, Wis 13, Cha 14; Skills Knowledge-Local +7, Diplomacy +9, Sense Motive +8, Intimidate +7, Bluff +7, Innuendo +6; Feats Skill Focus-Diplomacy, Skill Focus-Sense Motive. Possessions: Leather armor, jeweled dagger (250gp value).

**Tekuna Chand, Innkeeper of the Golden Palm**; CR 7; Female human Rog7; HD 7d6+21; hp 45; Init +8; Spd 30 ft.; AC 18 (+4 bracers of armor, +4 Dex), touch 18, flat footed 14; Base Atk/Grapple +5/+6; Atk/Full Atk Dagger +12 melee (1d4+4); AL N; SV Fort +5, Ref +9, Will +5; Str 13, Dex 18, Con 16, Int 12, Wis 16, Cha 16; Skills Climb +9, Jump +9, Balance +14, Tumble +12, Open Lock +14, Search +11, Spot +11, Disable Device +11, Use Magic Device +6, Disguise +11, Bluff +10, Listen +11; Feats Improved Initiative, Alertness, Weapon Finesse, Dodge. Possessions: +4 bracers of armor, +3 dagger.

**Al Jilida, Assistant Guildmaster of the Sandvoyagers Guild**; CR 4; Male human Rog4; HD 4d6+4; hp 18; Init +6; Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex), touch 12, flat footed 12; Base Atk/Grapple +2/+3; Atk/Full Atk Dagger +4 melee (1d4+1); AL NE; SV Fort +2, Ref +6, Will +2; Str 12, Dex 14, Con 12, Int 13, Wis 12, Cha 9; Skills Pick Pockets +9, Open Lock +9, Search +8, Spot +8, Disable Device +8, Listen +8, Climb +8, Jump +8, Read Lips +8, Profession (Merchant-Slaves) +10; Feats Improved Initiative, Skill Focus-Profession-Merchant, Weapon Finesse. Possessions: Leather armor, 3 daggers.

**Ashuk Masani, Captain of the Durpari Airlancers**; CR 7; Male human Ftr7; HD 7d10+14; hp 52; Init +6; Spd 30 ft.; AC 18 (+5 *studded leather armor* +2, +1 small shield, +2 Dex), touch 15, flat footed 16; Base Atk/Grapple +7/+10; Atk Scimitar +11 melee (1d6+4), Atk Heavy Lance +11 melee (1d8+5); Full Atk Scimitar +11/+6 melee (1d6+4); AL LG; SV Fort +7, Ref +6, Will +3; Str 16, Dex 14, Con 15, Int 12, Wis 12, Cha 15; Skills Ride +12, Handle Animal +12, Climb +13, Jump +13; Feats Improved Initiative, Weapon Focus (Heavy Lance), Mounted Combat, Ride By Attack, Spirited Charge, Power Attack, Weapon Specialization (Heavy Lance), Lightning Reflexes. Possessions: +2 *studded leather armor*, +1 scimitar, small steel shield, heavy lance, potion of cure serious wounds(2, 5<sup>th</sup>), Pegasus mount.

## Bralizzar Encounter Areas

### 4. The Raj

**Durpari Lancer/Airlancer**; CR 2; Male human War4; HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (+3 *studded leather armor*, +1 small steel shield, +1 Dex), touch 11, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +6 melee (1d6+2), heavy lance +7 melee (1d8+2); AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +8, Handle Animal +7, Climb +5, Jump +6; Feats Weapon Focus (Heavy Lance), Mounted Combat, Ride By Attack. Possessions: *Studded leather armor*, small steel shield, scimitar, heavy lance, Durpari Horse or Pegasus mount.

**Airlancer Captain**; CR 5; Male human War6; HD 6d8+6; hp 33; Init +1; Spd 30 ft.; AC 15 (+3 *studded leather armor*, +1 small steel shield, +1 Dex), touch 11, flat footed 14; Base Atk/Grapple +6/+8; Atk Scimitar +9 melee (1d6+2), heavy lance +10 melee (1d8+2); Full Atk Scimitar +9/+4 melee (1d6+2); AL LN; SV Fort +6, Ref +3, Will +2; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 13; Skills Ride +10, Handle Animal +10, Climb +6, Jump +7; Feats Weapon Focus (Heavy Lance), Mounted Combat, Ride By Attack, Spirited Charge. Possessions: *Studded leather armor*, small steel shield, masterwork scimitar, masterwork heavy lance, Pegasus mount.

**Pegasus**; Large Magical Beast; CR 3; HD 4d10+12; hp 34; Init +2; Spd 60 ft., fly 120 ft. (Average); AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat footed 12; Base Atk/Grapple +4/+12; Atk Hoof +7 melee (1d6+4); Full Atk 2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2); SQ Darkvision 60 ft, Low-light vision, Scent, Spell-like abilities; AL CG; SV Fort +7, Ref +6, Will +4; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13; Skills Diplomacy +3, Listen +8, Sense Motive +8, Spot +8; Feats Flyby Attack, Iron Will. Special Qualities: Spell-like abilities Pegasi can detect good and detect evil at will within a 60 yard radius, as the spells cast by a 5<sup>th</sup> level sorcerer.

## 6. The Swayback Camel

**Muthi Pashtral, Innkeeper of the Swayback Camel**; CR 1; Male human Exp3; HD 3d6+3; hp 13; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat footed 10; Base Atk/Grapple +2/+2; Atk/Full Atk Dagger +3 melee (1d4); AL N; SV Fort +2, Ref +2, Will +2; Str 11, Dex 12, Con 12, Int 10, Wis 9, Cha 11; Skills Bluff +6, Gather Information +8, Knowledge-Local +6, Profession (Merchant) +3, Listen +3, Read Lips +6, Sense Motive +7, Appraise +4; Feats Skill Focus-Gather Information, Skill Focus-Sense Motive. Possessions: Masterwork dagger, bar rag.

## 7. The House of Mirth

**Tasha Lal, Proprietress of the House of Mirth**; CR 1; Female human Exp2; HD 2d6+2; hp 10; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat footed 10; Base Atk/Grapple +2/+2; Atk/Full Atk Dagger +2 melee (1d4); AL NG; SV Fort +1, Ref +2, Will +3; Str 11, Dex 14, Con 12, Int 12, Wis 10, Cha 17; Skills Appraise +6, Bluff +10, Profession (Merchant) +7, Gather Information +8, Perform +8, Listen +5, Diplomacy +8, Heal +5; Feats Skill Focus-Profession, Skill Focus-Bluff. Possessions: Dagger.

# Chapter 5: Across Northknife Pass

## Random Encounters (Roll 1d12)

**1. Bugbears (1d8)**; Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 17 (+2 leather armor, +1 light wooden shield, +1 Dex, +3 natural), touch 11, flat footed 16; Base Atk/Grapple +2/+4; Atk/Full Atk Morningstar +5 melee (1d8+2), javelin +3 ranged (1d6+2); SQ Darkvision 60 ft., Scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Feats Alertness, Weapon Focus (Morningstar). Possessions: Leather armor, morningstar, 2 javelins, 3 gp, 13 sp each.

**2-3. Wolves (2d6)**; Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Attack/Grapple +1/+2; Atk/Full Atk Bite +3 melee (1d6+1); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Feats Track, Weapon Focus (bite).

**4. Durpari Horse**; Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1; Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat footed 13; Base Attack/Grapple +2/+9; Atk Bite +4 melee, (1d4+1); Full Atk Bite +4 melee (1d4+1); Space/Reach 10 ft./5 ft.; SQ Low-light vision, Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +4, Spot +4; Feats Endurance, Run. This horse was lost from a caravan during a sandstorm and has wandered it's way back towards Bralizzar.

## 5. Travelers.

**6-7. Mountain Goats (1d4);** Medium Animal; CR 1/2; HD 2d8+2; hp 11; Init +3; Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Atk/Grapple +1/+2; Atk/Full Atk Butt +2 melee (1d4+1); SQ Scent; AL N; SV Fort +3, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 1, Wis 10, Cha 4; Skills Listen +4, Spot +4, Climb +7, Balance +10.

**8. Worgs (1d8);** Medium Magical Beast; CR 2; HD 4d10+8; hp 30; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Attack/Grapple +4/+7; Atk/Full Atk Bite +7 melee (1d6+4); SA Trip; SQ Darkvision 60 ft, Low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10; Skills Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2; Feats Alertness, Track.

**9. Hill Giant (1);** Large Giant; CR 7; HD 12d8+48; hp 102; Init -1; Spd 40 ft; AC 20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch 8, flat footed 20; Base Attack/Grapple +9/+20; Atk Huge greatclub +16 melee (2d8+10) or rock +8 ranged (2d6+7); Full Atk Huge greatclub +16/+11 melee (2d8+10); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL N; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 11; Skills Climb +9, Jump +9, Spot +4; Feats Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

**10. Mountain Lion (1);** Large Animal; CR 3; HD 5d8+10; hp 32; Init +3; Spd 40 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat footed 12; Base Atk/Grapple +3/+12; Atk Claw +7 (1d4+5); Full Atk 2 claws +7 melee (1d4+5), bite +2 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA Pounce, improved grab, rake 1d4+2; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6; Skills Balance +7, Hide +3, Listen +5, Move Silently +11, Spot +5; Feats Alertness, Run.

**11. Grizzly (1);** Large Animal; CR 4; HD 6d8+24; hp 51; Init +1; Spd 40 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat footed 14; Base Atk/Grapple +4/+16; Atk Claw +11 melee (1d8+8); Full Atk 2 claws +11 melee (1d8+8), bite +6 melee (2d8+4); SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6; Skills Listen +4, Spot +7, Swim +12; Feats Endurance, Run, Track.

**12. Mounted Bandits (2d4);** Male human War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +3/+5; Atk/Full Atk Scimitar +6 melee (1d6+2), composite short bow +3 ranged (1d6); AL CE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 11, Con 13, Int 10, Wis 11, Cha 10; Skills Ride +6, Climb +5, Handle Animal +5, Jump +5; Feats Weapon Focus (Scimitar), Mounted Combat, Mounted Archery. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows, Durpari horse.

### **3. Breakheart Cleft**

**Bandits (10);** Male human War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +3/+5; Atk/Full Atk Scimitar +6 melee (1d6+2), composite short bow +3 ranged (1d6); AL CE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 11, Con 13, Int 10, Wis 11, Cha 10; Skills Ride +6, Climb +5, Handle Animal +5, Jump +5; Feats Weapon Focus (Scimitar), Mounted Combat, Mounted Archery. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

# Chapter 6: Desert of Desolation

## Desert Random Encounters

### Durpari Encounters

**1. Durpari Airlancer;** CR 2; Male human War4; HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small steel shield, +1 Dex), touch 11, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +6 melee (1d6+2), heavy lance +7 melee (1d8+2); AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +8, Handle Animal +7, Climb +5, Jump +6; Feats Weapon Focus (Heavy Lance), Mounted Combat, Ride By Attack. Possessions: Studded leather armor, small steel shield, scimitar, heavy lance, Pegasus mount.

**Airlancer Captain;** CR 5; Male human War6; HD 6d8+6; hp 33; Init +1; Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small steel shield, +1 Dex), touch 11, flat footed 14; Base Atk/Grapple +6/+8; Atk Scimitar +9 melee (1d6+2), heavy lance +10 melee (1d8+2); Full Atk Scimitar +9/+4 melee (1d6+2); AL LN; SV Fort +6, Ref +3, Will +2; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 13; Skills Ride +10, Handle Animal +10, Climb +6, Jump +7; Feats Weapon Focus (Heavy Lance), Mounted Combat, Ride By Attack, Spirited Charge. Possessions: Studded leather armor, small steel shield, masterwork scimitar, masterwork heavy lance, Pegasus mount.

**Pegasus;** Large Magical Beast; CR 3; HD 4d10+12; hp 34; Init +2; Spd 60 ft., fly 120 ft. (Average); AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat footed 12; Base Atk/Grapple +4/+12; Atk Hoof +7 melee (1d6+4); Full Atk 2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2); SQ Darkvision 60 ft, Low-light vision, Scent, Spell-like abilities; AL CG; SV Fort +7, Ref +6, Will +4; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13; Skills Diplomacy +3, Listen +8, Sense Motive +8, Spot +8; Feats Flyby Attack, Iron Will. Special Qualities: Spell-like abilities Pegasi can detect good and detect evil at will within a 60 yard radius, as the spells cast by a 5<sup>th</sup> level sorcerer.

### 2. Lost Caravan.

**3-4. Durpari Riders (3);** Male human War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +3/+5; Atk Scimitar +6 melee (1d6+2), composite short bow +3 ranged (1d6); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 11, Con 13, Int 10, Wis 11, Cha 10; Skills Ride +6, Climb +5, Handle Animal +6, Jump +5; Feats Weapon Focus (Scimitar), Mounted Combat, Mounted Archery. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows, Durpari horse.

**Durpari Horse;** Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1; Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat footed 13; Atk Bite +4 melee, (1d4+1); Full Atk Bite +4 melee (1d4+1); Base Attack/Grapple +2/+9; Space/Reach 10 ft./5 ft.; SQ Low-light vision, Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +4, Spot +4; Feats Endurance, Run.

### 5-6 Caravan.

### Raurindi Dervish Encounters

**1. Dervish Scouts (6);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

## 2. Travelers.

**3. Dervish Hunters (1d6+1);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**4. Wounded Dervishes (6);** Male human War4; CR 2; HD 4d8+4; hp 22 max, current hp 11; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

## Desert Life Encounters

**1. Camel, Dromedary (1);** Large Animal; CR 1; HD 3d8+6; hp 19; Init +3; Spd 50 ft.; AC 13 (-1 size, +3 Dex, +1 natural), touch 12, flat footed 10; Base Attack/Grapple +2/+10; Atk/Full Atk Bite +0 melee (1d4+2); Space/Reach 10 ft./5 ft.; SQ Low-light vision, Scent; SV Fort +5, Ref +6, Will +1; Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; Skills Listen +5, Spot +5; Feats Alertness, Endurance.

**2. Giant Tarantulas (1d4);** Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

**3. Desert Jackasses (1d6);** Medium animal; CR 1/6; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat footed 12; Base Atk/Grapple +1/+1; Atk/Full Atk Bite +1 melee (1d2); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +4, Will +0; Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4; Skills Balance +3, Listen +3, Spot +2.

**4. Packrats (1d6);** Tiny animal; CR 1/8; HD ¼d8; hp 1; Init +2; Spd 15 ft., climb 15 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat footed 12; Base Atk/Grapple +0/-12; Atk/Full Atk Bite +4 melee (1d3-4); Face/Reach 2½ ft. by 2½ ft./0 ft.; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2; Skills Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Feats Weapon Finesse.

**5. Desert Tortoise (1);** Medium animal; CR 1; HD 3d8+9; hp 22; Init -2; Spd 5 ft.; AC 18 (-2 Dex, +10 natural), touch 10, flat footed 18; Base Atk/Grapple +2/+2; Atk/Full Atk Bite +2 melee (1d4); AL N; SV Fort +8, Ref +1, Will +1; Str 11, Dex 7, Con 15, Int 1, Wis 10, Cha 8; Skills Listen +4, Spot +4; Feats Great Fortitude.

**6. Desert Gopher (1);** Tiny animal; CR ¼; HD 1d8; hp 4; Init +3; Spd 30 ft.; burrow 5 ft.; AC 15 (+2 size, +3 Dex), touch 15, flat footed 12; Base Atk/Grapple +0/-12; Atk/Full Atk Bite +4 melee (1d3-2); Face/Reach 2½ ft. by 2½ ft./0 ft.; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +3, Will +1; Str 6, Dex 16, Con 11, Int 2, Wis 12, Cha 6; Skills Escape Artist +7, Listen +4, Spot +4; Feats Weapon Finesse.

**7. Giant Scorpion (1);** Large vermin; CR 3; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16 (-1 size, +7 natural), touch 9, flat footed 16; Base Atk/Grapple +3/+11; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); SA Constrict 1d6+4, improved grab, poison (DC 11, 1d4 Dex); SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int --, Wis 10, Cha 2; Skills Climb +8, Hide +0, Spot +4.

**8. Jackals (2d6);** Small animal; CR 1/3; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat footed 12; Base Atk/Grapple +0/-3; Atk/Full Atk Bite +2 melee (1d4+1); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; Skills Jump +7, Listen +5, Spot +5, Swim +5, Survival +1.

## **Desert Monsters**

**1. Thunderherders (10d10);** Huge Beast; CR 3; HD 7d10+28; hp 66; Init +0; Spd 30 ft., burrow 30 ft.; AC 16 (-2 size, +8 natural), touch 10, flat footed 16; Base Atk/Grapple +3/+16; Atk/Full Atk Slam +8 melee (2d6+7); Face/Reach 20 ft./5 ft.; SA Earthquake-like effect when moving; SQ Tremorsense 60 ft.; AL N; SV Fort +9, Ref +5, Will +2; Str 20, Dex 10, Con 18, Int 2, Wis 10, Cha 10; Skills Listen +2, Spot +2. Special Attack: Thunderherders on the move produce an earthquake-like effect that shakes the sand within 100 feet. Anyone in the area must make a Reflex save (DC 20) every round while upright or fall to the sand. Those sitting or lying on the ground are shaken, but otherwise unaffected.

**2. Dustdiggers (1d6);** Large Aberration; CR 3; HD 4d8+8; hp 22; Init +0; Spd 10 ft., burrow 10 ft.; AC 14 (-1 size, +5 natural), touch 10, flat footed 14; Base Atk/Grapple +3/+8; Atk/Full Atk Engulf +7 melee (1d6+4) or bite +2 melee (1d8+4); SA Improved grab; SQ Tremorsense 60 ft.; AL N; SV Fort +5, Ref +4, Will +1; Str 18, Dex 11, Con 14, Int 3, Wis 10, Cha 10; Skills Spot +2, Hide +10. Special Qualities – Skills: Dustdiggers gain a +6 racial bonus to Hide checks in sandy areas. Silent Image (Su): 20% of dustdiggers can generate a Silent Image at will. The image is always of an oasis or pool of water.

**3. Sandmen (1d6);** Medium Elemental; CR 3; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 17 (+7 natural), touch 10, flat footed 17; Base Atk/Grapple +3/+3; Atk/Full Atk Slam +3 melee (1d6); SA Sleep; SR 15; AL NE; SV Fort +5, Ref +1, Will +1; Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 10; Skills Hide +5, Listen +6, Move Silently +5, Spot +6; Feats Alertness. Special Attacks: Sleep (Su.): 20-foot radius or by touch, Will save (DC 13) or sleep for 30 minutes. Each 1 minute thereafter, the victim must succeed at a Will save (DC 13) to wake up. Slapping or wounding a sleeping creature will wake it, though normal noise will not. Unconscious creatures, constructs, and undead are immune to the effects of this ability.

**4. Purple Worm (1);** Gargantuan Magical Beast; CR 12; HD 16d10+112; hp 200; Init –2; Spd 20 ft., burrow 20 ft., swim 10 ft.; AC 19 (-4 size, -2 Dex, +15 natural), touch 4, flat footed 19; Base Atk/Grapple +16/+40; Atk Bite +25 melee (2d8+12); Full Atk Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison); Space/Reach 20 ft./15 ft; SA Improved grab, swallow whole, poison (DC 25, 1d6/2d6 Str); SQ Tremorsense 60 ft; AL N; SV Fort +17, Ref +8, Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8; Skills Listen +18, Swim +20; Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting).

# Chapter 7: The Sunken City of Pazar

## Key to the Sunken City of Pazar

### 2. Sunken Dome of Eilish

Climbing the sand pile requires a Climb check (DC 20). Failure means the character slides down to the bottom of the sand pile (area 3). Characters fighting on the sand pile do so at -2 to attack rolls and lose Dex bonuses to AC for being off balance.

### 3. Temple Portico

**Giant Tarantulas (5)**; Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

### 8. The Tarantula's Lair

**Giant Tarantulas (Infinite)**; Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

### 10. Room of the Guardians

**Ice Curtain:** Any character touching or putting an object into the curtain must make a Fortitude save (DC 18) or be flash-frozen solid, taking 6d6 damage. If the save is successful, the character takes half damage and is not frozen. A frozen character may be thawed out slowly, in which case the character must make a Fortitude save (DC 15) or be reduced to 0 hit points when thawed. The character may be healed normally if reduced to 0 hit points. A frozen character may also be thawed quickly, via a high heat spell like fireball. In this case, the character is instantly thawed out and takes no damage from the spell. The curtain may be removed by speaking the word "Alhamdulillah" aloud, inflicting 50 points of magical fire damage to the curtain or making a successful Dispel Magic versus level 10.

**Lightning Curtain:** Any character touching or passing through the curtain must make a Fortitude save (DC 18). Failure means the character takes 8d6 points of electrical damage, success indicates the character takes half damage. The curtain may be removed by speaking the word "Bismilla" aloud, connecting the staves of the statues together with metal or making a successful Dispel Magic versus level 10. The curtain will also drop when it has inflicted a total of 200 points of electrical damage.

**Flame Curtain:** Any character touching or passing through the curtain must make a Fortitude save (DC 18). Failure means the character takes 8d6 points of fire damage, success indicates the character takes half damage. The curtain may be removed by speaking the word "Duban" aloud, inflicting 50 points of magical cold damage to the curtain or making a successful Dispel Magic versus level 10. The curtain will also drop when it has inflicted a total of 500 points of fire damage.

## Chapter 8: Pyramid of Amun-Re

### Pyramid Temple Random Encounters

**1-3. Dervishes (2d6);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**4. Bandits (1d8);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**5. Hunters (1d8);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL N; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**6. Dire Rats (1d10+10);** Small Animal; CR 1/3; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat footed 12; Base Atk/Grapple +0/-4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Skills Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Feats Weapon Finesse.

### Pyramid Temple Encounter Areas

#### 2. Temple Entryway

**Dervish Guards (2);** Male human War5; CR 4; HD 5d8+5; hp 27; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield), touch 10, flat footed 15; Base Atk/Grapple +5/+7; Atk/Full Atk Scimitar +8 melee (1d6+2) or composite short bow +5 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +8, Handle Animal +6, Survival +8; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

#### 4. High Altar of Amun-Re

**Holy Iaseda (1);** Male human Clr5; CR 5; HD 5d8+10; hp 36; Init +4; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield), touch 10, flat footed 15; Base Atk/Grapple +3/+4; Atk/Full Atk Scimitar +6 melee (1d6+1); AL LN; SV Fort +6, Ref +2, Will +9; Str 12, Dex 10, Con 14, Int 10, Wis 16, Cha 13; Skills Knowledge (Religion) +10, Spellcraft +4, Heal +7, Concentration +10; Feats Martial Weapon Proficiency (Scimitar)\*\*\*, Weapon Focus (Scimitar)\*\*\*, Improved Initiative, Iron Will, Skill Focus (Knowledge-Religion); Special Qualities Turn Undead (4/day), Cast Law spells at +1 caster level; Domains Law, War; Spells Prepared (5/4/3/2) 0—create water, resistance(2), guidance, cure minor wounds; 1<sup>st</sup>—\*magic weapon, bless, shield of faith, divine favor, detect chaos; 2<sup>nd</sup>—\*spiritual weapon, enthrall, hold person, augury; 3<sup>rd</sup>—\*magic circle

against chaos, prayer, summon monster III. Possessions: Chain shirt, small shield, masterwork scimitar, holy symbol. \*Domain Spells \*\*Granted by War Domain

**Dervishes (5)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

## 7. Priests' Quarters

**Dervishes (27)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

## 8. High Priest's Temple

**Assistant Holy Iaseda (1)**; Male human Clr5; CR 5; HD 5d8+5; hp 28; Init +4 (Improved Initiative); Spd 30 ft.; AC 17 (+6 *chain shirt* +2, +1 small shield), touch 12, flat footed 16; Base Atk/Grapple +3/+5;; Atk/Full Atk Heavy mace +6 melee (1d8+2); AL LN; SV Fort +5, Ref +1, Will +9; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 13; Skills Knowledge (Religion) +7, Spellcraft +6, Heal +7, Concentration +8; Feats Improved Initiative, Iron Will, Weapon Focus (Heavy Mace); Special Qualities Turn Undead (4/day), Cast Law spells at +1 caster level, Grant save resist bonus equal to level on 1 person 1/day; Domains Law, Protection; Spells Prepared (5/4/3/2) 0—create water, resistance(2), guidance, cure minor wounds; 1<sup>st</sup>—\*protection from chaos, doom, cause fear, divine favor, detect chaos; 2<sup>nd</sup>—\*calm emotions, sound burst, hold person, darkness; 3<sup>rd</sup>—\*protection from elements, prayer, blindness. Possessions: +2 chain shirt, small shield, heavy mace, holy symbol. \*Domain Spells

## Plundered Tomb Level Random Encounters

**1-3. Dervishes (2d4)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**4. Bandits (2d4)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**5. Hunters (1d6);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**6. Dire Rats (1d10+10);** Small Animal; CR 1/3; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat footed 12; Base Atk/Grapple +0/-4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Skills Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Feats Weapon Finesse.

## Plundered Tomb Level Encounter Areas

### 1. Tomb Entrance

**Atfez and Pachi, Dervish Guards (2);** Male human War5; CR 4; HD 5d8+5; hp 27; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield), touch 10, flat footed 15; Base Atk/Grapple +5/+7; Atk/Full Atk Scimitar +8 melee (1d6+2) or composite short bow +5 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +8, Handle Animal +6, Survival +8; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

### 4. East Offering Temple

**Assistant Holy Iaseda (1);** Male human Clr5; CR 5; HD 5d8+5; hp 28; Init +4 (Improved Initiative); Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield), touch 10, flat footed 15; Base Atk/Grapple +3/+5; Atk/Full Atk Heavy mace +6 melee (1d8+2); AL LN; SV Fort +5, Ref +1, Will +9; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 13; Skills Knowledge (Religion) +7, Spellcraft +6, Heal +7, Concentration +8; Feats Improved Initiative, Iron Will, Weapon Focus (Heavy Mace); Special Qualities Turn Undead (4/day), Cast Law spells at +1 caster level, Grant save resist bonus equal to level on 1 person 1/day; Domains Law, Protection; Spells Prepared (5/4/3/2) 0—create water, resistance(2), guidance, cure minor wounds; 1<sup>st</sup>—\*protection from chaos, doom, cause fear, divine favor, detect chaos; 2<sup>nd</sup>—\*calm emotions, sound burst, hold person, darkness; 3<sup>rd</sup>—\*protection from elements, prayer, blindness. Possessions: +2 chain shirt, small shield, heavy mace, holy symbol. \*Domain Spells

**Dervishes (11);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

## Maze Level Random Encounters

**1. Tarfus, lost wizard;** Male human Wiz6; CR 4; HD 6d4; hp 17; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 mage armor spell), touch 16, flat footed 14; Base Atk/Grapple +3/+3; Atk/Full Atk Dagger +3 melee (1d4); AL NG; SV Fort +2, Ref +4, Will +6; Str 10, Dex 14, Con 11, Int 16, Wis 13, Cha 8; Skills Concentration +9, Spellcraft +12, Knowledge (Arcana) +11, Scry +7, Knowledge (History) +10; Feats Scribe Scroll, Improved Initiative, Spell Focus (Evocation), Run, Silent Spell, Dodge; Spellbook (∞/7/5/3) 0—All; 1<sup>st</sup>—charm person, comprehend languages, feather fall, magic missile, mage armor,

shield, spider climb; 2<sup>nd</sup>—continual flame, web, invisibility, cat's grace, daylight; 3<sup>rd</sup>—fireball, Leomund's tiny hut, displacement. Spells Prepared (4/4/4/3) 0—detect magic, mage hand, ghost sound, open; 1<sup>st</sup>—charm person, comprehend languages, mage armor, spider climb; 2<sup>nd</sup>—continual flame, cat's grace, invisibility, web; 3<sup>rd</sup>—fireball, Leomund's tiny hut, displacement. Possessions: Robe, dagger, spellbook. **Notes:** Tarfus' entire group perished down here and he is desperate to get out. He will ask the PC's to show him a way out. If they don't know a way out, he will gladly join the PC's (safety in numbers).

**2-4. Minotaurs (1d3);** Large Monstrous Humanoid; CR 4; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 14 (-1 size, +5 natural), touch 9, flat footed 14; Base Atk/Grapple +6/+14; Atk Greataxe +9 melee (3d6+6 / x3) or gore +9 melee (1d8+4); Full Atk Greataxe +9/+4 melee (3d6+6 / x3) and gore +4 melee (1d8+2); Space/Reach 10 ft/10 ft; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8; Skills Intimidate +2, Listen +7, Search +2, Spot +7; Feats Great Fortitude, Power Attack, Track. Possessions: Greataxe.

**5-6. Doppelgangers (1d3);** Medium Shapechanger; CR 3; HD 4d8+4, hp 22; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +4/+5; Atk/Full Atk Slams +5 melee (1d6+1); SA Detect Thoughts, SQ Change shape, immune to sleep and charm; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; Skills Bluff +10, Diplomacy +3, Disguise +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Feats Dodge, Great Fortitude.

**7. Sharpers (1d6);** Male/female human Rog3; CR 3; HD 3d6; hp 10; Init +6; Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex), touch 12, flat footed 12; Base Atk/Grapple +2/+3; Atk/Full Atk Short Sword +4 melee (1d6+1) or short bow +4 ranged (1d6); SA Sneak attack +2d6; AL NE; SV Fort +1, Ref +5, Will +1; Str 12, Dex 15, Con 11, Int 10, Wis 10, Cha 13; Skills Hide +8, Move Silently +8, Search +6, Disable Device +6, Climb +6, Listen +6, Open Lock +8, Pick Pocket +8, Bluff +7; Feats Improved Initiative, Dodge, Weapon Finesse. Possessions: Leather armor, short sword, short bow, 10 arrows.

**8-9. Dervishes (1d6);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**10. Ghouls (10);** Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Atk/Grapple +1/+2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul Fever, paralysis (DC 12, 1d4+1 rounds); SQ Darkvision 60 ft, undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16; Skills Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Feats Multiattack.

**11. Cutpurses (1d4);** Male/female human Rog4; CR 4; HD 4d6; hp 14; Init +7; Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex), touch 13, flat footed 12; Base Atk/Grapple +3/+4; Atk/Full Atk Rapier +6 melee (1d6+1) or short bow +6 ranged (1d6); SA Sneak attack +2d6; AL CE; SV Fort +1, Ref +7, Will +1; Str 12, Dex 16, Con 11, Int 10, Wis 10, Cha 13; Skills Hide +10, Move Silently +10, Search +7, Disable Device +7, Climb +7, Listen +7, Open Lock +10, Pick Pocket +10, Bluff +8; Feats Improved Initiative, Dodge, Weapon Finesse. Possessions: Leather armor, rapier, short bow, 10 arrows.

**12. Giant Tarantulas (3);** Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

## Kordan's Master Maze Level Encounter Areas

### 6. Door Hammer

The hammer is a *+1 warhammer*.

### 7. Silver Ringer

The ring is a *ring of clumsiness*.

### 8. Breezeway

Characters making a successful Spot check (DC 20) can detect a cool fresh breeze from the east exit. This leads to the Well of Questions (area 28).

### 11. Drafty Door

Characters making a successful Listen check (DC 15) can hear the sounds of tumbling torrents of water.

### 12. A Bad Smell 1

Characters making a successful Spot check (DC 25) or Survival check (DC 20, only those with some ranks in the skill may make the check) can smell the stench of carrion coming from the south exit.

### 13. A Bad Smell 2

Characters making a successful Spot check (DC 25) or Survival check (DC 20, only those with some ranks in the skill may make the check) can smell the stench of carrion coming from the north exit.

### 14. Treasure Sled

**Top Chest, Trap;** CR 2; Any within 5 feet of chest, +8 ranged (1d6 plus blue whinnis poison. Search (DC 22), Disable Device (20). Blue whinnis poison, Fortitude save (DC 14), Initial 1 Con, Secondary Unconsciousness for 1d3 hours.

### 15. Carnage

The shining sword is a greatsword with the name Enduval engraved on the blade near the hilt. Enduval is a *+2 berserking greatsword*. Anyone picking up Enduval immediately attacks the nearest living creature, and continues attacking until there are no living creatures within 30 feet or until killed. A remove curse or dispel magic will also stop the berserking effect and allow the character to drop the sword.

### 16. A Bad Smell 3

Characters making a successful Spot check (DC 20) or Survival check (DC 18, only those with some ranks in the skill may make the check) can smell the stench of carrion coming from the south exit.

### 17. A Bad Smell 4

Characters making a successful Spot check (DC 20) or Survival check (DC 18, only those with some ranks in the skill may make the check) can smell the stench of carrion coming from the west exit.

### 18. Door and Smell

Characters making a successful Spot check (DC 25) or Survival check (DC 20, only those with some ranks in the skill may make the check) can smell the stench of carrion coming from the door.

### 20. Silver Ring

This is a *ring of protection* +2.

### 24. Grieving Elves

**Doppelgangers (2-5)**; Medium Shapechanger; CR 3; HD 4d8+4, hp 22; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +4/+5; Atk/Full Atk Slams +5 melee (1d6+1); SA Detect Thoughts, SQ Change shape, immune to sleep and charm; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; Skills Bluff +10, Diplomacy +3, Disguise +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Feats Dodge, Great Fortitude.

### 25. Minotaur Lair

**Minotaurs (6, minus any killed during random encounters)**; Large Monstrous Humanoid; CR 4; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 14 (-1 size, +5 natural), touch 9, flat footed 14; Base Atk/Grapple +6/+14; Atk Greataxe +9 melee (3d6+6 / x3) or gore +9 melee (1d8+4); Full Atk Greataxe +9/+4 melee (3d6+6 / x3) and gore +4 melee (1d8+2); Space/Reach 10 ft/10 ft; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8; Skills Intimidate +2, Listen +7, Search +2, Spot +7; Feats Great Fortitude, Power Attack, Track. Possessions: Greataxe.

**Korzak**; Male minotaur Brb1; CR 5; HD 6d8+1d12+14; hp 50; Init +4; Spd 40 ft.; AC 17 (-1 size, +5 natural, +3 hide armor), touch 9, flat footed 17; Base Atk/Grapple +7/+15; Atk Greataxe +10 melee (3d6+6 / x3) or gore +10 melee (1d8+4); Full Atk Greataxe +10/+5 melee (3d6+6 / x3) and gore +5 melee (1d8+2); SA Rage. Space/Reach 10 ft/10 ft; AL CE; SV Fort +8, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8; Skills Intimidate +7, Search +4, Spot +9; Feats Great Fortitude, Improved Initiative, Power Attack, Track. Special Attacks Rage 1/day for 7 rounds, Str and Con increase by 4, adding 14 hit points, +2 to attack scores, +2 to weapon damage and -2 penalty to AC. Possessions: Greataxe.

### 26. Who's There?

**Bandits (9)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

### 27. Trap Room

**Trapper (1)**; Huge Aberration; CR 7; HD 12d8+48; hp 85 (hasn't eaten for weeks); Init +4; Spd 10 ft.; AC 17 (-2 size, +9 natural), touch 8, flat footed 17; Base Atk/Grapple +9/+22; Atk/Full Atk Envelop +14 melee (1d6+7); SA Improved grab, smother; SQ Tremorsense 60 ft; Space/Reach 20 ft./10 ft.; AL N; SV Fort +8, Ref +4, Will +8; Str 20, Dex 10, Con 19, Int 6, Wis 10, Cha 10; Skills Hide +18, Spot +4; Feats Alertness, Improved Initiative. SA Smother: Once a target is successfully grappled suffocation begins (See DMG pg.88) The trapper also deals 1d6+7 constriction damage to the target every round the target fails a grapple check (not automatic).

### 28. Well of Questions

**Androsphinx (1)**; Large Magical Beast; CR 9; HD 12d10+48; hp 114; Init +0; Spd 50 ft., fly 80 ft.(poor); AC 22 (-1 size, +13 natural), touch 9, flat footed 22; Base Atk/Grapple +12/+23; Atk Claw +18 melee (2d4+7); Full Atk 2 claws +18 melee (2d4+7); Space/Reach 10 ft./5 ft.; SA Pounce, rake 2d4+3, roar, spells; SQ Darkvision 60 ft, low-light vision; AL CG; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17; Skills Intimidate +17, Knowledge (Local) +18, Listen +18, Spot +18, Survival +18; Feats Alertness, Cleave, Flyby Attack, Great Cleave, Power Attack, Track. **Notes:** The sphinx will not leave the room, even to pursue those it was attacking.

### 29. Javelins

**Spear Trap**; CR 2; +12 ranged (1d8, 19-20/x3 crit); Search (DC 20); Disable Device (DC 25). Special: On a critical hit, the victim is impaled and pinned on the wall by the spear, suffering 1d4 damage per round until the spear is removed. The pinned person may remove the spear by making a Strength check (DC 15) or another person may remove the spear automatically.

### 30. X-room

**Falling Block Trap**; CR 4; +15 melee (6d6/x2 crit); Reflex save (DC 20) avoids, Search (DC 20); Disable Device (DC 25). Strikes a 10 ft. by 10 ft. area (4 people maximum). Anyone approaching within 5 ft. of the large X activates the trap.

### 31. Pendulum

**Pendulum "Trap"**; CR 3; +8 melee (3d8/x2 crit); Search (DC 5); Disable Device (Automatic). This trap is incomplete and won't be a threat to anyone unless someone is standing in line of the pendulum blade and the rope holding the blade back is cut.

### 32. Dervish Explorers

**Dervishes (5)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

### 33. Robber Press

**Crushing Wall Trap**; CR 5; no attack roll needed (10d6); Search (DC 20), Disable Device (DC 25). Takes 3 rounds for the walls to close together. Door closes and locks, it may be bashed open, picked or magically unlocked. (Good wooden door, Hardness 5, Hit points 15, Break DC 18).

### 34. Old Trap Room

There were spiked pit traps all through this room, but the trapdoor mechanism broke so now all of them are hanging open and immediately obvious to anyone entering the room. If someone should manage to fall into one:

**Spiked Pit Trap (20 ft. Deep);** CR 2, no attack roll needed (2d6); +10 melee (1d4 spikes for 1d4+2 damage each); Reflex save (DC 20) avoids; Search (Automatic); Disable Device (Not necessary). 4 pits are scattered around the room.

### 36. Extra Trap Room

One of my personal favorites:

**Vacuum Chamber Trap;** CR 5; no attack roll needed (Deals suffocation damage, DMG pg.88); Search (DC 25); Disable Device (DC 30). Door shuts and locks, it may be bashed open, picked or magically unlocked. (Strong wooden door, Hardness 5, Hit points 20, Break DC 25).

### 37. Loose Ceiling

**Lurker Above (1);** Huge Aberration; CR 7; HD 12d8+48; hp 85 (hasn't eaten for weeks); Init +4; Spd 10 ft.; AC 17 (-2 size, +9 natural), touch 8, flat footed 17; Base Atk/Grapple +9/+22; Atk/Full Atk Envelop +14 melee (1d6+7); SA Improved grab, smother; SQ Tremorsense 60 ft; Space/Reach 20 ft./10 ft.; AL N; SV Fort +8, Ref +4, Will +8; Str 20, Dex 10, Con 19, Int 6, Wis 10, Cha 10; Skills Hide +18, Spot +4; Feats Alertness, Improved Initiative. SA Smother: Once a target is successfully grappled suffocation begins (See DMG pg.88) The lurker also deals 1d6+7 constriction damage to the target every round the target fails a grapple check (not automatic).

### Priesthood Halls Random Encounters

**1. Knight;** Male human War5; CR 4; HD 5d8+10; hp 35 max, 5 currently due to near drowning; Init +1; Spd 20 ft.; AC 17 (+5 breastplate, +1 small shield, +1 Dex), touch 11, flat footed 16; Base Atk/Grapple +5/+7; Atk/Full Atk Battleaxe +7 melee (1d8+2); AL LG; SV Fort +6, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 13; Skills Ride +9, Climb +6, Jump +6, Handle Animal +4; Feats Cleave, Power Attack, Sunder. Possessions: Masterwork breastplate, small shield, battleaxe, dagger.

**2. Cleric;** Male human Clr5; CR 5; HD 5d8+5; hp 27; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield), touch 10, flat footed 15; Base Atk/Grapple +3/+4; Atk/Full Atk Heavy mace +4 melee (1d8+1); AL NG; SV Fort +5, Ref +3, Will +7; Str 12, Dex 10, Con 13, Int 10, Wis 16, Cha 11; Skills Concentration +9, Spellcraft +8, Knowledge (Religion) +8; Feats Extra Turning, Scribe Scroll, Lightning Reflexes; Domains Good, Healing; Spells Prepared (5/4/3/2) 0—create water, guidance, resistance, cure minor wounds(2); 1<sup>st</sup>—\*protection from evil, shield of faith, invisibility to undead(2), sanctuary; 2<sup>nd</sup>—\*aid, consecrate, silence, cure moderate wounds; 3<sup>rd</sup>—\*cure serious wounds, negative energy protection, create food and water. Possessions: Chain shirt, small shield, heavy mace, holy symbol. \*Domain Spells

**3-5 Cutpurses (1d6);** Male/female human Rog4; CR 4; HD 4d6; hp 14; Init +7; Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex), touch 13, flat footed 12; Base Atk/Grapple +3/+4; Atk/Full Atk Rapier +6 melee (1d6+1) or short bow +6 ranged (1d6); SA Sneak attack +2d6; AL CE; SV Fort +1, Ref +7, Will +1; Str 12, Dex 16, Con 11, Int 10, Wis 10, Cha 13; Skills Hide +10, Move Silently +10, Search +7, Disable Device +7, Climb +7, Listen +7, Open Lock +10, Pick Pocket +10, Bluff +8; Feats Improved Initiative, Dodge, Weapon Finesse. Possessions: Leather armor, rapier, short bow, 10 arrows.

**6-7. Dervishes (1d3);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus

(Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**8-9. Giant Tarantulas (1d3)**; Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

**10. Ghouls (1d6)**; Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Atk/Grapple +1/+2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul Fever, paralysis (DC 12, 1d4+1 rounds); SQ Darkvision 60 ft, undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16; Skills Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Feats Multiattack.

**11. Wights (1d4)**; Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

**12. Wraiths (1d2)**; Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## Halls of the Upper Priesthood Encounter Areas

### 4. Garden Hall

**Fruitflies (50)**; Diminutive Plant; CR 1/10; HD ¼d8+1; hp 2; Init +3; Spd 10 ft., fly 60 ft. (average); AC 17 (+4 size, +3 Dex), touch 17, flat footed 14; Atk None; AL N; SV Fort +3, Ref +3, Will +0; Str 2, Dex 17, Con 13, Int --, Wis 10, Cha 5. Special Qualities: Anyone eating a Fruitfly gains +1 Str and +1 Dex for one hour.

### 8. West Door

The four leather sacks each contain 100gp.

### 10. West Hall

**Wraiths (2)**; Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## 19. West Cell of the High Priest

**Lufi, Paladin of Osiris**; Female human Pal6; CR 6; HD 6d10+6; hp 42 max, 24 current; Init +4; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield), touch 10, flat footed 15; Atk Scimitar +9 melee (1d6+1); Full Atk Scimitar +9/+4 melee (1d6+1); SQ Aura of good, detect evil, smite evil 2/day, lay on hands (12 hit points), aura of courage, turn undead, remove disease 1/week; AL LG; SV Fort +8, Ref +4, Will +6; Str 13, Dex 10, Con 13, Int 10, Wis 15, Cha 14; Skills Ride +9, Concentration +7, Knowledge (Religion) +6, Handle Animal +8; Feats Improved Initiative, Weapon Focus (Scimitar), Power Attack, Cleave. Spells Prepared (2) 1<sup>st</sup>—bless weapon, divine favor. Possessions: Chain shirt, small shield, masterwork scimitar, dagger, holy symbol.

**Ghouls (8)**; Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Atk/Grapple +1/+2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul Fever, paralysis (DC 12, 1d4+1 rounds); SQ Darkvision 60 ft, undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16; Skills Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Feats Multiattack.

## 20. Priest Catacombs

**Ghouls (6)**; Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Atk/Grapple +1/+2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul Fever, paralysis (DC 12, 1d4+1 rounds); SQ Darkvision 60 ft, undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16; Skills Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Feats Multiattack.

## 22. East High Priest's Cell

**Wraiths (3)**; Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**Bar-ethel (True Death)**; +2 sword, Bane weapon (Undead). Sword type is left up to the DM.

## 23. Priesthood Cells

The vials are *potions of lesser restoration* (5<sup>th</sup>).

### Gauntlet Level Random Encounters

**1-3. No physical encounter.** Moans and shuffling can be heard in the distance.

**4. Ghouls (1d6)**; Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Atk/Grapple +1/+2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul Fever, paralysis (DC 12, 1d4+1 rounds); SQ Darkvision 60 ft, undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16; Skills Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Feats Multiattack.

**5. Wights (1d3);** Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

**6. Wraiths (1d2);** Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## Gauntlet Level Encounter Areas

### 1. Dome of Flight

**Prit;** Male gnome Exp1; CR ½; HD 1d6; hp 4; Init +1 (+1 Dex); Spd 20 ft.; AC 11 (+1 Dex); Atk Spoon +0 melee (1 hp, spoon); AL CN; SV Fort +6, Ref +2, Will +1; Str 10, Dex 12, Con 10, Int 8, Wis 10, Cha 11; Skills Knowledge (Spoons) +5, Hide +5, Move Silently +5, Climb +4, Craft (Stonemason) +3; Feats Skill Focus (Knowledge-Spoons). Possessions: Spoon.

### 3a. Chabang Men

**Chabang Men (2);** Medium construct; CR 2; HD 5d10; hp N/A (See notes below); Init +0, Spd 30 ft. (can't run); AC 10; Atk Slam +4 melee (1d6+1); SQ Construct, Immune to most attacks; AL N; SV Fort +1, Ref +1, Will +1; Str 13, Dex 10, Con --, Int --, Wis 10, Cha 1.

**Immunity to Weapons (Ex):** Chabang men are magical constructs of the gauntlet. When struck with a slashing weapon for any damage, they collapse into 2 piles of mud. One round later, both mud piles spring up into new Chabang men. If struck with a bludgeoning weapon, the Chabang man collapses into one pile of mud, which springs back up into a Chabang man in one round. Chabang men aren't affected by piercing weapons, but long piercing weapons such as spears can be used to pin them to the walls. The Chabang men will not pull themselves off the spears in such a case (being effectively mindless) and this is the only real way to get around them. They are unaffected by any kind of damaging magic.

### 3b. Fire Wall

The roaring wall of fire that appears at this point is a shadow evocation of a wall of fire spell. If believed to be real, the illusionary wall of fire will deal 2d6+10 points of damage to anyone passing through. If seen for the illusion that it is, it will only deal 1d2+2 points of damage to anyone passing through it. The wall of stone that appears after the wall of fire is a major image of a wall of stone. Anyone believing it to be real cannot pass through it, and will take 1d4 subdual damage if they attempt to walk through it (they fall down). If disbelieved, the person can pass through it without problem.

### 3c. Mirror, Mirror

The player character constructs created by this mirror are like the characters in most ways except:

1. They have no Intelligence and attack mindlessly;
2. They have standard construct immunities;
3. They do not have any magical items and spellcaster constructs have no spells or spell-like abilities and
4. They have the same hit points as the character at the time they are created.

### 3d. Pet Fist

**Pet Fist (1)**; Large Construct; CR 7; HD 10d10; hp 65; Init +0; Spd 0 ft.; AC 16 (-1 size, +7 natural), touch 9, flat footed 16; Base Atk/Grapple +7/+11; Atk Punch +11 melee (1d10+6); Full Atk Punch +11/+6 melee (1d10+6); SQ Construct, Damage reduction 5/magic; Face/Reach 5 ft./10 ft.; AL N; SV Fort +3, Ref +4, Will +3; Str 18, Dex 10, Con --, Int --, Wis 10, Cha 1.

**Munafik**; Male human Wiz10; CR 10; HD 10d4; hp N/A (See below); Init +4; Spd 30 ft.; AC 10, touch 10, flat footed 10; Base Atk/Grapple +5/+5; Atk/Full Atk Dagger +6 melee (1d4); SQ Unkillable so long as heart is intact (See area 11); AL LE; SV Fort +3, Ref +4, Will +10; Str 10, Dex 10, Con 10, Int 17, Wis 13, Cha 14; Skills Concentration +13, Spellcraft +16, Scry +8, Knowledge (Arcana) +10, Knowledge (History) +10, Knowledge (Religion) +10, Alchemy +10; Feats Scribe Scroll, Improved Initiative, Craft Wondrous Item, Iron Will, Spell Mastery(3); Spells Prepared (4/5/5/4/3/2) 0—mage hand, flare, light, daze; 1<sup>st</sup>—magic missile(2), burning hands, shocking grasp, ray of enfeeblement; 2<sup>nd</sup>—spectral hand, scorching ray, web, acid arrow, invisibility; 3<sup>rd</sup>—ghoul touch, slow, sleet storm, dispel magic; 4<sup>th</sup>—enervation, contagion, wall of ice; 5<sup>th</sup>—passwall, cone of cold. Possessions: Masterwork dagger.

**Cannot Die (Su)**: Munafik has used necromantic magic to seal his heart in a jar, hidden elsewhere on this level. As long as his heart exists in the jar, Munafik cannot take damage of any kind, but he can still be stunned, held, grappled and tied up.

### 11. Heart's Lair

**Clay Golem (1)**; Large Construct; CR 9; HD 11d10+30; hp 90; Init -1; Spd 20 ft. (can't run); AC 20 (-1 size, -1 Dex, +12 natural), touch 8, flat footed 20; Base Atk/Grapple +8/+19; Atk Slam +14 melee (2d10+7); Full Atk 2 slams +14 melee (2d10+7); SQ Construct, damage reduction 20/adamantine and bludgeoning, immune to slashing and piercing weapons, darkvision 60 ft, low-light vision, immunity to magic; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con --, Int --, Wis 11, Cha 1. **Note**: This golem does not cause cursed wounds nor can it haste anymore.

**Heart Jar**; Tiny heavy glass object; CR N/A; Hardness 3; hp 15; AC 7 (+2 size, -5 Dex); Break DC 18; SQ Immune to critical hits and acid; half damage from ranged weapons, fire, and lightning; quarter damage from cold; full damage (ignoring hardness) from sonic.

### True Tomb Encounter Areas

#### 3. Tomb of Amun-Re

**Mummy (1)**; Medium undead; CR 5; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (+10 natural), touch 10, flat footed 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +6 melee (1d6+10 plus mummy rot); SA Despair (DC 16, paralysis 1d4 rounds), mummy rot (DC 16, 1d6 Con and Cha); SQ Damage reduction 5/-, darkvision 60 ft, undead, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con --, Int 6, Wis 14; Cha 15; Skills Hide +7, Listen +8, Move Silently +7, Spot +8; Feats Alertness, Great Fortitude, Toughness.

**Rod of Ruling**: This serpent-headed rod is capable of three types of magic. Each type of magic uses 1 charge, and the rod holds 5 charges of each type.

- Striking the tip to the ground 3 times will cause the staff to polymorph itself into a celestial or fiendish viper of 4 HD, depending on the wielder's alignment. The viper will attack whoever the wielder directs. Grasping the snake firmly by the tail polymorphs the snake back into rod form. If the snake is killed in combat, it polymorphs back into rod form.

- Striking the ground twice and then spinning the tip in the air will create a globe of ball lightning. For every round the staff is spun before releasing the globe at its target, the lightning charge will develop 1d10 points of damage potential (to a maximum of 8d10). The target gets a Reflex save (DC 17) for half damage. The wielder cannot move, be hit or otherwise be distracted while controlling the spin, or the globe detonates on the spot with as much damage as had been spun to that point.
- Striking the ground once and then pointing the staff skyward will produce a clap of thunder of such volume that all exposed creatures within 1000 feet must make a Will save (DC 18) or be panicked for 1d10 rounds.  
Caster Level: 8<sup>th</sup>; Prerequisites: Craft Rod, *polymorph other*, *lightning bolt*, *fear*; Market Price: 40,000 gp.

## Chapter 9: The Oasis of the White Palm

### Major Non-Player Characters

#### The Sheik and his Loyal Followers

**Shiek Kassim Arslan**; Male human Ftr9; CR 9; HD 9d10+27; hp 82; Init +2; Spd 20 ft.; AC 22 (+8 *chain mail* +3, +2 *small shield* +1, +2 Dex), touch 16, flat footed 20; Base Atk/Grapple +9/+12; Atk Scimitar +16 melee (1d6+8); Full Atk Scimitar +16/+11 melee (1d6+8); AL LN; SV Fort +9, Ref +5, Will +5; Str 17, Dex 14, Con 16, Int 14, Wis 11, Cha 16; Skills Ride +14, Climb +15, Jump +15, Handle Animal +15, Diplomacy +9; Feats Iron Will, Weapon Focus (Scimitar), Power Attack, Cleave, Great Cleave, Mounted Combat, Leadership, Ride By Attack, Weapon Specialization (Scimitar), Skill Focus (Diplomacy). Possessions: +3 chain mail, +1 small shield, +3 scimitar, masterwork dagger, scarab of protection(8), potion of cure serious wounds(7<sup>th</sup>).

**Sothal, sheik's favorite slave girl**; Female human Exp2; CR 1; HD 2d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk Punch +1 melee (1d3, unarmed); AL N; SV Fort +0, Ref +0, Will +4; Str 10, Dex 10, Con 11, Int 14, Wis 13, Cha 17; Skills Bluff +10, Knowledge (Local) +7, Gather Information +8, Perform +8, Listen +8, Spot +8, Diplomacy +8, Hide +5; Sense Motive +6; Feats Alertness, Skill Focus-Bluff

**Hassan Arslan, sheik's first-born son and heir**; Male human Ftr7; CR 7; HD 7d10+14; hp 52; Init +7; Spd 20 ft.; AC 21 (+7 *chain mail* +2, +1 small shield, +3 Dex), touch 15, flat footed 18; Base Atk/Grapple +7/+11; Atk Scimitar +14 melee (1d6+8); Full Atk Scimitar +14/+9 melee (1d6+8); AL LN; SV Fort +7, Ref +7, Will +3; Str 18, Dex 17, Con 14, Int 11, Wis 12, Cha 12; Improved Initiative, Weapon Focus (Scimitar), Power Attack, Cleave, Weapon Specialization (Scimitar), Leadership, Lightning Reflexes, Mounted Combat. Possessions: +2 chain mail, +2 scimitar, masterwork dagger, potion of cure serious wounds(7<sup>th</sup>).

**Nadron Ilanis, Cleric of Anu**; Male human Clr7; CR 7; HD 7d8+14; hp 45; Init +0; Spd 20 ft.; AC 17 (+5 chain mail, +1 small shield), touch 10, flat footed 17; Base Atk/Grapple +5/+5; Atk/Full Atk Heavy mace +6 melee (1d8+1); AL LN; SV Fort +8, Ref +4, Will +9; Str 11, Dex 13, Con 14, Int 10, Wis 17, Cha 16; Skills Concentration +10, Heal +11, Knowledge (Religion) +8, Spellcraft +6; Feats Extra Turning, Scribe Scroll, Brew Potion, Combat Casting. Special Qualities Turn Undead (10/day), Cast Law spells at +1 caster level, Greater turning 1/day; Domains: Law, Sun. Spells Prepared (6/5/4/3/1) 0—detect magic, detect poison(2), guidance, light, purify food and drink; 1<sup>st</sup>—\*endure elements, bless, command, shield of faith, protection from evil, entropic shield; 2<sup>nd</sup>—\*calm emotions, aid, consecrate, hold person, lesser restoration; 3<sup>rd</sup>—\*searing light, remove disease, magic circle against evil, prayer; 4<sup>th</sup>—\*fire shield, restoration. Possessions: Masterwork chain mail, small shield, +1 heavy mace, +1 cloak of resistance, staff of healing (20 ch), scroll of neutralize poison, raise dead, blade barrier (11<sup>th</sup> level use) \*Domain spells.

## The Dervish Cultists of Set

**Korus Eikoth, second son of the sheik;** Male human Ftr7; CR 7; HD 7d10+14; hp 52; Init +6; Spd 20 ft.; AC 20 (+7 *chain mail* +2, +1 small shield, +2 Dex), touch 14, flat footed 18; Base Atk/Grapple +7/+11; Atk Scimitar +13 melee (1d6+7) or composite short bow +10 ranged (1d6+2); Full Atk Scimitar +13/+8 melee (1d6+7) or composite short bow +10/+5 ranged (1d6+2); AL LE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 15, Con 15, Int 11, Wis 9, Cha 10; Skills Ride +12, Handle Animal +7, Climb +8, Jump +8, Move Silently +4; Feats Improved Initiative, Weapon Focus (Scimitar), Power Attack, Cleave, Weapon Specialization (Scimitar), Point Blank Shot, Iron Will, Rapid Shot. Possessions: +2 chain mail, masterwork small shield, +1 scimitar, mighty (Str 14) composite short bow, 20 arrows, +1 arrows(6), potion of detect thoughts(5<sup>th</sup>).

**Corga Kazan, dervish cleric of Set;** Male human Clr6; CR 6; HD 6d8+6; hp 39; Init +5; Spd 30 ft.; AC 17 (+4 chain shirt, +2 large shield, +1 Dex), touch 11, flat footed 16; Base Atk/Grapple +4/+6; Atk/Full Atk Heavy mace +9 melee (1d8+4); SQ Rebuke/command undead 3/day, Cast Evil spells at +1 caster level, AL LE; SV Fort +7, Ref +5, Will +8; Str 14, Dex 13, Con 14, Int 11, Wis 16, Cha 10; Skills Concentration +8, Spellcraft +8, Knowledge (Religion) +6, Hide +5, Disguise +3; Feats Improved Initiative, Lightning Reflexes, Weapon Focus (Heavy Mace), Scribe Scroll; Domains Evil, Trickery; Spells Prepared (5/4/4/3) 0—guidance, detect magic, resistance(2), light; 1<sup>st</sup>—\*change self, doom, shield of faith, entropic shield, cause fear; 2<sup>nd</sup>—\*invisibility, desecrate, darkness, bull's strength, silence; 3<sup>rd</sup>—\*magic circle against good, inflict serious wounds, summon monster III, magic vestment. Possessions: Chain shirt, large shield, +2 heavy mace, Skull of Garath (if in temple), scroll-deeper darkness, dispel magic (6<sup>th</sup> level use), holy symbol.

**Skull of Garath:** The Skull of Garath is a skull that appears semi-human, but with distorted features, oversized fangs and three short horns. The powers of the skull are usable only by evilly aligned clerics or blackguards. The skull will not function for anyone else and good aligned clerics or paladins touching the skull will suffer 1d8 points of divine damage. The origins of the skull are unknown, save that it was given to Corga by Khalitharius. The skull has the following powers:

- Cause fear 5 times/day, Will save (DC 14) to resist.
- Animate dead 5 times/day.
- Communicate with the Efreet Pasha Khalitharius once per month.

All powers operate at 9<sup>th</sup> level of use.

## The Slave Traders

**Thurnas Netmaster, slaver head;** Male human Ftr7; CR 7; HD 7d10+21; hp 59; Init +0; Spd 20 ft; AC 22 (+7 *banded mail* +1, +4 *small shield* +2); Base Atk/Grapple +7/+11; Atk Long sword +14 melee (1d8+8) or heavy crossbow +9 ranged (1d10); Full Atk Long sword +14/+9 melee (1d8+8); AL NE; SV Fort +8, Ref +3, Will +2; Str 18, Dex 10, Con 17, Int 14, Wis 10, Cha 14; Skills Ride +11, Handle Animal +12, Climb +11, Jump +11, Swim +11, Profession (Merchant-Slaves) +8; Feats Improved Initiative, Weapon Focus (Long sword), Power Attack, Cleave, Weapon Specialization (Long sword), Great Cleave, Expertise, Improved Disarm. Possessions: +1 banded mail, +2 large shield, +2 long sword, heavy crossbow, 10 masterwork bolts, potion of cure serious wounds(8<sup>th</sup>).

**Zorath Blackblade, slaver assassin;** Male human Rog5; CR 5; HD 5d6+5; hp 25; Init +7; Spd 30 ft.; AC 17 (+3 studded leather armor, +1 *ring of protection*, +3 Dex), touch 14, flat footed 14; Base Atk/Grapple +3/+4; Atk/Full Atk Short sword +7 melee (1d6+1 plus poison) or dagger +6 ranged (1d4+1 plus poison) or dart +6 ranged (1d4 plus poison); AL NE; SV Fort +1, Ref +7, Will +0; Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 9; Skills Climb +9, Jump +5, Hide +11, Move Silently +11, Pick Pocket +9, Open Lock +11, Disable Device +10, Search +10, Spot +8, Listen +8, Bluff +5, Disguise +7; Feats Improved Initiative, Alertness, Weapon Finesse. Possessions: Masterwork studded leather armor, masterwork short sword, 3 daggers, 4 poisoned darts (blue whinnis, DC 14, Initial 1 Con, Secondary Unconscious 1d3 hours), 6 doses tarantula blade poison (DC 13, 1d6 Str).

## Information Sources

**Happy Hogan Underwood, tavern owner and retired rogue;** Male halfling Rog14; Don't even think about it.

**Rose Underwood, waitress;** Female halfling Exp1; CR ½; HD 1d6+1; hp 5; Init +3; Spd 20 ft.; AC 13 (+3 Dex); Atk Dagger +0 melee (1d4); SQ Halfling; AL N; SV Fort +1, Ref +3, Will +3; Str 10, Dex 16, Con 12, Int 13, Wis 14, Cha 11; Skills Bluff +4, Perform +4, Tumble +7, Balance +7, Listen +8, Spot +8, Read Lips +5; Feats Alertness. Possessions: Dagger, apron.

**Roland the Minstrel;** Male human Brd5; CR 5; HD 5d6+5; hp 25; Init +3 (Dex); Spd 30 ft.; AC 17 (+4 chain shirt, +3 Dex), touch 13, flat footed 14; Base Atk/Grapple +3/+5; Atk/Full Atk Long sword +7 melee (1d8+2) or light crossbow +6 ranged (1d8); AL NG; SV Fort +2, Ref +7, Will +6; Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 17; Skills Perform +11, Gather Information +9, Listen +7, Decipher Script +8, Use Magic Device +9, Concentration +5, Knowledge (History) +3; Feats Weapon Focus (Long sword), Skill Focus (Perform); Combat Casting; Spells Known (3/4/2) 0—daze, detect magic, ghost sound, mage hand, prestidigitation, read magic; 1<sup>st</sup>—cure light wounds, charm person, mage armor, hypnotism; 2<sup>nd</sup>—invisibility, suggestion, blur. Possessions: Chain shirt, masterwork long sword, light crossbow, 20 bolts, mandolin, flute, book of poetry.

## Oasis Daytime Random Encounters

**1. Working women (2d4+4);** Female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Profession (Laundry) +4, Listen +6, Spot +6; Feats Alertness, Toughness. Possessions: Water jar.

**2. Working women (1d4+2);** Female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Profession (Laundry) +4, Listen +6, Spot +6; Feats Alertness, Toughness. Possessions: Laundry basket.

**3. Trader (1);** Male human Exp1; CR ½; HD 1d6+1; hp 4; Init +0; Spd 30 ft.; AC 10; Atk Dagger +0 melee (1d4); AL LN; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 13; Skill Profession (Merchant) +6, Bluff +5, Appraise +4, Ride +4, Handle Animal +5, Intuit Direction +5, Sense Motive +5, Listen +3, Spot +3; Feats Alertness, Skill Focus (Profession-Merchant). Possessions: Dagger, beads, rungs, bolts of cloth, statuary, etc.

**4. Traders (1d4);** Male human Exp1; CR ½; HD 1d6+1; hp 4; Init +0; Spd 30 ft.; AC 10; Atk Dagger +0 melee (1d4); AL LN; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 13; Skill Profession (Merchant) +6, Bluff +5, Appraise +4, Ride +4, Handle Animal +5, Intuit Direction +5, Sense

Motive +5, Listen +3, Spot +3; Feats Alertness, Skill Focus (Profession-Merchant). Possessions: Dagger, basket of dates.

**5. Traders (1d4)**; Male human Exp2; CR 1 HD 2d6+2; hp 9; Init +0; Spd 30 ft.; AC 10; Atk Dagger +0 melee (1d4); AL LN; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 13; Skill Profession (Merchant) +7, Bluff +6, Appraise +5, Ride +5, Handle Animal +6, Intuit Direction +6, Sense Motive +6, Listen +3, Spot +3; Feats Alertness, Skill Focus (Profession-Merchant). Possessions: Dagger, camels.

**6. Durpari Lancers (1d8+4)**; CR 2; Male human War4; HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small steel shield, +1 Dex), touch 11, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +6 melee (1d6+2), heavy lance +7 melee (1d8+2); AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +8, Handle Animal +7, Climb +5, Jump +6; Feats Weapon Focus (Heavy Lance), Mounted Combat, Ride By Attack. Possessions: Studded leather armor, small steel shield, scimitar, heavy lance, Durpari Horse.

## 7-8. Re-roll on Oasis Special Random Encounters.

### Oasis Night Random Encounters

**1. Drunken Durpari (1d4)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

**2. Slaver Guards (1d8)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL NE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

**3. Dervish Set Cultists (1d4)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

**4. Passed-out Durpari Guard (1)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows. **Notes:** He is dead drunk and cannot be woken up.

**5. Durpari Nobles (1d2)**; Male human Ari3; CR 1; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 12 (+2 leather armor); Atk Dagger +3 melee (1d4+1); AL LN; SV Fort +2, Ref +1, Will +4; Str 13, Dex 11, Con 13, Int 10, Wis 12, Cha 13; Skills Bluff +7, Diplomacy +9, Intimidate +7, Sense Motive +9, Listen +6,

Spot +6; Feats Alertness, Skill Focus (Diplomacy), Skill Focus (Sense Motive). Possessions: Leather armor, dagger, 10d6 gp.

**6. Durpari Slave (1)**; Male/female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Craft (Pottery, Laundry, Cooking, Basket-weaving, Weaving or Painting) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

## **7-8. Re-roll on Oasis Special Random Encounters.**

### Oasis Special Random Encounters

**1. Hogan Underwood**

**2. Zorath Blackblade**

**3. Rose Underwood**

**4. Thurnas Netmaster**

**5. Hassan Arslan**

**6. Roland the Minstrel**

**7-8. Corga Kazan**

### Oasis of the White Palm Encounter Areas

#### **3. The Oasis Pool**

**Pool Guards (8)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

### Nomad Camp Encounter Areas

**Note:** The map key for Map 9-2 Nomad Camp, is screwed up. The lettered locations on the map are not properly referenced in the text. Camp Perimeter is marked by the black lines, and Camp Entrance is not shown, assume it's at the center-bottom of the map. "A" on the map is location 3, the Sheik's tent; "B" on the map is location 6, Tent of Hassan Arslan; "C" on the map is location 4, Clerical tent; and "D" on the map is location 5, Tent of Korus Eikoth. The remainder of the tents are Standard Nomad Tents.

#### **1. Camp Perimeter**

**Durpari Guards (4)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

**Durpari Horses**; Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1; Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat footed 13; Atk Bite +4 melee, (1d4+1); Full Atk Bite +4 melee (1d4+1); Base Attack/Grapple +2/+9; Space/Reach 10 ft./5 ft.; SQ Low-light vision, Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +4, Spot +4; Feats Endurance, Run.

## 2. Camp Entrance

**Durpari Guards (4)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield), touch 10, flat footed 14; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

**Guard Dogs (2)**; Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Attack/Grapple +1/+2; Atk/Full Atk Bite +3 melee (1d6+1); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Feats Track, Weapon Focus (bite).

## Standard Nomad Tent

**Male Durpari (1d2)**; Male human Exp3; CR 1 HD 3d6+3; hp 13; Init +0; Spd 30 ft.; AC 10; Atk Scimitar +2 melee (1d6); AL LN; SV Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 13; Skill Profession (Merchant) +8, Bluff +7, Appraise +6, Ride +6, Handle Animal +7, Intuit Direction +7, Sense Motive +7, Listen +3, Spot +3, Survival +4; Feats Alertness, Skill Focus (Profession-Merchant), Skill Focus (Survival). Possessions: Scimitar, dagger.

**Female Durpari (1d3+1)**; Female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Craft (Pottery, Laundry, Cooking, Basket-weaving, Weaving or Painting) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

**Slaves (1d3-1)**; Male/female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Craft (Pottery, Laundry, Cooking, Basket-weaving, Weaving or Painting) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

## 3. The Sheik's Tent

**Sheik's Bodyguards (6)**; Male human War6; CR 3; HD 6d8+12; hp 45; Init +1; Spd 30 ft.; AC 17 (+5 chain mail, +1 small shield, +1 Dex), touch 11, flat footed 16; Base Atk/Grapple +6/+8; Atk Scimitar +9 melee (1d6+2) or composite short bow +7 ranged (1d6); Full Atk Scimitar +9/+4 melee (1d6+2) or composite short bow +7/+2 ranged (1d6); AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +8, Handle Animal +7, Climb +5, Jump +6; Feats Weapon Focus (Scimitar), Mounted Combat, Point Blank Shot. Possessions: Chain mail, small shield, scimitar, composite short bow, 12 arrows, +1 arrow(1).

### 3b. Slaves' Quarters

**Slave Girls (3)**; Female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Craft (Pottery, Laundry, Cooking, Basket-weaving, Weaving or Painting) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

**Sothal**; See Major Non-Player Characters.

### 3c. Harem

**Wives (3)**; Female human Exp1; CR 1; HD 1d6+3; hp 6; Init +0; Spd 30 ft.; AC 10; Atk Punch +0 melee (1d3); AL N; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 11, Int 12, Wis 11, Cha 15; Skills Bluff +6, Knowledge (Local) +5, Perform +6, Listen +6, Spot +6, Diplomacy +6, Search +5; Sense Motive +4; Feats Alertness, Toughness.

### 3d. Sheik's Sleeping Chamber

#### Trapped Chest:

**Glyph of Warding (Blindness)**; Fortitude save (DC 16) to resist permanent blindness; targets person who opens chest without first speaking "Shambala".

**Poison Needle**; +8 ranged (1hp+venom); scorpion venom, Fortitude save (DC 18), 1d6 Str initial and secondary; Search (DC 22), Disable Device (DC 20).

### 3f. Bodyguards' Quarters

See location 4 for Bodyguards.

## 4. Clerical Tent

### 4c. Sleeping Chamber

**Larith**; Male human Clr2; CR 2; HD 2d8+2; hp 10; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield), touch 10, flat footed 15; Base Atk/Grapple +1/+2; Atk/Full Atk Heavy mace +2 melee (1d8+1); AL LN; SV Fort +4, Ref +0, Will +5; Str 12, Dex 10, Con 13, Int 10, Wis 15, Cha 10; Skills Concentration +6, Knowledge (Religion) +5, Spellcraft +5; Feats Scribe Scroll, Combat Casting; Special Qualities Turn undead 3/day, Cast Law spells at +1 caster level, Greater Turning 1/day; Domains Law, Sun; Spells Prepared (4/3) 0—guidance, resistance, create water, light; 1<sup>st</sup>—\*endure elements, bless, magic weapon, shield of faith. Possessions: Chain shirt, small shield, heavy mace, holy symbol. \*Domain Spells

**Baris**; Male human Clr2; CR 2; HD 2d8+4; hp 13; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield), touch 10, flat footed 15; Base Atk/Grapple +1/+3; Atk/Full Atk Light flail +4 melee (1d8+2); AL LN; SV Fort +4, Ref +0, Will +5; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 10; Skills Concentration +6, Knowledge (Religion) +5, Spellcraft +5; Feats \*\*Martial Weapon Proficiency (Light Flail), \*\*Weapon Focus (Light Flail), Scribe Scroll, Combat Casting; Special Qualities Turn undead 3/day, Feat of Strength 1/day for 1 round; Domains Strength, War; Spells Prepared (4/3) 0—guidance, resistance, create water, virtue; 1<sup>st</sup>—\*magic weapon, bless, divine favor, shield of faith. Possessions: Chain shirt, small shield, heavy mace, holy symbol. \*Domain Spells \*\*Granted by War Domain.

### 4d. Nadron's Chamber

The four walls of this chamber and the ceiling have **Blast Glyphs** on them, enough to ensure that one person entering is going to be hit by 1d4 glyphs, including groups.

**Glyph of Warding (Electrical Blast)**; CR 4; 3d8 electrical damage to all within 5 feet of the glyph, Reflex save (DC 16) for half damage; will be subject to 1d4 glyph detonations.

In the chest:

**Spitting Cobra (1)**; Medium Animal; CR 1; HD 2d8; hp 10; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat footed 13; Base Atk/Grapple +1/+0; Atk/Full Atk Bite +4 melee (1d4-1 plus poison); SA Poison, spit [range 15 ft., Fortitude save (DC 11) to resist, 1d6 Con and blindness]; SQ Low-light vision, scent; Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Feats Weapon Finesse.

## 5. Tent of Korus Eikoth

### 5a. Main Chamber

**Kerina, Korus' slave girl;** Female elf Com1; CR ¼; HD 1d4; hp 2; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk Punch -1 melee (1d3-1); AL CG; SV Fort +0, Ref +2, Will +1; Str 8, Dex 15, Con 10, Int 14, Wis 13, Cha 15; Skills Ride +6, Handle Animal +6, Perform +6, Listen +5, Spot +5; Feats Alertness.

## Sandvoyagers Compound Encounter Areas

### 2. Washing House

**Nomad Durpari Women (4d4);** Female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Craft (Pottery, Laundry, Cooking, Basket-weaving, Weaving or Painting) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

**Slaves (1d4);** Male/female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Craft (Pottery, Laundry, Cooking, Basket-weaving, Weaving or Painting) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

### 4. Hogan's Stables

**Stable Boy;** Male human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Animal Handling +4, Listen +6, Spot +6; Feats Alertness, Toughness.

**Durpari Horses (2d4);** Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1; Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat footed 13; Atk Bite +4 melee, (1d4+1); Full Atk Bite +4 melee (1d4+1); Base Attack/Grapple +2/+9; Space/Reach 10 ft./5 ft.; SQ Low-light vision, Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +4, Spot +4; Feats Endurance, Run.

## 6. Happy Hogan's Desert Igloo

### 6a. Hogan's Bar

**Bartender;** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar.

**Patrons (1d6);** Male human Exp3; CR 1 HD 3d6+3; hp 13; Init +0; Spd 30 ft.; AC 10; Atk Scimitar +2 melee (1d6); AL LN; SV Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 13; Skill Profession (Merchant) +8, Bluff +7, Appraise +6, Ride +6, Handle Animal +7, Intuit Direction +7, Sense Motive +7, Listen +3, Spot +3, Survival +4; Feats Alertness, Skill Focus (Profession-Merchant), Skill Focus (Survival). Possessions: Scimitar, dagger.

**Hogan Underwood** (See Major NPCs)

**Rose Underwood** (See Major NPCs)

**Zorath Blackblade** (See Major NPCs)

## 6b. Back Room

**Cookie**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2); AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Studded leather armor, small shield, scimitar.

## 8. House of the Sandvoyagers Guild

### 8a. Main Warehouse

**Slaver Guards (6)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL NE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

### 8c. Lounge

**Slaver Guards (10)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL NE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

### 8d. Kitchen

**Slave Girl**; Female human Com1; CR ¼; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1, unarmed); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Craft (Cooking) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

## Chapter 10: Temple of Set

### Dervish Cult Area Random Encounters

**1. Zombies (3d6)**; Medium Undead; CR ½; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 9, flat footed 11; Base Atk/Grapple +1/+2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Single actions, Damage reduction 5/slashing, darkvision 60 ft, undead; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1; Feats Toughness.

**2. Dervish Cultists (3d6)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**3. Giant Tarantulas (2d6)**; Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

**4. Dervish Cultists (2d10);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**5. Large Vipers (1d6);** Large Animal; CR 2; HD 3d8; hp 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat footed 12; Base Atk/Grapple +2/+6; Atk/Full Atk Bite +4 melee (1d4 plus poison); SA Poison (DC 11, 1d6 Con); SQ Scent; Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Feats Improved Initiative, Weapon Finesse.

**6. Mummies (1d2);** Medium undead; CR 5; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (+10 natural), touch 10, flat footed 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +6 melee (1d6+10 plus mummy rot); SA Despair (DC 16, paralysis 1d4 rounds), mummy rot (DC 16, 1d6 Con and Cha); SQ Damage reduction 5/-, darkvision 60 ft, undead, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con --, Int 6, Wis 14; Cha 15; Skills Hide +7, Listen +8, Move Silently +7, Spot +8; Feats Alertness, Great Fortitude, Toughness.

**7. Zombies (2d12);** Medium Undead; CR ½; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 9, flat footed 11; Base Atk/Grapple +1/+2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Single actions, Damage reduction 5/slashing, darkvision 60 ft, undead; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1; Feats Toughness.

**8. Dervish Cultists (2d6);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

### Slaver Area Random Encounters

**1. Slaver Guards (2d4);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**2. Giant Tarantulas (1d4);** Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

**3. Large Vipers (1d10+2);** Large Animal; CR 2; HD 3d8; hp 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat footed 12; Base Atk/Grapple +2/+6; Atk/Full Atk Bite +4 melee (1d4 plus poison); SA Poison (DC 11, 1d6 Con); SQ Scent; Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Feats Improved Initiative, Weapon Finesse.

**4. Mummies (1d2);** Medium undead; CR 5; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (+10 natural), touch 10, flat footed 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +6 melee (1d6+10 plus mummy rot); SA Despair (DC 16, paralysis 1d4 rounds), mummy rot (DC 16, 1d6 Con and Cha); SQ Damage reduction 5/-, darkvision 60 ft, undead, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con --, Int 6, Wis 14; Cha 15; Skills Hide +7, Listen +8, Move Silently +7, Spot +8; Feats Alertness, Great Fortitude, Toughness.

**5. Slaver Guards (2d8);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

**6. Servant Bugbears (2d6);** Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 17 (+2 leather armor, +1 light wooden shield, +1 Dex, +3 natural), touch 11, flat footed 16; Base Atk/Grapple +2/+4; Atk/Full Atk Morningstar +5 melee (1d8+2), javelin +3 ranged (1d6+2); SQ Darkvision 60 ft., Scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Feats Alertness, Weapon Focus (Morningstar). Possessions: Leather armor, morningstar, 2 javelins.

**7. Slaves (1d6);** Male/female human Com1; CR 1/4; HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10; Atk Punch -1 melee (1d3-1); AL LN; SV Fort +0, Ref +0, Will +1; Str 8; Dex 10, Con 11, Int 11, Wis 11, Cha 11; Skills Craft (Pottery, Laundry, Cooking, Basket-weaving, Weaving or Painting) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

**8. Slaver Guards (2d6);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

## Dervish Cult Chambers Encounter Areas

### 1. The Stone Door

**Dervish Cultists (2d8);** Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

## 2. Temple Entry

**Zombie (4)**; Medium Undead; CR ½; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 9, flat footed 11; Base Atk/Grapple +1/+2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Single actions, Damage reduction 5/slashing, darkvision 60 ft, undead; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1; Feats Toughness.

## 3. Carnivorous Cavern

**Zombies (4 or 8)**; Medium Undead; CR ½; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 9, flat footed 11; Base Atk/Grapple +1/+2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Single actions, Damage reduction 5/slashing, darkvision 60 ft, undead; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1; Feats Toughness.

## 5. Door of Warding

**Glyph of Warding (Fire Blast)**; CR 3; 3d8 electrical damage to all within 5 feet of the glyph, Reflex save (DC 16) for half damage.

**Glyph of Warding (Blindness)**; CR 3; Fortitude save (DC 16) to avoid.

## 6. Outer Temple of Set

**Note:** This area is under a permanent Desecrate spell encompassing the whole temple. All undead have a +2 profane bonus to hit, damage and saving throws, and +2 hit points per hit die. Also all turning attempts are at a -6 profane penalty.

**Corga Kazan (See Major NPC's)**

**Korus Eikoth (See Major NPC's)**

**Acolyte #1**; Male human; Clr2; CR 2; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (+5 chain mail), touch 10, flat footed 15; Base Atk/Grapple +1/+2; Atk/Full Atk Spear +3 melee (1d8+1); AL LE; SV Fort +3, Ref +0, Will +5; Str 12, Dex 10, Con 13, Int 10, Wis 14, Cha 11; Skills Concentration +6, Knowledge (Religion) +5, Spellcraft +5; Feats Weapon Focus (Spear), Scribe Scroll; Domains Death, Evil; Spells Prepared (4/3) 0—resistance, guidance, virtue, inflict minor wounds; 1<sup>st</sup>—\*protection from good, divine favor, bane, random action. Possessions: Chain mail, spear.

**Acolyte #2**; Male human; Clr2; CR 2; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 16 (+5 chain mail, +1 small shield), touch 10, flat footed 16; Base Atk/Grapple +1/+2; Atk/Full Atk Heavy mace +3 melee (1d8+1); AL LE; SV Fort +3, Ref +0, Will +5; Str 12, Dex 10, Con 13, Int 10, Wis 14, Cha 11; Skills Concentration +6, Knowledge (Religion) +5, Spellcraft +5; Feats Weapon Focus (Heavy Mace), Scribe Scroll; Domains Death, Evil; Spells Prepared (4/3) 0—resistance, guidance, virtue, inflict minor wounds; 1<sup>st</sup>—\*protection from good, divine favor, bane, random action. Possessions: Chain mail, small shield, heavy mace.

**Dervish Cultists (16)**; Male human War4; CR 2; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 small shield), touch 10, flat footed 13; Base Atk/Grapple +4/+6; Atk/Full Atk Scimitar +7 melee (1d6+2), composite short bow +4 ranged (1d6); AL CE; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +7, Handle Animal +5, Survival +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Leather armor, small shield, scimitar, composite short bow, 20 arrows.

## 9. Cross and Double Cross

**East and West Door**

**Door activated Pit Trap (80 ft. Deep)**; CR 4; no attack roll needed (8d6); Reflex save (DC 20) avoids; Search (23); Disable Device (25).

## North Door

**Obscuring Mist**; fills the entire hallway, blocks all vision beyond 5 feet, combatants within 5 ft. have a 20% miss chance, combatants beyond 5 ft. have a 50% miss chance.

**Wight (1)**; Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

## 11. Essence of Evil

This area is under a permanent Desecrate spell encompassing the whole hallway and adjacent rooms. All undead have a +2 profane bonus to hit, damage and saving throws, and +2 hit points per hit die. Also all turning attempts are at a -6 profane penalty.

### 11a. Brazier of Violet Flames

**Advanced Skeletons (6)**; Medium Undead; CR 2; HD 5d12; hp 32; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat footed 13; Base Atk/Grapple +2/+5; Atk Claw +5 melee (1d6+3); Full Atk 2 claws +5 melee (1d6+3); SQ Damage reduction 5/ bludgeoning, darkvision 60 ft, immune to cold, undead; SV Fort +1, Ref +3, Will +4; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11; Feats Improved Initiative.

### 11c. Torture Room

**Barus Broadblade**; Male human Ftr3; CR 3; HD 3d10+6; hp 22; Init +0; Spd 30 ft.; AC 10; Atk Punch +5 melee (1d3+2, unarmed); AL NE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 11, Con 15, Int 10, Wis 11, Cha 8; Skills Ride +6, Jump +8, Climb +8; Feats Weapon Focus (Bastard Sword), Exotic Weapon Proficiency (Bastard Sword), Power Attack, Cleave. Possessions: None.

### 11d. Platinum Idol

Fortitude save (DC 14) to avoid polymorph other.

## Unexplored Temple Encounter Areas

### 12. The First Test

**Giant Tarantulas (2)**; Large vermin; CR 2; HD 4d8+4; hp 22; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk Bite +4 melee (1d6+8+poison, bite); SA Poison DC 16, 1d6 Str initial and secondary; SQ Vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +14, Hide +6, Jump +8, Spot +15.

### 13. The Second Test

**Jackal Head Trap**; +10 melee (1d6, 19-20/x2, bite); Search (DC 20), Disable Device (25).

**Steel Door**; 2½ in. thick, Hardness 13; hp 75; AC 5; Break DC 30. Triple locked, requires 2 *knock* spells or 3 successful Open Lock checks (DC 25) to open.

### 14. Inner Temple of Set

**Eyes of Set (2)**; Fine gemstone; CR N/A; Hardness 5; hp 20; AC 13 (+8 size, -5 Dex); Break DC 18; SQ Immune to critical hits and acid; half damage from ranged weapons, fire, and lightning; quarter damage from cold; full damage (ignoring hardness) from sonic.

**Zombie (2d6)**; Medium Undead; CR ½; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 9, flat footed 11; Base Atk/Grapple +1/+2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Single actions, Damage reduction 5/slashing, darkvision 60 ft, undead; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1; Feats Toughness.

**Ghoul (2d6)**; Medium Undead; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Atk/Grapple +1/+2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul Fever, paralysis (DC 12, 1d4+1 rounds); SQ Darkvision 60 ft, undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16; Skills Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Feats Multiattack.

**Ghast (2d6)**; Medium Undead; CR 3; HD 4d12+3; hp 29; Init +2; Spd 30 ft.; AC 17 (+3 Dex, +4 natural), touch 12, flat footed 14; Base Atk/Grapple +2/+5; Atk Bite +5 melee (1d8+3 plus paralysis); Full Atk Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); SA Ghoul Fever, paralysis (DC 15, 1d4+1 rounds), stench; SQ Darkvision 60 ft, undead, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con --, Int 13, Wis 14, Cha 16; Skills Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Feats Multiattack, Toughness.

**Shadow (2d6)**; Medium Undead (Incorporeal); CR 3; HD 3d12; hp 19; Init +2; Spd Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat footed 11; Base Atk/Grapple +1/-; Atk/Full Atk Incorporeal touch +3 melee (1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL CE; SV Fort +1, Ref +3, Will +4; Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13; Skills Hide +8, Listen +7, Search +4, Spot +7; Feats Alertness, Dodge.

**Necrophidius (1d6)**; Medium Construct; CR 2; HD 3d10; hp 16; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat footed 15; Base Atk/Grapple +1/+4; Atk Bite +4 melee (1d8+3 plus paralysis); SA Dance of death, paralysis; SQ Construct, darkvision 60 ft.; AL N; SV Fort +0, Ref +3, Will +0; Str 14, Dex 17, Con --, Int --, Wis 11, Cha 1; Skills Move Silently +12.

#### **Special Attacks**

**Dance of Death (Ex):** On the first round of combat all within 30 feet that view the rhythmic swaying of the necrophidius must succeed at a Will save (DC 15) or become *entranced* and unable to take their eyes off the necrophidius for 2d4 rounds. A victim can take no action while *entranced*. This allows the necrophidius to advance and attack an *entranced* foe at a +4 bonus to its attack roll. The target is flat footed while *entranced*. If the necrophidius hits an *entranced* target, it automatically breaks the effect.

**Paralysis (Su):** Fortitude save (DC 15) or paralyzed for 1d6 rounds.

**Immunities (Ex):** Because it lacks flesh or internal organs, a necrophidius take only half damage from piercing or slashing weapons.

**Skills:** The necrophidius receives a +12 bonus to all Move Silently checks.

**Wight (1d6)**; Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

**Dust Mephit (1d6)**; Small Outsider (Air); CR 3; HD 3d8; hp 13; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat footed 14; Base Atk/Grapple +3/-1; Atk Claw +4 melee (1d3); Full Atk 2 claws +4 melee (1d3); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage Reduction 5/magic, darkvision 60ft, fast healing 2; AL NE; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15; Skills Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +9, Hide +13, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings); Feats Dodge, Improved Initiative.

**Greater Shadow (1)**; Medium Undead (Incorporeal); CR 8, HD 9d12; hp 58; Init +2; Spd Fly 40 ft (good); AC 14 (+2 Dex, +2 deflection), touch 14, flat footed 12; Base Atk/Grapple +4/-; Atk/Full Atk Incorporeal touch +6 melee (1d8 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL CE; SV Fort +3, Ref +5, Will +7; Str --, Dex 15, Con --, Int 6, Wis 12, Cha 14; Skills Hide +14, Listen +9, Search +6, Spot +9; Feats Alertness, Dodge, Mobility, Spring Attack.

## 16. Forbidden Stair

**Skeletons (20)**; Medium Undead; CR 1; HD 2d12; hp 13; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat footed 13; Base Atk/Grapple +1/+2; Atk Claw +2 melee (1d6+1); Full Atk 2 claws +2 melee (1d6+1); SQ Damage reduction 5/ bludgeoning, darkvision 60 ft, immune to cold, undead; SV Fort +0, Ref +3, Will +3; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11; Feats Improved Initiative.

## Slaver Chambers Encounter Areas

### 18. Conference Room

**Bugbears (7)**; Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 17 (+2 leather armor, +1 light wooden shield, +1 Dex, +3 natural), touch 11, flat footed 16; Base Atk/Grapple +2/+4; Atk/Full Atk Morningstar +5 melee (1d8+2), javelin +3 ranged (1d6+2); SQ Darkvision 60 ft., Scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Feats Alertness, Weapon Focus (Morningstar). Possessions: Leather armor, morningstar, 2 javelins.

### 20. Storeroom

**Bugbears (3)**; Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 17 (+2 leather armor, +1 light wooden shield, +1 Dex, +3 natural), touch 11, flat footed 16; Base Atk/Grapple +2/+4; Atk/Full Atk Morningstar +5 melee (1d8+2), javelin +3 ranged (1d6+2); SQ Darkvision 60 ft., Scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Feats Alertness, Weapon Focus (Morningstar). Possessions: Leather armor, morningstar, 2 javelins.

### 23. Guard Hall

**Kalitrates**; Male drow Ftr7; CR 7; HD 7d10+7; hp 45; Init +8; Spd 30 ft.; AC 21 (+6 drow chain shirt +1, +2 drow buckler +1, +4 Dex), touch 16, flat footed 17; Base Atk/Grapple +7/+8; Atk Short sword +13 melee (1d6+4) or hand crossbow +11 ranged (1d4) or javelin +11 ranged (1d6+1 plus poison); Full Atk Short sword +13/+9 (1d6+4); SA Drow abilities, poison; SQ Immune to sleep, charm, SR 15; AL CE; SV Fort +5, Ref +5, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 13; Skills Ride +11, Handle Animal +3, Climb +7, Swim +4, Jump +7, Craft (Bowmaking) +5; Feats Improved Initiative, Weapon Finesse, Weapon Focus (short sword), Expertise, Weapon Specialization (Short Sword), Improved Trip, Improved Disarm. Possessions: +1 drow chain shirt,

+1 drow buckler, +1 drow short sword, hand crossbow, 10 bolts, poisoned javelin (DC 16, Initial: Fatigued, Secondary: Unconscious).

**Special Attacks/Qualities**

**Spell-like abilities (Sp):** Darkness, faerie fire and dancing lights 1/day at class level.

**Spell Resistance (Ex):** SR 18 (11 + class level).

## 24. Zomara's Cave

**Zomara;** Female drow Clr8; CR 8; HD 8d8+8; hp 45; Init +4; Spd 30 ft.; AC 23 (+6 *drow chain shirt* +2, +3 *drow buckler* +2, +4 Dex), touch 18, flat footed 19; Base Atk/Grapple +6/+6; Atk Heavy mace +9 melee (1d8+3); Full Atk Heavy mace +9/+4 melee (1d8+3); SA Drow abilities, Death touch, Cast evil spells at +1 caster level; SQ Immune to sleep, charm, SR 19; AL CE; SV Fort +7, Ref +6, Will +9; Str 10, Dex 18, Con 13, Int 12, Wis 17, Cha 14; Skills Concentration +12, Knowledge (Religion) +8, Spellcraft +14, Listen +5, Spot +7, Search +3; Feats Skill Focus (Spellcraft), Silent Spell, Spell Penetration; Domains Death, Evil; Spells Prepared ( 6/5/4/4/2) 0—resistance(2), detect magic, guidance, virtue(2); 1<sup>st</sup>—\*cause fear, bless, bane, entropic shield, shield of faith, divine favor; 2<sup>nd</sup>—\*death knell, aid, hold person, silence, spiritual weapon; 3<sup>rd</sup>—\*animate dead, contagion, blindness, cure serious wounds, prayer; 4<sup>th</sup>—\*unholy blight, dispel magic (Silent), divine power. Possessions: +2 drow chain shirt, +2 drow buckler, +3 drow heavy mace.

**Special Attacks/Qualities**

**Spell-like abilities (Sp):** Darkness, faerie fire and dancing lights 1/day at class level.

**Spell Resistance (Ex):** SR 19 (11 + class level).

**NOTE:** All drow items with crumble into dust within 1 week of being taken above ground.

**Giant Spiders (8);** Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

## 26. Prison

**Bugbear Jailer (1);** Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 17 (+2 leather armor, +1 light wooden shield, +1 Dex, +3 natural), touch 11, flat footed 16; Base Atk/Grapple +2/+4; Atk/Full Atk Morningstar +5 melee (1d8+2), javelin +3 ranged (1d6+2); SQ Darkvision 60 ft., Scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Feats Alertness, Weapon Focus (Morningstar). Possessions: Leather armor, morningstar, 2 javelins.

## 26a. Cell of Granicus

**Tolnus Granicus, former guildmaster;** Male human Exp3; CR 1; HD 3d6+3; hp 13; Init +0; Spd 30 ft.; AC 10; Atk Punch +2 melee (1d3); AL LN; SV Fort +0, Ref +0, Will +4; Str 10, Dex 10, Con 11, Int 15, Wis 13, Cha 15; Skills Profession (Merchant) +10, Bluff +8, Diplomacy +5, Sense Motive +9, Ride +6, Knowledge (Local) +8, Listen +7, Gather Information +8, Decipher Script +8; Feats Skill Focus (Profession), Toughness, Skill Focus (Sense Motive). Possessions: None.

## 27. Quarters

**Abu Karesan**; Male human Ftr4; CR 4; HD 4d10+8; hp 30; Init +1; Spd 20 ft.; AC 16 (+5 chain mail, +1 Dex), touch 11, flat footed 15; Base Atk/Grapple +4/+6; Atk/Full Atk Falchion +7 melee (2d4+3); AL NE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 12, Con 15, Int 10, Wis 9, Cha 10; Skills Climb +7, Jump +7; Feats Weapon Focus (Falchion), Power Attack, Cleave, Great Cleave. Possessions: Chain mail, falchion.

**Kaedros**; Male human Wiz5; CR 5; HD 5d4+10; hp 22; Init +6; Spd 30 ft.; AC 12 (+2 Dex, +4 mage armor), touch 12, flat footed 14; Base Atk/Grapple +2/+2; Atk/Full Atk Dagger +2 melee (1d4); AL LE; SV Fort +1, Ref +3, Will +5; Str 10, Dex 15, Con 11, Int 16, Wis 13, Cha 8; Skills Concentration +8, Spellcraft +11, Knowledge (Arcana) +11, Knowledge (Local) +11, Scry +11; Feats Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Brew Potion, Craft Wand; Spells Prepared (4/4/3/2) 0—light, mage hand, detect magic, read magic; 1<sup>st</sup>—mage armor, comprehend languages, magic missile, burning hands; 2<sup>nd</sup>—darkness, endurance, Melf's acid arrow; 3<sup>rd</sup>—hold person, lightning bolt. Possessions: Dagger, potion of gaseous form (5<sup>th</sup>), wand of hold person (5<sup>th</sup>, 5 charges).

## Chapter 11: Crypt of Badr Al-Mosak

### Crypt Random Encounters

**1-4. Mummies (1d2)**; Medium undead; CR 5; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (+10 natural), touch 10, flat footed 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +6 melee (1d6+10 plus mummy rot); SA Despair (DC 16, paralysis 1d4 rounds), mummy rot (DC 16, 1d6 Con and Cha); SQ Damage reduction 5/-, darkvision 60 ft, undead, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con --, Int 6, Wis 14; Cha 15; Skills Hide +7, Listen +8, Move Silently +7, Spot +8; Feats Alertness, Great Fortitude, Toughness.

**5. Wights (2d4)**; Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

**6. Wraiths (1d8)**; Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**7. Spectre (1)**; Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 13; Base Atk/Grapple +3/-, Atk/Full Atk Incorporeal touch +6 melee (1d8 plus energy drain); SA Create spawn, energy drain (2 negative levels DC 15); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, sunlight powerlessness, undead, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14; Feats Alertness, Blind-Fight, Improved Initiative.

**8. Dire Rats (3d6)**; Small Animal; CR 1/3; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat footed 12; Base Atk/Grapple +0/-4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Skills Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Feats Weapon Finesse.

**9. Gorgon (1)**; Large Magical Beast; CR 8; HD 8d10+40; hp 85; Init +4; Spd 30 ft.; AC 20 (-1 size, +11 natural), touch 9, flat footed 18; Base Atk/Grapple ++8/+17; Atk/Full Atk Gore +12 melee (1d8+7); SA Breath weapon, trample 1d8+7; SQ Darkvision 60 ft, low-light vision, scent; AL N; SV Fort +11, Ref +6, Will +5; Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9; Skills Listen +9, Spot +8; Feats Alertness, Improved Initiative, Iron Will.

**10. Large Vipers (1d10+2)**; Large Animal; CR 2; HD 3d8; hp 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat footed 12; Base Atk/Grapple +2/+6; Atk/Full Atk Bite +4 melee (1d4 plus poison); SA Poison (DC 11, 1d6 Con); SQ Scent; Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Feats Improved Initiative, Weapon Finesse.

**11-12. Giant Tarantulas (1d8)**; Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

## Crypt Entrance Encounter Areas

### 1. Amphitheater

The fear spell can be overcome by a Will save (DC 18).

### 2. Shaft

**Scything Blade Trap**; CR 2; +8 melee (2d10/x2 crit.); Hardness 10; hp 10; Search (DC 20), Disable Device (25).

### 3b. Blade Dance

**Bladed Statue Trap**; CR 2; 1d6 attacks at +5 melee (1d10, 19-20/x2 crit.); Search (DC 20), Disable Device (DC 25).

### 3c. Fire Dance

**Statue Fireball Trap**; CR 6; 20 ft. radius sphere from end of corridor (10d6); Reflex save (DC 17) avoids; Search (DC 25), Disable Device (DC 25).

### 3d. Bow for Arrow

**Bow Statue Trap**; CR 2; 4 attacks at +8 ranged (1d6, 19-20/x2 crit.); Search (DC 20), Disable Device (DC 20).

## 5. Office of Evil

**Wights (5)**; Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

## 6. Office of Rest

Secret Door, Search (DC 20) to spot.

## 7. Catacomb of Kings

Anyone crossing the bridge must make a Dexterity check (DC 15) or attract the attention of the Malatath.

**Mummies (1d4)**; Medium undead; CR 5; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (+10 natural), touch 10, flat footed 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +6 melee (1d6+10 plus mummy rot); SA Despair (DC 16, paralysis 1d4 rounds), mummy rot (DC 16, 1d6 Con and Cha); SQ Damage reduction 5/-, darkvision 60 ft, undead, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con --, Int 6, Wis 14; Cha 15; Skills Hide +7, Listen +8, Move Silently +7, Spot +8; Feats Alertness, Great Fortitude, Toughness.

**Wights (2d4)**; Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

**Spectre (1)**; Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 13; Base Atk/Grapple +3/-, Atk/Full Atk Incorporeal touch +6 melee (1d8 plus energy drain); SA Create spawn, energy drain (2 negative levels DC 15); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, sunlight powerlessness, undead, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14; Feats Alertness, Blind-Fight, Improved Initiative.

**Wraiths (1d4)**; Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**Shadow (1d8)**; Medium Undead (Incorporeal); CR 3; HD 3d12; hp 19; Init +2; Spd Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat footed 11; Base Atk/Grapple +1/-; Atk/Full Atk Incorporeal touch +3 melee (1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL CE; SV Fort +1, Ref +3, Will +4; Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13; Skills Hide +8, Listen +7, Search +4, Spot +7; Feats Alertness, Dodge.

## 8. Altar

**Harness of Seker:** This single glove is a divine item of the god Seker. It is NG in alignment and will only function for good aligned priests. The harness has 5 charges and the following powers:

- Detect Undead at will (No charges).
- Searing Light maximized to 40 hp damage against undead only (1 charge).

Caster Level: 7<sup>th</sup>; Weight: 1 lb.

## 10. East Priesthood Room

**Necrophidi (4);** Medium Construct; CR 2; HD 3d10; hp 16; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat footed 15; Base Atk/Grapple +1/+4; Atk Bite +4 melee (1d8+3 plus paralysis); SA Dance of death, paralysis; SQ Construct, darkvision 60 ft.; AL N; SV Fort +0, Ref +3, Will +0; Str 14, Dex 17, Con --, Int --, Wis 11, Cha 1; Skills Move Silently +12.

### Special Attacks

**Dance of Death (Ex):** On the first round of combat all within 30 feet that view the rhythmic swaying of the necrophidius must succeed at a Will save (DC 15) or become *entranced* and unable to take their eyes off the necrophidius for 2d4 rounds. A victim can take no action while *entranced*. This allows the necrophidius to advance and attack an *entranced* foe at a +4 bonus to its attack roll. The target is flat footed while *entranced*. If the necrophidius hits an *entranced* target, it automatically breaks the effect.

**Paralysis (Su):** Fortitude save (DC 15) or paralyzed for 1d6 rounds.

**Immunities (Ex):** Because it lacks flesh or internal organs, a necrophidius take only half damage from piercing or slashing weapons.

**Skills:** The necrophidi receives a +12 bonus to all Move Silently checks.

## 12c. Eastern Pit of Everfall

**Mummies (3);** Medium undead; CR 5; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (+10 natural), touch 10, flat footed 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +6 melee (1d6+10 plus mummy rot); SA Despair (DC 16, paralysis 1d4 rounds), mummy rot (DC 16, 1d6 Con and Cha); SQ Damage reduction 5/-, darkvision 60 ft, undead, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con --, Int 6, Wis 14; Cha 15; Skills Hide +7, Listen +8, Move Silently +7, Spot +8; Feats Alertness, Great Fortitude, Toughness.

## Crypt Upper Level Encounter Areas

### 1. Light Web

Beam A: **Cone of Cold**; no attack roll needed (10d6); Reflex save (DC 13) for half.

Beam B: **Disintegrate**; +7 ranged attack; Fortitude save (DC 16) or disintegrate, 5d6 damage on successful save.

Beam C: **Lightning Bolt**; no attack roll needed (10d6); Reflex save (DC 13) for half.

Beam D: **Teleport**; no attack roll needed; Will save (DC 15) negates.

For **Dispel Magic** purposes, Disintegrate beam is at 12<sup>th</sup> level use and all other beams are at 10<sup>th</sup> level use.

## 2. Bridal Keep

**Khalitharius, Efreet Pasha**; Huge Outsider; CR 25; HD 25d8+125; hp 250; Init +6; Spd 20 ft., fly 40 ft. (perfect); AC 25 (-2 size, +2 Dex, +15 natural), touch 10, flat footed 23; Base Atk/Grapple +25/+43; Atk Slam +33 melee (2d6+10 plus 1d6 fire); Full Atk Slam +33/+28/+23/+18 melee (2d6+10 plus 1d6 fire); SA Spell-like abilities, heat; SQ Immunity to fire, plane shift, spell resistance 32, telepathy 100 ft, vulnerability to cold; AL LE; SV Fort +19, Ref +16, Will +18; Str 31, Dex 15, Con 20, Int 12, Wis 15, Cha 18; Skills Bluff +27, Concentration +34, Escape Artist +27, Intimidate +25, Listen +27, Move Silently +27, Sense Motive +25, Spellcraft +26, Spot +27; Feats Combat Casting, Improved Initiative, Iron Will, Leadership, Dodge, Energy Substitution (Fire, this feat allows Khalitharius to substitute fire in any spell that uses another type of attack – example: cone of cold becomes a cone of fire, identical damage, area of effect and save).

### Special Attacks:

**Spell-like Abilites (Sp):** At Will: Produce flame, Pyrotechnics and Detect magic. 1/day: Enlarge, gaseous form, invisibility, permanent image, polymorph self, burning hands, acid arrow (fire substituted), fireball, wall of fire, cone of cold (fire substituted). These abilities are as the spells cast by a 20<sup>th</sup> level sorcerer (Save DC 14 + spell level).

**Princess Shadalah**; Female human Ari5; CR 3; HD 5d8+5; hp 27; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk Punch +4 melee (1d3+1, unarmed); AL NG; SV Fort +2, Ref +2, Will +6; Str 13, Dex 13, Con 12, Int 14, Wis 15, Cha 16; Skills Bluff +11, Diplomacy +13, Gather Information +10, Sense Motive +12, Survival +10, Ride +9, Knowledge (Local) +5, Handle Animal +7, Listen +4, Spot +4, Perform (Dance) +4; Feats Alertness, Skill Focus (Diplomacy), Skill Focus (Sense Motive).

## 3. Treasure

**Gem Rays**; no attack roll needed, any inanimate object blocks rays (3d10); Search (Automatic, visible as ruby rays), Disable Device (25, to replace gem with item of equal weight and stop beams).

**Petrifying Rays**; no attack roll needed; Fortitude save (DC 16) or be turned to stone.

# Chapter 12: Lost City of Phoenix

## Lands of Carthag Random Encounters

**1. Androsphinx (1)**; Large Magical Beast; CR 9; HD 12d10+48; hp 114; Init +0; Spd 50 ft., fly 80 ft.(poor); AC 22 (-1 size, +13 natural), touch 9, flat footed 22; Base Atk/Grapple +12/+23; Atk Claw +18 melee (2d4+7); Full Atk 2 claws +18 melee (2d4+7); Space/Reach 10 ft./5 ft.; SA Pounce, rake 2d4+3, roar, spells; SQ Darkvision 60 ft, low-light vision; AL CG; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17; Skills Intimidate +17, Knowledge (Local) +18, Listen +18, Spot +18, Survival +18; Feats Alertness, Cleave, Flyby Attack, Great Cleave, Power Attack, Track.

**2. Purple Worm (1)**; Gargantuan Magical Beast; CR 12; HD 16d10+112; hp 200; Init -2; Spd 20 ft., burrow 20 ft., swim 10 ft.; AC 19 (-4 size, -2 Dex, +15 natural), touch 4, flat footed 19; Base Atk/Grapple +16/+40; Atk Bite +25 melee (2d8+12); Full Atk Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison); Space/Reach 20 ft./15 ft; SA Improved grab, swallow whole, poison (DC 25, 1d6/2d6 Str); SQ Tremorsense 60 ft; AL N; SV Fort +17, Ref +8, Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8;

Skills Listen +18, Swim +20; Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting).

**3. Roc (1);** Gargantuan Animal; CR 9; HD 18d8+126; hp 207; Init +2; Spd 20 ft., fly 80 ft. (average); AC 17 (-4 size, +2 Dex, +9 natural), touch 8, flat footed 15; Base Atk/Grapple +13/+37; Atk Talon +21 melee (2d6+12); Full Atk 2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6); SQ Low-light vision; SV Fort +18, Ref +13, Will +9; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11; Skills Hide -3, Listen +10, Spot +14.

**4. Krite (1);** Small Animal; CR 2; HD 1d8; hp 4; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat footed 14; Base Atk/Grapple +0/-1; Atk/Full Atk Bite +4 melee (1d2-1 plus poison); SA Poison(DC 15, 1d8 Con); SQ Low-light vision, scent; Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +12, Hide +20\*, Listen +9, Spot +9; Feats Weapon Finesse. The Krite gets a +5 racial bonus to Hide checks due to its ability to roll up and appear to be a rock.

**5. Centipedes (2d12);** Small Vermin; CR ¼; HD ½d8; hp 2; Init +2; Spd 30 ft.; AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat footed 12; Base Atk/Grapple +0/-7; Atk/Full Atk Bite +3 melee (1d4-3 plus poison); SA Poison(DC 10 1d2 Dex); SQ Darkvision 60 ft, vermin; AL N; SV Fort +2, Ref +2, Will +0; Str 5, Dex 15, Con 10, Int --, Wis 10, Cha 2; Skills Climb +10, Hide +14, Spot +4; Feats Weapon Finesse.

**6. Giant Trapdoor Spider (1);** Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

**7. Hyenas (2d6);** Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat footed 12; Base Attack/Grapple +1/+2; Atk/Full Atk Bite +3 melee (1d6+1); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Feats Track, Weapon Focus (bite).

**8. Jackals (2d6);** Small animal; CR 1/3; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat footed 12; Base Atk/Grapple +0/-3; Atk/Full Atk Bite +2 melee (1d4+1); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; Skills Jump +7, Listen +5, Spot +5, Swim +5, Survival +1.

**9. Centipede Swarm (1);** Diminutive Vermin; CR 4; HD 9d8+9; hp 31; Init +4; Spd 20 ft, climb 20 ft; AC 18 (+4 size, +4 Dex), touch 18, flat footed 14; Base Atk/Grapple +6/-; Atk/Full Atk Swarm (2d6 plus poison); SA Distraction, poison (DC 13, 1d4 Dex); SQ Darkvision 60 ft, immune to weapon damage, swarm, tremorsense 30 ft, vermin; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2; Skills Jump +12, Spot +4; Feats Weapon Finesse.

**10. Desert Beetles (2d6);** Small Vermin; CR 1/3; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 16 (+1 size, +5 natural), touch 11, flat footed 16; Base Atk/Grapple +0/-4; Atk/Full Atk Bite +1 melee (2d4); SQ Darkvision 60 ft, vermin; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int --, Wis 10, Cha 7.

**11-12. Spectral Minion (1);** Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

### 13+. Sinkhole.

## Lands of Carthag Encounter Areas

### 1. Phoenix from Afar

As the temperature rises, characters must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 subdual damage. Bonuses and penalties are normal (see Chapter 2, page 2 of this document). Any character taking subdual damage now suffers from heatstroke and is fatigued (see DMG pg. 303).

### 3. The Sinkhole and the Slide

A character caught in a sinkhole cannot stop herself. Characters throwing her a rope may make a combined Strength check (DC 18) to pull her out, otherwise she disappears into the sinkhole in 1d4 rounds. Unlike standard sinkholes, this is not a deathtrap, but a way into the city below. Characters sucked into a sinkhole will only have to hold their breaths for 3 rounds before plunging onto a smooth glass slide and sliding down to the street below. The fall will be cushioned by a large sand pile, so the slide and fall inflict only 2d6 damage.

## Phoenix Ruins Random Encounters

**1. Gauth (2);** Medium Aberration; CR 6; HD 6d8+18; hp 45; Init +6; Spd 5 ft., fly 20 ft. (good); AC 19 (+2 Dex, +7 natural), touch 12, flat footed 17; Base Atk/Grapple +4/+3; Atk/Full Atk Eye Rays +6 ranged touch (various effects) and bite -2 melee (1d6-1); SA Eye rays, stunning gaze; SQ All-around vision, darkvision 60 ft, flight; AL LE; SV Fort +5, Ref +4, Will +9; Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13; Skills Hide +11, Knowledge (Arcana) +11, Listen +4, Search +15, Spot +17, Survival +4; Feats Alertness, Flyby Attack, Improved Initiative, Iron Will.

**2. Rust Monster (1);** Medium Aberration; CR 3; HD 5d8+5; hp 27; Init +3; Spd 40 ft; AC 18 (+3 Dex, +5 natural), touch 13, flat footed 15; Base Atk/Grapple +3/+3; Atk Antenna touch +3 melee (rust); Full Atk Antenna touch +3 melee (rust) and bite -2 melee (1d3); SA Rust; SQ Darkvision 60 ft, scent; AL N; SV Fort +2, Ref +4, Will +5; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8; Skills Listen +7, Spot +7; Feats Alertness, Track.

**3. Red Spiders (3d12);** Tiny vermin; CR 1; HD ½d8; hp 2; Init +3; Spd 20 ft, climb 10 ft; AC 15 (+2 size, +3 Dex), touch 15, flat footed 13; Base Atk/Grapple +0/-12; Atk/Full Atk Bite +5 melee (1d3-4 plus poison); SA Poison (DC 10, 1d2 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +15, Jump -4, Spot +4; Feats Weapon Finesse.

**4-5. Centipede Swarm (1);** Diminutive Vermin; CR 4; HD 9d8+9; hp 31; Init +4; Spd 20 ft, climb 20 ft; AC 18 (+4 size, +4 Dex), touch 18, flat footed 14; Base Atk/Grapple +6/-; Atk/Full Atk Swarm (2d6 plus poison); SA Distraction, poison (DC 13, 1d4 Dex); SQ Darkvision 60 ft, immune to weapon damage,

swarm, tremorsense 30 ft, vermin; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2; Skills Jump +12, Spot +4; Feats Weapon Finesse.

**6. Desert Beetles (2d4);** Small Vermin; CR 1/3; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 16 (+1 size, +5 natural), touch 11, flat footed 16; Base Atk/Grapple +0/-4; Atk/Full Atk Bite +1 melee (2d4); SQ Darkvision 60 ft, vermin; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int --, Wis 10, Cha 7.

**7. Krite (1);** Small Animal; CR 2; HD 1d8; hp 4; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat footed 14; Base Atk/Grapple +0/-1; Atk/Full Atk Bite +4 melee (1d2-1 plus poison); SA Poison(DC 15, 1d8 Con); SQ Low-light vision, scent; Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +12, Hide +20\*, Listen +9, Spot +9; Feats Weapon Finesse. The Krite gets a +5 racial bonus to Hide checks due to it's ability to roll up and appear to be a rock.

**8-9. Advanced Skeletons (1d4);** Medium Undead; CR 2; HD 5d12; hp 32; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat footed 13; Base Atk/Grapple +2/+5; Atk Claw +5 melee (1d6+3); Full Atk 2 claws +5 melee (1d6+3); SQ Damage reduction 5/ bludgeoning, darkvision 60 ft, immune to cold, undead; SV Fort +1, Ref +3, Will +4; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11; Feats Improved Initiative.

## 10-11. Cry of Aeraldoth

**12. Spectral Traveler;** Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## Phoenix Ruins Encounter Areas

### 4. Dining Room of Khalif Mubrek

Reflex save (DC 20) to avoid tripping.

### 7. The Hall of Khalif Mubrek

Search (DC 25) to locate the trapdoor.

### 9. Entry Corridor of Chininsk Ambar

Search (DC 25) to find the correct way to open the door.

### 10. Library of Chininsk Ambar

**El-Tarifa, aerial servant;** Medium Elemental (Air); CR 5; HD 8d8+24; hp 60 max, 12 currently; Init +7; Spd Fly 100 ft. (perfect); AC 21 (+7 Dex, +4 natural), touch 16, flat footed 13; Base Atk/Grapple +6/+12; Atk Slam +12 melee (2d6+2); Full Atk 2 slams +12 melee (2d6+2); SA Air mastery, whirlwind; SQ Damage reduction 5/-, darkvision 60 ft, elemental, natural invisibility; AL N; SV Fort +5, Ref +13, Wil +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11; Skills Listen +5, Spot +6; Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

### 12. Death Trap of Chininsk Ambar

**Pit Trap (20 ft. Deep);** CR 2, no attack roll needed (2d6); Reflex save (DC 20) avoids; Search (25); Disable Device (25).

### 16b. Main Floor

**Wraiths (1d4);** Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

### 16c. Changing Room

**Advanced Skeletons (13, minus any randomly encountered);** Medium Undead; CR 2; HD 5d12; hp 32; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat footed 13; Base Atk/Grapple +2/+5; Atk Claw +5 melee (1d6+3); Full Atk 2 claws +5 melee (1d6+3); SQ Damage reduction 5/ bludgeoning, darkvision 60 ft, immune to cold, undead; SV Fort +1, Ref +3, Will +4; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11; Feats Improved Initiative.

### 17. Sewer Tunnel

**Red Spiders (4d6+10);** Tiny vermin; CR 1; HD ½d8; hp 2; Init +3; Spd 20 ft, climb 10 ft; AC 15 (+2 size, +3 Dex), touch 15, flat footed 13; Base Atk/Grapple +0/-12; Atk/Full Atk Bite +5 melee (1d3-4 plus poison); SA Poison (DC 10, 1d2 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +15, Jump -4, Spot +4; Feats Weapon Finesse.

### 18. Statue of Set

**Aeraldoth, Djinn Vizier;** Huge Outsider; CR 25; HD 25d8+100; hp 230; Init +8; Spd 20 ft., fly 60 ft. (perfect); AC 27 (-2 size, +8 Dex, +11 natural), touch 16, flat footed 19; Base Atk/Grapple +25/+43; Atk Slam +30 melee (2d6t+10); Full Atk Slam +30/+25/+20/+15 melee (2d6+10); SA Spell-like abilities, whirlwind; SQ Darkvision 120 ft, low-light vision, immune to cold, plane shift, spell resistance 32, telepathy 100 ft; AL CG; SV Fort +16, Ref +18, Will +14; Str 26, Dex 26, Con 18, Int 14, Wis 15, Cha 15; Skills Appraise +27, Concentration +31, Escape Artist +29, Knowledge (Planes) +27, Listen +27, Move Silently +27, Sense Motive +27, Spellcraft +27, Spot +27; Feats Combat Casting, Improved Initiative, Lightning Reflexes, Leadership, Dodge, Flyby Attack.

#### **Special Attacks:**

**Spell-like Abilities (Sp):** At Will: Detect magic, invisibility, see invisible. 1/day: Create food and water, Create Wine, Major Creation, Persistent image, Gaseous form, Wind walk, Shocking grasp, Lightning bolt, Call lightning, Wind wall. These abilities are as the spells cast by a 25<sup>th</sup> level sorcerer (Save DC 14 + spell level).

#### **Special Qualities:**

**Plane Shift (Sp):** Djinn and up to 6 other creatures at will.

**Telepathy (Su):** Communicate with any creature within 100 feet at will.

**Air Mastery (Ex):** Airborne creatures suffer a -2 circumstance penalty to attack and damage rolls against Aeraldoth.

**Whirlwind (Su):** Aeraldoth can transform into a whirlwind at will and remain in that form indefinitely. The whirlwind is 30 feet wide at the bottom, 60 feet wide at the top and up to 100 feet tall. Large or smaller creatures must succeed at a Reflex save (DC 20) or take 6d6 points of damage. A second Reflex save (DC 20) must be made or they will be picked up by the whirlwind, held suspended inside it and take 2d8 points of damage per round. A creature can make a Reflex

save (DC 20) every round to try to escape. The creature still takes damage if successful. Aeraldoth can eject any carried creature or object at his leisure. If touching the ground, the whirlwind throws up a debris cloud equal in diameter to half the whirlwind's height. Anyone caught in the cloud is at one-half concealment within 5 ft. or total concealment if more than 5 ft. away. Those attempting to spell cast in the cloud must make a Concentration check (DC 20) to cast a spell.

## Chapter 13: Skysea/Medinat Muskawoon

### Skysea Random Encounters

**1. Purple Worm (1);** Gargantuan Magical Beast; CR 12; HD 16d10+112; hp 200; Init -2; Spd 20 ft., burrow 20 ft., swim 10 ft.; AC 19 (-4 size, -2 Dex, +15 natural), touch 4, flat footed 19; Base Atk/Grapple +16/+40; Atk Bite +25 melee (2d8+12); Full Atk Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison); Space/Reach 20 ft./15 ft.; SA Improved grab, swallow whole, poison (DC 25, 1d6/2d6 Str); SQ Tremorsense 60 ft.; AL N; SV Fort +17, Ref +8, Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8; Skills Listen +18, Swim +20; Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting).

**2-3. Skittercrabs (1d10);** Large Vermin; CR 2; HD 4d10+12; hp 34; Init +0; Spd 30 ft.; AC 17 (-1 size, +8 natural), touch 9, flat footed 17; Base Atk/Grapple +2/+10; Atk Claw +6 melee (1d8+4); Full Atk 2 claws +6 melee (1d8+4) and bite +1 melee (1d4+2); SA Improved Grab; SQ Immune to normal and magical fire and heat, vermin; AL N; SV Fort +7, Ref +4, Will +2; Str 19, Dex 10, Con 17, Int 2, Wis 12, Cha 8; Skills Listen +5, Spot +5; Feats Alertness.

**4-5. Spectral Minion (2d10);** Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**6-8. Glass Pirates (3d6);** Medium Undead; CR 2; HD 5d12; hp 32; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat footed 13; Base Atk/Grapple +2/+5; Atk Claw +5 melee (1d6+3); Full Atk 2 claws +5 melee (1d6+3); SQ Damage reduction 5/ bludgeoning, darkvision 60 ft, immune to cold, undead; SV Fort +1, Ref +3, Will +4; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11; Feats Improved Initiative.

**9. Wanderer (1);** Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SA Flamestrike 1/day as level 10 caster; SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**10. Spectral Minion (1);** Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6,

Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## 11. Dead Party of Adventurers

**12. Ghostship (1);** Huge Construct; CR 6; HD 10d12; hp 60; Init +2; Spd 50 ft.; AC 12 (+2 Dex), touch 12, flat footed 10, Hardness 5; Base Atk/Grapple +7/+18; Full Atk Slam +10/+5 melee (1d10+4; SQ Construct; AL CE; SV Fort +3, Ref +5, Will +3; Str 17, Dex 14, Con --, Int --, Wis 11, Cha 8.

## The Cursed Isle Encounter Areas

### 1. The Tortured Hills

Climbing over the hills requires a Climb check (DC 16, +1 DC for every 40 lbs. of equipment carried). If the characters are roped together, decrease the DC by 4.

### 2. The Shore Line

Climbing over the hills requires a Climb check (DC 10, +1 DC for every 40 lbs. of equipment carried). If the characters are roped together, decrease the DC by 4.

### 3. The Limestone Causeway

If characters do not shield their eyes, they must make a Fortitude save (DC 15) to avoid being blinded for 3d6 minutes.

## Cursed City of Stone Random Events

### 1. A Warning.

**2. Ghost Thieves (1d4);** Medium Undead (Incorporeal); CR 7; HD 5d12; hp 32; Init +7; Spd Fly 30 ft. (perfect); AC 16 (+3 Dex, +3 deflection), touch 16, flat footed 13; Base Atk/Grapple +3/+4; Atk/Full Atk Incorporeal touch +4 melee (1d6) or Short sword +7 melee (1d6+1); SA Corrupting touch, manifestation, telekinesis, +3d6 sneak attack (usable with touch attack); SQ Darkvision 60 ft, incorporeal, rejuvenation, +4 turn resistance, undead; SV Fort +1, Ref +7, Will +2; Str 13, Dex 17, Con --, Int 11, Wis 12, Cha 16; Skills Climb +9, Hide +19, Listen +17, Search +16, Spot +17, Open Lock +11, Disable Device +8, Move Silently +11; Feats Dodge, Improved Initiative, Weapon Finesse. Possessions: Studded leather armor, masterwork short sword.

**3. Ghost Fighters (1d6);** Medium Undead (Incorporeal); CR 7; HD 5d12; hp 32; Init +5; Spd Fly 30 ft. (perfect); AC 12 (+1 Dex, +1 deflection), touch 12, flat footed 11 or AC 21 (+1 Dex, +8 full plate, +2 heavy shield), touch 11, flat footed 20; Base Atk/Grapple +5/+8; Atk/Full Atk Incorporeal touch +6 melee (1d6) or bastard sword +10 melee (1d10+5); SA Corrupting touch, malevolence, manifestation; SQ Darkvision 60 ft, incorporeal, rejuvenation, +4 turn resistance, undead; SV Fort +5, Ref +3, Will +3; Str 17, Dex 13, Con --, Int 10, Wis 12, Cha 12; Skills Climb +1, Hide -1, Listen +11, Ride +9, Search +8, Spot +11; Feats Improved Initiative, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Power Attack, Cleave, Weapon Specialization (Bastard Sword). Possessions: Full plate armor, large shield, masterwork bastard sword.

**4. Wight (1d6);** Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL

LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

**5. Wraith (1d4);** Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## 6. The Last Caravan.

### Cursed City of Stone Encounter Areas

#### 10. Temple of Prometheus

A Search check (DC 20) will reveal that glass was once attached to the window frame.

#### 14. Palaestra

**Centipedes Swarm (4);** Diminutive Vermin; CR 4; HD 9d8+9; hp 31; Init +4; Spd 20 ft, climb 20 ft; AC 18 (+4 size, +4 Dex), touch 18, flat footed 14; Base Atk/Grapple +6/-; Atk/Full Atk Swarm (2d6 plus poison); SA Distraction, poison (DC 13, 1d4 Dex); SQ Darkvision 60 ft, immune to weapon damage, swarm, tremorsense 30 ft, vermin; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2; Skills Jump +12, Spot +4; Feats Weapon Finesse.

#### 16. Ruined Baths

**Wraiths (3);** Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

#### 18. Collegium Ruins

**Dust Specter (1);** Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (sleep); SA Talking causes sleep (Will DC 17 or fall asleep) 30 ft range; SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

#### 23. Baths of Drusus

**Wraiths (3);** Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills

Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## Temple of Ra Encounter Areas

### 1. Eyes of Hathor

**Eyes of Hathor (2)**; AC 9 (-5 Dex, +4 size); Hardness 5; HD 10d10; hp 70; SA Paralysis, 60 ft range, Will save (DC 20) to resist, +1 DC per 10 feet closer than 60 feet. On failed save victim is paralyzed until removed from beyond the 60 ft. eye range.

### 2. Courtyard

**Asps (Infinite)**; Small Animal; CR 2; HD 1d8; hp 4; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat footed 14; Base Atk/Grapple +0/-1; Atk/Full Atk Bite +4 melee (1d2-1 plus poison); SA Poison(DC 15, 1d8 Con); SQ Low-light vision, scent; Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +12, Hide +20\*, Listen +9, Spot +9; Feats Weapon Finesse.

### 4. Entry Hall

Lotus gas, Will save (DC 20), victim forgets they are an adult and begins to play like a child. Neutralize Poison or getting to area 5 will break the effect.

### 7. Altar of Ra

To cross the bridge safely requires a Balance check (DC 15). To jump to the altar from the end of the bridge is automatic, but a Balance check (DC 15) is required to keep their footing on the altar. If a PC slips, he may make a Dexterity check (DC 15) to grab the stone before falling off the altar.

## Chapter 14: Citadel of Martek

### Major Non-Player Characters

**Trifakas**; Male human Wiz12; CR 12; HD 12d4+12; hp 48; Init +6; Spd 30 ft.; AC 20 (+4 mage armor, +2 *ring of protection*, +2 *amulet of natural armor*, +2 Dex), touch 18, flat footed 18; Base Atk/Grapple +6/+5; Atk Quarterstaff +4 melee (1d6-1) or touch +8 melee or ranged touch +8 ranged; Full Atk Quarterstaff +4/-1 melee (1d6-1); AL LE; SV Fort +5, Ref +7, Will +8; Str 8, Dex 14, Con 12, Int 19, Wis 10, Cha 13; Skills Concentration +16, Spellcraft +19, Knowledge (Arcana) +14, Knowledge (History) +14, Knowledge (Local) +14, Knowledge (Planes) +14, Stry +14; Feats Improved Initiative, Scribe Scroll, Weapon Finesse, Combat Casting, Empower Spell, Brew Potion, Dodge, Craft Wand, Still Spell; Spells Prepared (4/5/5/5/4/3/2) 0—resistance, light, detect magic, daze; 1<sup>st</sup>—magic missile(2), shield, ray of enfeeblement, mage armor; 2<sup>nd</sup>—blur, web, acid arrow, bull's strength, spectral hand; 3<sup>rd</sup>—vampiric touch, lightning bolt, haste, fly, invisibility sphere, 4<sup>th</sup>—minor globe of invulnerability, dimension door, wall of ice, enervation; 5<sup>th</sup>—teleport, cone of cold, Bigby's interposing hand; 6<sup>th</sup>—chain lightning, summon monster 6. Possessions: +2 ring of protection, +2 amulet of natural armor, wand of lightning bolt (6<sup>th</sup>, 25 charges), potion of invisibility (5<sup>th</sup>), potion of cure serious wounds (5<sup>th</sup>), scroll of fly, dimension door, cat's grace (10<sup>th</sup>).

**Sardok**; Male human Rog10; CR 10; HD 10d6+20; hp 57; Init +8; Spd 30 ft.; AC 19 (+5 *studded leather armor* +2, +4 Dex), touch 14, flat footed 15; Base Atk/Grapple +7/+9; Atk Rapier +12 melee (1d6+3) or masterwork light crossbow +11 ranged (1d8); Full Atk Rapier +12/+7 melee (1d6+3); SA Sneak attack +5d6; SQ Improved uncanny dodge, improved evasion, trap sense +3; AL CE; SV Fort +6, Ref +13, Will +4; Str 14, Dex 19, Con 15, Int 15, Wis 10, Cha 12; Skills Move Silently +17, Hide +17, Disguise +14, Bluff +14, Open Lock +14, Search +12, Spot +13, Disable Device +11, Listen +13, Climb +12, Jump

+12, Swim +5; Feats Improved Initiative, Dodge, Weapon Finesse, Expertise, Improved Trip.  
Possessions: +2 leather armor, +1 rapier, +1 cloak of resistance, +2 gloves of Dexterity, masterwork light crossbow, masterwork bolts (10), potion of cure moderate wounds (5<sup>th</sup>), potion of darkvision (5<sup>th</sup>), daggers (2), 10 doses tarantula blade poison (DC 15, 1d4 Str).

**Pawnis**; Male drow elf Rog8/Ftr2; CR 10; HD 8d6+2d10+10; hp 50; Init +8; Spd 30 ft.; AC 19 (+5 elven chain mail, +4 Dex), touch 14, flat footed 15; Base Atk/Grapple +8/+10; Atk Short sword +15 melee (1d6+4) or hand crossbow +12 ranged (1d4); Full Atk Short sword +15/+10 melee (1d6+4); SA Sneak attack +4d6, Spell-like abilities; SQ Evasion, improved uncanny dodge, trap sense +2; AL CE; SV Fort +5, Ref +10, Will +2 (+4 vs spells); Str 12 (14), Dex 18, Con 12, Int 13, Wis 10, Cha 13; Skills Move Silently +15, Hide +15, Balance +15, Swim +4, Open Lock +15, Search +12, Spot +11, Disable Device +12, Listen +11, Climb +12, Jump +7; Feats Improved Initiative, Weapon Finesse, Expertise, Improved Disarm, Dodge, Blind-fight. Possessions: Elven chain mail, +2 short sword, +2 gauntlets of ogre power, hand crossbow, 10 bolts, potion of blur (5<sup>th</sup>), potion of cure moderate wounds (6<sup>th</sup>).

**Spell-like Abilities (Sp)**: Dancing lights, darkness, faerie fire 1/day at 10<sup>th</sup> level use.

**Percivilis**; Male human Pal6; CR 6; HD 6d10+12; hp 45; Init +1; Spd 20 ft.; AC 18 (+5 breastplate, +2 large shield, +1 Dex), touch 11, flat footed 17; Base Atk/Grapple +6/+9; Atk Long sword +11 melee (1d8+3); Full Atk Long sword +11/+6 melee (1d8+3); SQ Aura of good, aura of courage, detect evil, lay on hands (24 hp), immune to disease and fear, smite evil 1/day, remove disease 1/week, turn undead as level 3 cleric; AL LG; SV Fort +11, Ref +7, Will +12; Str 17, Dex 12, Con 15, Int 13, Wis 16, Cha 18; Skills Ride +10, Concentration +10, Knowledge (Religion) +8, Handle Animal +8; Feats Weapon Focus (Long sword), Power Attack, Cleave, Mounted Combat; Spells Prepared (2) 1<sup>st</sup>—bless weapon, divine favor. Possessions: Breastplate, large shield, masterwork long sword, dagger, holy symbol.

**Villagemaster Bandik**; Male human Rog6; CR 6; HD 6d6+6; hp 27; Init +3; Spd 30 ft.; AC 16 (+3 studded leather armor, +3 Dex), touch 13, flat footed 13; Base Atk/Grapple +4/+5; Atk/Full Atk Short sword +7 melee (1d6+1) or dagger +7 ranged (1d4+1); SA Sneak attack +3d6; SQ Trap sense +2, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 10, Wis 10, Cha 11; Skills Pick Pocket +12, Hide +14, Move Silently +14, Open Lock +12, Search +9, Spot +11, Listen +11; Feats Skill Focus (Hide), Skill Focus (Move Silently), Alertness, Weapon Finesse (Short sword). Possessions: Studded leather armor, short sword, dagger.

## Pillar of Martek Encounter Areas

### 2. Entry Chamber

Search check (DC 20) to notice the secret doors. The Wall of Lightning inflicts 12d6 damage, Reflex save (DC 16) for half damage.

### 4. Corridor

Search check (DC 20) to notice the secret doors.

**Spear Trap**; CR 2; +8 ranged (1d8, x2 crit.); Search (DC 20), Disable Device (DC 25).

## Garden of the Cursed Random Encounters

**1. Palan-teen (2d4)**; Male/female human War4; CR 3; HD 4d8+8; hp 24; Init +0; Spd 20 ft.; AC 16 (+5 chain mail or breastplate, +1 small shield), touch 10, flat footed 16; Base Atk/Grapple +4/+6; Atk/Full Atk Long sword +7 melee (1d8+2); AL LG/NG/CG; SV Fort +6, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 10, Wis 11, Cha 11; Skills Climb +9, Jump +9, Swim +9; Feats Weapon Focus (Long sword), Power Attack, Cleave. Possessions: Chain mail or breastplate, small shield, long sword, dagger.

**2. Guilders (1d6);** Male/female human Exp3; CR 2; HD 3d6+3; hp 13; Init +2; Spd 30 ft.; AC 15 (+3 studded leather armor, +2 Dex), touch 12, flat footed 13; Base Atk/Grapple +2/+3; Atk/Full Atk Short sword +3 melee (1d6+1) or dagger +4 ranged (1d4+1); AL NE/CE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 10, Wis 10, Cha 8; Skills Pick Pocket +9, Hide +11, Move Silently +11, Open Lock +9, Search +7, Spot +7, Listen +9; Feats Skill Focus (Hide), Skill Focus (Move Silently), Alertness. Possessions: Studded leather armor, short sword, dagger.

**3. Giant Tarantulas (2d6);** Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

**4. Giant Scorpion (1d8);** Large vermin; CR 3; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16 (-1 size, +7 natural), touch 9, flat footed 16; Base Atk/Grapple +3/+11; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); SA Constrict 1d6+4, improved grab, poison (DC 11, 1d4 Dex); SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int --, Wis 10, Cha 2; Skills Climb +8, Hide +0, Spot +4.

#### **5. Grenade Palms (1d4)**

**6. Guilders (2d6);** Male/female human Exp3; CR 2; HD 3d6+3; hp 13; Init +2; Spd 30 ft.; AC 15 (+3 studded leather armor, +2 Dex), touch 12, flat footed 13; Base Atk/Grapple +2/+3; Atk/Full Atk Short sword +3 melee (1d6+1) or dagger +4 ranged (1d4+1); AL NE/CE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 10, Wis 10, Cha 8; Skills Pick Pocket +9, Hide +11, Move Silently +11, Open Lock +9, Search +7, Spot +7, Listen +9; Feats Skill Focus (Hide), Skill Focus (Move Silently), Alertness. Possessions: Studded leather armor, short sword, dagger.

**7. Palan-teen (1d8);** Male/female human War4; CR 3; HD 4d8+8; hp 24; Init +0; Spd 20 ft.; AC 16 (+5 chain mail or breastplate, +1 small shield), touch 10, flat footed 16; Base Atk/Grapple +4/+6; Atk/Full Atk Long sword +7 melee (1d8+2); AL LG/NG/CG; SV Fort +6, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 10, Wis 11, Cha 11; Skills Climb +9, Jump +9, Swim +9; Feats Weapon Focus (Long sword), Power Attack, Cleave. Possessions: Chain mail or breastplate, small shield, long sword, dagger.

#### **8. Trifakas (See Major NPCs)**

#### **9. Pawnis (See Major NPCs)**

#### **10. Sardok (See Major NPCs)**

#### **11. Villagemaster Bandik (See Major NPCs)**

#### **12. Percivilis (See Major NPCs)**

### **Garden of the Cursed Encounter Areas**

#### **4. Dais of Reception**

**Guilders (20);** Male/female human Exp3; CR 2; HD 3d6+3; hp 13; Init +2; Spd 30 ft.; AC 15 (+3 studded leather armor, +2 Dex), touch 12, flat footed 13; Base Atk/Grapple +2/+3; Atk/Full Atk Short sword +3 melee (1d6+1) or dagger +4 ranged (1d4+1); AL NE/CE; SV Fort +2, Ref +5,

Will +1; Str 12, Dex 15, Con 13, Int 10, Wis 10, Cha 8; Skills Pick Pocket +9, Hide +11, Move Silently +11, Open Lock +9, Search +7, Spot +7, Listen +9; Feats Skill Focus (Hide), Skill Focus (Move Silently), Alertness. Possessions: Studded leather armor, short sword, dagger.

### 5. Guilder Village

**Guilders (20-88)**; Male/female human Exp3; CR 2; HD 3d6+3; hp 13; Init +2; Spd 30 ft.; AC 15 (+3 studded leather armor, +2 Dex), touch 12, flat footed 13; Base Atk/Grapple +2/+3; Atk/Full Atk Short sword +3 melee (1d6+1) or dagger +4 ranged (1d4+1); AL NE/CE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 10, Wis 10, Cha 8; Skills Pick Pocket +9, Hide +11, Move Silently +11, Open Lock +9, Search +7, Spot +7, Listen +9; Feats Skill Focus (Hide), Skill Focus (Move Silently), Alertness. Possessions: Studded leather armor, short sword, dagger.

**Villagemaster Bandik (See Major NPCs)**

**Pawnis (See Major NPCs)**

### 7. Trifakas' Camp

**Trifakas (See Major NPCs)**

**Sardok (See Major NPCs)**

### 8. Camp of the Palan-teen

**Palan-teen (20-52)**; Male/female human War4; CR 3; HD 4d8+8; hp 24; Init +0; Spd 20 ft.; AC 16 (+5 chain mail or breastplate, +1 small shield), touch 10, flat footed 16; Base Atk/Grapple +4/+6; Atk/Full Atk Long sword +7 melee (1d8+2); AL LG/NG/CG; SV Fort +6, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 10, Wis 11, Cha 11; Skills Climb +9, Jump +9, Swim +9; Feats Weapon Focus (Long sword), Power Attack, Cleave. Possessions: Chain mail or breastplate, small shield, long sword, dagger.

**Percivilis (See Major NPCs)**

## Grand Hall of the Crystal Prism Encounter Areas

### 3. Grand Hall

**Iron Phoenix (1)**; Huge Construct; CR 9; HD 10d10+30; hp 85; Init -1; Spd 10 ft (can't run), fly 40 ft. (poor); AC 22 (-2 size, -1 Dex, +15 natural), touch 7, flat footed 22; Base Atk/Grapple +7/+25; Atk Talon +15 melee (2d6+10); Full Atk 2 talons +15 melee (2d6+10); SA Screech, spell-like abilities; SQ Construct, fast healing 5, rejuvenation, rust vulnerability; AL N; SV Fort +3, Ref +2, Will +4; Str 31, Dex 8, Con --, Int --, Wis 13, Cha 1; Feats Flyby Attack.

**Special Attacks/Qualities:**

**Screech (Su):** The phoenix can emit a piercing sonic screech in a 50' cone, doing 4d10 points of sonic damage, Fortitude save (DC 16) for half damage. The phoenix can screech once every 1d4 rounds.

**Spell-like Abilities:** Flame Strike 3 times per day, as a 10<sup>th</sup> level caster, save DC 16.

**Fast Healing (Ex):** The phoenix repairs 5 points of damage per round.

**Damage Reduction (Su):** 5/adamantine.

**Immunities (Ex):** The phoenix is immune to normal and magical fire, and piercing weapons.

**Rust Vulnerability (Ex):** The phoenix is affected normally by rusting attacks.

**Rejuvenation (Ex):** The phoenix returns 24 hours after being "killed".

## Black Abyss Random Encounters

**1. Xorn (1d3);** Medium Outsider (Earth); CR 6; HD 7d8+17; hp 48; Init +0; Spd 20 ft, burrow 20 ft; AC 24 (+14 natural), touch 10, flat footed 24; Base Atk/Grapple +7/+10; Atk Bite +10 melee (4d6+3); Full Atk Bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1); SQ All around vision, damage reduction 5/bludgeoning, darkvision 60 ft, earth glide, immunity to cold and fire, resist electricity 10, tremorsense 60 ft; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10; Hide +10, Intimidate +10, Knowledge (Dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10; Feats Cleave, Improved bull rush, Multiattack, Power attack, Toughness.

**2. UMBER HULK (1d3);** Large Aberration; CR 7; HD 8d8+35; hp 71; Init +1; Spd 20 ft, burrow 20 ft; AC 18 (-1 size, +1 Dex, +8 natural), touch 10, flat footed 17; Base Atk/Grapple +6/+16; Atk Claw +11 melee (2d4+6); Full Atk 2 claws +11 melee (2d4+6) and bite +9 melee (2d8+3); SA Confusing gaze; SQ Darkvision 60 ft, tremorsense 60 ft; AL CE; SV Fort +8, Ref +3, Will +6; Str 23, Dex 13, Con 19, Int 9, Wis 11, Cha 13; Skills Climb +12, Jump +5, Listen +11; Feats Great Fortitude, Multiattack, Toughness.

**3. XILL (1d6);** Medium Outsider (Evil, Lawful); CR 6; HD 5d8+10; hp 32; Init +7; Speed 40 ft.; AC 20 (+3 Dex, +7 natural), touch 13, flat footed 17; Base Atk/Grapple +5/+7; Atk Short sword +7 melee (1d6+2) or claw +7 melee (1d4+2) or longbow +8 ranged (1d8); Full Atk 2 short swords +5 melee (1d6+2, 1d6+1) or 2 claws +5 melee (1d4+2, 1d4+1) or 2 longbows +4 ranged (1d8); SA Implant, improved grab, paralysis; SQ Darkvision 60 ft, planewalk, spell resistance 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11; Skills Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3; Feats Improved Initiative, Multiattack, Multiweapon Fighting.

**4. SPECTRAL MINION (1d6);** Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL CE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**5. Otyughs (1d3);** Large Aberration; CR 4; HD 6d8+9; hp 36; Init +0; Spd 20 ft; AC 17 (-1 size, +8 natural), touch 9, flat footed 17; Base Atk/Grapple +4/+8; Atk Tentacle +4 melee (1d6); Full Atk 2 tentacles +4 melee (1d6) and bite -2 melee (1d4); SA Constrict 1d6, disease, improved grab; SQ Darkvision 60 ft, scent; AL N; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6; Skills Hide -1, Listen +6, Spot +6; Feats Alertness, Toughness, Weapon Focus (tentacle).

**6. Otyugh (1);** Huge Aberration; CR 9; HD 11d8+33; hp 82; Init +3; Spd 20 ft; AC 19 (-2 size, -1 Dex, +12 natural), touch 7, flat footed 19; Base Atk/Grapple +8/+20; Atk Tentacle +11 melee (1d8+4); Full Atk 2 tentacles +11 melee (1d8+4) and bite +8 melee (1d6+2); SA Constrict 1d8+4, disease, improved grab; SQ Darkvision 60 ft, scent; AL N; SV Fort +6, Ref +2, Will +8; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6; Skills Hide +3, Listen +12, Spot +12; Feats Alertness, Improved Initiative, Multiattack, Toughness, Weapon Focus (tentacle).

**7. Dopplegangers (1d3)**; Medium Shapechanger; CR 3; HD 4d8+4, hp 22; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +4/+5; Atk/Full Atk Slams +5 melee (1d6+1); SA Detect Thoughts, SQ Change shape, immune to sleep and charm; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; Skills Bluff +10, Diplomacy +3, Disguise +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Feats Dodge, Great Fortitude.

**8. Spectral Minion (1d6)**; Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**9. Hound Archon (2)**; Medium Outsider (Archon, Extraplanar, Good, Lawful); CR 4; HD 6d8+6; hp 33; Init +4; Spd 40 ft; AC 19 (+9 natural), touch 10, flat footed 19; Base Atk/Grapple +6/+8; Atk Bite +8 melee (1d8+2) or slam +3 melee (1d4+1) or greatsword +9 melee (2d6+3); Full Atk Bite +8 melee (1d8+2) and slam +3 melee (1d4+1) or greatsword +9/+4 melee (2d6+3); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, immunity to electricity and petrification, magic circle against evil, scent, spell resistance 16, teleport, tongues; AL LG; SV Fort +6, Ref +5, Will +6; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12; Skills Concentration +10, Diplomacy +3, Hide +9, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10; Feats Improved Initiative, Power Attack, Track. Possessions: +1 greatsword.

**10. Djinni (1)**; Large Outsider (Air, Extraplanar); CR 5; HD 7d8+14; hp 45; Init +8; Spd 20 ft, fly 60 ft (perfect); AC 16 (-1 size, +4 Dex, +3 natural), touch 13, flat footed 12; Base Atk/Grapple +7/+15; Atk Slam +10 melee (1d8+4); Full Atk 2 slams +10 melee (1d8+4); SA Air mastery, spell-like abilities, whirlwind; SQ Darkvision 60 ft, immunity to acid, plane shift, telepathy 100 ft; AL CG; SV Fort +7, Ref +9, Will +7; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15; Skills Appraise +12, Concentration +12, Craft +12, Diplomacy +4, Escape Artist +14, Knowledge +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4; Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

**11. Efreeti (1)**; Large Outsider (Extraplanar, Fire); CR 8; HD 10d8+20; hp 65; Init +7; Spd 20 ft, fly 40 ft (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat footed 15; Base Atk/Grapple +10/+20; Atk Slam +15 melee (1d8+6 plus 1d6 fire); Full Atk 2 slams +15 melee (1d8+6 plus 1d6 fire); SA Change size, heat, spell-like abilities; SQ Darkvision 60 ft, immunity to fire, plane shift, telepathy 100 ft, vulnerability to cold; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15; Skills Bluff +15, Craft +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15; Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-like Ability (scorching ray).

**12. Red Slaad (1)**; Large Outsider (Chaotic, Extraplanar); CR 7; HD 7d8+21; hp 52; Init +2; Spd 30 ft.; AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat footed 17; Base Atk/Grapple +7/+16; Atk Bite +11 melee (1d8+5); Full Atk Bite +11 melee (2d8+5) and 2 claws +9 melee (1d4+2 plus implant); SA Implant, pounce, stunning croak, summon slaad; SQ Darkvision 60 ft, fast healing 5, immunity to sonic, resist acid 5, cold 5, electricity 5 and fire 5; AL CN; SV Fort +8, Ref +7, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 6, Cha 8; Skills Climb +15, Hide +8, Jump +15, Listen +8, Move Silently +12, Spot +8; Feats Dodge, Mobility, Multiattack.

## Mobius Tower Encounter Areas

### 2. Apartment of the Firstwife

**Groaning Spirit (1);** Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7; Spd 30 ft; AC 17 (+3 Dex, +4 deflection), touch 17, flat footed 14; Base Atk/Grapple +3/-; Atk/Full Atk Incorporeal touch +6 melee (1d8 cold plus 1d4 Str drain); SA Detect living, wail; SQ Immunity to electricity, incorporeal, spell resistance 17, +4 turn resistance, unnatural aura; AL CE; SV Fort +2, Ref +5, Will +8; Str --, Dex 17, Con --, Int 16, Wis 16, Cha 18; Skills Hide +13, Intimidate +10, Intuit Direction +8, Listen +14, Search +12, Sense Motive +11, Spot +15; Feats Alertness, Blind-fight, Improved Initiative.

#### **Special Attacks/Qualities:**

**Wail (Su.):** 1/day at night only; 30 ft. radius; Fortitude save (DC 17) or be reduced to 0 hp.

**Detect Living (Su.):** The groaning spirit can sense all living creatures up to 100 ft away.

### 6. Cloak Room

**Cryptknight (1);** Medium Undead; CR 7; HD 8d12; hp 52; Init +4; Spd 30 ft; AC 19 (+5 chain mail, +4 natural), touch 10, flat footed 19; Base Atk/Grapple +4/+8; Atk Slam +10 melee (1d6+4); Full Atk 2 slams +10 melee (1d6+4); SA Aura of fear (5 ft. radius Will save DC 14 or be shaken with fear for 1d6 rounds); SQ Damage reduction 10/magic, undead; AL LE; SV Fort +2, Ref +2, Will +7; Str 18, Dex 10, Con --, Int 10, Wis 10, Cha 6; Skills Climb +11, Jump +10, Spot +8, Search +2, Listen +7; Feats Improved Initiative, Power Attack. Possessions: Chain mail.

### 12. Bottle Room

**Djinni (1);** Large Outsider (Air, Extraplanar); CR 5; HD 7d8+14; hp 45; Init +8; Spd 20 ft, fly 60 ft (perfect); AC 16 (-1 size, +4 Dex, +3 natural), touch 13, flat footed 12; Base Atk/Grapple +7/+15; Atk Slam +10 melee (1d8+4); Full Atk 2 slams +10 melee (1d8+4); SA Air mastery, spell-like abilities, whirlwind; SQ Darkvision 60 ft, immunity to acid, plane shift, telepathy 100 ft; AL CG; SV Fort +7, Ref +9, Will +7; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15; Skills Appraise +12, Concentration +12, Craft +12, Diplomacy +4, Escape Artist +14, Knowledge +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4; Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

### 15. Room of State

**Mummy (1);** Medium undead; CR 5; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (+10 natural), touch 10, flat footed 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +6 melee (1d6+10 plus mummy rot); SA Despair (DC 16, paralysis 1d4 rounds), mummy rot (DC 16, 1d6 Con and Cha); SQ Damage reduction 5/-, darkvision 60 ft, undead, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con --, Int 6, Wis 14; Cha 15; Skills Hide +7, Listen +8, Move Silently +7, Spot +8; Feats Alertness, Great Fortitude, Toughness.

### 16. Lost Hall

**Efreeti (1);** Large Outsider (Extraplanar, Fire); CR 8; HD 10d8+20; hp 65; Init +7; Spd 20 ft, fly 40 ft (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat footed 15; Base Atk/Grapple +10/+20; Atk Slam +15 melee (1d8+6 plus 1d6 fire); Full Atk 2 slams +15 melee (1d8+6 plus 1d6 fire); SA Change size, heat, spell-like abilities; SQ Darkvision 60 ft, immunity to fire, plane shift, telepathy 100 ft, vulnerability to cold; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15; Skills Bluff +15, Craft +14, Concentration +15, Diplomacy +6,

Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15; Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-like Ability (scorching ray).

## 19. Guardroom

**Al-Dolak, Captain of the Guard, ghost (1)**; Medium Undead (Incorporeal); CR 10; HD 10d12; hp 65; Init +5; Spd Fly 30 ft (perfect); AC 12 (+1 Dex, +1 deflection), touch 12, flat footed 11 or AC 21 (+8 full plate, +2 large shield, +1 Dex), touch 11, flat footed 20; Base Atk/Grapple +10/-; Atk Incorporeal touch +8 melee (1d4) or bastard sword +15 melee (1d10+6); Full Atk Incorporeal touch +8/+3 melee (1d4) or bastard sword +15/10 melee (1d10+6); SA Corrupting touch, malevolence, manifestation; SQ Incorporeal, rejuvenation, +4 turn resistance, undead; SV Fort +7, Ref +4, Will +6; Str 17, Dex 13, Con --, Int 10, Wis 12, Cha 12; Skills Climb +13, Jump +13, Ride +13, Handle Animal +5, Hide +10, Listen +10, Search +8, Spot +10; Feats Improved Initiative, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Power Attack, Cleave, Sunder, Weapon Specialization (Bastard Sword), Great Cleave, Point Blank Shot, Iron Will. Possessions: Full plate armor, large shield, +1 bastard sword.

## 20. Treasury

**Cryptknights (3)**; Medium Undead; CR 7; HD 8d12; hp 52; Init +4; Spd 30 ft; AC 19 (+5 chain mail, +4 natural), touch 10, flat footed 19; Base Atk/Grapple +4/+8; Atk Slam +10 melee (1d6+4); Full Atk 2 slams +10 melee (1d6+4); SA Aura of fear (5 ft. radius Will save DC 14 or be shaken with fear for 1d6 rounds); SQ Damage reduction 10/magic, undead; AL LE; SV Fort +2, Ref +2, Will +7; Str 18, Dex 10, Con --, Int 10, Wis 10, Cha 6; Skills Climb +11, Jump +10, Spot +8, Search +2, Listen +7; Feats Improved Initiative, Power Attack. Possessions: Chain mail.

## Desert of Al-Alisk Encounter Areas

### 4. Death Watch

**Spectral Minion (20)**; Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL CE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

### Crypt of Al-Alisk Random Encounters

**1. Spectral Minion (1d4+4)**; Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL CE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**2. Spectral Minion (1d10)**; Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL CE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**3. Wight (1d6+2);** Medium Undead; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat footed 14; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain (1 negative level, DC 14); SQ Darkvision 60 ft, undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Hide +8, Listen +7, Move Silently +16, Spot +7; Feats Alertness, Blind-Fight.

**4. Wraiths (2d4);** Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft, daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## Crypt of Al-Alisk Encounter Areas

### 2. Catacombs

**Habrauk Al-Nirin, spectre (1);** Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7; Spd 40 ft, fly 80 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 13; Base Atk/Grapple +3/-; Atk/Full Atk Incorporeal touch +6 melee (1d8 plus energy drain); SA Create spawn, energy drain (2 negative levels DC 15); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, sunlight powerlessness, undead, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14, Survival +4; Feats Alertness, Blind-Fight, Improved Initiative.

### 5. Spirits Room

**Groaning Spirit (1); Groaning Spirit (1);** Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7; Spd 30 ft; AC 17 (+3 Dex, +4 deflection), touch 17, flat footed 14; Base Atk/Grapple +3/-; Atk/Full Atk Incorporeal touch +6 melee (1d8 cold plus 1d4 Str drain); SA Detect living, wail; SQ Immunity to electricity, incorporeal, spell resistance 17, +4 turn resistance, unnatural aura; AL CE; SV Fort +2, Ref +5, Will +8; Str --, Dex 17, Con --, Int 16, Wis 16, Cha 18; Skills Hide +13, Intimidate +10, Intuit Direction +8, Listen +14, Search +12, Sense Motive +11, Spot +15; Feats Alertness, Blind-fight, Improved Initiative.

#### **Special Attacks/Qualities:**

**Wail (Su.):** 1/day at night only; 30 ft. radius; Fortitude save (DC 17) or be reduced to 0 hp.

**Detect Living (Su.):** The groaning spirit can sense all living creatures up to 100 ft away.

### 7. Cockpit

**Cockatrice (5);** Small Magical Beast; CR 3; HD 5d10; hp 27; Init +3; Spd 20 ft, fly 60 ft (poor); AC 14 (+1 size, +3 Dex), touch 14, flat footed 11; Base Atk/Grapple +5/-1; Atk/Full Atk Bite +9 melee (1d4-2 plus petrification); SA Petrification, (Fortitude save DC 15); SQ Darkvision 60 ft, low-light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 6; Dex 17, Con 11, Int 2, Wis 13, Cha 9; Skills Listen +7, Spot +7; Feats Alertness, Dodge, Weapon Finesse.

## Inner Sanctum of Martek Random Encounters

**1-2. Spectral Minion (2d8);** Medium Undead (Incorporeal); CR 1; HD 5d12; hp 32; Init +7; Spd Fly 40 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat footed 12; Base Atk/Grapple +2/-; Atk/Full Atk Incorporeal touch +5 melee (1d8 cold); SQ Darkvision 60 ft, incorporeal, +2 turn resistance, undead; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +4; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**3-4. Cryptknights (1d6);** Medium Undead; CR 7; HD 8d12; hp 52; Init +4; Spd 30 ft; AC 19 (+5 chain mail, +4 natural), touch 10, flat footed 19; Base Atk/Grapple +4/+8; Atk Slam +10 melee (1d6+4); Full Atk 2 slams +10 melee (1d6+4); SA Aura of fear (5 ft. radius Will save DC 14 or be shaken with fear for 1d6 rounds); SQ Damage reduction 10/magic, undead; AL LE; SV Fort +2, Ref +2, Will +7; Str 18, Dex 10, Con --, Int 10, Wis 10, Cha 6; Skills Climb +11, Jump +10, Spot +8, Search +2, Listen +7; Feats Improved Initiative, Power Attack. Possessions: Chain mail.

**5. Androsphinx (1d3);** Large Magical Beast; CR 9; HD 12d10+48; hp 114; Init +0; Spd 50 ft., fly 80 ft.(poor); AC 22 (-1 size, +13 natural), touch 9, flat footed 22; Base Atk/Grapple +12/+23; Atk Claw +18 melee (2d4+7); Full Atk 2 claws +18 melee (2d4+7); Space/Reach 10 ft./5 ft.; SA Pounce, rake 2d4+3, roar, spells; SQ Darkvision 60 ft, low-light vision; AL CG; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17; Skills Intimidate +17, Knowledge (Local) +18, Listen +18, Spot +18, Survival +18; Feats Alertness, Cleave, Flyby Attack, Great Cleave, Power Attack, Track.

**6. Large Vipers (2d12);** Large Animal; CR 2; HD 3d8; hp 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat footed 12; Base Atk/Grapple +2/+6; Atk/Full Atk Bite +4 melee (1d4 plus poison); SA Poison (DC 11, 1d6 Con); SQ Scent; Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Feats Improved Initiative, Weapon Finesse.

**7. Giant Tarantulas (2d8);** Large vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat footed 11; Base Atk/Grapple +3/+9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); SA Poison (DC 13, 1d6 Str), web; SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Jump +2, Spot +4.

**8. Giant Scorpion (2d6);** Large vermin; CR 3; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16 (-1 size, +7 natural), touch 9, flat footed 16; Base Atk/Grapple +3/+11; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); SA Constrict 1d6+4, improved grab, poison (DC 11, 1d4 Dex); SQ Darkvision 60 ft, tremorsense 60 ft, vermin; AL N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int --, Wis 10, Cha 2; Skills Climb +8, Hide +0, Spot +4.

**9. Mummies (3d6);** Medium undead; CR 5; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20 (+10 natural), touch 10, flat footed 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +6 melee (1d6+10 plus mummy rot); SA Despair (DC 16, paralysis 1d4 rounds), mummy rot (DC 16, 1d6 Con and Cha); SQ Damage reduction 5/-, darkvision 60 ft, undead, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con --, Int 6, Wis 14; Cha 15; Skills Hide +7, Listen +8, Move Silently +7, Spot +8; Feats Alertness, Great Fortitude, Toughness.

**10. Necrophidi (1d6); Necrophidi (4);** Medium Construct; CR 2; HD 3d10; hp 16; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat footed 15; Base Atk/Grapple +1/+4; Atk Bite +4 melee (1d8+3 plus paralysis); SA Dance of death, paralysis; SQ Construct, darkvision 60 ft.; AL N; SV Fort +0, Ref +3, Will +0; Str 14, Dex 17, Con --, Int --, Wis 11, Cha 1; Skills Move Silently +12.

#### **Special Attacks**

**Dance of Death (Ex):** On the first round of combat all within 30 feet that view the rhythmic swaying of the necrophidius must succeed at a Will save (DC 15) or become *entranced* and unable to take their eyes off the necrophidius for 2d4 rounds. A victim can take no action while *entranced*. This allows the necrophidius to advance and attack an *entranced* foe at a +4 bonus to its attack roll. The target is flat footed while *entranced*. If the necrophidius hits an *entranced* target, it automatically breaks the effect.

**Paralysis (Su):** Fortitude save (DC 15) or paralyzed for 1d6 rounds.

**Immunities (Ex):** Because it lacks flesh or internal organs, a necrophidius take only half damage from piercing or slashing weapons.

**Skills:** The necrophidi receives a +12 bonus to all Move Silently checks.

**11. Cockatrices (1d4);** Small Magical Beast; CR 3; HD 5d10; hp 27; Init +3; Spd 20 ft, fly 60 ft (poor); AC 14 (+1 size, +3 Dex), touch 14, flat footed 11; Base Atk/Grapple +5/-1; Atk/Full Atk Bite +9 melee (1d4-2 plus petrification); SA Petrification, (Fortitude save DC 15); SQ Darkvision 60 ft, low-light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 6; Dex 17, Con 11, Int 2, Wis 13, Cha 9; Skills Listen +7, Spot +7; Feats Alertness, Dodge, Weapon Finesse.

**12. Ghost Fighters (1d3);** Medium Undead (Incorporeal); CR 7; HD 5d12; hp 32; Init +5; Spd Fly 30 ft. (perfect); AC 12 (+1 Dex, +1 deflection), touch 12, flat footed 11 or AC 21 (+1 Dex, +8 full plate, +2 heavy shield), touch 11, flat footed 20; Base Atk/Grapple +5/+8; Atk/Full Atk Incorporeal touch +6 melee (1d6) or bastard sword +10 melee (1d10+5); SA Corrupting touch, malevolence, manifestation; SQ Darkvision 60 ft, incorporeal, rejuvenation, +4 turn resistance, undead; SV Fort +5, Ref +3, Will +3; Str 17, Dex 13, Con --, Int 10, Wis 12, Cha 12; Skills Climb +1, Hide -1, Listen +11, Ride +9, Search +8, Spot +11; Feats Improved Initiative, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Power Attack, Cleave, Weapon Specialization (Bastard Sword). Possessions: Full plate armor, large shield, masterwork bastard sword.

## Inner Sanctum of Martek Encounter Areas

### 1. Entry Hall

The fountain waters act as a *cure serious wounds* spell, curing 3d8+10 points to anyone drinking it once every 24 hours.

### 2. Vault of Martek

**Cryptknights (4);** Medium Undead; CR 7; HD 8d12; hp 52; Init +4; Spd 30 ft; AC 19 (+5 chain mail, +4 natural), touch 10, flat footed 19; Base Atk/Grapple +4/+8; Atk Slam +10 melee (1d6+4); Full Atk 2 slams +10 melee (1d6+4); SA Aura of fear (5 ft. radius Will save DC 14 or be shaken with fear for 1d6 rounds); SQ Damage reduction 10/magic, undead; AL LE; SV Fort +2, Ref +2, Will +7; Str 18, Dex 10, Con --, Int 10, Wis 10, Cha 6; Skills Climb +11, Jump +10, Spot +8, Search +2, Listen +7; Feats Improved Initiative, Power Attack. Possessions: Chain mail.

### 3. Tomes of Martek

#### Magical Books Table

<u>Roll</u>	<u>Title</u>
1	Tome of Clear Thought (+1)
2	Tome of Understanding (+1)
3	Tome of Leadership and Influence (+1)
4	Manual of Bodily Health (+1)
5	Manual of Quickness of Action (+1)
6	Manual of Gainful Exercise (+1)

### 4. Scroll Room

#### Magical Scrolls Table

<u>Roll</u>	<u>Title</u>
1	Scroll of 7 arcane spells (Levels 1d4)
2	Scroll of 7 divine spells (Levels 1d4)
3	Scroll of 5 arcane spells (Levels 1d4+2)
4	Scroll of 5 divine spells (Levels 1d4+2)
5	Scroll of 3 arcane spells (Levels 1d6+2)
6	Scroll of 1 arcane spell (Level 1d4+4)

### 6. Treasury

Wand of fireballs (6<sup>th</sup> level, 50 charges), sword of life stealing, +4 small shield, +3 ring of protection, +2 shock sword, +2 cloak of charisma, monk's belt, potion of heroism, +2 periapt of wisdom, +2 bracers of health, +1 shadow leather armor, +2 cloak of resistance, pearl of power (1<sup>st</sup>), +1 morning star, +1 banded mail.