

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, but 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 of all Dervishes).

God/Religion	Alignment	Domains	Favored Weapon
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; Large Animal; CR 1; HD 3d8+6; hp 19; Init +3 (Dex); Spd 50 ft.; AC 13 (-1 size, +3 Dex, +1 natural); Atk Bite +5 melee (1d4+6, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent; SV Fort +5, Ref +6, Will +1; Str 18, Dex 16, Con 14, Int 1, Wis 11, Cha 4; Skills Listen +5, Spot +5.

Durpari Horse; Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atk Bite +4 melee (1d3+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +7, Spot +7; **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.

Movement by Terrain Type per Day (8 hours)

Beast of Burden	Load	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 sustain 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 sustain 1d4 points subdual damage. A character with Wilderness Lore 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 Wilderness Lore 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 Wilderness Lore 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 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6, claw), bite +4 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +5; Feats Alertness, Iron Will.

“Mother” Troll; CR 5; Large Giant; HD 6d8+36; hp 63; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6, claw), bite +4 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +5; Feats Alertness, Iron Will.

“#1 Son” Troll; CR 5; Large Giant; HD 6d8+36; hp 63; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6, claw), bite +4 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +5; Feats Alertness, Iron Will.

“Teen” Trolls (2); CR 4; Large Giant; HD 5d8+25; hp 47; Init +2 (Dex); Spd 30 ft.; AC 17 (-1 size, +2 Dex, +6 natural); Atk 2 claws +7 melee (1d6+5, claw), bite +2 melee (1d6+2, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+7; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +9, Ref +3, Will +0; Str 21, Dex 14, Con 21, Int 6, Wis 9, Cha 6; Skills Listen +4, Spot +5; Feats Alertness.

“Adolescent” Trolls (3); CR 3; Large Giant; HD 4d8+16; hp 34; Init +1 (Dex); Spd 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atk 2 claws +6 melee (1d6+4, claw), bite +1 melee (1d6+2, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+6; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +8, Ref +2, Will +0; Str 19, Dex 12, Con 19, Int 6, Wis 9, Cha 6; Skills Listen +4, Spot +4; Feats Alertness.

“Granny” Troll; CR 4; Large Giant; HD 5d8+25; hp 47; Init +2 (Dex); Spd 30 ft.; AC 17 (-1 size, +2 Dex, +6 natural); Atk 2 claws +7 melee (1d6+5, claw), bite +2 melee (1d6+2, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+7; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +9, Ref +3, Will +0; Str 21, Dex 14, Con 21, Int 6, Wis 9, Cha 6; Skills Listen +4, Spot +5; Feats Alertness.

“Gramps” Troll; CR 3; Large Giant; HD 4d8+16; hp 34; Init +1 (Dex); Spd 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atk 2 claws +6 melee (1d6+4, claw), bite +1 melee (1d6+2, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+6; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +8, Ref +2, Will +0; Str 19, Dex 12, Con 19, Int 6, Wis 9, Cha 6; Skills Listen +4, Spot +4; Feats Alertness.

“Youngster” Troll; CR 2; Medium Giant; HD 3d8+9; hp 22; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk 2 claws +5 melee (1d6+3, claw), bite +0 melee (1d6+1, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+6; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +6, Ref +2, Will +0; Str 17, Dex 12, Con 17, Int 6, Wis 9, Cha 6; Skills Listen +3, Spot +4; Feats Alertness.

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: 13th; *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; Male human Wiz15; CR 15; HD 15d4+15, hp 53; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+4 bracers of armor, +2 ring of protection, +1 Dex); Atk Dagger +8/+3 melee (1d4+1, +2 *dagger*); SA Spells; AL NG; SV Fort +6, Ref +6, Will +11; Str 9, Dex 12, Con 12, Int 19, 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; 1st—erase, identify, comprehend languages, message, unseen servant; 2nd—detect thoughts, see invisibility, arcane lock, levitate, whispering wind; 3rd—dispel magic, tongues, magic circle against evil, fly, invisibility sphere; 4th—minor globe of invulnerability, arcane eye, remove curse, dimension door, charm monster; 5th—teleport, telekinesis, prying eyes, dismissal, 6th—guards and wards, legend lore, analyze dweomer; 7th—Drawmij's instant summons, vision; 8th—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: 10th; *Prerequisites:* Craft Staff, *message*, *whispering wind*, *tongues*, *sending*; *Market Price:* 72,000 gp.

Fuigarm, Bodyguard to Aman; Male human Ftr10, CR 10; HD 10d10+30; hp 85; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+4 silk shirt of protection, +2 *buckler* +1, +1 Dex); Atk Scimitar +18/+13 melee (1d6+9, +3 *scimitar*), dagger +13/+8 ranged (1d4+6, +2 *dagger*); 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, +3 scimitar, +2 dagger(2), +1 buckler, potion of cure critical wounds(2, 10th).

Alham Pasha Burak, Hetmann of Bralizzar; Male human Ari2, CR 1; HD 2d8+2; hp 15; Init -1 (Dex); Spd 30 ft.; AC 11 (+2 leather armor, -1 Dex); Atk Dagger +1 melee (1d4, *dagger*); 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; Female human Rog7; CR 7; HD 7d6+21; hp 45; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+4 bracers of armor, +4 Dex); Atk Dagger +12 melee (1d4+4, +3 *dagger*); 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 (Dagger), Dodge. Possessions: +4 bracers of armor, +3 dagger.

Al Jilida, Assistant Guildmaster of the Sandvoyagers Guild; Male human Rog4; CR 4; HD 4d6+4; hp 18; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atk Dagger +4 melee (1d4+1, dagger); 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 (Dagger). Possessions: Leather armor, 3 daggers.

Ashuk Masani, Captain of the Durpari Airlancers; Male human Ftr7; CR 7; HD 7d10+14; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+5 *studded leather armor* +2, +1 small shield, +2 Dex); Atk Scimitar +11/+6 melee (1d6+4, +1 *scimitar*), Heavy Lance +11 melee (1d8+5, heavy lance); 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, 5th), Pegasus mount.

Bralizzar Encounter Areas

4. The Raj

Durpari Lancer/Airlancer; Male human War4; CR 2; HD 4d8+4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 15 (+3 *studded leather armor*, +1 small steel shield, +1 Dex); Atk Scimitar +6 melee (1d6+2, scimitar), heavy lance +7 melee (1d8+2, heavy lance); 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; Male human War6; CR 5; HD 6d8+6; hp 33; Init +1 (Dex); Spd 30 ft.; AC 15 (+3 *studded leather armor*, +1 small steel shield, +1 Dex); Atk Scimitar +9/+4 melee (1d6+2, masterwork scimitar), heavy lance +10 melee (1d8+2, masterwork heavy lance); 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 (Dex); Spd 60 ft., fly 120 ft. (Average); AC 14 (-1 size, +2 Dex, +3 natural); Atk 2 hooves +7 melee (1d6+4, hoof), bite +2 melee (1d3+2, bite); SQ 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 Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3; Feats 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 5th level sorcerer.

6. The Swayback Camel

Muthi Pashtral, Innkeeper of the Swayback Camel; Male human Exp3; CR 1; HD 3d6+3; hp 13; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk Dagger +3 melee (1d4, masterwork dagger); 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; Female human Exp2, CR 1; HD 2d6+2; hp 10; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk Dagger +2 melee (1d4, dagger); 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 (Dex); Spd 30 ft.; AC 16 (+2 leather armor, +1 Dex, +3 natural); Atk Greatclub +4 melee (1d10+3, greatclub); SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats Alertness. Possessions: Leather armor, great club, 8 gp, 13 sp each.

2-3. Wolves (2d6); Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Skills Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1; Feats Weapon Finesse (bite).

4. Durpari Horse (1); Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atk Bite +4 melee (1d3+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +7, Spot +7. 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 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk Butt +2 melee (1d4, butt); SQ Scent; AL N; SV Fort +3, Ref +6, Will +0; Str 10, Dex 16, Con 12, Int 1, Wis 10, Cha 4; Skills Listen +4, Spot +4, Climb +7, Balance +10. Special Qualities: Skills: Mountain goats receive a +6 racial bonus to Balance and Climb checks.

8. Worgs (1d8); Medium Magical Beast; CR 2; HD 4d10+8; hp 30; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +7 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10; Skills Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2; Feats Alertness.

9. Hill Giant (1); Large Giant; CR 7; HD 12d8+48; hp 102; Init -1 (Dex); Spd 40 ft.; AC 20 (-1 size, -1 Dex, +9 natural, +3 hide armor); Atk Huge greatclub +16/+11 melee (2d6+10, greatclub), rock +8/+3 ranged (2d6+7, rock); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rock throwing; SQ 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 Power Attack, Cleave, Weapon Focus (greatclub).

10. Mountain Lion (1); Large Animal; CR 3; HD 5d8+10; hp 32; Init +3 (Dex); Spd 40 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk 2 claws +7 melee (1d4+5, claw), bite +2 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, Improved grab, rake 1d4+2; SQ 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 +4, Jump +5, Listen +5, Move Silently +11, Spot +5.

11. Grizzly (1); Large Animal; CR 4; HD 6d8+24; hp 51; Init +1 (Dex); Spd 40 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atk 2 claws +11 melee (1d8+8, claw), bite +6 melee (2d8+4, bite); SA Improved grab; SQ 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 +14.

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); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); 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); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); 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 Airlancers (9); Male human War4; CR 2; HD 4d8+4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small steel shield, +1 Dex); Atk Scimitar +6 melee (1d6+2, scimitar), heavy lance +7 melee (1d8+2, heavy lance); 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; Male human War6; CR 5; HD 6d8+6; hp 33; Init +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small steel shield, +1 Dex); Atk Scimitar +9/+4 melee (1d6+2, masterwork scimitar), heavy lance +10 melee (1d8+2, masterwork heavy lance); 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 (Dex); Spd 60 ft., fly 120 ft. (Average); AC 14 (-1 size, +2 Dex, +3 natural); Atk 2 hooves +7 melee (1d6+4, hoof), bite +2 melee (1d3+2, bite); SQ 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 Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3; Feats Iron Will. Special Qualities: Spell-like abilities Pegasus can detect good and detect evil at will within a 60 yard radius, as the spells cast by a 5th 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); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); 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 +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 Horses (3); Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atk Bite +4 melee (1d3+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +7, Spot +7.

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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, 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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, 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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

Desert Life Encounters

1. Camel (1); Large Animal; CR 1; HD 3d8+6; hp 19; Init +3 (Dex); Spd 50 ft.; AC 13 (-1 size, +3 Dex, +1 natural); Atk Bite +5 melee (1d4+6, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent; SV Fort +5, Ref +6, Will +1; Str 18, Dex 16, Con 14, Int 1, Wis 11, Cha 4; Skills Listen +5, Spot +5.

2. Giant Tarantulas (1d4); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6+poison, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

3. Desert Jackasses (1d6); Medium animal; CR 1/6; HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk Bite +1 melee (1d2, bite); SQ 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 +5, Spot +5.

4. Packrats (1d6); Tiny animal; CR 1/8; HD ¼d8; hp 1; Init +2 (Dex); Spd 15 ft., climb 15 ft.; AC 14 (+2 size, +2 Dex); Atk Bite +4 melee (1d3-4, bite); Face/Reach 2½ ft. by 2½ ft./0 ft.; SQ 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 +18, Move Silently +10; Feats Weapon Finesse (bite).

5. Desert Tortoise (1); Medium animal; CR 1; HD 3d8+9; hp 22; Init -2 (Dex); Spd 5 ft.; AC 18 (-2 Dex, +10 natural); Atk Bite +2 melee (1d4, bite); 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 (Dex); Spd 30 ft.; burrow 5 ft.; AC 15 (+2 size, +3 Dex); Atk Bite +4 melee (1d3-1, bite); Face/Reach 2½ ft. by 2½ ft./0 ft.; SQ Scent; AL N; SV Fort +2, Ref +3, Will +1; Str 8, Dex 16, Con 11, Int 2, Wis 12, Cha 6; Skills Escape Artist +7, Listen +4, Spot +4; Feats Weapon Finesse (bite).

7. Giant Scorpion (1); Large vermin; CR 3; HD 7d8+14; hp 45; Init +0; Spd 50 ft.; AC 15 (-1 size, +6 natural); Atk 2 claws +8 melee (1d6+4, claw), sting +3 melee (1d6+2+poison, sting); SA Poison DC 18, 1d6 Str initial and secondary; SQ Vermin; AL N; SV Fort +7, Ref +2, Will +2; Str 18, Dex 10, Con 14, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Spot +7.

8. Jackals (2d6); Small animal; CR 1/3; HD 1d8+2; hp 6; Init +3 (Dex); Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk Bite +2 melee (1d4+1, bite); SQ Scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; Skills Listen +5, Spot +5, Swim +5, Wilderness Lore +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); Atk Slam +8 melee (2d6+7, slam); Face/Reach 5 ft. by 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 15) 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); Atk Engulf +7 melee, bite +2 melee (1d8+4, bite); 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); Atk Slam +3 melee (1d6, slam); 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 Beast; CR 12; HD 16d10+112; hp 200; Init -2 (Dex); Spd 20 ft., burrow 20 ft., swim 20 ft.; AC 19 (-4 size, -2 Dex, +15 natural); Atk Bite +20 melee (2d8+12, bite), sting +15 melee (2d6+6 & poison, sting); Face/Reach 30 ft. by 30 ft./15 ft.; SA Improved grab, swallow whole, poison; SQ Tremorsense; AL N; SV Fort +17, Ref +8, Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha

8; Skills Climb +14. Special Attacks: Poison (Ex): DC 24, Initial 1d6 temporary Str, secondary 2d6 temporary Str.

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); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

8. The Tarantula's Lair

Giant Tarantulas (Infinite); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

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 3d6 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 “Alhamduhla” 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 5d6 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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

4. Bandits (1d8); Male human War1; CR 1; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield); Atk Scimitar +4 melee (1d6+2, scimitar), composite short bow +1 ranged (1d6, arrow); AL CE; SV Fort +3, Ref +0, Will +0; Str 15, Dex 11, Con 13, Int 10, Wis 11, Cha 10; Skills Ride +4, Climb +3, Handle Animal +2, Jump +3; Feats Weapon Focus (Scimitar), Point Blank Shot. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

5. Dwarf Hunters (3); Male dwarf War1; CR 1; HD 1d8+3; hp 6; Init +0; Spd 15 ft.; AC 16 (+5 chain mail, +1 small shield); Atk Dwarven Waraxe +5 melee (1d10+3, waraxe), light crossbow +1 ranged (1d8, bolt); AL LN; SV Fort +5, Ref +0, Will +0; Str 16, Dex 10, Con 16, Int 10, Wis 11, Cha 8; Skills Climb +4, Jump +4; Feats Exotic Weapon Proficiency (Waraxe), Weapon Focus (Waraxe). Possessions: Chain mail, small shield, dwarven waraxe, light crossbow, 20 bolts.

6. Dire Rats (1d10+10); Small Animal; CR 1/3; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk Bite +4 melee (1d4+disease, bite); SA Disease; SQ 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 +11, Move Silently +6; Feats Weapon Finesse (bite).

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); Atk Scimitar +8 melee (1d6+2, scimitar), composite short bow +5 ranged (1d6, arrow); 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, Wilderness Lore +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 (Improved Initiative); Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +6 melee (1d6+1, masterwork scimitar); 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; 1st—*magic weapon, bless, shield of faith, divine favor, detect

chaos; 2nd—*spiritual weapon, enthrall, hold person, augury; 3rd—*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 3; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, 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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, 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); Atk Heavy mace +6 melee (1d8+2, heavy mace); 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; 1st—*protection from chaos, doom, cause fear, divine favor, detect chaos; 2nd—*calm emotions, sound burst, hold person, darkness; 3rd—*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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

4. Bandits (2d4); Male human War1; CR 1; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield); Atk Scimitar +4 melee (1d6+2, scimitar), composite short bow +1 ranged (1d6, arrow); AL CE; SV Fort +3, Ref +0, Will +0; Str 15, Dex 11, Con 13, Int 10, Wis 11, Cha 10; Skills Ride +4, Climb +3, Handle Animal +2, Jump +3; Feats Weapon Focus (Scimitar), Point Blank Shot. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 20 arrows.

5. Dwarf Hunters (1d6); Male dwarf War1; CR 1; HD 1d8+3; hp 6; Init +0; Spd 15 ft.; AC 16 (+5 chain mail, +1 small shield); Atk Dwarven Waraxe +5 melee (1d10+3, waraxe), light crossbow +1 ranged (1d8, bolt); AL LN; SV Fort +5, Ref +0, Will +0; Str 16, Dex 10, Con 16, Int 10, Wis 11, Cha 8; Skills Climb

+4, Jump +4; Feats Exotic Weapon Proficiency (Waraxe), Weapon Focus (Waraxe). Possessions: Chain mail, small shield, dwarven waraxe, light crossbow, 20 bolts.

6. Dire Rats (1d10+10); Small Animal; CR 1/3; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk Bite +4 melee (1d4+disease, bite); SA Disease; SQ 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 +11, Move Silently +6; Feats Weapon Finesse (bite).

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); Atk Scimitar +8 melee (1d6+2, scimitar), composite short bow +5 ranged (1d6, arrow); 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, Wilderness Lore +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 4; HD 5d8+5; hp 28; Init +4 (Improved Initiative); Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Heavy mace +6 melee (1d8+2, heavy mace); 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, Freedom of Movement 1 round/level/day; Domains Law, Travel; Spells Prepared (5/4/3/2) 0—create water, resistance(2), guidance, cure minor wounds; 1st—*protection from chaos, endure elements, cause fear, divine favor, detect chaos; 2nd—*locate object, bull's strength, hold person, darkness; 3rd—*fly, wind wall, searing light. Possessions: +2 chain shirt, small shield, heavy mace, holy symbol. *Domain Spells

Dervishes (11); Male human War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); AL LN; SV Fort +4, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +6, Handle Animal +4, Wilderness Lore +6; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, 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 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 mage armor spell); Atk Dagger +3 melee (1d4, dagger); 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; 1st—charm person, comprehend languages, feather fall, magic missile, mage armor, shield, spider climb; 2nd—continual flame, web, invisibility, cat's grace, daylight; 3rd—fireball, Leomund's tiny hut, displacement. Spells Prepared (4/4/4/3) 0—detect magic, mage hand, ghost sound, open; 1st—charm person, comprehend languages, mage armor, spider climb; 2nd—continual flame, cat's grace, invisibility, web; 3rd—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); Atk Huge greataxe +9/+4 melee (2d8+4, greataxe), Gore +4 melee (1d8+2, gore); Face/Reach 5 ft. by 5 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 +5, Jump +8, Listen +8, Search +6, Spot +8; Feats Great Fortitude, Power Attack. Possessions: Huge greataxe.

5-6. Doppelgangers (1d3); Medium Shapechanger; CR 3; HD 4d8+4, hp 22; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk 2 slams +4 melee (1d6+1, slam); SA Detect Thoughts, SQ Alter self, Immune to sleep and charm; AL NE; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; Skills Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Feats Alertness, Dodge.

7. Sharpers (1d6); Male/female human Rog3; CR 2; HD 3d6; hp 10; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atk Short Sword +4 melee (1d6, short sword), short bow +4 ranged (1d6, arrow); SA Sneak attack +2d6; AL NE; SV Fort +1, Ref +5, Will +1; Str 11, 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 (Short Sword). 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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

10. Ghouls (10); Medium Undead; CR 1; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1+paralysis, bite), 2 claws +0 melee (1d3+paralysis, claw); SA Paralysis DC 14, 1d6+2 minutes; SQ 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 Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Feats Multiattack, Weapon Finesse (bite).

11. Cutpurses (1d4); Male/female human Rog4; CR 2; HD 4d6; hp 14; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex); Atk Rapier +6 melee (1d6, rapier), short bow +6 ranged (1d6, arrow); SA Sneak attack +2d6; AL CE; SV Fort +1, Ref +7, Will +1; Str 11, Dex 15, 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 (Short Sword). Possessions: Leather armor, rapier, short bow, 10 arrows.

12. Giant Tarantulas (3); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6+poison, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

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 Wilderness Lore 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 Wilderness Lore 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 (1d3 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 Wilderness Lore 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 Wilderness Lore 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 Wilderness Lore 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* +3.

24. Grieving Elves

Dopplegangers (2-5); Medium Shapechanger; CR 3; HD 4d8+4, hp 22; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk 2 slams +4 melee (1d6+1, slam); SA Detect Thoughts, SQ Alter self, Immune to sleep and charm; AL NE; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; Skills Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Feats Alertness, Dodge.

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); Atk Huge greataxe +9/+4 melee (2d8+4, greataxe), Gore +4 melee (1d8+2, gore); Face/Reach 5 ft. by 5 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 +5, Jump +8, Listen +8, Search +6, Spot +8; Feats Great Fortitude, Power Attack. Possessions: Huge greataxe.

Korzak; Male minotaur Brb1; CR 5; HD 6d8+1d12+14; hp 50; Init +4 (Improved Initiative); Spd 40 ft.; AC 17 (-1 size, +5 natural, +3 hide armor); Atk Huge greataxe +10/+5 melee (2d8+4, greataxe), Gore +5 melee (1d8+2, gore); SA Rage. Face/Reach 5 ft. by 5 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, Jump +8, Listen +8, Search +6, Spot +8; Feats Great Fortitude, Power Attack, Improved Initiative. 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: Huge greataxe.

26. Who's There?

Bandits (9); Male human War2; CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield); Atk Scimitar +4 melee (1d6+1, scimitar), composite short bow +2 ranged (1d6, arrow); AL CE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +2, Climb +5, Jump +6, Hide +2; Feats Weapon Focus (Scimitar), Point Blank Shot. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 10 arrows.

27. Trap Room

Trapper (1); Huge Aberration; CR 7; HD 12d8+48; hp 85 (hasn't eaten for weeks); Init +4 (Improved Initiative); Spd 10 ft.; AC 17 (-2 size, +9 natural); Atk Envelop +17 melee (1d6+15, constrict); SA Improved grab, smother; SQ Tremorsense; Face/Reach 20 ft. by 20 ft./10 ft.; AL N; SV Fort +8, Ref +4, Will +8; Str 30, 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+15 constriction damage to the target every round the target fails a grapple check (not automatic). SQ Tremorsense: A trapper has no visual or audio organs, it hunts by seismic vibration alone. Thusly, it is immune to any kind of effect that relies on sight or hearing (gaze attacks, shout, bard songs, etc). Any creature standing still on the ground (not on the trapper itself), levitating or flying is effectively invisible to the trapper. Move Silently and Hide skills and invisibility are useless against a trapper.

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); Atk 2 claws +18 melee (2d4+7, claw); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, rake 2d4+3, roar, spells; AL CG; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17; Skills Intimidate +13, Knowledge (Local) +5, Listen +15, Spot +15, Wilderness Lore +13; Feats Alertness, Power Attack, Cleave, Great Cleave, Flyby 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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, 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 10d8+40; hp ; Init +5 (+1 Dex, +4 Improved Initiative); Spd 10 ft., fly 30 ft.; AC 14 (-2 size, +1 Dex, +5 natural); Atk Envelop +11 melee (1d6+9, constrict); SA Improved grab, smother; Face/Reach 20 ft. by 20 ft./10 ft.; AL N; SV Fort +7, Ref +4, Will +7; Str 23, Dex 12, Con 19, Int 3, Wis 10, Cha 10; Skills Hide +12, Spot +3, Listen +3; Feats Alertness, Improved Initiative. SA Smother: Once a target is successfully grappled suffocation begins (See DMG pg.88) The lurker also deals 1d6+9 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 (Dex); Spd 20 ft.; AC 17 (+5 breastplate, +1 small shield, +1 Dex); Atk Battleaxe +7 melee (1d8+2, battleaxe); 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 Power Attack, Cleave, 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); 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); 1st—*protection from evil, shield of faith, invisibility to undead(2), sanctuary; 2nd—*aid, consecrate, silence, cure moderate wounds; 3rd—*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 2; HD 4d6; hp 14; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex); Atk Rapier +6 melee (1d6, rapier), short bow +6 ranged (1d6, arrow); SA Sneak attack +2d6; AL CE; SV Fort +1, Ref +7, Will +1; Str 11, Dex 15, 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 (Short Sword). 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 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

8-9. Giant Tarantulas (1d3); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6+poison, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

10. Ghouls (1d6); Medium Undead; CR 1; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1+paralysis, bite), 2 claws +0 melee (1d3+paralysis, claw); SA Paralysis DC 14, 1d6+2 minutes; SQ 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 Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Feats Multiattack, Weapon Finesse (bite).

11. Wights (1d4); Medium Undead; CR 3; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats Blind-Fight.

12. Wraiths (1d2); Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +5 melee

(1d4+Con drain, touch); SA Constitution drain permanent 1d6 points, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; 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 1/4d8+1; hp 2; Init +3 (Dex); Spd 10 ft., fly 60 ft. (average); AC 17 (+4 size, +3 Dex); 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 +2 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 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +5 melee (1d4+Con drain, touch); SA Constitution drain permanent 1d6 points, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; 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 (Improved Initiative); Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +9/+4 melee (1d6+1, masterwork scimitar); SQ Detect evil, Lay hands (12 hp), Immune to disease and fear, Smite evil 1/day, Remove disease 2/week, Turn as level 4 cleric; 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) 1st—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 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1+paralysis, bite), 2 claws +0 melee (1d3+paralysis, claw); SA Paralysis DC 14, 1d6+2 minutes; SQ 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 Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Feats Multiattack, Weapon Finesse (bite).

20. Priest Catacombs

Ghouls (6); Medium Undead; CR 1; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1+paralysis, bite), 2 claws +0 melee (1d3+paralysis, claw); SA Paralysis DC 14, 1d6+2 minutes; SQ 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 Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Feats Multiattack, Weapon Finesse (bite).

22. East High Priest's Cell

Wraiths (3); Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +5 melee (1d4+Con drain, touch); SA Constitution drain permanent 1d6 points, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; 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* (5th).

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 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1+paralysis, bite), 2 claws +0 melee (1d3+paralysis, claw); SA Paralysis DC 14, 1d6+2 minutes; SQ 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 Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Feats Multiattack, Weapon Finesse (bite).

5. Wights (1d3); Medium Undead; CR 3; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats Blind-Fight.

6. Wraiths (1d2); Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +5 melee (1d4+Con drain, touch); SA Constitution drain permanent 1d6 points, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; 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 (Stonemasonry) +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 55; Init +1 (Dex); Spd 0 ft.; AC 18 (+1 Dex, +7 natural); Atk Punch +11/+6 melee (1d10+6, punch); SQ Construct, Damage reduction 10/+1; Face/Reach 5 ft. by 5 ft./15 ft.; AL N; SV Fort +3, Ref +4, Will +3; Str 18, Dex 13, Con --, Int --, Wis 10, Cha 1.

Munafik; Male human Wiz10; CR 10; HD 10d4; hp N/A (See below); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Atk Dagger +6 melee (1d4, masterwork dagger); SQ Unkillable so long as heart is intact (See area 11); AL LE; SV Fort +3, Ref +4, Will +10; Str 10, Dex 12, 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; 1st—magic missile(2), burning hands, shocking grasp, ray of enfeeblement; 2nd—spectral hand, see invisible, web, acid arrow, invisibility; 3rd—flame arrow, slow, sleet storm, dispel magic; 4th—enervation, contagion, wall of fire; 5th—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 10; HD 11d10; hp 60; Init -1 (Dex); Spd 20 ft. (can't run); AC 22 (-1 size, -1 Dex, +14 natural); Atk 2 slams +14 melee (2d10+7, slam); SQ Construct, damage reduction 20/+1, Immune to slashing and piercing weapons, haste; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con --, Int --, Wis 11, Cha 1.

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 3; HD 6d12+3; hp 42; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con --, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, 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: 8th; 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 (Dex); Spd 20 ft.; AC 22 (+8 *chain mail* +3, +2 *small shield* +1, +2 Dex); Atk Scimitar +16/+11 melee (1d6+8, +3 *scimitar*); 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, dagger, potion of protection from elements (7th, fire), scarab of protection(8), potion of cure serious wounds(7th).

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 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (+7 *chain mail* +2, +1 small shield, +3 Dex); Atk Scimitar +14/+9 melee (1d6+8, +2 *scimitar*), dagger +12/+7 melee (1d4+5, +1 *dagger*); 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, +1 dagger, potion of cure serious wounds(7th).

Nadron Ilanis, Cleric of Anu; Male human Clr7; CR 7; HD 7d8+14; hp 45; Init +1 (Dex); Spd 20 ft.; AC 17 (+5 chain mail, +1 small shield, +1 Dex); Atk Heavy mace +6 melee (1d8+1, +1 *heavy mace*); 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; 1st—*endure elements, bless, command, shield of faith, protection from evil, entropic shield; 2nd—*calm emotions, aid, consecrate, hold person, lesser restoration; 3rd—*searing light, remove disease, magic circle against evil, prayer; 4th—*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 (11th 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 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (+7 *chain mail* +2, +1 small shield, +2 Dex); Atk Scimitar +13/+8 melee (1d6+7, +1 *scimitar*), 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(5th).

Corga Kazan, dervish cleric of Set; Male human Clr6; CR 6; HD 6d8+6; hp 39; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+4 chain shirt, +2 large shield, +1 Dex); Atk Heavy mace +9 melee (1d8+4, +2 *heavy mace*); 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; 1st—*change self, doom, shield of faith, entropic shield, cause fear; 2nd—*invisibility, desecrate, darkness, bull's strength, silence; 3rd—*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 (6th 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 9th level of use.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, animate dead, cause fear, commune,
Market Price: 30,000 gp.

The Slave Traders

Thurnas Netmaster, slaver head; Male human Ftr7; CR 7; HD 7d10+21; hp 59; Init +5 (+1 Dex, +4 Improved Initiative); Spd 15ft.; AC 22 (+7 *banded mail* +1, +4 *small shield* +2, +1 Dex); Atk Long sword +13/+8 melee (1d8+7, +2 *long sword*), Heavy crossbow +9 ranged (1d10, bolt); AL NE; SV Fort +8, Ref +3, Will +2; Str 17, Dex 12, Con 16, 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(8th).

Zorath Blackblade, slaver assassin; Male human Rog5; CR 5; HD 5d6+5; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 studded leather armor, +1 *ring of protection*, +3 Dex); Atk Short sword +7 melee (1d6+1+poison, masterwork short sword), dagger +6 ranged (1d4+1+poison, dagger), dart +6 ranged (1d4+poison, dart); 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 (Short sword). 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 15, 1d4 Str initial and secondary).

Information Sources

Happy Hogan Underwood, tavern owner and retired rogue; Male halfling Rog14; CR 14; HD 14d6+28; hp 77; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 (+1 size, +5 Dex, +2 *ring of protection*, +2 *amulet of natural armor*); Atk Short sword +19/+14 melee (1d6+4, +3 *short sword*), dagger +16/+11 ranged (1d4+1, dagger); SA Sneak attack +7d6; SQ Halfling, Evasion, Uncanny dodge (Dex to AC, can't be flanked, +2 vs. traps), Improved Evasion, Skill Mastery (Open Lock, Balance, Disable Device, Climb, Hide, Move Silently); AL N; SV Fort +9, Ref +17, Will +9; Str 12, Dex 20, Con 15, Int 16, Wis 14, Cha 14; Skills Hide +26, Move Silently +24, Open Lock +22, Disable Device +20, Search +20, Spot +15, Listen +17, Climb +16, Jump +9, Tumble +18, Balance +18, Pick Pocket +18, Bluff +13, Use Magic Device +10; Feats Improved Initiative, Weapon Finesse (Short Sword), Dodge, Mobility, Spring Attack. Possessions: Masterwork studded leather armor, +2 ring of protection, +2 amulet of natural armor, +3 short sword (intelligent, see below), +1 dagger, ring of invisibility, +3 cloak of resistance.

Shylo's Slicer; intelligent +3 short sword; Int 14, Wis 11, Cha 14, Ego 10; Speaks Common, Halfling, Elven; AL N; Intuit Direction 10 ranks, Teleport 600 lbs. 1/day; Market Price: 35,810 gp.

Rose Underwood, waitress; Female halfling Exp1; CR ½; HD 1d6+1; hp 5; Init +3 (Dex); Spd 20 ft.; AC 13 (+3 Dex); Atk Dagger +0 melee (1d4, dagger); 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); Atk Long sword +7 melee (1d8+2, masterwork long sword), light crossbow +6 ranged (1d8, bolt); 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; 1st—cure light wounds, charm person, mage armor, hypnotism; 2nd—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, unarmed); 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, unarmed); 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, dagger); 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, dagger); 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, dagger); 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); Male human War5; CR 2; HD 5d8+5; hp 27; Init +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small shield, +1 Dex); Atk Scimitar +7 melee (1d6+2, scimitar), heavy lance +8 melee (1d8+2, heavy lance); AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +9, Handle Animal +8, Climb +6, Jump +6; Feats Weapon Focus (Heavy Lance), Mounted Combat, Ride By Attack. Possessions: Studded leather armor, small 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 +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small shield, +1 Dex); Atk Scimitar +7 melee (1d6+2, scimitar); 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: Studded leather armor, small shield, scimitar.

2. Slaver Guards (1d8); Male human War2; CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small shield); Atk Scimitar +4 melee (1d6+1, scimitar), composite short bow +2 ranged (1d6, arrow); AL NE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +2, Climb +5, Jump +6, Hide +2; Feats Weapon Focus (Scimitar), Point Blank Shot. Possessions: Studded leather armor, small shield, scimitar, composite short bow, 10 arrows.

3. Dervish Set Cultists (1d4); Male human War4; CR 3; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); AL LE; 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, Wilderness Lore +7; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, 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 +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small shield, +1 Dex); Atk Scimitar +7 melee (1d6+2, scimitar); 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: Studded leather armor, small shield, scimitar. **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, dagger); 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, unarmed); 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 War1; CR 2; HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small shield, +1 Dex); Atk Scimitar +3 melee (1d6+2, scimitar); AL LN; SV Fort +3, Ref +1, Will +0; 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), Point Blank Shot.
Possessions: Studded leather armor, small shield, scimitar.

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 +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small shield, +1 Dex); Atk Scimitar +7 melee (1d6+2, scimitar); 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: Studded leather armor, small shield, scimitar.

Durpari Horses (4); Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atk Bite +4 melee (1d3+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +7, Spot +7.

2. Camp Entrance

Durpari Guards (4); Male human War4; CR 2; HD 4d8+4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +1 small shield, +1 Dex); Atk Scimitar +7 melee (1d6+2, scimitar); 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: Studded leather armor, small shield, scimitar.

Guard Dogs (2); Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk Bite +3 melee (1d6+3, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Skills Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

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, scimitar); 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, Wilderness Lore +4; Feats Alertness, Skill Focus (Profession-Merchant), Skill Focus (Wilderness Lore). 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, unarmed); 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, unarmed); 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 War4; CR 2; HD 4d8+4; hp 30; Init +1 (Dex); Spd 30 ft.; AC 17 (+5 chain mail, +1 small shield, +1 Dex); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +5 ranged (1d6, arrow); 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, unarmed); 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, unarmed); 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); Atk Heavy mace +2 melee (1d8+1, heavy mace); 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; 1st—*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); Atk Light flail +4 melee (1d8+2, light flail); 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; 1st—*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 1d2 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 1d2 glyph detonations.

In the chest:

Spitting Cobra (1); Medium Animal; CR 1; HD 2d8; hp 10; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk Bite +4 melee (1d4-1+poison, bite); SA Poison bite and spit, spit is range 15 ft., Fortitude save (DC 11) to resist, 1d6 Con initial and secondary; SQ 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 (bite).

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, unarmed); 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, unarmed); 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, unarmed); 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, unarmed); 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 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atk Bite +4 melee (1d3+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +7, Spot +7.

6. Happy Hogan's Desert Igloo

6a. Hogan's Bar

Bartender; Male human War2; CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atk Scimitar +4 melee (1d6+1, scimitar); AL LN; SV Fort +4, Ref +0, Will +0; Str

13, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +2, Climb +5, Jump +6, Hide +2; Feats Weapon Focus (Scimitar), Point Blank Shot. 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, scimitar); 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, Wilderness Lore +4; Feats Alertness, Skill Focus (Profession-Merchant), Skill Focus (Wilderness Lore). Possessions: Scimitar, dagger.

Hogan Underwood (See Major NPCs)

Rose Underwood (See Major NPCs)

Zorath Blackblade (See Major NPCs)

6b. Back Room

Cookie; Male human War2; CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atk Scimitar +4 melee (1d6+1, scimitar); AL LN; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +2, Climb +5, Jump +6, Hide +2; Feats Weapon Focus (Scimitar), Point Blank Shot. Possessions: Studded leather armor, small shield, scimitar.

8. House of the Sandvoyagers Guild

8a. Main Warehouse

Slaver Guards (2); Male human War2; CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +4 melee (1d6+1, scimitar), composite short bow +2 ranged (1d6, arrow); AL NE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +2, Climb +5, Jump +6, Hide +2; Feats Weapon Focus (Scimitar), Point Blank Shot. Possessions: Chain shirt, small shield, scimitar, composite short bow, 10 arrows.

8c. Lounge

Slaver Guards (8); Male human War4; CR 1; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); AL NE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +4, Climb +7, Jump +8, Hide +3; Feats Weapon Focus (Scimitar), Point Blank Shot, Combat Reflexes. Possessions: Chain shirt, small shield, scimitar, composite short bow, 10 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 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atk Slam +2 melee (1d6+1, slam); SQ Undead, Partial actions only; SV Fort +0, Ref –1, Will +3; Str 13, Dex 8, Con –, Int –, Wis 10, Cha 1; Feats Toughness.

2. Dervish Cultists (1d6); Male human War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +6, Handle Animal +4, Wilderness Lore +6; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

3. Giant Tarantulas (1d4); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6+poison, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int –, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

4. Dervish Cultists (1d10); Male human War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +6, Handle Animal +4, Wilderness Lore +6; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

5. Large Vipers (1d6); Large Animal; CR 2; HD 3d8; hp 13; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk Bite +4 melee (1d4+poison, bite); SA Poison bite, Fortitude save (DC 11) to resist, 1d6 Con initial and secondary; SQ Scent; Fort +3, Ref +6, Will +1; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Feats Weapon Finesse (bite).

6. Mummies (1d2); Medium undead; CR 3; HD 6d12+3; hp 42; Init –1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con –, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, Toughness.

7. Zombies (1d12); Medium Undead; CR ½; HD 2d12+3; hp 16; Init –1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atk Slam +2 melee (1d6+1, slam); SQ Undead, Partial actions only; 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 War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +6, Handle Animal +4, Wilderness Lore +6; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, small shield, scimitar, composite short bow, 20 arrows.

Slaver Area Random Encounters

1. Slaver Guards (2d4); Male human War4; CR 1; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); AL NE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills

Ride +4, Climb +7, Jump +8, Hide +3; Feats Weapon Focus (Scimitar), Point Blank Shot, Combat Reflexes. Possessions: Chain shirt, small shield, scimitar, composite short bow, 10 arrows.

2. Giant Tarantulas (1d4); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6+poison, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

3. Large Vipers (1d10+2); Large Animal; CR 2; HD 3d8; hp 13; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk Bite +4 melee (1d4+poison, bite); SA Poison bite, Fortitude save (DC 11) to resist, 1d6 Con initial and secondary; SQ Scent; Fort +3, Ref +6, Will +1; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Feats Weapon Finesse (bite).

4. Mummies (1d2); Medium undead; CR 3; HD 6d12+3; hp 42; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con --, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, Toughness.

5. Slaver Guards (1d12); Male human War4; CR 1; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); AL NE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +4, Climb +7, Jump +8, Hide +3; Feats Weapon Focus (Scimitar), Point Blank Shot, Combat Reflexes. Possessions: Chain shirt, small shield, scimitar, composite short bow, 10 arrows.

6. Servant Bugbears (1d6+1); Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft.; AC 16 (+2 leather armor, +1 Dex, +3 natural); Atk Morningstar +4 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats Alertness. Possessions: Leather armor, morningstar.

7. Slaves (1d6); Male/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 (Pottery, Laundry, Cooking, Basket-weaving, Weaving or Painting) +4, Listen +6, Spot +6; Feats Alertness, Toughness.

8. Slaver Guards (1d6); Male human War4; CR 1; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +7 melee (1d6+2, scimitar), composite short bow +4 ranged (1d6, arrow); AL NE; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 10; Skills Ride +4, Climb +7, Jump +8, Hide +3; Feats Weapon Focus (Scimitar), Point Blank Shot, Combat Reflexes. Possessions: Chain shirt, small shield, scimitar, composite short bow, 10 arrows.

Dervish Cult Chambers Encounter Areas

1. The Stone Door

Dervish Cultists (1d4); Male human War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +6, Handle Animal +4, Wilderness Lore +6; Feats Weapon Focus

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

2. Temple Entry

Zombie (1); Medium Undead; CR ½; HD 2d12+7; hp 20; Init –1 (Dex); Spd 30 ft.; AC 11 (–1 Dex, +2 natural); Atk Slam +2 melee (1d6+1, slam); SQ Undead, Partial actions only; SV Fort +0, Ref –1, Will +3; Str 13, Dex 8, Con –, Int –, Wis 10, Cha 1; Feats Toughness.

3. Carnivorous Cavern

Zombies (3 or 4); Medium Undead; CR ½; HD 2d12+7; hp 20; Init –1 (Dex); Spd 30 ft.; AC 11 (–1 Dex, +2 natural); Atk Slam +2 melee (1d6+1, slam); SQ Undead, Partial actions only; 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); Atk Spear +3 melee (1d8+1, spear); 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; 1st—*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); Atk Heavy mace +3 melee (1d8+1, heavy mace); 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; 1st—*protection from good, divine favor, bane, random action. Possessions: Chain mail, small shield, heavy mace.

Dervish Cultists (9); Male human War3; CR 2; HD 3d8+3; hp 16; Init +0; Spd 30 ft.; AC 15 (+4 chain shirt, +1 small shield); Atk Scimitar +6 melee (1d6+2, scimitar), composite short bow +3 ranged (1d6, arrow); AL LE; SV Fort +4, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +6, Handle Animal +4, Wilderness Lore +6; Feats Weapon Focus (Scimitar), Point Blank Shot, Track. Possessions: Chain shirt, 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+8; hp 34; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats 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

Skeletons (3); Medium Undead; CR 1/3; HD 1d12+2; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk 2 claws +0 melee (1d4, claw); SQ Undead; SV Fort +0, Ref +1, Will +2; 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 3; hp 10; 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 (1); Medium Undead; CR ½; HD 2d12+3; hp 16; Init –1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atk Slam +2 melee (1d6+1, slam); SQ Undead, Partial actions only; SV Fort +0, Ref –1, Will +3; Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1; Feats Toughness.

Ghoul (1); Medium Undead; CR 1; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1+paralysis, bite), 2 claws +0 melee (1d3+paralysis, claw); SA Paralysis DC 14, 1d6+2 minutes; SQ 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 Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Feats Multiattack, Weapon Finesse (bite).

Ghast (1); Medium Undead; CR 1; HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk Bite +4 melee (1d8+1+paralysis, bite), 2 claws +1 melee (1d4+paralysis, claw); SA Stench DC 15, -2 to attacks, saves and skills for 1d6+4 min, Paralysis DC 15, 1d6+4 minutes; SQ 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 Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +8; Feats Multiattack, Weapon Finesse (bite).

Shadow (1); Medium Undead (Incorporeal); CR 3; HD 3d12; hp 19; Init +2 (Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atk Incorporeal touch +3 melee (1d6 Str, touch); SQ Undead, Incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4; Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13; Skills Hide +8, Intuit Direction +5, Listen +7, Spot +7; Feats Dodge.

Necrophidius (1); Medium Construct; CR 2; HD 3d10; hp 16; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 natural); Atk Bite +3 melee (1d8+3+paralysis, bite); 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, if it surprises its opponents (and if it itself is not surprised) all within 30 feet that view the rhythmic swaying must succeed at a Will save (DC 10) 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 loses its Dexterity bonus to AC while *entranced*. If the necrophidius successfully attacks a target (and it survives the paralysis effect of its bite), the victim can attempt another Will save with a +2 bonus to the roll to break the *entrancing* effect.

Paralysis (Su): Fortitude save (DC 11) or paralyzed for 1d6 minutes.

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 (1); Medium Undead; CR 3; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats Blind-Fight.

Dust Mephit (1); Small Outsider (Air); CR 3; HD 3d8; hp 13; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 50 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural); Atk 2 claws +4 melee (1d3, claw); SA Breath weapon, spell-like abilities; SQ Fast Healing 2, Damage Reduction 5/+1; AL NE; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15; Skills Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6; Feats Improved Initiative.

Shadow Demon (1); Medium Outsider (Incorporeal); CR 6, HD 7d8+21; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd Fly 30 ft. (perfect); AC 16 (+2 Dex, +4 deflection); Atk Incorporeal touch +9 melee (1d6, touch), incorporeal bite +4 melee (1d8, bite); SA Darkness, fear, malevolence, leap; SQ Cold, fire, acid resistance 20, immune to poison, electricity, incorporeal, sunlight powerlessness; AL CE; SV Fort +8, Ref +7, Will +6; Str --, Dex 15, Con 17, Int 14, Wis 13, Cha 16; Skills Hide +12, Intuit Direction +7, Jump +12, Listen +7, Search +7, Sense Motive +8, Spot +8; Feats Dodge, Improved Initiative.

Leap (Ex): If a shadow demon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Spell-like Abilities: 1/day—*darkness* and *fear*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Malevolence (Su.): Once per day, a shadow demon can merge its body with a creature on the Prime Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that shadow demon's malevolence for one day.

Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell does not negate this ability. A *daylight* spell, however, will.

Resistances (Ex.): Cold, fire and acid resistance 20.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Immunities (Ex.): Immune to poison and electricity.

Sunlight Powerlessness (Su.): Shadow demons are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only partial actions.

16. Forbidden Stair

Skeletons (20); Medium Undead; CR 1/3; HD 1d12+2; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk 2 claws +0 melee (1d4, claw); SQ Undead; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11; Feats Improved Initiative.

Slaver Chambers Encounter Areas

18. Conference Room

Goblins (7); Small Humanoid (Goblinoid); CR ¼; HD 1d8; hp 4; Init +1 (Dex); Spd 20 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor); Atk Pick +1 melee (1d6-1, pick); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8; Skills Hide +6, Listen +3, Move Silently +4, Spot +3; Feats Alertness. Possessions: Studded leather armor, mining pick.

20. Storeroom

Bugbears (3); Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft.; AC 16 (+2 leather armor, +1 Dex, +3 natural); Atk Morningstar +4 melee (1d8+3, morningstar);

SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats Alertness. Possessions: Leather armor, morningstar.

23. Guard's Hall

Kalitrates; Male drow Ftr4; CR 4; HD 4d10+4; hp 30; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+6 *drow chain shirt* +1, +2 *drow buckler* +1, +4 Dex); Atk Short sword +9 melee (1d6+4, +1 *drow short sword*), hand crossbow +8 ranged (1d4, bolt), javelin +8 ranged (1d6+1+poison, javelin); 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 (Short Sword), Expertise, Weapon Specialization (Short Sword), Improved Trip. 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 15 (11 + class level).

24. Zomara's Cave

Zomara; Female drow Clr8; CR 8; HD 8d8+8; hp 45; Init +4 (Dex); Spd 30 ft.; AC 25 (+7 *drow chain shirt* +3, +4 *drow buckler* +3, +4 Dex); Atk Heavy mace +9 melee (1d8+3, +3 *drow heavy mace*); 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); 1st—*cause fear, bless, bane, entropic shield, shield of faith, divine favor; 2nd—*death knell, aid, hold person, silence, spiritual weapon; 3rd—*animate dead, contagion, blindness, cure serious wounds, prayer; 4th—*unholy blight, dispel magic (Silent), divine power. Possessions: +3 drow chain shirt, +3 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).

Giant Spiders (8); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6+poison, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

26. Prison

Bugbear Jailer (1); Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft.; AC 16 (+2 leather armor, +1 Dex, +3 natural); Atk Morningstar +4 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats Alertness. Possessions: Leather armor, morningstar.

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, unarmed); 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 Ftr2; CR 2; HD 2d10+4; hp 15; Init +1 (Dex); Spd 20 ft.; AC 16 (+5 chain mail, +1 Dex); Atk Falchion +5 melee (2d4+3, falchion); 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. Possessions: Chain mail, falchion.

Kaedros; Male human Wiz5; CR 5; HD 5d4; hp 14; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+2 Dex); Atk Dagger +2 melee (1d4, dagger); 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; 1st—mage armor, comprehend languages, magic missile, burning hands; 2nd—darkness, endurance, Melf's acid arrow; 3rd—hold person, lightning bolt. Possessions: Dagger, potion of gaseous form (5th), wand of hold person (5th, 11 charges).

Chapter 11: Crypt of Badr Al-Mosak

Crypt Random Encounters

1-4. Mummies (1d2); Medium undead; CR 3; HD 6d12+3; hp 42; Init –1 (Dex); Spd 20 ft.; AC 17 (–1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con –, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, Toughness.

5. Wights (2d4); Medium Undead; CR 3; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats Blind-Fight.

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

7. Spectre (1); Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +6 melee (1d8+energy drain, touch); SA Energy drain 2 negative levels DC 15, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +2, Ref +5, Will +7; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15; Skills Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

8. Dire Rats (3d6); Small Animal; CR 1/3; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk Bite +4 melee (1d4+disease, bite); SA Disease; SQ 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 +11, Move Silently +6; Feats Weapon Finesse (bite).

9. Gorgon (1); Large Magical Beast; CR 8; HD 8d10+24; hp 68; Init +4 (Improved Initiative); Spd 30 ft.; AC 18 (-1 size, +9 natural); Atk Gore +12 melee (1d8+7, horns); Face/Reach 5 ft. by 10 ft./5 ft.; SA Breath weapon 60 ft. cone, turn to stone Fort save DC 17 every 1d4 rnds up to 5/day, trample 1d8+7; SQ Scent; AL N; SV Fort +9, Ref +6, Will +3; Str 21, Dex 10, Con 17, Int 2, Wis 12, Cha 9; Skills Listen +8, Spot +8; Feats Alertness, Improved Initiative.

10. Large Vipers (1d10+2); Large Animal; CR 2; HD 3d8; hp 13; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk Bite +4 melee (1d4+poison, bite); SA Poison bite, Fortitude save (DC 11) to resist, 1d6 Con initial and secondary; SQ Scent; Fort +3, Ref +6, Will +1; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Feats Weapon Finesse (bite).

11-12. 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.

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 4; 20 ft. radius sphere from end of corridor (6d6); Reflex save (DC 14) avoids; Search (DC 26), 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 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats 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 3; HD 6d12+3; hp 42; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con --, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, Toughness.

Wights (2d4); Medium Undead; CR 3; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats Blind-Fight.

Spectre (1); Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +6 melee (1d8+energy drain, touch); SA Energy drain 2 negative levels DC 15, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +2, Ref +5, Will +7; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

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

Shadow (1d8); Medium Undead (Incorporeal); CR 3; HD 3d12; hp 19; Init +2 (Dex); Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection); Atk Incorporeal touch +3 melee (1d6 Str, touch); SQ Undead, Incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +4; Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13; Skills Hide +8, Intuit Direction +5, Listen +7, Spot +7; Feats 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: 7th; Weight: 1 lb.

10. East Priesthood Room

Necrophidi (4); Medium Construct; CR 2; HD 3d10; hp 16; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 natural); Atk Bite +3 melee (1d8+3+paralysis, bite); 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, if it surprises its opponents (and if it itself is not surprised) all within 30 feet that view the rhythmic swaying must succeed at a Will save (DC 10) 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 loses its Dexterity bonus to AC while *entranced*. If the necrophidius successfully attacks a target (and it survives the paralysis effect of its bite), the victim can attempt another Will save with a +2 bonus to the roll to break the *entrancing* effect.

Paralysis (Su): Fortitude save (DC 11) or paralyzed for 1d6 minutes.

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.

12c. Eastern Pit of Everfall

Mummies (3); Medium undead; CR 3; HD 6d12+3; hp 42; Init –1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con --, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, 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 12th level use and all other beams are at 10th level use.

2. Bridal Keep

Khalitharius, Efreet Pasha; Huge Outsider; CR 25; HD 25d8+125; hp 250; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., fly 40 ft. (perfect); AC 25 (-2 size, +2 Dex, +15 natural); Atk Slam +33/+28/+23/+18 melee (2d6+15 +1d6 heat, punch); SA Spell-like abilities, heat; SQ Plane shift, telepathy, Damage reduction 30/+3, SR 32; AL LE; SV Fort +19, Ref +16, Will +18; Str 31, Dex 15, Con 20, Int 12, Wis 15, Cha 15; 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 is from Tome and Blood and 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 20th level sorcerer (Save DC 12 + spell level).

Heat (Ex): Does an extra 1d6 hp damage in melee from heat.

Special Qualities:

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

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

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

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, Wilderness Lore +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 Carthage 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); Atk 2 claws +18 melee (2d4+7, claw); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, rake 2d4+3, roar, spells; AL CG; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17; Skills Intimidate +13, Knowledge (Local) +5, Listen +15, Spot +15, Wilderness Lore +13; Feats Alertness, Power Attack, Cleave, Great Cleave, Flyby Attack, Track.

2. Purple Worm (1); Gargantuan Beast; CR 12; HD 16d10+112; hp 200; Init -2 (Dex); Spd 20 ft., burrow 20 ft., swim 20 ft.; AC 19 (-4 size, -2 Dex, +15 natural); Atk Bite +20 melee (2d8+12, bite), sting +15 melee (2d6+6 & poison, sting); Face/Reach 30 ft. by 30 ft./15 ft.; SA Improved grab, swallow whole, poison; SQ Tremorsense; AL N; SV Fort +17, Ref +8, Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8; Skills Climb +14. Special Attacks: Poison (Ex): DC 24, Initial 1d6 temporary Str, secondary 2d6 temporary Str.

3. Giant Roc (1); Gargantuan Beast; CR 9; HD 18d10+126; hp 225; Init +2 (Dex); Spd 20 ft., fly 80 ft. (average); AC 14 (-4 size, +2 Dex, +6 natural); Atk 2 claws +21 melee (2d6+12, claw), bite +16 melee (2d8+6, bite); SA Snatch; SV Fort +18, Ref +13, Will +7; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11; Skills Listen +4, Spot +4 (+8 during daylight).

4. Krite (1); Small Animal; CR 2; HD 1d8; hp 4; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural); Atk Bite +4 melee (1d2-2+poison, bite); SA Poison bite, Fortitude save (DC 15) to resist, 1d8 Con initial and secondary; SQ 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 (bite). The Krite gets a +5 racial bonus to Hide checks due to it's ability to roll up and appear to be a rock.

5. Centipedes (2d12); Small Vermin; CR ¼; HD ½d8; hp 2; Init +2 (Dex); Spd 30 ft.; AC 14 (+1 size, +2 Dex, +1 natural); Atk Bite +3 melee (1d4-3+poison, bite); SA Poison bite Fortitude save DC 11 1d2 Dex initial and secondary; SQ Vermin; AL N; SV Fort +2, Ref +2, Will +0; Str 5, Dex 15, Con 10, Int --, Wis 10, Cha 2; Skills Climb +5, Hide +13, Spot +7; Feats Weapon Finesse (bite).

6. Giant Trapdoor Spider (1); 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.

7. Hyenas (2d6); Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk Bite +3 melee (1d6+3, bite); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Skills Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

8. Jackals (2d6); Small animal; CR 1/3; HD 1d8+2; hp 6; Init +3 (Dex); Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk Bite +2 melee (1d4+1, bite); SQ Scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; Skills Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

9. Ant Swarm; Treat as a Summon Swarm spell with a 30 ft. diameter area.

10. Desert Beetles (2d6); Small Vermin; CR 1/3; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 16 (+1 size, +5 natural); Atk Bite +1 melee (2d4, bite); SQ Vermin; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int --, Wis 10, Cha 7; Skills Climb +4, Listen +3, Spot +3.

11-12. Spectral Minion (1); Medium Undead (Incorporeal); CR 1; HD 3d12; hp 19; Init +3 (Dex); AC 15 (+3 Dex, +2 deflection); Atk --; SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +4, Will +4; Str --, Dex 16, Con --, Int 10, Wis 13, Cha 10; Skills Hide +8, Intuit Direction +6, Sense Motive +6, Listen +8, Spot +8, Search +5; Feats Alertness, Blind-fight.

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. 84).

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. Beholder (1); Large Aberration; CR 13; HD 11d8+11; hp 60; Init +4 (Improved Initiative); Spd 5 ft., fly 20 ft. (good); AC 20 (-1 size, +11 natural); Atk Eye Rays +7 ranged touch (various effects), bite +2 melee (2d4, bite); SA Eye Rays; SQ All-around vision, antimagic cone, fly; AL LE; SV Fort +4, Ref +3, Will +11; Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15; Skills Hide +7, Knowledge (Arcana) +10, Listen +15, Search +18, Spot +20; Feats Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run.

2. Rust Monster (1); Medium Aberration; CR 3; HD 5d8+5; hp 27; Init +3 (Dex); Spd 40 ft.; AC 18 (+3 Dex, +5 natural); Atk Antennae +3 melee (Rust, touch), bite -2 melee (1d3, bite); SA Rust; SQ Scent; AL N (hungry); SV Fort +2, Ref +4, Will +5; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8; Skills Listen +9, Spot +9; Feats Alertness.

3. Red Spiders (3d12); Tiny vermin; CR 1; HD ½d8; hp 2; Init +3 (Dex); Spd 20 ft., climb 10 ft.; AC 15 (+2 size, +3 Dex); Atk Bite +5 melee (1d3-4+poison, bite); SA Poison DC 11, 1d2 Str initial and secondary; SQ Vermin; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int --, Wis 10, Cha 2; Skills Climb +8, Hide +18, Jump -4, Spot +7; Feats Weapon Finesse (bite).

4. Centipedes (2d12); Small Vermin; CR ¼; HD ½d8; hp 2; Init +2 (Dex); Spd 30 ft.; AC 14 (+1 size, +2 Dex, +1 natural); Atk Bite +3 melee (1d4-3+poison, bite); SA Poison bite Fortitude save DC 11 1d2 Dex initial and secondary; SQ Vermin; AL N; SV Fort +2, Ref +2, Will +0; Str 5, Dex 15, Con 10, Int --, Wis 10, Cha 2; Skills Climb +5, Hide +13, Spot +7; Feats Weapon Finesse (bite).

5. Ant Swarm; Treat as a Summon Swarm spell with a 30 ft. diameter area.

6. Desert Beetles (2d4); Small Vermin; CR 1/3; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 16 (+1 size, +5 natural); Atk Bite +1 melee (2d4, bite); SQ Vermin; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int --, Wis 10, Cha 7; Skills Climb +4, Listen +3, Spot +3.

7. Krite (1); Small Animal; CR 2; HD 1d8; hp 4; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural); Atk Bite +4 melee (1d2-2+poison, bite); SA Poison bite, Fortitude save (DC 15) to resist, 1d8 Con initial and secondary; SQ 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 (bite). The Krite gets a +5 racial bonus to Hide checks due to its ability to roll up and appear to be a rock.

8-9. Skeletons (1d4); Medium Undead; CR 1/3; HD 1d12+2; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk 2 claws +0 melee (1d4, claw); SQ Undead; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11; Feats Improved Initiative.

10-11. Cry of Aeraldoth

12. Spectral Traveler

Phoenix Ruins Encounter Areas

4. Dining Room of Khalif Mubrek

Reflex save (DC 18) to avoid tripping.

7. The Hall of Khalif Mubrek

Search (DC 20) 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 12; HD 16d8+64; hp 136 max, 8 currently; Init +7 (+7 Dex); Spd 10 ft., fly 60 ft. (perfect); AC 21 (+7 Dex, +4 natural); Atk Slam +19/+14/+9 melee (2d6+6, slam); SA Improved grab, constrict, wind blast; SQ Elemental, Damage reduction 10/+1, natural invisibility, find target, empathic link; AL N; SV Fort +9, Ref +17, Wil +5; Str 18, Dex 25, Con 18, Int 4, Wis 10, Cha 11; Skills Intuit Direction +10, Listen +8, Move Silently +11, Search +1, Spot +8; Feats Alertness, Weapon Finesse (slam).

12. Death Trap of Chininsk Ambar

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

16b. Main Floor

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

16c. Changing Room

Skeletons (13, minus any randomly encountered); Medium Undead; CR 1/3; HD 1d12+2; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk 2 claws +0 melee (1d4, claw); SQ Undead; SV Fort +0, Ref +1, Will +2; 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 1/2d8; hp 2; Init +3 (Dex); Spd 20 ft., climb 10 ft.; AC 15 (+2 size, +3 Dex); Atk Bite +5 melee (1d3-4+poison, bite); SA Poison DC 11, 1d2 Str initial and secondary; SQ Vermin; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int --, Wis 10, Cha 2; Skills Climb +8, Hide +18, Jump -4, Spot +7; Feats Weapon Finesse (bite).

18. Statue of Set

Aeraldoth, Djinn Vizier; Huge Outsider; CR 25; HD 25d8+100; hp 230; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft., fly 60 ft. (perfect); AC 23 (-2 size, +4 Dex, +11 natural); Atk Slam +30/+25/+20/+15 melee (2d6+10, punch); SA Spell-like abilities; SQ Plane shift, telepathy, Damage reduction 30/+3, SR 32; AL CG; SV Fort +16, Ref +18, Will +14; Str 26, Dex 19, 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 Abilites (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 25th 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 spellcast 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 Beast; CR 12; HD 16d10+112; hp 200; Init –2 (Dex); Spd 20 ft., burrow 20 ft., swim 20 ft.; AC 19 (–4 size, –2 Dex, +15 natural); Atk Bite +20 melee (2d8+12, bite), sting +15 melee (2d6+6 & poison, sting); Face/Reach 30 ft. by 30 ft./15 ft.; SA Improved grab, swallow whole, poison; SQ Tremorsense; AL N; SV Fort +17, Ref +8, Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8; Skills Climb +14. Special Attacks: Poison (Ex): DC 24, Initial 1d6 temporary Str, secondary 2d6 temporary Str.

2-3. Skittercrabs (1d10); Large Beast; CR 2; HD 4d10+12; hp 34; Init +0; Spd 30 ft.; AC 17 (–1 size, +8 natural); Atk 2 claws +6 melee (1d8+4, claw), bite +1 melee (1d4+2, bite); SA Improved Grab; SQ Immune to normal and magical fire and heat; 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 2; HD 3d12; hp 19; Init +2 (Dex); Spd Fly 30 ft. (good); AC 14 (+2 Dex, +2 deflection); Atk Incorporeal touch +3 melee (1d6, touch); SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +3, Will +4; Str --, Dex 15, Con --, Int 10, Wis 13, Cha 11; Skills Intuit Direction +6, Listen +8, Spot +8, Search +5, Hide +7, Move Silently +7; Feats Weapon Finesse (touch), Alertness.

6-8. Glass Pirates (3d6); Medium Undead; CR 3; HD 5d12+3; hp 35; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +5 natural); Atk 2 claws +6 melee (1d8+4, claw); SQ Undead, +4 turn resistance, Immune to normal and magical fire and heat; AL CE; SV Fort +1, Ref +2, Will +5; Str 17, Dex 13, Con --, Int 10, Wis 13, Cha 8; Skills Intuit Direction +7, Listen +9, Spot +9, Search +6, Sense Motive +7; Feats Weapon Focus (claw), Alertness.

9. Wanderer (1); Medium Undead; CR 6; HD 10d12; hp 65; Init +7 (+3 Dex, +4 Improved Initiative); Spd Fly 30 ft. (perfect); AC 17 (+3 Dex, +4 deflection); Atk Incorporeal touch +8 melee (1d10, touch); SA Flamestrike 1/day; SQ Undead, Incorporeal, +4 turn resistance; AL NG; SV Fort +3, Ref +6, Will +9; Str --, Dex 17, Con --, Int 10, Wis 14, Cha 10; Skills Intuit Direction +7, Listen +9, Spot +9, Search +6, Hide +8, Move Silently +8; Feats Weapon Finesse (touch), Alertness.

10. Spectral Minion (1); Medium Undead (Incorporeal); CR 2; HD 3d12; hp 19; Init +2 (Dex); Spd Fly 30 ft. (good); AC 14 (+2 Dex, +2 deflection); Atk Incorporeal touch +3 melee (1d6, touch); SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +3, Will +4; Str --, Dex 15, Con --, Int 10, Wis 13, Cha 11; Skills Intuit Direction +6, Listen +8, Spot +8, Search +5, Hide +7, Move Silently +7; Feats Weapon Finesse (touch), Alertness.

11. Dead Party of Adventurers

12. Ghostship (1); Huge Construct; CR 6; HD 10d12; hp 60; Init +2 (Dex); Spd 50 ft.; AC 12 (+2 Dex), Hardness 5; Atk Slam +10/+5 melee (1d10+4, slam); 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 1d6 hours.

Cursed City of Stone Random Events

1. A Warning.

2. Ghost Thief (1); Medium Undead (Incorporeal); CR 7; HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd Fly 30 ft. (perfect); AC 16 (+3 Dex, +3 deflection), or 15 (+2 leather armor, +3 Dex); Atk Incorporeal touch +4 melee (1d4, touch), Short sword +6 melee (1d6+1, short sword); SA Manifestation, corrupting touch, telekinesis, +3d6 sneak attack (usable with touch attack); SQ Undead, incorporeal, +4 turn resistance, rejuvenation; 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 Improved Initiative, Dodge, Weapon Finesse (Short sword).

3. Ghost Fighters (1d3); Medium Undead (Incorporeal); CR 9; HD 7d12; hp 45; Init +5 (+1 Dex, +4 Improved Initiative); Spd Fly 30 ft. (perfect); AC 12 (+1 Dex, +1 deflection), or 21 (+8 full plate, +2 large shield, +1 Dex); Atk Incorporeal touch +6 melee (1d4, touch), bastard sword +10 melee (1d10+6, +1 *bastard sword*); SA Manifestation, corrupting touch, malevolence; SQ Undead, incorporeal, +4 turn resistance, rejuvenation; SV Fort +5, Ref +3, Will +3; Str 17, Dex 13, Con --, Int 10, Wis 12, Cha 12;

Skills Climb +11, Jump +11, Ride +11, Handle Animal +5, Hide +9, Listen +9, Search +8, Spot +9; Feats Improved Initiative, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Power Attack, Cleave, Sunder, Weapon Specialization (Bastard Sword). Possessions: Full plate armor, large shield, +1 bastard sword.

4. Wight (1); Medium Undead; CR 3; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats Blind-Fight.

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

6. The Last Caravan.

Cursed City of Stone Encounter Areas

10. Temple of Prometheus

A Spot check (DC 15) will reveal that glass was once attached to the window frame.

14. Palaestra

Centipedes (6d6); Medium Vermin; CR ½; HD 1d8; hp 4; Init +2 (Dex); Spd 40 ft.; AC 14 (+1 size, +2 Dex, +1 natural); Atk Bite +2 melee (1d6-1+poison, bite); SA Poison bite Fortitude save DC 13 1d3 Dex initial and secondary; SQ Vermin; AL N; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int --, Wis 10, Cha 2; Skills Climb +8, Hide +8, Spot +8; Feats Weapon Finesse (bite).

16. Ruined Baths

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

18. Collegium Ruins

Dust Specter (1); Medium Undead (Incorporeal); CR 3; HD 3d12; hp 19; Init +3 (Dex); Spd 40 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +4 melee (1d4, touch); SA Sleep (until out of hearing range), Will save (DC 15) to avoid; SQ Undead, Incorporeal; AL LN; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Knowledge (Poetry) +8, Hide +8, Listen +10, Search +10, Spot +10; Feats Alertness, Weapon Finesse (touch).

23. Baths of Drusus

Wraiths (3); Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal

touch +5 melee (1d4+Con drain, touch); SA Constitution drain permanent 1d6 points, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; 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 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural); Atk Bite +4 melee (1d2-2+poison, bite); SA Poison bite, Fortitude save (DC 15) to resist, 1d8 Con initial and secondary; SQ 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 +15, Listen +9, Spot +9; Feats Weapon Finesse (bite).

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 +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+2 *ring of protection*, +2 *amulet of natural armor*, +3 Dex); Atk Quarterstaff +4/-1 melee (1d6-2, staff), touch +9 melee, ranged touch +9 ranged; AL LE; SV Fort +5, Ref +7, Will +8; Str 7, Dex 17, 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, Scry +14; Feats Improved Initiative, Scribe Scroll, Weapon Finesse (touch), 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; 1st—magic missile(2), shield, ray of enfeeblement, mage armor; 2nd—blur, web, acid arrow, bull's strength, spectral hand; 3rd—vampiric touch, lightning bolt, haste, fly, invisibility sphere, 4th—minor globe of invulnerability, dimension door, wall of ice, enervation; 5th—teleport, cone of cold, Bigby's interposing hand; 6th—chain lightning, summon monster 6. Possessions: +2 ring of protection, +2 amulet of natural armor, wand of lightning bolt (6th, 25 charges), potion of invisibility (5th), potion of cure serious wounds (5th), scroll of fly, dimension door, cat's grace (10th).

Sardok; Male human Rog7/Ass3; CR 10; HD 10d6+20; hp 57; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+4 *leather armor* +2, +4 Dex); Atk Rapier +12/+7 melee (1d6+3, +1 *rapier*), masterwork light crossbow +11 ranged (1d8, bolt); SA +6d6 sneak attack; SQ Uncanny dodge (Dex bonus to AC, can't be flanked), +1 to saves versus poison; AL CE; SV Fort +6, Ref +13, Will +4; Str 14,

Dex 17 (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 (Rapier), Expertise, Improved Trip; Spells Prepared (2/1) 1st—change self, spider climb; 2nd—pass without trace. Possessions: +2 leather armor, +1 rapier, +1 cloak of resistance, bag of holding 1, +2 gloves of Dexterity, masterwork light crossbow, +1 bolts (10), potion of cure moderate wounds (5th), potion of haste (5th), potion of darkvision (5th), daggers (2), 10 doses tarantula blade poison (DC 15, 1d4 Str initial and secondary).

Pawnis; Male drow elf Rog8/Ftr2; CR 10; HD 8d6+2d10+10; hp 50; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+5 elven chain mail, +4 Dex); Atk Short sword +15/+10 melee (1d6+4, +2 *short sword*), hand crossbow +12 ranged (1d4, bolt); SA +4d6 sneak attack, Spell-like abilities; SQ Uncanny dodge (Dex bonus to AC, can't be flanked); 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 (Short sword), Expertise, Improved Disarm, Dodge, Blind-fight. Possessions: Elven chain mail, +2 short sword, gauntlets of ogre power, hand crossbow, 10 bolts, potion of blur (5th), potion of cure light wounds (5th, 2).
Spell-like Abilities (Sp): Dancing lights, darkness, faerie fire 1/day at 10th level use.

Percivilis; Male human Pal6; CR 6; HD 6d10+12; hp 45; Init +1 (Dex); Spd 20 ft.; AC 18 (+5 breastplate, +2 large shield, +1 Dex); Atk Long sword +11/+6 melee (1d8+3, masterwork long sword); SQ Detect evil, Lay hands (24 hp), Immune to disease and fear, Smite evil 1/day, Remove disease 2/week, Turn as level 4 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) 1st—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 (Dex); Spd 30 ft.; AC 16 (+3 studded leather armor, +3 Dex); Atk Short sword +7 melee (1d6+1, short sword), dagger +7 ranged (1d4+1, dagger); SA +3d6 sneak attack; SQ Uncanny dodge (Dex bonus to AC, can't be flanked); 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); Atk Long sword +7 melee (1d8+2, long sword); 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 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +2 Dex); Atk Short sword +3 melee (1d6+1, short sword), dagger +4 ranged (1d4+1, dagger); 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 (1d4); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6+poison, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

4. Giant Scorpion (1d4); Large vermin; CR 3; HD 7d8+14; hp 45; Init +0; Spd 50 ft.; AC 15 (-1 size, +6 natural); Atk 2 claws +8 melee (1d6+4, claw), sting +3 melee (1d6+2+poison, sting); SA Poison DC 18, 1d6 Str initial and secondary; SQ Vermin; AL N; SV Fort +7, Ref +2, Will +2; Str 18, Dex 10, Con 14, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Spot +7.

5. Grenade Palms (1d4); Huge Plant; CR 2; HD 10d8+10; hp 55, Hardness 5, Init +0; Spd 0 ft.; AC 3 (-2 size, -5 Dex); Atk None; SA Grenade-like fruit; AL N; SV Fort +8, Ref -2, Will +3; Str 2, Dex --, Con 13, Int --, Wis 10, Cha 1.

6. Guilders (2d6); Male/female human Exp3; CR 2; HD 3d6+3; hp 13; Init +2 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +2 Dex); Atk Short sword +3 melee (1d6+1, short sword), dagger +4 ranged (1d4+1, dagger); 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); Atk Long sword +7 melee (1d8+2, long sword); 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 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +2 Dex); Atk Short sword +3 melee (1d6+1, short sword), dagger +4 ranged (1d4+1, dagger); 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 (Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +2 Dex); Atk Short sword +3 melee (1d6+1, short sword), dagger +4 ranged (1d4+1, dagger); 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); Atk Long sword +7 melee (1d8+2, long sword); 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; hp 80; Init -1 (Dex); Spd 10 ft. (can't run), fly 40 ft. (poor); AC 22 (-2 size, -1 Dex, +15 natural); Atk 2 talons +15 melee (2d6+10, claw), bite +10 melee (1d12+5, bite); 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, Multiattack.

Special Attacks/Qualities:

Screech (Su): The phoenix can emit a piercing sonic screech in a 60' cone, doing 2d20 points of sonic damage, Fortitude save (DC 16) for half damage. The phoenix can screech 3 times per day.

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

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

Damage Reduction (Su): 20/+2.

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 (1); Medium Outsider (Earth); CR 6; HD 7d8+14; hp 45; Init +0; Spd 20 ft., burrow 20 ft.; AC 22 (+12 natural); Atk Bite +10 melee (4d6+3, bite), 3 claws +8 melee (1d4+1, claw); SA Burrow; SQ Fire and cold immunity, Electricity resistance 10, Half damage from slashing weapons, All around vision, Tremorsense; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10; Hide +10, Intuit Direction +10, Listen +10, Move Silently +10, Search +10, Spot +14; Multiattack, Power Attack.

2. Umber Hulk (1d3); Large Aberration; CR 7; HD 8d8+32; hp 68; Init +1; Spd 20 ft., burrow 20 ft.; AC 17 (-1 size, +1 Dex, +7 natural); Atk 2 claws +11 melee (2d4+6, claw), bite +9 melee (2d8+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Confusing gaze; SQ Tremorsense; AL CE; SV Fort +6, Ref +3, Will +6; Str 23, Dex 13, Con 19, Int 9, Wis 11, Cha 13; Skills Climb +17, Jump +14, Listen +11; Feats Multiattack.

3. Xill (1d6); Medium Outsider (Evil, Lawful); CR 6; HD 5d8+10; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Speed 40 ft.; AC 20 (+3 Dex, +7 natural); Atk 2 short swords +7 melee (1d6+2, short sword), 2 claws +2 melee (1d4+1, claw); SA Improved grab, Paralysis venom, Implant; SQ Planewalk, SR 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11; Skills Escape Artist +11, Intuit Direction +6, Listen +9, Move Silently +11, Spot +9, Tumble +11; Feats Improved Initiative, Multidexterity, Multiweapon Fighting.

4. Spectral Minion (1d6); Medium Undead (Incorporeal); CR 2; HD 3d12; hp 19; Init +2 (Dex); Spd Fly 30 ft. (good); AC 14 (+2 Dex, +2 deflection); Atk Incorporeal touch +3 melee (1d6, touch); SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +3, Will +4; Str --, Dex 15, Con --, Int 10, Wis 13, Cha 11; Skills Intuit Direction +6, Listen +8, Spot +8, Search +5, Hide +7, Move Silently +7; Feats Weapon Finesse (touch), Alertness.

5. Otyughs (1d3); Large Aberration; CR 4; HD 6d8+6; hp 33; Init +0; Spd 20 ft.; AC 17 (-1 size, +8 natural); Atk 2 tentacles +3 melee (1d6, rake), bite -2 melee (1d4, bite); SA Improved grab, Constrict 1d6, Disease; SQ Scent; AL N; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6; Skills Hide +5, Listen +6, Spot +9; Feats Alertness.

6. Otyugh (1); Huge Aberration; CR 9; HD 11d8+33; hp 82; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 (-2 size, -1 Dex, +12 natural); Atk 2 tentacles +10 melee (1d8+4, rake), bite +8 melee (1d6+2, bite); SA Improved grab, Constrict 1d8+4, Disease; SQ Scent; AL N; SV Fort +6, Ref +2, Will +8; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6; Skills Hide +8, Listen +8, Spot +9; Feats Alertness, Improved Initiative, Multiattack.

7. Doppelgangers (1d3); Medium Shapechanger; CR 3; HD 4d8+4, hp 22; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk 2 slams +4 melee (1d6+1, slam); SA Detect Thoughts, SQ Alter self, Immune to sleep and charm; AL NE; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13; Skills Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Feats Alertness, Dodge.

8. Spectral Minion (1d6); Medium Undead (Incorporeal); CR 2; HD 3d12; hp 19; Init +2 (Dex); Spd Fly 30 ft. (good); AC 14 (+2 Dex, +2 deflection); Atk Incorporeal touch +3 melee (1d6, touch); SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +3, Will +4; Str --, Dex 15, Con --, Int 10, Wis 13, Cha 11; Skills Intuit Direction +6, Listen +8, Spot +8, Search +5, Hide +7, Move Silently +7; Feats Weapon Finesse (touch), Alertness.

9. Hound Archon (2); Medium Outsider (Good, Lawful); CR 4; HD 6d8+6; hp 33; Init +4 (Improved Initiative); Spd 40 ft. or 60 ft.; AC 19 (+9 natural); Atk Greatsword +9/+4 melee (2d6+2, +1 *greatsword*), bite +3 melee (1d8+1, bite); SA Spell-like abilities; SQ Celestial, Damage reduction 10/+1, SR 16, Scent, Alternate form; AL LG; SV Fort +6, Ref +5, Will +6; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12; Skills Concentration +8, Hide +7, Jump +9, Listen +8, Move Silently +7, Sense Motive +8, Spot +7, Wilderness Lore +1; Feats Improved Initiative, Track. Possessions: +1 greatsword.

10. Djinni (1); Large Outsider (Air, Chaotic, Good); CR 5; HD 7d8+14; hp 45; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft., fly 60 ft. (perfect); AC 16 (-1 size, +4 Dex, +3 natural); Atk Slam +10/+5 melee (1d8+6, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, air mastery, whirlwind; SQ Plane shift, Telepathy, Acid Immunity; AL CG; SV Fort +7, Ref +9, Will +7; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15; Skills Appraise +9, Concentration +9, Craft +11, Escape Artist +11, Knowledge +9, Listen +9, Move Silently +9, Sense Motive +9, Spellcraft +9, Spot +9; Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

11. Efreeti (1); Large Outsider (Fire, Lawful, Evil); CR 8; HD 10d8+20; hp 65; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft., fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural); Atk Slam +15/+10 melee (1d8+9+1d6 fire, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, heat; SQ Plane shift, Telepathy, Fire subtype; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15; Skills Intimidate +11, Concentration +16, Bluff +12, Escape Artist +13, Listen +12, Move Silently +13, Sense Motive +11, Spellcraft +11, Spot +12; Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

12. Red Slaad (1); Large Outsider (Chaotic); CR 7; HD 7d8+21; hp 52; Init +1 (Dex); Spd 30 ft.; AC 16 (-1 size, +1 Dex, +6 natural); Atk Bite +10 melee (2d8+4, bite), 2 claws +8 melee (1d4+2+implant, claw); Face/Reach 5 ft. by 5 ft./10 ft.; SA Pounce, Implant, Stunning croak, Summon slaad; SQ Fast healing 5, Acid, cold, electricity, fire and sonic resistance 5; AL CN; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 6, Cha 8; Skills Climb +14, Jump +14, Listen +6, Move Silently +5, Spot +8; Feats Dodge, Multiattack.

Mobius Tower Encounter Areas

2. Apartment of the Firstwife

Groaning Spirit (1); Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 deflection); Atk Incorporeal touch +6 melee (1d8, touch); SA Fear aura, Wail; SQ Undead, Incorporeal, SR 20, +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, Ability Focus (Wail).

Special Attacks/Qualities:

Fear Aura (Su.): Anyone viewing a banshee must make a Will save (DC 16) or be panicked for 1d6+4 rounds. Whether or not the save is successful, the creature is immune to the fear aura of that banshee for one day.

Wail (Su.): 1/day at night only; 30 ft. radius; Will save (DC 17) or die.

Detect Living (Su.): The banshee can sense all living creatures up to 5 miles away.

Unnatural Aura (Su.): Both wild and domesticated animals can sense the unnatural presence of a banshee at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Immunities: Banshees are immune to cold and electricity-based attacks.

Vulnerability (Ex.): Holy water deals 2d4 points of damage per vial to a banshee. A *dispel evil* deals 1d6 points of damage per caster level (maximum 10d6).

6. Cloak Room

Cryptknight (1); Medium Undead; CR 7; HD 8d12; hp 52; Init +4 (Improved Initiative); Spd 30 ft.; AC 19 (+5 chain mail, +4 natural); Atk Slam +10/+5 melee (1d6+4, slam); SA Aura of Fear 5 ft. radius Will save (DC 14) or be shaken with fear for 1d6 rounds; SQ Undead, Damage reduction 10/+1; 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, Combat Reflexes. Possessions: Chain mail.

12. Bottle Room

Djinni (1); Large Outsider (Air, Chaotic, Good); CR 5; HD 7d8+14; hp 45; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft., fly 60 ft. (perfect); AC 16 (-1 size, +4 Dex, +3 natural); Atk Slam +10/+5 melee (1d8+6, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, air mastery, whirlwind; SQ Plane shift, Telepathy, Acid Immunity; AL CG; SV Fort +7, Ref +9, Will +7; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15; Skills Appraise +9, Concentration +9, Craft +11, Escape Artist +11, Knowledge +9, Listen +9, Move Silently +9, Sense Motive +9, Spellcraft +9, Spot +9; Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

15. Room of State

Mummy (1); Medium undead; CR 3; HD 6d12+3; hp 42; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con --, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, Toughness.

16. Lost Hall

Efreeti (1); Large Outsider (Fire, Lawful, Evil); CR 8; HD 10d8+20; hp 65; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft., fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural); Atk Slam +15/+10 melee (1d8+9+1d6 fire, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, heat; SQ Plane shift, Telepathy, Fire subtype; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15; Skills Intimidate +11, Concentration +16, Bluff +12, Escape Artist +13, Listen +12, Move Silently +13, Sense Motive +11, Spellcraft +11, Spot +12; Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

19. Guardroom

Al-Dolak, Captain of the Guard, ghost (1); Medium Undead (Incorporeal); CR 9; HD 10d12; hp 65; Init +5 (+1 Dex, +4 Improved Initiative); Spd Fly 30 ft. (perfect); AC 12 (+1 Dex, +1 deflection), or 21 (+8 full plate, +2 large shield, +1 Dex); Atk Incorporeal touch +8/+3 melee (1d4, touch), bastard sword +15/10 melee (1d10+6, +1 *bastard sword*); SA Manifestation, corrupting touch, malevolence; SQ Undead, incorporeal, +4 turn resistance, rejuvenation; 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 (Improved Initiative); Spd 30 ft.; AC 19 (+5 chain mail, +4 natural); Atk Slam +10/+5 melee (1d6+4, slam); SA Aura of Fear 5 ft. radius Will save (DC 14) or be shaken with fear for 1d6 rounds; SQ Undead, Damage reduction 10/+1; 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, Combat Reflexes. Possessions: Chain mail.

Desert of Al-Alisk Encounter Areas

4. Death Watch

Spectral Minion (20); Medium Undead (Incorporeal); CR 2; HD 3d12; hp 19; Init +2 (Dex); Spd Fly 30 ft. (good); AC 14 (+2 Dex, +2 deflection); Atk Incorporeal touch +3 melee (1d6, touch); SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +3, Will +4; Str --, Dex 15, Con --, Int 10, Wis 13, Cha 11; Skills Intuit Direction +6, Listen +8, Spot +8, Search +5, Hide +7, Move Silently +7; Feats Weapon Finesse (touch), Alertness.

Crypt of Al-Alisk Random Encounters

1. Spectral Minion (1d4+4); Medium Undead (Incorporeal); CR 2; HD 3d12; hp 19; Init +2 (Dex); Spd Fly 30 ft. (good); AC 14 (+2 Dex, +2 deflection); Atk Incorporeal touch +3 melee (1d6, touch); SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +3, Will +4; Str --, Dex 15, Con --, Int 10, Wis 13, Cha 11; Skills Intuit Direction +6, Listen +8, Spot +8, Search +5, Hide +7, Move Silently +7; Feats Weapon Finesse (touch), Alertness.

2. Spectral Minion (1d10); Medium Undead (Incorporeal); CR 2; HD 3d12; hp 19; Init +2 (Dex); Spd Fly 30 ft. (good); AC 14 (+2 Dex, +2 deflection); Atk Incorporeal touch +3 melee (1d6, touch); SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +3, Will +4; Str --, Dex 15, Con --, Int 10, Wis 13, Cha 11; Skills Intuit Direction +6, Listen +8, Spot +8, Search +5, Hide +7, Move Silently +7; Feats Weapon Finesse (touch), Alertness.

3. Wight (1d6+2); Medium Undead; CR 3; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk Slam +3 melee (1d4+1+energy drain, slam); SA Energy drain 1 level Fortitude save DC 14, Create spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Skills Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats Blind-Fight.

4. Wraiths (2d4); Medium Undead (Incorporeal); CR 5; HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +5 melee (1d4+Con drain, touch); SA Constitution drain permanent 1d6 points, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; 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 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk Incorporeal touch +6 melee (1d8+energy drain, touch); SA Energy drain 2 negative levels DC 15, Create spawn; SQ Undead, Incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness;

AL LE; SV Fort +2, Ref +5, Will +7; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15; Skills Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

5. Spirits Room

Groaning Spirit (1); Medium Undead (Incorporeal); CR 7; HD 7d12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 deflection); Atk Incorporeal touch +6 melee (1d8, touch); SA Fear aura, Wail; SQ Undead, Incorporeal, SR 20, +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, Ability Focus (Wail).

7. Cockpit

Cockatrice (5); Small Magical Beast; CR 3; HD 5d10; hp 27; Init +3 (Dex); Spd 20 ft., fly 60 ft. (poor); AC 14 (+1 size, +3 Dex); Atk Bite +4 melee (1d4-2+petrification, bite); SA Petrification, Fortitude save (DC 15) to avoid; SQ Petrification immunity; 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.

Inner Sanctum of Martek Random Encounters

1-2. Spectral Minion (2d8); Medium Undead (Incorporeal); CR 2; HD 3d12; hp 19; Init +2 (Dex); Spd Fly 30 ft. (good); AC 14 (+2 Dex, +2 deflection); Atk Incorporeal touch +3 melee (1d6, touch); SQ Undead, Incorporeal, +2 turn resistance; AL LG; SV Fort +1, Ref +3, Will +4; Str --, Dex 15, Con --, Int 10, Wis 13, Cha 11; Skills Intuit Direction +6, Listen +8, Spot +8, Search +5, Hide +7, Move Silently +7; Feats Weapon Finesse (touch), Alertness.

3-4. Cryptknights (1d6); Medium Undead; CR 7; HD 8d12; hp 52; Init +4 (Improved Initiative); Spd 30 ft.; AC 19 (+5 chain mail, +4 natural); Atk Slam +10/+5 melee (1d6+4, slam); SA Aura of Fear 5 ft. radius Will save (DC 14) or be shaken with fear for 1d6 rounds; SQ Undead, Damage reduction 10/+1; 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, Combat Reflexes. 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); Atk 2 claws +18 melee (2d4+7, claw); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, rake 2d4+3, roar, spells; AL CG; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17; Skills Intimidate +13, Knowledge (Local) +5, Listen +15, Spot +15, Wilderness Lore +13; Feats Alertness, Power Attack, Cleave, Great Cleave, Flyby Attack, Track.

6. Large Vipers (2d12); Large Animal; CR 2; HD 3d8; hp 13; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk Bite +4 melee (1d4+poison, bite); SA Poison bite, Fortitude save (DC 11) to resist, 1d6 Con initial and secondary; SQ Scent; Fort +3, Ref +6, Will +1; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Feats Weapon Finesse (bite).

7. Giant Tarantulas (2d8); Medium vermin; CR 1; HD 2d8+2; hp 11; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +4 melee (1d6+poison, bite); SA Poison DC 15, 1d4 Str initial and secondary; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2; Skills Climb +12, Hide +10, Jump +6, Spot +15; Feats Weapon Finesse (bite).

8. Giant Scorpion (2d6); Large vermin; CR 3; HD 7d8+14; hp 45; Init +0; Spd 50 ft.; AC 15 (-1 size, +6 natural); Atk 2 claws +8 melee (1d6+4, claw), sting +3 melee (1d6+2+poison, sting); SA Poison DC 18, 1d6 Str initial and secondary; SQ Vermin; AL N; SV Fort +7, Ref +2, Will +2; Str 18, Dex 10, Con 14, Int --, Wis 10, Cha 2; Skills Climb +11, Hide +3, Spot +7.

9. Mummies (3d6); Medium undead; CR 3; HD 6d12+3; hp 42; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con --, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, Toughness.

10. Necrophidi (1d6); Medium Construct; CR 2; HD 3d10; hp 16; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 natural); Atk Bite +3 melee (1d8+3+paralysis, bite); 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.

11. Cockatrices (1d4); Small Magical Beast; CR 3; HD 5d10; hp 27; Init +3 (Dex); Spd 20 ft., fly 60 ft. (poor); AC 14 (+1 size, +3 Dex); Atk Bite +4 melee (1d4-2+petrification, bite); SA Petrification, Fortitude save (DC 15) to avoid; SQ Petrification immunity; 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.

12. Ghost Fighters (1d3); Medium Undead (Incorporeal); CR 9; HD 7d12; hp 45; Init +5 (+1 Dex, +4 Improved Initiative); Spd Fly 30 ft. (perfect); AC 12 (+1 Dex, +1 deflection), or 21 (+8 full plate, +2 large shield, +1 Dex); Atk Incorporeal touch +6 melee (1d4, touch), bastard sword +10 melee (1d10+6, +1 *bastard sword*); SA Manifestation, corrupting touch, malevolence; SQ Undead, incorporeal, +4 turn resistance, rejuvenation; SV Fort +5, Ref +3, Will +3; Str 17, Dex 13, Con --, Int 10, Wis 12, Cha 12; Skills Climb +11, Jump +11, Ride +11, Handle Animal +5, Hide +9, Listen +9, Search +8, Spot +9; Feats Improved Initiative, Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Power Attack, Cleave, Sunder, Weapon Specialization (Bastard Sword). Possessions: Full plate armor, large shield, +1 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 (Improved Initiative); Spd 30 ft.; AC 19 (+5 chain mail, +4 natural); Atk Slam +10/+5 melee (1d6+4, slam); SA Aura of Fear 5 ft. radius Will save (DC 14) or be shaken with fear for 1d6 rounds; SQ Undead, Damage reduction 10/+1; 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, Combat Reflexes. 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 (6th 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 (1st), +1 morning star, +1 banded mail.