



Oasis of the White Palm

By Stan Shinn

For Character Levels 6-8



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

I4 OASIS OF THE WHITE PALM

By Stan Shinn

Introduction: In 1983, TSR published the module named “Oasis of the White Palm” with the module code “I4”. It was written by Philip Meyers and Tracy Hickman, and illustrated by Jim Holloway and Keith Parkinson. It consisted of one 32 page booklet and two cover folders with wilderness and dungeon maps. Oasis of the White Palm was the second module of a three module series that included **I3 Pharaoh**, and **I5 Lost Tomb of Martek**. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 6th– 8th level characters

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I4: OASIS OF THE WHITE PALM

Introduction

To use this conversion guide you will need a copy of "I4 Oasis of the White Palm", originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters and a summary of the oasis factions provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'Oasis of the White Palm' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

The adventurers begin in the Desert of Desolation, possibly after having looted the pyramid of Amun-Re in **I3 Pharaoh**. They are drawn to the remains of a battle, where a dying soldier gives them a token to show the **sheik** of the **Oasis of the White Palm**. When they arrive at the oasis, they are received by the sheik, who tells them of his first son's **missing bride**. Assuming the adventurers agree to help, they are given some information by the sheik and his first son. After that it is up to them to **investigate** the oasis, talk to people, and sort out what is going on. Once they find the ruins underneath the oasis, they will learn information that will point them to the crypt of **Badr Al-Mosak**. There they will encounter the **efreeti pasha** and have a chance to rescue **Shadalah**. Shadalah herself is half of the key to discovering the existence of a **djinni vizier**, willingly trapped by Martek to fight the efreeti pasha. The characters travel to the burning sands surrounding the city of **Phoenix**, and there release the djinni vizier so he may fight the efreeti pasha.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "Oasis of the White Palm" into the Forgotten Realms world of Faerûn.

The Forgotten Realms wiki has a high resolution map of Faerûn [here](#) that can help you find the location described below.

In 1987, the original **I3-5** modules were combined into one large "supermodule" called **Desert of Desolation**. At that time, the location of the desert was placed in the **far southeast of Faerûn**, in the area known as the **Raurin desert**.

More information and maps are available [here](#).

Please note that the map shown at the above web address has an error. The spot marked "**Tomb of Amun-Re**" is actually the location of the "**Crypt of Badr Al-Mosak**".

GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Be familiar with the **factions** of the oasis.
- The characters will be provided with **two weeks of food and four days of water for themselves and their mounts**. They are also given a choice of a **camel** or **horse** as a mount. If the water runs out, the characters must spend time foraging or use spells to make water, or they face dehydration.
- Use the **Fatigue rules** if the characters travel more than **ten hours** a day or have nothing to eat or drink. Use the rules for their mounts if they don't feed or water them!
- Be familiar with the rules for **Extreme Heat, Foraging, and Becoming Lost (DMG 110-112)**.
- Know how to use **perception** rules for **traps, secret doors, and stealthed creatures**.
- Determine **spell tactics** for spell casters.
- The **ancient runes and hieroglyphs** inscribed throughout the desert can be interpreted with a successful **DC 14 Intelligence (History)** check.

Visuals

Suggested visuals to create:

- Copy or sketch of **Martek's Map**.
- Copy and cut out diagrams of **Hassan's amulet** and **Shadalah's palm mark (pg. 26)**.
- Make some handouts of **phrases, information**, and bits of **gossip** to be handed to players as they find them or learn them from talking to people.
- Sketch out a **player's version** of the **oasis** map.

Random Encounters

Desert of Desolation

Roll 1d10

- | | |
|--------------------|----------------------|
| 1. Dustdiggers (5) | 6. Acid rain |
| 2. Sandman (1) | 7. Dustdiggers (3) |
| 3. Dustdigger (1) | 8. Giant spiders (5) |
| 4. Sandmen (6) | 9. Special event |
| 5. Dust storm | 10. Special event |

Special Event Subtable

Roll 1d6

- | | |
|-------------------------|--------------------------|
| 1. Pillar of smoke | 4. Airlancers (10) |
| 2. Pillar of smoke | 5. Young purple worm (1) |
| 3. Thune dervishes (10) | 6. Mirage |

Oasis of the White Palm (day)

Roll 1d8

- | | |
|----------------------|----------------------|
| 1. Waterbearers (12) | 5. Camel traders (4) |
| 2. Launderers (6) | 6. Home guard (12) |
| 3. Bead trader (1) | 7. Special encounter |
| 4. Date traders (3) | 8. Special encounter |

Oasis of the White Palm (night)

Roll 1d8

- | | |
|-----------------------|------------------------|
| 1. Drunk Symbayan (1) | 5. Symbayan nobles (2) |
| 2. Slaver guards (8) | 6. Symbayan slave (1) |
| 3. Symbayans (4) | 7. Special encounter |
| 4. Drow elves (4) | 8. Special encounter |

Special Encounter Subtable

Roll 1d6 during day, 1d8 during night

- | | |
|----------------------|-------------------------|
| 1. Hogan Underwood | 5. Hassan Arslan |
| 2. Zorath Blackblade | 6. Rolando the minstrel |
| 3. Rose Underwood | 7. Corga Kazan |
| 4. Thurnas Netmaster | 8. Corga Kazan |

Factions of the Oasis				
Faction	Leader	Important Members	Location	Goals
Sheik Loyalists	Sheik Kassim Arslan	Hassan Arslan, Nadron Ilanis	Nomad camp (pg. 9-12)	Find Shadalah , protect the people of the oasis, and find and destroy the Thune cultists.
Thune Cultists	Corga Kazan	Korus Eikoth	Nomad camp (pg. 12), Temple of Set (pg. 16-21)	Find Shadalah , give her to the efreeti , destroy the slavers, kill the sheik, and put Korus on the throne.
Slave Traders	Thurnas Netmaster	Zorath Blackblade, Kalitrates, Zomara	Sandvoyager's Guild (pg. 15), Temple of Set (pg. 21-22)	Find Shadalah and return her, destroy the cultists, and continue running the slave trade .

Temple of Set (cult area)

Roll 1d8

- | | |
|------------------------|-------------------------------|
| 1. Zombies (15) | 5. Giant poisonous snakes (3) |
| 2. Thune cultists (6) | 6. Mummy (1) |
| 3. Giant spiders (4) | 7. Zombies (10) |
| 4. Thune cultists (10) | 8. Thune cultists (12) |

Temple of Set (slaver area)

Roll 1d8

- | | |
|-------------------------------|-------------------------|
| 1. Slaver guards (12) | 5. Slaver guards (12) |
| 2. Giant spiders (4) | 6. Bugbear servants (8) |
| 3. Giant poisonous snakes (2) | 7. Slaves (6) |
| 4. Mummy (1) | 8. Slaver guards (6) |

Crypt of Badr Al-Mosak

Roll 1d12

- | | |
|----------------------|--------------------------------|
| 1. Mummies (2) | 7. Giant rats (20) |
| 2. Wights (8) | 8. Gorgon (1) |
| 3. Wraiths (4) | 9. Mummies (2) |
| 4. Giant spiders (4) | 10. Giant poisonous snakes (4) |
| 5. Specters (8) | 11. Giant spiders (4) |
| 6. Mummy (1) | 12. Mummies (2) |

Planned Encounters

Desert of Desolation

- C.** Sinkholes: Treat as quicksand (**DMG 110**).
G. The White Palm Airlancers: Airlancers (8).

Oasis of the White Palm

- H1.** Nomad Camp: Home guards (6), war dogs (2) Camp contains approximately 400 Symbayans total.
H2. The Sheik's Tent: Home guards (6), Sheik Kassim Arslan, Hassan Arslan, slaves (4), Glyph of warding (Guiding bolt) trap.
H3. Clerical Tent: Nadron Ilanis, acolytes (2), poisonous snake (1), Glyph of warding (Guiding bolt) trap.
H4. Korus Eikoth's Tent: Korus Eikoth, slave (1).
H5. The Oasis Pool: Home guards (8).
H7. The Monolith: Secret door - DC 20 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to open.
H11. The Common Room: Rolando the minstrel.
H12. Washing House: Launderers (12).
H14. Hogan's Stables: Stable boy (1).
H16. Happy Hogan's Desert Igloo: Hogan Underwood, Rose Underwood, bartender (1), Cookie, Zorath Blackblade.
H18. House of the Sandvoyagers' Guild: Slaver guards (10), slave (1), Thurnas Netmaster.

Temple of Set

- I1.** The Way In: Between midnight and 3am - Thune cultists (1d4).
I2. Temple Entry: Zombie (1).

- I3.** Carnivorous Cavern: Zombies (11).

- I5.** Door of Warding: Glyphs of warding (explosive fire) trap.

- I6.** Outer Temple of Set: Between midnight and 3am - Corga Kazan, Korus Eikoth, acolytes (2), Thune cultists (15), Glyph of warding (explosive fire) trap on each gem "eye" (setting off glyph destroys gem).

- I7.** Acolytes' Quarters: Acolytes (2), Glyph of warding (explosive lightning) trap on obsidian box. Boxes contain religious relics.

- I9.** Cross and Double Cross: Wights (2), Pit trap with slide, Fog cloud trap.

- I10.** Corga's Sanctum: Between 3am and noon - Corga Kazan.

- I11.** Essence of Evil: This entire area (including 11a, 11b, etc.) is desecrated ground (**DMG 110**).

- I11a.** Brazier of Violet Flames: Skeletons (3).

- I11b.** Golden Idol: Cursed idol trap.

- I11c.** Torture Room: Thug (1).

- I11d.** Platinum Idol: Cursed idol trap.

- I12.** The First Test: Giant spiders (4).

- I13.** The Second Test: Jackal head lock trap.

- I14.** Inner Temple of Set: This area is desecrated ground (**DMG 110**), summoning idol trap.

- I16.** Forbidden Stair: Hinged stairs trap, skeletons (20).

- I18.** Conference Room: Goblins (13).

- I20.** Storeroom: Bugbears (4).

- I21.** The Long Hall: Magic mouth trap.

- I23.** Guard's Hall: Kalitrates.

- I24.** Zomara's Cave: Zomara, giant spiders (8), net trap.

- I26.** Prison: Bugbear (1), commoner (1).

- I27.** Quarters: Abu Karesan, Kaedros.

Crypt of Badr Al-Mosak

- K1.** The Amphitheater: Fear spell, all creatures approaching within 50 feet must succeed at a DC 14 Wisdom saving throw or become frightened for one minute.

- K2.** Shaft: Scything blade trap 80 feet down.

- K3b.** Blade Dance: Sword-wielding statue trap.

- K3c.** Fire Dance: Efreeti statue trap.

- K3d.** Bow for Arrow: Bow statue trap.

- K5.** Office of Evil: Wights (5).

- K7.** Catacomb of Kings: Any creature attempting to cross the bridge must succeed at a DC 11 Dexterity (Stealth) check, or attract the attention of the creatures below. These include: mummies (1d4), wights (2d4), specters (2d4), wraiths (1d4), and shadows (1d8). Each creature type appears only once.

- K10.** East Priesthood Room: Necrophidii, use minotaur skeletons (4).

- K12.** Pits of Everfall: Creatures falling in the shafts must succeed at a DC 8 Dexterity check each round or be struck by a falling object for 1d6 bludgeoning damage.

- K12c.** Eastern Everfall: Mummies (3).

- K13.** Light Web: Light beams trap.

- K14.** Bridal Keep: Efreeti pasha, Shadallah (in bottle). The amulet's ray prevents the efreeti pasha from using any spell of 4th level or higher. He may still attack with scimitar and hurl flame, cast 3rd or lower level spells, and plane shift away (which he will do automatically after 3 rounds of combat). All his other abilities are unaffected. Driving away the pasha this way should be rewarded with 5000 XP (instead of the normal 20000).

K15. Treasury: A successful DC 13 Intelligence (Investigation) check will reveal the illusionary floor. The acid inflicts 2d6 acid damage per round. The light inflicts 3d10 radiant damage.

Magic Items

1. Arrows +1
 2. Chain mail +2
 3. *Chain mail +3 (reduce to +2)
 4. *Cleric scroll of blade barrier
 5. *Cleric scroll of lesser restoration
 6. *Cleric scroll of raise dead
 7. *Cloak of protection
 8. Crystal ball
 9. Dagger +1
 10. Dagger +2
 11. *Decanter of endless water
 12. Djinni bottle (djinni will perform 1 service, then depart)
 13. *Flail +1
 14. Libram of gainful conjuration (replace with ring of spell storing)
 15. Long sword +2
 16. Mace +1
 17. Oil of slipperiness
 18. Plate armor +1
 19. Potion of brass dragon control (replace with potion of fire resistance)
 20. Potion of ESP (replace with potion of mind reading)
 21. Potion of gaseous form
 22. Potion of invisibility
 23. *Potion of invulnerability
 24. *Scarab of protection (replace with necklace of adaptation)
 25. Scimitar +1
 26. *Scimitar +3 (reduce to +2)
 27. Scimitar of the Sultan +1, +3 vs. undead (replace with one scimitar +1)
 28. Scroll of protection from elementals
 29. *Shield +1
 30. Shield +2
 31. Skull of Garath (See Special Items)
 32. *Staff of healing
 33. Star of Khan-pelar
 34. Star of Shah-pelar
 35. Wand of paralysis
 36. Wizard scroll of fireball
 37. Wizard scroll (choose 3 3rd level spells)
 38. Wizard scroll (choose 3 4th level spells)
- *These items are held by good NPCs and aren't likely to fall into the hands of the characters.

Traps

- **Bow Statue (pg. 24):** Triggered by depressing a pressure plate 10 feet away from the statue. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, any creature in the area

suffers one attack at +7 to hit, 3d8 piercing damage on a hit.

- **Cursed Idol (pg. 19):** Triggered by taking the idol. The creature triggering must succeed on a DC 15 Wisdom saving throw or be cursed for eight hours. While cursed, the creature suffers disadvantage on all attack rolls.
- **Efreeti Statue (pg. 24):** Triggered by depressing a pressure plate 10 feet away from it. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. If triggered, the statue shoots out a fireball which fills the entire area. All creatures must make a DC 14 Dexterity saving throw, taking 8d6 fire damage on a failure, or half that on a success.
- **Fog Cloud (pg. 18):** Triggered by opening a door. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The fog cloud can only be disarmed by a Dispel Magic spell. When triggered, the fog cloud fills the area causing heavy obscurement (**PH 183**). The fog cloud lasts for one minute.
- **Glyphs of Warding (Explosive fire, pg. 17):** Triggered by walking through the archway without speaking the password. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The **three glyphs** can only be disarmed by a Dispel Magic spell. All creatures in a 20 foot radius of the archway must make a DC 13 Dexterity saving throw **three times**. Each of the three glyphs inflicts 5d8 fire damage, with only half damage taken on a successful saving throw.
- **Glyph of Warding (Explosive lightning, pg. 18):** Triggered by opening a chest without the password. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The glyph can only be disarmed by a Dispel Magic spell. All creatures in a 20 foot radius of the chest must make a DC 13 Dexterity saving throw. The glyph inflicts 5d8 lightning damage, with only half damage taken on a successful saving throw.
- **Glyph of Warding (Guiding Bolt, pg. 11):** Triggered by touching the object it is inscribed on. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The glyph can only be disarmed by a Dispel Magic spell. The creature that triggers the glyph is attacked by a Guiding Bolt spell, +7 to attack, 6d6 radiant damage on a hit.
- **Hinged Stairs (pg. 21):** Triggered by walking on the stairs. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 3d6 bludgeoning damage from falling, and takes 1d6 poison damage per round from the smoke. Creatures that make the Dexterity save are still in the smoke. Creatures in the smoke that succeed on a DC 13 Constitution saving

throw take half damage from the smoke.

- **Jackal Head Lock (pg. 19):** Mechanical jaws bite the hands of anyone trying to pick the lock. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. The triggering creature takes 2d10 piercing damage.
- **Light Beams (pg. 26):** Magical beams of light crisscross a room. Most are not harmful, but four of them are. The light makes it impossible to discern between beams. A Dispel Magic spell can negate beams on a success. Beam A attacks at +7 to hit and does 4d10 cold damage on a hit. Beam B attacks at +7 to hit and does 4d10 force damage on a hit. Beam C attacks at +7 to hit and does 4d10 lightning damage on a hit. Beam D hits automatically. Unless the creature succeeds at a DC 14 Wisdom saving throw, it is teleported to the described location.
- **Magic Mouth (pg. 21):** A magic mouth yells out a warning if any creature passes by without saying the password. DC 17 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The magic mouth can only be disarmed by a Dispel Magic spell. If triggered, the mouth yells a warning that intruders are present.
- **Net Trap (pg. 22):** See Falling Net (DMG 122).
- **Pit Trap with Slide (pg. 18):** Hinged floor panels drop when the door handle pulled; any in the area may fall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it by using tools to break the door handle tripwires. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, any creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 7d6 bludgeoning damage from falling.
- **Poison Needle Trap (p. 11):** This trap protects a chest or other compartment. A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. The creature that triggers it takes 4d10 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.
- **Scything Blade (pg. 23):** A blade swings out from the wall three rounds after a medium size creature or object passes that point. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. If triggered, any creature in the area suffers an attack at +7 to hit, 2d10 slashing damage on a hit. The blade will sever a rope automatically.
- **Summoning Idol (pg. 20):** The magical gem eyes of the idol begin to glow, and summon one undead creature per round until creatures leave the room or the gems are removed or destroyed. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity check using thieves tools allows the character to remove 1 gem per round. Alternately, the gems can be attacked. They are AC 8 and have 10 hit points each.
- **Sword-wielding Statue (pg. 24):** Triggered by depressing a pressure plate 10 feet away from the statue. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, any creature in the area suffers two attacks at +7 to hit, 2d10 slashing damage on a hit. Creatures hit must make a DC 14 Strength or Dexterity saving throw, or be pushed into the shaft.

Monsters

1. **Abu Karesan:** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
2. **Acolyte:** (MM 342, CR 1/4, 50 XP)
3. **Airlancer:** (veteran, with lance, MM 350, CR 3, 700 XP)
4. **Bartender:** (commoner, MM 345, CR 0, 0-10 XP)
5. **Bugbear:** (MM 33, CR 1, 200 XP)
6. **Cookie:** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
7. **Corga Kazan:** (priest, mace +1, Skull of Garath, MM 348, CR 2, 450 XP)
8. **Drow elf:** (MM128, CR 1/4, 50 XP)
9. **Drunk Symbayan:** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
10. **Dustdigger:** (See Special Creatures)
11. **Efreeti pasha:** (See Special Creatures)
12. **Ghoul:** (MM 148, CR 1, 200 XP)
13. **Giant Poisonous Snake:** (MM 327, CR 1/4, 50 XP)
14. **Giant Rat:** (MM 327, CR 1/8, 25 XP)
15. **Giant spider:** (MM 328, CR 1, 200 XP)
16. **Gladiator:** (MM 346, CR 5, 1800 XP)
17. **Goblin:** (MM 166, CR 1/4, 50 XP)
18. **Gorgon:** (MM 171, CR 5, 1800 XP)
19. **Home guard:** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
20. **Kaedros:** (mage, MM 347, CR 6, 2300 XP)
21. **Kalitrates:** (Drow elite warrior, MM 128, CR 5, 1800 XP)
22. **Korus Eikoth:** (gladiator, AC 18, scimitar +1 instead of spear, MM 346, CR 5, 1800 XP)
23. **Launderer:** (commoner, MM 345, CR 0, 0-10 XP)
24. **Mage:** (MM 347, CR 6, 2300 XP)
25. **Mummy:** (MM 228, CR 3, 700 XP)
26. **Pegasus:** (MM 250, CR 2, 450 XP)
27. **Poisonous snake:** (MM 334, CR 1/8, 25 XP)
28. **Priest:** (MM 348, CR 2, 450 XP)
29. **Rolando the minstrel:** (spy, MM 349, CR 1, 200 XP)
30. **Sandman:** (See Special Creatures)
31. **Shadalah:** (commoner, MM 345, CR 0, 0-10 XP)

32. **Shadow:** (MM 269, CR 1/2, 100 XP)
 33. **Skeleton:** (MM 272, CR 1/4, 50 XP)
 34. **Skeleton, minotaur:** (MM 273, CR 2, 450 XP)
 35. **Slave:** (commoner, MM 345, CR 0, 0-10 XP)
 36. **Slaver guard:** (bandit, MM 343, CR 1/8, 25 XP)
 37. **Specter:** (MM 279, CR 1, 200 XP)
 38. **Stable boy:** (commoner, MM 345, CR 0, 0-10 XP)
 39. **Symbayan:** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
 40. **Symbayan noble:** (commoner, MM 345, CR 0, 0-10 XP)
 41. **Symbayan slave:** (commoner, MM 345, CR 0, 0-10 XP)
 42. **Thune cultist:** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
 43. **Thune dervish:** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
 44. **Thurnas Netmaster:** (gladiator, AC 21, long sword +2 instead of spear, MM 346, CR 5, 1800 XP)
 45. **Trader:** (commoner, MM 345, CR 0, 0-10 XP)
 46. **Veteran:** (MM 350, CR 3, 700 XP)
 47. **War dog:** (wolf, MM 341, CR 1/4, 25 XP)
 48. **Water bearer:** (commoner, MM 345, CR 0, 0-10 XP)
 49. **Wight:** (MM 300, CR 3 (700 XP)
 50. **Wraith:** (MM 302, CR 5, 1800 XP)
 51. **Young purple worm:** (half hit points, AC 16, save DC 5 less than listed, attacks do one die less damage, poison does half damage, attack bonus +7; MM 255, CR 7, 2900 XP)
 52. **Zomara:** (Drow priestess of Lolth, MM 129, CR 8, 3900 XP)
 53. **Zombie:** (MM 316, CR 1/4, 50 XP)
 54. **Zorath Blackblade:** (assassin, MM 343, CR 8, 3900 XP)

Special Creatures

Efreeti Pasha

Huge elemental, lawful evil

Armor Class 20 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12(+1)	24 (+7)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +8, Con +13, Wis +9

Skills Perception +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 19

Languages Common, Ignan

Challenge 18 (20000 XP)

Legendary Resistance (3/Day). If the pasha fails a saving throw, he can choose to succeed instead.

Fire Aura. The pasha is surrounded by an aura of heat and flame. Targets take 7 (2d6) fire damage if they move to within 5 feet of him or begin their turn there.

Magic Resistant. The pasha has advantage on all saving throws made against spells and magical effects.

Plane Shift. The pasha can plane shift himself up to 2 times per day. He may only shift to or from the prime plane, elemental plane of fire, or the astral plane.

Spellcasting. The pasha is a 14th level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *fire bolt, light, mage hand, message, produce flame*

1st level (4 slots): *burning hands, thunderwave*

2nd level (3 slots): *continual flame, scorching ray*

3rd level (3 slots): *counterspell, dispel magic, fireball, major image*

4th level (3 slots): *conjure minor elementals, fire shield, wall of fire*

5th level (2 slots): *cone of fire (as cone of cold), conjure elemental*

6th level (1 slot): *create undead, programmed illusion*

7th level (1 slot): *fire storm, teleport*

Actions

Multiattack. The pasha makes three attacks using any combination of scimitar and Hurl Flame.

Scimitar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) slashing damage, plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack.* +9 to hit, range 150 ft., one target. *Hit:* 27 (8d6) fire damage.

Legendary Actions

The pasha can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The pasha regains spent legendary actions at the start of his turn.

Kick. The pasha kicks an opponent in melee with him, using his melee attack to hit, and inflicting 14 (2d6+7) bludgeoning damage plus 7 (2d6) fire damage. The target must succeed at a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

Heat Pulse (Costs 2 Actions). The pasha releases a concussive heat blast that shoves away nearby foes. All creatures within 10 feet of him take 21 (6d6) fire damage, and must succeed at a DC 20 Strength (Athletics) check or be pushed 15 feet directly away.

Cast a Spell (Costs 3 Actions). The pasha casts a spell from his list of prepared spells, using a spell slot as normal.

Dustdigger

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 63 (6d10 + 12)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Condition Immunities blinded, deafened, frightened, prone

Senses tremorsense 30 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Illusionary Trap. About 20% of dustdiggers can create a Silent Image spell at will. The image is always of an oasis or pool of water.

Buried Deep. While buried in the sand, the dustdigger can't be detected by Perception checks.

Sinkhole. When the dustdigger detects movement over itself, it deflates and creates a 10 ft. diameter sinkhole of sand. Creatures caught in the sinkhole make a DC 13 Dexterity check. On a success, they may move normally, treating the sinkhole as difficult ground. On a failure, they become restrained.

Actions

Multiattack. The dustdigger can make an engulf attack against a creature in its sinkhole, and can bite a grappled target as a bonus action.

Engulf. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* Target is grappled.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Sandman

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerability thunder

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 1 (200 XP)

Sleep Aura. Any living creature approaching within 10 feet of a sandman for the first time must make a DC 11 Wisdom saving throw or fall unconscious. Unconscious victims are woken by any damage or rough shaking, otherwise they sleep for 1 hour.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Special Items

Harness of Seker

Wondrous item, very rare

This single, fingerless glove extends to a harness that wraps around the forearm. The harness is a divine item of the ancient god Seker, granted in times of desperate need. The harness will only function for good aligned clerics. Upon donning the harness, the cleric is granted the knowledge of what the harness can do.

The harness has 3 charges, and cannot be recharged. The user may detect undead within 50 feet at will, using no charges. The user can point at any undead creature within 30 feet and utter the word "Seker". This unleashes a bolt of brilliant energy that automatically strikes for 40 radiant damage, using 1 charge.

When the harness's last charge is used, it disappears, and the item sacrificed to gain the harness appears in front of the user.

Skull of Garath

Wondrous item, very rare (requires attunement by an evil cleric)

The Skull of Garath is a skull that appears semi-human, with distorted features, oversized fangs and three short horns. The origins of the skull are unknown, save that it was given to Corga Kazan by the efreeti pasha.

While Corga holds the skull, he can use an action to expend some of the skull's 7 charges to cast one of the following spells without using any components, using his spell save DC: **fear** (3 charges), or **animate dead** (2 charges). The skull may also be used to communicate with the efreeti pasha once per month, using no charges.

The skull regains 1d6 + 1 expended charges each day at midnight.

Star Gems

Wondrous item, legendary

The Star Gems were given by Martek to the pharaohs and sheiks of the lands to prepare for the eventual release of the efreeti pasha. The three Star Gems are:

The Star of Mo-pelar. It functions as a *gem of true seeing*.

The Star of Shah-pelar. It can cast a Cure Wounds spell healing 4d8 damage up to three times per day.

The Star of Khan-pelar. It allows a wizard to use Arcane Recovery one extra time per long rest.

14 Oasis of the White Palm Reference Sheet

Random Encounters

Desert of Desolation

Roll 1d10

- | | |
|--------------------|----------------------|
| 1. Dustdiggers (5) | 6. Acid rain |
| 2. Sandman (1) | 7. Dustdiggers (3) |
| 3. Dustdigger (1) | 8. Giant spiders (5) |
| 4. Sandmen (6) | 9. Special event |
| 5. Dust storm | 10. Special event |

Special Event Subtable

Roll 1d6

- | | |
|-------------------------|----------------------|
| 1. Pillar of smoke | 4. Airlancers (10) |
| 2. Pillar of smoke | 5. Young purple worm |
| 3. Thune Dervishes (10) | 6. Mirage |

Oasis of the White Palm (day)

Roll 1d8

- | | |
|----------------------|----------------------|
| 1. Waterbearers (12) | 5. Camel traders (4) |
| 2. Launderers (6) | 6. Home guard (12) |
| 3. Bead trader (1) | 7. Special encounter |
| 4. Date traders (3) | 8. Special encounter |

Oasis of the White Palm (night)

Roll 1d8

- | | |
|-----------------------|------------------------|
| 1. Drunk Symbayan (1) | 5. Symbayan nobles (2) |
| 2. Slaver guards (8) | 6. Symbayan slave (1) |
| 3. Symbayans (4) | 7. Special encounter |
| 4. Drow elves (4) | 8. Special encounter |

Special Encounter Subtable

Roll 1d6 during day, 1d8 during night

- | | |
|----------------------|-------------------------|
| 1. Hogan Underwood | 5. Hassan Arslan |
| 2. Zorath Blackblade | 6. Rolando the minstrel |
| 3. Rose Underwood | 7. Corga Kazan |
| 4. Thurnas Netmaster | 8. Corga Kazan |

Temple of Set (cult area)

Roll 1d8

- | | |
|------------------------|-------------------------------|
| 1. Zombies (15) | 5. Giant poisonous snakes (3) |
| 2. Thune cultists (6) | 6. Mummy (1) |
| 3. Giant spiders (4) | 7. Zombies (10) |
| 4. Thune cultists (10) | 8. Thune cultists (12) |

Temple of Set (slaver area)

Roll 1d8

- | | |
|-----------------------|-------------------------|
| 1. Slaver guards (12) | 5. Slaver guards (12) |
| 2. Giant spiders (4) | 6. Bugbear servants (8) |
| 3. Giant snakes (2) | 7. Slaves (6) |
| 4. Mummy (1) | 8. Slaver guards (6) |

Crypt of Badr Al-Mosak

Roll 1d12

- | | |
|----------------------|--------------------------------|
| 1. Mummies (2) | 7. Giant rats (20) |
| 2. Wights (8) | 8. Gorgon (1) |
| 3. Wraiths (4) | 9. Mummies (2) |
| 4. Giant spiders (4) | 10. Giant poisonous snakes (4) |
| 5. Specters (8) | 11. Giant spiders (4) |
| 6. Mummy (1) | 12. Mummies (2) |

Planned Encounters

Desert of Desolation

- C.** Sinkholes: Treat as quicksand (DMG 110).
G. The White Palm Airlancers: Airlancers (8).

Oasis of the White Palm

- H1.** Nomad Camp: Home guards (6), war dogs (2) Camp contains approximately 400 Symbayans total.
H2. The Sheik's Tent: Home guards (6), Sheik Kassim Arslan, Hassan Arslan, slaves (4), Glyph of warding (Guiding bolt) trap.
H3. Clerical Tent: Nadron Ilanis, acolytes (2), poisonous snake (1), Glyph of warding (Guiding bolt) trap.
H4. Korus Eikoth's Tent: Korus Eikoth, slave (1).
H5. The Oasis Pool: Home guards (8).
H7. The Monolith: Secret door - DC 20 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to open.
H11. The Common Room: Rolando the minstrel.
H12. Washing House: Launderers (12).
H14. Hogan's Stables: Stable boy (1).
H16. Happy Hogan's Desert Igloo: Hogan Underwood, Rose Underwood, bartender (1), Cookie, Zorath Blackblade.
H18. House of the Sandvoyagers' Guild: Slaver guards (10), slave (1), Thurnas Netmaster.

Temple of Set

- I1.** The Way In: Between midnight and 3am - Thune cultists (1d4).
I2. Temple Entry: Zombie (1).
I3. Carnivorous Cavern: Zombies (11).
I5. Door of Warding: Glyphs of warding (explosive fire) trap.
I6. Outer Temple of Set: Between midnight and 3am - Corga Kazan, Korus Eikoth, acolytes (2), Thune cultists (15), Glyph of warding (explosive fire) trap on each gem "eye" (setting off glyph destroys gem).
I7. Acolytes' Quarters: Acolytes (2), Glyph of warding (explosive lightning) trap on obsidian box. Boxes contain religious relics.
I9. Cross and Double Cross: Wights (2), Pit trap with slide, Fog cloud trap.
I10. Corga's Sanctum: Between 3am and noon - Corga Kazan.
I11. Essence of Evil: This entire area (including 11a, 11b, etc.) is desecrated ground (DMG 110).

- I11a.** Brazier of Violet Flames: Skeletons (3).
I11b. Golden Idol: Cursed idol trap.
I11c. Torture Room: Thug (1).
I11d. Platinum Idol: Cursed idol trap.
I12. The First Test: Giant spiders (4).
I13. The Second Test: Jackal head lock trap.
I14. Inner Temple of Set: This area is desecrated ground (DMG 110), summoning idol trap.
I16. Forbidden Stair: Hinged stairs trap, skeletons (20).
I18. Conference Room: Goblins (13).
I20. Storeroom: Bugbears (4).
I21. The Long Hall: Magic mouth trap.
I23. Guard's Hall: Kalitrates.
I24. Zomara's Cave: Zomara, giant spiders (8), net trap.
I26. Prison: Bugbear (1), commoner (1).
I27. Quarters: Abu Karesan, Kaedros.

Crypt of Badr Al-Mosak

- K1.** The Amphitheater: Fear spell, all creatures approaching within 50 feet must succeed at a DC 14 Wisdom saving throw or become frightened for one minute.
K2. Shaft: Scything blade trap 80 feet down.
K3b. Blade Dance: Sword-wielding statue trap.
K3c. Fire Dance: Efreeti statue trap.
K3d. Bow for Arrow: Bow statue trap.
K5. Office of Evil: Wights (5).
K7. Catacomb of Kings: Any creature attempting to cross the bridge must succeed at a DC 11 Dexterity (Stealth) check, or attract the attention of the creatures below. These include: mummies (1d4), wights (2d4), specters (2d4), wraiths (1d4), and shadows (1d8). Each creature type appears only once.
K10. East Priesthood Room: Necrophidii, use minotaur skeletons (4).
K12. Pits of Everfall: Creatures falling in the shafts must succeed at a DC 8 Dexterity check each round or be struck by a falling object for 1d6 bludgeoning damage.
K12c. Eastern Everfall: Mummies (3).
K13. Light Web: Light beams trap.
K14. Bridal Keep: Efreeti pasha, Shadalah (in bottle). The amulet's ray prevents the efreeti pasha from using any spell of 4th level or higher. He may still attack with scimitar and hurl flame, cast 3rd or lower level spells, and plane shift away (which he will do automatically after 3 rounds of combat). All his other abilities are unaffected. Driving away the pasha this way should be rewarded with 5000 XP (instead of the normal 20000).
K15. Treasury: A successful DC 13 Intelligence (Investigation) check will reveal the illusionary floor. The acid inflicts 2d6 acid damage per round. The light inflicts 3d10 radiant damage.

Factions of the Oasis

Faction	Leader	Important Members	Location	Goals
Sheik Loyalists	Sheik Kassim Arslan	Hassan Arslan, Nadron Ilanis	Nomad camp (pg. 9-12)	Find Shadalah , protect the people of the oasis, and find and destroy the Thune cultists.
Thune Cultists	Corga Kazan	Korus Eikoth	Nomad camp (pg. 12), Temple of Set (pg. 16-21)	Find Shadalah , give her to the efreeti , destroy the slavers, kill the sheik, and put Korus on the throne.
Slave Traders	Thurnas Netmaster	Zorath Blackblade, Kalitrates, Zomara	Sandvoyager's Guild (pg. 15), Temple of Set (pg. 21-22)	Find Shadalah and return her, destroy the cultists, and continue running the slave trade .

Magic Items

1. Arrows +1
 2. Chain mail +2
 3. *Chain mail +3 (reduce to +2)
 4. *Cleric scroll of blade barrier
 5. *Cleric scroll of lesser restoration
 6. *Cleric scroll of raise dead
 7. *Cloak of protection
 8. Crystal ball
 9. Dagger +1
 10. Dagger +2
 11. *Decanter of endless water
 12. Djinni bottle (djinni will perform 1 service, n depart)
 13. *Flail +1
 14. Libram of gainful conjuration (replace with ring of spell storing)
 15. Long sword +2
 16. Mace +1
 17. Oil of slipperiness
 18. Plate armor +1
 19. Potion of brass dragon control (replace with potion of fire resistance)
 20. Potion of ESP (replace with potion of mind reading)
 21. Potion of gaseous form
 22. Potion of invisibility
 23. *Potion of invulnerability
 24. *Scarab of protection (replace with necklace of adaptation)
 25. Scimitar +1
 26. *Scimitar +3 (reduce to +2)
 27. Scimitar of the Sultan +1, +3 vs. undead (replace with one scimitar +1)
 28. Scroll of protection from elementals
 29. *Shield +1
 30. Shield +2
 31. Skull of Garath (See Special Items)
 32. *Staff of healing
 33. Star of Khan-pelar
 34. Star of Shah-pelar
 35. Wand of paralysis
 36. Wizard scroll of fireball
 37. Wizard scroll (choose 3 3rd level spells)
 38. Wizard scroll (choose 3 4th level spells)
- *These items are held by good NPCs and aren't likely to fall into the hands of the characters.

Traps

Bow Statue (pg. 24): Triggered by depressing a pressure plate 10 feet away from the statue. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, any creature in the area suffers one attack at +7 to hit, 3d8 piercing damage on a hit.

Cursed Idol (pg. 19): Triggered by taking the idol. The creature triggering must succeed on a DC 15 Wisdom saving throw or be cursed for eight hours. While cursed, the creature suffers disadvantage on all attack rolls.

Efreeti Statue (pg. 24): Triggered by depressing a pressure plate 10 feet away from it. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. If triggered, the statue shoots out a fireball which fills the entire area. All creatures must make a DC 14 Dexterity saving throw, taking 8d6 fire damage on a failure, or half that on a success.

Fog Cloud (pg. 18): Triggered by opening a door. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The fog cloud can only be disarmed by a Dispel Magic spell. When

triggered, the fog cloud fills the area causing heavy obscurement (PH 183). The fog cloud lasts for one minute.

Glyphs of Warding (Explosive fire, pg. 17): Triggered by walking through the archway without speaking the password. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The three glyphs can only be disarmed by a Dispel Magic spell. All creatures in a 20 foot radius of the archway must make a DC 13 Dexterity saving throw three times. Each of the three glyphs inflicts 5d8 fire damage, with only half damage taken on a successful saving throw.

Glyph of Warding (Explosive lightning, pg. 18): Triggered by opening a chest without the password. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The glyph can only be disarmed by a Dispel Magic spell. All creatures in a 20 foot radius of the chest must make a DC 13 Dexterity saving throw. The glyph inflicts 5d8 lightning damage, with only half damage taken on a successful saving throw.

Glyph of Warding (Guiding Bolt, pg. 11): Triggered by touching the object it is inscribed on. DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The glyph can only be disarmed by a Dispel Magic spell. The creature that triggers the glyph is attacked by a Guiding Bolt spell, +7 to attack, 6d6 radiant damage on a hit.

Hinged Stairs (pg. 21): Triggered by walking on the stairs. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 3d6 bludgeoning damage from falling, and takes 1d6 poison damage per round from the smoke. Creatures that make the Dexterity save are still in the smoke. Creatures in the smoke that succeed on a DC 13 Constitution saving throw take half damage from the smoke.

Jackal Head Lock (pg. 19): Mechanical jaws bite the hands of anyone trying to pick the lock. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. The triggering creature takes 2d10 piercing damage.

Light Beams (pg. 26): Magical beams of light crisscross a room. Most are not harmful, but four of them are. The light makes it impossible to discern between beams. A Dispel Magic spell can negate beams on a success. Beam A attacks at +7 to hit and does 4d10 cold damage on a hit. Beam B attacks at +7 to hit and does 4d10 force damage on a hit. Beam C attacks at +7 to hit and does 4d10 lightning damage on a hit. Beam D hits automatically. Unless the creature succeeds at a DC 14 Wisdom saving throw, it is teleported to the described location.

Magic Mouth (pg. 21): A magic mouth yells out a warning if any creature passes by without saying the password. DC 17 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. The magic mouth can only be disarmed by a Dispel Magic spell. If triggered, the mouth yells a warning that intruders are present.

Net Trap (pg. 22): See Falling Net (DMG 122).

Pit Trap with Slide (pg. 18): Hinged floor panels drop when the door handle pulled; any in the area may fall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it by using tools to break the door handle tripwires. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, any creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 7d6 bludgeoning damage from falling.

Poison Needle Trap (p. 11): This trap protects a chest or other compartment. A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. The creature that triggers it takes 4d10 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Scything Blade (pg. 23): A blade swings out from the wall three rounds after a medium size creature or object passes that point. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. If triggered, any creature in the area suffers an attack at +7 to hit, 2d10 slashing damage on a hit. The blade will sever a rope automatically.

Summoning Idol (pg. 20): The magical gem eyes of the idol begin to glow, and summon one undead creature per round until creatures leave the room or the gems are removed or destroyed. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity check using thieves tools allows the character to remove 1 gem per round. Alternately, the gems can be attacked. They are AC 8 and have 10 hit points each.

Sword-wielding Statue (pg. 24): Triggered by depressing a pressure plate 10 feet away from the statue. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, any creature in the area suffers two attacks at +7 to hit, 2d10 slashing damage on a hit. Creatures hit must make a DC 14 Strength or Dexterity saving throw, or be pushed into the shaft.

Monsters

1. Abu Karesan: (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
2. Acolyte: (MM 342, CR 1/4, 50 XP)
3. Airlancer: (veteran, with lance, MM 350, CR 3, 700 XP)
4. Bartender: (commoner, MM 345, CR 0, 0-10 XP)
5. Bugbear: (MM 33, CR 1, 200 XP)
6. Cookie: (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
7. Corga Kazan: (priest, mace +1, Skull of Garath, MM 348, CR 2, 450 XP)
8. Drow elf: (MM128, CR 1/4, 50 XP)
9. Drunk Symbayan: (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
10. Dustdigger: (See Special Creatures)
11. Efreeti pasha: (See Special Creatures)

12. Ghoul: (MM 148, CR 1, 200 XP)
13. Giant Snake: (MM 327, CR 1/4, 50 XP)
14. Giant Rat: (MM 327, CR 1/8, 25 XP)
15. Giant spider: (MM 328, CR 1, 200 XP)
16. Gladiator: (MM 346, CR 5, 1800 XP)
17. Goblin: (MM 166, CR 1/4, 50 XP)
18. Gorgon: (MM 171, CR 5, 1800 XP)
19. Home guard: (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
20. Kaedros: (mage, MM 347, CR 6, 2300 XP)
21. Kalitrates: (Drow elite warrior, MM 128, CR 5, 1800 XP)
22. Korus Eikoth: (gladiator, AC 18, scimitar +1 instead of spear, MM 346, CR 5, 1800 XP)
23. Launderer: (commoner, MM 345, CR 0, 0-10 XP)
24. Mage: (MM 347, CR 6, 2300 XP)
25. Mummy: (MM 228, CR 3, 700 XP)
26. Pegasus: (MM 250, CR 2, 450 XP)
27. Poisonous snake: (MM 334, CR 1/8, 25 XP)
28. Priest: (MM 348, CR 2, 450 XP)
29. Rolando the minstrel: (spy, MM 349, CR 1, 200 XP)
30. Sandman: (See Special Creatures)
31. Shadalah: (commoner, MM 345, CR 0, 0-10 XP)
32. Shadow: (MM 269, CR 1/2, 100 XP)
33. Skeleton: (MM 272, CR 1/4, 50 XP)
34. Skeleton, minotaur: (MM 273, CR 2, 450 XP)
35. Slave: (commoner, MM 345, CR 0, 0-10 XP)
36. Slaver guard: (bandit, MM 343, CR 1/8, 25 XP)
37. Specter: (MM 279, CR 1, 200 XP)
38. Stable boy: (commoner, MM 345, CR 0, 0-10 XP)
39. Symbayan: (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
40. Symbayan noble: (commoner, MM 345, CR 0, 0-10 XP)
41. Symbayan slave: (commoner, MM 345, CR 0, 0-10 XP)
42. Thune cultist: (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
43. Thune dervish: (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
44. Thurnas Netmaster: (gladiator, AC 21, long sword +2 instead of spear, MM 346, CR 5, 1800 XP)
45. Trader: (commoner, MM 345, CR 0, 0-10 XP)
46. Veteran: (MM 350, CR 3, 700 XP)
47. War dog: (wolf, MM 341, CR 1/4, 25 XP)
48. Water bearer: (commoner, MM 345, CR 0, 0-10 XP)
49. Wight: (MM 300, CR 3 (700 XP)
50. Wraith: (MM 302, CR 5, 1800 XP)
51. Young purple worm: (half hit points, AC 16, save DC 5 less than listed, attacks do one die less damage, poison does half damage, attack bonus +7; MM 255, CR 7, 2900 XP)
52. Zomara: (Drow priestess of Lolth, MM 129, CR 8, 3900 XP)
53. Zombie: (MM 316, CR 1/4, 50 XP)
54. Zorath Blackblade: (assassin, MM 343, CR 8, 3900 XP)

Special Creatures

Efreeti Pasha

Huge elemental, lawful evil

Armor Class 20 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Con +13, Int +10, Wis +9

Skills Perception +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 19

Languages Common, Ignan

Challenge 18 (20000 XP)

Legendary Resistance (3/Day). If the pasha fails a saving throw, he can choose to succeed instead.

Fire Aura. The pasha is surrounded by an aura of heat and flame. Targets take 7 (2d6) fire damage if they move to within 5 feet of him or begin their turn there.

Magic Resistant. The pasha has advantage on all saving throws made against spells and magical effects.

Plane Shift. The pasha can plane shift himself up to 2 times per day. He may only shift to or from the prime plane, elemental plane of fire, or the astral plane.

Spellcasting. The pasha is a 14th level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He knows the following spells:

Cantrips (at will): fire bolt, light, mage hand, message, produce flame

1st level (4 slots): burning hands, thunderwave

2nd level (3 slots): continual flame, scorching ray

3rd level (3 slots): counterspell, dispel magic, fireball, major image

4th level (3 slots): conjure minor elementals, fire shield, wall of fire

5th level (2 slots): cone of fire (as cone of cold), conjure elemental

6th level (1 slot): create undead, programmed illusion

7th level (1 slot): fire storm, teleport

Actions

Multiattack. The pasha makes three attacks using any combination of scimitar and Hurl Flame..

Scimitar. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 17 (3d6+7) slashing damage, plus 7 (2d6) fire damage.

Hurl Flame. Ranged Spell Attack. +9 to hit, range 150 ft., one target. Hit: 27 (8d6) fire damage.

Legendary Actions

The pasha can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The pasha regains spent legendary actions at the start of his turn.

Kick. The pasha kicks an opponent in melee with him, using his melee attack to hit, and inflicting 14 (2d6+7) bludgeoning damage plus 7 (2d6) fire damage. The target must succeed at a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

Heat Pulse (Costs 2 Actions). The pasha releases a concussive heat blast that shoves away nearby foes. All creatures within 10 feet of him take 21 (6d6) fire damage, and must succeed at a DC 20 Strength (Athletics) check or be pushed 15 feet directly away.

Cast a Spell (Costs 3 Actions). The pasha casts a spell from his list of prepared spells, using a spell slot as normal.

Dustdigger

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 63 (6d10 + 12)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Condition Immunities blinded, deafened, frightened, prone

Senses tremorsense 30 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Illusionary Trap. About 20% of dustdiggers can create a Silent Image spell at will. The image is always of an oasis or pool of water.

Buried Deep. While buried in the sand, the dustdigger can't be detected by Perception checks.

Sinkhole. When the dustdigger detects movement over itself, it deflates and creates a 10 ft. diameter sinkhole of sand. Creatures caught in the sinkhole make a DC 13 Dexterity check. On a success, they may move normally, treating the sinkhole as difficult ground. On a failure, they become restrained.

Actions

Multiattack. The dustdigger can make an engulf attack against a creature in its sinkhole, and can bite a grappled target as a bonus action.

Engulf. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* Target is grappled.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Sandman

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerability thunder

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 1 (200 XP)

Sleep Aura. Any living creature approaching within 10 feet of a sandman for the first time must make a DC 11 Wisdom saving throw or fall unconscious. Unconscious victims are woken by any damage or rough shaking, otherwise they sleep for 1 hour.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.