

13-5

**Classic Adventure
Module Conversion**



Desert of Desolation

Stan Shinn

For Character Levels 5-8



Classic Modules Today

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

I3-5 DESERT OF DESOLATION

CONVERSION GUIDE

Introduction: In 1987, TSR published the supermodule named “Desert of Desolation” with the module code “I3-5”. It was a compilation and expansion of the original three modules; **Pharaoh, Oasis of the White Palm, and Lost Tomb of Martek**. The original material was written by Tracy Hickman, Laura Hickman, and Philip Meyers, and expanded by Peter Rice and William John Wheeler. It was illustrated by Jim Holloway, Keith Parkinson, and Harry Quinn. It consisted of a 128 page book, poster size wilderness map, and small map booklet. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

A campaign adventure for five or six 5th– 8th level characters

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I3-5: DESERT OF DESOLATION

Introduction

To use this conversion guide you will need a copy of "I3-5 Desert of Desolation", 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 'Desert of Desolation' 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

When a deadly storm forces the adventurers to hole up in a cave, they find themselves trapped in the cave, and greatly outnumbered, by the resident trolls returning to their home. Their only escape is a set of magic cubes that teleport them away, but not exactly to safety.

The adventurers find themselves thousands of miles south in the home of Aman Al-Raqib, a scholar and creator of the cubes. He explains how he was looking for people to undertake a quest to save the people of the desert from a great evil prophesied long ago. The arrival of the adventurers on the exact day foretold is enough for Aman to declare them the heroes of the prophecy of Martek.

Whether they wish or not, the adventurers find themselves heading into the desert after being outfitted with mounts and provisions. Their journey will take them to a ruined city where they unwittingly release the great evil, to the theft proof tomb of a long dead pharaoh whose spirit implores them to plunder it, to an oasis full of plots and intrigue, to a mysterious place where the earth becomes the sky, and finally into the tomb of the great mage Martek in a final attempt to fulfill the prophecy and free the desert from

the evil that blights it.

Converting to the Realms

The Desert of Desolation campaign adventure is already set in the Forgotten Realms. It is located in the far southeast of Faerûn, in the area known as the Raurin desert. The adventurers can start from anywhere in the Realms however, as the first part of the campaign is set up to get them there.

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

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:

- **Each part** of this conversion is broken up into **chapters** that directly correspond to the chapters in the campaign book. The **reference sheets** are organized likewise so you have the information at hand when running the game.
- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- 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 12 Intelligence (Investigation)** check if the players don't wish to use the rune system.

Visuals

Suggested visuals to create:

- Copy or sketch the various **player maps**
- Make some handouts of **rumors, information**, and bits of **gossip** to be handed to players as they find or learn them from talking to people.
- Copy or sketch various special handouts, like the amulet and palm sign in the oasis.

Chapters 3 and 4

Planned Encounters

Troll Cave

2. **Troll Cave**. Troll (1).
5. **Return of the Natives**. Trolls (10).

Brallizzar

While the characters shouldn't get into any fights in Brallizzar, stats are provided in case your players are so inclined.

2. **Inn of the Golden Palm**. Tekuna Chand.
3. **Home of Aman Al-Raqib**. Aman Al-Raqib, Fuigarm, site of Special Encounter A: Meeting the Wizard.
4. **The Raj**. Alham Pasha Burak, Airlancers (15), Lancers (15).
6. **Swayback Camel**. Muthi Pashtral.
7. **The House of Mirth**. Tasha Lal.

Monsters

1. **Airlancer** (veteran, armed with lance, mounted on pegasus, MM 350, CR 3, 700 XP)
2. **Alham Pasha Burak** (noble, MM 348, CR 1/8, 25 XP)
3. **Aman Al-Raqib** (archmage, MM 342, CR 12, 8400 XP)
4. **Fuigarm** (gladiator, MM 346, CR 5, 1800 XP)
5. **Lancer** (thug, armed with lance, mounted on riding horse, MM 350, CR 1/2, 100 XP)
6. **Muthi Pashtral** (thug, MM 350, CR 1/2, 100 XP)
7. **Pegasus** (MM 250, CR 2, 450 XP)
8. **Riding Horse** (MM 336, CR 1/4, 50 XP)
9. **Tasha Lal** (spy, MM 349, CR 1, 200 XP)
10. **Tekuna Chand** (assassin, MM 343, CR 8, 3900 XP)
11. **Troll** (MM 291, CR 5, 1800 XP)

Chapter 5: Northknife Pass

Random Encounters

Roll 1d12

- | | |
|---------------------|------------------------|
| 1 Bugbears (8) | 8 Worgs (8) |
| 2-3 Wolves (12) | 9 Hill Giant (1) |
| 4 Yeti (3) | 10 Mountain Lion (1) |
| 5 Travelers (15) | 11 Brown Bear (1) |
| 6-7 Giant Goats (4) | 12 Mounted Bandits (8) |

Planned Encounters

2. **Sweepaway Ford**. Characters trying to cross the rocks must succeed at a DC 13 Dexterity (Acrobatics) check; on a failure they fall into the stream. Characters falling into the stream take 3 (1d6) cold damage and 3 (1d6) bludgeoning damage at the beginning of their turn. Getting out of the stream requires a successful DC 14 Strength (Athletics) check. Riding animals cross the stream without needing a check.

3. **Breakheart Cleft**. Bandits (10).

6. **Refuge Cave**. The path to the cave counts as difficult terrain.

Monsters

1. **Bandit** (MM 343, CR 1/8, 25 XP)
2. **Brown Bear** (MM 319, CR 1, 200 XP)
3. **Bugbear** (MM 33, CR 1, 200 XP)
4. **Camel** (MM 320, CR 1/8, 25 XP)
5. **Giant Goat** (MM 326, CR 1/2, 100 XP)
6. **Hill Giant** (MM 155, CR 5, 1800 XP)
7. **Mountain Lion** (MM 331, CR 1, 200 XP)
8. **Riding Horse** (MM 336, CR 1/4, 50 XP)
9. **Travelers** (scout, MM 349, CR 1/2, 100 XP)
10. **Wolf** (MM 341, CR 1/4, 50 XP)
11. **Worg** (MM 341, CR 1/2, 100 XP)
12. **Yeti** (MM 305, CR 3, 700 XP)

Chapter 6: Desert of Desolation

This chapter contains the overview of the entire desert, for travel between the important locations, detailed in later chapters. The planned encounters occur as the characters reach those areas of the desert.

Random Encounters

Use the chart in the book to determine the encounter that occurs.

Dust Devil. Characters and mounts caught in a dust devil must make DC 12 Constitution saving throws, taking 22 (4d10) bludgeoning damage on a failure, or half as much on a success.

Mirage. Characters viewing a mirage can see it for what it is on a successful DC 14 Intelligence (Investigation) check. If the characters have seen a mirage before, they gain advantage on the roll.

Sandstorm. Characters and mounts caught in a sandstorm risk being separated in they keep traveling in the storm. Characters must succeed at a DC 15 Wisdom (Survival) check or be separated from the party a distance of 1d6 miles. Characters that stop moving and hunker down don't have to make the check.

Planned Encounters

1. Sandvoyagers Trail. This trail is easy to follow, requiring no check, unless obliterated by a sandstorm.

2. Sandvoyager Guidepost. These tall, wooden poles have colorful banners and bright silver bangles tied to them. Anyone within 10 miles of a guidepost can see the sun glinting off the bangles with a successful DC 10 Wisdom (Perception) check.

3. Desert Dunes. The soft sand of the dunes counts as difficult terrain.

4. Blasted Hills. Skirting around the bottom of the hills is normal terrain. Crossing the hills is possible, but movement is cut to 25% of normal.

5. Shifting Sands. The soft sand counts as difficult terrain, and requires each character make a successful DC 12 Constitution saving throw each day or gain a level of exhaustion.

6. Sinkholes. Characters or mounts entering a sinkhole begin to sink. Sinkholes follow the rules for quicksand (DMG pg. 110).

8. The Signpost. The signpost points towards Pazar, and you should encourage the players to head that way since it's a major part of the storyline. Characters that succeed at a DC 13 Wisdom (Survival) check will see that tracks go in both easterly and westerly directions in equal measure.

12. The Hinjaz. These tall hills are too sheer and murderously hot to cross.

14. Bleached Bones. A successful DC 11 Wisdom (Perception) check will reveal that the bones have only recently been picked clean.

16. Airlancer Patrol Zone. When the characters enter this

area, they will encounter 10 airlancers, who will respond as described in the text.

Monsters

- 1. Airlancer** (veteran, armed with lance, mounted on pegasus, MM 350, CR 3, 700 XP)
- 2. Camel** (MM 320, CR 1/8, 25 XP)
- 3. Dervish** (thug, armed with scimitar MM 350, CR 1/2, 100 XP)
- 4. Desert Jackass** (mule MM 333, CR 1/8, 25 XP)
- 5. Desert Rider** ((thug, armed with lance, mounted on riding horse, MM 350, CR 1/2, 100 XP)
- 6. Dung Gatherer** (commoner MM 345, CR 0, 10 XP)
- 7. Dustdigger** (See Special Creatures)
- 8. Giant Tarantula** (giant wolf spider MM 330, CR 1/4, 25 XP)
- 9. Goatherd** (commoner MM 345, CR 0, 10 XP)
- 10. Packrat** (giant rat MM 327, CR 1/8, 25 XP)
- 11. Pegasus** (MM 250, CR 2, 450 XP)
- 12. Riding Horse** (MM 336, CR 1/4, 50 XP)
- 13. Sandman** (See Special Creatures)
- 14. Shepherd** (commoner MM 345, CR 0, 10 XP)
- 15. Trader** (commoner MM 345, CR 0, 10 XP)
- 16. Thunderherder** (See Special Creatures)
- 17. 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)

Chapter 7: Sunken City of Pazar

Planned Encounters

1. The Statue of Maniozimus. The loose stone under the sand in the front of the statue gives way when you decide, ideally right after the characters read the inscription.

2. Sunken Dome of Eilish. The sand pile is difficult terrain, but may be climbed with a successful DC 10 Strength (Athletics) check. Characters forced into combat on the sand pile have disadvantage on their attack rolls.

3. Temple Portico. Giant tarantula (1 per character).

4. Entry Chamber. The inscription may be read with a successful DC 12 Intelligence (Investigation) check.

7. Buried Entrance. One giant tarantula will exit the hole every 3 rounds as long as the characters are within 30 feet of the hole.

10. Room of the Guardians

Ice Curtain. Characters touching or putting an object into the curtain must make a DC 15 Constitution saving throw, being frozen on a failure. A frozen character takes 17 (5d6) cold damage and is incapacitated. If the save is successful, the character takes the half as much damage and isn't frozen..A frozen character may be allowed to thaw slowly, in which case the character must make a DC 15 Constitution save or be reduced to 0 hit points when thawed. A frozen character may also be thawed quickly, via a high heat spell like fireball, which instantly thaws them with no harm.. The

curtain may be removed by speaking the word “Alhamduhla” aloud, inflicting 50 points of magical fire damage to the curtain, or casting Dispel Magic against a 4th level spell effect.

Lightning Curtain. Characters touching or passing through the curtain must make a DC 15 Dexterity saving throw, taking 27 (8d6) lightning damage on a failure, or half as much on a success. The curtain may be removed by speaking the word “Bismilla” aloud, connecting the staves of the statues together with metal, or casting Dispel Magic against a 4th level spell effect. The curtain will also drop when it has inflicted a total of 200 points of electrical damage.

Flame Curtain. Characters touching or passing through the curtain must make a DC 15 Dexterity saving throw, taking 27 (8d6) fire damage on a failure, or half as much on a success. The curtain may be removed by speaking the word “Duban” aloud, inflicting 50 points of magical cold damage to the curtain, or casting Dispel Magic against a 5th level spell effect. The curtain will also drop when it has inflicted a total of 500 points of fire damage.

Magic Items

1. *Star of Aga-Pelar* (See *Special Items*)

Monsters

1. **Giant Tarantula** (giant wolf spider MM 330, CR 1/4, 25 XP)

Chapter 8: Pyramid of Amun-Re

Random Encounters

Temple and Plundered Tomb

Roll 1d6

- | | |
|-------------------|-------------------|
| 1-3 Dervishes (8) | 5 Dwarves (3) |
| 4 Bandits (4) | 6 Giant Rats (20) |

Kordan's Master Maze

Roll 1d12

- | | |
|-----------------------|----------------------|
| 1 Mage (1) | 8-9 Dervishes (6) |
| 2-4 Minotaurs (3) | 10 Ghouls (6) |
| 5-6 Doppelgangers (3) | 11 Bandits (10) |
| 7 Tomb Robbers (5) | 12 Giant Spiders (4) |

Halls of the Upper Priesthood

Roll 1d12

- | | |
|-------------------|-----------------------|
| 1 Knight (1) | 8-9 Giant Spiders (6) |
| 2 Priest (1) | 10 Ghouls (6) |
| 3-5 Bandits (6) | 11 Wights (4) |
| 6-7 Dervishes (3) | 12 Wraiths (2) |

Gauntlet

Roll 1d6

- | | |
|--------------------|---------------|
| 1-3 Distant sounds | 5 Wights (3) |
| 4 Ghouls (6) | 6 Wraiths (2) |

Planned Encounters

Temple

2. Temple Entryway. Dervishes (2).

4. High Altar of Amun-Re. Holy Iaseda (1), Dervishes (5). The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

7. Priests' Quarters. Dervishes (27).

8. High Priest's Temple. Assistant Holy Iaseda (1).

Plundered Tomb

1. Tomb Entrance. Dervishes (2).

2. Main Worship Hall. The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

3. West Offering Temple. The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

4. East Offering Temple. Assistant Holy Iaseda (1), Dervishes (11).

5. West Water Storage Vault. When drank, the Waters of Athis allow a character to immediately spend Hit Dice as if they had taken a short rest. Characters can only benefit from this once before taking a long rest.

8. Worship Room. The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

10. Great Worship Room. Secret doors may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism. The southernmost secret door on the east wall can only be opened by using the altar as described, or casting a *knock* spell on it.

Kordan's Master Maze

1. Welcome Room. Characters wearing heavy armor must succeed at a DC 15 Strength saving throw or “fall” to the top of the dome, taking 10 (3d6) bludgeoning damage.

2. Mists. The mists in the corridors between rooms cause minor disorientation. This renders characters unable to concentrate enough to count steps, judge distance, or know direction. This disorientation vanishes instantly when exiting the mist into a room. The characters can track distance if they use a rope and various signals to indicate coming into a new room. They may track direction by having two people hold hands and touch both walls as they walk; as they walk around turns, their arms will bend to

indicate the direction. Don't tell the players this, instead let them figure it out on their own.

7. Silver Ringer. Characters succeeding at a DC 16 Wisdom (Survival) check will notice a breeze of fresh air coming from the north exit.

8. Breezeway. Characters succeeding at a DC 12 Wisdom (Survival) check will notice a breeze of fresh air coming from the east exit.

11. Drafty Door. Characters will notice the sound of roaring water on a successful DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively listening near the door.

12. A Bad Smell 1. Characters will notice the smell of carrion on a successful DC 17 passive Wisdom (Perception) check or a DC 15 Wisdom (Perception) check if actively searching.

13. A Bad Smell 2. Characters will notice the smell of carrion on a successful DC 17 passive Wisdom (Perception) check or a DC 15 Wisdom (Perception) check if actively searching.

14. Treasure Sled. Characters will notice the smell of carrion on a successful DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching.

The top chest has a **poison needle trap**.

16. Bad Smell 3. Characters will notice the smell of carrion on a successful DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching.

17. Bad Smell 4. Characters will notice the smell of carrion on a successful DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching.

18. Door and Smell. Characters will notice the smell of carrion on a successful DC 17 passive Wisdom (Perception) check or a DC 15 Wisdom (Perception) check if actively searching.

24. Grieving Elves. Doppelgangers (3-5).

25. Minotaur Lair. Minotaurs (3-7). The trap door may be opened with a DC 20 Dexterity (thieves' tools) check. If the opening character is at the door when it swings down, the character must succeed at a DC 14 Dexterity saving throw, or be knocked down into the straw pile, taking 3 (1d6) bludgeoning damage.

26. Who's There? Bandits (9).

27. Trap Room. Trapper (1).

28. Well of Questions. Androsphinx (1).

29. Javelins. Characters entering the room are targeted by the **javelin trap**.

30. X-room. A character standing on the X triggers the **falling block trap**.

31. Pendulum. Characters standing in line with the pendulum when the rope is cut are hit by the **swinging blade trap**.

32. Dervish Explorers. Dervishes (5).

33. Robber Press. Characters in the room when the center 10 foot floor plate is walked on are caught in the **crushing walls trap**.

37. Loose Ceiling. Trapper (1).

Halls of the Upper Priesthood

4. Garden Hall. The secret doors may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

Fruitflies are AC 13, 4 hit points. When eaten, they give a character a +1 bonus to Strength and Dexterity for 1 hour. Multiple fruitflies do not add extra bonuses.

5. Dome of Flight, Lower Level. Grenade Palm trap. The inscriptions on the altar may be read with a successful DC 12 Intelligence (Investigation) check. If the players can't decipher the inscriptions, allow their characters to make DC 13 Intelligence (Investigation) checks to gain a clue about their function.

10. West Hall. Wraiths (3).

13. East Pantry. The tunnel to Heart's Lair on the Gauntlet level may be spotted with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching.

16. March of the True Faith. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

19. West Cell of the High Priest. Knight (1), ghouls (10).

20. Priest Catacombs. Ghouls (6).

21. Priest Closet. The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

22. East High Priest's Cell. Wraiths (3).

24. Prayer Temple of the Priesthood. There is a **trap door** directly in front of the statue. There is also a **fog horn trap** protecting the false gem on the statue.

Gauntlet

1. Dome of Flight, Upper Level. Prit (1).

3a. Chabang Man. Chabang Man (2).

3b. Fire Wall. The fire and stone walls are illusions that may be seen through with a successful DC 14 Intelligence (Investigation) check. Failing the check means the characters believe it is real. If a character that failed the check sees another character pass through the wall, that character may check again with advantage.

3c. Mirror, Mirror. The construct opposites created are just like the characters except:

- They have no intelligence and attack mindlessly.
- They have no spells or magical items.
- They have no class abilities except extra attack.
- They have the same hit points the character did at the time they are created.

3d. Pet Fist. Pet Fist (1), Munafik (1).

11. Heart's Lair. Clay Golem (1), Heart Jar (1).

True Tomb

2. Treasury of the Pharaohs. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

3. Tomb of Amun-Re. Mummy (1). The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check. The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

Magic Items

1. *Bar-Ethel* (See *Special Items*)
2. *Chain mail* +1
3. *Enduval* (long sword, as berserker axe)
4. *Libram of Ineffable Damnation* (replace it with non-magical book of evil rituals)
5. *Potion of undead control* (replace with potion of necrotic resistance)
6. *Ring of contrariness* (replace with ring of jumping)
7. *Ring of protection*
8. *Scroll of fireball*
9. *Scroll of fly*
10. *Staff of Ruling* (See *Special Items*)
11. *Star of Mo-Pelar* (See *Special Items*)
12. *Warhammer* +1

Traps

- **Crushing Walls Trap (pg. 54).** It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. When triggered, all creatures in the room take 11 (2d10) bludgeoning damage each round for 3 rounds.
- **Falling Block Trap (pg. 53).** It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. Triggering creature(s) takes 22 (4d10) bludgeoning damage.
- **Fog Horn Trap (pg. 58).** It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Intelligence (Investigation) check disables it.
- **Grenade Palm (pg. 56):** These palms have fruit that resemble small pineapples. When any creature walks near the grenade palm, there is a 20% chance one fruit falls from the tree (roll percentile dice, on a result of 01 - 20 the fruit falls). The fruit explodes on contact with the ground. Any creature within 10 feet must make a DC 13 Dexterity saving throw. On a failure it takes 11 (2d10) piercing damage, but no damage on a successful saving throw.
- **Javelin Trap (pg. 53).** It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Intelligence (Investigation) check figures out how to disable it. Triggering creature takes 22 (4d10) piercing damage and is restrained (escape DC 14).
- **Poison Needle Trap (pg. 50).** It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. Triggering creature takes 22 (4d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.
- **Swinging Blade Trap (pg. 53).** It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 13 Dexterity check disables it. Triggering creature takes 22 (4d10) slashing damage.
- **Trap Door (pg. 58).** It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively

searching. A DC 15 Dexterity (thieves' tools) check disables it. Creatures walking on it fall onto the hay pile in the room below, taking 3 (1d6) bludgeoning damage.

Monsters

1. **Androsphinx** (MM 281, CR 17, 18000 XP)
2. **Assistant Holy Iaseda** (priest)
3. **Bandit** (MM 343, CR 1/8, 25 XP)
4. **Chabang Man** (See *Special Creatures*)
5. **Clay Golem** (MM 168, CR 9, 5000 XP)
6. **Dervish** (thug armed with scimitar MM 350, CR 1/2, 100 XP)
7. **Doppelganger** (MM 82, CR 3, 700 XP)
8. **Dwarf** (bandit with dwarf traits)
9. **Ghoul** (MM 148, CR 1, 200 XP)
10. **Giant Rat** (MM 327, CR 1/8, 25 XP)
11. **Giant Spider** (MM 328, CR 1, 200 XP)
12. **Heart Jar** (See *Special Creatures*)
13. **Holy Iaseda** (priest)
14. **Knight** (MM 347, CR 3, 700 XP)
15. **Mage** (MM 347, CR 6, 2300 XP)
16. **Minotaur** (MM 223, CR 3, 700 XP)
17. **Mummy** (MM 228, CR 3, 700 XP)
18. **Munafik** (See *Special Creatures*)
19. **Pet Fist** (See *Special Creatures*)
20. **Priest** (MM 348, CR 2, 450 XP)
21. **Prit** (commoner MM 345, CR 0, 10 XP)
22. **Tomb Robber** (scout MM MM 349, CR 1/2, 100 XP)
23. **Trapper** (VGM 194, CR 3, 700 XP).
24. **Wight** (MM 300, CR 3, 700 XP)
25. **Wraith** (MM 302, CR 5, 1800 XP)

Chapter 9: Oasis of the White Palm

Random Encounters

Oasis of the White Palm (day)

Roll 1d8

- | | |
|----------------------|---------------------|
| 1 Water bearers (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 Durpari (1) | 5 Durpari nobles (2) |
| 2 Slaver guards (8) | 6 Durpari slave (1) |
| 3 Durpari (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 |

Planned Encounters

Oasis Area

2. Nomad Camp. Home guards (6), war dogs (2) Camp contains approximately 400 Durpari total.

3. The Oasis Pool. Home guards (8).

7. The Monolith. Secret door, spotted with a DC 20 passive Wisdom (Perception) check, or DC 15 Wisdom (Perception) check if actively searching. A DC 14 Intelligence (Investigation) check determines how to open it. The inscriptions here may be read with a successful DC 12

Intelligence (Investigation) check.

Nomad Camp

A. The Sheik's Tent. Home guards (6), Sheik Kassim Arslan, Hassan Arslan, slaves (4), Glyph of warding (Explosive Lightning) trap, Poison Needle trap.

B. Clerical Tent. Nadron Ilanis, acolytes (2), poisonous snake (1), Glyph of warding (Explosive Lightning) trap.

C. Tent of Hassan Arslan Hassan Arslan.

D. Tent of Korus Eikoth. Korus Eikoth, slave (1).

Sandvoyagers Compound

1a. The Common Room. Rolando the minstrel.

2. Washing House. Launderers (12).

4. Hogan's Stables. Stable boy (1).

6. Happy Hogan's Desert Igloo. Hogan Underwood, Rose Underwood, bartender (1), Cookie, Zorath Blackblade.

7. Ancient Temple. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

8. House of the Sandvoyagers' Guild. Slaver guards (14), slave (1), Thurnas Netmaster.

Magic Items

1. Arrows +1
2. Chain mail +2
3. *Chain mail +3 (reduce to +2)
4. *Cloak of protection
5. *Decanter of endless water
6. *Flail +1
7. Longsword +2
8. Potion of brass dragon control (replace with potion of fire resistance)
9. Potion of ESP (replace with potion of mind reading)
10. *Potion of invulnerability
11. *Scarab of protection (replace with necklace of adaptation)
12. Scimitar +1
13. *Scimitar +3 (reduce to +2)
14. Scimitar of the Sultan +1, +3 vs. undead (replace with one scimitar +1)
15. *Scroll of blade barrier
16. *Scroll of lesser restoration

Factions of the Oasis

Faction	Leader	Important Members	Location	Goals
Sheik Loyalists	Sheik Kassim Arslan	Hassan Arslan, Nadron Ilanis	Nomad camp (pg. 67-71)	Find Shadalah , protect the people of the oasis, and find and destroy the Dervish cultists.
Dervish Cultists	Corga Kazan	Korus Eikoth	Nomad camp (pg. 70), Temple of Set (pg. 74-76)	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. 73), Temple of Set (pg. 78-79)	Find Shadalah and return her, destroy the cultists, and continue running the slave trade .

17. *Scroll of raise dead

18. *Shield +1

19. Shield +2

20. *Staff of healing

*These items are held by good NPCs and aren't likely to fall into the hands of the characters.

Traps

- **Glyph of Warding (Blindness, pg. 69).** Triggered by opening the chest it is inscribed on. A successful DC 15 Intelligence (Investigation) check notices the glyphs. The glyph can only be disarmed by a Dispel Magic spell. The creature that triggers the glyph must succeed at a DC 14 Wisdom saving throw or be blinded until cured.
- **Glyph of Warding (Explosive lightning, pg. 69-70).** Triggered by passing within 5 feet of the tent wall. A successful DC 15 Intelligence (Investigation) check notices the glyphs. The glyph can only be disarmed by a Dispel Magic spell. All creatures in a 20 foot radius of the tent wall must make a DC 13 Dexterity saving throw. The glyph inflicts 22 (5d8) lightning damage, with only half damage taken on a successful saving throw.
- **Poison Needle Trap (p. 69,71).** Triggered by opening the chest. It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. The creature that triggers it takes 22 (4d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Monsters

1. **Acolyte** (MM 342, CR 1/4, 50 XP)
2. **Airlancer** (veteran, with lance, MM 350, CR 3, 700 XP)
3. **Bartender** (commoner MM 345, CR 0, 0-10 XP)
4. **Cookie** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
5. **Corga Kazan** (priest, mace +1, Skull of Garath, MM 348, CR 2, 450 XP)
6. **Dervish cultist** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
7. **Drow elf** (MM128, CR 1/4, 50 XP)
8. **Drunk Durpari** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
9. **Durpari** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
10. **Durpari noble** (commoner, MM 345, CR 0, 0-10 XP)
11. **Durpari slave** (commoner, MM 345, CR 0, 0-10 XP)
12. **Home guard** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
13. **Korus Eikoth** (gladiator, AC 18, scimitar +1 instead of spear, MM 346, CR 5, 1800 XP)
14. **Launderer** (commoner MM 345, CR 0, 0-10 XP)
15. **Pegasus** (MM 250, CR 2, 450 XP)
16. **Rolando the minstrel** (spy MM 349, CR 1, 200 XP)
17. **Slave** (commoner MM 345, CR 0, 0-10 XP)
18. **Slaver guard** (bandit MM 343, CR 1/8, 25 XP)
19. **Stable boy** (commoner MM 345, CR 0, 0-10 XP)
20. **Thurnas Netmaster** (gladiator, AC 20, long sword +2 instead of spear, MM 346, CR 5, 1800 XP)
21. **Trader** (commoner MM 345, CR 0, 0-10 XP)

22. **War dog** (wolf, MM 341, CR 1/4, 25 XP)

23. **Water bearer** (commoner MM 345, CR 0, 0-10 XP)

24. **Zorath Blackblade** (assassin MM 343, CR 8, 3900 XP)

Chapter 10: Temple of Set

Random Encounters

Temple of Set (cult area)

Roll 1d8

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

Temple of Set (slaver area)

Roll 1d8

- | | | | |
|---|-----------------------|---|--------------------|
| 1 | Slaver guards (12) | 5 | Slaver guards (12) |
| 2 | Giant spiders (5) | 6 | Bugbears (6) |
| 3 | Giant poisonous snake | 7 | Slaves (6) |
| 4 | Mummy (1) | 8 | Slaver guards (6) |

Planned Encounters

1. **The Way In.** Between midnight and 3am - Dervish cultists (1d4).
2. **Temple Entry.** Zombie (1).
3. **Carnivorous Cavern.** Zombies (11).
5. **Door of Warding.** Glyphs of warding (explosive fire) trap.
6. **Outer Temple of Set.** Between midnight and 3am - Corga Kazan, Korus Eikoth, acolytes (2), Dervish cultists (15), Glyph of warding (explosive fire) trap on each gem "eye" (setting off glyph destroys gem).
7. **Acolytes' Quarters.** Acolytes (2), Glyph of warding (explosive lightning) trap on obsidian box. Boxes contain religious relics.
9. **Cross and Double Cross.** Wights (2), Pit trap with slide, Fog cloud trap.
10. **Corga's Sanctum.** Between 3am and noon - Corga Kazan.
11. **Essence of Evil.** This entire area (including 11a, 11b, etc.) is desecrated ground (**DMG 110**).
- 11a. **Brazier of Violet Flames.** Skeletons (3). Creatures touching the flame will take the listed damage, the flames can be put out with a successful DC 14 Constitution saving throw.
- 11b. **Golden Idol.** Cursed idol trap.
- 11c. **Torture Room.** Thug (1).
- 11d. **Platinum Idol.** Cursed idol trap.
12. **The First Test.** Giant spiders (4).
13. **The Second Test.** Jackal head lock trap.
14. **Inner Temple of Set.** This area is desecrated ground (**DMG 110**), Summoning idol trap.
16. **Forbidden Stair.** Hinged stairs trap, skeletons (20).
17. **Library.** The *Star of Khan-pelar* is hidden in a pile of ash here.
18. **Conference Room.** Goblins (13).
20. **Storeroom.** Bugbears (4).
21. **The Long Hall.** Magic mouth trap.
23. **Guard's Hall.** Kalitrates.
24. **Zomara's Cave.** Zomara, giant spiders (8), net trap.

26. **Prison.** Bugbear (1), commoner (1).

27. **Quarters.** Abu Karesan, Kaedros.

Magic Items

1. *Chain mail* +2
2. *Mace* +1
3. *Potion of gaseous form*
4. *Scimitar* +1
5. *Scroll (choose 3 3rd level spells)*
6. *Skull of Garath (See Special Items)*
7. *Star of Khan-Pelar (See Special Items)*
8. *Wand of paralysis*

Traps

- **Cursed Idol (pg. 76).** Triggered by taking the idol. Triggering creature must succeed on a DC 15 Wisdom saving throw or be cursed until the curse is removed. While cursed, the creature suffers disadvantage on all attack rolls.
- **Fog Cloud (pg. 76).** Triggered by opening a door. It is spotted on a DC 15 passive Wisdom (Perception) check, 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 cloud lasts for one minute.
- **Glyphs of Warding (Explosive fire, pg. 75).** Triggered by walking through the archway without speaking the password. They can be noticed on a successful DC 15 Intelligence (Investigation) check. 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 22 (5d8) fire damage, with only half damage taken on a successful save.
- **Hinged Stairs (pg. 78).** Triggered by walking on the stairs. It is spotted on a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. When triggered, a creature within range which fails a DC 15 Dexterity saving throw, falls taking 10 (3d6) bludgeoning damage from falling, and 3 (1d6) poison damage from the smoke, at the beginning of each of its turns that it's in the smoke.
- **Jackal Head Lock (pg. 77).** Mechanical jaws bite the hands of anyone trying to pick the lock. It is spotted on a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. The triggering creature takes 11 (2d10) piercing damage.
- **Magic Mouth (pg. 78).** A magic mouth yells out a warning if any creature passes by without saying the password. It is noticed with a DC 15 Intelligence (Investigation) check. 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. 79).** See Falling Net (**DMG 122**).
- **Pit Trap with Slide (pg. 76).** Hinged floor panels drop when the door handle pulled; any in the area may fall. It is spotted with a DC 15 passive Wisdom (Perception)

check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. When triggered, any creature within range which fails a DC 15 Dexterity saving throw takes 24 (7d6) bludgeoning damage from falling.

- **Summoning Idol (pg. 77).** 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. It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A successful DC 15 Dexterity (thieves' tools) check allows the character to remove 1 gem per round. Alternately, the gems can be attacked, they have AC 8 and 10 hit points each.

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. **Bugbear** (MM 33, CR 1, 200 XP)
4. **Corga Kazan** (priest, mace +1, Skull of Garath, MM 348, CR 2, 450 XP)
5. **Dervish cultist** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
6. **Ghast** (MM 148, CR 2, 450 XP)
7. **Ghoul** (MM 148, CR 1, 200 XP)
8. **Giant Poisonous Snake** (MM 327, CR 1/4, 50 XP)
9. **Giant spider** (MM 328, CR 1, 200 XP)
10. **Goblin** (MM 166, CR 1/4, 50 XP)
11. **Kaedros** (mage, MM 347, CR 6, 2300 XP)
12. **Kalitrates** (Drow elite warrior MM 128, CR 5, 1800 XP)
13. **Korus Eikoth** (gladiator, AC 18, scimitar +1 instead of spear, MM 346, CR 5, 1800 XP)
14. **Necrophidius** (See Special Creatures)
15. **Mummy** (MM 228, CR 3, 700 XP)
16. **Priest** (MM 348, CR 2, 450 XP)
17. **Shadow** (MM 269, CR 1/2, 100 XP)
18. **Shadow Demon** (MM 64, CR 4, 1100 XP)
19. **Skeleton** (MM 272, CR 1/4, 50 XP)
20. **Slave** (commoner MM 345, CR 0, 0-10 XP)
21. **Slaver guard** (bandit MM 343, CR 1/8, 25 XP)
22. **Smoke mephit** (MM 217, CR 1/4, 50 XP)
23. **Wight** (MM 300, CR 3 (700 XP)
24. **Zomara** (Drow priestess MM 129, CR 8, 3900 XP)
25. **Zombie** (MM 316, CR 1/4, 50 XP)

Chapter 11: Crypt of Badr Al-Mosak

Random Encounters

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 (3) |
| 5 Specters (8) | 11 Giant spiders (4) |
| 6 Mummy (1) | 12 Mummies (2) |

Planned Encounters

1. 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.

2. Shaft. Scything blade trap 80 feet down.

3b. Blade Dance. Sword-wielding statue trap.

3c. Fire Dance. Efreeti statue trap.

3d. Bow for Arrow. Bow statue trap.

5. Office of Evil. Wights (5).

6. Office of Rest. The secret door may be found with a DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

7. Catacomb of Kings. Any creature attempting to cross the bridge must succeed at a DC 12 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.

10. East Priesthood Room. Necrophidius (4).

12. 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 3 (1d6) bludgeoning damage.

12c. Eastern Everfall. Mummies (3).

13. Light Web. Light beams trap.

14. Bridal Keep. Khalitharius, Shadalah (in bottle). The amulet's ray prevents Khalitharius 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 him away this way should be rewarded with 5000 XP (instead of the normal 20000).

15. Treasury. A successful DC 14 Intelligence (Investigation) check will reveal the illusionary floor. The acid inflicts 7 (2d6) acid damage per round. The light inflicts 22 (4d10) radiant damage.

Magic Items

1. *Crystal ball*
2. *Dagger +2*
3. *Harness of Seker*
4. *Libram of gainful conjuration* (replace with ring of spell

storing)

5. *Oil of slipperiness*
6. *Plate armor +1*
7. *Potion of invisibility*
8. *Scroll (choose 3 4th level spells)*
9. *Scroll of fireball*
10. *Scroll of protection from elementals*
11. *Shield +2*
12. *Star of Shah-Pelar* (See Special Items)

Traps

- **Bow Statue (pg. 81).** 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. and a DC 15 Dexterity (thieves' tools) check to disable it. When triggered, any creature in the area suffers one attack at +7 to hit, 13 (3d8) piercing damage on a hit.
- **Efreeti Statue (pg. 81).** 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. and a DC 15 Dexterity (thieves' tools) check 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 27 (8d6) fire damage on a failure, or half that on a success.
- **Light Beams (pg. 83).** 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 22 (4d10) cold damage on a hit. Beam B attacks at +7 to hit and does 22 (4d10) force damage on a hit. Beam C attacks at +7 to hit and does 22 (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.
- **Scything Blade (pg. 80).** 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. and a DC 15 Intelligence (Investigation) check to disable it. If triggered, any creature in the area suffers an attack at +7 to hit, 11 (2d10) slashing damage on a hit. The blade will sever a rope automatically.
- **Sword-wielding Statue (pg. 81).** 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. and a DC 15 Dexterity (thieves' tools) check to disable it. When triggered, any creature in the area suffers two attacks at +7 to hit, 11 (2d10) slashing damage on a hit. Creatures hit must make a DC 14 Strength or Dexterity saving throw, or fall down the shaft.

Monsters

1. **Ghoul** (MM 148, CR 1, 200 XP)
2. **Giant Poisonous Snake** (MM 327, CR 1/4, 50 XP)

3. **Giant Rat** (MM 327, CR 1/8, 25 XP)
4. **Giant spider** (MM 328, CR 1, 200 XP)
5. **Goblin** (MM 166, CR 1/4, 50 XP)
6. **Gorgon** (MM 171, CR 5, 1800 XP)
7. **Khalitharius, efreeti pasha** (See Special Creatures)
8. **Necrophidius** (See Special Creatures)
9. **Mummy** (MM 228, CR 3, 700 XP)
10. **Shadalah** (commoner MM 345, CR 0, 0-10 XP)
11. **Shadow** (MM 269, CR 1/2, 100 XP)
12. **Specter** (MM 279, CR 1, 200 XP)
13. **Wight** (MM 300, CR 3 (700 XP)
14. **Wraith** (MM 302, CR 5, 1800 XP)

Chapter 12: Lost City of Phoenix

Random Encounters

Lands of Carthag

Roll 1d12 + modifier

- | | |
|-----------------------|---------------------------|
| 1 Androsphinx (1) | 7 Hyenas (10) |
| 2 Purple worm (1) | 8 Jackals (4) |
| 3 Roc (1) | 9 Swarm of ants |
| 4 Krite (1) | 10 Giant fire beetles (4) |
| 5 Swarm of centipedes | 11-12 Spectral minion |
| 6 Giant tarantula (1) | 13+ Sinkhole |

Phoenix Ruins

Roll 1d12

- | | |
|-----------------------|--------------------------|
| 1 Beholder zombie (1) | 6 Giant fire beetles (5) |
| 2 Rust monster (1) | 7 Krite (1) |
| 3 Swarm of spiders | 8-9 Skeletons (6) |
| 4 Swarm of ticks | 10-11 Cry of Aeraldoth |
| 5 Swarm of ants | 12 Spectral Traveler |

Planned Encounters

Lands of Carthag

1. Phoenix from Afar. During the day, the extreme heat means characters must make a DC 10 Constitution saving throw every hour, gaining one level of exhaustion on a failure. The DC increases by 1 each hour.

3. The Sinkhole and the Slide. Pulling a sinking character out of the sand follows the rules for quicksand (**DMG pg. 110**).

Phoenix Ruins

4. Dining Room of Khalif Mubrek. A successful DC 10 Dexterity saving throw will allow characters to stay on their feet, although shoeless.

7. The Hall of Khalif Mubrek. The mirror of opposition produces duplicates exactly like the characters except:

- They have no intelligence and attack mindlessly.
- They have no spells or magical items.
- They have no class abilities except extra attack.
- They have the same hit points the character did at the time they are created.

8a. The Maze of Darkness. Regular vision and darkvision do

not function in the darkness. Blindsight, tremorsense, and truesight work properly.

8b. The Maze of Light. The light and mirrors make it nearly impossible to navigate by sight; a successful DC 25 Wisdom (Survival) check is necessary to pull it off. Moving around the walls by touch is the easiest way to find the exit. If this is done, a successful DC 15 Wisdom (Perception) check will find the exit within 15 minutes.

9. Entry Corridor of Chininsk Ambar. A successful DC 14 Intelligence (Investigation) check will figure out how to open the door.

10. Library of Chininsk Ambar. Djinni (1).

12. Death Trap of Chininsk Ambar. The tilting floor may be detected with a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. Characters in the area when triggered fall into the room below. The short fall inflicts no damage.

15. Chandelle-Glissade. Characters going down the slide take 3 (1d6) bludgeoning damage when they finally land on the street.

16b. Main Floor. Wraith (1).

16c. Changing Room. Skeletons (13).

17. Sewer Tunnel. Swarm of spiders (1).

18. Statue of Set. Aeraldoth, Djinni Vizier (1).

Monsters

1. **Aeraldoth, Djinni Vizier** (See Special Creatures)
2. **Androsphinx** (MM 281, CR 17, 18000 XP)
3. **Beholder Zombie** (MM 316, CR 5, 1800 XP)
4. **Djinni** (MM 144, CR 11, 7200 XP)
5. **Giant Fire Beetle** (MM 325, CR 0, 10 XP)
6. **Giant Tarantula** (giant wolf spider MM 330, CR 1/4, 50 XP)
7. **Hyena** (MM 331, CR 0, 10 XP)
8. **Jackal** (MM 331, CR 0, 10 XP)
9. **Krite** (poisonous snake MM 334, CR 1/8, 25 XP)
10. **Purple Worm** (MM 255, CR 15, 13000 XP)
11. **Roc** (MM 260, CR 11, 7200 XP)
12. **Rust Monster** (MM 262, CR 1/2, 100 XP)
13. **Skeleton** (MM 272, CR 1/4, 50 XP)
14. **Spectral Minion** (See Special Creatures)
15. **Swarm of Centipedes** (MM 338, CR 1/2, 100 XP)
16. **Swarm of Spiders** (MM 338, CR 1/2, 100 XP)
17. **Swarm of Ticks** (swarm of insects MM 338, CR 1/2, 100 XP)
18. **Wight** (MM 300, CR 3 (700 XP)

Chapter 13: Skysea / Medinat Muskawoon

Random Encounters

Skysea

Roll 1d12

- | | |
|-----------------------|--------------------|
| 1 Purple worm (1) | 9 Wanderer |
| 2-3 Skittercrabs (10) | 10 Spectral minion |

- 4-5 Spectral minions (12) 11 Dead adventurers
6-8 Glass pirates (20) 12 Ghost ship

Cursed City of Stone

Roll 1d6

- | | |
|--------------|--------------------|
| 1 Warning | 4 Wight |
| 2 Ghost (1) | 5 Wraith |
| 3 Ghosts (3) | 6 The Last Caravan |

Planned Encounters

Skysea

3. Surface of Skysea. The smooth, slick surface of the Skysea is difficult terrain, and during the day is superheated by the sun. Creatures walking on the Skysea during the day take 1 fire damage per round for each 10 feet they are from a shoreline, to a maximum of 10 fire damage per round. The damage occurs at the beginning of the creature's turn. Fire resistance halves this damage, and fire immunity prevents it completely.

4. Hot Spot. Each minute a creature walks on the Skysea, there is a 10% chance it walks into a hot spot. A hot spot deals 22 (4d10) fire damage to the creature, in addition to the normal damage suffered from walking on the glass.

The Cursed Isle

1. The Tortured Hills. The hills are difficult terrain. Characters trying to climb the hills must succeed at a DC 14 Strength (Athletics) check every 10 minutes to avoid a slip and fall. If the characters are not roped together, roll 1d6 x 10 to determine distance fallen, then roll the appropriate damage amount (1d6-6d6). If the characters are roped together, the character who failed takes 3 (1d6) falling damage.

2. The Shore Line. The boulder and debris strewn shoreline is difficult terrain. In addition, characters must succeed at a DC 12 Dexterity check every hour to avoid taking 1d6 damage from trips and falls.

3. The Limestone Causeway. During the day, the sunlight reflected by the causeway stone reduces all vision to 10 feet, due to the need to shield the eyes from the glare. Characters who don't shield their eyes may see up to 50 feet, but must succeed at a DC 16 Constitution saving throw or be blinded for 1d6 minutes.

Cursed City of Stone

2. Riddle Obelisk. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

10. Temple of Prometheus. A successful DC 12 Wisdom (Perception) check will reveal glass fragments in the window. A successful DC 12 Intelligence (Investigation) check will allow the character to realize the glass was a shaped lens of some kind.

14. Palaestra. Swarms of centipedes (6).

16. Ruined Baths. Wraiths (3).

18. Collegium Ruins. Dust Specter (1). Characters listening to the Dust Specter talk must succeed at a DC 12 Wisdom saving throw or fall asleep until removed from the ruins.

23. Baths of Drusus. Wraiths (2).

Temple of Ra

Inside the temple (**areas 2-6**), magic of any kind is blocked. Active spells are canceled, and new spells cannot be cast (the slots are not used up). Only the magic of the items created by Martek function.

1. Eyes of Hathor. The Eyes of Hathor cause characters that enter the area within 60 feet of the eyes, or begin their turn there, to make a DC 15 Constitution saving throw. Characters that fail the save are paralyzed, those that succeed are not. The paralysis lasts until the character is removed from the 60 foot range of the eyes. The eyes may be attacked; each one is AC 14, has 70 hit points, and resistance to nonmagical damage from weapons. Characters that hold an amber tear from the Temple of Balder automatically succeed on their saving throws.

2. Courtyard. Poisonous snakes (infinite). The asps here have an extremely toxic poison, causing 14 (4d6) poison damage on a failed DC 14 Constitution saving throw, or half as much damage on a successful save. Any open flame, such as a torch from the Temple of Prometheus, will keep the snakes from attacking the character holding the torch.

3. Lotus Gate. This area is a safe place to regroup. The asps won't come into this area, and the lotus gas won't be released until someone enters area 4.

4. Entry Hall. The lotus gas makes characters play like children, oblivious to danger, unless they succeed at DC 14 Constitution saving throws. The saving throw must be made each round the characters begin their turns in the gas. Affected characters may make a new saving throw at the beginning of their turns to shake off the effect.

5. Inner Gate. This area is a safe place to regroup. The lotus gas doesn't reach into here.

6. Deep Swamp. The void between the gate and the altar may be bridged by the drain caps. The final piece disappears, leaving a gap of 3 feet to the altar. The small size of the altar means a character jumping the distance must succeed at a DC 12 Dexterity (Acrobatics) check to land on the altar without slipping off. Grabbing the star gem is automatic, and disables all the temple defenses. The floor in this area reappears, allowing the character to simply walk back to the entrance.

Magic Items

1. *Dagger +1*

Monsters

1. **Dust Specter** (specter, MM 279, CR 1, 200 XP)
2. **Ghost** (MM 147, CR 4, 1100 XP)
3. **Ghost Ship** (See Special Creatures)
4. **Glass Pirate** (See Special Creatures)
5. **Poisonous Snake** (MM 334, CR 1/8, 25 XP)
6. **Purple Worm** (MM 255, CR 15, 13000 XP)
7. **Skittercrab** (giant crab with fire immunity, MM 324, CR 1/8, 25 XP)
8. **Spectral Minion** (See Special Creatures)
9. **Swarm of Centipedes** (MM 338, CR 1/2, 100 XP)
10. **Wight** (MM 300, CR 3 (700 XP)
11. **Wraith** (MM 302, CR 5, 1800 XP)

Chapter 14: Citadel of Martek

Random Encounters

Garden of the Cursed

Roll 1d12

- | | |
|------------------------|-------------------------|
| 1 Palan-teen (6) | 7 Palan-teen (4) |
| 2 Guilders (4) | 8 Trifakas |
| 3 Giant tarantulas (4) | 9 Pawnis |
| 4 Giant scorpions (2) | 10 Sardok |
| 5 Grenade palms (2) | 11 Villagemaster Bandik |
| 6 Guilders (10) | 12 Percivilis |

Black Abyss

Roll 1d12

- | | |
|------------------------|------------------------|
| 1 Xorn (3) | 7 Doppelgangers (3) |
| 2 Umber hulks (3) | 8 Spectral minions (6) |
| 3 Troglodytes (10) | 9 Berserkers (5) |
| 4 Spectral minions (6) | 10 Hezrou (1) |
| 5 Barlgura (4) | 11 Djinni (1) |
| 6 Vrock (3) | 12 Efreeti (1) |

Crypt of Al-Alisk

Roll 1d4

- | | |
|------------------------|---------------|
| 1 Spectral minions (6) | 3 Wights (5) |
| 2 Spectral minions (4) | 4 Wraiths (4) |

Black Abyss

Roll 1d12

- | | |
|---------------------------|-----------------------|
| 1-2 Spectral minions (10) | 8 Giant scorpions (7) |
| 3-4 Cryptknights (4) | 9 Mummies (6) |
| 5 Androsphinx (1) | 10 Necrophidius (4) |
| 6 Poisonous snakes (12) | 11 Cockatrices (3) |
| 7 Giant tarantulas (10) | 12 Ghosts (4) |

Planned Encounters

Pillars of Martek

1. Upper Monument. The secret door may be found with a DC 20 passive Wisdom (Perception) check or a DC 16 Wisdom (Perception) check if actively searching. A successful DC 15 Intelligence (Investigation) check will reveal the opening mechanism. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

2. Entry Chamber. Lightning wall trap. The secret doors may be found with a DC 20 passive Wisdom (Perception) check or a DC 16 Wisdom (Perception) check if actively searching. A successful DC 15 Intelligence (Investigation) check will reveal the opening mechanism.

3. Tomb Room. The secret doors may be found with a DC 20 passive Wisdom (Perception) check or a DC 16 Wisdom (Perception) check if actively searching. A successful DC 15 Intelligence (Investigation) check will reveal the opening mechanism.

4. Corridor. Spear trap. The secret doors may be found with a DC 20 passive Wisdom (Perception) check or a DC 16

Wisdom (Perception) check if actively searching. A successful DC 15 Intelligence (Investigation) check will reveal the opening mechanism.

Garden of the Cursed

1. Garden. These clear areas don't hamper movement or sight.

2. Jungle. The thick growth counts as difficult terrain, and maximum sight distance is 20 feet.

4. Dais of Reception. Guilders (20), Pawnis - all arrive one minute after characters appear here.

5. Guilder Village. Guilders (88), Pawnis, Villagemaster Bandik.

7. Trifakas' Camp. Trifakas, Sardok.

8. Camp of the Palan-teen. Palan-teen (52), Percivilis.

9. Obelisk of the Ancients. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

10. Mound of the Lawgivers. Thrown stones strike for 1d4 + Strength modifier bludgeoning damage. Grand Hall of the Crystal Prism

1. One Thousand One Doors. The doors are all locked with *arcane lock*, but will be open if the gems were used correctly at Grandal. The hallway has no walls, so characters could fall into the fire pits off to the sides. Characters falling into the fire pits take 35 (10d6) falling damage, and 11 (2d10) fire damage per round that they stay in the pits.

2. Final Doors. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

3. Grand Hall. Iron Phoenix (1). Anyone walking straight down the center path is safe from the Iron Phoenix; it will not attack anyone on the path.

Black Abyss

2. Land's End. Winds here blow towards area 8 at a rate of 20 feet per round. This affects anyone flying. The flying creature must spend 20 feet of movement per round just to maintain position, otherwise they are blown in that direction.

3. Distance Distortion. Use the distance distortion rules as written. Roll once per 10 minutes of game time. Winds here blow towards area 8 at a rate of 40 feet per round. Any flying creature must spend 40 feet of movement per round just to maintain position, otherwise they are blown in that direction.

4. Time-frame Distortion. Wind speed remains 40 feet per round. Use the following rules instead of the ones in the module. Roll once per 10 minutes of game time. The listed effects only apply when dealing with creatures in a different time frame. For example: a character in Fast time fighting a creature in Fast time doesn't use any of the listed adjustments below.

of Attacks means number of attacks per Attack action.

Roll 1d6	Time Speed	Attack rolls	# of Attacks	Movement speed
1-2	Slow	Disadvantage	1 only	Half speed
3-4	Normal	Normal	Normal	Normal
5-6	Fast	Advantage	1 extra	Double speed

5. Magical Distortion. Wind speed remains 40 feet per round. Use the provided table with the following change to result #1

"Roll 1d10, rerolling a result of 10. The result is the actual level of spell cast, even if it's a level the caster can't normally use. Randomly determine a spell of that level from the lists in the Player's Handbook. The spell will consume a slot of the highest level the caster is capable of using.

Mobius Tower

2. Apartment of the Firstwife. Banshee (1).

6. Cloak Room. Cryptknight (1).

12. Bottleroom. Djinni (1).

15. Room of State. Mummy (1).

16. Lost Hall. Efreeti (1).

19. Guardroom. Ghost (1).

20. Treasury. Cryptknights (4).

25. Audience Chamber. The Guardian of Time can't be fought, as it has complete control over time.

Desert of Al-Alisk

4. Death Watch. Spectral Minions (20).

Crypt of Al-Alisk

2. Catacombs. Spectral Minions (6), Wraith (1).

5. Spirits Room. Banshee (1).

7. Cockpit. Cockatrices (5).

Inner Sanctum of Martek

1. Entry Hall. The water of the fountain will restore 4d8 hit points to characters who drink it. It will not heal the characters again until after a long rest.

2. Vault of Martek. Cryptknights (4).

Magic Items

1. **Book of infinite spells (replace with a Charm - DMG 228)*
 2. *Crystal ball*
 3. *Dancing sword*
 4. *Liahona (See Special Items)*
 5. **Libram of gainful conjuration (replace with a Charm - DMG 228)*
 6. *Morning star +1 (upgrade to +2)*
 7. *Potion of clairaudience (replace with potion of clairvoyance)*
 8. *Ring of protection*
 9. *Scale mail +1 (replace with chain mail +2)*
 10. **Scroll of protection from petrification (replace with Keoghtum's ointment)*
 11. **Scroll of protection from undead*
 12. *Shield +5 (change to shield +3)*
 13. *Sword, nine lives stealer (replace with sword of life stealing)*
 14. **Tome of clear thought*
 15. *Tome of Time (See Special Items)*
 16. **Tome of understanding*
 17. *Wand of fireballs*
 18. **Wizard scroll of polymorph*
 19. **Wizard scroll of 3 spells, levels 1-6 (random)*
 20. **Wizard scroll of 4 spells, levels 1-6 (random)*
 21. **Wizard scroll of 7 spells, levels 1-4 (random)*
- *These items** might be found in areas **3** and **4** of Martek's citadel, but there is **no guarantee**.

Traps

- **Grenade Palm (pg. 115):** These palms have fruit that resemble small pineapples. When any creature walks near the grenade palm, there is a 20% chance one fruit falls from the tree (roll percentile dice, on a result of 01 - 20 the fruit falls). The fruit explodes on contact with the ground. Any creature within 10 feet must make a DC 13 Dexterity saving throw. On a failure it takes 11 (2d10) piercing damage, but no damage on a successful saving throw.
- **Lightning Wall Trap (pg. 114):** This trap is triggered by pressing a golden disk on top of an altar. 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 it, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, the entry door closes over one round while a wall of lightning crosses the room in the same time span. All creatures should roll initiative, with the wall having an initiative roll as well (roll with a +3 bonus). Anyone with a higher initiative can exit the room before the wall hits. Otherwise creatures hit by the wall take 42 (12d6) lightning damage. A successful DC 14 Constitution saving throw reduces damage by half.
- **Spear Trap (pg. 114):** Triggered by opening a secret door. 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, the creature opening the door takes 22 (4d10) piercing damage.

Monsters

1. **Banshee** (MM 23, CR 4, 1100 XP)
2. **Barlgura** (MM 56, CR 5, 1800 XP)
3. **Berserker** (MM 344, CR 2, 450 XP)
4. **Cockatrice** (MM 42, CR 1/2, 100 XP)
5. **Cryptknight** (See Special Creatures)
6. **Djinni** (MM 144, CR 11, 7200 XP)
7. **Doppelganger** (MM 82, CR 3, 700 XP)
8. **Dustdigger** (See Special Creatures)
9. **Efreeti** (MM 145, CR 11, 7200 XP)
10. **Ghost** (MM 147, CR 4, 1100 XP)
11. **Giant scorpion** (MM 327, CR 3, 700 XP)
12. **Giant Tarantula** (giant wolf spider MM 330, CR 1/4, 50 XP)
13. **Guilder** (as scout, MM 349, CR 1/2, 100 XP)
14. **Hezrou** (MM 60, CR 8, 3900 XP)
15. **Iron Phoenix** (See Special Creatures)
16. **Maddog** (as thug, MM 350, CR 1/2, 100 XP)
17. **Mummy** (MM 228, CR 3, 700 XP)
18. **Otyugh** (MM 248, CR 5, 1800 XP)
19. **Pawnis** (See Special Creatures)
20. **Percivilis** (use knight, MM 347, CR 3, 700 XP)
21. **Poisonous snake** (MM 334, CR 1/8, 25 XP)
22. **Sardok** (See Special Creatures)
23. **Skittercrab** (use giant crab with fire immunity, MM 324, CR 1/8, 25 XP)

- 24. **Spectral minion** (See Special Creatures)
- 25. **Thunderherder** (See Special Creatures)
- 26. **Trifakas** (See Special Creatures)
- 27. **Troglodyte** (MM 290, CR 1/4, 50 XP)
- 28. **Umber hulk** (MM 292, CR 5, 1800 XP)
- 29. **Villagemaster Bandik** (as bandit captain, MM 344, CR 2, 450 XP)
- 30. **Vrock** (MM 64, CR 6, 2300 XP)
- 31. **Wight** (MM 300, CR 3 (700 XP)
- 32. **Wraith** (MM 302, CR 5, 1800 XP)
- 33. **Xorn** (MM 304, CR 5, 1800 XP)
- 34. **Zombie** (MM 316, CR 1/4, 50 XP)

Special Creatures

Aeraldoth, Djinni Vizier

Huge elemental, chaotic good

Armor Class 20 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16(+3)	24 (+7)	18 (+4)	16 (+3)	20 (+5)

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

Skills Perception +9

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Auran

Challenge 18 (20000 XP)

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

Wind Shield. Aeraldoth is surrounded by whirling, high speed winds. Any non-spell ranged attacks against him are made with disadvantage. Flying creatures within 5 feet of Aeraldoth suffer disadvantage on melee attacks against him.

Magic Resistant. Aeraldoth has advantage on saving throws made against spells and magical effects.

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

Whirlwind. Aeraldoth can transform into a whirlwind at will and remain in that form indefinitely. While in whirlwind form, Aeraldoth can't cast spells or plane shift, but gains immunity to damage from all melee and ranged weapon attacks, including natural weapons. The whirlwind is 30 feet wide at the bottom, 60 feet wide at the top and up to 100 feet tall, and moves at his fly speed.

Large or smaller creatures must succeed at a DC 20 Strength saving throw or be carried in the whirlwind. While being carried, targets are restrained. Targets may make a DC 20 Strength saving throw at the end of their turn to exit the whirlwind. Aeraldoth can eject any carried creature or object at his leisure.

If touching the ground, the whirlwind throws up a debris cloud of diameter equal to half the whirlwind's height. Anyone caught in the debris cloud is lightly obscured.

Aeraldoth may also use this ability to create smaller whirlwinds, as a normal djinni.

Innate Spellcasting. Aeraldoth can cast *detect good or evil*, *detect magic*, and *thunderwave* at will.

Spellcasting. Aeraldoth is a 14th level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *light*, *mage hand*, *ray of frost*, *shocking grasp*, *thaumaturgy*

1st level (4 slots): *disguise self*, *fog cloud*, *shield*

2nd level (3 slots): *blur*, *gust of wind*, *invisibility*, *misty step*

3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*

4th level (3 slots): *conjure minor elementals*, *greater invisibility*, *ice storm*

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

6th level (1 slot): *chain lightning*, *wall of ice*

7th level (1 slot): *project image*, *teleport*

Actions

Multiattack. Aeraldoth makes three scimitar attacks..

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

Legendary Actions

Aeraldoth 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. Aeraldoth regains spent legendary actions at the start of his turn.

Detect. Aeraldoth makes a Wisdom (Perception) check.

Whirlwind Dash (Costs 2 Actions). Aeraldoth's legs transform into a whirlwind, allowing him to move up to 180 feet without triggering attacks of opportunity.

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

Chabang Man

Medium construct, unaligned

Armor Class 10

Hit Points N/A (See below)

Speed 30 ft.

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

Damage Immunities acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing damage from all weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

Immunity to Damage. Chabang men are magical constructs of the gauntlet. When struck with a slashing weapon for any damage, a Chabang man collapses into two piles of mud. On the beginning of its next turn, 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 at the beginning of its next turn. Chabang men aren't damaged 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). Pushing the Chabang men into the water to be swept away is another way to get rid of them. Damaging spells or abilities have no effect on them.

Immutable Form. The Chabang Man is immune to any spell or effect that would alter its form.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) bludgeoning damage.

Cryptknight

Medium undead, neutral evil

Armor Class 16 (chain mail)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but can't speak

Challenge 5 (1800 XP)

Frozen in Time. The cryptknight can't be turned.

Frightful Aura. Any living creature approaching within 10 feet of the cryptknight must succeed at a DC 13 Wisdom saving throw or be frightened for 1 minute.

Actions

Multiattack. The cryptknight makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage.

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.

Ghost Ship

Huge construct, neutral evil

Armor Class 15 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10(+0)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages -

Challenge 7 (2900 XP)

Immutable Form. The ship is immune to any spell or effect that would alter its form.

Actions

Multiattack. The ship can make four melee attacks with various parts and tools.

Spar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Rope. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6+4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained.

Glass Pirate

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16(+3)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities fire, necrotic, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, telepathy 60 ft.

Challenge 2 (450 XP)

Hypnotic Stare. As an action, the glass pirate gazes into the eyes of one creature. That creature must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the glass pirate's next turn.

Actions

Multiattack. The glass pirate makes two scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one

target. *Hit:* 6 (1d6 + 3) slashing damage.

Heart Jar

Tiny construct, unaligned

Armor Class 5

Hit Points 31 (7d4 + 14)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	14 (+2)	0 (-5)	0 (-5)	0 (-5)

Damage Vulnerabilities thunder

Damage Immunities acid, necrotic, poison, psychic, radiant

Damage Resistances cold, fire, lightning, piercing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, unconscious

Challenge 0 (10 XP)

Immutable Form. The jar is immune to any spell or effect that would alter its form.

Iron Phoenix

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9(-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Common, but can't speak

Challenge 10 (5900 XP)

Rejuvenation. If the iron phoenix is destroyed, it regains all its hit points in one hour.

Regeneration. The iron phoenix regains 5 hit points at the start of its turn. It doesn't regain hit points if reduced to zero hit points.

Immutable Form. The iron phoenix is immune to any spell or effect that would alter its form.

Magic Weapons. The iron phoenix's weapon attacks are magical.

Actions

Multiattack. The iron phoenix makes one attack with its talons and one attack with its beak.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 23 (4d8 + 5) slashing damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 19 (4d6 + 5) piercing damage.

Screech (Recharge 5-6). The phoenix emits a piercing screech in a 60 ft. cone. The screech inflicts 33 (6d10) thunder damage; a successful DC 15 Constitution saving throw reduces damage by half.

Khalitharius, 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 +7, 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

Senses truesight 120 ft., passive Perception 19

Languages Common, Ignan

Challenge 17 (18000 XP)

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

Fire Aura. Khalitharius is surrounded by an aura of heat and flame. Targets take 10 (3d6) fire damage if they move to within 5 feet of him or begin their turn there.

Magic Resistant. Khalitharius has advantage on saving throws made against spells and magical effects.

Plane Shift. Khalitharius 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. Khalitharius 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. Khalitharius 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 10 (3d6) fire damage.

Hurl Flame. *Ranged Spell Attack.* +10 to hit, range 150 ft., one target. Hit: 28 (8d6) fire damage.

Legendary Actions

Khalitharius 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. Khalitharius regains spent legendary actions at the start of his turn.

Kick. Khalitharius kicks an opponent in melee with him, using his melee attack to hit, and inflicting 14 (2d6 + 7) bludgeoning damage plus 10 (3d6) 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). Khalitharius 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). Khalitharius casts a spell from his list of prepared spells, using a spell slot as normal.

Munafik

Medium humanoid (human), lawful evil

Armor Class 10

Hit Points N/A (See below)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10(+0)	10 (+0)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Int +7, Wis +5

Damage Immunities acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing damage from all weapons

Condition Immunities charmed, exhaustion, frightened, petrified, unconscious

Senses passive Perception 12

Languages Common (Durpari and Raurindi dialects)

Challenge 7 (2900 XP)

Cannot Die. 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, grappled, paralyzed, and tied up.

Spellcasting. Munafik is a 10th level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Munafik has the following wizard spells prepared:

Cantrips (at will): *chill touch, prestidigitation, ray of frost, shocking grasp, true strike*

1st level (4 slots): *comprehend languages, grease, magic missile, ray of sickness*

2nd level (3 slots): *cloud of daggers, levitate, web*

3rd level (3 slots): *animate dead, fireball, lightning bolt*

4th level (3 slots): *blight, dimension door, ice storm*

5th level (2 slots): *cloudkill*

Actions

Shocking Grasp. *Melee Spell Attack:* +7 to hit (advantage against metal armored target), reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage.

Necrophidius

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16(+3)	12 (+1)	1 (-5)	10 (+0)	3(-4)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Dance of Death. As an action, the necrophidius sways back and forth in a hypnotic pattern. All creatures within 30 feet that can see the necrophidius must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the necrophidius' next turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. Target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target may make a saving throw at the beginning of its turn, if successful the target is no longer paralyzed.

Pawnis

Medium humanoid (elf), neutral evil

Armor Class 17 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20(+5)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +8, Int +4

Skills Perception +7, Sleight of Hand +11, Stealth +11

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Undercommon

Challenge 8 (3900 XP)

Evasion. If Pawnis is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Innate Spellcasting. Pawnis' spellcasting ability is Charisma (spell save DC 12). He can innately cast the following spells requiring no material components.

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate* (self only)

Sneak Attack (1/turn). Pawnis deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Pawnis that isn't incapacitated and Pawnis doesn't have disadvantage on the attack roll.

Actions

Multiattack. Pawnis makes two shortsword attacks or one shortsword and one hand crossbow attack.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much on a successful one.

Reactions

Uncanny Dodge. If Pawnis is hit by an attacker he can see, he can use his reaction to halve the attack's damage against him.

Pet Fist

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10(+0)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities acid, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses blindsight 30 ft., passive Perception 10

Languages -

Challenge 4 (1100 XP)

Immutable Form. The pet fist is immune to any spell or effect that would alter its form.

Actions

Multiattack. The pet fist makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Sandman

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 37 (5d8 + 15)

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 1/2 (100 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

Multiattack. The sandman makes two slam attacks.

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

Sardok

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18(+4)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +7, Int +3

Skills Deception +6, Perception +7, Stealth +10

Senses passive Perception 17

Languages Common

Challenge 8 (3900 XP)

Assassin. During his first turn, Sardok has advantage on attack rolls against any creature that hasn't taken a turn. Any hit he scores against a surprised creature is a critical hit.

Evasion. If Sardok is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/turn). Sardok deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Sardok that isn't incapacitated and Sardok doesn't have disadvantage on the attack roll.

Actions

Multiattack. Sardok makes one rapier attack and one scimitar attack.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Reactions

Uncanny Dodge. If Sardok is hit by an attacker he can see, he can use his reaction to halve the attack's damage against him.

Spectral Minion

Medium undead, any alignment

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14(+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands languages it knew it life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Ghostly Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

Thunderherder

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (6d12 + 18)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10(+0)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Damage Vulnerabilities thunder

Condition Immunities blinded, prone

Senses tremorsense 60ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Earthshaking. When thunderherders move, they produce an earthquake-like effect that shakes the sand within 200 feet. Anyone in the area must make a DC 14 Dexterity save or be knocked prone. Those already seated or prone are unaffected.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+4) bludgeoning damage.

Trifakas

Medium humanoid (human), lawful evil

Armor Class 13 (16 with *mage armor*)

Hit Points 76 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16(+3)	12 (+1)	18 (+4)	10 (+0)	15 (+2)

Saving Throws Int +8, Wis +4

Skills Arcana +12, History +8, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons (with *stoneskin*)

Senses passive Perception 14

Languages Common, Elvish

Challenge 9 (5000 XP)

Magic Resistance. Trifakas has advantage on saving throws against spells and other magical effects.

Spellcasting. Trifakas is a 12th level wizard. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Trifakas has the following wizard spells prepared.

Cantrips (at will): *fire bolt*, *light*, *message*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *charm person*, *comprehend languages*, *mage armor*

2nd level (3 slots): *darkvision*, *misty step*, *web*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (3 slots): *dimension door*, *polymorph*, *stoneskin*

5th level (2 slots): *conjure elemental*, *wall of force*

6th level (1 slot): *globe of invulnerability*, *magic jar*

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

Special Items

Bar-ethel (True Death)

Weapon (long sword), rare

This shining long sword has curved, silver quillons, a hilt wrapped in white leather, and a gold sunburst design on the pommel. Any character proficient with long swords may become attuned to Bar-ethel.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you are within 50 feet of an undead creature, the sword emits an audible hum.

When you hit an undead with it, the undead takes an extra 2d6 slashing damage. Any creature killed by Bar-Ethel can never be raised as an undead creature.

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.

Liahona

Wondrous item, rare (requires attunement by a good aligned creature)

This intelligent compass can communicate with its bearer via telepathy when held. It has the following abilities:

- Indicate north at will.
- Cast a *locate object* spell. Once used, it can't be used again until after a long rest.
- Answer one yes or no question, similar to the *commune* spell. Once used, it can't be used again until one full week has passed.

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 Khalitharius.

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 Khalitharius once per month, using no charges.

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

Staff of Ruling

Staff, very rare (requires attunement)

This serpent-headed staff is the symbol of the line of kings that ended with Amun-Re. Any character with a Charisma of 15 or higher may become attuned to the staff.

While you hold this staff, you can use an action to expend some of the staff's 10 charges to cast one of the following spells without using any components, using your spell save DC, or a DC of 13 if you are not a spellcaster.

- Striking the tip to the ground three times will cause the staff to change into a giant poisonous snake. The snake will attack whoever you direct. It acts on your initiative the same turn it's brought forth. Grasping the snake firmly by the tail changes the snake back into staff form. If the snake is reduced to 0 hit points, it changes back into staff form (2 charges).
- Striking the ground twice and then spinning the tip in the air will produce a lightning bolt (4 charges).
- Striking the ground once and then pointing the staff skyward will produce a clap of thunder that causes fear (3 charges).

The staff regains 1d6 + 4 expended charges each day at dawn. However, if you expend the last charge, roll a d20. On a 1, the staff dissolves into sand.

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:

Star of Aga-Pelar. No usable function. It was used to seal Khalitharius away.

Star of Melos-Pelar. Once placed in the Riddle Obelisk in Medinat Muskawoon, it will light up when pointed towards the Pillar of Martek.

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

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

Star of Shah-Pelar. It has 3 charges. Spending an action to use 1 charge casts a Cure Wounds spell healing 4d8 damage. The star regains 1d3 charges each day at dawn.

Tome of Time

Wondrous item, legendary

The tome contains the following wizard spells: *dimension door*, *disintegrate*, *haste*, *passwall*, *slow*, *teleport*, *teleportation circle*, *time stop*, *wish*.

I3-5 Desert of Desolation Reference Sheet

Chapters 3 and 4

Planned Encounters

Troll Cave

2. **Troll Cave.** Troll (1).
5. **Return of the Natives.** Trolls (10).

Brallizzar

While the characters shouldn't get into any fights in Brallizzar, stats are provided in case your players are so inclined.

2. **Inn of the Golden Palm.** Tekuna Chand.
3. **Home of Aman Al-Raqib.** Aman Al-Raqib, Fuigarm, site of Special Encounter A: Meeting the Wizard.
4. **The Raj.** Alham Pasha Burak, Airlancers (15), Lancers (15).
6. **Swayback Camel.** Muthi Pashtal.
7. **The House of Mirth.** Tasha Lal.

Monsters

1. **Airlancer** (veteran, armed with lance, mounted on pegasus, MM 350, CR 3, 700 XP)
2. **Alham Pasha Burak** (noble, MM 348, CR 1/8, 25 XP)
3. **Aman Al-Raqib** (archmage, MM 342, CR 12, 8400 XP)
4. **Fuigarm** (gladiator, MM 346, CR 5, 1800 XP)
5. **Lancer** (thug, armed with lance, mounted on riding horse, MM 350, CR 1/2, 100 XP)
6. **Muthi Pashtal** (thug, MM 350, CR 1/2, 100 XP)
7. **Pegasus** (MM 250, CR 2, 450 XP)
8. **Riding Horse** (MM 336, CR 1/4, 50 XP)
9. **Tasha Lal** (spy, MM 349, CR 1, 200 XP)
10. **Tekuna Chand** (assassin, MM 343, CR 8, 3900 XP)
11. **Troll** (MM 291, CR 5, 1800 XP)

Chapter 5: Northknife

Pass

Random Encounters

Roll 1d12

- | | |
|---------------------|------------------------|
| 1 Bugbears (8) | 8 Worgs (8) |
| 2-3 Wolves (12) | 9 Hill Giant (1) |
| 4 Yeti (3) | 10 Mountain Lion (1) |
| 5 Travelers (15) | 11 Brown Bear (1) |
| 6-7 Giant Goats (4) | 12 Mounted Bandits (8) |

Planned Encounters

2. **Sweepaway Ford.** Characters trying to cross the rocks must succeed at a DC 13 Dexterity (Acrobatics) check; on a failure they fall into the stream. Characters falling into the stream take 3 (1d6) cold damage and 3 (1d6) bludgeoning damage at the beginning of their turn. Getting out of the stream requires a successful DC 14 Strength (Athletics) check. Riding animals cross the stream without needing a check.
3. **Breakheart Cleft.** Bandits (10).
6. **Refuge Cave.** The path to the cave counts as difficult terrain.

Monsters

1. **Bandit** (MM 343, CR 1/8, 25 XP)
2. **Brown Bear** (MM 319, CR 1, 200 XP)

3. **Bugbear** (MM 33, CR 1, 200 XP)
4. **Camel** (MM 320, CR 1/8, 25 XP)
5. **Giant Goat** (MM 326, CR 1/2, 100 XP)
6. **Hill Giant** (MM 155, CR 5, 1800 XP)
7. **Mountain Lion** (MM 331, CR 1, 200 XP)
8. **Riding Horse** (MM 336, CR 1/4, 50 XP)
9. **Travelers** (scout, MM 349, CR 1/2, 100 XP)
10. **Wolf** (MM 341, CR 1/4, 50 XP)
11. **Worg** (MM 341, CR 1/2, 100 XP)
12. **Yeti** (MM 305, CR 3, 700 XP)

Chapter 6: Desert of Desolation

This chapter contains the overview of the entire desert, for travel between the important locations, detailed in later chapters. The planned encounters occur as the characters reach those areas of the desert.

Random Encounters

Use the chart in the book to determine the encounter that occurs.

Dust Devil. Characters and mounts caught in a dust devil must make DC 12 Constitution saving throws, taking 22 (4d10) bludgeoning damage on a failure, or half as much on a success.

Mirage. Characters viewing a mirage can see it for what it is on a successful DC 14 Intelligence (Investigation) check. If the characters have seen a mirage before, they gain advantage on the roll.

Sandstorm. Characters and mounts caught in a sandstorm risk being separated in they keep traveling in the storm. Characters must succeed at a DC 15 Wisdom (Survival) check or be separated from the party a distance of 1d6 miles. Characters that stop moving and hunker down don't have to make the check.

Planned Encounters

1. **Sandvoyagers Trail.** This trail is easy to follow, requiring no check, unless obliterated by a sandstorm.
2. **Sandvoyager Guidepost.** These tall, wooden poles have colorful banners and bright silver bangles tied to them. Anyone within 10 miles of a guidepost can see the sun glinting off the bangles with a successful DC 10 Wisdom (Perception) check.
3. **Desert Dunes.** The soft sand of the dunes counts as difficult terrain.
4. **Blasted Hills.** Skirting around the bottom of the hills is normal terrain. Crossing the hills is possible, but movement is cut to 25% of normal.
5. **Shifting Sands.** The soft sand counts as difficult terrain, and requires each character make a successful DC 12 Constitution saving throw each day or gain a level of exhaustion.
6. **Sinkholes.** Characters or mounts entering a sinkhole begin to sink. Sinkholes follow the rules for quicksand (**DMG pg. 110**).
8. **The Signpost.** The signpost points towards Pazar, and you should encourage the players to head that way since it's a major part of the storyline. Characters that succeed at a DC 13 Wisdom (Survival) check will see that tracks go in both easterly and westerly directions in equal measure.
12. **The Hinjaz.** These tall hills are too sheer and murderously hot to cross.
14. **Bleached Bones.** A successful DC 11 Wisdom (Perception) check will reveal that the bones have only recently been picked clean.
16. **Airlancer Patrol Zone.** When the characters enter this area, they will encounter 10 airlancers, who will respond as described in the text.

Monsters

1. **Airlancer** (veteran, armed with lance, mounted on pegasus, MM 350, CR 3, 700 XP)
2. **Camel** (MM 320, CR 1/8, 25 XP)
3. **Dervish** (thug, armed with scimitar MM 350, CR 1/2, 100 XP)
4. **Desert Jackass** (mule MM 333, CR 1/8, 25 XP)
5. **Desert Rider** ((thug, armed with lance, mounted on riding horse, MM 350, CR 1/2, 100 XP)
6. **Dung Gatherer** (commoner MM 345, CR 0, 10 XP)
7. **Dustdigger** (See Special Creatures)
8. **Giant Tarantula** (giant wolf spider MM 330, CR 1/4, 25 XP)
9. **Goatherd** (commoner MM 345, CR 0, 10 XP)
10. **Packrat** (giant rat MM 327, CR 1/8, 25 XP)
11. **Pegasus** (MM 250, CR 2, 450 XP)
12. **Riding Horse** (MM 336, CR 1/4, 50 XP)
13. **Sandman** (See Special Creatures)
14. **Shepherd** (commoner MM 345, CR 0, 10 XP)
15. **Trader** (commoner MM 345, CR 0, 10 XP)
16. **Thunderherder** (See Special Creatures)
17. **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)

Chapter 7: Sunken City of Pazar

Planned Encounters

1. **The Statue of Maniozimus.** The loose stone under the sand in the front of the statue gives way when you decide, ideally right after the characters read the inscription.
2. **Sunken Dome of Eilish.** The sand pile is difficult terrain, but may be climbed with a successful DC 10 Strength (Athletics) check. Characters forced into combat on the sand pile have disadvantage on their attack rolls.
3. **Temple Portico.** Giant tarantula (1 per character).
4. **Entry Chamber.** The inscription may be read with a successful DC 12 Intelligence (Investigation) check.
7. **Buried Entrance.** One giant tarantula will exit the hole every 3 rounds as long as the characters are within 30 feet of the hole.
10. **Room of the Guardians**
Ice Curtain. Characters touching or putting an object into the curtain must make a DC 15 Constitution saving throw, being frozen on a failure. A frozen character takes 17 (5d6) cold damage and is incapacitated. If the save is successful, the character takes the half as much damage and isn't frozen. A frozen character may be allowed to thaw slowly, in which case the character must make a DC 15 Constitution save or be reduced to 0 hit points when thawed. A frozen character may also be thawed quickly, via a high heat spell like fireball, which instantly thaws them with no harm.. The curtain may be removed by speaking the word "Alhamduhla" aloud, inflicting 50 points of magical fire damage to the curtain, or casting Dispel Magic against a 4th level spell effect.
Lightning Curtain. Characters touching or passing through the curtain must make a DC 15 Dexterity saving throw, taking 27 (8d6) lightning damage on a failure, or half as much on a success. The curtain may be removed by speaking the word "Bismilla" aloud, connecting the staves of the statues together with metal, or casting Dispel Magic against a 4th level spell effect. The curtain will also drop when it has

inflicted a total of 200 points of electrical damage.

Flame Curtain. Characters touching or passing through the curtain must make a DC 15 Dexterity saving throw, taking 27 (8d6) fire damage on a failure, or half as much on a success. The curtain may be removed by speaking the word "Duban" aloud, inflicting 50 points of magical cold damage to the curtain, or casting Dispel Magic against a 5th level spell effect. The curtain will also drop when it has inflicted a total of 500 points of fire damage.

Magic Items

1. *Star of Aga-Pelar* (See Special Items)

Monsters

1. **Giant Tarantula** (giant wolf spider MM 330, CR 1/4, 25 XP)

Chapter 8: Pyramid of Amun-Re

Random Encounters

Temple and Plundered Tomb

Roll 1d6

- | | |
|-------------------|-------------------|
| 1-3 Dervishes (8) | 5 Dwarves (3) |
| 4 Bandits (4) | 6 Giant Rats (20) |

Kordan's Master Maze

Roll 1d12

- | | |
|-----------------------|----------------------|
| 1 Mage (1) | 8-9 Dervishes (6) |
| 2-4 Minotaurs (3) | 10 Ghouls (6) |
| 5-6 Doppelgangers (3) | 11 Bandits (10) |
| 7 Tomb Robbers (5) | 12 Giant Spiders (4) |

Halls of the Upper Priesthood

Roll 1d12

- | | |
|-------------------|-----------------------|
| 1 Knight (1) | 8-9 Giant Spiders (6) |
| 2 Priest (1) | 10 Ghouls (6) |
| 3-5 Bandits (6) | 11 Wights (4) |
| 6-7 Dervishes (3) | 12 Wraiths (2) |

Gauntlet

Roll 1d6

- | | |
|--------------------|---------------|
| 1-3 Distant sounds | 5 Wights (3) |
| 4 Ghouls (6) | 6 Wraiths (2) |

Planned Encounters

Temple

2. **Temple Entryway.** Dervishes (2).
4. **High Altar of Amun-Re.** Holy Iaseda (1), Dervishes (5). The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.
7. **Priests' Quarters.** Dervishes (27).
8. **High Priest's Temple.** Assistant Holy Iaseda (1).

Plundered Tomb

1. **Tomb Entrance.** Dervishes (2).
2. **Main Worship Hall.** The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.
3. **West Offering Temple.** The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.
4. **East Offering Temple.** Assistant Holy Iaseda (1), Dervishes (11).

5. **West Water Storage Vault.** When drank, the Waters of Athis allow a character to immediately spend Hit Dice as if they had taken a short rest. Characters can only benefit from this once before taking a long rest.
8. **Worship Room.** The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.
10. **Great Worship Room.** Secret doors may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism. The southernmost secret door on the east wall can only be opened by using the altar as described, or casting a *knock* spell on it.

Kordan's Master Maze

1. **Welcome Room.** Characters wearing heavy armor must succeed at a DC 15 Strength saving throw or "fall" to the top of the dome, taking 10 (3d6) bludgeoning damage.
2. **Mists.** The mists in the corridors between rooms cause minor disorientation. This renders characters unable to concentrate enough to count steps, judge distance, or know direction. This disorientation vanishes instantly when exiting the mist into a room. The characters can track distance if they use a rope and various signals to indicate coming into a new room. They may track direction by having two people hold hands and touch both walls as they walk; as they walk around turns, their arms will bend to indicate the direction. Don't tell the players this, instead let them figure it out on their own.
7. **Silver Ringer.** Characters succeeding at a DC 16 Wisdom (Survival) check will notice a a breeze of fresh air coming from the north exit.
8. **Breezeway.** Characters succeeding at a DC 12 Wisdom (Survival) check will notice a a breeze of fresh air coming from the east exit.
11. **Drafty Door.** Characters will notice the sound of roaring water on a successful DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively listening near the door.
12. **A Bad Smell 1.** Characters will notice the smell of carrion on a successful DC 17 passive Wisdom (Perception) check or a DC 15 Wisdom (Perception) check if actively searching.
13. **A Bad Smell 2.** Characters will notice the smell of carrion on a successful DC 17 passive Wisdom (Perception) check or a DC 15 Wisdom (Perception) check if actively searching.
14. **Treasure Sled.** Characters will notice the smell of carrion on a successful DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching. The top chest has a **poison needle trap**.
16. **Bad Smell 3.** Characters will notice the smell of carrion on a successful DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching.
17. **Bad Smell 4.** Characters will notice the smell of carrion on a successful DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching.
18. **Door and Smell.** Characters will notice the smell of carrion on a successful DC 17 passive Wisdom (Perception) check or a DC 15 Wisdom (Perception) check if actively searching.
24. **Grieving Elves.** Doppelgangers (3-5).
25. **Minotaur Lair.** Minotaurs (3-7). The trap door may be opened with a DC 20 Dexterity (thieves' tools) check. If the opening character is at the door when it swings down, the character must succeed at a DC 14 Dexterity saving throw, or be knocked down into the straw pile, taking 3 (1d6) bludgeoning damage.

26. **Who's There?** Bandits (9).
27. **Trap Room.** Trapper (1).
28. **Well of Questions.** Androsphinx (1).
29. **Javelins.** Characters entering the room are targeted by the **javelin trap**.
30. **X-room.** A character standing on the X triggers the **falling block trap**.
31. **Pendulum.** Characters standing in line with the pendulum when the rope is cut are hit by the **swinging blade trap**.
32. **Dervish Explorers.** Dervishes (5).
33. **Robber Press.** Characters in the room when the center 10 foot floor plate is walked on are caught in the **crushing walls trap**.
37. **Loose Ceiling.** Trapper (1).

Halls of the Upper Priesthood

4. **Garden Hall.** The secret doors may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism. Fruitflies are AC 13, 4 hit points. When eaten, they give a character a +1 bonus to Strength and Dexterity for 1 hour. Multiple fruitflies do not add extra bonuses.
5. **Dome of Flight, Lower Level.** Grenade Palm trap. The inscriptions on the altar may be read with a successful DC 12 Intelligence (Investigation) check. If the players can't decipher the inscriptions, allow their characters to make DC 13 Intelligence (Investigation) checks to gain a clue about their function.
10. **West Hall.** Wraiths (3).
13. **East Pantry.** The tunnel to Heart's Lair on the Gauntlet level may be spotted with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching.
16. **March of the True Faith.** The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.
19. **West Cell of the High Priest.** Knight (1), ghouls (10).
20. **Priest Catacombs.** Ghouls (6).
21. **Priest Closet.** The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.
22. **East High Priest's Cell.** Wraiths (3).
24. **Prayer Temple of the Priesthood.** There is a **trap door** directly in front of the statue. There is also a **fog horn trap** protecting the false gem on the statue.

Gauntlet

1. **Dome of Flight, Upper Level.** Prit (1).
- 3a. **Chabang Man.** Chabang Man (2).
- 3b. **Fire Wall.** The fire and stone walls are illusions that may be seen through with a successful DC 14 Intelligence (Investigation) check. Failing the check means the characters believe it is real. If a character that failed the check sees another character pass through the wall, that character may check again with advantage.
- 3c. **Mirror, Mirror.** The construct opposites created are just like the characters except:
 - They have no intelligence and attack mindlessly.
 - They have no spells or magical items.
 - They have no class abilities except extra attack.
 - They have the same hit points the character did at the time they are created.
- 3d. **Pet Fist.** Pet Fist (1), Munafik (1).
11. **Heart's Lair.** Clay Golem (1), Heart Jar (1).

True Tomb

2. Treasury of the Pharaohs. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

3. Tomb of Amun-Re. Mummy (1). The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check. The secret door may be found with a DC 16 passive Wisdom (Perception) check or a DC 14 Wisdom (Perception) check if actively searching. A successful DC 13 Intelligence (Investigation) check will reveal the opening mechanism.

Magic Items

1. *Bar-Ethel* (See Special Items)
2. *Chain mail +1*
3. *Enduval* (long sword, as berserker axe)
4. *Libram of Ineffable Damnation* (replace it with non-magical book of evil rituals)
5. *Potion of undead control* (replace with potion of necrotic resistance)
6. *Ring of contrariness* (replace with ring of jumping)
7. *Ring of protection*
8. *Scroll of fireball*
9. *Scroll of fly*
10. *Staff of Ruling* (See Special Items)
11. *Star of Mo-Pelar* (See Special Items)
12. *Warhammer +1*

Traps

Crushing Walls Trap (pg. 54). It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. When triggered, all creatures in the room take 11 (2d10) bludgeoning damage each round for 3 rounds.

Falling Block Trap (pg. 53). It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. Triggering creature(s) takes 22 (4d10) bludgeoning damage.

Fog Horn Trap (pg. 58). It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Intelligence (Investigation) check disables it.

Grenade Palm (pg. 56): These palms have fruit that resemble small pineapples. When any creature walks near the grenade palm, there is a 20% chance one fruit falls from the tree (roll percentile dice, on a result of 01 - 20 the fruit falls). The fruit explodes on contact with the ground. Any creature within 10 feet must make a DC 13 Dexterity saving throw. On a failure it takes 11 (2d10) piercing damage, but no damage on a successful saving throw.

Javelin Trap (pg. 53). It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Intelligence (Investigation) check figures out how to disable it. Triggering creature takes 22 (4d10) piercing damage and is restrained (escape DC 14).

Poison Needle Trap (pg. 50). It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. Triggering creature takes 22 (4d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Swinging Blade Trap (pg. 53). It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 13 Dexterity check disables it. Triggering creature takes 22 (4d10) slashing damage.

Trap Door (pg. 58). It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. Creatures walking on it fall onto the hay pile in the room below, taking

3 (1d6) bludgeoning damage.

Monsters

1. **Androsphinx** (MM 281, CR 17, 18000 XP)
2. **Assistant Holy Iaseda** (priest)
3. **Bandit** (MM 343, CR 1/8, 25 XP)
4. **Chabang Man** (See Special Creatures)
5. **Clay Golem** (MM 168, CR 9, 5000 XP)
6. **Dervish** (thug armed with scimitar MM 350, CR 1/2, 100 XP)
7. **Doppelganger** (MM 82, CR 3, 700 XP)
8. **Dwarf** (bandit with dwarf traits)
9. **Ghoul** (MM 148, CR 1, 200 XP)
10. **Giant Rat** (MM 327, CR 1/8, 25 XP)
11. **Giant Spider** (MM 328, CR 1, 200 XP)
12. **Heart Jar** (See Special Creatures)
13. **Holy Iaseda** (priest)
14. **Knight** (MM 347, CR 3, 700 XP)
15. **Mage** (MM 347, CR 6, 2300 XP)
16. **Minotaur** (MM 223, CR 3, 700 XP)
17. **Mummy** (MM 228, CR 3, 700 XP)
18. **Munafik** (See Special Creatures)
19. **Pet Fist** (See Special Creatures)
20. **Priest** (MM 348, CR 2, 450 XP)
21. **Prit** (commoner MM 345, CR 0, 10 XP)
22. **Tomb Robber** (scout MM MM 349, CR 1/2, 100 XP)
23. **Trapper** (VGM 194, CR 3, 700 XP).
24. **Wight** (MM 300, CR 3, 700 XP)
25. **Wraith** (MM 302, CR 5, 1800 XP)

Chapter 9: Oasis of the White Palm

Random Encounters

Oasis of the White Palm (day)

Roll 1d8

- | | |
|----------------------|---------------------|
| 1 Water bearers (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 Durpari (1) | 5 Durpari nobles (2) |
| 2 Slaver guards (8) | 6 Durpari slave (1) |
| 3 Durpari (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 |
| 3 Rose Underwood | 7 Corga Kazan |
| 4 Thurnas Netmaster | 8 Corga Kazan |

Planned Encounters

Oasis Area

2. Nomad Camp. Home guards (6), war dogs (2) Camp contains approximately 400 Durpari total.

3. The Oasis Pool. Home guards (8).

7. The Monolith. Secret door, spotted with a DC 20 passive Wisdom (Perception) check, or DC 15 Wisdom (Perception) check if actively searching. A DC 14 Intelligence (Investigation) check determines how to open it. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

Nomad Camp

A. The Sheik's Tent. Home guards (6), Sheik Kassim Arslan, Hassan Arslan, slaves (4), Glyph of warding (Explosive Lightning) trap, Poison Needle trap.

B. Clerical Tent. Nadron Ilanis, acolytes (2), poisonous snake (1), Glyph of warding (Explosive Lightning) trap.

C. Tent of Hassan Arslan Hassan Arslan.

D. Tent of Korus Eikoth. Korus Eikoth, slave (1).

Sandvoyagers Compound

1a. The Common Room. Rolando the minstrel.

2. Washing House. Launderers (12).

4. Hogan's Stables. Stable boy (1).

6. Happy Hogan's Desert Igloo. Hogan Underwood, Rose Underwood, bartender (1), Cookie, Zorath Blackblade.

7. Ancient Temple. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

8. House of the Sandvoyagers' Guild. Slaver guards (14), slave (1), Thurnas Netmaster.

Magic Items

1. *Arrows +1*
2. *Chain mail +2*
3. **Chain mail +3 (reduce to +2)*
4. **Cloak of protection*
5. **Decanter of endless water*
6. **Flail +1*
7. *Longsword +2*
8. *Potion of brass dragon control* (replace with potion of fire resistance)
9. *Potion of ESP* (replace with potion of mind reading)
10. **Potion of invulnerability*
11. **Scarab of protection* (replace with necklace of adaptation)
12. *Scimitar +1*
13. **Scimitar +3 (reduce to +2)*
14. *Scimitar of the Sultan +1, +3 vs. undead* (replace with one scimitar +1)
15. **Scroll of blade barrier*
16. **Scroll of lesser restoration*
17. **Scroll of raise dead*
18. **Shield +1*
19. *Shield +2*
20. **Staff of healing*

*These items are held by good NPCs and aren't likely to fall into the hands of the characters.

Traps

Glyph of Warding (Blindness, pg. 69).

Triggered by opening the chest it is inscribed on. A successful DC 15 Intelligence (Investigation) check notices the glyphs. The glyph can only be disarmed by a Dispel Magic spell. The creature that triggers the glyph must succeed at a DC 14 Wisdom saving throw or be blinded until cured.

Glyph of Warding (Explosive lightning, pg. 69-70). Triggered by passing within 5 feet of the tent wall. A successful DC 15 Intelligence (Investigation) check notices the glyphs. The glyph can only be disarmed by a Dispel Magic spell. All creatures in a 20 foot radius of the tent wall must make a DC 13 Dexterity saving throw. The glyph inflicts 22 (5d8) lightning damage, with only half damage taken on a successful saving throw.

Poison Needle Trap (p. 69,71). Triggered by opening the chest. It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 13 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. The creature that triggers it takes 22 (4d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Monsters

1. **Acolyte** (MM 342, CR 1/4, 50 XP)
2. **Airlancer** (veteran, with lance, MM 350, CR 3, 700 XP)
3. **Bartender** (commoner MM 345, CR 0, 0-10 XP)
4. **Cookie** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
5. **Corga Kazan** (priest, mace +1, *Skull of Garath*, MM 348, CR 2, 450 XP)
6. **Dervish cultist** (thug, scimitar instead of

- mace, MM 350, CR 1/2, 100 XP)
7. **Drow elf** (MM128, CR 1/4, 50 XP)
 8. **Drunk Durpari** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
 9. **Durpari** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
 10. **Durpari noble** (commoner, MM 345, CR 0, 0-10 XP)
 11. **Durpari slave** (commoner, MM 345, CR 0, 0-10 XP)
 12. **Home guard** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
 13. **Korus Eikoth** (gladiator, AC 18, *scimitar* +1 instead of spear, MM 346, CR 5, 1800 XP)
 14. **Launderer** (commoner MM 345, CR 0, 0-10 XP)
 15. **Pegasus** (MM 250, CR 2, 450 XP)
 16. **Rolando the minstrel** (spy MM 349, CR 1, 200 XP)
 17. **Slave** (commoner MM 345, CR 0, 0-10 XP)
 18. **Slaver guard** (bandit MM 343, CR 1/8, 25 XP)
 19. **Stable boy** (commoner MM 345, CR 0, 0-10 XP)
 20. **Thurnas Netmaster** (gladiator, AC 20, *long sword* +2 instead of spear, MM 346, CR 5, 1800 XP)
 21. **Trader** (commoner MM 345, CR 0, 0-10 XP)
 22. **War dog** (wolf, MM 341, CR 1/4, 25 XP)
 23. **Water bearer** (commoner MM 345, CR 0, 0-10 XP)
 24. **Zorath Blackblade** (assassin MM 343, CR 8, 3900 XP)

Chapter 10: Temple of Set

Random Encounters

Temple of Set (cult area)

Roll 1d8

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

Temple of Set (slaver area)

Roll 1d8

- | | |
|-------------------------|----------------------|
| 1 Slaver guards (12) | 5 Slaver guards (12) |
| 2 Giant spiders (5) | 6 Bugbears (6) |
| 3 Giant poisonous snake | 7 Slaves (6) |
| 4 Mummy (1) | 8 Slaver guards (6) |

Planned Encounters

1. **The Way In.** Between midnight and 3am - Dervish cultists (1d4).
2. **Temple Entry.** Zombie (1).
3. **Carnivorous Cavern.** Zombies (11).
5. **Door of Warding.** Glyphs of warding (explosive fire) trap.
6. **Outer Temple of Set.** Between midnight and 3am - Corga Kazan, Korus Eikoth, acolytes (2), Dervish cultists (15), Glyph of warding (explosive fire) trap on each gem "eye" (setting off glyph destroys gem).
7. **Acolytes' Quarters.** Acolytes (2), Glyph of warding (explosive lightning) trap on obsidian box. Boxes contain religious relics.
9. **Cross and Double Cross.** Wights (2), Pit trap with slide, Fog cloud trap.
10. **Corga's Sanctum.** Between 3am and noon - Corga Kazan.
11. **Essence of Evil.** This entire area (including 11a, 11b, etc.) is desecrated ground (**DMG pg. 110**).
- 11a. **Brazier of Violet Flames.** Skeletons (3). Creatures touching the flame will take the listed damage, the flames can be put out with a successful DC 14 Constitution saving throw.
- 11b. **Golden Idol.** Cursed idol trap.
- 11c. **Torture Room.** Thug (1).

- 11d. **Platinum Idol.** Cursed idol trap.
12. **The First Test.** Giant spiders (4).
13. **The Second Test.** Jackal head lock trap.
14. **Inner Temple of Set.** This area is desecrated ground (**DMG pg. 110**), Summoning idol trap.
16. **Forbidden Stair.** Hinged stairs trap, skeletons (20).
17. **Library.** The *Star of Khan-pelar* is hidden in a pile of ash here.
18. **Conference Room.** Goblins (13).
20. **Storeroom.** Bugbears (4).
21. **The Long Hall.** Magic mouth trap.
23. **Guard's Hall.** Kalitrates.
24. **Zomara's Cave.** Zomara, giant spiders (8), net trap.
26. **Prison.** Bugbear (1), commoner (1).
27. **Quarters.** Abu Karesan, Kaedros.

Magic Items

1. *Chain mail* +2
2. *Mace* +1
3. *Potion of gaseous form*
4. *Scimitar* +1
5. *Scroll (choose 3 3rd level spells)*
6. *Skull of Garath (See Special Items)*
7. *Star of Khan-Pelar (See Special Items)*
8. *Wand of paralysis*

Traps

Cursed Idol (pg. 76). Triggered by taking the idol. Triggering creature must succeed on a DC 15 Wisdom saving throw or be cursed until the curse is removed. While cursed, the creature suffers disadvantage on all attack rolls.

Fog Cloud (pg. 76). Triggered by opening a door. It is spotted on a DC 15 passive Wisdom (Perception) check, 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 cloud lasts for one minute.

Glyphs of Warding (Explosive fire, pg. 75). Triggered by walking through the archway without speaking the password. They can be noticed on a successful DC 15 Intelligence (Investigation) check. 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 22 (5d8) fire damage, with only half damage taken on a successful save.

Hinged Stairs (pg. 78). Triggered by walking on the stairs. It is spotted on a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. When triggered, a creature within range which fails a DC 15 Dexterity saving throw, falls taking 10 (3d6) bludgeoning damage from falling, and 3 (1d6) poison damage from the smoke, at the beginning of each of its turns that it's in the smoke.

Jackal Head Lock (pg. 77). Mechanical jaws bite the hands of anyone trying to pick the lock. It is spotted on a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. The triggering creature takes 11 (2d10) piercing damage.

Magic Mouth (pg. 78). A magic mouth yells out a warning if any creature passes by without saying the password. It is noticed with a DC 15 Intelligence (Investigation) check. 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. 79). See Falling Net (**DMG 122**).

Pit Trap with Slide (pg. 76). Hinged floor panels drop when the door handle pulled; any in the area may fall. It is spotted with a DC 15

passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. When triggered, any creature within range which fails a DC 15 Dexterity saving throw takes 24 (7d6) bludgeoning damage from falling.

Summoning Idol (pg. 77). 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. It is spotted with a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A successful DC 15 Dexterity (thieves' tools) check allows the character to remove 1 gem per round. Alternately, the gems can be attacked, they have AC 8 and 10 hit points each.

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. **Bugbear** (MM 33, CR 1, 200 XP)
4. **Corga Kazan** (priest, mace +1, Skull of Garath, MM 348, CR 2, 450 XP)
5. **Dervish cultist** (thug, scimitar instead of mace, MM 350, CR 1/2, 100 XP)
6. **Ghast** (MM 148, CR 2, 450 XP)
8. **Giant Poisonous Snake** (MM 327, CR 1/4, 50 XP)
9. **Giant spider** (MM 328, CR 1, 200 XP)
10. **Goblin** (MM 166, CR 1/4, 50 XP)
11. **Kaedros** (mage, MM 347, CR 6, 2300 XP)
12. **Kalitrates** (Drow elite warrior MM 128, CR 5, 1800 XP)
13. **Korus Eikoth** (gladiator, AC 18, scimitar +1 instead of spear, MM 346, CR 5, 1800 XP)
14. **Necrophidius** (See Special Creatures)
15. **Mummy** (MM 228, CR 3, 700 XP)
16. **Priest** (MM 348, CR 2, 450 XP)
17. **Shadow** (MM 269, CR 1/2, 100 XP)
18. **Shadow Demon** (MM 64, CR 4, 1100 XP)
19. **Skeleton** (MM 272, CR 1/4, 50 XP)
20. **Slave** (commoner MM 345, CR 0, 0-10 XP)
21. **Slaver guard** (bandit MM 343, CR 1/8, 25 XP)
22. **Smoke mephit** (MM 217, CR 1/4, 50 XP)
23. **Wight** (MM 300, CR 3 (700 XP)
24. **Zomara** (Drow priestess MM 129, CR 8, 3900 XP)
25. **Zombie** (MM 316, CR 1/4, 50 XP)

Chapter 11: Crypt of Badr Al-Mosak

Random Encounters

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 (3) |
| 5 Specters (8) | 11 Giant spiders (4) |
| 6 Mummy (1) | 12 Mummies (2) |

Planned Encounters

1. **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.
2. **Shaft.** Scything blade trap 80 feet down.
- 3b. **Blade Dance.** Sword-wielding statue trap.
- 3c. **Fire Dance.** Efreeti statue trap.
- 3d. **Bow for Arrow.** Bow statue trap.
5. **Office of Evil.** Wights (5).
6. **Office of Rest.** The secret door may be found with a DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching. A successful DC 13

Intelligence (Investigation) check will reveal the opening mechanism.

7. Catacomb of Kings. Any creature attempting to cross the bridge must succeed at a DC 12 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.

10. East Priesthood Room. Necrophidius (4).

12. 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 3 (1d6) bludgeoning damage.

12c. Eastern Everfall. Mummies (3).

13. Light Web. Light beams trap.

14. Bridal Keep. Khalitharius, Shadalah (in bottle). The amulet's ray prevents Khalitharius 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 him away this way should be rewarded with 5000 XP (instead of the normal 20000).

15. Treasury. A successful DC 14 Intelligence (Investigation) check will reveal the illusionary floor. The acid inflicts 7 (2d6) acid damage per round. The light inflicts 22 (4d10) radiant damage.

Magic Items

1. Crystal ball
2. Dagger +2
3. Harness of Seker
4. Libram of gainful conjuration (replace with ring of spell storing)
5. Oil of slipperiness
6. Plate armor +1
7. Potion of invisibility
8. Scroll (choose 3 4th level spells)
9. Scroll of fireball
10. Scroll of protection from elementals
11. Shield +2
12. Star of Shah-Pelar(See Special Items)

Traps

Bow Statue (pg. 81). 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. and a DC 15 Dexterity (thieves' tools) check to disable it. When triggered, any creature in the area suffers one attack at +7 to hit, 13 (3d8) piercing damage on a hit.

Effreeti Statue (pg. 81). 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. and a DC 15 Dexterity (thieves' tools) check 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 27 (8d6) fire damage on a failure, or half that on a success.

Light Beams (pg. 83). 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 22 (4d10) cold damage on a hit. Beam B attacks at +7 to hit and does 22 (4d10) force damage on a hit. Beam C attacks at +7 to hit and does 22 (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.

Scything Blade (pg. 80). 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. and a DC 15 Intelligence (Investigation) check to disable it. If triggered, any creature in the area suffers an attack at +7 to hit, 11 (2d10) slashing damage on a hit. The blade will sever a rope automatically.

Sword-wielding Statue (pg. 81). 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. and a DC 15 Dexterity (thieves' tools) check to disable it. When triggered, any creature in the area suffers two attacks at +7 to hit, 11 (2d10) slashing damage on a hit. Creatures hit must make a DC 14 Strength or Dexterity saving throw, or fall down the shaft.

Monsters

1. Ghoul (MM 148, CR 1, 200 XP)
2. Giant Poisonous Snake (MM 327, CR 1/4, 50 XP)
3. Giant Rat (MM 327, CR 1/8, 25 XP)
4. Giant spider (MM 328, CR 1, 200 XP)
5. Goblin (MM 166, CR 1/4, 50 XP)
6. Gorgon (MM 171, CR 5, 1800 XP)
7. Khalitharius, efreeti pasha (See Special Creatures)
8. Necrophidius (See Special Creatures)
9. Mummy (MM 228, CR 3, 700 XP)
10. Shadalah (commoner MM 345, CR 0, 0-10 XP)
11. Shadow (MM 269, CR 1/2, 100 XP)
12. Specter (MM 279, CR 1, 200 XP)
13. Wight (MM 300, CR 3 (700 XP)
14. Wraith (MM 302, CR 5, 1800 XP)

Chapter 12: Lost City of Phoenix

Random Encounters

Lands of Carthag

Roll 1d12 + modifier

- | | |
|-----------------------|---------------------------|
| 1 Androsphinx (1) | 7 Hyenas (10) |
| 2 Purple worm (1) | 8 Jackals (4) |
| 3 Roc (1) | 9 Swarm of ants |
| 4 Krite (1) | 10 Giant fire beetles (4) |
| 5 Swarm of centipedes | 11- Spectral minion |
| 6 Giant tarantula (1) | 12 Sinkhole |
| | 13+ |

Phoenix Ruins

Roll 1d12

- | | |
|-----------------------|--------------------------|
| 1 Beholder zombie (1) | 6 Giant fire beetles (5) |
| 2 Rust monster (1) | 7 Krite (1) |
| 3 Swarm of spiders | 8-9 Skeletons (6) |
| 4 Swarm of ticks | 10- Cry of Aeraldoth |
| 5 Swarm of ants | 11 Spectral Traveler |
| | 12 |

Planned Encounters

Lands of Carthag

1. Phoenix from Afar. During the day, the extreme heat means characters must make a DC 10 Constitution saving throw every hour, gaining one level of exhaustion on a failure. The DC increases by 1 each hour.

3. The Sinkhole and the Slide. Pulling a sinking character out of the sand follows the rules for quicksand (DMG pg. 110).

Phoenix Ruins

4. Dining Room of Khalif Mubrek. A successful DC 10 Dexterity saving throw will allow characters to stay on their feet, although shoeless.

7. The Hall of Khalif Mubrek. The mirror of opposition produces duplicates exactly like the

characters except:

- They have no intelligence and attack mindlessly.
- They have no spells or magical items.
- They have no class abilities except extra attack.
- They have the same hit points the character did at the time they are created.

8a. The Maze of Darkness. Regular vision and darkvision do not function in the darkness. Blindsight, tremorsense, and truesight work properly.

8b. The Maze of Light. The light and mirrors make it nearly impossible to navigate by sight; a successful DC 25 Wisdom (Survival) check is necessary to pull it off. Moving around the walls by touch is the easiest way to find the exit. If this is done, a successful DC 15 Wisdom (Perception) check will find the exit within 15 minutes.

9. Entry Corridor of Chininsk Ambar. A successful DC 14 Intelligence (Investigation) check will figure out how to open the door.

10. Library of Chininsk Ambar. Djinni (1).

12. Death Trap of Chininsk Ambar. The tilting floor may be detected with a DC 15 passive Wisdom (Perception) check, or DC 12 Wisdom (Perception) check if actively searching. A DC 15 Dexterity (thieves' tools) check disables it. Characters in the area when triggered fall into the room below. The short fall inflicts no damage.

15. Chandelle-Glissade. Characters going down the slide take 3 (1d6) bludgeoning damage when they finally land on the street.

16b. Main Floor. Wraith (1).

16c. Changing Room. Skeletons (13).

17. Sewer Tunnel. Swarm of spiders (1).

18. Statue of Set. Aeraldoth, Djinni Vizier (1).

Monsters

1. Aeraldoth, Djinni Vizier (See Special Creatures)
2. Androsphinx (MM 281, CR 17, 18000 XP)
3. Beholder Zombie (MM 316, CR 5, 1800 XP)
4. Djinni (MM 144, CR 11, 7200 XP)
5. Giant Fire Beetle (MM 325, CR 0, 10 XP)
6. Giant Tarantula (giant wolf spider MM 330, CR 1/4, 50 XP)
7. Hyena (MM 331, CR 0, 10 XP)
8. Jackal (MM 331, CR 0, 10 XP)
9. Krite (poisonous snake MM 334, CR 1/8, 25 XP)
10. Purple Worm (MM 255, CR 15, 13000 XP)
11. Roc (MM 260, CR 11, 7200 XP)
12. Rust Monster (MM 262, CR 1/2, 100 XP)
13. Skeleton (MM 272, CR 1/4, 50 XP)
14. Spectral Minion (See Special Creatures)
15. Swarm of Centipedes (MM 338, CR 1/2, 100 XP)
16. Swarm of Spiders (MM 338, CR 1/2, 100 XP)
17. Swarm of Ticks (swarm of insects MM 338, CR 1/2, 100 XP)
18. Wight (MM 300, CR 3 (700 XP)

Chapter 13: Skysea / Medinat Muskawoon

Random Encounters

Skysea

Roll 1d12

- | | |
|---------------------------|---------------------|
| 1 Purple worm (1) | 9 Wanderer |
| 2-3 Skittercrabs (10) | 10 Spectral minion |
| 4-5 Spectral minions (12) | 11 Dead adventurers |
| 6-8 Glass pirates (20) | 12 Ghost ship |

Cursed City of Stone

Roll 1d6

- | | |
|--------------|--------------------|
| 1 Warning | 4 Wight |
| 2 Ghost (1) | 5 Wraith |
| 3 Ghosts (3) | 6 The Last Caravan |

Planned Encounters

Skysea

3. Surface of Skysea. The smooth, slick surface of the Skysea is difficult terrain, and during the day is superheated by the sun. Creatures walking on the Skysea during the day take 1 fire damage per round for each 10 feet they are from a shoreline, to a maximum of 10 fire damage per round. The damage occurs at the beginning of the creature's turn. Fire resistance halves this damage, and fire immunity prevents it completely.

4. Hot Spot. Each minute a creature walks on the Skysea, there is a 10% chance it walks into a hot spot. A hot spot deals 22 (4d10) fire damage to the creature, in addition to the normal damage suffered from walking on the glass.

The Cursed Isle

1. The Tortured Hills. The hills are difficult terrain. Characters trying to climb the hills must succeed at a DC 14 Strength (Athletics) check every 10 minutes to avoid a slip and fall. If the characters are not roped together, roll 1d6 x 10 to determine distance fallen, then roll the appropriate damage amount (1d6-6d6). If the characters are roped together, the character who failed takes 1d6 falling damage.

2. The Shore Line. The boulder and debris strewn shoreline is difficult terrain. In addition, characters must succeed at a DC 12 Dexterity check every hour to avoid taking 1d6 damage from trips and falls.

3. The Limestone Causeway. During the day, the sunlight reflected by the causeway stone reduces all vision to 10 feet, due to the need to shield the eyes from the glare. Characters who don't shield their eyes may see up to 50 feet, but must succeed at a DC 16 Constitution saving throw or be blinded for 1d6 minutes.

Cursed City of Stone

2. Riddle Obelisk. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

10. Temple of Prometheus. A successful DC 12 Wisdom (Perception) check will reveal glass fragments in the window. A successful DC 12 Intelligence (Investigation) check will allow the character to realize the glass was a shaped lens of some kind.

14. Palaestra. Swarms of centipedes (6).

16. Ruined Baths. Wraiths (3).

18. Collegium Ruins. Dust Specter (1).

Characters listening to the Dust Specter talk must succeed at a DC 12 Wisdom saving throw or fall asleep until removed from the ruins.

23. Baths of Drusus. Wraiths (2).

Temple of Ra

Inside the temple (**areas 2-6**), magic of any kind is blocked. Active spells are canceled, and new spells cannot be cast (the slots are not used up). Only the magic of the items created by Martek function.

1. Eyes of Hathor. The Eyes of Hathor cause characters that enter the area within 60 feet of the eyes, or begin their turn there, to make a DC 15 Constitution saving throw. Characters that fail the save are paralyzed, those that succeed are not. The paralysis lasts until the character is removed from the 60 foot range of the eyes. The eyes may be attacked; each one is AC 14, has 70 hit points, and resistance to

nonmagical damage from weapons. Characters that hold an amber tear from the Temple of Balder automatically succeed on their saving throws.

2. Courtyard. Poisonous snakes (infinite). The asps here have an extremely toxic poison, causing 14 (4d6) poison damage on a failed DC 14 Constitution saving throw, or half as much damage on a successful save. Any open flame, such as a torch from the Temple of Prometheus, will keep the snakes from attacking the character holding the torch.

3. Lotus Gate. This area is a safe place to regroup. The asps won't come into this area, and the lotus gas won't be released until someone enters area 4.

4. Entry Hall. The lotus gas makes characters play like children, oblivious to danger, unless they succeed at DC 14 Constitution saving throws. The saving throw must be made each round the characters begin their turns in the gas. Affected characters may make a new saving throw at the beginning of their turns to shake off the effect.

5. Inner Gate. This area is a safe place to regroup. The lotus gas doesn't reach into here.

6. Deep Swamp. The void between the gate and the altar may be bridged by the drain caps. The final piece disappears, leaving a gap of 3 feet to the altar. The small size of the altar means a character jumping the distance must succeed at a DC 12 Dexterity (Acrobatics) check to land on the altar without slipping off. Grabbing the star gem is automatic, and disables all the temple defenses. The floor in this area reappears, allowing the character to simply walk back to the entrance.

Magic Items

1. *Dagger +1*

Monsters

1. **Dust Specter** (specter, MM 279, CR 1, 200 XP)
2. **Ghost** (MM 147, CR 4, 1100 XP)
3. **Ghost Ship** (See Special Creatures)
4. **Glass Pirate** (See Special Creatures)
5. **Poisonous Snake** (MM 334, CR 1/8, 25 XP)
6. **Purple Worm** (MM 255, CR 15, 13000 XP)
7. **Skittercrab** (giant crab with fire immunity, MM 324, CR 1/8, 25 XP)
8. **Spectral Minion** (See Special Creatures)
9. **Swarm of Centipedes** (MM 338, CR 1/2, 100 XP)
10. **Wight** (MM 300, CR 3 (700 XP))
11. **Wraith** (MM 302, CR 5, 1800 XP)

Chapter 14: Citadel of Martek

Random Encounters

Garden of the Cursed

Roll 1d12

- | | |
|------------------------|------------------|
| 1 Palan-teen (6) | 7 Palan-teen (4) |
| 2 Guilders (4) | 8 Trifakas |
| 3 Giant tarantulas (4) | 9 Pawnis |
| 4 Giant scorpions (2) | 10 Sardok |
| 5 Grenade palms (2) | 11 Villagemaster |
| 6 Guilders (10) | 12 Percivilis |

Black Abyss

Roll 1d12

- | | |
|------------------------|------------------------|
| 1 Xorn (3) | 7 Doppelgangers (3) |
| 2 Umber hulks (3) | 8 Spectral minions (6) |
| 3 Troglydites (10) | 9 Berserkers (5) |
| 4 Spectral minions (6) | 10 Hezrou (1) |
| 5 Bargura (4) | 11 Djinni (1) |
| 6 Vrock (3) | 12 Efreeti (1) |

Crypt of Al-Alisk

Roll 1d4

- | | |
|------------------------|---------------|
| 1 Spectral minions (6) | 3 Wights (5) |
| 2 Spectral minions (4) | 4 Wraiths (4) |

Black Abyss

Roll 1d12

- | | |
|---------------------------|-----------------------|
| 1-2 Spectral minions (10) | 8 Giant scorpions (7) |
| 3-4 Cryptknights (4) | 9 Mummies (6) |
| 5 Androsphinx (1) | 10 Necrophidius (4) |
| 6 Poisonous snakes (12) | 11 Cockatrices (3) |
| 7 Giant tarantulas (10) | 12 Ghosts (4) |

Planned Encounters

Pillars of Martek

1. Upper Monument. The secret door may be found with a DC 20 passive Wisdom (Perception) check or a DC 16 Wisdom (Perception) check if actively searching. A successful DC 15 Intelligence (Investigation) check will reveal the opening mechanism. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

2. Entry Chamber. Lightning wall trap. The secret doors may be found with a DC 20 passive Wisdom (Perception) check or a DC 16 Wisdom (Perception) check if actively searching. A successful DC 15 Intelligence (Investigation) check will reveal the opening mechanism.

3. Tomb Room. The secret doors may be found with a DC 20 passive Wisdom (Perception) check or a DC 16 Wisdom (Perception) check if actively searching. A successful DC 15 Intelligence (Investigation) check will reveal the opening mechanism.

4. Corridor. Spear trap. The secret doors may be found with a DC 20 passive Wisdom (Perception) check or a DC 16 Wisdom (Perception) check if actively searching. A successful DC 15 Intelligence (Investigation) check will reveal the opening mechanism.

Garden of the Cursed

1. Garden. These clear areas don't hamper movement or sight.

2. Jungle. The thick growth counts as difficult terrain, and maximum sight distance is 20 feet.

4. Dais of Reception. Guilders (20), Pawnis - all arrive one minute after characters appear here.

5. Guildler Village. Guilders (88), Pawnis, Villagemaster Bandik.

7. Trifakas' Camp. Trifakas, Sardok.

8. Camp of the Palan-teen. Palan-teen (52), Percivilis.

9. Obelisk of the Ancients. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

10. Mound of the Lawgivers. Thrown stones strike for 1d4 + Strength modifier bludgeoning damage.

Grand Hall of the Crystal Prism

1. One Thousand One Doors. The doors are all locked with *arcane lock*, but will be open if the gems were used correctly at Grandal. The hallway has no walls, so characters could fall into the fire pits off to the sides. Characters falling into the fire pits take 35 (10d6) falling damage, and 11 (2d10) fire damage per round that they stay in the pits.

2. Final Doors. The inscriptions here may be read with a successful DC 12 Intelligence (Investigation) check.

3. Grand Hall. Iron Phoenix (1). Anyone walking straight down the center path is safe from the Iron Phoenix; it will not attack anyone on the path.

Black Abyss

2. Land's End. Winds here blow towards area 8 at a rate of 20 feet per round. This affects anyone flying. The flying creature must spend 20 feet of movement per round just to maintain position, otherwise they are blown in that direction.

3. Distance Distortion. Use the distance distortion rules as written. Roll once per 10 minutes of game time. Winds here blow towards area 8 at a rate of 40 feet per round. Any flying creature must spend 40 feet of movement per round just to maintain position, otherwise they are blown in that direction.

4. Time-frame Distortion. Wind speed remains 40 feet per round. Use the following rules instead of the ones in the module. Roll once per 10 minutes of game time. The listed effects only apply when dealing with creatures in a different time frame. For example: a character in Fast time fighting a creature in Fast time doesn't use any of the listed adjustments below. # of Attacks means number of attacks per Attack action.

Roll 1d6	Time Speed	Attack rolls	# of Atts	Move speed
1-2	Slow	Disadv	1 only	Half
3-4	Normal	Normal	Normal	Normal
5-6	Fast	Adv	1 extra	Double

5. Magical Distortion. Wind speed remains 40 feet per round. Use the provided table with the following change to result #1
"Roll 1d10, rerolling a result of 10. The result is the actual level of spell cast, even if it's a level the caster can't normally use. Randomly determine a spell of that level from the lists in the Player's Handbook. The spell will consume a slot of the highest level the caster is capable of using.

Mobius Tower

2. Apartment of the Firstwife. Banshee (1).

6. Cloak Room. Cryptknight (1).

12. Bottleroom. Djinni (1).

15. Room of State. Mummy (1).

16. Lost Hall. Efreeti (1).

19. Guardroom. Ghost (1).

20. Treasury. Cryptknights (4).

25. Audience Chamber. The Guardian of Time can't be fought, as it has complete control over time.

Desert of Al-Alisk

4. Death Watch. Spectral Minions (20).

Crypt of Al-Alisk

2. Catacombs. Spectral Minions (6), Wraith (1).

5. Spirits Room. Banshee (1).

7. Cockpit. Cockatrices (5).

Inner Sanctum of Martek

1. Entry Hall. The water of the fountain will restore 4d8 hit points to characters who drink it. It will not heal the characters again until after a long rest.

2. Vault of Martek. Cryptknights (4).

Magic Items

- *Book of infinite spells (replace with a Charm - DMG 228)*
- Crystal ball*
- Dancing sword*
- Liahona (See Special Items)*
- *Libram of gainful conjuration (replace with a Charm - DMG 228)*
- Morning star +1 (upgrade to +2)*
- Potion of clairaudience (replace with potion of clairvoyance)*
- Ring of protection*
- Scale mail +1 (replace with chain mail +2)*
- *Scroll of protection from petrification*

(replace with Keoghtum's ointment)

11. *Scroll of protection from undead

12. Shield +5 (change to shield +3)

13. Sword, nine lives stealer (replace with sword of life stealing)

14. *Tome of clear thought

15. Tome of Time (See Special Items)

16. *Tome of understanding

17. Wand of fireballs

18. *Wizard scroll of polymorph

19. *Wizard scroll of 3 spells, levels 1-6 (random)

20. *Wizard scroll of 4 spells, levels 1-6 (random)

21. *Wizard scroll of 7 spells, levels 1-4 (random)

*These items might be found in areas 3 and 4 of Martek's citadel, but there is no guarantee.

Traps

Grenade Palm (pg. 115). These palms have fruit that resemble small pineapples. When any creature walks near the grenade palm, there is a 20% chance one fruit falls from the tree (roll percentile dice, on a result of 01 - 20 the fruit falls). The fruit explodes on contact with the ground. Any creature within 10 feet must make a DC 13 Dexterity saving throw. On a failure it takes 11 (2d10) piercing damage, but no damage on a successful saving throw.

Lightning Wall Trap (pg. 114). This trap is triggered by pressing a golden disk on top of an altar. 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 it, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, the entry door closes over one round while a wall of lightning crosses the room in the same time span. All creatures should roll initiative, with the wall having an initiative roll as well (roll with a +3 bonus). Anyone with a higher initiative can exit the room before the wall hits. Otherwise creatures hit by the wall take 42 (12d6) lightning damage. A successful DC 14 Constitution saving throw reduces damage by half.

Spear Trap (pg. 114). Triggered by opening a secret door. 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, the creature opening the door takes 22 (4d10) piercing damage.

Monsters

- Banshee** (MM 23, CR 4, 1100 XP)
- Barlgura** (MM 56, CR 5, 1800 XP)
- Berserker** (MM 344, CR 2, 450 XP)
- Cockatrice** (MM 42, CR 1/2, 100 XP)
- Cryptknight** (See Special Creatures)
- Djinni** (MM 144, CR 11, 7200 XP)
- Doppelganger** (MM 82, CR 3, 700 XP)
- Dustdigger** (See Special Creatures)
- Efreeti** (MM 145, CR 11, 7200 XP)
- Ghost** (MM 147, CR 4, 1100 XP)
- Giant scorpion** (MM 327, CR 3, 700 XP)
- Giant Tarantula** (giant wolf spider MM 330, CR 1/4, 50 XP)
- Guilder** (as scout, MM 349, CR 1/2, 100 XP)
- Hezrou** (MM 60, CR 8, 3900 XP)
- Iron Phoenix** (See Special Creatures)
- Maddog** (as thug, MM 350, CR 1/2, 100 XP)
- Mummy** (MM 228, CR 3, 700 XP)
- Otyugh** (MM 248, CR 5, 1800 XP)
- Pawnis** (See Special Creatures)
- Percivlis** (use knight, MM 347, CR 3, 700 XP)
- Poisonous snake** (MM 334, CR 1/8, 25 XP)
- Sardok** (See Special Creatures)
- Skittercrab** (use giant crab with fire immunity, MM 324, CR 1/8, 25 XP)
- Spectral minion** (See Special Creatures)

- Thunderherder** (See Special Creatures)
- Trifakas** (See Special Creatures)
- Troglodyte** (MM 290, CR 1/4, 50 XP)
- Umber hulk** (MM 292, CR 5, 1800 XP)
- Villagemaster Bandik** (as bandit captain, MM 344, CR 2, 450 XP)
- Vrock** (MM 64, CR 6, 2300 XP)
- Wight** (MM 300, CR 3 (700 XP)
- Wraith** (MM 302, CR 5, 1800 XP)
- Xorn** (MM 304, CR 5, 1800 XP)
- Zombie** (MM 316, CR 1/4, 50 XP)