

CORS7-01



# City of Brass: The Burning Mansion

## Low-Level

### A One-Round Dungeons & Dragons® Living Greyhawk™ Core Special Adventure

Version 1

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A hero of great renown and her loyal friends have been kidnapped from the Flanaess by a vile efreet Amir and taken to his home in the infamous City of Brass on the Elemental Plane of Fire. Heroes and mercenaries are called upon to liberate those kidnapped before they die a death more horrible than being burned to cinders as slaves of the cruel efreeti. Are you able to face the burning heat of the City of Brass and help a fellow hero?

A 1-round Core Special set in the City of Brass for 1st-15th level characters (APL 2 – 16)

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Player's Handbook II* [David Noonan], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke, Wilkes, JD Wiker], and the *Spell Compendium* [Matthew Sernett, Jeff Grubb and Mike McArtor].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure.

Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round Core Special adventure, set in the City of Brass. All characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

Deep within the perilous crags of the Abbor-Alz there lies a place of sanctuary and power. Built by the dwur (dwarves) of Dumadan in the square-towered style beloved of the Oeridians, Castle Karistyne is home to the renowned lady paladin of the same name and her loyal company of retainers. In her quest to rid the Abbor-Alz of evil she has made many enemies, most well known of

which is the archmage Rary the Traitor. Despite the power of some of these enemies, protected by many powerful friends, not to mention her own great skill as a paladin, she remained unharmed. Up until recently, that is...

Angered by Karistyne's meddling in his affairs, although mostly by proxy, Rary had not been able to do much about it, preoccupied as he was by other more pressing matters. Not too long ago during one of his visits to the City of Brass in the Elemental Plane of Fire the Grant Sultan, ruler of all efreeti, offered to remove one of Rary's enemies as a gesture of good will during negotiations about an alliance. After some consideration Rary elected Karistyne. While there were more tempting targets for such an assassination, Rary realized that most of those would be a bit too much to ask for a mere gesture of good will or would have unforeseen circumstances he was not yet ready to deal with. So the Grant Sultan gave the amir Mamoon al-Tayif the task of killing Lady Karistyne.

Neither the Grant Sultan nor Rary realized that Mamoon is a dao (earth genie) spy with a fascination with flames and heat (protected against the heat with a *mantle of the fiery spirit* (see *Sandstorm*) spell). Arrogant, and always assuming that the only dangerous enemy is somebody that has some kind of hold over you, Mamoon came to the conclusion that Karistyne must know something worthwhile about Rary. Seeing how Rary was becoming a force to reckon with at the court of the Grant Sultan, he decided he needed to have that information. Since Mamoon held no true allegiance to the Grant Sultan, and never contemplated any potential allies Karistyne might have, he decided to kidnap her instead and only kill her once he got the knowledge he craved.

It took some time and hard work to lure Karistyne and some of her loyal retainers into a trap, but with the resources of Grant Sultan and the paladin's eagerness to do good, he eventually managed to do so. It proved to be a simple matter of kidnapping her in the middle of what appeared to be a simple fight and whisking her into the Elemental Plane of Fire before her allies could aid her. Unable to know where she was taken to, they could not follow her immediately, requiring them to use some obscure sources and several powerful divinations to track her down. When they realized she was held captive in the City of Brass, it didn't take them much time to find allies among the more mundane citizens of that city and to make preparations for her liberation. With most of Karistyne's adventuring companions captured or out of reach, all they have to do now is to gather heroes for the job.

## ADVENTURE SUMMARY

CORS7-01 *City of Brass: The Burning Mansion* is a one-round Core special set in the City of Brass on the Elemental Plane of Fire. It is set in the Burning Mansion, a palace of a supposed efreet Amir in the City of Brass. The magical nature of the city provides protections

against most of the lethal flames of the plane, but the region is far from hospitable to natives of the Prime Material Plane. It is a relatively straightforward dungeon crawl, except that the inhabitants form a unified defense if the PCs trigger various alarms.

The low-level table's initial task is to find and liberate Karistyne allies, who are kept in the slave pens in the mansion's garden, but as they free the slaves, they may realize that there is more to learn.

**Introduction:** While visiting the town of Hardby the PCs are approached by the halfling Thricks, a friend of Tenser, who is looking for able adventurers for a task of great importance. They are asked to liberate the paladin Karistyne's allies from the hands of the efreeti from the City of Brass in the Elemental Plane of Fire. They offer gold, glory and/or knowledge depending on what he thinks would entice the PCs to help him.

If the PCs accept the mission, he brings them to the temple of Joramy where its priestesses open a portal to the City of Brass. The portal leads into the cellar of two local allies, an azer smith and a fire gnome alchemist, who provide the PCs with both information and supplies before transporting them (and another group of more powerful adventurers) to Mamoon's mansion where the real adventure starts.

**Encounter 1: The Gate:** The only means into the garden (save from teleportation or flying) is the gate. Besides disabling the guards, the PCs have to prevent the alarm from being raised.

**Encounter 2: Sand:** The PCs pass through a sand garden, where they encounter a mean waste druid and a fire element termite swarm.

**Encounter 3: Rock:** This encounter describes the various rock terrain that separates the different gardens, like a natural wall.

**Encounter 4: Glass:** The PCs pass through a garden of volcanic glass – slippery but with sharp edges. Located here are the slave pens. The slaves are guarded by diabolical hounds, which the PCs have to defeat.

The PCs can talk to the slaves, to find the three associates of Karistyne among them, and to learn what is going on.

**Encounter 5: Salt:** In the salt garden, a former associate of Karistyne has died of thirst in a crystal cage. Salt mephits plague this area, and when the PCs are drawn into combat with these, the associate - now undead - attacks.

**Encounter 6: Steam:** Located among a complex a trap of steam vents is the 'cold house' – an icy equivalent to a sauna. Locke din here, Mamoon keeps a magic crystal the *Heart of Ice*, stolen from an outer plane. It is guarded by the cold house keep – an ice elemental – and a trap that summons devils to guard it.

Touching the *Heart of Ice* activates it, setting forth a burst of icy power that, while initially damaging, imbues those present with power over cold.

**Encounter 7: The Guest House:** The PCs find a group of women warriors in the guest house, Sarbazan – women who fight for Rary the Traitor. They initiate

battle with the PCs to prevent them from finding the efreet Asn-al-Manuk, and revealing Mamoon's – and their own – treachery.

Once they defeat the Sarbazan, the PCs find the efreet, unconscious and being cared after by another Sarbazan woman, who tells them that not all things are as they seem.

**Conclusion:** The PCs either have to flee the garden before the Grand Sultan's forces turn up, or they can prevent persecution if they liberated Asn-al-Manuk.

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## PREPARATION FOR PLAY

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### NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

### THE ENVIRONMENT

More information on the Elemental Plane of Fire and the City of Brass can be found in the *Dungeon Master's Guide* page 156. It is especially important to keep in mind that spells and spell-like abilities with the Fire descriptor are enhanced (automatically Maximized and/or Enlarged), while water magic is impeded (requires a DC 20 + spell level Concentration check to function).

The city offers some protection against the worst of the plane's effects, but it is far from hospitable towards creatures without fire resistance of some kind. At the same time it is mildly Evil aligned and good aligned characters suffer a –2 penalty on all Charisma-based checks. The average temperature inside the city is 160° Fahrenheit (70° Celsius) (defined as Extreme Heat in *Sandstorm*, page 12) and characters without protection against the heat suffer. Unprotected characters take 1d6 points of lethal damage per 10 minutes (no save). In addition, they must make successful Fortitude saving throws (DC 15, +1 per previous check) every 10 minutes or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take –4 penalties on their saves. In addition those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of extreme heat). The damage is considered fire damage.

Any character that suffers nonlethal damage suffers from a heat stroke and becomes fatigued. The damage can only be cured once in a cooler region or when cooled

down through some other method. Once all the nonlethal damage is removed can the effects of fatigue be removed. The characters are not going to be inside the city long enough to suffer the effects of dehydration.

The *endure elements* spell or the Improved Heat Endurance feat offer full protection against both the lethal and nonlethal damage, and the heat generated by metal armor or personal items (but not from other metal items touched, such as the city's brass walls or its iron cobblestones, or from magical effects such as the *heat metal* spell). Certain alchemical items provided at the start of the adventure can reduce the damage to once every hour or even negate them. These items offer NO protection though against any source of real fire damage.

Note that while the streets and walls of most buildings in the city are searing hot (dealing 1 fire damage per round), the terrain in the gardens of Mamoon is slightly cooler. Unless specifically stated otherwise characters suffer no penalties in addition to those of the Extreme Heat. Specific information of the effects of terrain, such as the magma streams or the glowing red-hot brass walls of the mansion, can be found in the relevant parts of the adventure below.

## PAST FAVORS

Check the relationship of the PCs with Karistyne and Tenser before you start running the adventure even though this has little direct impact on the adventure. Do so by asking the players about any favors and disfavor their characters might have with said NPCs. Most of these favors and disfavor could have been earned in the "Blight on Bright Sands" series, but might have been provided through other adventures as well.

Tenser doesn't care about the relationship between the PCs and Karistyne. He needs able adventurers quick, has no idea Rary is behind the kidnapping, and just wants her rescued. If the PCs dislike Karistyne, he assumes that the promise of loot, adventure, and knowledge should be enough enticement. All such disfavor do is to change the attitude of his agent towards the PCs being cool when the PC has a disfavored status and warmer when the two are clear allies. Karistyne has even less say in the matter, and if rescued she will show gratitude even if begrudgingly if she has had some difference with the PCs in the past.

The relationship with Rary is much less important since his involvement is indirect and absolutely not clear at the start of the adventure. Do not ask about any favors or disfavor the PCs might have with Rary since it alerts the players to any possible connection between Rary and the kidnapping. If the PCs learn of his involvement later during the adventure it might lead to potential conflict, but Rary never directly ordered the efreeti to assassinate Karistyne. He just received an offer he did not refuse and since the evidence is slim at best he does not held it against the PCs if they do set her free. It is a setback, but if the PCs provide him with the evidence of Mamoon's betrayal, it is one he is willing to forgive. Ultimately it is up to the PCs how they react to the news of his

involvement, but since it becomes only clear at the end of the adventure it has little impact on the actual adventure.

**Resting:** Due to the set-up of the adventure it is impossible to rest during the adventure. Once the initial assault is repulsed, Mamoon quickly realizes why the adventurers attacked his estate. He kills Karistyne and alerts the Grand Sultan about the possible presence of meddlesome outsiders in the city. Very soon the streets are crawling with soldiers of the Sultan forcing the PCs to flee the city or get into direct conflict with the Grand Sultan, a conflict even the highest level characters cannot hope to win.

## INTRODUCTION

The adventure starts in the town of Hardby in late winter. The reason for being here is up to the individual player. If the PCs know each other well they could have been traveling together, otherwise the PCs are by themselves. Early afternoon each character is approached by a halfling who is urgently looking for adventurers.

*As can be expected late in winter it is a cold wet day with a strong wind blowing from the sea while Pelor hides behind a thick layer of gray clouds. It has been drizzling constantly for hours and the streets have turned into mud pools. Most people remain inside, but it is never quiet in a port town like Hardby, even not in dreary weather like this.*

*You are just about to decide how to spend your afternoon when a tall – for a halfling at least – fellow approaches you. He seems to be in a hurry, and despite trying to hide it, there is a note of concern and eagerness in his voice.*

*"Good day, I am looking for some able adventurers, people willing to help me with a dangerous task, for a suitably big reward of course. A friend of mine is in trouble and needs to be rescued. People advised me to talk with you. Are you interested?"*

This is the halfling Thricks, a good friend of Tenser, who has been asked to hire a group of adventurers to help free Karistyne and her retainers from the City of Brass. Characters who have played COR2-08 *Echo* and/or COR6-14 *Clouds of Darkness* might recognize him since he hired them in both adventures.

He is pressed for time, and needs to gather many more adventurers before the start of the evening. He is willing to answer a few quick questions, like his name, who his friend is, that she is kidnapped by an efreet and held captive in the infamous City of Brass. If the PCs have a disfavor with Karistyne, he mentions that he realizes the PC has some differences with her, but the compensation should help overcome any such objections. When the PCs ask more questions, he tells them to visit The Crone's Head just after dinner. He does not want to repeat the story countless times. They can

still decide not to accept at that time.

Note that while it might appear that he is approaching random adventurers this is not the case. He did do some background checkups in the limited time he had and with the aid of his Use Magic Device skill and a wand of *detect evil* he verifies the PC in question was not evil. If PCs have curses or items that make them detect as evil, his gathering of information revealed the cause. He keeps a bit wary of these PCs but needs their help too badly.

**Thrics:** NG male halfling bard 7.

**Appearance:** Tall with a sun-tanned skin and short curly brown hair. He tends to wear simple practical clothes, trying to blend in with the crowd. He can appear to be a bit nervous since he is always fiddling with something and has difficulty sitting still, but this has more to do with his unbound energy than any nervousness on his part.

**Personality:** Cheerful and optimistic with a genuine interest in other people and not only for the potential of another story or information that might be interesting to his friend and employer Tenser. He hates violence, preferring to stay clear of any physical conflict.

Assuming the PCs accept the invitation, they can either proceed to the Crone's Head or gather information on Thrics and Karistyne. Some characters might know more beforehand. Don't spend too much time on this section. If they refuse the invitation the adventure is over.

#### **Knowledge (arcana)**

**DC 25:** Wernes Starcoat of the Circle of Eight used a halfling agent named Thrics in the past to hire adventurers.

**DC 30:** Thrics is good friends with the archmage Tenser, a former member of the Circle of Eight who had a fall-out with that august body over moral differences. Tenser accused the Circle of ignoring the plight of the common creatures over the big picture. After his death at the hands of Rary, he kept a low profile and many assumed he was permanently killed. In reality he was resurrected, and only recently has he taken a more open interest in events across the Flanaess.

(Note that the information on Tenser can be learned with a DC 15 Knowledge (arcana and local: core) check, but since the PCs have no reason to suspect Tenser's involvement, it is not specifically mentioned.)

#### **Knowledge (local: Core/nobility and royalty)**

**DC 15:** Lady Karistyne has a keep in the Abbor-Alz Hills and is a major force within that region.

**DC 20:** As a well-known follower of Heironeous she is involved in a long-term struggle with Rary "The Traitor", and she is rumored to be good friends with the didatrixes of Hardby and the arch-mage Tenser. She is known to be able to work well with people of other faiths.

#### **Knowledge (religion)**

**DC 15:** Lady Karistyne is a powerful and high ranking paladin of Heironeous who has a stronghold in the Abbor-Alz Hills from where she directs the fight against the many evil forces in that region.

#### **Gather Information on Karistyne**

**DC 10:** Lady Karistyne has a stronghold in the Abbor-Alz Hills. She has shown little interest in Hardby, focusing more on her part of the woods so to speak.

**DC 15:** Karistyne is a powerful paladin of Heironeous and she has many equally powerful friends, chief of which is the arch-mage Tenser. She also has made a powerful enemy in the Bright Desert in Rary 'The Traitor'.

**DC 20:** Recently Karistyne and a group of her retainers were lured into an ambush by extraplanar creatures. Many were killed and more were kidnapped, including the lady herself.

**DC 25:** The kidnappers came from the Elemental Plane of Fire, apparently she made some enemies among the efreeti as well.

#### **Gather Information on Thrics**

**DC 10:** Thrics is a halfling apparently looking for a large group of adventurers to help him with some kind of dangerous task. He says he is willing to compensate these adventurers well for their efforts.

**DC 15:** Thrics is a traveling minstrel with friends in high places. He is certainly never short on cash and he is always true to his word.

**DC 20:** Thrics has worked for the Circle of Eight many times.

**DC 25:** Thrics is in reality an agent for Tenser.

## **THE CRONE'S HEAD**

Read aloud or paraphrase the following:

*The Crone's Head lies at the waterfront overlooking the harbor. It is a big building that appears to have been built recently. The sign above the door shows scorch marks as if it has been in a fire. There are many adventuring types inside the common room and it doesn't take you long to verify they are all here waiting for Thrics to arrive.*

Allow the PCs who have not met before to give a short introduction to each other before proceeding. There are more adventurers than players present at the table. These NPCs are not important for the adventure, and depending on whether you run the low or high-level adventure these are more or less powerful than the PCs.

As soon as Thrics arrives, the PCs are ushered into the supply room at the side of the tavern. Once all are there, Thrics closes the door and climbs on a barrel to start his welcome speech.

*"First of all, thanks for coming. Since we don't have much time, and this room is far from comfortable, I*

*will keep it short. I need help liberating the lady Karistyne and her retainers who have been kidnapped by an efreeti lord from the City of Brass. Through divinations we have learned they are likely held captive in the efreet's mansion. Her retainers are held captive in the slave quarters in his gardens. The location of Karistyne is unknown, but she can likely be found somewhere in the mansion itself."*

*"If you agree to help, I shall divide you into two groups. One group will search the gardens and side buildings for Karistyne's captured retainers and to prevent any guards from fleeing the compound. You would not want a city wide alarm. The other group is to penetrate the mansion to find and free Karistyne or at least learn more about her fate. While freeing the prisoners is the primary goal, I am curious why the efreeti have kidnapped her in the first place. So any information about that will be highly appreciated. Questions?"*

Thrics can tell the following things:

- Contrary to the rumors, Karistyne was ambushed by a group of mercenaries with no apparent connections with Rary.
- The employer of the mercenaries appeared out of nowhere during the battle. He took Karistyne by surprise, knocking her unconscious in one hit.
- These mercenaries told Thric's allies that this man was a spellcaster of some sort who had hired them specifically for this ambush. He had not killed Karistyne, nor any retainer that they had caught. Instead he took them away with him with some kind of magic.
- The mercenaries did not know the spellcaster was an efreet.
- An unspecified source revealed that the kidnapper was an efreet Amir by the name of Mamoon. Mamoon gained his rank as the royal assassin, and he is much feared in the city.
- Thrics has no idea why one of the Grand Sultan's assassins suddenly showed such a big interest in the affairs of the Flanaess. He does fear that the survivors will be sold off on the slave market soon, or die in the inhospitable surroundings of the city.
- Divinations on the fate of Karistyne are inclusive. She is definitely alive, although barely, but she is not present in the City of Brass. Since all they have is the location of the mansion of Mamoon, Thrics hopes the adventurers can find clues about her whereabouts in that house. He fears she has not long to live.
- He knows the basic abilities of an efreeti (see the *Monster Manual*), and can give a reasonable accurate description of the environment of the City of Brass.
- The garden around the mansion is filled with varied types of environments that can be found in the hottest deserts and volcanic regions of the Flanaess. It includes at least one, if not more, rivers of magma.

The garden is covered by smoke, and Thrics advises the PCs to keep to the ground or risk triggering the aerial defenses that are certain to be there. After all, all efreeti can fly.

- Guards definitely wander the gardens and the mansion, but he does not know how many and what kind.
- Not much is known about the actual mansion of Mamoon. Like most efreeti, Mamoon is paranoid, and he rarely allows strangers to visit his house. The slave and guest quarters are in his gardens, and he only receives guests in a few areas in his house. He also suspects the mansion to be protected against dimensional travel such as *dimension door* and *teleport* spells, likely in the form of guards with *anticipate teleport* running.
- He warns the PCs to keep a low profile since the Grand Sultan may be involved in this affair. He assumes the PCs have only one shot at liberating Karistyne and her retainers since any attack on the Sultan's retainers is definitely going to trigger a reaction from him.
- The local clergy of Joramy have agreed to help by providing the PCs with the means to travel to the City of Brass where they will be welcomed by Nuar, an azer smith, and Ellith, a fire gnome alchemist and sorcerer.
- The priests of Joramy will cast an *endure elements* on every PC for free, but once those spells wear off the PCs have to provide their own protection. The azer and fire gnome do have various protections for sale.
- Nuar and Ellith have arranged transportation from their workshop to Mamoon's mansion. Once at the gates of the mansion the PCs are on their own.
- The PCs can return to Hardby through the same portal through which they entered the city. They need the aid of Nuar and Ellith since they are the only ones who know how to activate the portal.
- Thrics does not initially mention a reward, but if asked, he first mentions the possibility of loot. Mamoon is supposed to be rich. If pressed, he offers the gratitude of his backer, the archmage Tenser. If the PCs still want more, he begrudgingly offers 100 gp x APL for Karistyne's safe return.

Once the PCs have no questions and accept the mission he tells them to come to the temple of Joramy early the following morning. If it was up to him, he would leave now, but he assumes the PCs need time to prepare new spells. When ready, proceed with the next section.

## THE CITY OF BRASS

**Note:** The brief stay in the workshop of the azer Nuar and the fire gnome Ellith has the potential to sap a lot of game time through roleplay. As this is not the main focus of the adventure, try to move things along from here as quickly as reasonable.

*Early the next morning Thrics ushers you through the wet and muddy streets of Hardby towards the temple of Joramy. The young red haired priestess that welcomes you guides you into the temple's cellar for once without arguing at all.*

Allow the PCs to make any preparations they desire before continuing:

*She quickly casts endure element on each of you, before throwing a flask of alchemist fire at a stonewall. At the instant the liquid catches fire, it spreads over the wall, quickly forming a round window edged by yellow flames. A blast of heat and the strong scent of smoke rush through the magical window.*

*Thrics motions you to step through the window, but before you can go, the priestess removes a wooden stick from her robes. "Wait one second. If you break this stick, the person doing so and up to 10 willing creatures touched at the time immediately shift back to this temple. I have a feeling those looking for Karistyne might need it. A gift from the temple for a friend."*

Assuming the PCs step through the portal:

*Stepping through the portal generates an odd sensation in your stomach similar to when you suddenly fall down a few feet. You have landed in what appears to be an alchemist's supply room. Behind you, is only a sturdy stonewall—the portal has disappeared. There are no windows, but a strange gnome-like creature with a coal black skin, flame-red hair and bright orange glowing eyes is waiting for you in the doorway.*

When the PCs greet Ellith, continue:

*"Greetings friends. My name is Ellith. Luckily for you, it is rather cool in here to help me preserve my supplies."*

*Before you can reply, a heavier grumpy voice from behind the gnome growls, "Don't be a fool Ellith. They are protected against the heat, and by keeping that door open the rats might get in. They already burned half your wood supply, which is really expensive I might add. We are closed anyway, so bring them into the workshop were there is more space."*

*Ellith replies slightly irritated, "Alright, have it your way Nuar." Turning towards you, "If you please follow me?"*

The PCs are quickly taken into a rather large workshop that is divided into two parts. One half is clearly for an alchemist, while the other half is a smithy. Sitting on a bench is an azer, who just nods at the PCs.

One of the first things the PCs notice is that none of the furniture is made out of wood. Everything is either

made out of stone or metal, including the shutters, which are made out of brass and appear to be glowing hot. It is even hotter in this room than in the supply room.

A strange red light comes through the cracks in the shutter, and when the PCs look through the windows they look over a small alley. The alley is cobbled with black stones and the walls of the buildings are made out of brass. The sky is bright red with patches of orange and yellow as well as streaks of what looks most like black clouds. There is no sun. Observant PCs might even note a couple of rat-like creatures composed of flames scurrying around.

☞ **Ellith:** Male fire-gnome Sor12 (NG).

☞ **Nuar:** Male azer Exp9 (LN).

The two can tell the following:

- They have a special isolated wagon at the back of the shop with which they will transport the PCs to Mamoon's mansion.
- The PCs should remain inside the wagon at all times. They don't have a gate token, which is punishable by death.
- They will drop off the PCs at the main gate, where Ellith will *dimension door* towards the actual mansion with those tasked to explore it while the others deal with the guards at the gate. Ellith will immediately *dimension door* back to the wagon. How they get back from the mansion to the wagon is the PCs' problem and not his. He has a *reduce person* available to help with the transport.
- He and Nuar will be waiting with the wagon for the PCs to return.
- If by any chance Ellith and Nuar are forced to leave the area, for example because a generic alarm has been sounded, the PCs are on their own. Something that might be extremely painful without magical protection. The two will wait as long as possible in case of such an alarm.
- They know nothing about the mansion except what Thrics already told the PCs.

The two have the following mundane items for sale:

Item	Cost	Weight
Desert outfit* <sup>1</sup>	6 gp	3 lb.
Filtermask <sup>1</sup>	1 gp	—
Fireproof parchment <sup>2</sup>	20 gp	—
Fireproof clothing <sup>2</sup>	+50 gp	—
Fireproof spellbook <sup>2</sup>	50 gp	5 lb.
Heatsuit outfit* <sup>1</sup>	20 gp	15 lb.

In addition to the mundane alchemical items from the *Player's Handbook* they also have the following alchemy items for sale:

Item	Cost	Weight
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Keepcool salve* <sup>1</sup>	50 gp	½ lb.
Liquid Embers <sup>2</sup>	600 gp	1 lb.

1) From *Sandstorm*.

2) From *Planar Handbook*

\* A character wearing one of these sets of clothing and a dose of keepcool salve is considered partially protected against the heat. A character that also has the Heat Endurance feat is fully protected.

The two also have a limited amount of magical items for sale. Of interest for the PCs are 1 +1 bane (elementals) falchion, 1 +1 icy burst long spear, 1 ring of elemental adaptation (Planar Handbook), 2 rings of minor energy resistance (fire), 1 ring of minor energy resistance (cold), numerous scrolls of resist energy, endure elements and protection from energy.

Once the PCs have no more questions, and bought their supplies, they are ushered into the wagon and transported to the mansion. Proceed to encounter 1.

## 1: THE GATE

The PCs are brought to within 30 feet of the gate into the Burning Mansion's gardens by the wagon. This way, they can avoid having to walk the City of Brass's streets, whose iron cobblestones are so searing hot they burn the feet (PCs who intend to walk suffer 1 point of fire damage per round unless magically protected).

The square in front of Mamoon's mansion is not cobbled with iron, but laid with cooler stone tiles in various shade of red and blue.

Mammon has, on occasion, vainly allowed his famous garden to be visited by outsiders, and had the square constructed for those visitors who are less accustomed to the plane's dangers.

This allows the PCs to walk about relatively safe from heat dangers.

*The gardens to the "Burning Mansion" are surrounded by a moat of hot lava and a ten foot high wall of brass plates. A hazy mist rises up from the magma in the moat.*

*A single gatehouse pierces the wall flanked by two round, brass walled towers. The towers sit atop a base of reddish stone. Their surface is carved in irregular patterns - it glows softly from the heat of the lava at its foundation, giving it the illusion of being on fire. Each tower is topped by a round dome of obsidian stone. Between the towers spans a red stone arch. A heavy iron gate, glowing hot with heat, is raised ten feet above the floor.*

The gate's main function is to keep out the mundane. Most visitors of any import can fly – and thus bypass the gate – though it is general good etiquette to call.

From the gate, an alarm can be raised when. Each tower has a lever which activates a mechanism that ignites a bright and roaring, multicolored fire on top of

the obsidian domes. Each also has a capstan that can be used to raise or lower the gate. The two capstans turn in unison. When manned together, the gate can be lowered or raised in one round. When only one is manned, this takes 3 rounds.

The fire can be seen all the way from the mansion, and its roar is loud enough that it can be heard from the guest house. Should the alarm be set off, most creatures in the garden are alerted and prepared for any trouble.

**Creatures:** The gate is guarded by a shift of half-janni guards led by the salamander Muthiaxobix.

Muthiaxobix is not too subtle with anyone who isn't obvious of any import – anyone approaching the gate gets one warning – to leave immediately. If the order is not followed, the guards and salamanders attack.

**Note:** The guard in this encounter does not initially fight.

### APL 2 (EL 4)

☛ **Muthiaxobix**, flamebrother salamander: hp 26; MM 218.

☛ **Half-janni human warrior 1 (3):** hp 4 each; Appendix 1.

### APL 4 (EL 6)

☛ **Muthiaxobix**, advanced flamebrother salamander: hp 45; Appendix 1.

☛ **Half-janni human fighter 1 (3):** hp 12 each; Appendix 1.

### APL 6 (EL 8)

☛ **Muthiaxobix**, average salamander: hp 58; MM 218.

☛ **Half-janni human fighter 3 (3):** hp 27; Appendix 1.

### APL 8 (EL 10)

☛ **Muthiaxobix**, noble salamander: hp 112; MM 218.

☛ **Half-janni human fighter 4 (3):** hp 34; Appendix 1.

**Tactics:** The guard's main goal is to not let the PCs get past. While two attempt to hold off any invaders, the third spends an action to turn *invisible*, and then uses a full round action to *enlarge* one of his fellow guards. He then tries to get inside and set off the alarm. This takes two rounds (one to move and open the door, the other to move and pull the lever). Once the lever is pulled, it takes a full round for the tower's roof to heat up. The tower whines as the heat increases. After the alarm is set, he tries to lower the gate (which takes 3 rounds).

The other guards attempt to use their powers to delay the PCs, blocking the PCs' way to give their fellow guard the opportunity to raise the alarm.

Muthiaxobix fights ferociously. He attempts to grapple his opponents – preferably a spellcaster. If he managed to obtain a pin, he has no qualms about pulling himself and his captive into the lava moat. He is himself immune to the lava, but his opponent takes 2d6 points of

fire damage each round they spend in the lava moat. The moat is only ankle deep near the gates, so the PCs won't be submerged (which would do 20d6 points of damage).

Both Muthiaxobix and the guards fight to the death – failing Mamoon heralds a fate far worse than death.

**Treasure:** Found on Muthiaxobix and the guards.

**APL 2:** Loot 154 gp; Magic 12 gp *potion of cure light wounds* x3 (4 gp each); Total 166 gp

**APL 4:** Loot 267 gp; Magic 12 gp *potion of cure light wounds* x3 (4 gp each); Total 279 gp

**APL 6:** Loot 442 gp; Magic 12 gp *potion of cure light wounds* x3 (4 gp each); Total 454 gp

**APL 8:** Loot 169 gp; Magic 2113 gp +3 *spear* (1525 gp), +1 *spiked full plate* x3 (194 gp each), *potion of cure light wounds* x3 (4 gp each); Total 2282 gp

**Detect Magic Results:** +3 *spear* (moderate abjuration), *potion of cure light wounds* (faint conjuration)

**The Alarm:** If the guard activates the alarm, one round after the lever is pulled, a roaring multicolored fire bursts from the tower's roof. During that round, the PCs can still deactivate the alarm by pulling the lever back. A whining sound should alert them that something is amiss.

Once the roof catches fire, it alerts everyone in the garden, including the druid, the slave guards, and the Sarbazan in the guest house, allowing them to prepare.

If the fire roars for more than three rounds, the guards of the City of Brass are alerted, and some arrive to investigate. If this is the case, keep an eye on the clock. Fifteen minutes before the slot ends, Ellith uses a *message* spell to warn the PCs that they have to retreat immediately, as the Sultan's soldiers will arrive at any moment. If the PCs do not do so (but, for instance, continue fighting or investigating), Ellith and Nuar flee, and the PCs are apprehended as they try to leave. They are incarcerated for 6 TU, and subjected to a cruel prison regime, before they are released, mysteriously cleared of charges.

Note that if the PCs manage to free Asn-al-Manuk instead, this is not an issue, as the Sultan gracefully forgives them their intrusions.

**Development:** The guards and Muthiaxobix can be captured, but they have little to tell. Muthiaxobix doesn't talk at all unless magically compelled by magic such as *dominate monster*. The guards can give a basic description of the garden. They can point out the slave quarters, but don't know what guards them, as they are relatively new. They know the keeper of the garden is a bad-tempered asherati druid.

They also know that Mamoon has had a guest for several days now, but only Muthiaxobix knows who it is, and he won't tell.

## 2: SAND

Mamoon's garden contains various environmental features, gathered together by a magic and diligence. A path winds through the garden. PCs do not have to follow the path (they could climb the rocks or fly), but it provides the easiest road at the lower APLs.

The first terrain on the road is the sand garden.

*The terrain here is of various dunes of sand, raked in patterns and in various colors from dark red to light yellow and ochre. Strange, abstract shapes formed from the sand dot the garden.*

*The trail here is tougher to follow. Off the path, large mounds in the same colors rise up in the air. Movement at the base reveals large insects crawling around, busy building on the structure.*

**Creatures:** The keeper of this garden is Khankhe the asherati druid. The mounds hold a colony of fire elemental termites, which Khankhe acquired and bred for Mamoon. He knows a lot of the creatures and has a modicum of control over them.

Khankhe does not tolerate strangers in the garden, and when the PCs arrive, he sets the termites and his fire element animal companion up against them.

**Terrain:** The track is a dusty trail, but it does not hinder the PCs' movement. This is different from the rest of the terrain. It looks stable, but is actually sandcrust, covering shallow sand for the first five feet, and deep sand for the remainder of the terrain (see Appendix 2 on movement on sandcrust and through shallow and deep sand).

### APL 2 (EL 4)

☛ **Khankhe**, male asherati druid 2: hp 16; Appendix 1.

☛ **Fire Element Hyena**: hp 13; Appendix 1.

☛ **Fire Element Termite Swarm** (2): hp 9; Appendix 1.

### APL 4 (EL 6)

☛ **Khankhe**, male asherati druid 4: hp 29; Appendix 1.

☛ **Fire Element Hyena**: hp 30; Appendix 1.

☛ **Fire Element Termite Swarm**: hp 21; Appendix 1.

### APL 6 (EL 8)

☛ **Khankhe**, male asherati druid 6: hp 42; Appendix 1.

☛ **Fire Element Hyena**: hp 45; Appendix 1.

☛ **Fire Element Termite Swarm**: hp 31; Appendix 1.

### APL 8 (EL 10)

☛ **Khankhe**, male asherati druid 9: hp 62; Appendix 1.

🔥 **Fire Element Hyena:** hp 60; Appendix 1.

🔥 **Fire Element Termite Swarm (2):** hp 31; Appendix 1.

**Tactics:** Khankhe, as a waste druid, is an experienced sand skimmer, and has no problem traveling the sand crust or the shallow sand areas. Khankhe moves through deep sand as if he walks on shallow sand. He tries to avoid melee if possible, initially using distance spells and setting his swarms on the PCs, trusting that he can stay out of reach with aid of the terrain.

Should PCs come too near and threaten him, he dives in to the sand, swims some distance away, and comes up at a spot that he expects is again hard to reach. When possible, he uses the termite mounds for cover.

The termite swarms blindly attack. They are light enough to not initially break the sandcrust. Once the PCs break through the crust, the swarms have the same trouble moving in those squares as the PCs.

At lower levels, the PCs may find it hard to fight the termites properly. However, the termites do not pursue the PCs beyond the sand garden. The PCs may realize that if they kill the druid, combat is over once they leave the area.

**Treasure:** Aside from the treasure found on Khankhe, there are various sand sculptures, here. Most of these are too damaged by wind and sand, but one, which he recently made, is exquisite, and can be taken and sold. It resembles a finely detailed insectoid – PCs who make a DC 18 Knowledge (the planes) check recognize it as an armadon (a type of formian). The sculpture is worth 2400 gp, but it needs careful handling.

**APL 2:** Loot 26 gp; Coin 200 gp; Magic 161 gp +1 studded leather armor (98 gp), wand of lesser vigor (63 gp), scroll of attune form (31 gp); Total 419 gp

**APL 4:** Loot 26 gp; Coin 200 gp; Magic 244 gp +1 studded leather armor (98 gp), cloak of resistance (83 gp); wand of lesser vigor (63 gp), scroll of attune form (31 gp); Total 501 gp

**APL 6:** Loot 26 gp; Coin 200 gp; Magic 556 gp +1 studded leather armor (98 gp), cloak of resistance (83 gp); wand of heat metal (375 gp), scroll of attune form (31 gp); Total 813 gp

**APL 8:** Loot 26 gp; Coin 200 gp; Magic 1223 gp +1 beastskin studded leather armor (765 gp), cloak of resistance (83 gp); wand of heat metal (375 gp), scroll of attune form (31 gp); Total 1,480 gp

**Detect Magic Results:** +1 studded leather armor (faint abjuration), +1 beastskin studded leather armor (moderate transmutation), cloak of resistance (faint abjuration), wand of heat metal (faint transmutation), wand of lesser vigor (faint transmutation), scroll of attune form (faint transmutation)

**Development:** Khankhe isn't one to give quarter and fights to the death. If the PCs manage to capture him, he refuses to answer questions. Magical means such as charm, domination, or even detect thoughts, if used right, can

give information on the garden layout, as well as the presence of 'pests' (salt mephits) in the salt gardens. Khankhe doesn't relate to the 'weird dogs' that guard the slaves, and he is forbidden from entering the 'cold house' or the guest house, so he doesn't know to tell anything about that even if magically forced to.

If PCs retreat without defeating Khankhe, he alerts the dogs. Once the PCs deal with his swarm and animal companion, he shouts for help, hoping to draw the guardians from encounter 4.

The hounds react slowly, and the PCs have 3 rounds after Khankhe starts shouting before they turn up. Note that if the guard hounds attack here, the shallow and deep sand also hinders them.

### 3: ROCK

It is possible the PCs try to avoid the path and move about through the rocky areas that separate some of the garden areas.

*Stone monoliths rise up in irregular shapes, forming a strange forest of massive petrified trees and natural stalagmites. Bubbling pools of lave occupy the few places not covered by the stone pillars.*

There are no monster residing among the monoliths, but unless the PCs can fly, movement is difficult.

It costs 2 squares of movement to enter a square, and each move-action requires a DC 15 Climb or Balance check to move at all. Failure by 4 or less means the PC cannot move for the rest of the round. Failure by 5 or more means that the PC slips and falls. If the square is adjacent to a lave pool, the PC sustains 2d6 points of fire damage from a brief slide into the pool, before scrabbling out again.

### 4: GLASS

*The area here is smooth and shiny, as if the dark sand has been welded together in a great plate of black glass. Everywhere, parts of the surface is cracked, sharp spikes and wicked shards sticking out at random angles, as if the glass broke under pressure.*

*A trail is etched through the plain. Light sand gathers in the tracks. It passes a small building of white marble that looks almost unsettlingly normal.*

The building holds the slave pens. Cooped up in here are ten slaves, well fed but fatigued, demoralized, and abused by a cruel warden and his diabolic hounds. Among the slaves are three of the people the PCs were sent to rescue: Urynes, Morun the Bold, and Ashixis. None are in a condition to fight.

**Terrain:** The surface of the glass garden is slick as ice. Each square costs 2 squares of movement to enter, and

the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across glass.

Every 5 ft. square except for the marked area on the DM map is fractured and contains shards that cut any character that moves through them, dealing 1d6 points of damage. Dangerous squares can be identified with a DC 10 Survival check.

Explosive attacks against the glass throw up a devastating cloud of glass slivers that fills a 5-foot radius area 10 feet high. Creatures caught in a glass spray take 3d6 points of piercing damage, though a successful DC 13 Reflex save reduces the damage by half. The glass is vulnerable to sonic attacks. The damage of a spell or effect that deals sonic damage increases by 50% and always generates a glass spray when the effect is targeted on a smooth plain of glass.

**Creatures:** At APL 2 and 4, the slave quarter's warden is a mean but cowardly goblin, who depends on his hounds to keep control. At APL 6 and 8, he is a barghest (or greater barghest), who spends most of the day in goblin form.

#### APL 2 (EL 3)

☛ **Fiendish Krenshar (3):** hp 11; Appendix 1.

☛ **The warden:** male goblin warrior 1: hp 4; MM 133.

#### APL 4 (EL 5)

☛ **Hellhounds (2):** hp 22; MM 151.

☛ **The Warden:** male goblin warrior 1: hp 4; MM 133.

#### APL 6 (EL 7)

☛ **Hellhounds (2):** hp 22; MM 151.

☛ **The Warden:** half-fiend barghest, hp 39; Appendix 1.

#### APL 8 (EL 9)

☛ **Advanced Hellhounds (2):** hp 33; Appendix 1.

☛ **The warden:** half-fiend greater barghest: hp 76; Appendix 1.

**Tactics:** At APL 2 and 4, the goblin does not join the fight, but instead sends out his 'pets' to deal with the intruders. If the PCs defeat the hounds, he immediately cowers and surrenders.

At APL 6 and 8, he initially uses his spell-like abilities to buff his hounds (in advance if the PCs set off the alarm, or if Khankhe cries for help) to hamper the PCs. Next he shapes shape into his natural form and joins melee, using his fly ability to avoid the glass terrain.

The krenshars or hounds are brutally direct, and simply aim to enter melee as soon as possible, though they are smart enough to draw melee characters onto the glass if possible. While they also suffer from slippery terrain, their additional appendages give them more stability.

**Treasure:** The hounds have no treasure, but the warden holds some equipment that helps him survive the climate and keep his slaves in check.

**APL 2:** Loot 1 gp; Magic 388 gp, +1 cool chainshirt (388 gp); Total 389 gp

**APL 2:** Loot 1 gp; Magic 388 gp, +1 cool chainshirt (388 gp); Total 389 gp

**APL 2:** Loot 1 gp; Magic 388 gp, +1 cool chainshirt (388 gp); Total 389 gp

**APL 2:** Loot 29 gp; 388 gp, +1 cool chainshirt (388 gp); Total 418 gp

**Detect Magic Results:** +1 cool chainshirt (faint abjuration)

**Development:** The slaves in the house are in a dismal state. They are well fed, but the hard work in the gardens and bad treatment by the sadistic warden has worn them down.

The PCs can spend some time talking to the slaves to get information. Most slaves only work the gardens, which need regular maintenance. These slaves can relate the following:

- The slaves know the basic layout of the gardens, as they are forced to maintain them.
- The main keeper of the garden is Khankhe, a harsh asherati druid. He is dispassionate and only cares for his termites.
- The salt garden suffers from occasional incursions of critters, beasties attracted to the red water fountain. The water in the fountain is poisonous. On top of it is a crystal cage, generally used to punish slaves that don't listen. Most who are placed there die of thirst.
- Mamoon has a cabin that is private. An old slave that once cleaned it described it as originally a 'cold house' – some guests apparently enjoy the sensations of freezing air. A few months ago, Mamoon declared it off limits.
- Most slaves never go to the guest house. It is a small building, but quite luxurious, intended for those people who come to visit Mamoon but are not allowed into the amir's heavily guarded mansion. The slaves know that there are guests, but not who they are. If the PCs ask, the slaves point out Rhounet and says (as they curse her) that she may know more.

There are four slaves that stand out from the rest, looking less worn. They can provide additional information as follows:

The warden knows as much as the slaves. The goblin talks easily, but the barghest refuses to talk unless magically compelled to do so.

☛ **Urynes:** NG male half-elf cleric 3.

Urynes is a half-elf priest of Pelor, a confidant of Karistyne. He is kind and softhearted. His first concern is for the slaves, which he desires to bring out safely as soon as possible. He proposes that the PCs help him, hoping

they will continue to look for Londal, who was taken from the compound some days ago – apparently he was too troublesome. Urynes has only a few spells left, having been systematically prevented from praying for guidance. He has two *endure elements*, a *detect poison* and a *create water* remaining.

🔥 **Moryn the Bold** : LG male dwarf fighter 4.

Moryn the Bold is another one of Karistyne's retainers, a dwarven blacksmith. He is big and strong, though the last days have worn him down. He's a warrior, and there is still some spirit in him. If it were up to him, he'd storm the mansion and free Karistyne himself, but it should be obvious to the PCs that he is not really up to it. He has no armor, his Strength and Constitution have suffered in the fight with Mamoon (where he was poisoned), and his skin is blistered.

🔥 **Ashixis**: N female human (Oeridian) rogue 2.

Ashixis is friend to Urynes. She tries to look her best but has suffered greatly during the fight in which she was captured. Ashixis is not officially associated with Karistyne – she was only hired because Urynes asked. She doesn't like Karistyne, and blames her situation on her, while at the same time trying to play down the predicament she is in.

🔥 **Rouhnet**: CN female expert 1.

Rouhnet is a young Flan woman, who has been slave for some years. She is quite pretty and petite. She doesn't look like she has done much hard work in her life. Until recently, she worked at the guesthouse, serving Mamoon's guests. Though the work is humiliating, her life was easy compared to those of the rest, and she was severely disliked by the other slaves because of that. Rouhnet moved recently since someone else took over her 'job'. She recalls that a week ago, a group of women arrived at the guest house, taking up residence as the guesthouse 'hostesses'. This was briefly after an official of the Sultan arrived. The official demanded to speak with Mamoon, but was asked to wait. Rouhnet suspects the official is still at the house, as she was made to understand that her 'replacement' was temporary. Rouhnet doesn't know much about the women, except that most of them looked tough and all wore veils.

## 5: SALT

*This area is dusty, and the ground chalk-white. Irregular shapes, like enormous snow flakes, rise up out of the ground, creating an eerie but beautiful landscape.*

*The trail leads up to a large fountain in the center, in which lies a still, dark red fluid. At the edge of the fountain are two crystal goblets.*

*On a dais in the center of the fountain stands a cage. Its bars look as if it is made of glass. Inside lies a person, unmoving.*

**Terrain:** The salt garden is filled with fantastic abstract figures, crystallized by the salt. This area is exceptionally dry, and those spending a long time here (measured in hours) need to drink regularly to prevent dehydration. The PCs are not likely affected, but the man in the cage – an ally of Karestine named Noy – succumbed and died of thirst.

The water in the fountain is not water, but pure, liquid salt. Immersion would be deadly – for every round of contact, the water deals 1d6 points of desiccation damage. Water elementals, plant creatures, and freshwater dwellers are extra vulnerable and take 1d8 points of damage per round instead. On the other hand, a salt mephitis rate of fast healing is doubled while it is in contact with the liquid.

**Creatures:** one or more salt mephitis plague this garden, they are mischievous and aggressive, and attack the PCs if they come near.

They are not the only threat: the body in the cage has animated into a vengeful undead creature thirsting for body fluids. For the moment it lies still, waiting for the PCs to come near (the mephitis provide it with no nourishment).

The cage it is in is magically warded against detection – originally to prevent a prisoner from being located, but it also blocks out spells like *detect evil* and *detect undead*.

**Note:** The EL of the APL 2 encounter is lowered as the ashen husk's aura is likely not effective against the PCs.

### APL 2 (EL 4)

🔥 **Salt Mephitis** (1): hp 19; MM 184.

🔥 **Ashen Husk** (1): hp 20; Appendix 1.

### APL 4 (EL 6)

🔥 **Salt Mephitis** (2): hp 19; MM 184.

🔥 **Forlorn Husk** (1): hp 19; Appendix 1.

### APL 6 (EL 8)

🔥 **Salt Mephitis** (3): hp 19; MM 184.

🔥 **Salt Mummy** (1): hp 114; Appendix 1.

### APL 8 (EL 10)

🔥 **Salt Mephitis** (5): hp 19; MM 184.

🔥 **Salt Mummy**, fighter 2: hp 159; Appendix 1.

**Tactics:** The mephitis stay as close to the fountain as possible. They attack using their breath weapons and spell-like abilities, and seek cover behind the fountain if they are the target of a ranged attack.

The salt mephitis's fast healing is effective in the entire salt garden. In addition, as long as a mephitis stays within the area of the red water fountain, its fast healing rate is doubled.

The undead in the cage does not move nor attack until someone comes close to the cage. Then it rises and grabs for the nearest PC, bashing open the door of the

cage (which was pried open by the mephitis some time ago).

The undead fights to the death. The mephitis try to flee once reduced to 5 hp or less.

**Treasure:** The mephitis don't have treasure. The undead does not have equipment, except for a wooden holy symbol of Heironeous, tucked under his clothing. It seems to be inexpertly carved.

**Development:** Once the undead is vanquished and searched, the PCs are likely to find the holy symbol.

The symbol was carved for Noy, who used to be a devoted warrior with aspirations to be a templar, by his son.

Once slain, Noy can be raised or resurrected. The PCs may desire to bring his body (or a part thereof, such as a lock of hair) to enable this.

## 6: STEAM

*The salt here turns into a deep sludge – next to the impeccably dry area rises a slippery rocky area full with mudpools and potholes that emanate wisps of steam. Occasionally, a pothole sprays a torrent of hot water, followed by a billowing cloud of steam*

*In the center of the slippery area stands a red stone building, it's walls decorated with flaming tresses and capped by a obsidian dome. Steam wafts from the building itself flowing from underneath the large stone door.*

**Trap:** Each round, a jet of steam billows up from two of the geyser spouts, creating a 10 feet radius and 15 feet high scalding cloud of steam. The geysers activate randomly (roll 1d12 twice and check the map).

The only way to stop the geysers is to block the spouts (a Disable Device check), or to bash in the spout. While this is only a temporary measure, it lasts long enough for the PCs to finish this adventure.

**APL 2 (EL 2)**

**Jet of Steam**

**Search** DC 17; **Type** natural

**Trigger** touch; **Init** +4;

**Effect:** Steam yet (2d6 fire), Reflex DC 12 half (each steam yet)

**Duration:** continuous

**Destruction** AC 18; Hardness 5, 10 hp (each spout)

**Disarm Disable Device** DC 17 (each spout)

**APL 4 (EL 4)**

**Jet of Steam**

**Search** DC 19; **Type** Natural

**Trigger** touch; **Init** +4;

**Effect:** Steam yet (4d6 fire), Reflex DC 14 half (each steam yet)

**Duration:** continuously

**Destruction** AC 18; Hardness 5, 10 hp (each spout)

**Disarm Disable Device** DC 19 (each spout)

**APL 6 (EL 6)**

**Jet of Steam**

**Search** DC 21; **Type** natural

**Trigger** touch; **Init** +4;

**Effect:** Steam yet (6d6 fire), Reflex DC 16 half (each steam yet)

**Duration:** continuous

**Destruction** AC 18; Hardness 5, 10 hp (each spout)

**Disarm Disable Device** DC 21 (each spout)

**APL 8 (EL 8)**

**Jet of Steam**

**Search** DC 23; **Type** natural

**Trigger** touch; **Init** +4;

**Effect:** steam yet (8d6 fire), Reflex DC 18 half (each steam yet)

**Duration:** continuous

**Destruction** AC 18; Hardness 5, 10 hp (each spout)

**Disarm Disable Device** DC 23 (each spout)

The building is a 'cold house' - a sort of reversed sauna. It was originally used by Mamoon as an eccentric attraction for his guests. For the last few months though, the cold house has been locked.

That the building is not hot but cold is obvious once the PCs near the door, which is covered in a constantly steaming, frosty layer (despite the heat outside).

**Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

The lock on the door is a simple lock, but the cold of the house has frozen it stiff, making it harder to pick:

**APL 2:** DC 22

**APL 4:** DC 24

**APL 6:** DC 26

**APL 8:** DC 28

*The inside of the house is decorated in smooth white and blue tiles – ice crystals form on the walls, and the massive wooden bench that circles the only room.*

*In the center, a column of ice rises up to the ceiling. In the heart of it is a single clear gem, pulsing with a strange, bluish light.*

Several months ago, through some of his agents on the plane of air, Mamoon came into the possession of a strange item called the 'Heart of Ice' – a piece of primal ice. The Heart is imbued with the primal forces of the plane of air, and mammon figured he could awaken these powers – and possibly gain control of the powers of ice and cold – by storing it in a freezing place.

He stored it here, until he could investigate it further. The business with Karistyne took his mind off

this project, but while he is busy, the heart has actually been awakened. It now waits for the first being to call upon its powers.

**Terrain:** The cold house is different in that the odd circumstances negate any effects of the plane of fire on fire and water magic. Those magics work normal here.

The temperature is numbing cold, but aside from being uncomfortable, these do not affect the PCs unless they stay here for longer than an hour.

**Creatures:** The first creature to awaken is the ice elemental that mammon uses to keep the cold house active. The elemental should be peaceful, but the presence of the Heart has agitated it and made it aggressive – causing it to attack the moment PCs open the door.

Besides the ice elemental, Mammon also placed a ward on the Heart, using a boon of a devil Mammon once worked for. Whenever someone other than Mammon comes within ten feet of the Heart, demons are summoned to attack the supposed thief. The number and type of demons depend on the APL.

**APL 2 (EL 4)**

- ❖ **Ice paraelemental, medium:** hp 26; Appendix 1.
- ❖ **Lemure:** hp 9; MM 57.

**APL 4 (EL 6)**

- ❖ **Ice paraelemental, large:** hp 60; Appendix 1.
- ❖ **Lemure (3):** hp 9; MM 57.

**APL 6 (EL 8)**

- ❖ **Ice paraelemental, huge:** hp 136; Appendix 1.
- ❖ **Bearded devil:** hp 45; MM 52.

**APL 8 (EL 10)**

- ❖ **Ice paraelemental, greater:** hp 178; Appendix 1.
- ❖ **Bearded devil (2):** hp 45; MM 52.

**Tactics:** Both the paraelemental and the demons fight to the death. The paraelemental however does not leave the cold house, instead using his ranged attacks should PCs retreat outside.

**Treasure:** None.

**Development:** If the PCs activated the alarm on the gate, let Khankhe escape, or manage to draw the combatants in the cold house outside, the Sarbazan (encounter 7) are alerted to their presence, and now attack from the Guest House (see encounter 7 for details).

Once all opponents are defeated, what remains is the strange crystal. The crystal pulses, almost hypnotically, as the PCs get near it. A *detect magic* spell reveals a strong aura of the evocation and conjuration schools.

A Knowledge (the planes) check reveals the following information:

**DC 10:** The item is an elemental gem, likely originating from the plane of air.

**DC 15:** It is magically charged with elemental force – in this case, cold.

**DC 20:** It is magically charged with elemental force. It is said that such force can be tapped to enhance elemental magic.

**DC 25:** The gem located here is primed – ready to give off elemental power.

**DC 30:** A mere touch is enough to tap its power – though with great power comes great danger.

If anyone actually touches (or strikes) the gem, it discharges its power. Everyone inside the cold house is basked in a blast of white light and immense cold.

Unless protected against cold (by *endure elements*, the Improved Cold Resistance feat, or other protections), a creature in the blast takes 1d6 points of non-lethal cold damage, and is covered with a thin layer of frost. Each PC so affected gains the Heart of Ice entry on the AR.

The gem then dies out, and starts recharging itself (which takes a month). It does not grant the boon again until fully recharged.

If the PCs desire to destroy it, the Heart has hardness 5 and 30 hp.

## 7: THE GUEST HOUSE

The following assumes the PCs do not draw undue attention during their foray in the gardens. If they activated the alarm on the gate, let Khankhe escape, or manage to draw the combatants in the cold house outside, the Sarbazan are alerted to their presence, and instead attack immediately after encounter 6.

*Part of this building is created in a similar way as the gates: of red hot, irregular stone and a roof of the blackest obsidian.*

*One part of the building however seems to be added as an afterthought, and doesn't match the same architecture. It is built from massive blocks of white marble and has thick plain glass windows.*

*Two double stone doors in the red wall facing the garden form the only entrance.*

If the PCs did not set off any alarms, and approach with some stealth, they are able to look through the windows.

*Three women, dressed in light armor, but each one veiled, sit around a well dressed table, eating and drinking leisurely. They talk amiably, but their demeanor is grim.*

If someone looks through a window allow the Sarbazan a Spot check to notice. If the women notice the PCs, they immediately attack. Otherwise, the PCs can have the surprise if they desire. Reyna does not waste time on speeches – she simply orders the attack.

**Creatures:** The women are called Sarbazan. A Knowledge (local: Core) or bardic lore check reveals the following information:

**DC 15:** This allows the PCs to recognize them through their attire, and reveals them to be a reclusive female force of warriors that fight at the side of Rary the Traitor.

**DC 20:** The Sarbazan normally patrol the Abbor-Alz. They are all women, all of them veiled. It's said no man can defeat them. A mysterious veiled woman, referred to as the Rai'dah, leads them.

**DC 25:** Why they ally with Rary is unknown – while tough and unforgiving, they have been known to aid the common people, and on occasionally have come into conflict with the orcs that Rary works with.

**DC 30:** The Sarbazan's leader is wanted by Onnwal for acts of treason. Some say she was once loyal, but defected to Rary to become Robilar's lover. Some say she had his child, and is now pushing for Robilar to become the true master of the Bright.

The Sarbazan led by Reyna are a small faction within the greater group, that has been working with Mamoon for some time. When Rary cemented his deal with the Grand Sultan, only a few people knew. One of the few to learn of it – through a mysterious intermediary – was Reyna.

Reyna saw an opportunity: she realized that Karistyne might have information about Rary that, when known, might aid the Sarbazan in establishing their power in the Bright Lands.

Some research into Mamoon's activities made Reyna believe that the efreet was perhaps less loyal than he showed – perhaps susceptible to bribery. Hence, she set out to convince the genie to not kill Karistyne, but instead use her to get information on Rary.

Normally, such naïve behavior would have ended in the warmage's death, but to her luck, Mamoon turned out to be the exact willing victim to her tales, though for other reasons than she had thought.

Mamoon was willing to believe Reyna's tales of secrets held by Karistyne, and thus did not kill her, but instead took her, and some of her allies, prisoner. While he interrogated her, he tasked Reyna to make sure that any enquiries into his work were held off until he was done. Reyna complied, naively expecting Mamoon to share any information he uncovered.

What Reyna didn't know, was that she herself was being played. For while Karistyne was kept alive to answer questions she had no answer to, her allies gained knowledge of Mamoon's involvement, that led them to stage a rescue.

Reyna and the Sarbazan women with her believe they are doing the right thing. They are all fanatically loyal to each other, and willing to fight to the death for their cause.

#### APL 2 (EL 5)

✶**Reyna:** female human warmage 2; hp 11; Appendix 1.

✶**Sarbazan (2):** female human fighter 2; hp 16; Appendix 1.

#### APL 4 (EL 7)

✶**Reyna:** female human warmage 4; hp 20; Appendix 1.

✶**Sarbazan (2):** female human fighter 4; hp 29; Appendix 1.

#### APL 6 (EL 9)

✶**Reyna:** female human warmage 6; hp 35; Appendix 1.

✶**Sarbazan (2):** female human fighter 6; hp 42; Appendix 1.

#### APL 8 (EL 11)

✶**Reyna:** female human warmage 8; hp 45; Appendix 1.

✶**Sarbazan (2):** female human fighter 8; hp 55; Appendix 1.

**Tactics:** Reyna tries to stay at the back, using her ranged attacks to the best effect. The Sarbazan enter melee as soon as possible, focusing as groups on individuals, and using their distracting attack ability to aid each other.

Reyna realizes that the PCs will spoil her entire plan, and Diplomacy cannot cause her to surrender or even stop fighting – only to choose to subdue rather than kill.

**Treasure:** Equipment of the Sarbazan.

**APL 2:** Loot 173 gp; Magic 83 gp, *cloak of elemental protection* (83 gp); Total 256 gp

**APL 4:** Loot 79 gp; Magic 677 gp, *cloak of elemental protection* (83 gp), +1 *breastplate* x2 (104 gp each), +1 *longsword* x2 (193 gp each); Total 756 gp

**APL 6:** Loot 78 gp; Magic 1396 gp, *cloak of elemental protection* (83 gp), *periapt of health* (333 gp), +1 *breastplate* x2 (104 gp each), +1 *longsword* x2 (193 gp each), +1 *short sword* x2 (193 gp each); Total 1474 gp

**APL 8:** Loot 78 gp; Magic 2729 gp, *cloak of elemental protection* (83 gp), *gloves of dexterity* (333 gp), *periapt of health* (333 gp), +1 *breastplate* x2 (104 gp each), +1 *shock longsword* x2 (693 gp each), +1 *short sword* x2 (193 gp each); Total 2807 gp

**Detect Magic Results:** *cloak of elemental protection* (faint abjuration), *gloves of dexterity* (faint transmutation), *periapt of health* (faint transmutation), +1 *breastplate* (faint abjuration), +1 *longsword* (faint evocation), +1 *shock longsword* (moderate evocation), +1 *short sword* (faint evocation)

**Development:** Once the Sarbazan are defeated, the PCs can interrogate them or examine the house. With an Intimidate check or a DC 25 Diplomacy check the women are willing to explain their presence. If asked, they can reveal that their leader would not approve of what they were up to – but they feel that sometimes harsh measures must be taken.



If asked about their leader, they only mention that they work for Rary, Emperor of the Bright Desert. If asked about the leader of the Sarbazan, they simply say that their Rai'dah will lead them to glory.

Examining the rest of the building reveals a luxurious, though small house, with a bath room, a bedroom for servants, and one guestroom (that is occupied):

*This is a luxurious room, with a bed big enough to hold a horse, and chairs that can seat giants.*

*A massive man, red skinned and horned, lies on the bed. He does not move but his chest heaves – a soft rumble indicates he is asleep. On the edge of the bed, next to him, sits a young woman in a gown. A veil covers her face.*

*"I have been expecting you," she says. "The wait was long, but I hope it was worth it."*

*She nods at the silent form.*

*"He sleeps now, but will wake soon. If you have questions, maybe now is the time. I am Yacinth, and I am Sarbazan. But unlike the women you fell, I do the Rai'dah's will."*

#### All APLs

🐉 **Yacinth**, female human rogue 6: hp 23; Appendix I.

🐉 **Asn-al-Manuk**, efreet: hp 65; MM 115

The efreet is Asn-al-Manuk, emissary of the Grand Sultan. Asn-al-Manuk came here several days ago to inquiry how far Mamoon was in eliminating Karistyne. Shortly after his arrival, the normal servants were replaced by the Sarbazan, who have kept him here ever since.

Etiquette dictates that the emissary waits until his host is ready to receive him, and Asn-al-Manuk has reluctantly followed these rules. The emissary is currently asleep.

The girl is Yacinth, another of the Sarbazan. Yacinth is not hostile – she won't fight the PCs, but if attacked tries to flee.

If the PCs ask her, she explains Reyna's plans. If asked about her own role, that of the Rai'dah, or if the PCs enquire about motives, she adds:

*"Everyone does what they do for a reason. Mamoon played the Sultan for his own gain. My sisters played him for theirs. Who knows who played them?"*

*In the end, does it matter? You are here, to free those who, without these lies, would have been dead.*

*Who told what to who is immaterial. "*

She does not otherwise reveal anything, and is willing to peacefully go with the PCs if they ask.

If the PCs wake Asn-al-Manuk, he is initially furious, demanding what they are doing there. Should the PCs explain what they have learned – particularly that Mamoon was holding Karistyne hostage – the emissary

calms down. He is still seething with anger, but this time it is directed to Mamoon. He explains:

*"That double crossing cur! He turned against us? How dare he! The Sultan shall have his hide for this! The death of the Karistyne woman; that was his task. As the Grand Sultan offered to Rary of the Bright as a token of appreciation and to seal the signing over the Tenh gate."*

If the PCs point out the involvement of the Sarbazan, the efreet says:

*"Rary's own women involved? Hmph. I cannot think other than this be a trick of a powerhungry underling. Surely the archmage would not try to pull such trick in a deal of such import to him. The deal over the rift is too important for such play!"*

*Nay, I will not take this woman and deliver her to the Sultan. Though, as you are instrumental to my freedom, I allow you to take her, and have her judged by her own people."*

Asn-al-Manuk does not provide further details on the 'Tenh gate', but PCs who played in COR3-12 *Endgame* may recall that they opened a gate to the plane of fire – and that that gate is likely still open.

It is up to the PCs on whether they take Yacinth with them or leave her here. If they take her with them, they gain the Mercy for a Maiden AR entry.

Once the PCs are done, they can leave in peace – they have earned the Sultan's gratitude, and their actions in the City of Brass will not be held against them.

**Troubleshooting:** If the PCs choose to attack the efreet, or cause him to attack, regardless of whether they defeat him, they earn the wrath of the Grand Sultan.

## CONCLUSION

If the PCs freed Asn-al-Manuk read Conclusion A: The Sultan's Grace.

For PCs that freed the slaves and got away, read Conclusion B: Success.

For PCs that failed to free the slaves and had to flee, read Conclusion C: Failure.

### CONCLUSION A: THE SULTAN'S GRACE

*You are held for some time as the Sultan's forces swarm the gardens, examining the guesthouse before they move towards the mansion.*

*You get some odd looks, but at the emissary's sign they leave you alone.*

*"You have proved your use," the efreet says. "I will allow you to leave, and take your people with you. The Grand Sultan forgives your slight, and in the future may extend his grace. Do not take this as a sign that you can repeat such acts. Next time, we will not be so forgiving."*

*With that, he rises up in the air, and flies towards the palace.*

The PCs gain the Favor of the Grand Sultan. Continue with Conclusion B or C if appropriate.

## CONCLUSION B: SUCCESS

*Once back in cold and wet Hardby, the people you freed are brought to the local temple of Pelor. From there you immediately go to the Crone's Head to report the good news to Thrics. It is rather busy in the common room, but it is difficult to miss Thrics and from the look on his face you suspect he already knows. Smiling, he ushers you to sit down, eager to hear your report, offering you a drink. He lets you tell your story, interrupting you many times, asking for clarifications, and apparently already composing a song about your deeds.*

*Once you are finished, he smiles, "You have done a great service to Oerth and me and my friends will not forget it. Few, if any would have duplicated your feat and if you don't mind I would gladly tell this story to the world. Please, enjoy your evening, the drinks are on me. I have to leave you to tell my friends." With that he drops a pouch of coins on the table, quickly speaks a few words with the innkeeper and then strides out, whistling a merry tune.*

Once the PCs have given Thrics the good news, he gladly pays them the agreed upon price. In addition the PCs also earn Tenser's Favor.

If the PCs set off the alarm, and had to flee (did not make it to the guesthouse) or if they attacked Asn-al-Manuk, they also gain the Wrath of the Grand Sultan.

## CONCLUSION C: FAILURE

Read aloud or paraphrase the following text when the PCs return to the Flanaess without the slaves.

*Once back in cold and wet Hardby you go to the Crone's Head to report your failure to Thrics. It is rather busy in the common room, but it is difficult to miss Thrics and from the look on his face you suspect he already knows. Grim-faced, He ushers you to sit down, eager to hear your report. He lets you tell your story, only interrupting you a few times, asking for clarifications.*

*Once you are finished, he stares at you grimly, "Oerth has lost some great men and women this day. These forces of good are now lost to the plane of fire..."*

*I will inform their friends, they will be missed."*

*"As for a reward, the agreement was to pay you for their rescue. Hopefully you have more success in the future. May Pelor brighten your days." With that he rises, walking away, shoulders slumped.*

The PCs gain no additional rewards in addition to what they found in the Burning Mansion, but they do gain the Wrath of the Grand Sultan.

## CAMPAIGN CONSEQUENCES

This module has "Campaign Consequences"; that is: the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to [gomez@gryphonhill.com](mailto:gomez@gryphonhill.com) as soon as possible. General comments about the module are also welcomed at this address.

1. What APL did you play?
2. Did the PCs set off the alarm?
3. Did the PCs free the slaves?
4. Did the PCs bring back Noy's body, a part thereof, or his holy symbol?
5. Did any PC touch the Heart of Ice? If so who were affected?
6. Did the PCs free Asn-al-Manuk? If so did they deliver Yacynth to the efreeti?
7. Did any PC die?

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### 1: The Gate

Defeat the guardians at the gate

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### 2: Sand

Defeat the keeper and his creatures:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### 4: Glass

Free the slaves

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

### 5: Salt

Defeat the mephits and the undead

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### 6: Steam

Evade or disable the steam trap

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Defeat the Heart of Ice Guardians

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### 7: The Guest House

Defeat the Sarbazan

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

### Discretionary roleplaying award

APL 2	120 XP
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APL 4	150 XP
APL 6	180 XP
APL 8	210 XP

### Total Possible Experience

APL 2	900 XP
APL 4	1,350 XP
APL 6	1,800 XP
APL 8	2,250 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

### 1: The Gate

**APL 2:** Loot 154 gp; Magic 12 gp *potion of cure light wounds* x3 (4 gp each); Total 166 gp.

**APL 4:** Loot 267 gp; Magic 12 gp *potion of cure light wounds* x3 (4 gp each); Total 279 gp.

**APL 6:** Loot 442 gp; Magic 12 gp *potion of cure light wounds* x3 (4 gp each); Total 454 gp.

**APL 8:** Loot 169 gp; Magic 2113 gp +3 *spear* (1525 gp), +1 *spiked full plate* x3 (194 gp each), *potion of cure light wounds* x3 (4 gp each); Total 2,282 gp.

## 2: Sand

**APL 2:** Loot 26 gp; Coin 200gp; Magic 161 gp +1 *studded leather armor* (98 gp), *wand of lesser vigor* (63 gp), *scroll of attune form* (31 gp); Total 419 gp.

**APL 4:** Loot 26 gp; Coin 200gp; Magic 244 gp +1 *studded leather armor* (98 gp), *cloak of resistance* (83 gp); *wand of lesser vigor* (63 gp), *scroll of attune form* (31 gp); Total 501 gp.

**APL 6:** Loot 26 gp; Coin 200gp; Magic 556 gp +1 *studded leather armor* (98 gp), *cloak of resistance* (83 gp); *wand of heat metal* (375 gp), *scroll of attune form*\* (31 gp); Total 813 gp.

**APL 8:** Loot 26 gp; Coin 200gp; Magic 1223 gp +1 *beastskin studded leather armor* (765 gp), *cloak of resistance* (83 gp); *wand of heat metal* (375 gp), *scroll of attune form* (31 gp); Total 1,480 gp.

## 4: Glass

**APL 2:** Loot 1 gp; Magic 388 gp, +1 *cool chainshirt* (388 gp); Total 389 gp.

**APL 2:** Loot 1 gp; Magic 388 gp, +1 *cool chainshirt* (388 gp); Total 389 gp.

**APL 2:** Loot 1 gp; Magic 388 gp, +1 *cool chainshirt* (388 gp); Total 389 gp.

**APL 2:** Loot 29 gp; 388 gp, +1 *cool chainshirt* (388 gp); Total 418 gp.

## 7: The Guest House

**APL 2:** Loot 173 gp; Magic 83 gp, *cloak of elemental protection* (83 gp); Total 256 gp.

**APL 4:** Loot 79 gp; Magic 677 gp, *cloak of elemental protection* (83 gp), +1 *breastplate* x2 (104 gp each), +1 *longsword* x2 (193 gp each); Total 756 gp.

**APL 6:** Loot 78 gp; Magic 1396 gp, *cloak of elemental protection* (83 gp), *periapt of health* (333 gp), +1 *breastplate* x2 (104 gp each), +1 *longsword* x2 (193 gp each), +1 *short sword* x2 (193 gp each); Total 1474 gp.

**APL 8:** Loot 78 gp; Magic 2729 gp, *cloak of elemental protection* (83 gp), *gloves of dexterity* (333 gp), *periapt of health* (333 gp), +1 *breastplate* x2 (104 gp each), +1 *shock longsword* x2 (693 gp each), +1 *short sword* x2 (193 gp each); Total 2807 gp.

## Treasure Cap

**APL 2:** 900 gp

**APL 4:** 1300 gp

**APL 6:** 1800 gp

**APL 8:** 2600 gp

## Total Possible Treasure

**APL 2:** 1,199 gp

**APL 4:** 1,894 gp

**APL 6:** 3,099 gp

**APL 8:** 6,956 gp

# ADVENTURE RECORD ITEMS

☛ **Souvenirs from the City of Brass:** The PCs gain adventure access to the following mundane and magical items (S = *Sandstorm*, P = *Planar Handbook*): Mundane – Desert outfit<sup>S</sup>, filtermask<sup>D</sup>, fireproof parchment<sup>P</sup>, fireproof clothing<sup>P</sup> (which can be applied to a new *cloak of resistance* or *cloak of charisma* +2), fireproof spellbook<sup>P</sup>, heatsuit outfit<sup>S</sup>, keepcool salve<sup>S</sup>, liquid embers<sup>P</sup>.

Magic – +1 *bane (elementals) falchion*, +1 *icy burst long spear*, *ring of elemental adaptation*<sup>P</sup>, *rings of minor energy resistance* (fire), *ring of minor energy resistance* (cold).

☛ **A Heart of Ice:** You have touched the *Heart of Ice* and your body has been infused with power from the Elemental Plane of Cold. For the next year (from the date noted below), you gain a +1 competence bonus on your caster level for any spell with the cold and/or water descriptor.

To further activate the abilities associated with the element you must perform a ritual, which costs 1 TU and 35,000 gp. Once completed, you gain the cold-subtype (becoming immune to cold, and vulnerable to fire). You also gain a +1 competence bonus to your caster level for any spell with the cold and/or water descriptor. (This bonus does not stack with the temporary bonus listed above).

☛ **Favor of Tenser:** Choose one of the following effects below before signing the AR. It might have additional effects in future adventures.

— Remove 1 disfavor with Karistyne from a previous AR.

— Add 3 arcane spells to your spellbook for the normal cost and rules. These spells can be of any level, but must be from the Open access list.

— You gain access to the following spells (assuming they are on the spell list of your class): *avoid planar effects*, *planar bubble*, *planar tolerance*.

— You gain one time access to **one** of the following items. You can buy these after any future adventure, but scratch this favor once used: *manual of bodily health* +1, *manual of gainful exercise* +1, *manual of Quickness of action* +1, *tome of clear thought* +1, *tome of leadership and influence* +1, *tome of understanding* +1.

Scratch this favor once used.

☛ **Mercy for a Maiden:** You chose not to deliver Yacinth to the Grand Sultan. This may have consequences in future adventure.

☛ **Favor of the Grand Sultan:** You gain access to the Elemental Warrior prestige class (*Planar Handbook*).

You may also upgrade any suit of armor or shield with *fire resistance* (and *improved fire resistance*) or upgrade any weapon with *bane (elementals)*, *bane (outsider, element of choice)*, *flaming*, or *flaming burst*.

You gain a +5 bonus on Diplomacy checks with efreet.

☛ **Wrath of the Grand Sultan:** You are charged with breaking the law in the City of Brass, and the Grand Sultan has declared you *persona non grata*. The attitudes of evil-aligned native creatures from the Elemental Plane of Fire are automatically one step worse from normal.

## ITEM ACCESS

APL 2:

- *Cloak of elemental protection* (Adventure, *Miniature's Handbook*)
- +1 *cool chainshirt* (Adventure, *Sandstorm*; 3,650 gp)
- *Wand of lesser vigor* (Adventure, *Spell Compendium*)

APL 4 (all of APL 4 plus the following):

- *Wand of heat metal* (Adventure, *Sandstorm*)

APL 8 (all of APL 6 plus the following):

- +1 *beastskin studded leather armor* (Adventure, *Complete Adventurer*; 9,175 gp)
- +3 *spear* (Adventure, DMG)
- +1 *shock longsword* (Adventure, DMG)

## APPENDIX 1: APL 2

### 1. THE GATE

#### HALF-JANNI\* GUARDS

CR 1

\*see *Sandstorm* 165

Male half-janni humanoid warrior 1  
LE Medium humanoid (human)

**Init** +5; **Senses** Listen +3, Spot +3

**Languages** Common, Ignan

**AC** 17, touch 11, flat-footed 16; Combat Expertise  
(+1 Dex, +5 armor, +1 natural)

**hp** 4 (1 HD)

**Resist** fire 5

**Fort** +2, **Ref** +1, **Will** +1

**Speed** 20 ft. (4 squares)

**Melee** mwk spiked chain +3 (2d4+1) or

**Melee** spiked gauntlet +2 (1d4+1) or

**Ranged** light crossbow +2 (1d8/x3)

**Base Atk** +1; **Grp** +1

**Atk Options** Combat Expertise

**Special Actions** planar jaunt

**Spell-Like Abilities** (1/day, CL 1st):

2nd—*invisibility*

1st—*enlarge person* (DC 11), *reduce person* (DC 11), *speak with animals*

**Abilities** Str 13, Dex 12, Con 11, Int 13, Wis 12, Cha 10

**Feats** Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Initiative<sup>B</sup>

**Skills** Intimidate +4, Knowledge (the planes) +4, Listen +3, Spot +3

**Possessions** masterwork spiked chain, light crossbow, dagger, spiked breastplate, spiked gauntlet flask of acid, *potion of cure light wounds*

**Planar Jaunt (Sp)** Once a day, a half-janni can travel to any elemental plane, the Astral plane, or the Material Plane. This ability is not used in this adventure.

### 2. SAND

#### KHANKHE

CR 2

Male asherati\* druid 2

\*see *Sandstorm* 139

NE medium humanoid (asherati)

**Init** +5; **Senses** Listen +7, Spot +7

**Languages** Common, Flan, Ignan

**AC** 16, touch 11, flat-footed 14

(+1 Dex, +4 armor, +1 natural)

**hp** 16 (2 HD)

**Resist** fire 5

**Fort** +5, **Ref** +1, **Will** +5

**Weakness** water vulnerability

**Speed** 30 ft. (6 squares), sand swim 30 ft.

**Melee** mwk scimitar +3 (1d6/18-20) or

**Ranged** sling +2 (1d4)

**Base Atk** +1; **Grp** +1

**Combat Gear** wand of lesser vigor, scroll of attune form

**Special Actions** body lamp

**Druid Spells Prepared** (CL 2nd):

1st—*sunstroke\** (DC 13), *cure light wounds*, *obscuring mist*

0—*cure minor wounds*, *detect magic*, *detect poison*, *flare* (DC 12)

**Abilities** Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha 8

**SQ** natural dryness

**Feats** Heat Endurance<sup>B</sup>, Improved Heat Endurance, Sand Skimmer<sup>B</sup>

**Skills** Handle Animal +7, Handle Animal +0, Hide +3 (+5 in sandy areas), Knowledge (nature) +2, Knowledge (the planes) +2, Listen +7, Move Silently +3, Spot +7, Survival +9

**Possessions** combat gear plus masterwork scimitar, sling, +1 studded leather armor,

**Water Vulnerability** Khankhe hates to get wet and his dry bodies absorb water readily while they are submerged. If completely wet, Khankhe takes a -1 penalty on all attack rolls, ability checks, and skill checks. If he is immersed in water, he cannot hold his breath and must immediately begin making Constitution checks to avoid drowning (DMG 304)

**Sand Swim (Su)** As a merfolk is to the sea, Khankhe is to sand, ash, dust, and even softsand (but not slipsand, packed dirt, or rock). He can sand swim through such materials at his land speed, while wearing light armor or carrying a light load. His speed drops to 5 feet if he wears heavier armor or carries a medium load. He cannot make any headway through the sand while carrying a heavy load.

Khankhe breathes normally while under the sands. This supernatural ability doesn't allow him to breath in mediums other than sand, dust, or ash, nor does it allow him to hold his breath longer than normal in water or dangerous gases.

**Body Lamp (Su)** Khankhe can make his skin glow at will, providing light out to 60 feet and shadow light out to 120 feet. In a medium of loose soil, such as sand, dust, or ash, a peculiar quality of the light allows him to make out solid objects up to 60 feet away. Under the sand, this light is sufficient for navigation and general identification of objects, but not for reading, recognizing individuals, or other similar feats of finer perception. This ability does not allow Khankhe to see invisible creatures or creatures with concealment more easily than normal. Other creatures in the sand do not gain this special sight, but they can see the sand take on a warm, orange glow.

Once per day, as a free action, Khankhe can bring his skin up to full brilliance so rapidly that it can dazzle all creatures within 30 feet for 1 minute. Creatures can avoid this effect with a successful Fortitude save (DC 10).

#### FIRE ELEMENT\* HYENA

CR 1

\*see *Manual of the Planes* 191

N Medium elemental (augmented animal, fire)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent, Listen +6, Spot +4

**Languages** none

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +2 natural)

**hp** 13 (2 HD)

**Immune** fire, poison, sleep, paralysis, stunning; not subject to critical hits

**Fort** +5, **Ref** +5, **Will** +1

**Weakness** double damage from cold except on a successful save

**Speed** 50 ft. (10 squares)

**Melee** bite +3 (1d6+3)

**Base Atk** +1; **Grp** +3

**Attack Option** burn, trip +2

**Abilities** Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6  
**SQ** elemental traits, link, share spells  
**Feats** Alertness  
**Skills** Hide +3 (+7 in tall grass or heavy undergrowth), Listen +6, Spot +4

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**Burn** Those hit by the natural weapons of the fire element hyena must succeed at a DC 10 Reflex save or catch fire. The flame burns for 1d4 rounds.

Creatures hitting the fire element hyena with natural weapons or unarmed attacks take 1d4 hp fire damage, as if hit by the creature's attack, and also catch fire unless they succeed at a Reflex save.

**Trip (Ex)** A fire element hyena that hits with its bite attack can attempt to trip an opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

### FIRE ELEMENT\* TERMITE SWARM\*\* CR 1

\*see *Manual of the Planes* 191

\*\*see MM 240 (spider swarm)

N swarm of Diminutive elemental (augmented vermin, fire)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft., Listen +4, Spot +4

**Languages** none

**AC** 17, touch 17, flat-footed 14

(+4 size, +3 Dex)

**hp** 9 (2 HD)

**Immune** fire, weapon damage, spells or effects targeting a specific number of creatures, poison, sleep, paralysis, stunning, mind-affecting effects; not subject to critical hits

**Fort** +3, **Ref** +3, **Will** +0

**Weakness** water vulnerability, double damage from cold except on a successful save, +50% damage from area of affect spells or effects

**Speed** 20 ft. (4 squares), climb 20 ft.

**Melee** swarm (1d6 + poison)

**Base Atk** +1; **Grp** –

**Space/Reach** 10 ft./0 ft.

**Attack Option** burn, distraction, poison (Injury, Fortitude DC 11, 1d3 Str/1d3 Str), smite good 1/day (+2 damage)

**Abilities** Str 1, Dex 17, Con 10, Int –, Wis 10, Cha 2

**SQ** elemental traits, swarm traits, vermin traits

**Skills** Climb +11, Listen +4, Spot +4

**Burn** Those damaged by the fire element swarm must succeed at a DC 9 Reflex save or catch fire. The flame burns for 1d4 rounds.

**Water Vulnerability** Water harms a fire element termite swarm as acid.

**Distraction:** Any living creature that begins its turn with a fire element termite swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The DC is Constitution based.

**Skills:** The fire element termite swarm can always take 10 on a Climb check, even if rushed or threatened.

## 3. GLASS

### FIENDISH KRENSHAR CR 1

NE Medium magical beast (extraplanar)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent, Listen +3, Spot +1

**Languages** none

**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

**hp** 11 (2 HD)

**Resist** cold 5, fire 5; **SR** 7

**Fort** +3, **Ref** +5, **Will** +1

**Speed** 40 ft. (8 squares)

**Melee** bite +2 (1d6) and

**Melee** claw +0/+0 (1d4)

**Base Atk** +2; **Grp** +2

**Special Action** scare

**Abilities** Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13

**Feats** Multiattack, Track<sup>B</sup>

**Skills** Hide +4, Jump +9, Listen +3, Move Silently +6, Spot +1

**Scare (Ex/Su)** As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

### GOBLIN WARDEN CR 1

NE Small humanoid (goblin)

**Init** +1; **Senses** darkvision 60 ft., Listen +3, Spot +3

**Languages** Goblin

**AC** 18, touch 12, flat-footed 17

(+1 Size, +1 Dex, +5 armor, +1 shield)

**hp** 5 (1 HD)

**Fort** +3, **Ref** +1, **Will** –1

**Speed** 30 ft. (6 squares)

**Melee** morningstar +2 (1d6) or

**Melee** javelin +3 (1d4)

**Base Atk** +1; **Grp** +1

**Abilities** Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

**Feats** Heat Endurance

**Skills** Hide +5, Listen +1, Move Silently +5, Spot +1

**Possessions** javelin, morningstar, light shield, +1 *cool chainshirt*, desert outfit, keepcool salve

## 5. SALT

### ASHEN HUSK\* CR 3

\*see *Sandstorm* 137

NE Medium undead

**Init** –1; **Senses** darkvision 60 ft., Listen +0, Spot +0

**Aura** dehydrating aura (10 ft., 1d4 nonlethal and dehydration)

**Languages** none

**AC** 11, touch 9, flat-footed 11

(–1 Dex, +2 natural)

**hp** 20 (2 HD); **DR** 5/slashing

**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

**Fort** +0, **Ref** –1, **Will** +3

**Speed** 30 ft. (6 squares, can't run)

**Melee** slam +5 (1d6+6)

**Base Atk** +1; **Grp** +5

**Atk Options** create spawn

**Abilities** Str 18, Dex 8, Con —, Int —, Wis 10, Cha 15

**SQ** undead traits, unholy toughness

**Feats** Toughness

**Dehydrating Aura (Su)** An ashen husk gives off a 10-foot emanation of dehydrating heat. A living creature within 10 feet of the ashen husk takes 1d4 points of nonlethal damage from heat each round unless it has at least heat protection 1 (see Appendix 2), and must make a DC 13 Fortitude save or be dehydrated (see the dehydrated condition, Appendix 2). A creature that makes its save gains immunity to that ashen husk's dehydrating aura ability for 24 hours, although it might still take the nonlethal damage from other sources of heat. The nonlethal damage from heat becomes lethal damage for a creature that is dehydrated. The save DC is Charisma based.

**Create spawn (Su)** Creatures killed by an ashen husk's dehydrating aura rise after 1d4 days as free-roaming ashen husks. They do not possess any of the abilities they had in life.

## 6. STEAM

**ICE PARAELEMENTAL\***

**CR 3**

\*see *Manual of the Planes* 181

N Medium elemental (air, cold, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., Listen +3, Spot +4

**Languages** Auran, Aquan

**AC** 17, touch 13, flat-footed 14; Dodge, uncanny dodge (+3 Dex, +4 natural)

**hp** 26 (4 HD)

**Immune** cold, poison, sleep, paralysis, stunning; not subject to critical hits

**Fort** +3, **Ref** +7, **Will** +1

**Weakness** double damage from fire except on a successful save

**Speed** 30 ft. (6 squares, can't run)

**Melee** icicle +6 (1d6+1 + 1d6 cold)

**Base Atk** +3; **Grp** +4

**Special Actions** chill metal

**Abilities** Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

**SQ** elemental traits

**Feats** Combat Reflexes, Weapon Finesse

**Skills** Listen +3, Spot +4

**Chill Metal (Su)** The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everyone within the given radius. It takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell.

## 7. THE GUEST HOUSE

**REYNA**

**CR 2**

Female human warmage\* 2

\*see *Complete Arcane* 10

N Medium humanoid (human)

**Init** +1; **Senses** Listen +0, Spot +2

**Languages** Common, Draconic, Feral

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +3 armor, +1 shield)

**hp** 11 (2 HD)

**Fort** +1, **Ref** +1, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** shortspear +0 (1d6-1)

**Ranged** light crossbow +2 (1d8/19-20)

**Base Atk** +1; **Grp** +0

**Atk Options** Point Blank, armored mage, warmage edge

**Combat Gear** cloak of elemental protection

**Warmage Spells Known** (CL 2nd; ranged touch +2):

1st (5/day)—*accuracy*, *burning hands* (DC 14), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp* (DC 14), *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

**Abilities** Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 15

**Feats** Point Blank, Spell focus (evocation)

**Skills** Concentration +6, Intimidate +7, Knowledge (arcana) +7, Spot +2, Spellcraft +9

**Possessions** spear, light crossbow with 10 bolts, studded leather armor, light wooden shield, desert outfit

**Armored Mage (Ex)** Reyna avoids arcane spell failure as long as she wears light armor and light shields.

**Warmage Edge (Ex)** Whenever Reyna casts a spell that deals hit point damage, she adds her Intelligence bonus (+2) to the amount of damage dealt. A single spell cannot gain this bonus more than once.

**SARBAZAN**

**CR 2**

Female human ranger 2

N Medium humanoid (human)

**Init** +1; **Senses** Listen +5, Spot +5

**Languages** Common, Feral, Flan

**AC** 16, touch 11, flat-footed 15; Dodge

(+1 Dex, +5 armor)

**hp** 16 (2 HD)

**Fort** +5, **Ref** +4, **Will** +0

**Speed** 20 ft. (4 squares)

**Melee** mwk longsword +6 (1d8+2/19-20) or

**Melee** mwk longsword +4 (1d8+2/19-20) and

**Melee** mwk short sword +3 (1d6+1/19-20)

**Ranged** shortbow +3 (1d6/x3)

**Base Atk** +2; **Grp** +4

**Atk Options** favored enemy humans +2

**Abilities** Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8

**SQ** wild empathy +1 (-3 magical beasts)

**Feats** Dodge, Track<sup>B</sup>, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (longsword)

**Skills** Handle Animal +4, Heal +6, Knowledge (geography) +5, Listen +6, Ride +6, Spot +6, Survival +6

**Possessions** masterwork longsword, masterwork short sword, dagger, shortbow with 20 arrows, masterwork breastplate, desert outfit

**YACINTH**

**CR 6**

female rogue 6

N Medium humanoid (human)

**Init** +7; **Senses** Listen +10, Spot +10

**Languages** Common, Feral, Old Oeridian

**AC** 13, touch 13, flat-footed 10; Dodge

(+3 Dex)

**hp** 27 (6 HD)

**Resist** evasion

**Fort** +2, **Ref** +7, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** dagger +7 (1d4-1) or



**Ranged** dagger +7 (1d4-1)

**Base Atk** +4; **Grp** +4

**Special Actions** sneak attack +3d6

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**Abilities** Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 14

**SQ** trap sense +2, trap finding

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Bluff +11, Disguise +11 (+13 when acting), Diplomacy  
+15, Gather Information +11, Hide +10, Knowledge (local:  
Core) +12, Listen +10, Sense Motive +10, Spot +10

**Possessions** dagger

## 1. THE GATE

### MUTHIAXOBIX

CR 4

Advanced Flamebrother Salamander

LE Small outsider (extraplanar, fire)

**Init** +1; **Senses** darkvision 60 ft., Listen +14, Spot +14

**Languages** Common, Ignan

**AC** 19, touch 12, flat-footed 18

(+1 size, +1 Dex, +7 natural)

**hp** 45 (7 HD)

**Immune** fire

**Fort** +7, **Ref** +6, **Will** +7

**Weakness** cold vulnerability

**Speed** 20 ft. (4 squares)

**Melee** spear +9/+4 (1d6+1/x3 plus 1d6 fire) and

**Melee** tail slap +7 (1d6 plus 1d6 fire)

**Base Atk** +7; **Grp** +4

**Atk Options** Power Attack, constrict 1d6 plus 1d6 fire, heat, improved grab

**Abilities** Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13

**Feats** Alertness, Improved Natural Attack, Multiattack

**Skills** Craft (blacksmithing) +8, Hide +15, Listen +14, Move Silently +9, Spot +14

**Possessions** spear

**Constrict (Ex)** Muthiaxobix deals automatic tail slap damage (including fire damage) with a successful grapple check.

**Heat (Ex)** Muthiaxobix generates so much heat that his mere touch deals additional fire damage. Muthiaxobix metallic weapons also conduct this heat.

**Improved Grab (Ex)** To use this ability, Muthiaxobix must hit a creature of up to one size larger than himself with his tail slap attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

### HALF-JANNI GUARDS

CR 2

Male half-janni\* human fighter 1

\*see *Sandstorm* 165

LE medium humanoid (human)

**Init** +6; **Senses** Listen +3, Spot +3

**Languages** Common, Ignan, Infernal

**AC** 18, touch 11, flat-footed 17

(+2 Dex, +5 armor, +1 natural)

**hp** 12 (1 HD)

**Resist** fire 5

**Fort** +4, **Ref** +2, **Will** +1

**Speed** 20 ft. (4 squares)

**Melee** mwk spiked chain +5 (2d4+4) or

**Melee** spiked gauntlet +4 (1d4+3) or

**Ranged** light crossbow +4 (1d8/x3)

**Base Atk** +1; **Grp** +4

**Atk Options** Combat Expertise, Improved Trip

**Special Actions** planar jaunt

**Combat Gear** *potion of cure light wounds*

**Spell-Like Abilities** (1/day, CL 1st):

2nd — *invisibility*

1st — *enlarge person* (DC 10), *reduce person* (DC 10), *speak with animals*

**Abilities** Str 17, Dex 15, Con 14, Int 14, Wis 12, Cha 8

**Feats** Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Initiative<sup>B</sup>, Improved Trip

**Skills** Intimidate +3, Knowledge (the planes) +4, Listen +3, Spellcraft +4, Spot +3

**Possessions** combat gear plus masterwork spiked chain, masterwork light crossbow, dagger, masterwork spiked breastplate, spiked gauntlet, flask of acid

**Planar Jaunt (Sp)** Once a day, a half-janni can travel to any elemental plane, the Astral plane, or the Material Plane. This ability is not used in this adventure.

## 2. SAND

### KHANKHE

CR 4

Male asherati\* druid 4

\*see *Sandstorm* 137

NE Medium humanoid (asherati)

**Init** +5; **Senses** Listen +10, Spot +10

**Languages** Common, Flan, Ignan

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +4 armor, +1 natural)

**hp** 29 (4 HD)

**Resist** fire 5

**Fort** +7, **Ref** +3, **Will** +8

**Weakness** water vulnerability

**Speed** 30 ft. (6 squares), sand swim 30 ft.

**Melee** mwk scimitar +5 (1d6/18-20) or

**Ranged** sling +4 (1d4)

**Base Atk** +3; **Grp** +3

**Special Actions** body lamp

**Combat Gear** *wand of lesser vigor*, *scroll of attune form*

**Druid Spells Prepared** (CL 3rd):

2nd — *barkskin*, *bull's strength*, *flaming sphere* (DC 16)

1st — *cure light wounds*, *sunstroke* (DC 15), *faerie fire*, *obscuring mists*

0 — *cure minor wounds*, *detect magic*, *detect poison*, *flare* (DC 14), *resistance*

**Abilities** Str 10, Dex 13, Con 14, Int 12, Wis 16, Cha 8

**SQ** natural dryness, trackless step

**Feats** Heat Endurance<sup>B</sup>, Improved Heat Endurance<sup>B</sup>, Skill Focus (Concentration), Spell Focus (evocation), Sand Skimmer<sup>B</sup>

**Skills** Concentration +12, Handle Animal +2, Hide +3 (+5 in sandy areas), Knowledge (nature) +2, Knowledge (the planes) +2, Listen +10, Move Silently +3, Spot +10, Survival +12

**Possessions** combat gear plus masterwork scimitar, sling, +1 studded leather armor, *cloak of resistance*

**Water Vulnerability** Khankhe hates to get wet and his dry bodies absorb water readily while they are submerged. If completely wet, Khankhe takes a -1 penalty on all attack rolls, ability checks, and skill checks. If he is immersed in water, he cannot hold his breath and must immediately begin making Constitution checks to avoid drowning (DMG 304)

**Sand Swim (Su)** As a merfolk is to the sea, Khankhe is to sand, ash, dust, and even softsand (but not slipsand, packed dirt, or rock). He can sand swim through such materials at his land speed, while wearing light armor or carrying a light load. His speed drops to 5 feet if he wears heavier armor or carries a medium load. He cannot make any headway through the sand while carrying a heavy load.

Khankhe breathes normally while under the sands. This supernatural ability doesn't allow him to breath in

mediums other than sand, dust, or ash, nor does it allow him to hold his breath longer than normal in water or dangerous gases.

**Body Lamp (Su)** Khankhe can make his skin glow at will, providing light out to 60 feet and shadow light out to 120 feet. In a medium of loose soil, such as sand, dust, or ash, a peculiar quality of the light allows him to make out solid objects up to 60 feet away. Under the sand, this light is sufficient for navigation and general identification of objects, but not for reading, recognizing individuals, or other similar feats of finer perception. This ability does not allow Khankhe to see invisible creatures or creatures with concealment more easily than normal. Other creatures in the sand do not gain this special sight, but they can see the sand take on a warm, orange glow.

Once per day, as a free action, Khankhe can bring his skin up to full brilliance so rapidly that it can dazzle all creatures within 30 feet for 1 minute. Creatures can avoid this effect with a successful Fortitude save (DC 10).

### FIRE ELEMENT\* HYENA CR 3

\*see *Manual of the Planes* 191

N Medium elemental (augmented animal, fire)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, Listen +7, Spot +5

**Languages** none

**AC** 20, touch 13, flat-footed 17  
(+3 Dex, +4 natural)

**hp** 30 (4 HD)

**Immune** fire, poison, sleep, paralysis, stunning; not subject to critical hits

**Resist** evasion

**Fort** +7, **Ref** +7, **Will** +2

**Weakness** double damage from cold except on a successful save

**Speed** 50 ft. (10 squares)

**Melee** bite +6 (1d6+3+1d4 fire)

**Base Atk** +3; **Grp** +5

**Attack Option** burn, trip (+2)

**Abilities** Str 15, Dex 16, Con 16, Int 2, Wis 13, Cha 6

**SQ** elemental traits, link, share spells

**Feats** Alertness, Weapon Focus (bite)

**Skills** Hide +4 (+8 in tall grass or heavy undergrowth), Listen +7, Spot +5

**Burn** Those hit by the natural weapons of the fire element hyena must succeed at a DC 12 Reflex save or catch fire. The flame burns for 1d4 rounds.

Creatures hitting the fire element hyena with natural weapons or unarmed attacks take 1d4 hp fire damage, as if hit by the creature's attack, and also catch fire unless they succeed at a Reflex save.

**Trip (Ex)** A fire element hyena that hits with its bite attack can attempt to trip an opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

### FIRE ELEMENT\* TERMITE SWARM\*\* CR 4

\*see *Manual of the Planes* 191

\*\*see MM 238 (locust swarm)

N swarm of Diminutive elemental (augmented vermin, fire)

**Init** +4; **Senses** darkvision 60 ft., Listen +4, Spot +4

**Languages** none

**AC** 18, touch 18, flat-footed 14

(+4 size, +4 Dex)

**hp** 21 (6 HD)

**Immune** fire, weapon damage, spells or effects targeting a specific number of creatures, poison, sleep, paralysis, stunning, mind-affecting effects; not subject to critical hits

**Fort** +4, **Ref** +6, **Will** +2

**Weakness** water vulnerability, double damage from cold except on a successful save, +50% damage from area of affect spells or effects

**Speed** 10 ft. (3 squares), fly 30 ft. (poor)

**Melee** swarm (2d6 + 1d4 fire)

**Base Atk** +4; **Grp** –

**Space/Reach** 10 ft./0 ft.

**Attack Option** distraction

**Abilities** Str 1, Dex 19, Con 8, Int –, Wis 10, Cha 2

**SQ** elemental traits, swarm traits, vermin traits

**Skills** Listen +4, Spot +4

**Burn** Those damaged by the fire element termite swarm must succeed at a DC 12 Reflex save or catch fire. The flame burns for 1d4 rounds.

Creatures hitting the fire element termite swarm with natural weapons or unarmed attacks take 1d4 hp fire damage, as if hit by the creature's attack, and also catch fire unless they succeed at a Reflex save.

**Distraction:** Any living creature that begins its turn with a fire element termite swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The DC is Constitution based.

**Water Vulnerability** Water harms a fire element termite swarm as acid.

## 4. GLASS

### GOBLIN WARDEN CR 1

NE Small humanoid (goblin)

**Init** +1; **Senses** darkvision 60 ft., Listen +3, Spot +3

**Languages** Goblin

**AC** 18, touch 12, flat-footed 17

(+1 Size, +1 Dex, +5 armor, +1 shield)

**hp** 5 (1 HD)

**Fort** +3, **Ref** +1, **Will** –1

**Speed** 30 ft. (6 squares)

**Melee** morningstar +2 (1d6)

**Melee** javelin +3 (1d4)

**Base Atk** +1; **Grp** +1

**Abilities** Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

**Feats** Heat Endurance

**Skills** Hide +5, Listen +1, Move Silently +5, Spot +1

**Possessions** javelin, morningstar, light shield, +1 cool chainshirt, desert outfit, keepcool salve

## 5. SALT

### FORLORN HUSK\* CR 4

\*see *Sandstorm* 163

NE Medium undead

**Init** –1; **Senses** darkvision 60 ft., low-light vision, Listen +6, Spot +6

**Languages** Common

**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

**hp** 19 (3 HD); fast healing 2; DR 5/magic

**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

**Fort** +1, **Ref** +4, **Will** +4

**Weakness** drawn to water

**Speed** 30 ft. (6 squares); *spider climb*

**Melee** claw +5/+5 (1d6+4) and

**Melee** bit +3 (1d4+2) and

**Base Atk** +1; **Grp** +5

**Atk Options** improved grab, water drain

**Special Actions** create spawn

**Abilities** Str 18, Dex 17, Con —, Int 11, Wis 13, Cha 10

**SQ** spider climb, undead traits

**Feats** Alertness, Multiattack

**Skills** Hide +6, Listen +6, Move Silently +6, Spot +6

**Drawn To Water (Ex)** If presented with a source of visible water, a forlorn husk must attempt a DC 15 Will save; if it fails, it relinquishes its grip on any victim it might have and goes after the water instead (possibly attempting to disarm the creature holding it). The forlorn husk then spends the next turn drinking the eater as a full round action. A forlorn husk can even be tricked into drinking holy water in the fashion, though it is allowed a DC 15 Wisdom check to see if it notices that it is to drink something that can harm it. A forlorn husk that is attacked before it can drink the water immediately turns to that foe and resumes its attacks. Only if left unassaulted during its turn does it consume the water it seizes.

**Improved Grab (Ex)** To use this ability, the forlorn husk must hit a creature with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it gets a hold and can drain water from the victim.

**Water Drain (Ex)** If a living target has an open wound, a forlorn husk can drain moisture from the victim by making a successful grapple check. Each such attack deals 2d6 points of desiccation damage to the victim. One such successful attack, the forlorn husk gains 5 temporary hit points that last for up to 1 hour.

**Create spawn (Su)** A humanoid or monstrous humanoid slain by the desiccation damage caused by a forlorn husk's water drain attack rises as a forlorn husk 1d2 days later.

**Spider Climb (Su)** A forlorn husk can climb sheer surfaces as though under the effect of a *spider climb* spell.

## 6. STEAM

**ICE PARAELEMENTAL\***

**CR 5**

\*see *Manual of the Planes* 181

N Large elemental (air, cold, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., Listen +5, Spot +6

**Languages** Auran, Aquan

**AC** 19, touch 14, flat-footed 14; Dodge,

(–1 size, +5 Dex, +5 natural)

**hp** 60 (8 HD); DR 5/–

**Immune** cold, poison, sleep, paralysis, stunning; not subject to critical hits

**Fort** +5, **Ref** +11, **Will** +2

**Weakness** double damage from fire except on a successful save

**Speed** 30 ft. (6 squares, can't run)

**Melee** icicle +10/+5 (2d6+2 + 2d6 cold)

**Space/Reach** 10 ft./10 ft.

**Base Atk** +5; **Grp** +7

**Combat Options** Combat Reflexes,

**Special Actions** chill metal

**Abilities** Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11  
**SQ** elemental traits

**Feats** Combat Reflexes, Dodge, Weapon Finesse

**Skills** Listen +5, Spot +6

**Chill Metal (Su)** The ice paramental's chill metal power functions like the druid spell of the same name, except that it affects everyone within the given radius. It takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell.

## 7. THE GUEST HOUSE

**REYNA**

**CR 4**

Female human warmage\* 4

\*see *Complete Arcane* 10

N Medium humanoid (human)

**Init** +1; **Senses** Listen +0, Spot +3

**Languages** Common, Draconic, Ferral

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +3 armor, +1 shield)

**hp** 20 (4 HD)

**Fort** +2, **Ref** +2, **Will** +4

**Speed** 30 ft. (6 squares)

**Melee** shortspear +1 (1d6–1)

**Ranged** light crossbow +3 (1d8/19–20)

**Base Atk** +2; **Grp** +1

**Atk Options** Point Blank, armored mage, warmage edge

**Combat Gear** cloak of elemental protection

**Warmage Spells Known** (CL 4th; ranged attack +3):

2nd (4/day)—*blades of fire*, *continual flame*, *fire trap* (DC 15), *fireburst* (DC 16), *flaming sphere* (DC 16), *ice knife* (ranged touch +7, DC 15), *Melf's acid arrow*, *pyrotechnics* (DC 15), *scorching ray*, *shatter* (DC 16), *whirling blade*

1st (7/day)—*accuracy*, *burning hands* (DC 15), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp* (DC 15), *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *flare* (DC 14), *ray of frost*

‡ Already cast

**Abilities** Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 16

**Feats** Extra Edge, Point Blank, Spell Focus (evocation)

**Skills** Concentration +8, Intimidate +10, Knowledge (arcana) +9, Spot +3, Spellcraft +11

**Possessions** spear, light crossbow with 10 bolts, studded leather armor, light wooden shield, desert outfit

**Armored Mage (Ex)** Reyna avoids arcane spell failure as long as she wears light armor and light shields.

**Warmage Edge (Ex)** Whenever Reyna casts a spell that deals hit point damage, she adds her Intelligence bonus (+2) and a +2 bonus for Extra Edge for a total of +4) to the amount of damage dealt. A single spell can only gain this bonus once.

**SARBAZAN**

**CR 4**

Female human ranger 4

N medium humanoid (human)

**Init** +1; **Senses** Listen +8, Spot +8

**Languages** Common, Ferral, Flan

**AC** 18, touch 11, flat-footed 16; Dodge, Two-Weapon Defense

(+1 Dex, +6 armor; +1 shield)  
**hp** 29 (4 HD)  
**Fort** +6, **Ref** +5, **Will** +1

---

**Speed** 20 ft. (4 squares)  
**Melee** +1 *longsword* +9 (1d8+4/19-20) or  
**Melee** +1 *longsword* +7 (1d8+4/19-20) and  
**Melee** mwk short sword +6 (1d6+1/19-20)  
**Ranged** shortbow +5 (1d6/x3)  
**Base Atk** +4; **Grp** +6  
**Atk Options** distracting attack, favored enemy humans +2  
**Ranger Spells Prepared** (CL 2nd):  
1st— *endure elements*<sup>†</sup>  
<sup>†</sup> Already cast

---

**Abilities** Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8  
**SQ** wild empathy +3 (-1 magical beasts)  
**Feats** Dodge, Endurance<sup>B</sup>, Track<sup>B</sup>, Two-Weapon Defense,  
Two-Weapon Fighting<sup>B</sup>, Weapon Focus (longsword)  
**Skills** Handle Animal +6, Heal +8, Knowledge (geography)  
+7, Listen +8, Ride +8, Spot +8, Survival +8  
**Possessions** +1 *breastplate*, +1 *longsword*, masterwork short  
sword, dagger, shortbow, 20 arrows desert outfit

---

**Distracting Attack (Ex)** Whenever a Sarbazan hits an  
enemy with a weapon attack (whether melee or ranged)  
that enemy is considered flanked by her for the purpose of  
adjudicating her allies' attacks. This flanked condition  
lasts until either the enemy is attacked by one of her allies  
or until the start of her next turn, whichever comes first.  
This ability has no effect on creatures that can't be flanked.

## YACINTH

CR 6

Female human rogue 6  
N medium humanoid (human)  
**Init** +7; **Senses** Listen +10, Spot +10  
**Languages** Common, Ferral, Old Oeridian,

---

**AC** 13, touch 13, flat-footed 10; Dodge  
(+3 Dex)  
**hp** 23 (6 HD)  
**Resist** evasion  
**Fort** +2, **Ref** +7, **Will** +3

---

**Speed** 30 ft. (6 squares)  
**Melee** dagger +7 (1d4-1) or  
**Ranged** dagger +7 (1d4-1)  
**Base Atk** +4; **Grp** +4  
**Special Actions** sneak attack +3d6

---

**Abilities** Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 14  
**SQ** trap sense +2, trap finding  
**Feats** Dodge, Improved Initiative, Weapon Finesse  
**Skills** Bluff +11, Disguise +11 (+13 when acting), Diplomacy  
+15, Gather Information +11, Hide +10, Knowledge (local:  
Core) +12, Listen +10, Sense Motive +10, Spot +10  
**Possessions** dagger

## 1. THE GATE

**HALF-JANNI\* GUARDS****CR 4**

\*see Sandstorm 165

Male half-janni human fighter 3

LE Medium humanoid (human)

**Init** +6; **Senses** Listen +4, Spot +4**Languages** Common, Ignan, Infernal**AC** 20, touch 11, flat-footed 19

(+1 Dex, +8 armor, +1 natural)

**hp** 27 (3 HD)**Resist** fire 5**Fort** +5, **Ref** +3, **Will** +2**Speed** 20 ft. (4 squares)**Melee** mwk spiked chain +8 (2d4+4) or**Melee** spiked gauntlet +8 (1d4+3) or**Ranged** light crossbow +6 (1d8/x3)**Base Atk** +3; **Grp** +6**Atk Options** Combat Expertise, Improved Trip, Power Attack**Special Actions** planar jaunt**Combat Gear** *potion of cure light wounds***Spell-Like Abilities** (1/day, CL 3rd):2nd—*invisibility*1st—*enlarge person* (DC 10), *reduce person* (DC 10), *speak with animals***Abilities** Str 17, Dex 15, Con 14, Int 14, Wis 12, Cha 8**Feats** Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Initiative<sup>B</sup>, Improved Trip, Power Attack, Weapon Focus (spiked chain)**Skills** Intimidate +5, Knowledge (the planes) +5, Listen +4, Spellcraft +5, Spot +4**Possessions** combat gear plus masterwork spiked chain, masterwork light crossbow, dagger, masterwork spiked full plate, spiked gauntlet, flask of acid (2)**Planar Jaunt (Sp)** Once a day, a half-janni can travel to any elemental plane, the Astral plane, or the Material Plane. This ability is not used in this scenario.

## 2. SAND

**KHANKHE****CR 6**

Male asherati\* druid 6

\*see Sandstorm 137

NE Medium humanoid (asherati)

**Init** +5; **Senses** Listen +12, Spot +12**Languages** Common, Flan, Ignan**AC** 16, touch 11, flat-footed 15

(+1 Dex, +4 armor, +1 natural)

**hp** 42 (6 HD)**Resist** fire 5**Fort** +8, **Ref** +4, **Will** +9**Weakness** water vulnerability**Speed** 30 ft. (6 squares), sand swim 30 ft.**Melee** mwk scimitar +6 (1d6/18-20) or**Ranged** sling +5 (1d4)**Base Atk** +4; **Grp** +4**Special Actions** body lamp, wild shape 2/day**Combat Gear** *wand of heat metal*, *scroll of attune form***Druid Spells Prepared** (CL 6th):3rd—*call lightning* (DC 17), *greater magic fang*, *summon desert ally* III2nd—*barkskin*, *bull's strength*, *chill metal* (DC 16) *flaming sphere* (DC 16)1st—*cure light wounds*, *sunstroke* (DC 15), *faerie fire*, *obscuring mists*0—*cure minor wounds*, *detect magic*, *detect poison*, *flare* (DC 14), *resistance***Abilities** Str 10, Dex 13, Con 14, Int 12, Wis 16, Cha 8**SQ** natural dryness, trackless step**Feats** Heat Endurance<sup>B</sup>, Improved Heat Endurance<sup>B</sup>, Natural Spell, Skill Focus (Concentration), Spell Focus (evocation), Sand Skimmer<sup>B</sup>**Skills** Concentration +14, Handle Animal +4, Hide +3 (+5 in sandy areas), Knowledge (nature) +2, Knowledge (the planes) +2, Listen +12, Move Silently +3, Spot +12, Survival +14**Possessions** combat gear plus masterwork scimitar, sling, +1 *studded leather armor*, *cloak of resistance***Water Vulnerability** Khankhe hates to get wet and his dry bodies absorb water readily while they are submerged. If completely wet, Khankhe takes a -1 penalty on all attack rolls, ability checks, and skill checks. If he is immersed in water, he cannot hold his breath and must immediately begin making Constitution checks to avoid drowning (DMG 304)**Sand Swim (Su)** As a merfolk is to the sea, Khankhe is to sand, ash, dust, and even softsand (but not slipsand, packed dirt, or rock). He can sand swim through such materials at his land speed, while wearing light armor or carrying a light load. His speed drops to 5 feet if he wears heavier armor or carries a medium load. He cannot make any headway through the sand while carrying a heavy load.

Khankhe breathes normally while under the sands. This supernatural ability doesn't allow him to breathe in mediums other than sand, dust, or ash, nor does it allow him to hold his breath longer than normal in water or dangerous gases.

**Body Lamp (Su)** Khankhe can make his skin glow at will, providing light out to 60 feet and shadow light out to 120 feet. In a medium of loose soil, such as sand, dust, or ash, a peculiar quality of the light allows him to make out solid objects up to 60 feet away. Under the sand, this light is sufficient for navigation and general identification of objects, but not for reading, recognizing individuals, or other similar feats of finer perception. This ability does not allow Khankhe to see invisible creatures or creatures with concealment more easily than normal. Other creatures in the sand do not gain this special sight, but they can see the sand take on a warm, orange glow.

Once per day, as a free action, Khankhe can bring his skin up to full brilliance so rapidly that it can dazzle all creatures within 30 feet for 1 minute. Creatures can avoid this effect with a successful Fortitude save (DC 10).

**FIRE ELEMENT\* HYENA****CR 4**

\*see Manual of the Planes 191

N Medium elemental (augmented animal, fire)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, Listen +7, Spot +7**Languages** none**AC** 22, touch 13, flat-footed 19

(+3 Dex, +6 natural)

**hp** 45 (6 HD)

**Immune** fire, poison, sleep, paralysis, stunning; not subject to critical hits

**Resist** evasion

**Fort** +8, **Ref** +8, **Will** +3 (+7 against enchantment spells and effects)

---

**Speed** 50 ft. (10 squares)

**Melee** bite +8 (1d8+4+1d4 fire)

**Base Atk** +4; **Grp** +7

**Attack Option** trip +3

---

**Abilities** Str 16, Dex 17, Con 16, Int 2, Wis 13, Cha 6

**SQ** devotion, elemental traits, link, share spells

**Feats** Alertness, Weapon Focus (bite), Improved Natural Attack

**Skills** Hide +4 (+8 in tall grass or heavy undergrowth), Listen +7, Spot +7

---

**Burn** Those hit by the natural weapons of the fire element hyena must succeed at a DC 14 Reflex save or catch fire. The flame burns for 1d4 rounds.

Creatures hitting the fire element hyena with natural weapons or unarmed attacks take 1d4 hp fire damage, as if hit by the creature's attack, and also catch fire unless they succeed at a Reflex save.

**Trip (Ex)** A fire element hyena that hits with its bite attack can attempt to trip an opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

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## FIRE ELEMENT\* TERMITE SWARM\*\* CR 6

\*see *Manual of the Planes* 191

\*\*see MM 238 (centipede swarm)

N swarm of Diminutive elemental (augmented vermin, fire)

**Init** +4; **Senses** darkvision 60 ft, tremorsense 30 ft., Listen +0, Spot +4

**Languages** none

---

**AC** 18, touch 18, flat-footed 14

(+4 size, +4 Dex)

**hp** 31 (9 HD); DR 5/magic

**Immune** fire, weapon damage, spells or effects targeting a specific number of creatures, poison, sleep, paralysis, stunning, mind-affecting effects; not subject to critical hits

**Fort** +5, **Ref** +7, **Will** +3

**Weakness** water vulnerability, double damage from cold except on a successful save, +50% damage from area of affect spells or effects

---

**Speed** 20 ft. (4 squares), climb 20 ft.

**Melee** swarm (2d6 + 1d6 fire + poison)

**Base Atk** +6; **Grp** –

**Space/Reach** 10 ft./0 ft.

**Attack Option** distraction, poison (Injury, Fortitude DC 13, 1d4 Dex/1d4 Dex)

---

**Abilities** Str 1, Dex 19, Con 8, Int –, Wis 10, Cha 2

**SQ** elemental traits, swarm traits, vermin traits

**Skills** Climb +12, Listen +0, Spot +4

---

**Burn** Those damaged by the fire element termite swarm must succeed at a Reflex 15 save or catch fire. The flame burns for 1d4 rounds.

Creatures hitting the fire element termite swarm with natural weapons or unarmed attacks take 1d6 hp fire damage, as if hit by the creature's attack, and also catch fire unless they succeed at a Reflex save.

---

**Water Vulnerability** Water harms a fire element termite swarm as acid.

**Distraction:** Any living creature that begins its turn with a fire element termite swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The DC is Constitution based.

**Skills:** The fire element termite swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

## 3. GLASS

### THE WARDEN

CR 5

Male half-fiend barghest

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

**Init** +8; **Senses** darkvision 60 ft., scent, Listen +11, Spot +11

**Languages** Goblin, Worg, Infernal, Ignan, Terran

---

**AC** 21 (26 in goblin form), touch 14, flat-footed 17 (22 in goblin form)

(+4 Dex, +7 natural, +5 armor)

**hp** 39 (6 HD); DR 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; SR 16

**Fort** +7, **Ref** +9, **Will** +7

---

**Speed** 30 ft. (6 squares), fly 30 ft. (average)

**Melee** bite +11 (1d6+5) and

**Melee** claw +6/+6 (1d4+2)

**Base Atk** +6; **Grp** +11

**Attack Option** Combat Reflexes, smite good 1/day (+6 damage)

**Special Action** change shape, feed

**Spell-Like Abilities** (at will, CL 6th):

At will—*blink*, *levitate*, *misdirection* (DC 15), *rage* (DC 16)

3/day—*darkness* (3/day)

1/day—*charm monster* (DC 17), *crushing despair* (DC 17),

*desecrate*, *dimension door*, *unholy blight* (DC 17)

---

**Abilities** Str 21, Dex 19, Con 15, Int 18, Wis 14, Cha 16

**SQ** pass without trace

**Feats** Combat Reflexes, Improved Initiative, Track

**Skills** Bluff +12, Diplomacy +16, Disguise +12 (+14 acting),

Hide +13 (+17 in wolf form), Intimidate +14, Jump +14,

Listen +11, Move Silently +12, Search +13, Sense Motive

+11, Spot +11, Survival +11 (+13 following tracks)

**Possessions** javelin, morningstar, +1 cool chainshirt

---

**Change Shape (Su)** The Warden can assume the shape of a goblin or a wolf as a standard action. In goblin form, he cannot use his natural weapons but can wield weapons and wear armor. In wolf form, he loses its claw attacks but retains its bite attack.

**Feed (Su)** The Warden does not use this ability during the adventure.

**Pass Without Trace (Ex)** When in wolf form the Warden can use pass without trace (as the spell) as a free action.

**Skills:** In wolf form the Warden gains a +4 circumstance bonus on Hide checks.

## 5. SALT

### SALT MUMMY\*

CR 8

\*see *Monster Manual* III 146

LE Medium undead

**Init** –1; **Senses** darkvision 60 ft., Listen +9, Spot +9

**Languages** Common

---

**AC** 18, touch 9, flat-footed 18

(–1 Dex, +9 natural)

**hp** 114 (12 HD)

**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

**Fort** +4, **Ref** +3, **Will** +8

**Weakness** water weakness

---

**Speed** 30 ft. (6 squares)

**Melee** slam +14 (2d6+12 + dehydrating impact) or

**Melee** touch +14 (dehydrating impact)

**Base Atk** +6; **Grp** +14

**Atk Options** Cleave, Power Attack

---

**Abilities** Str 27, Dex 8, Con —, Int 6, Wis 10, Cha 16

**SQ** undead traits, unholy toughness

**Feats** Alertness, Cleave, Improved Natural weapon (slam), Improved Toughness, Power Attack

**Skills** Hide +7, Listen +9, Move Silently +7, Spot +9

---

**Dehydrating Impact (Su)** Each time a salt mummy touches a living creature, the creature must make a DC 19 Fortitude save or take 4d6 points of damage as moisture is evaporated from its body. This impact is especially devastating to plants and creatures with the water subtype (such as water elementals), which instead take 4d8 points of damage. Even on a successful save, a creature still loses moisture, taking half damage. The save DC is Charisma based.

**Water Weakness** All water deals damage to a salt mummy as if it were holy water

**Unholy Toughness (Ex)** A salt mummy gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice

## 6. STEAM

**ICE PARAELEMENTAL\***

**CR 7**

\*see *Manual of the Planes* 181

N Huge elemental (air, cold, extraplanar)

**Init** +7; **Senses** darkvision 60 ft., Listen +9, Spot +10

**Languages** Auran, Aquan

---

**AC** 20, touch 15, flat-footed 13; Dodge, Mobility, (–2 size, +7 Dex, +5 natural)

**hp** 136 (16 HD); DR 5/–

**Immune** cold, poison, sleep, paralysis, stunning; not subject to critical hits

**Fort** +9, **Ref** +17, **Will** +5

**Weakness** double damage from fire except on a successful save

---

**Speed** 30 ft. (6 squares, can't run)

**Melee** icicle +17/+12/+7 (2d8+4 + 2d8 cold)

**Space/Reach** 15 ft./15 ft.

**Base Atk** +10; **Grp** +7

**Combat Options** Combat Reflexes

**Special Actions** chill metal

---

**Abilities** Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11

**SQ** elemental traits

**Feats** Combat Reflexes, Dodge, Mobility, Weapon Finesse

**Skills** Listen +9, Spot +10

**Chill metal (Su)** The ice paraelemental's chill metal power functions like the druid spell of the same name, except that it affects everyone within the given radius. It takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect. The metal returns to its starting temperature 2 rounds later, just as with the spell.

## 7. THE GUEST HOUSE

**REYNA**

**CR 6**

Female human warmage\* 6

\*see *Complete Arcane* 10

N Medium humanoid (human)

**Init** +1; **Senses** Listen +0, Spot +4

**Languages** Common, Draconic, Feral

---

**AC** 15, touch 11, flat-footed 14;

(+1 Dex, +3 armor, +1 shield)

**hp** 35 (6 HD)

**Immune** disease (*peripat of health*)

**Fort** +4, **Ref** +3, **Will** +5

---

**Speed** 30 ft. (6 squares)

**Melee** shortspear +2 (1d6-1)

**Ranged** light crossbow +4 (1d8/19-20)

**Base Atk** +3; **Grp** +2

**Atk Options** Point Blank, armored mage, warmage edge

**Combat Gear** cloak of elemental protection

**Warmage Spells Known** (CL 6th; ranged touch +4):

3rd (4/day)—fire shield, fireball (DC 18), flame arrow, gust of wind (DC 18), ice storm, Leomund's tiny hut, lightning bolt (DC 18), poison (DC 17), ring of blades, sleet storm, stinking cloud (DC 17)

2nd (6/day)—blades of fire, continual flame, fire trap (DC 15), fireburst (DC 17), flaming sphere (DC 17), ice knife (ranged touch +10, DC 15), Melf's acid arrow, pyrotechnics (DC 15), scorching ray, shatter (DC 17), whirling blade

1st (7/day)—accuracy, burning hands (DC 16), fist of stone, hail of stone, magic missile, lesser orb of acid, lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, shocking grasp (DC 16), true strike

0 (6/day)—acid splash, disrupt undead, flare (DC 15), light, ray of frost

---

**Abilities** Str 8, Dex 13, Con 14, Int 14, Wis 10, Cha 16

**Feats** Extra Edge, Improved Spell Focus (evocation), Point Blank, Spell Focus (evocation)

**Skills** Concentration +11, Intimidate +12, Knowledge (arcana) +11, Spot +4, Spellcraft +13

**Possessions** light crossbow with 10 bolts, spear, studded leather armor, light wooden shield, desert outfit, *peripat of health*

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**Armored Mage (Ex)** Reyna avoids arcane spell failure as long as she wears light armor and light shields.

**Warmage Edge (Ex)** Whenever Reyna casts a spell that deals hit point damage, she adds damage equal to her Intelligence bonus (+2) and +2 for Extra Edge for a total of +4). A single spell cannot gain this bonus more than once.

**SARBAZAN**

**CR 6**

Female human ranger 5/horizon walker 1

N Medium humanoid (human)

**Init** +1; **Senses** Listen +10, Spot +10

**Languages** Common, Feral, Flan,

---

**AC** 18, touch 11, flat-footed 16; Dodge, Mobility, Two-Weapon Defense

(+1 Dex, +6 armor, +1 shield)

**hp** 42 (6 HD)

**Immune** fatigue (terrain mastery [desert])

**Fort** +8, **Ref** +5, **Will** +1

---

**Speed** 20 ft. (4 squares)

**Melee** +1 longsword +11/+6 (1d8+4/19-20) or

**Melee** +1 longsword +9/+4 (1d8+4/19-20) and

**Melee** +1 short sword +8 (1d6+2/19-20)

**Ranged** mwk shortbow +8/+3 (1d6/x3)



**Base Atk** +6/+1; **Grp** +8

**Atk Options** distracting attack, favored enemy humans +4, favored enemy orcs +2, terrain mastery (desert)

**Combat Gear** +1 *longsword*, +1 *short sword*, dagger, masterwork shortbow, 20 arrows

**Ranger Spells Prepared** (CL 2nd):

1st— *endure elements* †

† Already cast

---

**Abilities** Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8

**SQ** wild empathy +3 (-1 magical beasts)

**Feats** Dodge, Endurance<sup>B</sup>, Mobility, Track<sup>B</sup>, Two-Weapon Defense, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (longsword)

**Skills** Handle Animal +8, Heal +9, Knowledge(geography) +8, Listen +10, Ride +10, Spot +10, Survival +10

**Possessions** combat gear plus +1 *breastplate*, desert outfit

**Distracting Attack (Ex)** Whenever a Sarbazan hits an enemy with a weapon attack (whether melee or ranged) that enemy is considered flanked by her for the purpose of adjudicating her allies' attacks. This flanked condition lasts until either the enemy is attacked by one of her allies or until the start of her next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

**Terrain Mastery (Desert) (Ex)** Sarbazan resists effects that tire her. She is immune to fatigue, and anything that would cause her to become exhausted makes her fatigued instead. He gain a +1 insight bonus on attack and damage rolls against desert creatures

## YACINTH

CR 6

Female human rogue 6

N Medium humanoid (human)

**Init** +7; **Senses** Listen +10, Spot +10

**Languages** Common, Ferral, Old Oeridian

---

**AC** 13, touch 13, flat-footed 10; Dodge (+3 Dex)

**hp** 23 (6 HD)

**Resist** evasion

**Fort** +2, **Ref** +7, **Will** +3

---

**Speed** 30 ft. (6 squares)

**Melee** dagger +7 (1d4-1) or

**Ranged** dagger +7 (1d4-1)

**Base Atk** +4; **Grp** +4

**Special Actions** sneak attack +3d6

---

**Abilities** Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 14

**SQ** trap sense +2, trap finding

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Bluff +11, Disguise +11 (+13 when acting), Diplomacy +15, Gather Information +11, Hide +10, Knowledge (local: Core) +12, Listen +10, Sense Motive +10, Spot +10

**Possessions** dagger

## 1. THE GATE

### HALF-JANNI\* GUARDS

CR 5

\*see Sandstorm 165

Male half-janni human fighter 4

LE Medium humanoid (human)

**Init** +6; **Senses** Listen +4, Spot +4

**Languages** Common, Ignan, Infernal

**AC** 21, touch 11, flat-footed 20; Combat Expertise, (+1 Dex, +9 armor, +1 natural)

**hp** 34 (4 HD)

**Resist** fire 5

**Fort** +6, **Ref** +3, **Will** +2

**Speed** 20 ft. (4 squares)

**Melee** +1 *spiked chain* +10 (2d4+8) or

**Melee** spiked gauntlet +8 (1d4+4) or

**Ranged** light crossbow +6 (1d8/x3)

**Base Atk** +4; **Grp** +8

**Atk Options** Combat Expertise, Improved Trip, Power Attack

**Special Actions** planar jaunt

**Combat Gear** *potion of cure light wounds*

**Spell-Like Abilities** (1/day, CL 4th):

2nd—*invisibility*

1st—*enlarge person* (DC 10), *reduce person* (DC 10), *speak with animals*

**Abilities** Str 18, Dex 15, Con 14, Int 14, Wis 12, Cha 8

**Feats** Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Initiative<sup>B</sup>, Improved Trip, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

**Skills** Intimidate +6, Knowledge (the planes) +5, Listen +4, Spellcraft +5, Spot +4

**Possessions** combat gear plus masterwork spiked chain, light crossbow, dagger, +1 *spiked full plate*, spiked gauntlet flask of acid(2)

**Planar Jaunt (Sp)** Once a day, a half-janni can travel to any elemental plane, the Astral plane, or the Material Plane. This ability is not used in this scenario.

5th—*wall of fire* (DC 20)

4th—*dispel magic*, *ice storm* (DC 19)

3rd—*call lightning* (DC 18), *greater magic fang*, *summon desert ally III*, *wind wall*

2nd—*barkskin*, *bull's strength*, *chill metal* (DC 17), *flaming sphere* (DC 17)

1st—*cure light wounds*, *sunstroke* (DC 16), *faerie fire*, *obscuring mists*, *produce flame*

0—*cure minor wounds* (x2), *detect magic*, *detect poison*, *flare* (DC 15), *resistance*

**Abilities** Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8

**SQ** natural dryness, trackless step

**Feats** Heat Endurance<sup>B</sup>, Improved Heat Endurance<sup>B</sup>, Improved Spell Focus (evocation), Natural Spell, Skill Focus (Concentration), Spell Focus (evocation), Sand Skimmer<sup>B</sup>

**Skills** Concentration +17, Handle Animal +7, Hide +3 (+5 in sandy areas), Knowledge (nature) +2, Knowledge (the planes) +2, Listen +15, Move Silently +3, Spot +15, Survival +17

**Possessions** combat gear plus masterwork scimitar, sling, +1 *beastskin studded leather armor*, *cloak of resistance*,

**Water Vulnerability** Khankhe hates to get wet and his dry bodies absorb water readily while they are submerged. If completely wet, Khankhe takes a -1 penalty on all attack rolls, ability checks, and skill checks. If he is immersed in water, he cannot hold his breath and must immediately begin making Constitution checks to avoid drowning (DMG 304)

**Sand Swim (Su)** As a merfolk is to the sea, Khankhe is to sand, ash, dust, and even softsand (but not slipsand, packed dirt, or rock). He can sand swim through such materials at his land speed, while wearing light armor or carrying a light load. His speed drops to 5 feet if he wears heavier armor or carries a medium load. He cannot make any headway through the sand while carrying a heavy load.

Khankhe breathes normally while under the sands. This supernatural ability doesn't allow him to breath in mediums other than sand, dust, or ash, nor does it allow him to hold his breath longer than normal in water or dangerous gases.

**Body Lamp (Su)** Khankhe can make his skin glow at will, providing light out to 60 feet and shadow light out to 120 feet. In a medium of loose soil, such as sand, dust, or ash, a peculiar quality of the light allows him to make out solid objects up to 60 feet away. Under the sand, this light is sufficient for navigation and general identification of objects, but not for reading, recognizing individuals, or other similar feats of finer perception. This ability does not allow Khankhe to see invisible creatures or creatures with concealment more easily than normal. Other creatures in the sand do not gain this special sight, but they can see the sand take on a warm, orange glow.

Once per day, as a free action, Khankhe can bring his skin up to full brilliance so rapidly that it can dazzle all creatures within 30 feet for 1 minute. Creatures can avoid this effect with a successful Fortitude save (DC 10).

### FIRE ELEMENT\* HYENA

CR 5

\*see Manual of the Planes 191

N Medium elemental (augmented animal, fire)

## 2. SAND

### KHANKHE

CR 8

Male asherati \* druid 9

\*see Sandstorm 137

NE Medium humanoid (asherati)

**Init** +6; **Senses** Listen +15, Spot +15

**Languages** Common, Flan, Ignan

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +4 armor, +1 natural)

**hp** 62 (9 HD)

**Immune** poison

**Resist** fire 5

**Fort** +9, **Ref** +6, **Will** +10

**Weakness** water vulnerability

**Speed** 30 ft. (6 squares), sand swim 30 ft.

**Melee** mwk scimitar +8/+3 (1d6/18-20) or

**Ranged** sling +8/+3 (1d4)

**Base Atk** +6/+1; **Grp** +6

**Special Actions** body lamp, wild shape 3/day, wildshape (Large)

**Combat Gear** *wand of heat metal*, *scroll of attune form*

**Druid Spells Prepared** (CL 9th):

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent, Listen +8, Spot +8

**Languages** None

**AC** 25, touch 14, flat-footed 21  
(+4 Dex, +8 natural)

**hp** 60 (8 HD); DR 5/magic

**Immune** fire, poison, sleep, paralysis, stunning; not subject to critical hits

**Resist** evasion

**Fort** +9, **Ref** +10, **Will** +3 (+7 against enchantment spells and effects)

**Speed** 50 ft. (10 squares)

**Melee** bite +11/+6 (1d8+5+1d6 fire)

**Base Atk** +6/+1; **Grp** +9

**Attack Option** Multiattack, trip +4

**Abilities** Str 18, Dex 18, Con 16, Int 2, Wis 13, Cha 6

**SQ** devotion, elemental traits, link, share spells

**Feats** Alertness, Weapon Focus (bite), Improved Natural Attack

**Skills** Hide +4 (+8 in tall grass or heavy undergrowth), Listen +8, Spot +8

**Burn** Those hit by the natural weapons of the fire element hyena must succeed at a DC 16 Reflex save or catch fire. The flame burns for 1d4 rounds.

Creatures hitting the fire element hyena with natural weapons or unarmed attacks take 1d4 hp fire damage, as if hit by the creature's attack, and also catch fire unless they succeed at a Reflex save.

**Trip (Ex)** A fire element hyena that hits with its bite attack can attempt to trip an opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

## FIRE ELEMENT\* TERMITE SWARM\*\* CR 6

\*see *Manual of the Planes* 191

\*\*see MM 238 (centipede swarm)

N swarm of Diminutive elemental (augmented vermin, fire)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 30 ft., Listen +0, Spot +4

**Languages** none

**AC** 18, touch 18, flat-footed 14  
(+4 size, +4 Dex)

**hp** 31 (9 HD); DR 5/magic

**Immune** fire, weapon damage, spells or effects targeting a specific number of creatures, poison, sleep, paralysis, stunning, mind-affecting effects; not subject to critical hits

**Fort** +5, **Ref** +7, **Will** +3

**Weakness** water vulnerability, double damage from cold except on a successful save, +50% damage from area of affect spells or effects

**Speed** 20 ft. (4 squares), climb 20 ft.

**Melee** swarm (2d6 + 1d6 fire + poison)

**Base Atk** +6; **Grp** –

**Space/Reach** 10 ft./0 ft.

**Attack Option** distraction, poison (Injury, Fortitude DC 13, 1d4 Dex/1d4 Dex)

**Abilities** Str 1, Dex 19, Con 8, Int –, Wis 10, Cha 2

**SQ** elemental traits, swarm traits, vermin traits

**Skills** Climb +12, Listen +0, Spot +4

**Burn** Those damaged by the fire element termite swarm must succeed at a Reflex 15 save or catch fire. The flame burns for 1d4 rounds.

Creatures hitting the fire element termite swarm with natural weapons or unarmed attacks take 1d6 hp fire damage, as if hit by the creature's attack, and also catch fire unless they succeed at a Reflex save.

**Water Vulnerability** Water harms a fire element termite swarm as acid.

**Distraction:** Any living creature that begins its turn with a fire element termite swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The DC is Constitution based.

**Skills:** The fire element termite swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

## 3. GLASS

### ADVANCED HELL HOUND CR 4

LE Medium outsider (evil, extraplanar, fire, lawful)

**Init** +5; **Senses** darkvision 60 ft., scent, Listen +7, Spot +7

**Languages** cannot speak but understand Infernal

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +3 armor, +5 natural)

**hp** 33 (6 HD)

**Immune** fire

**Fort** +6, **Ref** +6, **Will** +5

**Weakness** cold vulnerability

**Speed** 40 ft. (8 squares)

**Melee** bite +7 (2d6+1+1d6 fire)

**Base Atk** +6; **Grp** +7

**Special Action** breath weapon

**Abilities** Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6

**Feats** Run, Improved Initiative, Improved Natural Attack, Track<sup>B</sup>

**Skills** Hide +15, Jump +14, Listen +9, Move Silently +15, Spot +9, Survival +9 (+17 following tracks)

**Possessions** masterwork studded leather barding

**Breath Weapon (Su)** 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 14 half. The save DC is Constitution-based.

### THE WARDEN CR 8

Male half-fiend greater barghest

LE large outsider (evil, extraplanar, lawful, shapechanger)

**Init** +8; **Senses** darkvision 60 ft., scent, Listen +16, Spot +16

**Languages** Goblin, Worg, Infernal, Ignan, Terran

**AC** 23 (28 in goblin form), touch 13, flat-footed 19 (24 in goblin form)

(–1 size, +4 Dex, +10 natural, +5 armor)

**hp** 76 (9 HD); DR 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; SR 19

**Fort** +10, **Ref** +10, **Will** +10

**Speed** 40 ft. (8 squares), fly 40 ft. (average)

**Melee** bite +15 (1d8+7) and

**Melee** claw +10/+10 (1d6+3)

**Base Atk** +9; **Grp** +20

**Attack Option** Combat Reflexes, smite good 1/day (+9 damage)

**Special Action** change shape, feed

**Spell-Like Abilities** (at will, CL 9th):

At will— *blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 18), *rage* (DC 19)

3/day— *darkness*

1/day— *charm monster* (DC 17), *crushing despair* (DC 17), *desecrate*, *dimension door*, *mass bull's strength*, *mass enlarge person* (DC 17), *unholy blight* (DC 17)

**Abilities** Str 24, Dex 19, Con 18, Int 22, Wis 18, Cha 22  
**SQ** pass without trace  
**Feats** Combat Casting, Combat Reflexes, Improved Initiative, Track  
**Skills** Bluff +17, Climb +19, Diplomacy +18, Disguise +14 (+16 acting), Hide +12 (+16 in wolf form), Intimidate +19, Jump +25, Listen +16, Move Silently +15, Search +18, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks) Tumble +18  
**Possessions** javelin, morningstar, +1 cool chainshirt  
**Change Shape (Su)** The Warden can assume the shape of a goblin or a wolf as a standard action. In goblin form, he cannot use his natural weapons but can wield weapons and wear armor. In wolf form, he loses its claw attacks but retains its bite attack.  
**Feed (Su)** The Warden does not use this ability during the adventure.  
**Pass Without Trace (Ex)** When in wolf form the Warden can use pass without trace (as the spell) as a free action.

## 5. SALT

### SALT MUMMY\* FIGHTER CR 8

\*see *Monster Manual* III 146

Male undead fighter 2

LE Medium undead

**Init** -1; **Senses** darkvision 60 ft., Listen +9, Spot +9

**Languages** Common

**AC** 18, touch 9, flat-footed 18

(-1 Dex, +9 natural)

**hp** 159 (14 HD)

**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

**Fort** +7, **Ref** +3, **Will** +8

**Weakness** water weakness

**Speed** 30 ft. (6 squares)

**Melee** slam +18 (2d6+15 + dehydrating impact) or

**Melee** touch +18 (dehydrating impact)

**Base Atk** +8; **Grp** +18

**Atk Options** Blind Fight, Cleave, Great Cleave, Power Attack

**Abilities** Str 31, Dex 8, Con -, Int 6, Wis 10, Cha 20

**SQ** undead traits, unholy toughness

**Feats** Alertness, Blind-Fight, Cleave, Great Cleave, Improved Natural weapon (slam), Improved Toughness, Power Attack

**Skills** Hide +7, Intimidate +7, Listen +9, Move Silently +7, Spot +9

**Dehydrating Impact (Su)** Each time a salt mummy touches a living creature, the creature must make a DC 22 Fortitude save or take 4d6 points of damage as moisture is evaporated from its body. This impact is especially devastating to plants and creatures with the water subtype (such as water elementals), which instead take 4d8 points of damage. Even on a successful save, a creature still loses moisture, taking half damage. The save DC is Charisma based.

**Water Weakness** All water deals damage to a salt mummy as if it were holy water.

## 7. THE GUEST HOUSE

### REYNA

Female human warmage\* 8

CR 8

\*see *Complete Arcane* 10

N Medium humanoid (human)

**Init** +3; **Senses** Listen +0, Spot +5

**Languages** Common, Draconic, Feral

**AC** 19, touch 13, flat-footed 16

(+3 Dex, +5 armor, +1 shield)

**hp** 45 (8 HD)

**Immune** disease (*perapt of health*)

**Fort** +4, **Ref** +5, **Will** +6

**Speed** 30 ft. (6 squares)

**Melee** shortspear +3 (1d6-1)

**Ranged** light crossbow +7 (1d8/19-20)

**Base Atk** +4; **Grp** +3

**Atk Options** Point Blank, Sudden Empower armored mage (medium), warmage edge

**Combat Gear** cloak of elemental protection

**Warmage Spells Known** (CL 8th; ranged touch +7):

4th (3/day)—blast of flame (DC 17), contagion (DC 17), Evard's black tentacles, orb of acid (DC 17), orb of cold (DC 17), orb of electricity (DC 17), orb of fire (DC 17), orb of force (DC 17), orb of sound (DC 17), phantasmal killer (DC 17), shout (DC 17), wall of fire (DC 17)

3rd (6/day)—fire shield, fireball (DC 18), flame arrow, gust of wind (DC 18), ice storm, Leomund's tiny hut, lightning bolt (DC 18), poison (DC 17), ring of blades, sleet storm, stinking cloud (DC 17)

2nd (7/day)—blades of fire, continual flame, fire trap (DC 15), fireburst (DC 17), flaming sphere (DC 17), ice knife (ranged touch +15, DC 15), Melf's acid arrow, pyrotechnics (DC 15), scorching ray, shatter (DC 17), whirling blade

1st (7/day)—accuracy, burning hands (DC 16), fist of stone, hail of stone, magic missile, lesser orb of acid (ranged touch +7), lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, shocking grasp (DC 16), true strike

0 (6/day)—acid splash, disrupt undead, flare (DC 15), light, ray of frost

**Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 10, Cha 16

**Feats** Extra Edge, Improved Spell Focus (evocation), Point Blank, Spell Focus (evocation), Sudden Empower<sup>B</sup>

**Skills** Concentration +13, Intimidate +14, Knowledge (arcana) +13, Spot +5, Spellcraft +15

**Possessions** combat gear plus spear, light crossbow with 10 bolts, breastplate, light wooden shield, desert outfit, gloves of dexterity, *perapt of health*

**Armored Mage (Ex)** Reyna avoids arcane spell failure as long as she wears medium armor and light shields.

**Warmage Edge (Ex)** Whenever Reyna casts a spell that deals hit point damage, she adds her Intelligence bonus (+2) and +3 for Extra Edge for a total of +5) to the amount of damage dealt. A single spell cannot gain this bonus more than once.

### SARBAZAN

CR 8

Female human ranger 6/horizon walker 2

N Medium humanoid (human)

**Init** +2; **Senses** darkvision 60 ft., Listen +12, Spot +12

**Languages** Common, Feral, Flan,

**AC** 19, touch 12, flat-footed 16; Dodge, Mobility, Two-Weapon Defense

(+2 Dex, +6 armor, +1 shield)

**hp** 55 (6 HD)

**Immune** fatigue (terrain mastery [desert])

**Fort** +10, **Ref** +7, **Will** +2

**Speed** 20 ft. (4 squares)

**Melee** +1 *shock longsword* +13/+8 (1d8+4 + 1d6 electricity /19-20) or

**Melee** +1 *shock longsword* +11/+6 (1d8+4 + 1d6 electricity/19-20) and

**Melee** +1 *short sword* +10/+5 (1d6+2/19-20)

**Ranged** masterwork shortbow +11/+6 (1d6/x3)

**Base Atk** +8/+3; **Grp** +10

**Atk Options** distracting attack, favored enemy humans +4, favored enemy orcs +2, terrain mastery (desert, underground)

**Combat Gear Ranger Spells Prepared** (CL 2nd):

1st— *endure elements*<sup>†</sup>, *resist energy*

† Already cast

---

**Abilities** Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8

**SQ** wild empathy +3 (-1 magical beasts)

**Feats** Dodge, Endurance<sup>B</sup>, Improved Two-Weapon Fighting<sup>B</sup>, Mobility, Track<sup>B</sup>, Two-Weapon Defense, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (longsword)

**Skills** Handle Animal +10, Heal +10, Knowledge (geography) +9, Listen +12, Ride +12, Spot +12, Survival +12

**Possessions** +1 *shock longsword*, +1 *short sword*, dagger, masterwork shortbow with 20 arrows, +1 *breastplate*, desert outfit

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**Distracting Attack (Ex)** Whenever a Sarbazan hits an enemy with a weapon attack (whether melee or ranged) that enemy is considered flanked by her for the purpose of adjudicating her allies' attacks. This flanked condition lasts until either the enemy is attacked by one of her allies or until the start of her next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

This ability replaces the Sarbazan's animal companion.

**Terrain mastery (Desert) (Ex)** Sarbazan resists effects that tire her. She is immune to fatigue, and anything that causes her to become exhausted makes her fatigued instead. She gains a +1 insight bonus on attack and damage rolls against desert creatures.

**Terrain mastery (Underground) (Ex)** Sarbazan gains a +1 insight bonus on attack and damage rolls against underground creatures.

## YACINTH

## CR 6

Female human rogue 6

N Medium humanoid (human)

**Init** +7; **Senses** Listen +10, Spot +10

**Languages** Common, Ferral, Old Oeridian

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**AC** 13, touch 13, flat-footed 10; Dodge (+3 Dex)

**hp** 23 (6 HD)

**Resist** evasion

**Fort** +2, **Ref** +7, **Will** +3

---

**Speed** 30 ft. (6 squares)

**Melee** dagger +7 (1d4-1) or

**Ranged** dagger +7 (1d4-1)

**Base Atk** +4; **Grp** +4

**Special Actions** sneak attack +3d6

---

**Abilities** Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 14

**SQ** trap sense +2, trap finding

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** Bluff +11, Disguise +11 (+13 when acting), Diplomacy +15, Gather Information +11, Hide +10, Knowledge (local: Core) +12, Listen +10, Sense Motive +10, Spot +10

**Possessions** dagger

## APPENDIX 2: NEW RULES ITEMS

### HEAT DANGERS

**Source:** Sandstorm (page 12)

For game purposes, air temperature falls into one of the following nine temperature bands described on table 1-1.

**Table 1-1: Temperature Bands**

-51°F or lower	Unearthly cold
-50°F to -21°F	Extreme cold
-20°F to 0°F	Severe Cold
1°F to 40°F	Cold
41°F to 60°F	Moderate
61°F to 90°F	Warm
91°F to 110°F	Hot
111°F to 140°F	Severe Heat
141°F to 140°F	Extreme Heat
181°F to 140°F	Unearthly Heat
211°F or higher	Burning Heat

Temperatures in the hot band or above can be hazardous to unprepared characters. Characters can take damage from such extreme heat, a condition generally referred to as heatstroke. At lower temperatures, this damage starts off as nonlethal while the character is still conscious, but it becomes lethal for those already rendered unconscious by heatstroke (with no saving throw allowed). A character who takes any nonlethal damage from heatstroke is considered fatigued.

A character with the Survival skill can receive a bonus on saving throws against heat and dessication damage, and can apply his bonus to other characters as well. See the skill description, page 83 of the *Player's Handbook*.

The levels of protection described here refer to a character's protective measures against heat (see Protection against Heat, below).

**Hot:** In this temperature band, unprotected characters must make Fortitude saving throws each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take -4 penalties on their saves.

Characters whose protection against heat is at least level 1 are safe at this temperature range and need not make the save.

**Severe Heat:** In this temperature band, unprotected characters must make successful Fortitude saving throws once every ten minutes (DC 15, +1 for each previous check) or take 1d4 points of non-lethal damage. Characters wearing heavy clothing or any kind of armor take -4 penalties on their saves.

To be completely protected against severe heat, a character must have protection level 2 or higher. A character with protection level 1 is considered partially protected, and such characters must attempt this saving throw only once per hour.

**Extreme Heat:** In this temperature band, unprotected characters take 1d6 points of lethal damage per 10 minutes (no save). In addition, unprotected characters must make Fortitude saving throws (DC 15, +1 for each previous check) every 10 minutes or take 1d4 points of non-lethal damage. Characters wearing heavy clothing or any kind of armor take -4 penalties on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of extreme heat).

A character must have protection level 3 or higher to be protected against extreme heat. Level 2 is considered partial protection, and such characters take damage and make saving throws once per hour instead of once per 10 minutes. Level 1 provides no protection.

**Unearthly Heat:** In this temperature band unprotected characters take 1d6 points of lethal damage and 1d4 points of nonlethal damage per round (no save). In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of unearthly heat).

Characters with protection level 4 or higher are safe at this temperature range. Levels 2 and 3 are considered partial protection, and such characters take damage once per 10 minutes instead of once per round. Level 1 provides no protection.

**Burning Heat:** In a region in this temperature band, characters take 2d10 points of fire damage per round. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of burning heat). Generally, nonsupernatural methods of protections against heat offer no protection in areas of burning heat, and various levels of heat protection are meaningless if the creature is on fire unless it is immune or resistant to fire.

### Treating Heatstroke

Nonlethal damage from heatstroke (including the accompanying fatigue) cannot be recovered until a character gets cooled off – by reaching shade, surviving until nightfall, getting doused in water, being targeted by *endure elements*, or the equivalent. Once the character is cooled or reaches a cooler environment (a temperature of 90 degrees or lower), the character responds normally to healing that removes nonlethal damage. When the character recovers the nonlethal damage taken from heatstroke, the fatigue penalties also end.

### Protection against Heat

Few people venture into the wastes without some form of protection from heat. By far the most common means of protection is dressing appropriately in flowing, light clothing or staying near shade or water. Magical protection further improves the chance to survive in hot, dry climates. In addition, special devices and alchemical concoctions can aid desert travel.

A character's protection against heat dangers is described by level of protection, which ranged from 1 to 5 or higher. Such levels of protection do not confer any special fire resistance – a red dragon's breath still does the same damage. However, equipment that provides a bonus on saving throws against heat dangers contributes its bonus whether it's complete, partial, or ineffective protection against that degree of heat. Thus, even though keepcool salve is not efficient to offer even partial protection against extreme heat, a character with keepcool salve still adds the item's +1 circumstance bonus on saves against nonlethal damage dealt by an extremely hot environment.

To determine your protection level, begin with your base protection level as determined in Table 1-2, and then add any applicable equipment modifiers from Table 1-3.

**Table 1-2: Base Protection Level Against Heat**

- |   |   |
|---|---|
| 0 | Creature with no heat adaptations                     |
| 1 | Creature with Heat Endurance feat                     |
| 1 | Nondesert coldblooded animal or vermin                |
| 1 | Monsters native to hot climates                       |
| 2 | Desert animal or vermin                               |
| 2 | Monsters native to waste terrain                      |
| 3 | Creatures with <i>endure elements</i> spell or effect |

**Table 1-3: Equipment Modifier to Base Heat Protection**

- |    |                                  |
|----|----------------------------------|
| 0  | No special equipment             |
| +1 | Armorbright                      |
| +1 | Desert outfit or heatsuit outfit |
| +1 | Keep cool Salve                  |
| +2 | Hydration suit                   |
| +3 | Improvised Shelter               |

### Resistance to Fire

A character with a spell or effect granting resistance to fire applies this resistance to both lethal and nonlethal damage from hot temperatures.

## DEHYDRATION

**Source:** Sandstorm (page 15)

As the body loses fluids, biological processes begin to break down. This leads to pallor, shaking, nausea, and eventually, a complete collapse of the nervous system. Though dehydration can occur in any environment, the combination of high heat and low humidity typical on waste environments makes it an omnipresent threat there.

As noted on page 304 of the *Dungeon Master's Guide*, a character must consume 1 gallon of water per day to avoid dehydration. In particular hot environments (those above 90° F), characters need double the normal amount. The amount of water required to avoid dehydration increases by 1 gallon per temperature band higher than hot (sp 3 gallons in severe heat, 4 in extreme heat, and so on). A creature can go without water for a number of hours equal to 24 + its Constitution score. After this time, the creature must make a successful Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. In particular hot environments (those above 90° F), the time a creature can go without water is reduced, as described in Table 1-4.

**Table 1-4: Dehydration Times**  
**Temperature (Band)**

Temperature (Band)	Time Before Con Checks
90°F (warm or lower)	24+ Con hours
91°F - 110°F (hot)	12+ Con hours
111°F - 140°F (severe heat)	6+ Con hours
141°F - 140°F (extreme heat)	3+ Con hours
181°F - 140°F (unearthly heat)	Con hours
211°F or higher (burning)	½ Con Hours

### Being Dehydrated

A lack of sufficient water can cause individuals to become dehydrated – a new condition described here.

**Deghydrated:** Characters who have taken nonlethal damage from lack of water are considered dehydrated and become fatigued. In addition, if a dehydrated character would take nonlethal damage from hot conditions, that damage instead becomes lethal damage.

A character who falls unconscious from nonlethal damage due to thirst begins to take the same amount of lethal damage instead. Damage from thirst, whether lethal or nonlethal, cannot be recovered until the character has been treated (see below); not even magic that restores hit points heals this damage.

### Treating Dehydration

A character who has taken nonlethal damage from lack of water must be treated with long-term care (see the Heal skill description, page 75 of the *Player's Handbook*) to recover. This treatment requires 24 hours of care and double the normal amount of water required per day for the conditions (for instance, 2 gallons of water in normal conditions). If the character also has taken lethal damage from lack of water or from a hot environment, add 5 to the Heal DC and double the time required to recover (48 hours). Once this Heal check has succeeded, the damage taken by the character can be restored through the normal means.

Alternatively, certain spells can be used to rehydrate a character in place of the recovery time, water, and Heal check. The *hydrate* spell (Sandstorm,

page 117) accomplishes this function, as does the *heal* spell.

### Magical Dessication Damage

*Sandstorm* introduces dessication damage, a new category of damage that spells, and in some cases, the attacks of creatures, can deal. Dessication is not an energy type, but certain spells and effects can provide enhanced protection against dessication damage. Plants and creatures of the water subtype are especially vulnerable to dessication damage, and they often take extra damage from such effects.

Sometimes, but not always, spells that deal dessication damage can render a victim dehydrated (a new condition, see above). Other spells and special abilities can render a creature dehydrated without dealing magical dessication damage. Essentially, dealing magical dessication damage does not automatically make a creature dehydrated, and becoming dehydrated does not mean a creature automatically takes dessication damage.

## SAND AND WIND

**Source:** *Sandstorm* 18.

### Sand Travel

Fields of deeps and can impede the movement of creatures that cannot fly, float, or otherwise stay off the ground when traveling. Most creatures do not automatically sink all the way into deeps and. A hard crust of dried mud or salt can make the surface hard enough to support some weight. Sand that has been stabilized by desert growth is generally safe to walk on.

The following new terrain features are provided to supplement those found under Desert Terrain on page 91 of the *Dungeon Master's Guide*.

**Shallow Sand:** Shallow sand is much more common in desert areas than deeps and. Areas covered by this terrain have a layer of loose sand about 1 foot deep. It costs 2 squares of movement to move into a square with shallow sand, and the DC of Tumble checks in such a square increases by 2.

**Deep Sand:** Deep sand is most often found in deep deserts near areas of rolling dunes and fierce storms. Many creatures unfamiliar with desert terrain mistake deepsand for quicksand, although deepsand is not nearly as deadly. Areas covered by this terrain feature have a layer of loose sand up to 3 feet deep. It costs medium or larger creatures 3 squares of movement to move into a square with deep sand. It costs Small or smaller creatures 4 squares of movement to move into a square with deep sand. Tumbling is impossible in deep sand.

**Sand Crust:** A sand crust appears as normal solid ground. Usually formed from a hardened crust of dried mud or salt, sand crust sometimes covers areas of shallow sand (or, very rarely, deep sand). If a creature weighing more than 100 pounds (including equipment carried) enters a square covered with a sand crust, it

breaks through to the sand below. The creature treats the square as shallow sand or deep sand, whichever lies below that square of sand crust, and it must deal with the effects of the sand on movement as described above. Creatures moving through an area of sand crust leave a trail in their wake, turning the sand crust they pass through into shallow sand or deeps and squares as applicable.

Creatures weighing 100 pounds or less can treat sand crust as normal terrain.

## MUNDANE EQUIPMENT

### Desert outfit

This outfit consists of loose, billowy clothing to keep the wearer cool and protected from the sun while in hot, dry desert terrain. It includes a caftan, turban, scarf, loose pantaloons, and sandals or high cloth boots. This outfit counts as light clothing and offers limited protection against some weather hazards. The protection it offers against heat is negated if the wearer also dons armor.

**Source:** *Sandstorm* 101.

### Filtermask

A filter mask is a fine cloth mesh, usually of silk or cotton, that covers your mouth and nose. Cords or straps fasten the cloth around the back of your head to provide a good seal. A filter mask grants a +2 bonus on saves against gas-based effects. It negates the effects of suffocation from dust or sand, as well as the effects of supernatural or magical dust for up to 4 hours. After this time, the mesh is clogged with grit and can no longer allow air to pass through freely. A clogged filter mask requires thorough laundering before it can be reused, but most travelers simply replace it with fresh fabric.

**Source:** *Sandstorm* 100.

### Fireproof Parchment

Not strictly parchment, this writing material is made of hide from animals found on the Elemental Plane of Fire, and it retains the creatures' immunity to fire. Thus, fireproof parchment does not catch fire when exposed to a fire-dominant plane or environment.

**Source:** *Planar Handbook* 71.

### Fireproof Clothing

As with fireproof parchment, this clothing is made from the hides of animals that have natural immunity to fire, making the clothing safe to wear in fire-dominant environments. Any style of clothing can be made from the material; the cost simply increases by 50 gp.

**Source:** *Planar Handbook* 71.

### Fireproof Spellbook

With pages made of fireproof parchment (see above), covered in leather made from fire-resistant animals, and bound with steel, a fireproof spellbook does not



catch fire when exposed to a fire-dominant plane or environment

**Source:** *Planar Handbook* 71.

### Heatsuit outfit

This suit is designed to protect against heat. It consists of heavy pants, and coat, a specially treated leather apron, thick mittens, a thick hood, and goggles. A heatsuit prevents 3 points of lethal or nonlethal damage per round from hot environments. Although the outfit is heavy clothing, its heat-resistant materials negate the usual -4 penalty on Fortitude saves against damage dealt by hot environments.

**Source:** *Sandstorm* 101.

### Keepcool salve

This small clay pot contains several ounces of a pearly ointment, enough to cover one Medium creature. Applying the ointment to your kin increases your level of protection against heat by one step. The salve also grants a +1 circumstance bonus on Fortitude saves to resist damage from hot environments.

**Source:** *Sandstorm* 102.

### Liquid Embers

Liquid embers is a sticky adhesive goo not unlike alchemist's fire, except that liquid embers contains ash or soot of an object burned with fire from the Elemental Plane of Fire. A flask of liquid embers can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 3d6 fire damage. Every creature within 5 feet of the point where the flask hits takes 1d6 points of fire damage from the splash. On the round following a direct hit, the target takes an additional 3d6 points of damage. If desired, the target can take a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 17 reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

**Source:** *Planar Handbook* 76.

## MAGIC ITEMS

### Beastskin Armor

First created by powerful druids, armor with this special ability is particularly useful to characters of that sort. Whenever you use the wildshape class feature while wearing a suit of armor with the beastskin property, you can expend an additional daily use of your wildshape ability to cause the armor to be transformed with you. When done in this manner, the beastskin armor becomes a suit of armor fitted for your new form rather than merging with your body. The armor continues to grant its armor bonus, applying the appropriate armor check penalty, slowing your movement rate, and otherwise functioning as a suit of armor fitted to the new form. The armor's weight

increases or decreases to match your new size (and shape, if you assume a quadrupedal form) and therefore might affect your carrying capacity differently than it does in your natural form.

If in your natural form you are proficient with the type of armor to which the beastskin quality has been supplied, then you are proficient with the beastskin armor when you are transformed, regardless of what shape you take.

This special ability can be applied only to armor, not to shields.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ironwood*; Price +2 bonus

**Source:** *Complete Adventurer* 127.

### Cloak of Elemental Protection

This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity or fire). The wearer can activate the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type.

The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration, CR 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp

**Source:** *Miniatures Handbook* 43.

### Cool Armor

This special ability can be placed only on a suit of armor. The suit's wearer does not take the normal -4 penalty on Fortitude saves to resist the effects of hot environments.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *endure elements*; Price +2,400 gp

**Source:** *Sandstorm* 130.

## FEATS

### Heat Endurance [General]

Either as a result of growing up in the wastes, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high temperature environments.

**Prerequisite:** Base Fortitude save +2

**Benefit:** You gain a +2 bonus on saving throws vs. fire effects. You can exist comfortably in temperatures up to 120° F without having to make Fortitude saves. Your protection against heat is level 1.

### Improved Heat Endurance [General]

You can survive in even the most extreme natural heat conditions.

**Prerequisite:** Base Fortitude save +6, Heat Endurance

**Benefit:** You gain fire resistance 5. If you already have fire resistance, it increases by 5. You can exist comfortably in temperatures up to 160° F without having to make Fortitude saves. Your protection against heat is level 3.

### Improved Toughness [General]

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point immediately.

**Special:** A fighter may select Improved Toughness as one of his bonus feats.

**Source:** *Complete Warrior* 101.

### Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisite:** Spellcraft 4 ranks

**Benefit:** Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5<sup>th</sup>-level cleric/3<sup>rd</sup>-level fighter who selects this feat would increase his caster level from 5<sup>th</sup> to 8<sup>th</sup> (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9<sup>th</sup> (since he now has 9 HD).

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4<sup>th</sup>-level cleric/5<sup>th</sup>-level wizard who has selected this feat twice would cast cleric spells as an 8<sup>th</sup>-level caster and wizard spells as a 9<sup>th</sup>-level caster

**Source:** *Complete Arcane* 82.

### Sand Skimmer [General]

You are particularly adept at moving over sand.

**Benefit:** You treat shallow sand as normal terrain and deep sand as shallow sand. Sand crust does not break between your feet, allowing you to move atop it as if it were normal terrain.

**Special:** This feat can be taken twice, allowing a creature to treat all sand as normal terrain. Its effects also stack similarly with other abilities that improve movement over sand.

**Source:** *Sandstorm* 52.

### Sudden Empower [Metamagic]

You can cast a spell to greater effect without special preparation.

**Prerequisite:** Any metamagic feat.

**Benefit:** Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower spell normally if you have it.

**Source:** *Complete Arcane* 83.

## SPELLS

### Accuracy

Transmutation

**Level:** Warmage 1, wu jen 1

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One thrown weapon/level touched or one projectile weapon touched

**Duration:** 10 min./level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

**Source:** *Complete Arcane* 96.

### Attune Form

Transmutation

**Level:** Clr3, Drd3, Sor/Wiz 4

**Components:** V,S,M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One creature/ 3 levels

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

You touch the pebble against your allies flesh and bring them into attunement with the plane.

This spell allows you to attune the affected creatures to the plane you are currently on, negating the harmful effects of that plane. Affected creatures gain the protections listed in the *avoid planar effects* spell.

**Arcane Material Component:** A bit of stone or earth from your home plane

**Source:** *Spell Compendium* 17.

### Avoid Planar Effects

Transmutation

**Level:** Clr2, Drd2, Sor/Wiz 3

**Components:** V

**Casting Time:** 1 immediate action

**Range:** 20 ft.

**Targets:** One creature/level in a 20 ft. radius burst centered on you

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*The danger of the planes surprises you, and you have barely time to bark out a few elder words of power. In a moment you're safe, and you gain a brief respite – time enough to cast more permanent protective spells.*

You gain a temporary respite from the natural effects of a specific plane. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself (DMG 150).

*Avoid planar effects* provides protection from the 3d10 points of fire damage that creatures normally take when on a plane with the fire-dominant trait. *Avoid planar effects* allows a creature to breathe water on a water-dominant plane and ignore the threat of suffocation on an earth-dominant plane. A character protected by *avoid planar effects* can't be blinded by the energy of a major positive-dominant plane and automatically stops gaining temporary hit points when they equal the character's full normal hit point total. Negative-dominant planes don't deal damage or bestow negative levels to character protected by *avoid planar effects*.

In addition, some effects specific to a plane are negated by *avoid planar effects*. In the D&D cosmology, *avoid planar effects* negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells. The DM can add additional protections for a cosmology he creates. If the campaign has the Elemental Plane of Cold, for example, *avoid planar effects* protects against the base cold damage dealt to everyone on the plane.

The effects of gravity traits, alignment traits, and magic traits aren't negated by *avoid planar effects*, nor is the special entrapping trait of certain planes (such as Elysium and Hades).

The spell does not provide protection against creatures, native or otherwise, nor does it protect against spells, special abilities, or extreme and nonnatural formations within the plane. This spell allows you to survive on the Elemental Plane of Earth, for instance, but it won't protect you if you walk into a pool of magma on that same plane.

**Source:** *Spell Compendium* 19.

### Blades of Fire

Conjuration (Creation) [Fire]

**Level:** Ranger 2, sorcerer/wizard 2, warmage 2

**Components:** V

**Casting Time:** 1 swift action

**Range:** Touch

**Targets:** Up to two melee weapons you are wielding

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

**Source:** *Spell Compendium* 31

### Blast of Flame

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 4, warmage 4

**Components:** V, S, M

**Casting Time:** 1 Standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

**Material Component:** A bit of wick soaked in oil.

**Source:** *Spell Compendium* 31.

### Fireburst

Evocation [Fire]

**Level:** Sorcerer/wizard 2, warmage 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 5 ft.

**Effect:** Burst of fire extending 5 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

**Material Component:** A bit of sulfur.

**Source:** *Spell Compendium* 93.

### Fist of Stone

Transmutation [Earth]

**Level:** Sorcerer/wizard 1, warmage 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if

you make no other attacks that round). you can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multi-attack feat; See page 304 of the Monster Manual) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

**Material Component:** A pebble inscribed with a stylized fist design.

**Source:** *Spell Compendium* 94

### Ice Knife

Conjuration (Creation) [Cold]

**Level:** Assassin 2, Wu Jen 2 (water), Warmage 2

**Components:** S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One icy missile

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the player's Handbook, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

**Material Component:** A drop of water or piece of ice.

**Source:** *Spell Compendium* 119.

### Orb of Acid

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 4, warmage 4 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** 0

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

**Source:** *Spell Compendium* 150.

### Orb of Acid, Lesser

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 1, warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

**Source:** *Spell Compendium* 150.

### Orb of Cold

Conjuration (Creation) [Cold]

**Level:** Sorcerer/wizard 4, warmage 4

**Effect:** One orb of cold

This spell functions like orb of acid, except that it deals cold damage. In addition, a creature struck by an orb of cold must make a Fortitude save or be blinded for 1 round instead of being quickened.

**Source:** *Spell Compendium* 151.

### Orb of Cold, Lesser

Conjuration (Creation) [Cold]

**Level:** Sorcerer/wizard 1, warmage 1

**Effect:** One orb of cold

This spell functions like Lesser orb of acid, except that it deals cold damage.

**Source:** *Spell Compendium* 151.

### Orb of Electricity

Conjuration (Creation) [Electricity]

**Level:** Sorcerer/wizard 4, warmage 4

**Effect:** One orb of electricity

This spell functions like orb of acid, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round instead of being sickened.

### Orb of Electricity, Lesser

Conjuration (Creation) [Electricity]

**Level:** Sorcerer/wizard 1, warmage 1

**Effect:** One orb of electricity

This spell functions like lesser orb of acid, except that it deals electricity damage.

**Source:** *Spell Compendium* 151.

### Orb of Fire

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 4, warmage 4

**Components:** V, S

**Effect:** One orb of fire

This spell functions like orb of acid, except that it deals fire damage. In addition, a creature struck by an orb of fire must make a Fortitude save or be dazed for 1 round instead of being sickened.

**Source:** *Spell Compendium* 151.

### Orb of Fire, Lesser

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 1, warmage 1 **Effect:** One orb of fire

This spell functions like lesser orb of acid, except it deals fire damage.

**Source:** *Spell Compendium* 151.

### Orb of Force

Conjuration (Creation) [Force]

**Level:** Sorcerer/wizard 4, warmage 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One orb of force

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

**Source:** *Spell Compendium* 151.

### Orb of Sound

Conjuration (Creation) [Sonic]

**Level:** Sorcerer/wizard 4, warmage 4

**Effect:** One orb of sonic energy

This spell functions like orb of acid, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an orb of sound must make a Fortitude save or be deafened for 1 round instead of being sickened.

**Source:** *Spell Compendium* 151.

### Orb of Sound, Lesser

Conjuration (Creation) [Sonic]

**Level:** Sorcerer/wizard 1, warmage 1

**Effect:** One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

**Source:** *Spell Compendium* 151.

### Ring of Blades

Conjuration (Creation) **Level:** Cleric 3, warmage

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

**Material Component:** A small dagger.

**Source:** *Spell Compendium* 177.

### Whirling Blade

Transmutation

**Level:** Bard 2, sorcerer/wizard 2, warmage 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** None

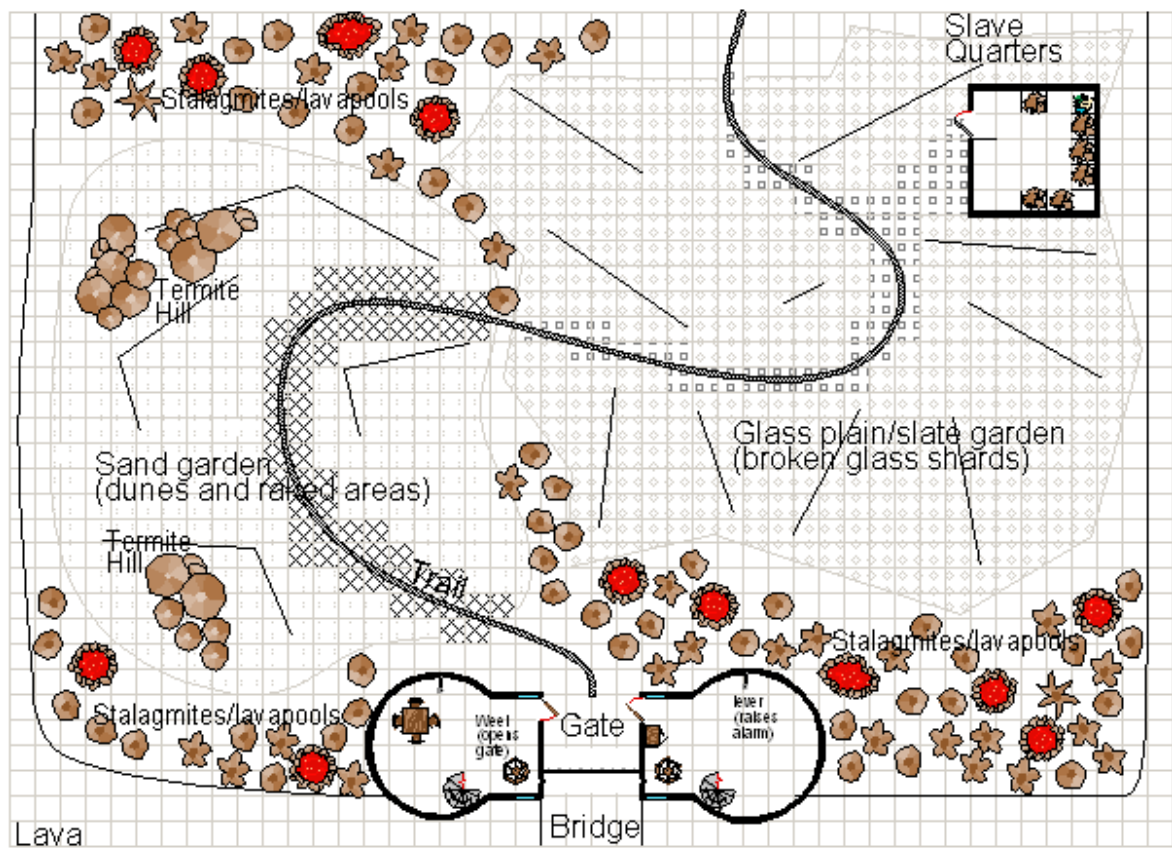
**Spell Resistance:** No

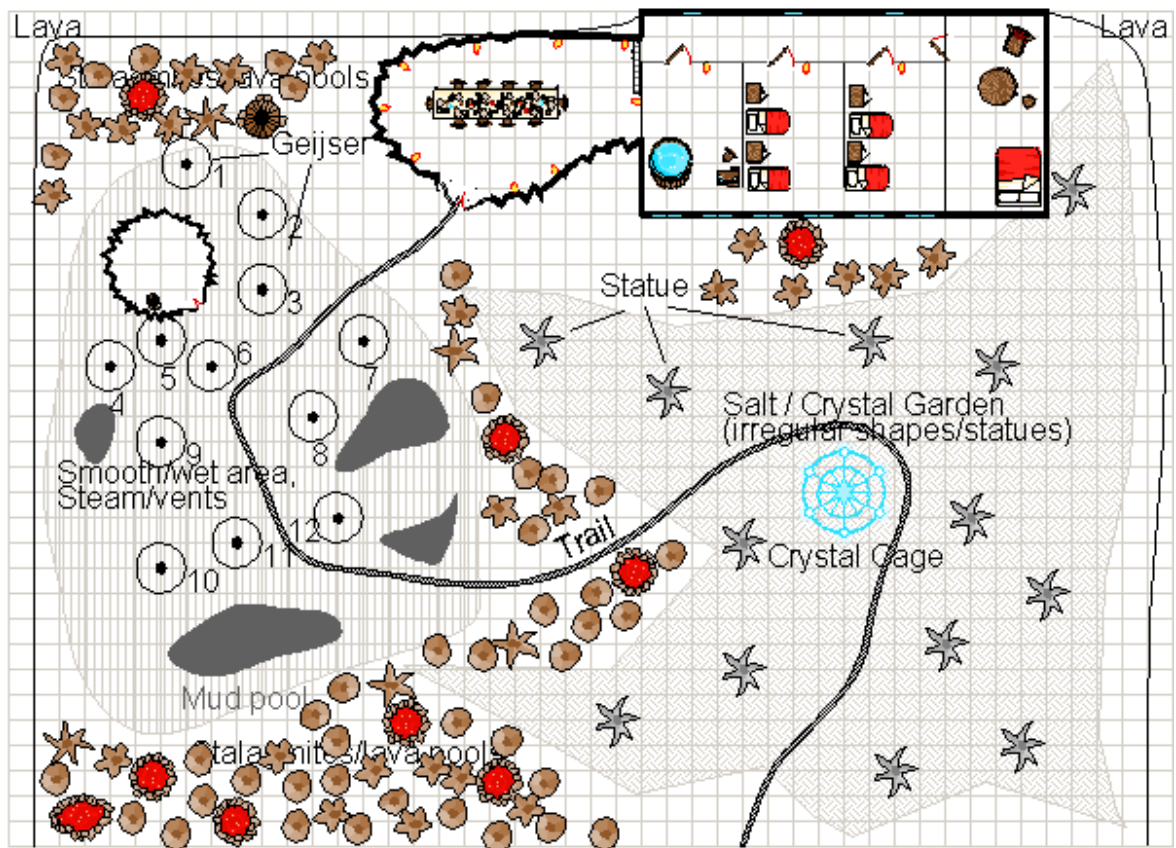
As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

**Focus:** A slashing melee weapon that the caster hurls.

**Source:** *Spell Compendium* 238.





## CRITICAL EVENTS SUMMARY

Thank you for judging COR7S-01 City of Brass (Low Level). Please fill out this form and give it to the head judge Coordinator. E-mail all results to [gomez@gryphonhill.com](mailto:gomez@gryphonhill.com).

What APL did you play?	APL 2	APL 4	APL 6	APL 8
Did the PCs set off the alarm?	Yes	No		
Did the PCs free the slaves?	Yes	No		
Did the PCs bring back Noy's body, a part thereof?	Yes	No		
Did any PC touch the Heart of Ice? Who were affected?	Yes	No		
<hr/>				
Did the PCs free Asn-al-Manuk?	Yes	No		
Did the PCs they deliver Yacynth to the efreeti?	Yes	No		
Did any PC die?	Yes	No		