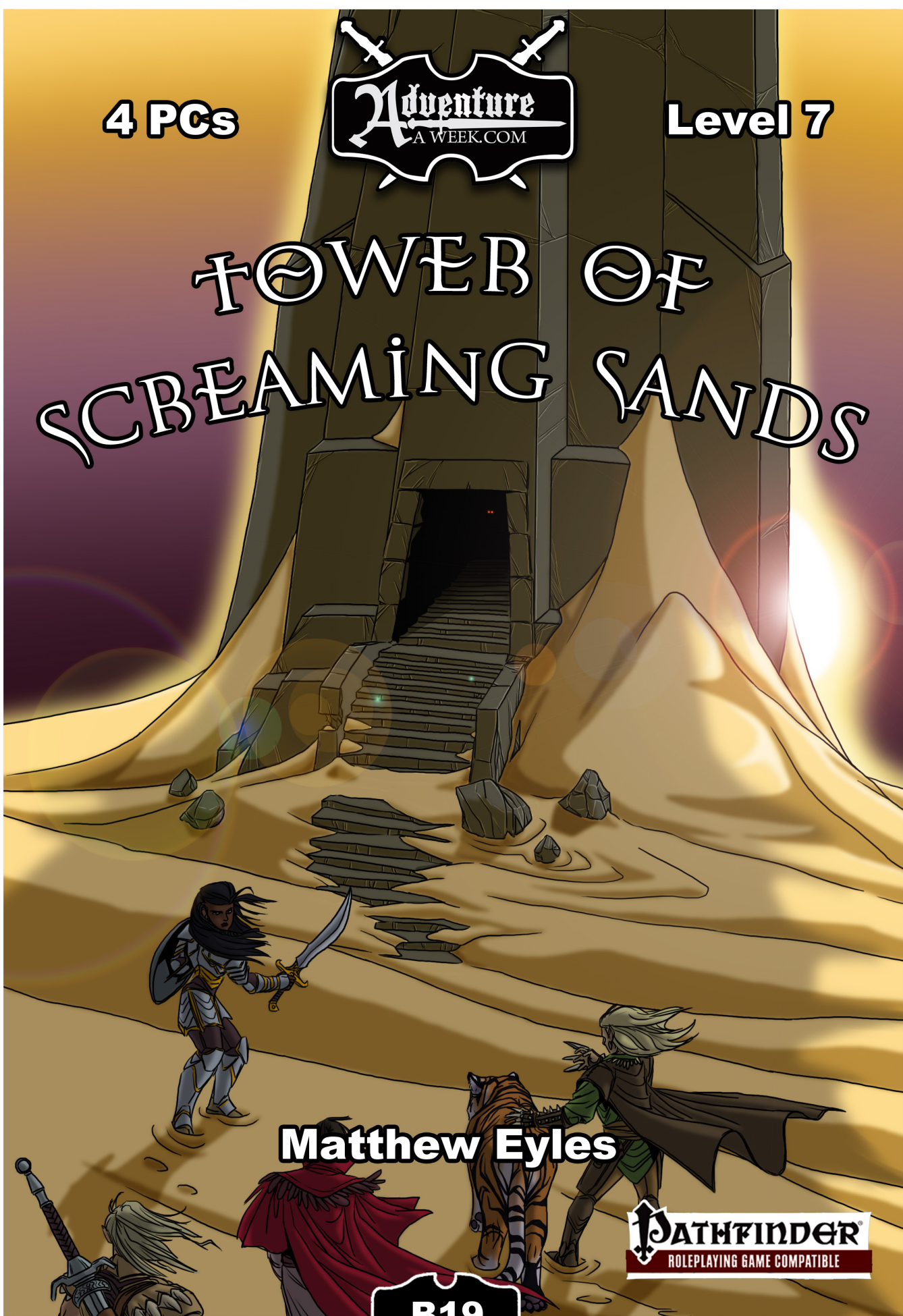


**4 PCs**



**Level 7**

# TOWER OF SCREAMING SANDS



**Matthew Eyles**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**B19**



# Credits

**Author** • Matthew Eyles  
**Creative Director** • Jonathan G. Nelson  
**Art Director** • Jonathan G. Nelson  
**Editors** • Mike Myler, Stephen Yeardley  
**Graphic Designer** • Todd Gamble  
**Publisher** • Jonathan G. Nelson  
**Cover & Interior Artist** • Jacob Blackmon  
**Cartographer** • Tommi Salama  
**Layout** • Eric Cagle  
**Playtesters** • Matthew Eyles, Drew Down,  
 Denzil O'Neil, Paul Scott and Jackson Wright

## AAW GAMES LLC

Jonathan G. Nelson

"Tower of Screaming Sands" is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4-5 6th-7th level characters.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 38 of this product.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Adventureweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

AAW GAMES LLC



PO Box #92  
 Snoqualmie, WA 98065

AAW Games LLC. All Rights Reserved.

Adventureweek.com, the adventureweek.com logo, AAW Games logo, and the Tower of the Screaming Sands are registered trademarks of AAW GAMES LLC

# Table of Contents

|   |    |
|---|----|
| Adventure Background .....                        | 1  |
| Adventure Synopsis .....                          | 2  |
| Hooks .....                                       | 2  |
| Chapter One: Perils of the Forsaken Sands .....   | 3  |
| Encounter One: Hungry Sands.....                  | 3  |
| Adventure Location: Rocky Gorge .....             | 3  |
| Encounter Two: The Navvai .....                   | 5  |
| Adventure Location: The Navvai Camp .....         | 5  |
| Elder Baran .....                                 | 6  |
| Encounter Three: Oasis .....                      | 7  |
| Adventure Location: Desert Oasis .....            | 7  |
| Chapter Two: The Screaming Gauntlet.....          | 8  |
| Adventure Location: Tower of Screaming Sands .... | 8  |
| Screaming Tower Level One.....                    | 12 |
| 1. Entrance.....                                  | 12 |
| 2. First Antechamber (CR 7) .....                 | 12 |
| 3. The Hand of God (CR 8) .....                   | 13 |
| 4. The Sandy Tide (CR 8) .....                    | 14 |
| 5. Ancient Storehouse (CR 7) .....                | 15 |
| 6. Dead End (CR 7).....                           | 16 |
| 7. Hall of the Sandmen (CR 7).....                | 17 |
| 8. Yellow Mold Chamber (CR 6).....                | 19 |
| 9. Tomb of the Sleeping Dead (CR 8) .....         | 19 |
| 10. Central Spiral Stair.....                     | 19 |
| Screaming Tower Level Two.....                    | 20 |
| 11. Chamber of Ten Thousand Teeth (CR 9) .....    | 21 |
| 12. Mural of Silent Cries.....                    | 21 |
| 13. Eternal Servants (CR 9) .....                 | 21 |
| 13a. Sleeping quarters.....                       | 22 |
| 13b. Kitchen .....                                | 22 |
| 13c. Empty storage room .....                     | 22 |
| 14. Unseen Sentry (CR 7) .....                    | 23 |
| 15. Master's Pets (CR 9).....                     | 23 |
| 16a. & 16b. Spiral Stairs.....                    | 24 |
| Chapter Three: The Inner Sanctum .....            | 25 |
| Screaming Tower Level Three.....                  | 25 |
| 17. The Final Blade (CR 8).....                   | 25 |
| 18. Inner Sanctum (CR 11) .....                   | 26 |
| 19a. & 19 b. Narrow Balcony.....                  | 26 |
| 20. Hidden Vault .....                            | 26 |
| Conclusion .....                                  | 27 |
| Encounter Index .....                             | 28 |
| Printable Maps.....                               | 36 |

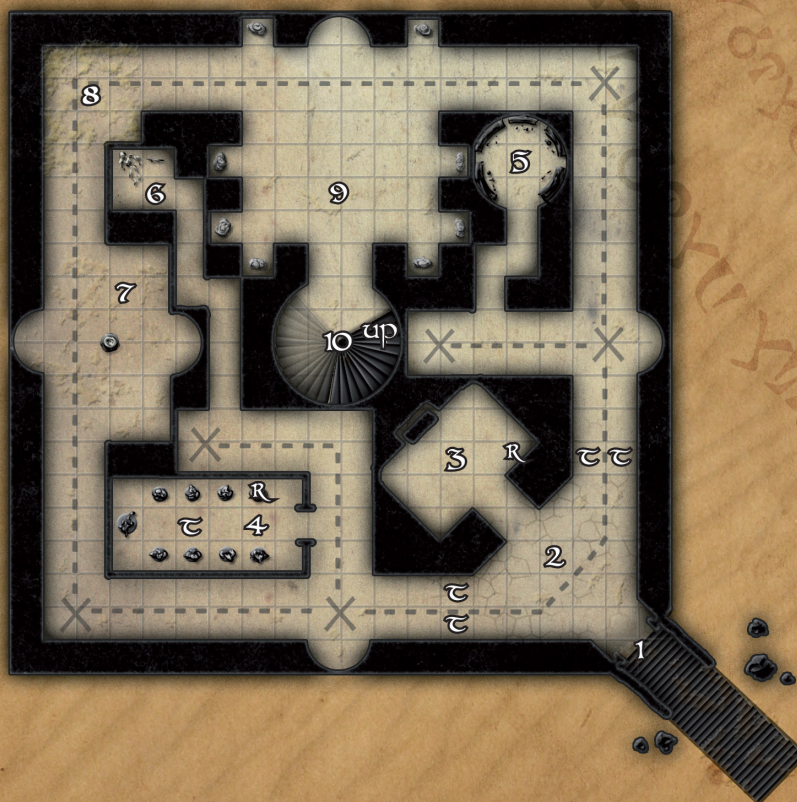


# TOWER OF SCREAMING SANDS

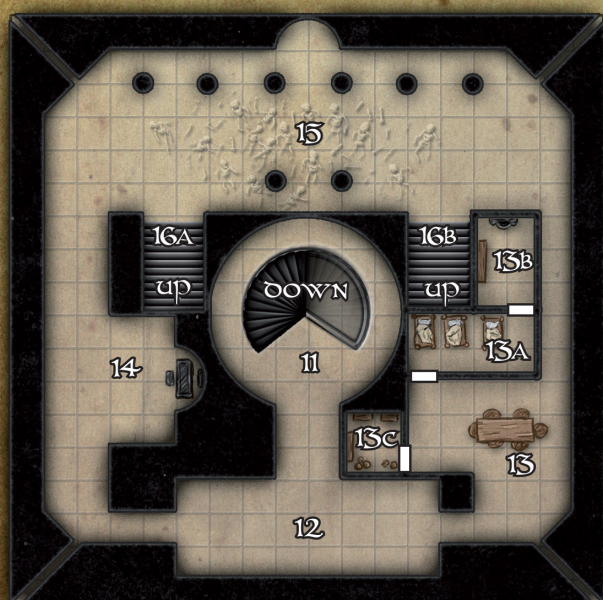


## Level One

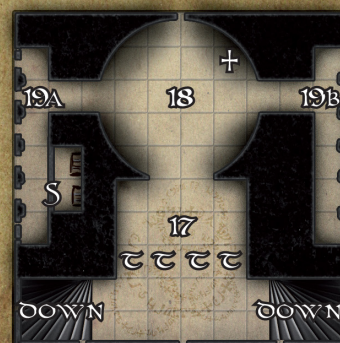
- Whirlwind path
- X Whirlwind start space
- T Trap trigger
- R Trapped door release
- † Door Release Lever



## Level Two



## Level Three





# Adventure Background

The ambitious and secretive High Templar Neevoth-Ka once served the great Sorcerer-King Hekaton as councilor and lore master. The Sorcerer-King was betrayed by servants unknown and murdered in a swift, brutal uprising. Neevoth-Ka found himself trapped between two factions; accused by those loyal to Hekaton of masterminding the uprising, but also the rebels' next rumored target by virtue of his power and position. After a failed attempt on his life, the templar loaded his most trusted servants with tomes and treasures before fleeing, trusting his gods and the desert to deter his pursuers.

Deep in the Great Dune Sea, Neevoth-Ka came upon an obsidian monolith. By this time, heat and despair had driven him paranoid and mad; he took the finding of the monolith as a sign from his gods. Exhausted and knowing his enemies were closing in, Neevoth-Ka set upon a plan to create a secure bolthole to conceal himself and his valued treasures. Using powerful magic drawn from his accumulated valuables, Neevoth-Ka bored tunnels into the monolith – once inside, he and his followers set traps for rebels, assassins and anyone else seeking to follow the templar and find his treasures. One by

one, any who entered the tower died at the hands of these well-laid traps, victims of Neevoth-Ka's paranoia and magic.

Deciding that this structure would make an ideal secret sanctum, Neevoth-Ka continued to expand the tunnels, extending upwards, creating new passages and chambers which, on completion, comprised a three-tiered tower. When his inner sanctum was finished, he called his servants to him, thanked them for their loyal service, and then killed them all, later raising them as undead to give obedience to him for eternity.

Neevoth-Ka remained alone for centuries in his shadowed tower with only his paranoia, his amassed knowledge and treasure, and the spirits of his slain servants for company, until there he died in madness, still believing that his enemies were out there searching for him. Unable to rest in his arid grave, he rose again as a powerful wraith. With the passage of time, the sand around the tower shifted and the tower sank into the darkness of the dunes.

However, once every sixty years the tower rises again. As a series of storms scour the desert, the long shadow of the obsidian tower is once more cast across the dunes. Neevoth-Ka uses this time as an opportunity to capture those foolish enough to

venture inside, then interrogates them to learn of the world beyond. Once he is satisfied his enemies aren't coming for him, Neevoth-Ka disposes of his prisoners, offering their broken bodies to the sands.





# Adventure Synopsis

## Chapter One Synopsis: Perils of the Forsaken Sand

The journey across the desert wastes to the tower is fraught with dangers. The adventurers face the heat of the arid desert and natural hazards such as silt traps, as well as predators that would make them their next meal. They also have the opportunity to speak to a nomadic tribe and gain insight into the nature of the tower.

## Chapter Two Synopsis: The Screaming Gauntlet

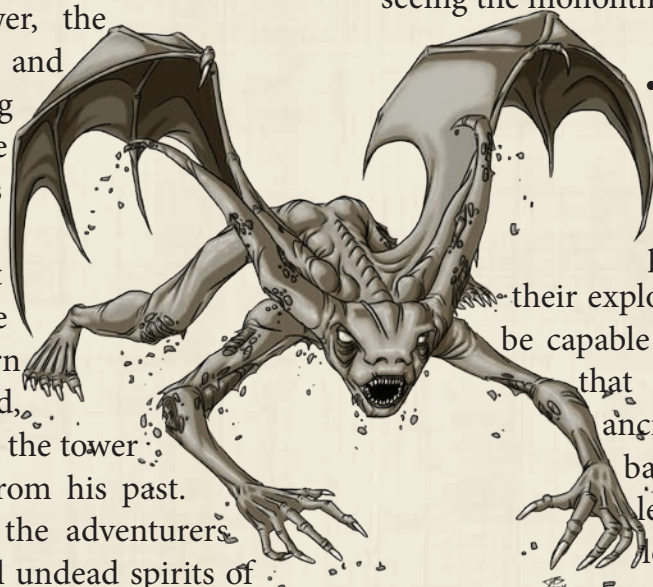
Entering the obsidian tower, the adventurers navigate tunnels and chambers filled with cunning traps and creatures that make the tower their home, as well as meeting the tormented spirit of one of the rebels who sought Neevoth-Ka centuries ago. The PCs have the chance to learn of Neevoth-Ka's background, aiding their exploration within the tower using information garnered from his past. Moving to the second level, the adventurers are confronted by the vengeful undead spirits of Neevoth-Ka's slain servants. Here they also have the opportunity to learn more of Neevoth-Ka and gain the chance to secure an effective weapon to aid in defeating him.

## Chapter Three Synopsis: The Inner Sanctum

Ascending to the third level of the tower, the adventurers must brave the inner sanctum of the insane wraith templar Neevoth-Ka and defeat him if they hope to find his hidden treasures—or to simply escape the tower alive.

# Hooks

- The party finds a cryptic piece of parchment. On it is a section of map depicting a desert. The map contains various landmarks and directions leading to a location labeled only as “obsidian tower” (the sole rebel assassin to escape Neevoth-Ka's traps drew the map shortly before he died.)
- While passing through a settlement, the adventurers hear rumors of a strange tower that has been sighted deep within the desert. The ruin is said to be rich with treasure, ripe for the plundering. Despite the fact others have passed through the area none remember seeing the monolith in this location before.
- Aamira (N female half-elf expert 3/rogue 4), an avid historian and treasure hunter, seeks the party out after hearing of their exploits and believing them to be capable individuals. She explains that she has discovered an ancient legend inscribed on a bas-relief carving. The legend alludes to the location of a mysterious ruined tower. She contracts the adventurers to explore the ruin in return for a fair cut of any treasure found within.
- The party crosses paths with a tribe of nomads who mention a recent series of storms and the mysterious tower that has appeared in their wake. Bizarrely, the tower was not there the last time they travelled this way. The place made them feel ill at ease and one of the nomads recognized the symbols inscribed around the entry arch as magical in nature—the ruin demands further exploration.





# Chapter One: Perils of the Forsaken Sand

The adventure begins with the PCs' journey to the tower itself, traveling far from civilization and into a dangerous, arid desert. It should take the party multiple days of overland travel to reach the tower (the exact distance is left up to the GM, however the players should feel suitably isolated.) This is a harsh and unforgiving landscape—there will be no quick trips back to town to rest and resupply! Three days to a week of travel should be sufficient. Roll for random encounters four times per day (dawn, noon, sunset and midnight) with a 10% chance of an encounter, rising to a 20% chance if the PCs are within two miles of the tower (see Appendix 14 of the **Pathfinder Roleplaying Game Bestiary**).

The first three encounters can occur in any order with the following limitations—the nomad camp should be located more than a day's travel of the tower (fear and superstition keep the nomads away) and the oasis ambush should also be more than one day's travel from the tower (denying the PCs a convenient water supply).

## GM Tips: Overland Travel

The following tips are aimed at assisting GMs in keeping travel interesting for their players:



- Keep the game moving by being fluid with the passage of time. Skip forward minutes, hours or even days as required to keep the players from getting bored. Make random encounter rolls then present an encounter or move on
- Use descriptions of the terrain, weather, native animals etc., adding details to break up the journey and to mark the passage of time

- Use random encounters (and non-random encounters of your choice) to keep the PCs on their toes and to reinforce the fact that this is a dangerous locale
- Depending on your group, give the party time to roleplay amongst themselves
- Reward player ingenuity with a +2 circumstance bonus on a save or skill check if they come up with good ideas to help them survive in the desert
- Play on the PCs' natural paranoia. The desert is a dangerous wilderness—ask the players questions such as their party order during travel and watch order at night when they camp

## Encounter One: Hungry Sands

### Adventure Location: Rocky Gorge



**Location:** Within the Great Dune Sea—hundreds of miles of desert sand dunes surround the rocky gorge. The gorge itself is 240 feet long, 20 feet wide, 10 feet deep and winding.

**History:** Long ago the gorge held a flowing river—now it is a rocky, sand-filled natural chasm used by travellers seeking refuge from the blazing sun. Many creatures resting here have fallen victim to an unseen danger—the silt trap that has formed at the gorge's base.

**Dangers:** Silt trap (see below)

**Lighting:** Day—brightly illuminated

**Walls:** Rough stone 10 feet tall (DC 10 Climb check)

**Doors:** None

**Mood/Theme:** Oppressive heat, blasting wind and sand; the rescue should be run as a tense race against time.



Cresting yet another dune and looking down you see the far side falls away steeply ending at the edge of a narrow, rocky gorge of cracked, reddish stone. Before you can take in the view a cry fills the air. The language is unfamiliar but the desperation in the voice is unmistakable—someone below is in trouble!

The voice belongs to Ahmed (NG male human ranger 3; Swim skill bonus +1, currently fatigued and dehydrated, 4 of 26 hit points—all non-lethal damage), a desert nomad of the Navvai tribe. While out hunting he stopped to take rest in the shade of the gorge and, failing to see the danger, fell into a silt trap. His camel Uran was startled and fled. Ahmed has sunken up to his neck in the silt trap and it has taken all his strength to keep from drowning. Knowing his vigor is fading, Ahmed has begun calling for help. The silt trap is located 60 feet along the winding gorge. The silt trap itself is 20 feet wide and 15 feet deep; Ahmed is currently 5 feet from the edge.

### Silt Trap (CR 6)



Silt traps can be deceptive; the surface often looks like fine clay-like sand. They can be deadly to unwary travellers. A silt trap is mechanically no different to quicksand except that it is much harder to identify, requiring a **DC 16 Spot/Perception** or **Survival check**. PCs should make a check as they attempt to rescue Ahmed, or they risk falling in themselves.

**Effect:** Characters in the silt trap must make a **DC 10 Swim check** every round to keep their head above the surface, or a **DC 15 Swim check** to move 5 feet in whatever direction is desired. If a trapped creature fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in Chapter 4 of the Pathfinder Core Rulebook, or Chapter 4 of the 3.5 PHB).

Characters below the surface may swim back up with a successful **Swim check** (DC 15, +1 per consecutive round of being under the surface).

**Rescue:** A rescuer needs a branch, spear haft, rope or similar tool that enables him to reach the victim, in which case he can make a **DC 15 Strength check** to pull them out; the victim must make a DC 10 Strength check to hold on. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must immediately make a **DC 15 Swim check** to stay above the surface.

Award the PCs 2,400 experience points if they overcome the silt trap and rescue Ahmed.

Ahmed is tired and sore but in surprisingly good spirits. He is extremely thankful to be rescued and tells the party that he is a huntsman of the Navvai tribe and invites them back to his home camp to rest— it's located at a small oasis about two hours' walk away.

If the PCs don't wish to accompany Ahmed, he is disappointed but thanks them again, handing them two water skins, a finely woven blanket (a winter blanket made by his grandmother) and two vials of antitoxin in appreciation. In this event, move to **Encounter Three: Oasis**.

If the PCs fail to rescue Ahmed, this may have consequences for them later if they meet the Navvai (see **Encounter Two: The Navvai**).

On the journey to his tribe's camp Ahmed is curious about the strangers and inquires as to why the PCs have travelled so deep into the Great Dune Sea. If the party mentions the obsidian tower, Ahmed is greatly concerned.

Ahmed looks afraid before making a sign of protection across his heart. He pauses for a few moments before speaking "That place is cursed. If you truly intend to go there, keep your wits about you or surely only ill will befall you."



The tower is a legend amongst his tribe; a taboo place that the Navvai believe holds only evil. Nonetheless, Ahmed is thankful to be alive and if the PCs insist they must go there, or inquire more about the place, he tells them he knows little. The tower appeared about a week ago during a huge sandstorm and none of his kin will go there. However one his tribe's elders, Baran (LG venerable male human expert 4) knows more. If they are willing, Ahmed would be honored to introduce the adventurers to Elder Baran back at his camp.

### Desert Travel Rules

The following rules are helpful in running desert overland travel:



- Heat Dangers
- Starvation and Thirst
- Weather
- Getting Lost

See the relevant sections in Chapter 13 of the Pathfinder Core Rulebook or Chapter 3 of the 3.5 DMG for complete rules on desert environmental effects.

## Encounter Two: The Navvai

The Navvai are a small nomadic desert tribe who survive by trading, hunting and subsisting on the land and by moving from oasis to oasis. They are a wise, temperate, hardy people who are fiercely loyal to one another.

### Adventure Location:

#### The Navvai Camp



**Location:** At the base of a large desert dune, by a small oasis

**History:** The Navvai rarely stay in one location for more than a few days—this is a regular campsite that they visit twice per year.

**Dangers:** Nomad Guards (NG male or female human warrior 2) – only a danger to hostiles or criminals

**Lighting:** Dim (dusk)

**Walls:** None (tents)

**Doors:** None (tent flaps)

**Mood/Theme:** Peaceful and calm, or instead tense if the Navvai learn the PCs failed to save Ahmed.

#### Navvai Camp

NG hamlet

**Corruption** -1; **Crime** -2;

**Economy** -2; **Law** +3; **Lore** -3; **Society** +3

**Qualities** impoverished\*, insular

**Danger** -5

**Government** Council (elders)

**Population** 86 (81 humans, 2 half-elves, 1 half-orc, 1 halfling, 1 other)

#### Notable NPCs:

**Elder Baran** (LG venerable male human expert 4)

**Elder Salula** (N old female human druid 5)

**Elder Munir** (NG old male human warrior 3)

**Ahmed** (NG male human ranger 3)

**Base Value** 100 gp; **Purchase Limit** 500 gp;

**Spellcasting** 3rd

*\* Due to the camp's isolated and nomadic nature it has limited resources for a settlement of its size.*



A camp rests in the shadow of a large sand dune, by a small oasis. The camp is comprised of a dozen colorful tents arranged in a circle around a single large round tent. Longbow-wielding guards stand watch on the high surrounding dunes. Groups of camels lie at rest in the shade as tents flap in the warm breeze and children laugh and play by the water.

If the PCs arrive at the camp with Ahmed, he leads the way into the camp and the Navvai are welcoming. When they learn of Ahmed's misadventure and subsequent rescue, the tribes' folk are impressed and treat the party as highly respected guests. They go out of their way to be polite and helpful by filling the adventurers' water skins, offering them an evening meal and even setting aside a tent for them to stay the night in.

Should the party approach the Navvai camp on their own they are called to a halt by the guards standing watch who then demand to know who the PCs are and why they have come. The guards will not let the adventurers pass unless first convinced that the party means no harm and have a good reason for entering the Navvai camp. If the PCs successfully rescued Ahmed and he returned to camp safely, the camp is aware of them already and they gain a +5 circumstance bonus to their Diplomacy check.

### Skill Check

#### Diplomacy or Bluff DC 20

**Success:** The PCs are allowed into the Navvai camp.



Ahmed leads you to the large tent in the center of the nomad camp. Pulling the flap aside he steps in. The interior of the tent is cool and shady. Rugs have been spread across the ground and strewn with large, dark red pillows. Lounging across a pile of these cushions is an elderly human man with swarthy skin wearing a dark robe and hood. He speaks in a thick accent, "Greetings strangers, I am Elder Baran of the Navvai. Please, be welcome and sit with me."

## Elder Baran

Baran is one of a small council of elders that lead the Navvai and is the oldest living member of the tribe. Although usually suspicious of outsiders, if the PCs saved Ahmed, Baran is warm and helpful offering the adventurers a smoke on his hookah (a waterpipe used for smoking flavored tobacco) as a gesture of friendship. Baran is curious as to why the party have come and, after he introduces himself, listens carefully to what they have to say.

If Baran is asked about the tower, he is reluctant to speak of all he knows—he fears bringing evil spirits down on himself or his people. With a successful **Diplomacy check** he can be convinced to tell more of what he knows; if the PCs saved Ahmed they receive a +5 circumstance bonus on this check. Note: a higher check result also yields all the information from lower successes.

### Skill Check

#### Diplomacy DC 15



**Success:** *"Very well. The first time I saw the tower; I was but a boy of seven. There was a terrible sandstorm and in its wake, there the tower stood. My elders said that men of the tribe once went in to investigate, but none returned. This was not the first time the tower had been seen. My grandfather saw it also, when he was a young man. The gods have forsaken that place. At dusk, the sands scream with the voices of devils."*

**DC 20 Success:** *"The tower has but one entrance, an archway on the southeastern edge. Occasionally eerie lights have been seen atop the tower and large numbers of aggressive scorpions are often encountered in that region, as if drawn to the place."*



**DC 25 Success:** *"I was told by my elders that long ago a huge natural monolith of black rock once stood on the dunes where the tower now stands. Outsiders came. One of them wielded great magic. They somehow created a door and entered the monolith. Later others came and also ventured within, however none emerged. It's said that the monolith was a gateway to the netherworld, that it devours souls. I believe only the dead rule that place."*

The PCs are welcome to stay the night (or longer if they have shown themselves to be trustworthy) and can replenish their supplies before they depart. The camp is small but does have goods to trade with the party (at normal prices; see the settlement's statistics for limitations).

### Treasure

Assuming the PCs are respectful during their time in the camp, Elder Baran gives them the following in thanks for saving Ahmed:

- 2 potions of *cure moderate wounds*
- 4 vials of antitoxin



## Encounter Three: Oasis

### Adventure Location: Desert Oasis

**Location:** This small (30 feet across and 5 feet deep at its lowest point), secluded natural oasis is the only one of its kind for several days' ride. Clumps of reeds and small groups of palm trees line its edges. The trees are 20 feet tall and can be climbed with a successful **DC 12 Climb check**.



**History:** The oasis has existed for no more than a decade. Nomads and bandits have used it as a resting point in the past but now it has become the home of a mated pair of giant ant lions who use it to attract prey.

**Dangers:** Giant ant lions (see below)

**Lighting:** Bright (daylight)

**Walls:** None

**Doors:** None

**Mood/Theme:** The PCs will no doubt be suspicious of the location. Assuming none of the PCs detect the enemies early, try to build up the tension by delaying the attack as long as possible: for example, until one of the adventurers approach the water's edge and locate the skeletons (see below).

## Giant Ant Lion Attack (CR 7)

The party's journey takes them close to one of few natural oases. Have the adventurers roll **Spot/ Perception checks**; the PC who scores the highest sees the oasis first.

Waves of shimmering heat rise from the scorching sand and for a moment you think you see a glimmer in the distance, a flash of silver lined with green. Seconds later, there it is again, but this time clearer. A small body of water surrounded by a copse of trees. Could this be a real oasis in this sun-bleached land? Or is your mind playing tricks on you?

The oasis is real but a pair of giant ant lions now calls this area home and use the water source to lure prey.



## (2) Giant Ant Lions

3.5 (60 hp) | Pathfinder (60 hp)



**Tactics:** The giant ant lions lurk at the bottom of their 60-foot diameter, 20-foot deep sand trap at the edge of the oasis, waiting for the PCs to approach and slip down into their lair. If not, the giant ant lions burst out and attack. Instinctual and unwilling to give up their new hunting grounds, they fight to the death.

The water is pure and safe to drink. The skeletons of three long-dead bandits lie in the shallows of the oasis, partly concealed by reeds (victims of their own in-fighting, not the giant ant lions).

## Treasure



- 5 platinum, 75 gold, 330 silver, 900 copper
- 1 moonstone (125 gp)
- 1 azurite (55 gp)
- chain shirt
- whip
- masterwork battleaxe
- morningstar
- 10 hand crossbow bolts
- portable ram
- 2 exotic military saddles (made to fit hippogriffs)
- *ring of protection* +1 (bears the symbol of a curled scorpion upon it\*)
- *potion of enlarge person*
- *scroll of water breathing*

\*A DC 19 Knowledge (history) or Knowledge (nobility) check reveals the origin of the symbol to the PCs. The symbol is of the Templar Guard, an ancient order that served Sorcerer-King Hekaton as his personal bodyguards and enforcers.



# Chapter Two: The Screaming Gauntlet

## Adventure Location: Tower of Screaming Sands



**Location:** On top a high sand dune in the middle of the Great Dune Sea, far from civilization.

**History:** The tower's origins are a mystery even to its current master. When Neevoth-Ka stumbled upon the area during his flight, a natural column of ancient obsidian stood here—even then the stone had a supernatural otherworldly quality. Neevoth-Ka spent years carving his tower from the living stone, setting traps and collecting beasts to defend his new home before his death. With the exception of one lucky and resourceful rebel (assuming this hook is used) all those who have entered the tower perished within.

**Dangers:** Monsters (vermin, outsiders, undead) and traps

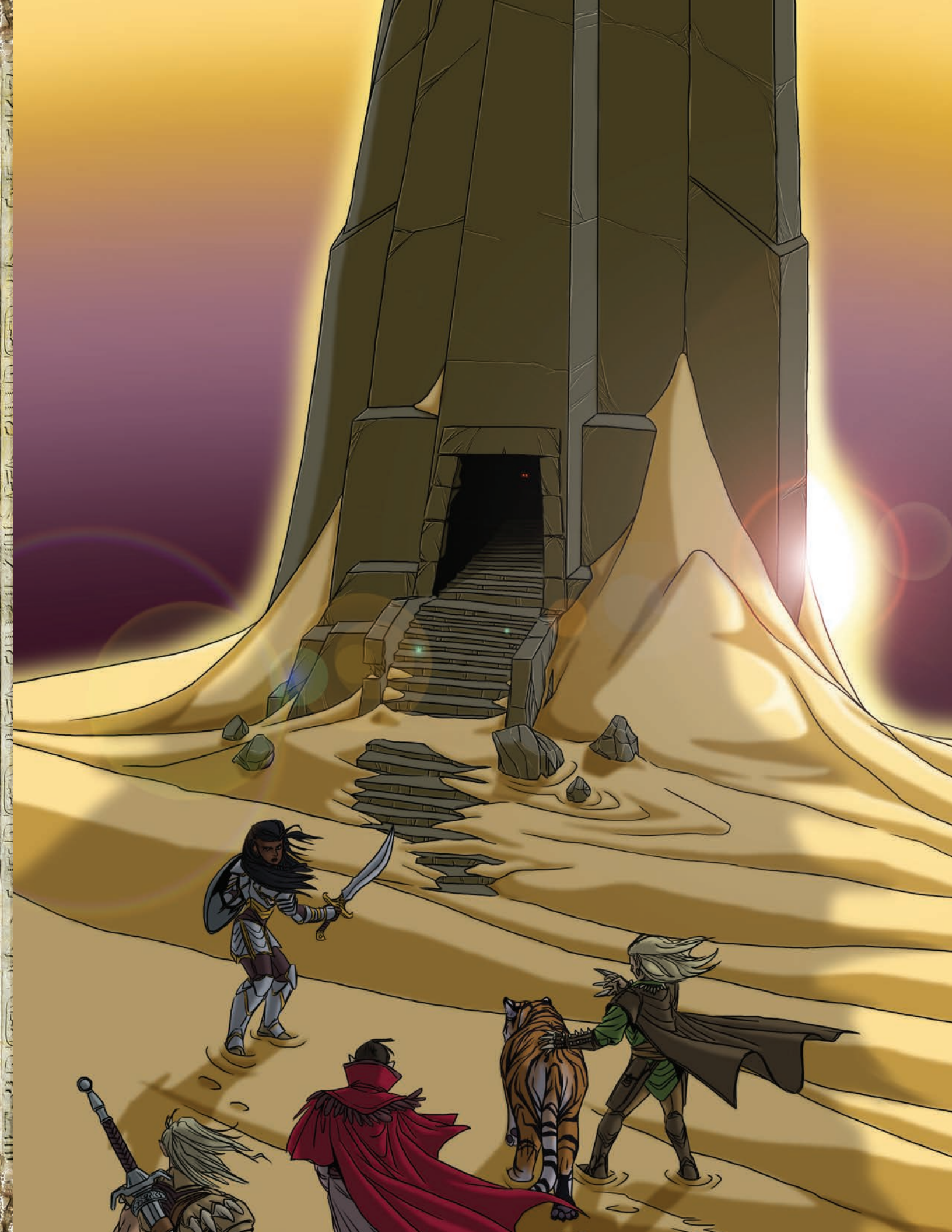
**Lighting:** Darkness with occasional shafts of light from outside (**Locations 1** and **2** are brightly lit from outside light)

**Walls:** 1 ft. to 5 ft. thick and 10 ft. tall in corridors, 15 ft. tall in most chambers (some are higher), made from magically reinforced hewn stone (break DC 50, hardness 10, hit points 540, Climb DC 25)

**Doors:** Stone, unlocked (hardness 10, hit points 60, break DC—stuck DC 28)

**Mood/Theme:** Eerie, ancient, dusty and dry. Haunted by the spirits of past victims. These ancient halls are inhospitable, lacking most basic human comforts. The periodic whistle of outside wind can often be heard.







## Magical Defenses



Although obsidian is usually a brittle stone, the rock from which the tower was carved is magical and therefore even harder than regular stone. The mystical nature of the obsidian blocks some forms of *teleportation* magic into, out of or within the tower (including spells such as *dimension door* and *teleport*); more powerful spells (such as *gate*, *dimensional gate* and *plane shift*), *summoning* spells, or other spells and effects that do not actually instantly and permanently transport a creature inside the tower (such as *etherealness*, *ethereal jaunt*, *astral projection*), and incorporeal creatures are unaffected. *Detect magic* and similar spells reveal a strong abjuration aura on the stone—combined with a **DC 30 Spellcraft check**, a PC learns that *teleportation* magic is blocked.

Your first sight of the tower is a dark spike in the distance reaching skyward. As you draw closer, the huge size of the structure becomes clearer. The monolith is formed from a single spire of glossy black stone rising three hundred feet. A long set of steep stairs leads up to a darkened archway in the south-eastern edge of the structure—no other entrances or windows are apparent. In the distance, a high-pitched howling can be heard, though perhaps it is just the desert winds.

The covetous, insane spirit of High Templar Neevoth-Ka rules the tower. Outsiders should beware—the master does not tolerate interlopers.

### A DC 26 Spot/Perception

**check** locates several small vents approximately 60 feet up the walls (located on **Level Two**—see map), a result of **30** or more reveals two small balconies near the top of the tower on its east and west sides. The vents on the third level are too small to be seen from the ground.



## GM Tips:

### Adventure Options



The following options are presented for GMs wishing to customize the dungeon to their group. Warning: the second two of these options makes the tower a significantly more challenging and dangerous location for the PCs.

**Option One:** The tower only emerges from the dunes once every sixty years. If the party is not swift, they may miss the opportunity to explore the tower. The GM can create the illusion that the PCs have a limited amount of time to explore the tower using information given by the Navvai and by describing rumbling sounds and dust falling from the roof in the tower during the later part of exploration (**Level Three**). In reality, the adventurers can have all the time they need to explore the tower—by using hints that they have limited time before the tower recedes into the sand, the GM can raise the tension and push the party onwards to explore the tower and avoid too many stops to rest.

**Option Two:** Once they enter, the PCs are trapped within the tower by a solid 5 foot-thick block of stone which slams into place, sealing the main entry (see '**Optional Trap: Lock-In**' below). Only by confronting Neevoth-Ka (or eluding him) can they access the release lever (in **Location 18**), which will raise the stone block. There is the possibility of escape via narrow vents in the tower walls (marked on the map), which could be squeezed through by making a **DC 30 Escape Artist check** for every 5 feet traversed. Small (or smaller) sized characters gain a +5 bonus to this check. The vents are located on **Levels 2** and **3** only, so if a PC cannot fly, they face the impossible climb down the sheer, smooth exterior. Becoming ethereal, *gaseous form* or another similar ability are possible methods for escape, however *teleportation* is not an option (see the Magical Defenses sidebar).



**Option Three:** The adventurers are on a strict time limit. 2-3 days after the PCs first enter (GM's choice), the tower will recede back into the dunes, preventing further exploration and killing any living creatures unfortunate enough to be inside! This is a particularly deadly option.

Giving the party any less than 48 hours to explore the tower is not recommended, as most groups will require at least one opportunity to rest, heal and recoup spells to complete the final section of the adventure.



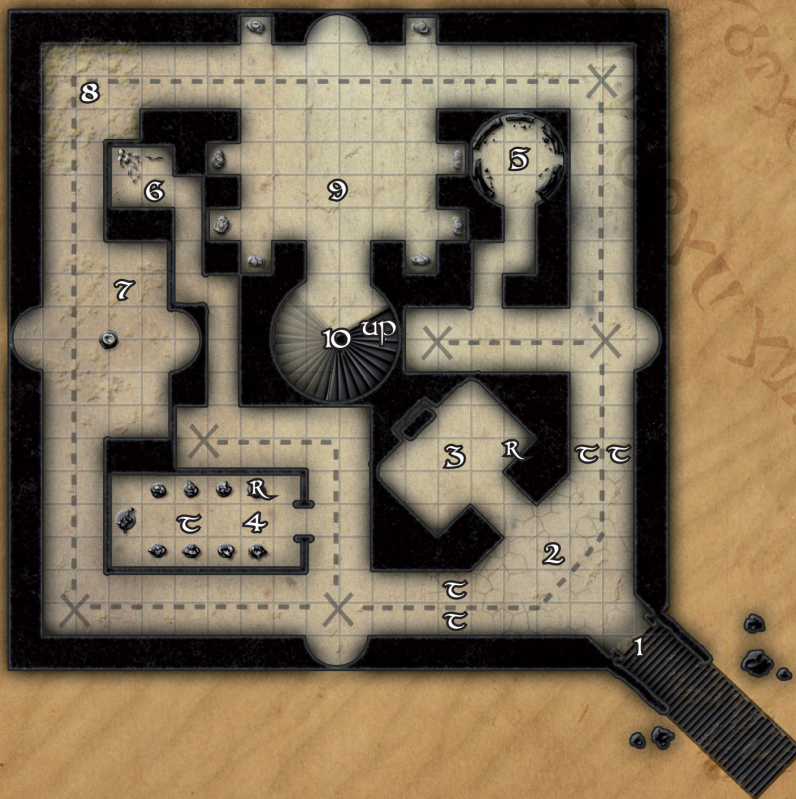
When the time limit is up, the GM can give the players warning that something dire is about to happen by describing the floor and walls shaking as if rocked by an earthquake and sand and dust falls from cracks in the roof. The PCs must be swift if they are to escape. The tower descends into the sand dunes over a number of rounds. It takes 5 rounds for the first level to be swallowed by the sand dunes, 7 for the second level and 3 for the third level. At the end of the fifth round the PCs will have to find an alternate exit to the main entry as it will already be completely submerged in sand (see **Adventure Option Two** above for rules regarding other methods of escape).

# TOWER OF SCREAMING SANDS



## LEVEL ONE

- WHIRLWIND PATH
- X WHIRLWIND START SPACE
- T TRAP TRIGGER
- R TRAPPED DOOR RELEASE





## 1. Entrance

A steep flight of black stone stairs leads up to an archway that yawns high above. The curve of the arch is carved with dozens of ancient sigils. Sand swirls about your feet as the cool shadows of the corridor beckon you onwards.

The stairs are steep – 30-feet long by 20-feet high and count as difficult terrain. No door bars the entry. The sigils are protective wards, **DC 30 Spellcraft check** strengthening the stone and preventing magical intrusion (see the Magical Defenses sidebar).

### Optional Trap: Lock-In (CR 8)

At the GM's option, this trap can be used to lock the party in the tower. Once the PCs pass into the corridors from the first antechamber (**Location 2**), pressure plates in the floor trigger a stone block which slams into place behind them, sealing the PCs inside the tower until they discover the mechanism to open it or another way out.



#### Descending Stone Block

CR 8

XP 3,200

**Type** mechanical; **Search/Perception** DC 25; **Disable Device** DC 34

**Trigger** location; **Reset** manual

**Effect** A huge stone block falls from the roof (6d6 damage, Reflex save DC 20 avoids, however target ends up on the *inside* of the tower); multiple targets (all targets in the 5-ft. x 10-ft. space directly under the entry archway when the trap is triggered). The stone block is formidable—5-ft. of solid stone (break DC 50, hardness 10, hit points 540).

## 2. First Antechamber (CR 7)

The archway opens into a triangular antechamber with cracked walls, standing at the center of an intersection. An archway leads straight ahead, flanked by two corridors leading north and west. An intricately detailed mosaic covering the floor is partly obscured by drifts of sand, but appears to depict a grand scene—a king in robes sits upon a tall throne. Before him a figure kneels, head bowed to receive a bronze circlet. A crowd of exotically-dressed onlookers surround the two figures.

The floor mosaic depicts a scene from Neevoth-Ka's glory days—the investiture of a new High Templar to the service of Sorcerer-King Hekaton, whose tyrannical reign was brought to a sudden end by rebels who had him assassinated. A **DC 15 Knowledge (history)** or **Knowledge (nobility)** check reveals its origin to the PCs. As soon as anyone enters the room, three scorpions swarm out of cracks in the walls and attack.



### (3) Scorpion Swarms

3.5 (44 hp) | Pathfinder (44 hp)



**Tactics:** The swarms fight to the death, pursuing targets outside the tower if necessary (if the GM has not chosen the **Lock-in Adventure Option** and the entry to the tower is still open).





### Encounter: Wandering Monster! (CR 7)



Kalshin, an invisible stalker whom serves Neevoth-Ka, occasionally wanders these halls. There is a 10% chance every hour that he crosses paths with the adventurers. See **Location 7** for more details on Kalshin, his history and his tactics.

## 3. The Hand of God (CR 8)

The archway opens up into a rectangular chamber. The stone roof is carved with a bas-relief of a mighty arm with out-stretched fingers. The walls are more sinister, bearing scenes of wretched souls entering darkened gateways. On the far wall of the chamber, a single stone door stands closed.

The chamber is little more than an elaborate trap—the door is false. Once a living creature approaches within 10 feet of it, the trap is triggered.

### The God's Grasp

CR 8  
XP 4,800



**Type** mechanical; **Search/Perception** DC 20;  
**Disable Device** DC 15

**Trigger** proximity; **Reset** manual

**Effect** When a creature approaches within 10 feet of the false door, a door slams closed in the entry, sealing the room (stone 4 inches thick, hardness 10, 60 hit points, break DC 28). The north-east and south-west walls begin closing, coming together in 3 rounds (9d6 damage, no save); multiple targets (all targets in room 3). 3 rounds after the walls meet in the center, they slowly recede, reaching their original positions in 3 rounds.

Only by locating the hidden release next to the doorway (marked **R** on the map) can the door sealing the chamber be opened; this requires a successful **DC 25 Search/Perception check**, then a **DC 20 Disable Device check**. The door on the north-western wall is unlocked, but false, and opens to a stone wall inscribed with a short message—*"All must face the judgment of the Gods—none may escape their grasp forever."*

A search of the room with a successful **DC 22 Search/Perception check** reveals a loose stone in the southern corner of the room; underneath is a cache of treasure.



### Treasure



- 1 black pearl (500 gp)
- 1 white pearl (75 gp)
- 4 star rose quartz (25 gp each)
- 2 lapis lazuli (10 gp each)
- *gloves of reconnaissance*
- *unguent of timelessness*
- *potion of bear's endurance*
- *scroll of fireball*

### Whirlwinds of the Screaming Gauntlet



The lower level of Neevoth-Ka's tower contains a dangerous magical hazard—whirlwinds.

These spontaneously form and move through the outer passageways until they eventually dissipate. The sound of the rushing air gives the gauntlet its name and can occasionally be heard from outside the monolith. Anyone inside the tower on **Level One** can easily hear the whirlwinds approaching along the corridors. Note: these whirlwinds are an effect drawn from the tower's supernatural nature; Neevoth-Ka has no control over them.



A powerful wind suddenly picks up, roaring through the corridor, picking up stinging sand and debris as the vortex rapidly gains strength.

#### Whirlwind (CR 4)

XP 1,200

**Type** magic; **Frequency** once every 3d6 rounds (appearing in a X marked square, GM's choice)



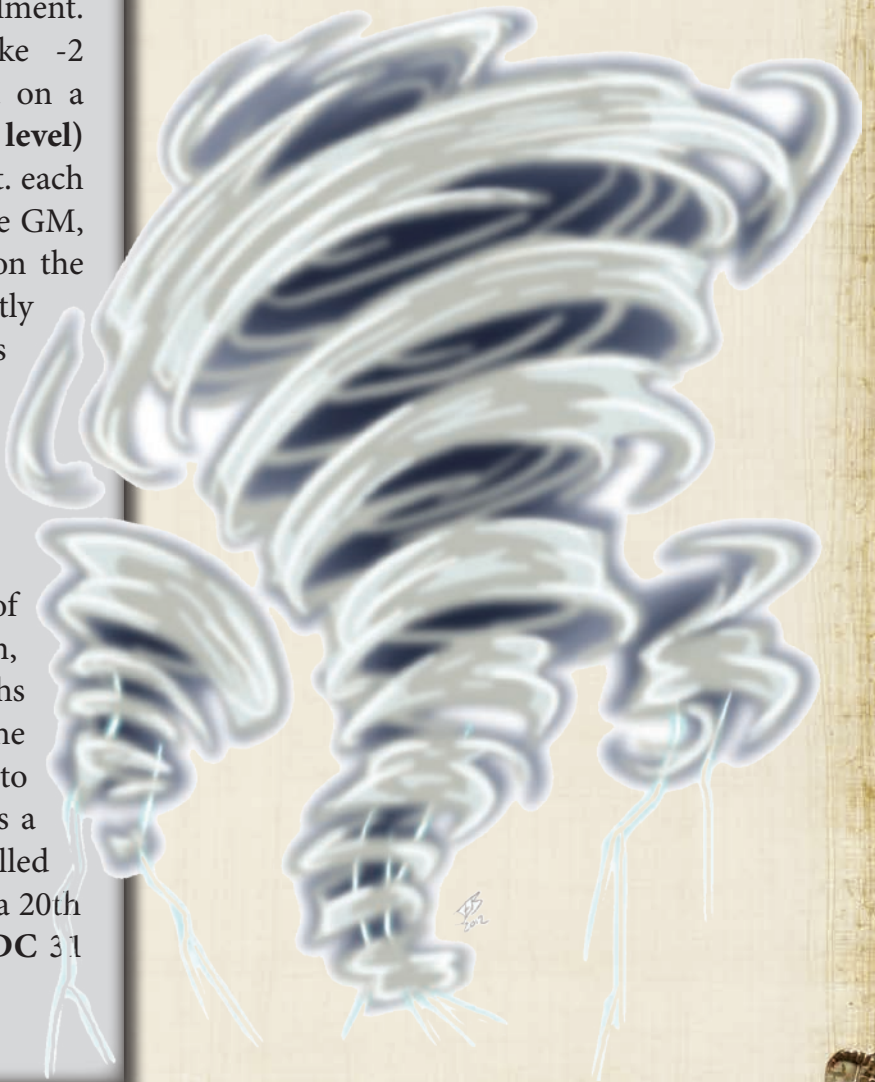
**Effect** A whirlwind appears almost instantly in one of the spaces indicated on the map (3d6 damage; DC 17 Reflex save for half); multiple targets (all targets in a 10-ft. radius). Whirlwinds obscure all vision beyond 5 ft. and creatures 5 ft. away from someone within the whirlwind have concealment, creatures beyond 5 ft. have total concealment. Creatures within the whirlwind take -2 penalty on attacks and must succeed on a **concentration check** (DC 15 + spell level) to cast a spell. A whirlwind moves 30 ft. each round in a direction determined by the GM, following any of the paths indicated on the map. A whirlwind dissipates instantly once it reaches a dead-end, if it reaches **Locations 8 or 11**, or after 4 rounds (whichever comes first). Whirlwinds never turn back along a path they have already travelled.

**Note:** The intelligent monsters of the tower, including the sandmen, mephits, mummified zombies, wraiths and invisible stalker are aware of the whirlwinds and are smart enough to avoid their path whenever possible. As a magical effect, whirlwinds can be dispelled however they function as if created by a 20th level caster (with a *dispel magic* and DC 31 **caster level check**).

## 4. Sandy Tide (CR 8)

Rows of stone statues depicting robed figures line the north and south walls of this small hall. At the far end a single stone statue stands on a raised dais, mouth open wide and hand raised as if addressing the chamber. A book rests in the statue's opposite hand. Grit covers every surface in the room, filling it with a musty, earthy scent.

This room was once a quiet retreat where Neevoth-Ka would come to meditate and remember past achievements. It has been many years since he has visited here—he's now given the room over to another of his traps. Hundreds of small holes in the ceiling can be spotted with a **DC 20 Spot/Perception skill check** and hint at the chamber's true purpose.





## Chamber of Flooding Sand



CR 8

XP 4,800

**Type** mechanical; **Search/Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** automatic (1d6 minutes)

**Effect** Once triggered via the pressure plate (marked T on map) a stone door slams closed in the entry, sealing the room (stone 4 inches thick, hardness 10, 60 hit points, break DC 28). Sand begins pouring into the chamber via the statues' mouths and from the holes in the roof, filling the it in 1d4+2 rounds. At the start of the second round the ground in the room becomes difficult terrain due to the mounting sand. Creatures trapped in the room once it is filled must hold their breath or suffocate (see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook, or the Swimming rules in Chapter 3 of the 3.5 PHB); multiple targets (all targets in **Location 8**). A **DC 20 Search/Perception skill check** is required to find the release mechanism for the door located on the back of the north-easternmost statue (marked R on the map), a **DC 20 Open Lock/Disable Device skill check** will open the door.

Discarded in the corner of the room lies some of the equipment belonging to past victims.

## Treasure



- 1 platinum, 21 gold, 41 silver, 57 copper
- 5 obsidian gems (10 gp each)
- 7 blue quartz (10 gp each)
- potion of *shield of faith*
- *meridian belt*

## 5. Ancient Storehouse (CR 7)

This dusty, narrow, cylindrical room looks like it was once used for storage. Its walls are lined with stone shelves on which dozens of clay jars, jugs and urns rest—some have crumbled from age, others lay smashed in piles on the floor.

This 30 foot tall room was indeed once used for storage, but has recently become the lair of a group of dust mephits—they are some of the few living creatures in the tower and greatly fear Neevoth-Ka. They have only been in the tower for a matter of days and serve under sufferance as spies and trap resetters. If any of the mephits escape they immediately fly off to report to Neevoth-Ka. Should the tower begin to sink into the sand the mephits flee out the entrance as quickly as they can—unlike the other creatures in the tower, they cannot survive under the sand!

## Dust Mephits (4) CR 3



XP 800 each

**hp** 19 each (Pathfinder RPG Bestiary), **hp** 13 each (3.5 Monster Manual)

**Tactics:** The dust mephits take to the air, hovering above their enemies, first casting blur and then using their breath weapons. They then attempt to summon allies before closing in. The mephits are cowards at heart and flee if reduced to below 6 hit points. If captured and threatened, they can be forced to reveal the following information about their master and his lair:

- The master is an incorporeal undead creature that haunts the top level of the tower
- The master is cruel and hates the living, coveting his ancient treasures
- There are several deadly traps throughout the tower. The mephits can give away the location of two traps they know of—The Hand of God (**Location 3**) and the Sandy Tide (**Location 4**)
- They know little of the floors above as the master does not allow them entry



## Treasure



- 1 tourmaline (150 gp)
- 2 zircon (50 gp each)
- 4 carnelian (20 gp each)
- 6 finely crafted copper urns (30 gp each)
- ornate gold signet ring emblazoned with a symbol of the sun (500 gp)
- masterwork spiked scale mail
- falchion
- ranseur
- masterwork darkwood javelin
- 2 potions of *cure moderate wounds*
- 1 potion of *resist energy*
- 1 potion of *shield of faith*



## 6. Dead End (CR 7)

The corridor slopes down slightly then comes to an abrupt end here. On the ground are the crumbling remains of a skeleton; its clothes and gear lay scattered about, now little more than scraps of cloth, rusty metal and dried leather.

A **DC 17 Spot/Perception check** reveals markings on the wall at the end of the hall, the scratchings show a tally totaling eleven. The marks appear to grow smaller and weaker with each stroke.



Here lies the remains of Yusuf Al-Haman, a rebel and freedom fighter who was amongst the original group that tracked Neevoth-Ka down. When first encountered, the PCs will hear faint sobbing sounds. A short time later, Yusuf's ghost will appear in form of a pitiful, emaciated young man covered in hundreds of tiny wounds.

The Radiant Brotherhood (Yusuf's secret society) was successful in slaying the tyrannical Sorcerer-King Hekaton. His team was then sent to track

down and slay Neevoth-Ka, believing him to be one of the last of the king's regime. His companions were killed off one by one after entering the tower. Yusuf was one of the last to die; fleeing after being wounded by scorpion swarms and leaving his companions behind, he found himself alone at this dead end. He perished on this spot eleven days later after succumbing to his injuries and starvation. Due to his guilt over the horrible way the mission ended, Yusuf rose again as a ghost and has haunted these halls for centuries. He is not hostile, just a tortured lost soul unable to pass over due to the guilt he feels over fleeing and leaving his companions to their deaths.

### Yusuf – Ghost CR 7

XP 3,200

hp 73 (Pathfinder RPG Bestiary),  
hp 32 (3.5 Monster Manual)





## Skill Check

### Bluff or Diplomacy check DC 18



If they speak calmly, the adventurers may be able to coax information out of the spirit. If the PCs mention they wish to destroy Neevoth-Ka, they gain a +2 circumstance bonus on their check. Yusuf reveals his history (above) and possibly more depending on the success of the roll. Note: a higher check also reveals all the information from lower successes.

#### DC 20 Success:

Neevoth-Ka was once a cleric, councilor and High Templar to the tyrant Sorcerer-King Hekaton.

#### DC 22 Success:

Neevoth-Ka was a secretive and deceitful man who prized arcane knowledge and magical treasure more than anything. His servants haunt the upper levels.

#### DC 24 Success:

Many of Yusuf's companions were killed by hordes of ravenous scorpions (the scorpion swarms at **Location 2**); some were sealed in a chamber to the southeast (**Location 3**) and others in another room to the south (**Location 4**)—Yusuf heard their screams as they died.

#### DC 26 Success:

Whirlwinds spontaneously rise and pass through the halls of this level, blasting everything in their path. However, the whirlwinds mostly seem to pass through the outer rooms and corridors of the tower.

#### DC 30 Success:

One of Yusuf's companions carried with him a magical weapon that might aid in destroying Neevoth-Ka once and for all. Unfortunately Yusuf does not know its current location, though he believes it is still hidden somewhere in the tower.

If the PCs show any signs of being allies or servants of Neevoth-Ka, or if they attack, Yusuf defends himself, enraged and seeking to complete his original mission. If brought below 18 hit points, Yusuf howls in anguish and flees into the wall of the dead end.

Finally, if Yusuf has opened dialogue with the PCs and given them information he implores them to recover the remains of his dead companions and to bury them outside under the open sky (so they may “escape this infernal prison”). He knows that the master of the tower used the bodies to create a hideous work of art in a hall on the level above (**Location 12**). If the PCs manage to fulfill this request, Yusuf's spirit is able to pass on peacefully into the afterlife; award them experience as if they had defeated the ghost in combat.

## Treasure



- 4 platinum, 65 gold, 280 silver, 52 copper
- copper bracelet sculpted in the shape of a twisting serpent (55 gp)
- masterwork falcata
- light wooden shield
- *amulet of natural armor +1* (a gold amulet carved with a symbol of a blazing open eye)
- *elixir of vision*
- *potion of nondetection*
- *potion of pass without trace*

## 7. Hall of the Sandmen (CR 7)

Weapons, armor and gems lie scattered across the deep drifts of sand covering the floor of this room. A large empty stone font stands the center of the chamber, flanked by ornate alcoves in the east and west walls. Open archways lead to corridors to the north and south.





**Tactics:** The sandman gesturing to the party is bluffing and seeks to draw the PCs into the room so his allies may gain an advantage when they attack them. The remaining three sandmen are hidden (**DC 22 Spot/Perception check** to see them amongst the sand). Make an opposed **Bluff check** for the sandman (**Bluff +0**) versus the PC's **Sense Motive**. Once combat begins the sandmen attempt to cover as many foes as possible with their sleep auras (remember to make PCs save for each of the auras), move into flanking positions and focus their slam attacks on a single foe. If they cannot hit an enemy or if an enemy is immune to their sleep ability, the sandmen switch to a new target on the next possible round.

**(4) Sandmen**  
**(CR 7)**



XP 3,200

hp 30 each (see Encounter Index)

hp 26 each (see Encounter Index)

**Treasure**



- 3 platinum, 295 gold, 137 silver, 428 copper
- 1 golden yellow topaz (200 gp)
- 2 coral gems (150 gp each)
- 4 bloodstones (20 gp each)
- masterwork scimitar
- light mace
- glaive
- gauntlet
- banded mail
- potion of *lesser restoration*
- scroll of *reduce person*

The sand covering the floor of this chamber makes it difficult terrain (the sandmen are unaffected).

As the PCs approach the entrance one of the piles of sand stirs and a humanoid figure composed completely of sand rises up, raising a hand to greet them. It then gestures towards the stone font in the middle of the room, then moves back 5 feet before waiting patiently for a PC to approach and look into the empty font, or place something into it.



## 8. Yellow Mold Chamber (CR 6)

The corridor ends in a small, dark room whose walls are blanketed in lush mustard colored fungus that stinks of rot. Corridors lead both east and south.

A large specimen of dangerous yellow mold has grown naturally here covering all of the walls of this room (eight 5-ft. sections in all).

### Yellow Mold (CR 6)

If disturbed, a 5-ft square of this mold bursts forth with a cloud of poisonous spores. All within 10-ft. of the mold must make a Fortitude save DC 15 or take 1d3 points of Constitution damage. Another Fortitude save DC 15 is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.



## 9. Tomb of the Sleeping Dead (CR 8)

The smell of musty death pervades as you step into this dank, low chamber. Deep burial niches have been cut into the stone of this chamber's walls and hold the upright emaciated mummified corpses of eight humans; their eyes are closed in eternal rest, leaving you no doubt that this is some form ancient burial tomb.

This tomb holds the remains of Neevoth-Ka's honored templar warriors. Loyal to the end, they are now their master's undead guardians. The mummies animate and attack anyone entering the room, or when attacked themselves.

## (8) Mummified Templar (CR 8)

XP 4,800

hp 25 (3.5, see Encounter Index),  
hp 32 (Pathfinder, see Encounter Index)

**Tactics:** These undead will activate their *burst of vengeance* abilities as soon as they are in melee, granting an extra attack and use their bolstered resilience on a single attack each round. They will relentlessly pursue enemies



### Treasure

- 6 platinum, 195 gold, 390 silver, 137 copper
- 2 red garnets (100 gp each)
- 2 blue quartz (60 gp each)
- 4 azurites (20 gp each)
- 1 turquoise gem (10 gp)
- +1 *glaive-guisarme*
- clay flask containing liquid (an *elixir of hiding*)
- scroll of *restoration*



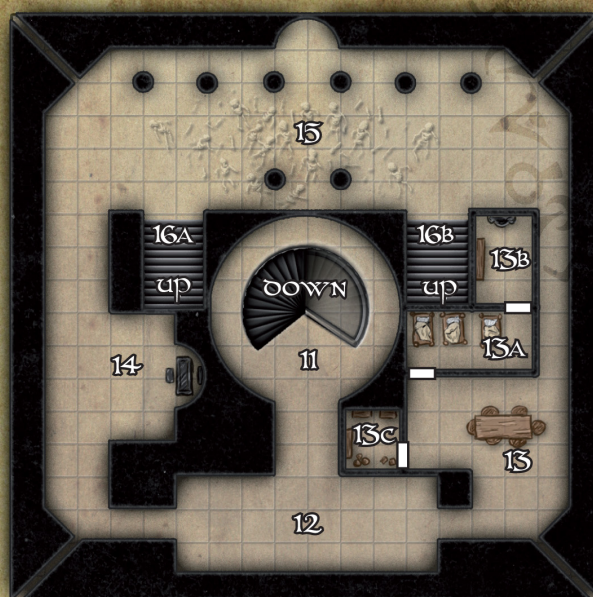
## 10. Central Spiral Stair

The steep 10 foot-wide spiral stair counts as difficult terrain and climbs 40 feet to **Level Two**.



# TOWER OF SCREAMING SANDS

## Level Two



## Screaming Tower Level Two

The second level of the tower is 60 feet above the ground.

### Encounter: Wandering Monsters!



This encounter can be used as a “Wandering Monster” or played at a point the GM feels the PCs have their guard down (such as when they stop to rest) to help keep them on their toes. If the PCs foolishly choose to rest inside the tower it is only a matter of time until they come to the attention of these wraiths. There is a 10% chance per hour of encountering them on the **Level One**, increasing to a 30% chance on **Level Two** as they tend to stay on the upper level.

### Wraith Patrol (CR 7)

Neevoth-Ka's has assigned two of his undead minions to patrol through the tower and seek out any trespassers.

### Wraiths (2) CR 5

XP 1,600

hp 47 each (Pathfinder RPG Bestiary)

hp 32 each (3.5 Monster Manual)

**Tactics:** The wraiths lurk within the walls of a narrow space and wait for a PC to pass close by before striking. Under no circumstances will they leave the tower—they avoid direct sunlight at all costs.



## 11. Chamber of Ten Thousand Teeth (CR 9)

A palpable aura of dread fills this shadowed, circular chamber. Thousands of shards of obsidian cover the floor, crunching underfoot with every step. The walls are scarred by thousands of scratches running horizontally around the room. Above, a single shaft of light beams down from a narrow portal in the domed ceiling.

This chamber is another of the master's death traps and has claimed the lives of numerous interlopers over the centuries. If the trap is triggered, the wraiths at **Location 13** are drawn to this location by the noise (arriving in 2d4 rounds). They will attack any living creatures by surprise ambushing them from out of the walls. Note: the trap cannot damage the wraiths, as the shards are non-magical.

### Chamber of Ten Thousand Teeth

CR 9  
XP 6,400

**Type** magical; **Search/Perception** DC 28; **Disable Device** DC 28

**Trigger** proximity (alarm); **Reset** none

**Effect** A massive gust of wind fills the room picking up the shards of obsidian, which whirl through the air in a vortex (8d6 slashing damage, Reflex save DC 18 for half damage) lasting for one round; multiple targets (all creatures in **Location 11**).



Hidden under the obsidian shale at the western edge of the chamber are the skeletal remains of a halfling—a past victim of the trap. A **DC 27 Search/Perception skill check** finds the remains; the DC drops to 17 once the trap is triggered. Amongst the remains is a shredded leather satchel, the name “Quickwood” is inscribed on the buckle. It contains the following treasure.

### Treasure

- masterwork thieves tools
- grappling hook
- *bracers of armor* +2
- *wand of restoration* (5 charges remaining)
- 12 +1 flaming crossbow bolts



## 12. Mural of Silent Cries

Unlike most of the tower this long narrow hallway is constructed of carved sandstone. Disturbingly, the corpses of dozens of humanoids appear to have been worked into the mortar and even melded into the stone itself, making the hall resemble a macabre mural of death. The faces stare out with open mouths, pleading for release from their stony prison.

The north and south walls of this hall have been constructed from the bodies Neevoth-Ka's enemies, spies and assassins who came seeking him long ago—a sign for any who would dare trespass. Some of these wretched victims were merged with the mortar as they still drew breath. Despite a terrifying appearance, the walls are harmless.

The bodies of Yusuf's companions can be found here—recovering their remains is difficult and time consuming. Assuming the PCs have the correct tools, it requires 1d4x10 minutes of work and a successful **DC 15 Knowledge (engineering)**, **Knowledge (dungeoneering)**, **Profession (stone mason)** or **Profession (miner)** for each of the three bodies. These checks may be retried.

## 13. Eternal Servants (CR 9)

The shadows of this small chamber are a cool and welcoming change after the harsh desert sun. This place appears to have once served as a meeting room of some kind, however its long wooden table and chairs have seen better days and look ready to collapse. Clay drinking vessels lie discarded on the table. Doorways are located in the north-eastern corner and western wall and a narrow corridor leads to the north. Small eddies of dust play on the floor, stirred by a slight, mysterious breeze.



These rooms once served as quarters for the loyal servants that followed Neevoth-Ka into exile. This was a common room where they ate and socialized during their few resting hours. For their loyalty, their master murdered his servants after the completion of the tower. Their undead spirits serve him still as wraiths.

### Wraiths (4) CR 5

XP 1,600

**hp** 47 each (Pathfinder RPG Bestiary) | **hp** 32 each (3.5 Monster Manual)

**Tactics:** The wraiths lurk within the walls of **Location 13**, seeking to catch unwary explorers when they approach within 5 feet of their hiding places. This room is empty if the wraiths were drawn into the Chamber of Ten Thousand Teeth (**Location 11**).



## 13a. Sleeping Quarters

Three wooden bunks stand in this room; similar to the table and chairs in the common room, their wood is brittle and ready to break. The ravages of time have reduced the linen to little more than rotten dusty rags, however if the PCs succeed in a **DC 15 Spot/Perception check**, they can just make out a series of ancient words scribbled on the underside of one bunk.

### Skill Check

**Decipher Script/Linguistics DC 17**



**Success:** The inscription reads as follows, but seems incomplete:

*The master forces us to work from dawn till dusk and sometimes late into the night. When our work is not to his pleasure he flies into a terrible rage. Those who fail him are called into his chambers—some do not return. I hear them weeping even now as I try to sleep...*

*The weeping stops...*

*The truth is, we are no more than slaves. He will not stop until his tower is complete, most likely I will die before it is done. All this for years of loyal service...*

## 13b. Kitchen

This small kitchen includes two cupboards, stone shelves and a large stone oven. Rummaging through the small clay pots on the shelves with a **DC 17 Search/Perception check** reveals one small green clay pot that contains a restorative ointment (single dose remaining) and a scroll of breath of life hidden at the back.

## 13c. Empty Storage Room

This room once served as storage for food supplies and tools. Two dust-covered shelves still hold two sets of artisan's tools (including a pick, hammers, chisels and files) perfect for working stone, which have survived the years in working order.



## 14. Unseen Sentry (CR 7)

A small semicircular antechamber here contains a shrine consisting of a low stone bench, an altar and above, a recessed stone shelf containing a stone statuette of a hawk in flight. Unlike much of the tower the ever-present dust and sand appears absent here, giving the impression that someone has cared for this space.

This is the lair of Kalshin, an invisible stalker and one of Neevoth-Ka's intelligent servants. An exile from the elemental plane of air, the creature wandered the desert for years before stumbling upon the tower. He was instantly drawn by its strange, supernatural nature and sought to stay and learn more. Kalshin was forced to serve Neevoth-Ka and remain in the tower, doing repairs, resetting traps and keeping watch. The invisible stalker primarily stays on the second level of the tower and only ventures down to the lower level if there are traps to reset or intruders to hunt.

### Kalshin—Invisible Stalker (CR 7)

XP 3,200

hp 80 (Pathfinder RPG Bestiary) |  
hp 52 (3.5 Monster Manual)

**Tactics:** Kalshin is smart and cautious; he follows the PCs and wait for the right moment to strike (when the party is weakened by a trap or poison, or is separated from one another). He is not willing to die for his master and if reduced to 30 hit points or less he flees back to Neevoth-



A secret compartment underneath the shelf in the eastern niche can be located with a DC 24 Search/Perception check and contains the following.

### Treasure

- finely crafted statuette of an eagle (located on the niche shelf in plain view; 500 gp)
- 1 amethyst (500 gp)
- *Shear*—a +1 ghost touch mithral shortsword



## 15. Master's Pets (CR 9)

Carvings depicting exotic nobles enjoying a lavish party and feast adorn the walls of this elaborate chamber. Stone pillars carved to resemble interwoven vines reach up to a high, arched roof overhead making this place feel like it belongs in a grand palace. Before you can enjoy the décor further, a scuttling sound echoes about the room. It's then that you spot the dozens of dry skeletons littering the sandy floor...

### (6) Deathstalker Scorpions

XP 1,200

hp 47 each (Pathfinder RPG Bestiary),  
hp 58 each (3.5 Monster Manual)

**Tactics:** The deathstalker scorpions are extremely aggressive and rush to attack foes immediately using their sting to debilitate their enemies. In their lair the deathstalker scorpions fight to the death.





A search of the chamber with a successful DC 18 Search/Perception check reveals the following items strewn about the space.



### Treasure

- 1 black pearl (200 gp)
- 2 white opals (50 gp each)
- *belt of incredible dexterity* +2
- *pearl of power* (1st)



## 16a and 16b. Spiral Stairs

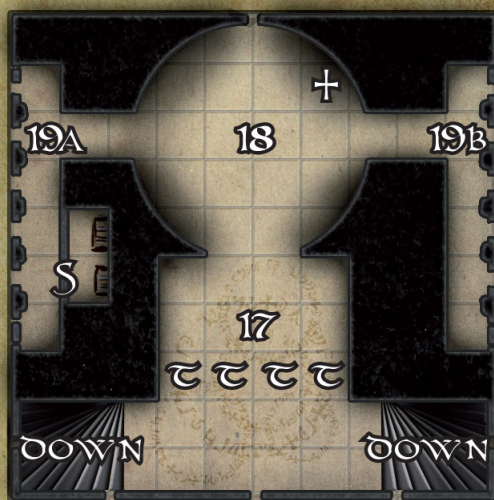
These steep spiral stairs climb 200 feet to Level Three of the tower and count as difficult terrain. Note that the pair of wraiths that patrol the monolith often travel along this route (there is a 30% chance to encounter them if the PCs haven't already done so).

# TOWER OF SCREAMING SANDS



## Level Three

- ⌘ TRAP TRIGGER  
S SECRET DOOR  
+ DOOR RELEASE  
LEVER





# Chapter Three: The Inner Sanctum

# Screaming Tower Level Three

## GM Tips: Foreshadowing the Villain



Neevoth-Ka will not sit idly by while adventurers sack his tower. Once he learns there are intruders within his home (most likely by one of his minions reporting back to him—either the mephits in **Location 5** or Kalshin the invisible stalker in **Location 14**)—he will swiftly take steps to counter them. Neevoth-Ka's first action will be to spy on them using his clairaudience/clairvoyance ability. Then he will send a group of two wraiths (see the Wraith Patrol encounter) to hunt his enemies down.

Neevoth-Ka changes his future tactics to counter his enemies' strengths while maximizing their weaknesses. Other options for actions he can take against the PCs include:

- Using summoned monsters to attack the party when they try to stop to rest
- Sending Kalshin the invisible stalker to hunt down the adventurers
- Setting an ambush using his remaining minions (the mephitis or sandmen)
- Making a short appearance to taunt the PCs from a distance before retreating into the walls

Neevoth-Ka's goal is to kill the party, though he is not in any rush to do so. He enjoys seeing mortals suffer and in particular, takes pleasure in forcing mortals to see their companions die one by one. If possible he will try to capture an adventurer to question them in order to learn more of the outside world and whether or not his old enemies still seek him. If they learn Neevoth-Ka's name, allow the PCs a **DC 21 Knowledge (history)** or **Knowledge (nobility)** check to recall this as the name of the High Templar who served Sorcerer-King Hekaton. One of few servants to escape the purge, he was pursued deep into the desert, but none returned from the mission to bring him to justice.

## 17. The Final Blade (CR 8)

An eerie silence hangs over this hallway. The huge blocks of obsidian lining the walls, floor and roof are inscribed with thousands of tiny sigils in some alien tongue. Dust streams across narrow beams of light filtering in through narrow vents high in the walls and deep shadows play in the archway at the corridor's end.

This corridor is Neevoth-Ka's final resort to keep intruders from his inner sanctum. The sigils (written in Common, Abyssal and Infernal) are little more than decoration. Thin gaps in the stonework criss-cross the floor, walls and roof. When the trap is activated, dozens of blades slide forth, arcing through the room.

### Hall of Arcing Blades

CR 8  
XP 4,800



Type mechanical; Search/  
Perception DC 25; Disable Device DC 29  
Trigger location; Reset repair

Effect Atk +15 melee (5d8+2); multiple  
targets (all targets in **Location 17**)



## 18. Inner Sanctum (CR 11)

### Deadly Encounter



This final encounter is potentially very deadly for a group of 4 PCs, particularly if they are not well prepared. However, the players should have a few factors in their favor:

- Provided they have completed most encounters in the adventure, the PCs should be level 8
- There are several opportunities to learn of the enemy, this should assist PCs with their tactics and in making wise spell choices
- The tower contains a number of items that could be vital in surviving the encounter and in destroying Neevoth-Ka including the scroll of *restoration*, wand of *restoration*, scroll of *breath of life* and the magical sword *Shear*
- If the PCs managed to rest part way through exploring **level 2** (or ideally at the end), they should have most of their resources remaining
- The timing of the final encounter could be crucial and can be used to make the final confrontation more cinematic. If it is daylight outside (or close to dawn), the layout of level 3 means that some light will be very close to the inner sanctum. There may even be light shining into the edges of the room itself. This could be used against Neevoth-Ka in a few ways. A PC could use a smooth metallic object (such as a mirror, blade or shield) to reflect the sun's rays at Neevoth-Ka (treat this as a ranged touch attack). If the ray strikes Neevoth-Ka, he will be staggered for the next round. Alternatively, a PC could smash through a narrow part of the wall (such as the vent in the northern wall) to allow the sunlight to flood into the room.

This vaulted circular chamber resembles nothing less than a temple sanctum. A domed roof rises 30 feet overhead and a weak ray of light seeps feebly from a tiny vent in the northern wall. Narrow corridors lead east and west from which the high-pitched whistling of wind can be heard. The shadows appear even deeper than usual here.

This is the lair of Neevoth-Ka. The release lever for the stone door that may now block the tower's entry (**Location 1**) is attached to the northeastern wall. On a small shelf behind the lever lies the iron key to the chests in **Location 20**.

### 19a. and 19b. Narrow Balcony

These narrow balconies lined with tall arches are treacherous due to the smoothness of the stone underfoot and the high winds at this altitude. **Fly checks** suffer a -5 circumstance penalty here and PCs must succeed on **DC 15 Balance/Acrobatics checks** (on each turn they take a movement action greater than a 5 foot. step) to navigate the balconies safely—the desert dunes lie 260 feet below. The secret vault can be located in the eastern wall of **Location 19-A** with a **DC 32 Search/Perception check**.

### 20. Hidden Vault

What remains of Neevoth-Ka's much coveted treasure lies in a dusty chamber in a pair of locked chests (**DC 30 Open Locks/Disable Device**). Should a cunning would-be thief fly to the top of the tower and try to enter this secret room, Neevoth-Ka will quickly detect him via his *lifesense* ability and attack.



## Neevoth-Ka (CR 11)

XP 12,800

hp 125 (Pathfinder), hp 90 (3.5)

**Tactics:** The wraiths lurk within the walls of Location 13, seeking to catch unwary explorers when they approach within 5 feet of their hiding places. This room is empty if the wraiths were drawn into the Chamber of Ten Thousand Teeth (Location 11).

**Tactics:** Neevoth-Ka casts *desecrate* on his sanctum once he is aware of intruders in his tower. He detects enemies early using his *lifesense* ability (60 ft.) and prepares for combat by casting *aura of doom* and *mirror image* on himself. He begins combat in the air so as to avoid melee attacks and casts *confusion* on as many enemies as possible, followed by *silence* on any spell casters and then *blindness/deafness*. He finally closes in to melee range and makes touch attacks. If reduced below 50 hit points, he retreats into the air and channels negative energy to heal himself before renewing his attack. In his inner sanctum, Neevoth-Ka fights to the death.



## Treasure

- 200 platinum, 1,275 gold, 567 silver
- 1 star sapphire (1,000gp)
- 2 amber (250gp each)
- +2 *headband of alluring charisma*
- *mind sentinel medallion*
- *handy haversack*
- *elemental gem* (air)
- *traveller's any-tool*
- *seer's tea*
- 2 *elixirs of truth*
- 2 scrolls of *soften earth and stone*
- 1 scroll of *stone shape*
- 1 scroll of *deeper darkness*
- 1 scroll of *move earth*
- 1 scroll of *wall of stone*
- 2 potions of *cure moderate wounds*
- 1 potion of *cure serious wounds*

## Conclusion

The most likely conclusion to the adventure is that the PCs destroy Neevoth-Ka, or are in turn destroyed by him or his minions. If some of the adventurers escape the tower without destroying Neevoth-Ka, he will not pursue them, content to remain concealed in his monolith with his secrets. Only if the party steals from his vault will Neevoth-Ka be roused from his sanctum—in this case his vengeance will be swift and he will stop at nothing to regain his treasure and destroy the thieves responsible.

Due to the tower's isolation, it takes some time for the events at the monolith to become common knowledge. However, once the Navvai learn of the PCs victory (or perhaps their defeat), word quickly spreads as they tell the adventurers' tale to all who will listen, celebrating their success or mourning their loss.

Regardless of how events play out, when the time comes the mysterious obsidian tower descends back into the desert sands once more.



# Encounter Index:

## (3.5)

### Giant Ant Lion

**Size/Type:** Large Vermin

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** -1

**Speed:** 30 ft. (6 squares), burrow 10 ft.

**Armor Class:** 14 (+6 natural, -1 Dex, -1 size), touch 8, flat-footed 14

**Base Attack/Grapple:** +6/+14 bonus

**Attack:** Bite +9 melee (2d8+6)

**Full Attack:** Bite +9 melee (2d8+6)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Constrict (2d8+6), improved grab, sand trap

**Special Qualities:** Darkvision 60 ft., vermin traits; Immune to Mind Affecting Effects

**Saves:** Fort +9, Ref +1, Will +3

**Abilities:** Str 19, Dex 8, Con 17, Int —, Wis 12, Cha 7

**Skills:** Hide +7\*, Listen +5

**Environment:** Warm deserts

**Organization:** Solitary or nest (2-4)

**Challenge Rating:** 5

**Advancement:** 9-16 HD (Large); (17-24 HD (Huge)

**Level Advancement:** —

**Treasure:** Incidental

**Alignment:** Neutral

### COMBAT

See encounter description

### SPECIAL ABILITIES

**Sand Trap (Ex):** A giant ant lion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A DC 15 Spot check allows a creature to realize such a depression in the

sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a DC 14 Reflex save—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a DC 20 Climb check.

### Skills

Giant ant lions have +8 racial bonus on Hide check. \*This bonus rises to +12 when buried in their sandy pits. They also have a +4 racial bonus on Listen checks.

### Scorpion Swarm

**Size/Type:** Diminutive Vermin (Swarm)

**Hit Dice:** 8d8+8 (44 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), climb 20 ft., burrow 10 ft.

**Armor Class:** 17 (+3 Dex, +4 size), touch 13, flat-footed 14

**Base Attack/Grapple:** +6/—

**Attack:** Swarm (2d6 plus poison)

**Full Attack:** Swarm (2d6 plus poison)

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

**Special Attacks:** Distraction (DC 15), poison

**Special Qualities:** Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits

**Saves:** Fort +7, Ref +6, Will +3

**Abilities:** Str 1, Dex 17, Con 12, Int —, Wis 10, Cha 2

**Skills:** Climb +7, Spot +4, Move Silently +7

**Environment:** Warm or temperate deserts, forests, jungles or mountains

**Organization:** Solitary, pair, or colony (3-6 swarms)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Neutral

**Advancement:** None

**Level Adjustment:** —



## COMBAT

See encounter description

## SPECIAL ABILITIES

**Poison (Ex):** Injury, Fortitude DC 15, initial and secondary damage 1d2 Con. The DC is Constitution-based.

## Skills

A scorpion swarm has a +4 racial bonus on Climb, Spot and Move Silently checks



## Sandman

**Size/Type:** Medium Outsider (earth, extraplanar)

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares), burrow 30 ft.

**Armor Class:** 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

**Base Attack/Grapple:** +4/+6

**Attack:** Slam melee +6 (1d6+2 plus sleep)

**Full Attack:** Slam melee +6 (1d6+2 plus sleep)

**Special Attacks:** Sleep aura, sleep

**Special Qualities:** DR 10/bludgeoning, elemental traits, sand form

**Saves:** Fort +6, Ref +5, Will +6

**Abilities:** Str 14, Dex 13, Con 15, Int 10, Wis 11, Cha 10

**Skills:** Climb +9, Knowledge (planes) +7, Listen, +7, Sense Motive +7, Spot +7, Hide +8 (+12 in sand\*), Move Silently, Tumble +8

**Feats:** Improved Initiative, Iron Will

**Environment:** Any land (Plane of Earth)

**Organization:** Solitary, gang (2-4), or shoal (5-10)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Neutral evil

**Advancement:** —

**Level Adjustment:** —

## COMBAT

See encounter description

## SPECIAL ABILITIES

**Compression (Ex):** Move through areas 1/4 normal space without squeezing or 1/8 while squeeze.

**Sand Form (Su):** As a standard action, a sandman can cause its humanoid form to collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. The sandman retains its compression and sleep aura abilities but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid weapon blows.

**Sleep (Su):** A creature struck by a sandman's slam attack must succeed on a DC 14 Will save or immediately fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. The save DC is Constitution-based.

**Sleep Aura (Su):** A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 14 Will save or fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours. The save DC is Constitution-based.

## Skills

A sandman has a +4 modifier to Hide checks when hiding in sand.



## Human Mummified Warrior

**Size/Type:** Medium Undead (Augmented)

**Hit Dice:** 3d12+3 (22 hp)

**Initiative:** +0

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

**Armor Class:** 19, touch 10, flat-footed 19 (+4 chain shirt, +5 natural)

**Base Attack/Grapple:** +1/+5 bonus

**Attack:** Slam melee +7 1d8+6

**Full Attack:** Slam melee +7 1d8+6

**Special Attacks:** Burst of vengeance, dust stroke

**Special Qualities:** Damage reduction 5/—, undead traits, vulnerability to electricity

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

**Abilities:** Str 19, Dex 10, Con —, Int 6, Wis 11, Cha 12

**Feats:** Ability Focus (frightful presence), Improved Natural Armor, Improved Natural Attack (slam), Toughness, Weapon Focus (slam)

**Skills:** Hide +4, Intimidate +4, Listen +2, Move Silently +2

**Languages:** Common

**Environment:** Warm deserts

**Organization:** Solitary, patrol (2-10) or vanguard (12-24)

**Challenge Rating:** 2

**Treasure:** Double

**Alignment:** Neutral Evil

**Advancement:** 4-11 HD (Medium)

### COMBAT

See encounter description

### SPECIAL ABILITIES

**Burst of Vengeance (2/day) (Su):** As a swift action, a mummified creature may act as if affected by a *haste* spell for 1 round.

**Dust Stroke (Su):** A creature killed by a mummified creature's natural attack or slam attack is disintegrated into a cloud of dust and ash, completely destroying the victim's body (as *disintegrate*).

### Skills

Mummified creatures have a +4 racial bonus on Hide and Move Silently checks.

## Deathstalker Scorpions (Improved Monstrous Scorpion)

**Size/Type:** Large Vermin

**Hit Dice:** 9d8+18 (58 hp)

**Initiative:** +0

**Speed:** 50 ft. (10 squares), burrow 20 ft. (4 squares)

**Armor Class:** 16 (-1 size, +7 natural), touch 9, flat-footed 16

**Base Attack/Grapple:** +6/+14

**Attack:** Claw +11 melee 1d6+5

**Full Attack:** 2 claws +11 melee (1d6+5) and sting +6 melee (1d6+2 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Constrict 1d6+5, improved grab, poison

**Special Qualities:** Darkvision 60 ft., tremorsense 60 ft., vermin traits

**Saves:** Fort +8, Ref +3, Will +3

**Abilities:** Str 20, Dex 10, Con 14, Int —, Wis 10, Cha 2

**Skills:** Climb +9, Hide +0, Spot +4

**Environment:** Warm or temperate deserts, forests or underground

**Organization:** Solitary, cluster (2-4) or cyclone (5-8)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Neutral

**Advancement:** 6-9 HD (Large)

**Level Adjustment:** —

### COMBAT

See encounter description

### SPECIAL ABILITIES

**Burrowing (Ex) (20 feet):** Unlike other species of giant scorpion, the deathstalker scorpion can burrow through earth and sand.

**Poison (Ex):** Injury, Fortitude DC 14, initial and secondary damage 1d4 Con. The DC is Constitution-based.

### Skills

Monstrous scorpions have a +4 racial bonus on Climb, Hide, and Spot checks.



## Neevoth-Ka

### Wraith 7th-Level Human Cleric

**Size/Type:** Medium Undead (Incorporeal)

**Hit Dice:** 12d12+12 (90 hp)

**Initiative:** +7

**Speed:** Fly 60 ft. (good) (12 squares)

**Armor Class:** 20 (+3 Dex, +6 deflection, +1 natural), touch 19, flat-footed 17

**Base Attack/Grapple:** +7/—

**Attack:** incorporeal touch +10 (1d4 negative energy plus 1d6 Con drain, Fortitude save DC 22)

**Full Attack:** incorporeal touch +10/+5 (1d4 negative energy plus 1d6 Con drain, Fortitude save DC 22)

**Special Attacks:** Constitution drain, create spawn, rebuke undead

**Special Qualities:** Darkvision 60 ft., daylight powerlessness, domains (trickery, knowledge), incorporeal traits, +2 turn resistance, undead traits, unnatural aura

**Saves:** Fort +12, Ref +6, Will +12

**Abilities:** Str —, Dex 16, Con —, Int 15, Wis 16, Cha 22

**Skills:** Bluff +14, Concentration +6, Diplomacy +12, Hide +11, Knowledge (arcana) +10, Knowledge (architecture) +6, Knowledge (geography) +4, Knowledge (history) +8, Knowledge (local) +4, Knowledge (nobility) +6, Knowledge (planes) +8, Knowledge (religion) +8, Listen +5, Sense Motive +5, Spellcraft +12

**Feats:** Blind-Fight, Combat Casting, Combat Reflexes, Eschew Materials, Improved Initiative, Toughness

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 11

**Treasure:** Triple

**Alignment:** Neutral evil

**Advancement:** —

**Level Adjustment:** —

**Gear:** +1 ghost touch amulet of natural armor (Hekatonian unholy symbol)

## COMBAT

See encounter description

## SPECIAL ABILITIES

**Sunlight Powerlessness (Ex):** A wraith caught in sunlight cannot attack and is staggered.

## SPELLS

7th Level Cleric – (6/5/4/3/2; save DC 13 + spell level)

**0th**—*detect magic, guidance, inflict minor wound, mending, read magic, resistance*

**1st**—*bane, disguise self, comprehend language, detect good*

**2nd**—*desecrate, detect thoughts, silence, zone of truth*

**3rd**—*blindness/deafness, nondetection, summon monster III*

**4th**—*confusion, discern lies*





# Encounter Index: (Pathfinder)

## Giant Ant Lion CR 5

XP 1,600

N Large vermin

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

### DEFENSE

**AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)

**hp** 60 (8d8+24)

**Fort** +9, **Ref** +2, **Will** +2

Immune mind-affecting effects

### OFFENSE

**Speed** 30 ft., burrow 10 ft.

**Melee** bite +10 (2d8+7 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** sand trap

### STATISTICS

**Str** 20, **Dex** 11, **Con** 17, **Int** —, **Wis** 11, **Cha** 10

**Base Atk** +6; **CMB** +12 (+16 grapple);

**CMD** 22 (30 vs. trip)

### ECOLOGY

**Environment** warm deserts

**Organization** solitary or nest (2-4)

**Treasure** incidental

### SPECIAL ABILITIES

**Sand Trap (Ex)** A giant ant lion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A DC 15 Perception check allows a creature to realize such a depression in the sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a DC 14 Reflex save—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand

traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a DC 20 Climb check.

## Scorpion Swarm CR 4

XP 1,200

N Diminutive vermin (swarm)

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

### DEFENSE

**AC** 17, touch 14, flat-footed 14 (+3 Dex, +4 size)

**hp** 44 (8d8+8)

**Fort** +7, **Ref** +6, **Will** +3

**Defensive Abilities** swarm traits; Immune weapon damage

### OFFENSE

**Speed** 30 ft., climb 20 ft., burrow 10 ft.

**Melee** swarm (2d6 plus poison)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC13), poison

### STATISTICS

**Str** 1, **Dex** 16, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** —; **CMD** —

**Skills** Climb +7, Perception +4, Stealth +7;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

### ECOLOGY

**Environment** warm or temperate deserts, forests, jungles or mountains

**Organization** solitary, pair, or colony

**Treasure** none

### SPECIAL ABILITIES

**Poison (Ex)** Sting-injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d2 Str damage; cure 1 save. The save DC is Constitution-based.



## Sandman CR 4

XP 800

NE Medium outsider (earth, elemental, extraplanar)

**Init** +5; Senses darkvision 60 ft., tremorsense 30 ft.; **Perception** +7

**Aura** sleep aura (20 ft., DC 14)

### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +5, **Will** +3

**DR** 10/bludgeoning; **Immune** elemental traits

### OFFENSE

**Speed** 30 ft., burrow 30 ft.

**Melee** slam +6 (1d6+3/×2 plus sleep)

**Special Attacks** sleep

### STATISTICS

**Str** 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +4; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Iron Will

**Skills** Acrobatics +8, Climb +9, Knowledge (planes) +7, Perception +7, Sense Motive +7, Stealth +8 (+12 in sand); Racial Modifiers +4 Stealth in sand

**Languages** Terran

**SQ** compression, sand form

### ECOLOGY

**Environment** any land (Plane of Earth)

**Organization** solitary, gang (2-4), or shoal (5-10)

**Treasure** none

### SPECIAL ABILITIES

**Compression (Ex)** Move through areas 1/4 normal space without squeezing or 1/8 while squeeze.

**Sand Form (Su)** As a standard action, a sandman can cause its humanoid form to



collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. The sandman retains its compression and sleep aura abilities but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid weapon blows.

**Sleep (Su)** A creature struck by a sandman's slam attack must succeed on a DC 14 Will save or immediately fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. The save DC is Constitution-based.

**Sleep Aura (Su)** A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 14 Will save or fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours. The save DC is Constitution-based.



## Mummified Templar CR 2

XP 600

Male Mummified Human Warrior 3

NE Medium undead (augmented, humanoid, human)

**Init** +0; Senses darkvision 60 ft.; **Perception** +3

**Aura** frightful presence (30 ft., DC 13)

### DEFENSE

**AC** 18, touch 11, flat-footed 18 (+4 armor, +4 natural)

**hp** 25 (3d10+9)

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

**DR** 5/—; **Immune** undead traits

**Weakness** vulnerability to electricity

### OFFENSE

**Speed** 25 ft.

**Melee** slam +7 (1d8+6)

**Special Attacks** burst of vengeance, dust stroke

### STATISTICS

**Str** 19, **Dex** 10, **Con** —, **Int** 6, **Wis** 11, **Cha** 12

**Base Atk** +3; **CMB** +7; **CMD** 17

**Feats** Ability Focus (frightful presence), Bolstered Resilience, Fleet, Improved Natural Attack (slam), Toughness

**Skills** Intimidate +4, Perception +3, Stealth +4; Racial Modifiers +4 Stealth

**Languages** Common

**Gear** chain shirt

### ECOLOGY

**Environment** warm deserts

**Organization** solitary, patrol (2-10) or vanguard (12-24)

**Treasure** double

### SPECIAL ABILITIES

**Burst of Vengeance (2/day) (Su)** As a swift action, a mummified creature may act as if affected by a *haste* spell for 1 round.

**Dust Stroke (Su)** A creature killed by a mummified creature's natural attack or slam attack is disintegrated into a cloud of dust and ash, completely destroying the victim's body (as *disintegrate*).

## Deathstalker Scorpion CR 4

XP 1,200

Advanced Giant Scorpion

N Large vermin

**Init** +2; Senses darkvision 60 ft., tremorsense 60 ft.; **Perception** +6

### DEFENSE

**AC** 20, touch 11, flat-footed 18 (+2 Dex, -1 size, +9 natural)

**hp** 47 (5d8+25)

**Fort** +9, **Ref** +3, **Will** +3

**Immune** mind-affecting effects

### OFFENSE

**Speed** 50 ft., burrow 20 ft.

**Melee** 2 claws +8 (1d6+6 plus grab) and sting +8 (1d6+6 plus poison)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d6+6), poison

### STATISTICS

**Str** 23, **Dex** 14, **Con** 20, **Int** —, **Wis** 14, **Cha** 6

**Base Atk** +3; **CMB** +10 (+14 grapple);

**CMD** 22 (34 vs. trip)

**Skills** Climb +10, Perception +6, Stealth +2; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

### ECOLOGY

**Environment** warm or temperate deserts, forests or underground

**Organization** solitary, cluster (2-4) or cyclone (5-8)

**Treasure** none

### SPECIAL ABILITIES

**Burrowing (Ex)** (20 feet) Unlike other species of giant scorpion, the deathstalker scorpion can burrow through earth and sand.

**Poison (Ex)** Sting-injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.



## Neevoth-Ka CR 11

XP 12,800

Male Wraith Cleric 7

NE Medium undead (incorporeal)

**Init** +7; Senses darkvision 60 ft., lifesense 60 ft.; **Perception** +16

**Aura** unnatural aura (30 ft.)

### DEFENSE

**AC** 20, touch 19, flat-footed 17 (+3 Dex, +6 deflection, +1 natural)

**hp** 125 (12d8+72)

**Fort** +12, **Ref** +6, **Will** +12

**Defensive Abilities** channel resistance +2, incorporeal, remote viewing; Immune undead traits

**Weaknesses** sunlight powerlessness

### OFFENSE

**Speed** fly 60 ft. (good)

**Melee** incorporeal touch +11/+6 (1d6 negative energy plus 1d6 Con drain, Fortitude save DC 22)

**Special Attacks** create spawn, channel negative energy 9/day (DC 19, 4d6), sudden shift 6/day

**Spell-Like Abilities** (CL 12th; concentration +18)

At will—*lore keeper*

7 rounds/day—*remote viewing*

**Cleric Spells Prepared** (CL 7th; concentration +10):

**4th**—*aura of doom*, *confusion* (DC 17)

**3rd**—*blindness/deafness* (DC 16), *dispel magic*, *summon monster III*, *speak with dead* (DC 16)

**2nd**—*desecrate*, *dread bolt* (DC 15), *mirror image*, *silence* (DC 15), *zone of truth* (DC 15)

**1st**—*bane* (DC 14), *comprehend languages*, *detect good*, *inflict pain* (DC 14), *murderous command*, *summon monster I*

**0**—*bleed* (DC 13), *detect magic*, *read magic*, *stabilize*



### STATISTICS

Str —, Dex 16, Con —, Int 15, Wis 16, Cha 22

**Base Atk** +8; **CMB** +11; **CMD** 27

**Feats** Blind-Fight, Combat Casting, Combat Reflexes, Command Undead, Eschew Materials, Improved Initiative

**Skills** Bluff +14, Diplomacy +14, Fly +11, Intimidate +14, Knowledge (arcana) +10, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility) +6, Knowledge (planes) +10, Knowledge (religion) +10, Perception +16, Sense Motive +11, Spellcraft +14, Stealth +11

**Languages** Abyssal,

Common, Infernal

**SQ** domains (deception, knowledge)

**Gear** +1 *ghost touch amulet of natural armor* (Hekatonian unholy symbol)

### ECOLOGY

**Environment** unique

**Organization** solitary  
Treasure triple

### SPECIAL ABILITIES

**Sudden Shift (6/day)**

(Su) As an immediate action after being missed

by a melee attack, Neevoth-Ka can teleport up to 10'

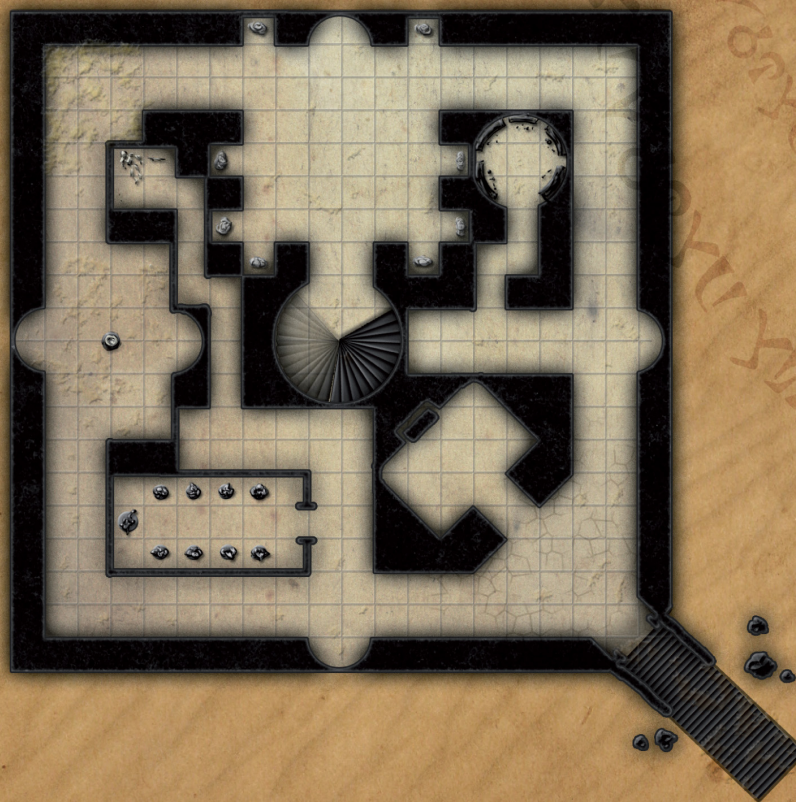
away, within the reach of the attacker. Note that due to its magical defences, this ability will not function inside the tower.

**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.



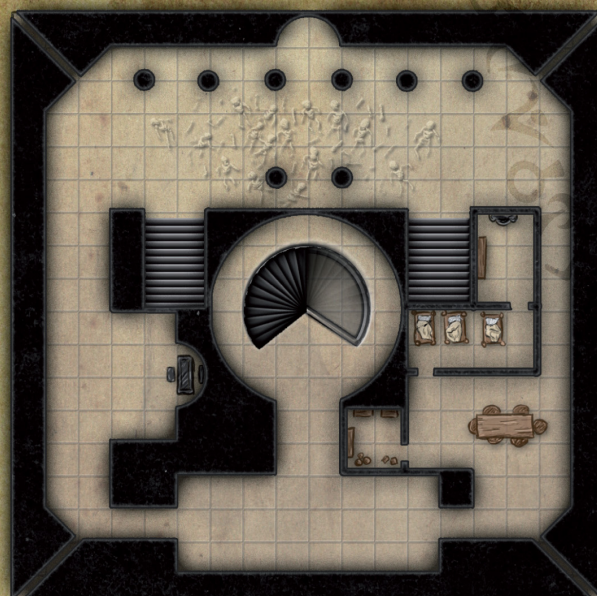
# TOWER OF SCREAMING SANDS

## Level One



# TOWER OF SCREAMING SANDS

## Level Two

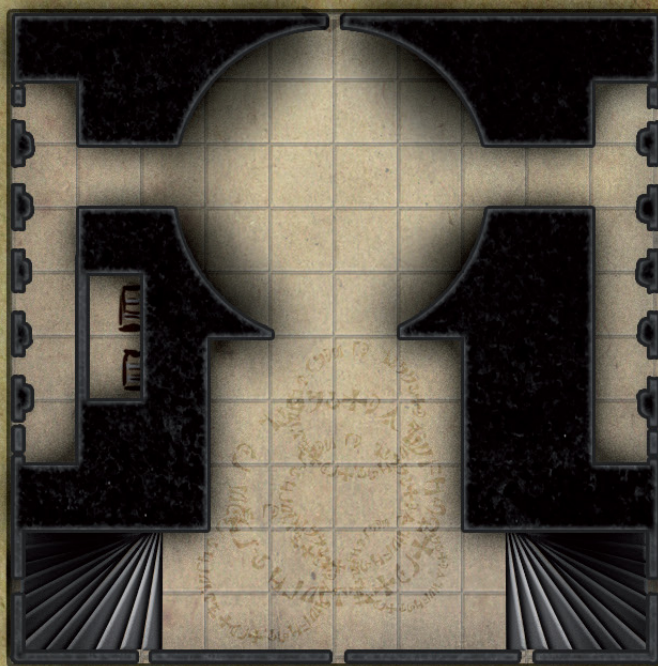




# TOWER OF SCREAMING SANDS



## Level Three





## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trade-mark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Advanced Player's Guide.** Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Pathfinder Roleplaying Game Bestiary 4** © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game: Ultimate Equipment (OGL)** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors

**Pathfinder Roleplaying Game Advanced Race Guide** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

**Pathfinder Campaign Setting: Technology Guide** © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Publisher's Choice Quality Stock Art © 2013 Rick Hershey/Fat Goblin Games  
Some artwork is copyright © 2013 Nicholas Cloister, MonstersByEmail.com  
Some artwork is copyright © 2012-13 Inkwell Ideas, Artists Storn Cook, Eric Quigley, Keith Curtis, Bruno Balixa, Nicole Cardiff, Ryan Sumo, Jason Rainville  
Some artwork is copyright © 2013 Purple Duck Games, Artist Brian Brinlee  
B19: Tower of Screaming Sands © 2014 Adventureaweek.com, Author Matthew Eyles

### Designation of Product Identity:

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Adventureaweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**All Content is Copyright AAW Games LLC  
(Jonathan G. Nelson), 2010-2014.**



**Thank you for playing!**



## A Pathfinder/3.5 Compatible Adventure for 4 level 7 PCs

Deep within the blasted desert wastes a mysterious black tower has been sighted. The structure is not marked on any known map and has not been seen in this location by travellers in the region, yet there it stands. The adventurers set out to explore this ancient, isolated tower that appears ripe for the plundering. Within they face a gauntlet of insidious traps and supernatural horrors. The deeper the adventurers delve, the more secrets of the tower's origins they uncover. The tower's sinister creator does not rest easy in his arid grave – the adventurers must face him if they are to survive the Tower of Screaming Sands.

Also included in “Tower of Screaming Sands”:

- Five deadly new traps – The Chamber of Ten Thousand Teeth, The God's Grasp, Chamber of Flooding Sand, Hall of Arcing Blades and Descending Stone Block
  - A new monster – the scorpion swarm
- Rules for whirlwinds, a new magical hazard
- GM tips for running overland travel

