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Dungeon Crawl Classics #47

Tears of the Genie

by Phillip Larwood
AN ADVENTURE FOR CHARACTER LEVELS 6-8



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The desert city-state of Ashareet is plagued by a terrible curse. The only way to free the city before its people are destroyed is to sprinkle the tears of a djinni upon a cursed oasis. The heroes must travel to the Tomb of the Lost King, where a powerful effreet's dungeon complex has long imprisoned a noble djinni. Only by freeing him and uncovering the ritual for breaking the curse can the heroes save the city!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!

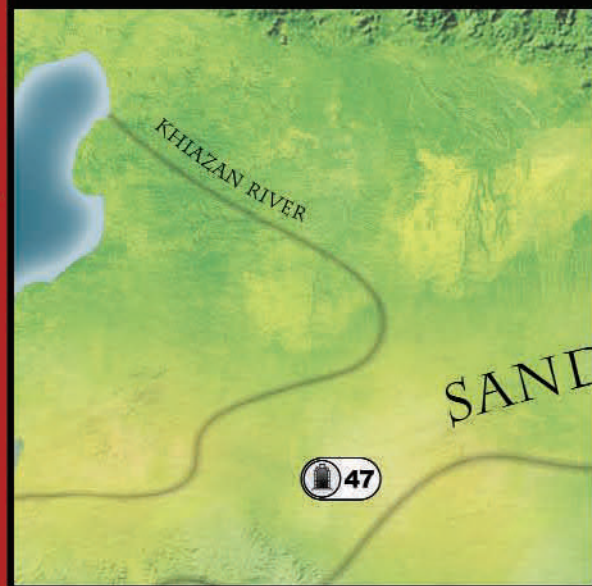




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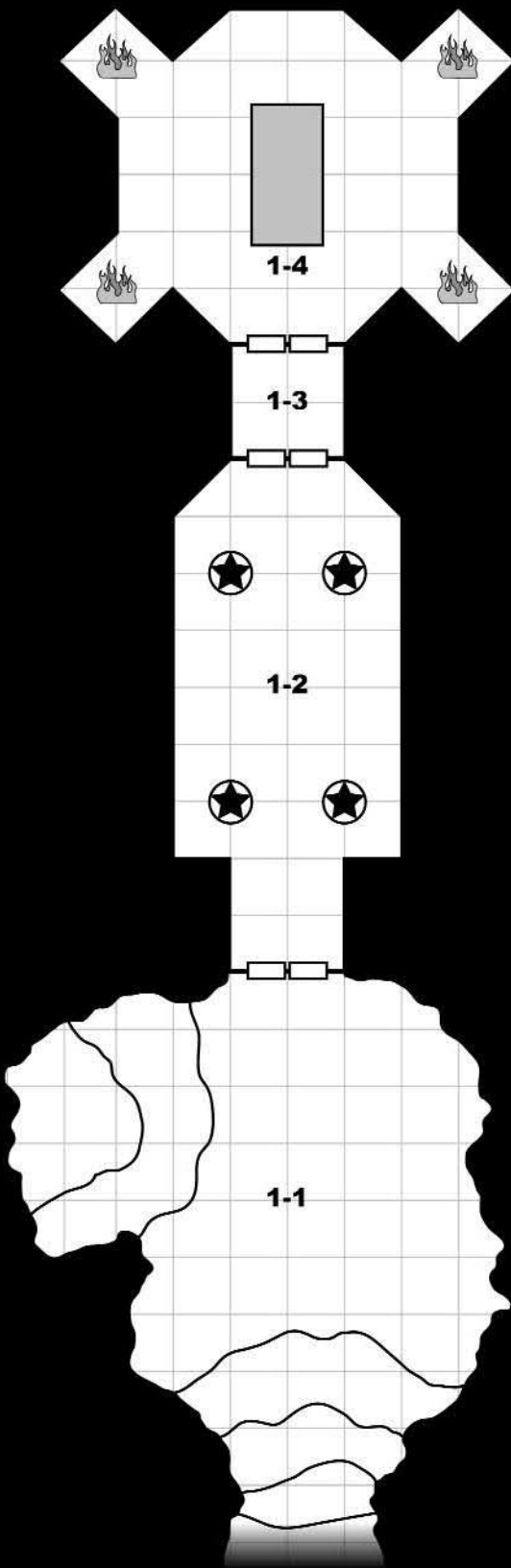
This world-neutral adventure is easy to set in the world of Aereeth, as described in *Dungeon Crawl Classics* #35: *Gazetteer of the Known Realms*. See inside for full details.




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Level 1
Tomb of the Lost King

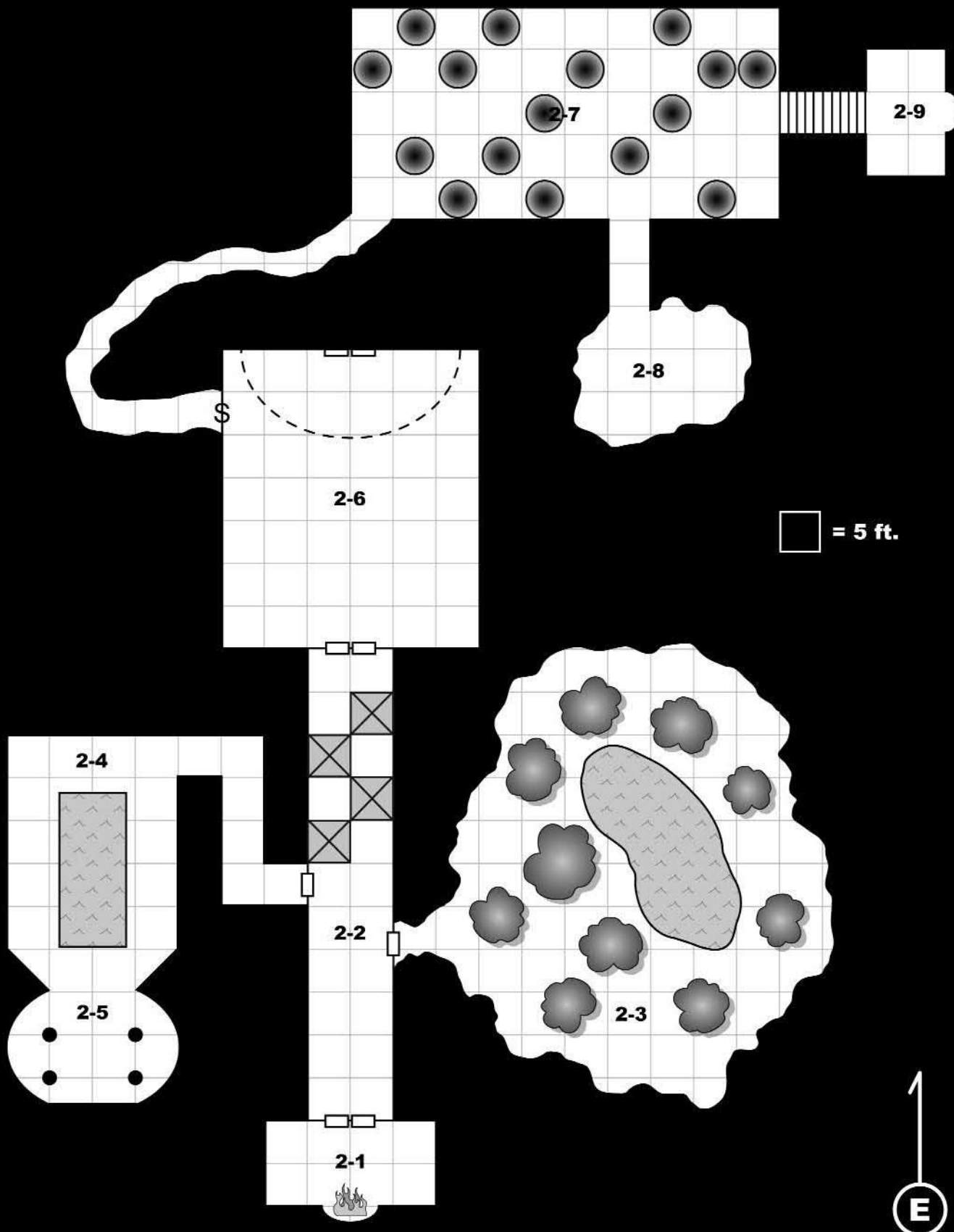


 = 5 ft.



Level 2

The Accursed Halls



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Table of Contents

Introduction.....	2
Game Master's Section	2
Background Story	4
Map Key	6
Level 1: The Tomb of the Lost King	6
Level 2: The Accursed Halls.....	11
Level 3: The False Treasury	17
Level 4: Prison of the Djinni	23
Appendix 1: New Monsters	32
Player Handouts.....	35
Maps.....	38



If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Tears of the Genie is designed for four to six characters of 6th-8th level. A good mix of characters and races is best for meeting the various challenges found in the dungeon, but a rogue would be helpful in dealing with the many traps that the PCs encounter, and a powerful spellcaster or two would be extremely useful. The Scaling the Adventure section gives hints on how to tailor the module to meet the requirements and playing style of your group. The adventure takes place in a variety of locations, including an arid plateau deep in a desert, beneath the desert dunes, beneath a mangrove swamp, and within an active volcano. The setting can be modified for various campaign settings, though the default setting for the adventure is the world of Aereeth, the official setting for the Dungeon Crawl Classics line.

Adventure Summary

The players travel to the Tomb of the Lost King to release Talib Al-Zahir, a powerful djinni noble from his centuries long imprisonment at the hands of the Grand Caliph of the Efreeth on the Elemental Plane of Fire. The PCs must travel through the Caliph's dangerous dungeon complex to free Talib, and along the way uncover the ritual for breaking him out of the crystalline hemisphere in which he has been placed. If the PCs survive the dungeon and succeed in breaking Talib free, they must then gather the djinni's tears to break the terrible curse plaguing the desert city-state of Ashareet before the city and its people are destroyed.



Game Master's Section

Encounter Table

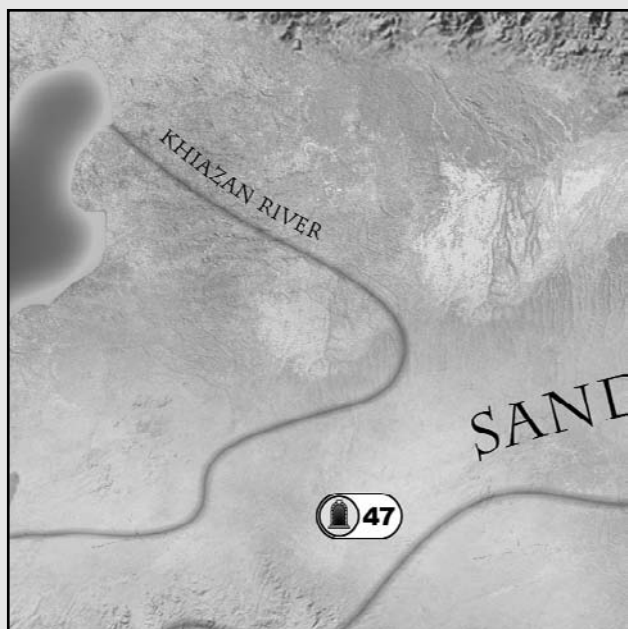
To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-1	7	C	Dragonne	7
1-2	8	C	Undead locust swarms (2)	6
1-3	9	T	Dragon mouth acid breath trap	6
1-4	9	C	Insane djinni Ftr2	7
2-2	11	C/T	Springing sarcophagi traps (4) Janni skeletons (4)	8
2-3	12	C/H	Ochre jelly concealed by illusion Air polluted with cackle fever	7
2-5	13	C/H	Insanity mist incense burners (2) Lotus-eaters (4)	10
2-6	14	C/T	Belker <i>Pyrotechnics</i> (fireworks) trap <i>Pyrotechnics</i> (smoke cloud) trap	8
2-7	17	C/H	<i>Sxilortha</i> , Nagalisk	9
3-2	18	T	Spiked stone rollers (2)	5
3-4	18	T	Slow trap Electrified force net	8
3-5	19	C	Tiny animated objects (4) Small animated objects (4) Medium animated objects (2) Minotaur zombie	8
3-6	21	T	Enlarged <i>antimagic field</i> trap Collapsing canopy trap	10

Loc	Pg	Type	Encounter	EL
3-7	22	C/T	Large fire elemental False <i>bonfire teleporter</i> False <i>bonfire teleporter</i> Illusion of bonfire hiding pit	7
4-1	23	T	Falling wall trap Lava fountain trap	10
4-2	25	C	Vshassra, drakon brightfang Clr6 Spawn of Ashuxoth (4)	9
4-3	27	C	Drakon mongrels (3)	7
4-4	27	C	Drakon mongrel	4
4-5	28	T	Portcullis traps (2) Lightning snake traps (3)	8
4-6	28	T/C	Heated wide-mouthed spiked pit trap Summoned salamander	9
4-7	29	C	Isherat and Zhurkahl, efreeti guards	10

DCC World

If you are using the world of Áereth from DCC #35: Gazetteer of the Known Realms, the city-state of Ashareet and the Tomb of the Lost King are hidden amidst the shifting dunes of the Sands of Shanbilai. Passage through the faceless desert is harrowing at best, and seldom undertaken without the aid of the hardy native nomads. Bones of dead travelers are often revealed during the region's frequent sandstorms, and just as quickly consumed once again.



Scaling Information

Tears of the Genie is intended for four to six PCs of 6th-8th level, but can be modified for stronger or weaker parties of different sizes and levels. A party without a capable rogue or strong fighter may have a harder time of surviving the adventure, and some of the traps and monsters in the module may need to be modified in power. Below are some suggestions for modifying the lethality of the Grand Caliph's dungeon.

Weaker Parties (level 5 or lower, or three or fewer PCs): Replace the dragonne in area 1-1 with a manticores; remove the class levels from the djinni in area 1-4, and reduce the number of locust swarms in area 1-2 by one. Reduce the number of lotus-eaters in area 2-5 by two and make the nagalisk in area 2-7 a water naga. Halve the number of all animated objects in area 3-5, the spawn of Ashuxoth from area 4-2, and remove Zhurkahl from the final encounter. Reduce the damage of the acid breath trap in area 1-3 by making all the damage dice d4s, remove one of the insanity mist incense burners from area 2-5, and the *pyrotechnics* traps from area 2-6. Finally, replace the collapsing ceiling trap in area 3-6 with a falling block trap (CR 5; see the DMG), replace the lava with boiling water in area 4-1, and remove the pit trap in area 4-6

Stronger Parties (level 9 or higher, or seven or more PCs): Advance the dragonne in area 1-1 by 3-6 Hit Dice and increase the djinni's class levels in area 1-4 by 2. Increase the size of all animated objects by one category, and increase the number of lotus-eaters and undead locust swarms by 2. Turn the janni skeletons in area 2-2 into djinni skeletons, advance the belker in area 2-6 by 4-8 Hit Dice, and advance the nagalisk in area 2-7 by 4-8 Hit Dice. Add an extra drakon mongrel to areas 4-3 and 4-4, advance Vshassra's cleric levels by 2, and advance Isherat and Zhurkahl by 2-4 Hit Dice. Finally, increase the Caster Level of all spells and spell-effects, increase the damage of the acid breath trap in area 1-3 by making all the damage dice d8s, put giant wasp poison on the spiked rollers in area 3-2, change the *slow* trap in area 3-4 to a *hold monster* trap, place *arcane lock* spells on the portcullis traps in area 4-5, and fill the pit trap in area 4-6 with lava.

Getting the Players Involved

There are several ways to get the players involved in the quest to save Ashareet from the terrible curse put on the city-state and the surrounding lands. The following possibilities are just some of those that can be used to get the PCs interest and drive them on to the Tomb of the Lost King.

- **A Call from the Prince:** The PCs' past victories in the region have gained the attention of the Ruler of

Ashareet, his Esteemed Highness Prince Aloqhun. The prince asks the PCs to journey into the arid lands west of Ashareet and find where the Djinni lord Talib Al-Zahir has been imprisoned, as only Talib's tears can remove the curse plaguing the land. Aloqhun promises to make the PCs nobles of his court if they succeed.

- **The Weary Prophet:** The PCs are traveling towards the fair city of Ashareet when they are stopped on their journey by a powerful sandstorm. Whether or not they decide to push on through the sandstorm, a weary traveler in dun-colored robes appears and begs their help. The traveler is a seer and prophet named Salawat who regales the PCs with the tales of horror beginning to emerge from Ashareet. Salawat proclaims that his meeting with the PCs is no accident and that they are destined to save Ashareet from its curse by retrieving the tears of the djinni lord.
- **Descended from Up High:** If the party has a sorcerer or a cleric with the Air, Good, or Sun domains, that PC receives a vision of a handsome, muscular, turban wearing man who beseeches the PC to free him from his imprisonment. The vision is repeated until the PC does something about it. Simple divination magic and research uncovers the name of the imprisoned djinni and his relationship to the PC (this is a matter for the PC to decide with the Game Master). While investigating the whereabouts of Talib's prison, the PCs also learn of the curse afflicting Ashareet and the djinni's role in ending it.

The Tomb of the Lost King is a well-known landmark in the area, and many of the locals of Ashareet and the desert tribes know of its location. They can direct the PCs there with no trouble.

Background Story

For countless centuries the city-state of Ashareet has been one of the shining jewels of the great desert due to its dominion over the Yifras River, one of the few permanent waterways running through the desert. Its control over much of the silver and gold production in the region has also ensured its economic and cultural diversity and richness.

Because of its boundless prosperity, Ashareet has made many enemies. One of the most powerful of these was a sorcerer named Nesferu, a sorcerer whose blood was tied to the races of genie-kind rather than dragons. Nesferu was a favored descendant of the Grand Caliph of the Efreeti and worshiped his great ancestor as if he were a god. The Caliph was immensely proud of his human descendant after Nesferu's many impressive victories, and with the Caliph's help Nesferu conquered the desert tribes, hurling fiery bolts at his enemies and shrouding himself in flames. Despite his dominion over the desert tribes, Ashareet denied Nesferu's authority to rule and paid no heed to his demands for tribute. Nesferu tried to conquer the city several times, but every time he failed; his final defeat leaving him alone and bloodied in the deep desert.

Almost dead from dehydration, Nesferu stumbled onto one of the rare oases dotting the desert and drank heartily, quenching his parched throat. Yet even as he drank of the oasis's life-giving water, Nesferu was reminded of the city-state that had humiliated him in the eyes of his genie lord ancestor, and had defeated his hordes. Knowing that he had lost everything, Nesferu took his dagger and ran the blade across his throat, cursing the city and begging the Grand Caliph for

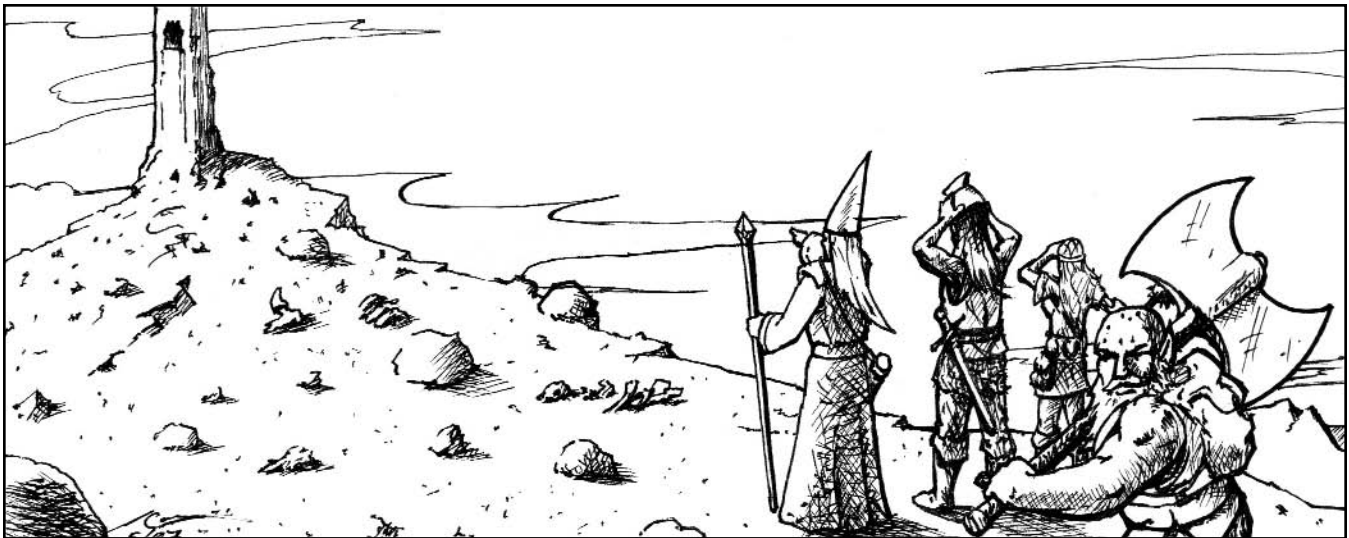
Genie-Blooded Sorcerers

Some sorcerers of the desert lands are descended from the genie races rather than dragons and tend to have stronger ties to their ancestors and forebears than traditional sorcerers. Most genie-blooded sorcerers are the descendants of janni tribesman and appear no different from any normal member of their race. Such sorcerers tend to be tall and slim and live a nomadic lifestyle, often becoming adventurers.

A djinni-blooded sorcerer can add the spells *create food and water*, *air walk* and *whirlwind* to their list of spells known.

The most infrequently encountered of all genie-blooded sorcerers are those with the blood of efreeti running through their veins. Known for their cruel and tempestuous natures and with blocky bodies and reddish skin, most efreeti-blooded sorcerers are giants or monstrous humanoids, and are treated with derision by true efreeti. Efreeti-blooded sorcerers are pyromaniacs, and tend to favor fire spells and those from the evocation school. They seldom if ever use cold or water-related spells.

An efreeti-blooded sorcerer gains a +1 bonus to his caster level when casting spells with the fire descriptor. Efreeti-blooded sorcerers receive a -1 penalty to their caster level when casting spells with the cold descriptor (minimum CL 1st).



vengeance even as his bloodied corpse fell in and stained the oasis red with blood.

Months passed and a terrible series of events began to plague Ashareet. The first of these events was a series of sandstorms that struck the area with preternatural fury, burying whole villages and farms beneath the sand. Then the gardens in the city spontaneously burst into hellish flames, blanketing the area in thick black smoke and choking fumes. Now, a disease for which the clerics have no cure afflicts the citizens of Ashareet, a disease that causes burning rashes, a wracking cough, and terrible bleeding wounds to appear on the throats of its victims.

Divination spells cast by the clerics of Ashareet's temple ward have revealed that the events are the result of a powerful curse laid on the city-state by the Grand Caliph of the efreeti at Nesferu's behest. Their spells also revealed that only the tears of a noble djinni sprinkled over the oasis where Nesferu died could hope to break the curse.

Unfortunately, the Grand Caliph has imprisoned the only djinni powerful enough to break the curse. It is now trapped in a deadly dungeon called the Tomb of the Lost King, deep within the arid wastes. Now it is up to a band of brave heroes to search the ruins for the prison of the djinni, so that the curse placed on Ashareet can be lifted from the city before it is too late.

Freeing Talib

When the Grand Caliph bound Talib within this dungeon, he was forced to include a series of conditions that could be met to free Talib. He did this both to make sure that the djinni could not escape the *binding* himself and to satisfy the gods of Æereth. As a result, the Grand Caliph was forced to hide the items needed to free the trapped djinni throughout the dungeon, and provide clues to their use. Searching for the objects needed to

free Talib forms the basis of this module, as it is the only way for the PCs to release the noble djinni and break the curse hanging over Ashareet.

Player Beginning

Read or paraphrase the following:

Shimmering waves of heat play over the surface of the burning sand as you make your way across the desert, headed towards a plateau that stands out over the shifting wastes like a shepherd guarding his flock. Finally, the sprawling expanse of the desert gives way to a rocky slope that rises in shelves of weathered stone until the sand disappears altogether and is replaced by the plateau's formidable looking cliffs.

Ascending the jagged boulders at the base of the plateau, you spot the entrance to a cave midway up the cliff-face that yawns threateningly as if ready to swallow up anyone or anything within reach. A narrow trail winds its way up the side of the cliff before ending in front of the cave mouth. At the base of the cliff, directly below the cave mouth, you see a scattering of bones, some broken by the fall from the cave and all bleached white by the relentless sun.

Once the PCs actually reach the cave read or paraphrase the following:

As you reach the cave mouth you are assaulted by a carnal stench that wafts from somewhere deeper in the cave, and you see more bones around the entrance. From the cave mouth you can see a series of natural looking steps descending into the gloom.

Level 1 – The Tomb of the Lost King

The prison of the djinni noble Talib Al-Zahir is split into four separate underground regions that each has its own features and inhabitants. Specialized permanent *teleportation circles* disguised as bonfires link the four regions, allowing easy access between the regions once the secret of the *bonfire teleporters* has been discovered.

The first level of the dungeon is the Tomb of the Lost King, a false tomb constructed by azer slaves on the orders of the Grand Caliph. The Lost Tomb consists of an entrance cave that has been roughly hewn from the natural sandstone of the plateau, and a series of chambers that have been constructed from smooth close-fitting blocks of sandstone masonry. All of the doors in the tomb are constructed of heavy cracked stone and are unlocked.

Sand covers the floor of much of the tomb, the result of repeated sandstorms flooding the area. The sand is not deep enough to affect movement, but increases the DC of all Tumble checks by 2 and grants a +2 bonus to Move Silently checks. Ceiling heights vary from room to room, but are generally around 10 feet high with the odd exception. The tomb is extremely dry and musty, and unlit unless otherwise noted.

Hewn Stone Walls: 3 ft. thick; hardness 8; hp 540; break DC 50; Climb DC 22.

Masonry Walls: 1 ft. thick; hardness 8; hp 90; break DC 35; Climb DC 15.

Double Stone Doors: 1 ft. thick; hardness 8; hp 180; break DC 32.

Wandering Monsters

There is 1 in 7 chance every hour that a wandering monster comes across the PCs' path. Use your discretion to determine whether the beast opts to flee or make a convenient meal of the adventurers.

If a wandering monster is encountered, roll 1d5 and consult the following table:

d5 result Encounter

1	Basilisk
2-3	Monstrous Scorpion, large
4	Shadow
5	Wraith

Basilisk: CR 5; Medium Magical Beast; HD 6d10+12; hp 45; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; Base Atk +6; Grp +8; Atk Bite +8 melee (1d8+3); Full Atk Bite +8 melee (1d8+3); SA Petrifying gaze; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +0*, Listen +7, Spot +7; Alertness, Blind-Fight, Great Fortitude.

Petrifying Gaze (Ex): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

Monstrous Scorpion, Large: CR 3; Large Vermin; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; Space/Reach 10 ft./5 ft.; AC 16, touch 9, flat-footed 16; Base Atk +3; Grp +11; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); SA Constrict 1d6+4, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL Always neutral; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. Fort Save, DC 14, 1d4 Con initial and secondary.

Shadow: CR 3; Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd Fly 40 ft. (good) (8 squares); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -; Atk Incorporeal touch +3 melee (1d6 Str); Full Atk

Gamescience Dice

The wandering monster tables in this adventure utilize the unique dice manufactured by Gamescience. Gamescience is a pioneer in the development of new polyhedrons. After all, they invented the 100-sided die – what could be cooler than that? Their product line also includes the 1d3, 1d5, 1d7, 1d14, 1d16, 1d24, and 1d30. If you don't have the appropriate dice for the wandering monster tables in this adventure, you can substitute other dice as appropriate: for 1d3, divide 1d6 by 2; for 1d5, divide 1d10 by 2; for 1d7, roll 1d6+1; and so on. To acquire some of these amazing dice for yourself (yes, they're real), ask for Gamescience dice by name at your local game store, or visit www.goodmangames.com.

Incorporeal touch +3 melee (1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Wraith: CR 5; Medium Undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd Fly 60 ft. (good) (12 squares); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp -; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

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

Areas of the Map

Area 1-1 – The Dragonne's Den (EL 7): When the PCs enter the cave read or paraphrase the following:

The steps lead down into a large cave covered with a heavy dusting of sand. Here and there bones and other detritus poke up through the sand, lending the cave an air of grim desolation. A shelf of rock rises up in the north end of the cave and double stone doors are set into the eastern wall, the doors kept partially ajar by the drifting sand.

While this area appears to be natural at first glance, closer inspection reveals that it has been cunningly hewn from the sandstone of the plateau with various mining tools. A PC can determine that the walls are hewn stone with a DC 10 Profession (miner) or Knowledge (dungeoneering) check. A dwarf gets his stonecunning bonus on this check. The stone shelf is broken up into two separate tiers of rock, the first rising 5 feet above the cave floor, and the second rising 10 feet above the cave floor.

A colorful rock painting adorns the northern wall where the shelf of rock is, the rock painting depicting a large humanoid with red skin and flames for hair holding up a shepherd's crook and a golden ankh. Standing before the creature is a smaller copper skinned humanoid reading from a stone tablet. Lines of energy radiate outwards from the crook and the ankh towards a faint white figure writhing within a yellow sphere.

This rock painting shows the binding ritual used by the Grand Caliph to trap Talib Al-Zahir. A PC looking at the rock painting can identify it as the scene of Talib's imprisonment with a DC 20 Knowledge (history), Knowledge (the planes) or bardic knowledge check. The rock painting also shows PCs the items needed to free the djinni (the crook, ankh, and clay tablet).

A particularly foul dragonne has taken up residence in this area and often feasts on the stream of treasure hunters and adventurers that come to loot the tomb. When not out hunting, the dragonne perches on the raised rock shelf described above, sleeping, eating, or watching the entrance. As soon as it senses the PCs it attacks, hoping to gain an easy meal or drive the intruders out of its lair.

Tactics: The dragonne's first act in combat is to unleash its roar on the largest group of PCs. It then readies to leap down off its ledge (counts as a charge attack) as soon as a PC attempts to jump or climb up the first tier of rock that makes up the lower tier of the stone shelf. The dragonne is a savage foe, but not stupid and attempts to flee or beg for its



life if the PCs reduce it to less than one-third its hit points. The dragonne knows nothing about the rest of the tomb beyond area 1-2, though it can warn the PCs of the undead locust swarms in that chamber.

Treasure: The dragonne has accumulated quite a bit of treasure in its lifetime from erstwhile adventurers, and the rock shelf is littered with the creature's possessions. PCs spending time to Search (DC 5) the rock shelf discover a masterwork buckler, +1 *falchion*, masterwork shortspear, 3 intact thunderstones, a jade and onyx necklace (750 gp), 5 garnets (100 gp each) and 127 gp in a belpouch, and a *phylactery of faithfulness*.

Dragonne: CR 7; Large Magical Beast; HD 9d10+27; hp 76; Init +6; Spd 40 ft., fly 30 ft. (poor); AC 18, touch 11, flat-footed 16; Base Atk +9; Grp +17; Atk bite +12 melee (2d6+4); Full Atk bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2); Space/Reach 10 ft./5 ft.; SA pounce, roar; SQ dark-vision 60 ft., low-light vision, scent; AL NE; SV Fort +9, Ref +8, Will +4; Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +11, Spot +11; Blind-Fight, Combat Reflexes, Improved Initiative, Track.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Ex): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15

Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Skills: Dragonnes have a +4 racial bonus to Listen and Spot checks.

Area 1-2 – What a Buzz (EL 6): Read or paraphrase the following:

Beyond the door is a rectangular chamber constructed of tight-fitting blocks of masonry decorated with badly faded and peeling frescoes. Dominating the chamber are four statues constructed from tarnished and pitted brass, representing winged monsters with the bodies of lions and the heads of rams. The statues face towards you as if guarding the way forward, their deep blue eyes watching you with glittering intensity. Beyond the second pair of statues are stone double doors upon which are engraved the image of a bare-chested warrior wearing a pleated kilt and wrestling a great bull to the ground. The floor of the chamber is covered with sand and the desiccated remains of thousands of insects.

This area serves as an antechamber between the entrance cave and the false tomb. The frescoes on the walls are almost incomprehensible, but tell of the early life of a fictitious king named Talamud supposedly buried within the tomb. The bas-relief engraving on the double door depicts King Talamud wrestling the great bull of heaven to a standstill. A PC who makes a DC 25 Knowledge (religion) or bardic knowledge check while examining the bas-relief can determine that no such king ever existed.

Four statues of reclining criosphinxes fill up much of this area, and stand silent vigil over the chamber. The statues are constructed from single pieces of sandstone plated with brass. Despite their threatening appearance the statues are not animated, and have been designed merely for show. The real threat in this chamber comes from elsewhere.

The dead insects covering the floor of the chamber are actually undead locusts placed here as special guardians by an evil cleric. The undead locusts form two swarms when the PCs are halfway through the chamber.

Tactics: The undead locusts rise up in two separate swarms to attack intruders. They use tactics typical of most swarms, relying on their distraction ability to nauseate the PCs. The swarms attack relentlessly, but do not follow PCs out of this chamber, as the same necromantic magic that animates them also binds them here.

Treasure: The eyes of the four statues are lapis

lazuli gems. The only way to prize a gem from its mount without magic is with a successful DC 10 Disable Device check. Failing this check by 5 or more destroys the gem. A total of 8 lapis lazuli gems (15 gp each) can be removed from the statues.

Undead Locust Swarms (2): CR 4; Diminutive Undead; HD 6d12; hp 39 each; Init +4; Spd 10 ft., fly 30 ft. (poor); AC 18, touch 18, flat-footed 14; Base Atk +3; Grp –; Atk swarm (2d6 plus energy drain); Full Atk swarm (2d6 plus energy drain); Space/Reach 10 ft./0 ft.; SA distraction, energy drain; SQ darkvision 60 ft., immune to weapon damage, swarm traits, undead traits; AL NE; SV Fort +2, Ref +6, Will +5; Str 1, Dex 19, Con –, Int –, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4.

Distraction (Ex): Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Energy Drain (Su): Living creatures damaged by an undead locust swarm also gain one negative level. The Fortitude save to remove the negative level is DC 13. The save DC is Charisma-based. For each negative level bestowed, the undead locust swarm gains 5 temporary hit points, though it cannot gain more than 5 temporary hit points in a single round even if it damages multiple opponents.

Skills: An undead locust swarm has a +4 racial bonus to Listen and Spot checks.

Area 1-3 – The Dragon Doors (EL 6): Read or paraphrase the following:

The short unadorned passage ends in yet another set of double doors. Like the previous set of doors, these are decorated with the relief engraving of a great warrior engaged in combat. This time the figure is driving a weapon that looks like a lance through the throat of a fearsome looking wingless dragon. Both the man and the dragon-beast are in profile.

Lying before the door is a blackened humanoid skeleton carrying a badly melted bronze wrought sword in its right hand. The skeleton is extremely old, and its possessions have crumbled away to a few scraps of leather and wood.

Unlike the previous sets of doors this set of double doors depicts King Talamud slaying the legendary dragon of the wastes with a poisoned lance. This image is fictitious like the previous engraving, and can be identified as such with a successful Knowledge (history) check or bardic knowledge check against DC 25 (success is automatic if the previous engraving was also identified as being a fake). The skeleton lying before the door is of a tomb robber who fell to the trap (see below).

Trap: The bas-relief engraving of the dragon is part of a deadly trap. It activates as soon as the doors are opened, the dragon's neck and head turning to face into the corridor and spraying a cone of highly acidic gas at the intruders.

Dragon Mouth Acid Breath Trap: CR 6; magic device; touch trigger (opening the doors); manual reset (closing the door); *cone of acid* (8d6 damage, DC 20 Reflex save for half); multiple targets (all in a 10-foot square in front of the door); Search DC 20; Disable Device DC 25 (wedging mouth mechanism of trap shut).

Area 1-4 – The False Tomb (EL 7): Read or paraphrase the following:

A baleful orange light illuminates this roughly octagonal chamber, the light cast by four spheres of dark amber flame that are located at the end of short alcoves jutting off from the main area. The ceiling rises to a point above the center of the chamber, forming a pyramid shaped dome, and the walls are covered by the same badly damaged and worn frescoes you have seen before.

Resting in the middle of the chamber is a large stone sarcophagus, its lid depicting a man wearing a pleated kilt and an ornate crown with towering spires. The man's face is a mask of wisdom and his beard is woven in intricate whorls. Flowing writing covers the man's forearms.

This chamber is the false tomb of King Talamud, and the figure on the lid of the sarcophagus depicts Talamud as an aged man (show the players hand-out A). The lid of the sarcophagus weighs approximately 800 pounds.

The writing on Talamud's forearms is Auran, and PCs with the ability to speak the language or who can cast *comprehend languages* can read what is says easily. The cryptic passage reads thusly:

Here lies a stately king, yet falsely was he stated. Now guardian of the one true path, he lies here undefeated. In howling winds he holds the key, the secret to the flames. Slay him in his fabled tomb or none shall mourn your graves.

The riddle above refers to the trapped djinni within the sarcophagus and the secret of activating the *bonfire teleporter* in this chamber. It should be obvious to PCs who solve the riddle that the bonfires are somehow important objects that the king within the sarcophagus holds the key to.

PCs examining the walls of the area can see that the frescoes are almost incomprehensible, but once

pieced together detail the later life of the fictitious king. PCs who step within a few feet of the bonfires discover that only the one in the northeastern corner radiates any heat, and even then the heat is negligible. This is the *bonfire teleporter* that leads to the next level of the dungeon. The other bonfires are merely variant *continual flame* spells. The *bonfire teleporter* is inactive until someone holding the key (see below) steps into the flames. The *bonfire teleporter* then becomes active for 24 hours, transporting anyone who steps into it to the second level of the dungeon. Until the *bonfire teleporter* is active anyone entering the flames takes 2d6 points of fire damage each round (no save).

A former bodyguard of Talib's, whose name is lost to antiquity, has been trapped in this tomb for centuries. Bound to the sarcophagus by powerful magic, the djinni has been driven insane by his long confinement and attacks anyone who opens the sarcophagus. Only powerful healing spells such as *heal* or *greater restoration* can restore the djinni's sanity.

Tactics: As soon as the lid of the sarcophagus is pushed aside or destroyed, the djinni emerges in whirlwind form (with a height of 20 feet) and attempts to pick up and suspend as many PCs as possible within its confines. The whirlwind also forms a cloud of dust and debris, obscuring all vision beyond 5 feet in a 10-foot diameter area. If the djinni is reduced to less than half its hit points it reforms and becomes invisible, hovering near the roof of the area while drinking a healing potion. It then swoops down and attacks the PCs using its scimitar. The djinni rants and screams unintelligibly as it attacks. It fights to the death.

False Sarcophagus: hardness 8; Break DC 40; hit points 90.

Insane Djinni Ftr2: CR 7; Large Outsider (Air, Extraplanar); HD 7d8+28 plus 2d10+8; hp 82; Init +9; Spd 20 ft., fly 60 ft. (perfect); AC 21, touch 14, flat-footed 16; Base Atk +9; Grp +19; Atk large masterwork scimitar +16 melee (1d8+6/18-20) or slam +14 melee (1d8+6); Full Atk large masterwork scimitar +16/+11 melee (1d8+6/18-20) or 2 slams +14 melee (1d8+6); Space/Reach 10 ft./10 ft.; SA air mastery, spell-like abilities, whirlwind; SQ darkvision 60 ft., immunity to acid, plane shift, telepathy 100 ft.; AL CE; SV Fort +11, Ref +10, Will +7; Str 23, Dex 20, Con 19, Int 14, Wis 13, Cha 17.

Skills and Feats: Appraise +12, Concentration +14, Craft (weaponsmithing) +14, Diplomacy +5, Escape Artist +15, Intimidate +9, Knowledge (history) +12, Listen +11, Move Silently +15, Sense Motive +11, Spellcraft +12, Spot +11, Use Rope +5 (+7 with bindings); Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (scimitar).

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will – *invisibility* (self only); 1/day – *create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 19), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters a space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space, but the djinni cannot otherwise make melee attacks in whirlwind form or threaten the area around it.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and lifted into the air. An affected creature must succeed on a DC 22 Reflex save when it comes into contact with the whirlwind or takes 3d6 points of damage. It must also succeed on a second DC 22 Reflex save or be picked up and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 22 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The djinni can only have as many trapped inside the whirlwind at one time as fits inside the whirlwind's volume. The djinni can eject any carried creatures whenever it wishes.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision beyond 5 feet.

Possessions: mithril shirt, masterwork scimitar, *potion of cure serious wounds*, flame-shaped bloodstone gem encased in a sheet of amber (key to activate *bonfire teleporter*).

Level 2 – The Accursed Halls

The second level of the dungeon is located deep below the sands of the desert, almost 50 miles north of the dungeon's first level, and is both part mock temple/death trap for intruders. Built by azer and earth elemental slaves, the second level is almost completely constructed of blocks of hard gray granite. The doors are all stone, and are unlocked unless otherwise noted. Ceiling heights between areas vary, but are usually at least 12 feet or more to enable genies and other large creatures to move through the areas with relative ease. The floor is made up of flagstone blocks of similar construction to the walls.

This level of the dungeon is colder and more humid than the previous level, with mold growing between the cracks in the walls, and cave formations beginning to sprout from the ceilings and floors. The dungeon is mostly unlit.

With the exception of Sxilortha, the monsters on this level of the dungeon have no need for food, water, or air, thus the dungeon is free of wandering monsters.

Hewn Stone Walls: 3 ft. thick; hardness 8; hp 540; break DC 50; Climb DC 22.

Masonry Walls: 1 ft. thick; hardness 8; hp 90; break DC 35; Climb DC 15.

Double Stone Doors: 1 ft. thick; hardness 8; hp 180; break DC 32.

Single Stone Doors: 4 in. thick; hardness 8; hp 60; break DC 28.

Wandering Monsters

There are no wandering monsters on level 2.

Areas of the Map

Area 2-1 – Foyer: Read or paraphrase the following:

You feel the heat wash over you as you step through the flames, then a moment of disorientation as you emerge into a small rectangular chamber of granite blocks. The room contains a set of double stone doors and the curling flames of the bonfire. Dampness glistens on the walls of the chamber and collects in puddles on the floor, while small stalactites cling to the roof.

This area is empty, and a good place for PCs to catch their breath before they proceed on through the rest of the dungeon complex. PCs can use the *bonfire teleporter* here to transport themselves back to the first level of the dungeon, provided the bonfire is active at the time.

Area 2-2 – Grand Procession (EL 8): Read or paraphrase the following:

A long hallway forges ahead of you up to another set of doors at the far end. Along the walls of the hallway are yet more stone doors. The walls are decorated with water-stained frescoes of humanoids with the heads of various animals and people walking towards the far end of the hallway. The figures carry baskets of food, coffers laden with gems, and other gifts.

This area connects many of the areas on this level. The frescoes on the walls depict various gods and the journey of one's soul along the path of immortality to the afterlife. A PC studying the walls can determine this with a DC 20 Religion check. None of the frescoes are magical or dangerous in any way, but reflect the general theme of this level of the dungeon.

Trap: PCs that walk up to the set of double doors at the far end activate a trap, which releases several undead from hidden sarcophagi buried beneath the ground. The sarcophagi are released when the PCs step onto pressure sensitive plates, releasing powerful springs, which cause the sarcophagi to surge violently to the surface.

As soon as one of the sarcophagus traps is activated the area covered by the trap counts as difficult terrain for movement purposes (2 squares of movement to pass through) and can be used as cover by those standing behind it. The sarcophagi themselves are plain stone.

As soon as a sarcophagus trap is activated, the lid of the sarcophagus flies off to reveal the skeleton of a large-boned humanoid that animates and steps forth to attack. The skeletons in the sarcophagi are all janni slaves that were killed by the efreet and later animated as undead to be used as guardians.

Tactics: The janni skeleton attacks the nearest living creature or a random living creature within reach, preferring to attack standing opponents if two or more are within reach, but one is prone. The janni skeletons pursue the PCs throughout the dungeon and attack until slain (or turned).

Janni Skeletons (4): CR 3; Medium Undead; HD 6d12; hp 39 each; Init +7; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +3; Grp +6; Atk scimitar +6 melee (1d6+3/18-20) or claw +6 melee (1d4+3); Full Atk scimitar +6 melee (1d6+3/18-20) or 2 claws +6 melee (1d4+3); Space/Reach 5 ft./5 ft.; SQ dam-



age reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 16, Dex 17, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Chainmail, scimitar.

Springing Sarcophagi Traps (4): CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6); creatures struck by sarcophagus must make a DC 20 Reflex save or fall prone in the nearest adjacent square; Search DC 25; Disable Device DC 20 (jamming pressure plate).

Sarcophagi: hardness 8; Break DC 25; hit points 60.

Area 2-3 – Horrid Oasis (EL 7): Read or paraphrase the following:

A light breeze blows through this large cavern, carrying with it the sickly aroma of rotting vegetation and the smell of stale water. The wind blows through stands of drooping date palms and wilting ferns that dominate the cave, ruffling the browning fronds yet hardly stirring the dark wet sand covering the floor. A soft golden glow illuminates the region, seeping down from the ceiling in pale shafts to caress the palms. Unlike the rest of the dungeon, the cave

appears to be naturally formed and stalactites stick to the roof like a tiny forest of trees.

In the middle of the cavern is a large pool of water, which glitters in the light filtering down through the date palms, and forms the centerpiece of this otherwise dismal and moribund oasis.

This unusual area was once a healthy oasis, but the ancient magics that kept it alive have since deteriorated, and the ferns and date palms are dying even as the permanent *daylight* effect cast on the ceiling wanes.

The dying vegetation and malfunctioning magic has made the very air in this area dangerous; the permanent gust of wind blowing through the area has become laced with disease. Any living creature moving about in this area must make a successful DC 16 Fortitude save or contract cackle fever (incubation 1 day; 1d6 Wisdom damage). The save must be repeated for every minute that the creature remains in the area.

Once, a natural spring bubbled up within this cavern, around which the oasis was designed. The spring long ago dried up, hastening the death of the plant life, yet a permanent image has been placed over the spot showing the spring in all its former glory. This is the work of the efreeti Isherat, and PCs must make a DC 18 Will save to disbelieve it.

Hiding within the illusion is an ochre jelly that seeped through a crack in the wall of the cavern from deeper underground and has taken up temporary residence in the oasis. The ochre jelly is famished, and attacks the PCs as soon as they stray too close to the edge of the illusion or actually enter the water (this triggers an automatic Will save).

Tactics: The ochre jelly attacks relentlessly, attempting to grab and constrict one opponent at a time until the creature stops moving. If the ochre jelly is split in two it attacks different opponents if such are available. While the ochre jelly is hiding in the illusion it gains a +10 circumstance modifier to its Hide checks for a total modifier of +1. The ochre jelly follows opponents out of the area and fights to the death.

Treasure: A PC that makes a successful Search check (DC 18) of the area hidden beneath the illusion discovers a shepherd's rod partially buried in the sand. The rod is made from solid gold and covered in colorful bands of blue enamel. The rod is worth 350 gp, but it is of more value in freeing Talib from his *binding* (see area 4-7 for details).

Ochre Jelly: CR 5; Large Ooze; HD 6d10+36; hp

69; Init -5; Spd 10 ft., climb 10 ft.; AC 4, touch 4, flat-footed 4; Base Atk +4; Grp +10; Atk slam +5 melee (2d4+3 plus 1d4 acid); Full Atk slam +5 melee (2d4+3 plus 1d4 acid); Space/Reach 10 ft./5 ft.; SA acid, constrict 2d4+3 plus 1d4 acid, improved grab; SQ blindsight 60 ft., split, ooze traits; AL N; SV Fort +8, Ref -3, Will -3; Str 15, Dex 1, Con 22, Int –, Wis 1, Cha 1.

Skills and Feats: Climb +10.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Typical Date Palm: 15 feet tall; hardness 5; hit points 100 (due to rot); Climb DC 15.

Area 2-4 – Cleansing Pool: Read or paraphrase the following:

Following the passage, you arrive at the entrance to a rectangular chamber filled with the sound of gently lapping water. Whitewashed walls decorated with friezes of cresting waves and flagstones painted a deep shade of ultramarine provide the backdrop for a pool of clear blue water that runs up the center of the chamber. At the other end of the pool, the chamber narrows somewhat before opening out into another area.

The main feature of this area is a 4-foot deep pool of clean fresh water, which is kept from spoiling by a minor enchantment. The water is cold but drinkable, and PCs can enter or drink from the pool without fear. In fact, drinking the water from the pool grants a PC a +5 bonus to Fortitude saves against poison for 1 hour (this stacks with the Fortitude save bonus gained from imbibing an antitoxin vial).

Area 2-5 – Hall of the Lotus Eaters (EL 10): Read or paraphrase the following:

Two copper incense burners hang from the walls of this oblong-shaped room, illuminating a pile of brightly colored silk cushions surrounded by four stout stone pillars covered with abstract designs. A brownish haze fills the chamber, trailing from the incense burners in wispy plumes, and the smell of aromatic perfumes

such as frankincense and myrrh saturates the air.

Lying about on the cushions are four bronze skinned humans with straight black hair who wear long white robes and jewels about their wrists, necks, and ankles. The figures eat dried petals from a tall copper urn and look languidly in your direction.

This chamber is one of the more deadly locations in the dungeon, and like many of the rooms on this level was designed merely to entrap and kill intruders. Show the players handout B.

The copper incense burners hanging from the walls of the chamber are filled with aromatic incense carefully mixed with insanity mist (Inhaled DC 15; 1d4 Wis/2d6 Wis). Unlike normal insanity mist, PCs do not have to make a saving throw against the effects of the poison unless they spend more than 1 minute in the area. Even if the PCs make a saving throw against the effects of the insanity mist they must continue to make saving throws every minute thereafter until they leave the area. While the insanity mist has been diluted due to the mixing process, the concentration of poison is so great it does not affect the saving throw or ability damage caused.

The four figures lying on the cushions are lotus-eaters, a special type of undead similar in some ways to mummies. Unlike mummies, lotus-eaters appear wholly human until they are wounded in battle, and sustain themselves by eating the petals of the black lotus flower. They are also highly charismatic, and able to beguile creatures with their voices. The lotus-eaters have been here for centuries, their only visitors being the rare intruder, and the efreeti guards who come by to change the incense burners and provide new petals for them to consume.

PCs examining the petals from the urn can make a DC 25 Craft (alchemy) or DC 25 Knowledge (nature) check to identify them as black lotus petals. A PC who consumes a handful of the flowers or who handles the petals without gloves must make a DC 20 Fortitude save or suffer the effects of the poison (3d6 Con/3d6 Con).

The lotus-eaters greet the PCs with broad smiles and open arms, asking them about their adventures and their reasons for being in the dungeon. The lotus-eaters appear to be addled by drugs or magic and speak to the PCs in dreamy voices. If asked, the lotus-eaters tell the PCs that they are slaves of the Grand Caliph and have been put here by his efreeti servants. They cannot tell the PCs what lies beyond this chamber and deny they are anything

but human. PCs have to beat the lotus-eaters' Bluff checks to see through their deception. A PC who beats a lotus-eater's Disguise check can see that the creature's skin has an almost wax-like sheen and its hair doesn't look quite real.

Tactics: The lotus-eaters wait until it looks like the insanity mist is affecting the PCs before targeting them with their beguiling voice ability in an effort to convince them to consume some of the wonderful petals in the urn. If any of the PCs do so, the lotus-eaters wait for the poison to take effect before attacking with their fists, which begin to drip with poison.

If the PCs move to wreck the incense burners, destroy the urn, or attack the lotus-eaters themselves they leap up and attack, using their beguiling voice ability to make the PCs eat from the lotus urn until they are full before leaping into melee against those who are unaffected.

The lotus-eaters fight to the death, but do not pursue the PCs past 2-4.

Treasure: The lotus-eaters wear lots of gold jewelry, including necklaces, anklets, and bracelets worth 1,200 gp total. One of the necklaces worn by the lotus-eaters is actually an *amulet of health* +2. The copper urn containing the black lotus petals is worth 90 gp and the two incense burners are 30 gp each.

Lotus-Eaters (4): CR 5; Medium Undead; HD 7d12; hp 45 each; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +7; Atk slam +7 melee (1d6+4 plus poison); Full Atk 2 slams +7 melee (1d6+4 plus poison); Space/Reach 5 ft./5 ft.; SA beguiling voice, poison; SQ damage reduction 10/slashing, darkvision 60 ft., +4 turn resistance, undead traits; AL LE; SV Fort +4, Ref +3, Will +7; Str 18, Dex 12, Con –, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +20, Disguise +14, Intimidate +14, Listen +8, Spot +8; Ability Focus (beguiling voice), Great Fortitude, Persuasive.

Beguiling Voice (Su): The hypnotic voice of a lotus-eater is able to convince a creature to act in a particular fashion or take a course of action as if under the effects of a *suggestion* spell (DC 19). As with the *suggestion* spell, the creature listening to the lotus-eaters words must be able to understand the words for the power to work. The save DC for this ability is Charisma-based and includes the Ability Focus feat. The caster level for the ability is 7th.

Poison (Ex): Contact, Fortitude DC 18, Initial and secondary damage 1d6 Con/1d6 Con. The save DC and damage is weaker than regular for black lotus poison, resulting from the poison losing

its potency after passing through the lotus-eater's body.

Skills: Lotus-eaters gain a +4 racial bonus on Bluff checks, and on Disguise checks to appear human.

Area 2-6 – Hall of the Smoke Demon (EL 8): Read or paraphrase the following:

This chamber is kept dry and relatively warm by a pair of copper braziers that flank a set of stone doors in the far eastern wall. The braziers cast a ruddy orange glow over the chamber and illuminate the frescoes on the walls. The frescoes depict the souls of the dead being devoured by horrible crocodilian beasts and black-skinned demons, or being incinerated in burning pits. Except for a thin layer of soot, they are in perfect condition.

The doors on the far wall are covered with bas-reliefs of several horned humanoids dragging off a noble looking man who is wearing a jeweled turban and flowing pantaloons. The man wears heavy iron chains and it looks as if he is being led to a cage.

This chamber is yet another trap-filled area designed to mislead and kill intruders before they reach Talib's prison. The frescoes on the walls depict various versions of what happens to evil souls in the underworld. None of the frescoes are dangerous or magical in any way. The double doors on the far wall lead to a blank stonewall, but have been decorated to make intruders believe that it is the way forward to free Talib. A PC who has had visions of Talib or one who makes a DC 22 Knowledge (the planes) check can tell that the bas-relief is a representation of the djinni lord's imprisonment. The braziers are made out of copper and are filled with hot coals. The magic of the traps placed on the braziers keeps them permanently hot.

A secret door set in the northern wall is the true way forward, and can be discovered with a DC 20 Search check. Pressing the raised talon of a nasty looking demon fresco opens the secret door, and doing so certainly draws an attack from the belker if it has not already been dealt with.

Trap: A trap activates in this area as soon as the PCs move within the semi-circle marked on the map. When this happens, the two braziers burst into flame and two *pyrotechnics* spells go off in the area.

Lurking in this area is a belker that has been bound to the chamber as a guardian. The belker hates the



efreeti that imprisoned it here, but since it cannot take its rage out on its captors it takes it out on the PCs instead. This belker is a particularly robust specimen and has maximum hit points for its Hit Dice, increasing its CR by 1.

Tactics: As soon as the belker hears the PCs activating the sarcophagi traps in area 2-2 or sees them open the door it attempts to hide near the ceiling (which is 20 feet high in this chamber) and waits for them to find the secret door or spring the traps before attacking. The belker prefers to assume its smoke form and sneak up on a single creature, engulfing them and using its smoke claws attack until the creature is dead. If targeted by magic weapons, it assumes corporeal form and attacks the creatures that hurt it until they are dead. The belker fights to the death, but cannot chase the PCs beyond this area.

Treasure: When the belker is slain it disappears in a puff of smoke leaving behind a smoking lump of charcoal. This is the key to access the *bonfire teleporter* in 2-9.

The copper braziers are worth 50 gp each.

Belker: CR 7; Large Elemental (Air, Extraplanar); HD 7d8+7; hp 63; Init +5; Spd 30 ft., fly 50 ft. (perfect); AC 22, touch 14, flat-footed 17; Base Atk +5; Grp +11; Atk wing +9 melee (1d6+2); Full Atk 2 wings +9 melee (1d6+2) and bite +7 melee (1d4+1) and 2 claws +7 melee (1d3+1); Space/Reach 10 ft./10 ft.; SA smoke claws; SQ darkvision 60 ft., elemental traits, smoke form; AL NE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +7, Move Silently +9, Spot +7; Alertness, Multiattack, Weapon Finesse.

Smoke Claws (Ex): A belker in smoke form can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking attacks of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-

based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Pyrotechnics (fireworks) trap: CR 3; magic device; proximity trigger (within radius of semi-circle); automatic reset (after 1 minute delay); spell effect (*pyrotechnics*, 3rd-level wizard, creatures within 120 feet must make a DC 13 Will save or be blinded for 1d4+1 rounds); Search DC 28; Disable Device DC 28 (scratching off tiny runes on floor).

Pyrotechnics (smoke cloud) trap: CR 3; magic device; proximity trigger (within radius of semi-circle); automatic reset (after 1 minute delay); spell effect (*pyrotechnics*, 3rd-level wizard, smoke spreads 20 feet and obscures all vision, lasts 3 rounds, Fortitude save DC 13 or take a -4 penalty to Strength and Dexterity until leaving the cloud and 1d4+1 rounds thereafter); Search DC 28; Disable Device DC 28 (scratching off tiny runes on floor).

Area 2-7 – Slippery Death (EL 9): Read or paraphrase the following:

The winding tunnel ends in a chamber that looks as if it should belong in a King's palace rather than a dungeon. The walls and ceiling of the chamber are constructed from blocks of white marble sprinkled with veins of silver and gold while the floor appears to be a single sheet of polished brass. The floor reflects the multi-colored light streaming down from a beautiful jeweled lantern set in the ceiling and leaves none of the room in shadow. Across from the

corridor is a staircase that leads deeper into the complex.

Numerous perfectly round holes puncture the metal floor of the chamber, leading down into the unknown, while about the chamber are littered the broken and cracked remains of several statues of humanoids and wild beasts caught in various expressions of agony or surprise.

Show the players handout C. This exquisite looking area is also one of the more dangerous locales on this level of the dungeon and is where the last guardian of the level waits for intruders. The walls of the chamber contain trace amounts of both silver and gold, but extricating the metal is close to impossible without extensive mining. The floor is made of several overlapping sheets of brass and is perhaps 3 inches deep. Beyond that the floor is the normal gray stone found elsewhere in the dungeon. The brass floor is covered with a heavy film of transparent and highly slippery oil that makes moving across it difficult. It costs 2 squares of movement for someone to enter a single square of slicked brass, and the DC of all Balance checks and Tumble checks are increased by 5. Moving at full speed across the brass floor is impossible unless the creature doing so makes a DC 10 Balance check. Those who fail fall prone and slide 1d6 feet in the direction they were traveling at the time, possibly falling into one of the holes.

The holes are over 5 feet deep and connect together to form a maze of 3-foot diameter circular tunnels below the surface. These tunnels eventually lead to area 2-8 where Sxilortha, the nagalisk has her lair. Attempting to move through a square with a hole in it requires a DC 15 Balance check. Failure results in the creature slipping into the hole. A creature falling down a hole takes no damage, but medium-sized creatures wearing heavy armor must make DC 10 Reflex saves to avoid being stuck. Those that are caught can wriggle free, but only with a DC 25 Escape Artist check. Otherwise they must be pulled out or use magic to free themselves. Of course, any creature that gets stuck is vulnerable to attacks from below.

The statues in the area include two humans in hide armor, an elf wearing clerical vestments, a goblin wearing leather armor, a jackal, a couple of dire rats, and the remains of a camel. Most of the statues look undamaged, though some are on their sides or backs.

The guardian of this chamber is a hideous aberration known as a nagalisk. Nagas magically crossbred with basilisks thousands of years ago, nagalisks are ancient in their lineage and have long

been associated with guarding magical sites. The nagalisk guarding this area is Sxilortha, an especially vain female nagalisk who is constantly preening her barbs and watching her reflection in the brass floor. Sxilortha takes her guardianship of this area very seriously and usually rests in one of the tunnels below this area rather than in her lair. Sxilortha has cast a silent *alarm* on the area below the lantern (see Treasure) and anyone coming within 20 feet of the lantern alerts her to intruders.

Tactics: If Sxilortha is aroused from her torpor by the *alarm* spell she moves below the area and listens for activity coming from above. If she hears the PCs moving about or she sees them shining light down into one of the holes she casts *mage armor*, *blur*, and *mirror image* on herself before rising up and subjecting the PCs to her petrifying gaze. If any of the PCs are not petrified she casts *lightning bolt* followed by *stinking cloud* on the PCs hoping to finish them off. PCs still alive after this are subject to hit and run tactics by Sxilortha as long as they remain in the area, the nagalisk biting PCs, trying to catch them with her gaze, and using *enlarge person* on any humanoid who falls into or enters one of the holes. Sxilortha flees to her cave if reduced to 25 hit points or less and uses *gaseous form* if she is finding it difficult to escape. If cornered in area 2-8 she fights to the death.

Treasure: The lantern is constructed from gold and silver and studded with dozens of lustrous gems including emeralds, bloodstones, and opals. It is worth 8,500 gp, but getting the lantern down from the ceiling may prove difficult as it is quite fragile and hangs almost 12 feet above the ground. The lantern radiates magic because of the *alarm* spell on it, but this fades once the spell is activated.

Sxilortha, Female Nagalisk: CR 9; Large Aberration; HD 9d8+45; hp 85; Init +1; Spd 30 ft.; AC 17, touch 10, flat-footed 16; Base Atk +6; Grp +15; Atk bite +10 melee (2d6+7 plus poison); Full Atk bite +10 melee (2d6+7 plus poison); Space/Reach 10 ft./5 ft.; SA petrifying gaze, poison, spells; SQ darkvision 60 ft., nictitating membrane; AL NE; SV Fort +8, Ref +4, Will +8; Str 20, Dex 12, Con 20, Int 10, Wis 15, Cha 15.

Skills and Feats: Concentration +13, Listen +8, Spellcraft +8, Spot +8; Ability Focus (petrifying gaze), Alertness, Combat Casting, Dodge, Eschew Materials.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet. Fortitude DC 18 negates. The save DC is Charisma-based and includes the Ability Focus feat.

Poison (Ex): Injury, Fortitude DC 19, initial and secondary damage 1d8 Dex/paralysis for 10 min-

utes. The save DC is Constitution-based.

Nictitating Membrane (Ex): A nagalisk has a reflective membrane or third eyelid that it can close over its eyes as a free action. This nictitating membrane prevents creatures from being affected by the nagalisk's petrifying gaze attack and protects the nagalisk from being affected by other gaze attacks. It also gives the nagalisk a +4 bonus on saving throws against any spell with the light descriptor or any attacks involving bright colors or lights (such as the blinding effect of a *prismatic wall*).

Sorcerer Spells Known (6/6/7/4; CL 7th):* 0 – *acid splash*, *daze* (DC 12), *detect magic*, *mending*, *open/close*, *ray of frost*, *read magic*; 1st – *alarm*, *charm person* (DC 13), *enlarge person* (DC 13), *mage armor*, *magic missile*; 2nd – *blur*, *mirror image*, *stinking cloud* (DC 14); 3rd – *gaseous form*, *lightning bolt* (DC 15).

*Sxilortha has already cast *alarm* for the day thereby reducing the number of 1st-level spells she has available.

Area 2-8 – Sxilortha's Den: Read or paraphrase the following:

A foul musty smell saturates this low-ceilinged cave, rising from a damp mass of reeds, straw, and twigs lying at its center. Water trickles down the walls of the cave to form a pool of dark water near this mass of vegetation and discarded reptilian scales are everywhere.

This natural limestone cave is where Sxilortha spends some of her time when not patrolling the tunnels beneath area 2-7. The cave contains nothing of worth.

Area 2-9 – Bonfire Chamber: Read or paraphrase the following:

This small rectangular chamber is empty except for a bonfire of lurid orange flames in an alcove opposite the stairs.

This chamber contains a *bonfire teleporter* (see area 1-4). A PC entering the bonfire with the key from area 2-6 is instantly transported to area 3-1 of the False Treasury. Anyone entering the bonfire before the teleporter is activated takes 2d6 points of fire damage.

Level 3 – The False Treasury

The dungeon's third level lies beneath a major tropical swamp and serves the Caliph, as part diversion/part death trap for would be thieves or those seeking to free Talib from his imprisonment. Carved out of the clay and bedrock lying beneath the swamp by the Caliph's elemental servants and overlaid with blocks of superior masonry, this dungeon level is perhaps the most secure, and despite the presence of the swamp above is almost completely dry, the smooth stonewalls unblemished by the passage of time.

The height of ceilings varies between rooms, but all passages are 5 feet wide and 12 feet high. The walls and floors are all constructed of smooth almost flawless stone and all areas in the dungeon are unlit except for areas 3-1, 3-6 and 3-7. The doors on this level are all made from stone and locked.

The air on this level is very stale, particularly in the treasure chambers. If a PC is forced to breathe in the air for more than an hour, he or she must make a DC 15 Fortitude save to avoid becoming fatigued. Even if this saving throw is made, the PC must make another saving every 10 minutes thereafter with a +1 bonus to the DC. Creatures already fatigued by some pre-existing condition become exhausted instead.

There are no living creatures on this level except for the fire elemental in area 3-7 (that is bound in stasis until disturbed). The efreet never come here unless the Grand Caliph has specifically ordered them to. As a result no wandering monsters are encountered on this level.

Superior Masonry Walls: 1 ft. thick; hardness 8; hp 90; break DC 35; Climb DC 20.

Single Stone Doors: 4 in. thick; hardness 8; hp 60; break DC 28; Open Locks DC 30.

Wandering Monsters

There are no wandering monsters on level 3.

Areas of the Map

Area 3-1 – Bonfire Antechamber: Read or paraphrase the following:

You emerge from the bonfire into a fifteen foot square chamber of bare unmarred stone. The air in the chamber is thin and stale, causing you to gasp for breath involuntarily. Aside from the bonfire teleporter, the only exit is a passage that heads off into the darkness before sloping downwards after about fifteen feet.

Aside from its *bonfire teleporter* this chamber is empty. PCs can use the *bonfire teleporter* to access the Accursed Halls, as long as the teleporter is currently active.

Area 3-2 – Trapped Stairs (EL 5): These curved stairs lead down to area 3-3. The stairs are trapped.

Trap: The middle part of the staircase consists of a series of pressure sensitive plates disguised as normal steps. PCs treading on one of the steps (inevitable unless they fly or otherwise move down the steps without touching them) cause a pair of cylindrical spiked rollers (constructed of stone with iron spikes) to shoot out from the ceiling at the top of the stairs before careening down to the base of the stairs, and crushing everything in their path. The spiked rollers are quick enough to catch everyone on the stairs.

Spiked Rollers (2): CR 3; mechanical; location trigger (stepping on pressure plates); repair reset; Atk +15 melee (3d6, spiked rollers); Search DC 20; Disable Device DC 25 (jamming pressure plates).

Area 3-3 – Fearsome Gallery: Read or paraphrase the following:

A trail of dirt falls from the ceiling in this short hallway, filling the stagnant air with a haze of dust. The frescoes you have seen elsewhere in the dungeon here give way to bas-relief carvings of horned fiends wrapped in flames battling humanoid figures whose legs have been replaced by whirlwinds. The battle is as bloody as any you have ever seen depicted, and the flaming devils are clearly winning the struggle.

The walls here depict warfare between djinni and efreet, with the efreet charging towards obvious victory. Upon the southern wall of the gallery near the passage is a bas-relief carving of the huge efreet standing triumphant over the badly wounded figure of a noble looking djinni in chains. This depicts the Grand Caliph's victory over Talib Al-Zahir more than six centuries ago.

Area 3-4 – Avian Vault (EL 8): Read or paraphrase the following:

The marble walls of this twenty-five foot long chamber are covered with bas-reliefs of various winged creatures with sparkling blue gems for eyes. The creatures dive and swoop in wondrous aerial displays, their flight paths leaving interesting geometric patterns on the surface of the stone.

At the far end of the chamber are three wooden coffers resting on short stone pedestals carved

to resemble kneeling human servants. The chamber is otherwise empty.

This is yet another area meant to mislead and slay intruders, but also serves as a repository for the ritual used to free Talib from his fate. To get to the coffers that hold the object, the PCs need to brave the deadly traps that the area contains.

The bird-like creatures on the walls are fanciful depictions of real avian monsters including cockatrices, phoenixes, and rocs, as well as ordinary birds like hawks and vultures. The gems set into their eyes are part of the trap in the chamber and are simple blue quartz.

Trap: PCs passing through the chamber cause the eyes of the bird bas-reliefs to begin sparking with electrical energy. On the following round, thin lines of azure energy begin to crisscross the room, forming a complex net of silvery blue strands. At the end of the third round, the net becomes charged with powerful electrical currents and latent force energy, entangling and electrocuting creatures still in the chamber.

To further complicate matters, only one of the coffers actually contains anything of value, and all have been stuck to the surface of the pedestal they are on with a primitive glue, requiring a DC 10 Strength check to rip them free (this is a standard action). Pouring alcohol or oil over the coffer also does the trick, but requires a full-round action.

Finally, anyone touching the coffer or pedestal containing the ritual releases a pulse of energy that acts as a *slow* spell. The *slow* spell is treated as a separate trap.

Treasure: Two of the coffers are filled with dirt (to give them some weight), while the easternmost one contains a clay tablet on which has been carved the written part of the ritual required to free Talib from his binding. The ritual is written in ignan and requires a full minute to read (see area 4-7 for details). The first part of the ritual is a series of prayers and supplications to various elemental scions and gods, imploring them to break the seals of the binding, while the last part of the ritual is a direct entreaty to the Grand Caliph to free Talib (freeing Talib is not something the Caliph wants, but the nature of the *binding* requires the existence of the ritual).

There are a total of 75 blue quartz crystals in this room with a total value of 900 gp. More than half of the gems need to be removed to affect the integrity of the trap, so it is not a viable method for disarming it.

Slow Trap: CR 5; magic device; touch trigger (touching coffer or pedestal), automatic reset; spell effect (*slow*, 7th-level caster, affects all creatures within 30 feet of the touched object, DC 16 Will save negates); Search DC 29; Disable Device DC 29 (carefully tipping up coffer to deface almost invisible rune on the top of the pedestal).

Electrified Force Net Trap: CR 7; magic device; proximity trigger (creature entering room); automatic reset; onset delay (3 rounds); electrified net of force energy* (2d6 points of electricity damage plus creature must make a DC 19 Reflex save or become entangled and unable to move until it can free itself [requiring a DC 30 Strength check or DC 20 Escape Artist check], lasts 6 rounds); multiple targets (all those in room); Search DC 31; Disable device DC 31 (scratching out complex patterns on the ground in front of the door).

*The net is equivalent to a 6th-level spell for purposes of saving throws and duration.

Area 3-5 – Vault of Jackals (EL 8): Read or paraphrase the following:

The door opens with a terrible grinding sound, revealing a chamber of polished marble illuminated by several stone cressets hanging from the ceiling. The chamber is richly appointed with several objects including a set of tiny golden statuettes on a low round table of polished onyx and darkwood, a solid gold divan that might have once been piled high with cushions, an ostentatious gem-studded golden throne, and four golden urns that have been painted in idyllic woodland scenes. The light shed by the cressets causes the gold to give off a warm rich glow.

The walls of the chamber are covered with dozens of bas-reliefs of jackals and other canine creatures hunting or playing. While the bas-reliefs have been carved from marble, their eyes look like colored beads of flickering glass.

In the center of the chamber, standing amidst the treasures, is the mummified corpse of a large humanoid with the head of a great bull, a greataxe clenched firmly in its hands.

This vault is the only one in which the treasures are real. Show players handout D. The art objects and décor in the chamber are constructed of solid gold and other semi-precious materials, and are quite valuable on the open market (of course, PCs who think the treasures are easy picking may be in for a surprise).

Guarding the chamber is a zombie minotaur that

was one of the Grand Caliph's personal bodyguards before being slain in battle against Talib. The zombie minotaur is not the only guard in the chamber, as many of the objects have been animated with a permanent *animate objects* spell (caster level 14th), and spring to 'life' as soon as the zombie minotaur lumbers forward. What the PCs might consider a straightforward combat quickly turns into a more difficult battle against several opponents.

Tactics: The zombie minotaur and the animated objects don't cooperate in battle (yet neither do they attack one another) and use the simplest of tactics, attempting to batter anything moving to death. The zombie minotaur and the animated objects fight until destroyed, but do not chase creatures beyond this level.

Treasure: The treasure in this chamber includes 8 solid gold statuettes of various ancient gods worth 350 gp each, a solid gold divan worth 6,200 gp, an onyx and darkwood table with gold detailing worth 1,500 gp, 4 golden urns worth 800 gp each, and a gold throne set with fire opals and bloodstones worth 10,000 gp. Destroying any of the animated objects reduces the price of the materials used in their construction by a third, so clever or greedy PCs may opt to try and dispel the animating magic instead of simply hacking the objects apart.

The four stone cressets that illuminate this chamber are lit by *continual flame* spells and should be considered identical to *everburning torches*. The cressets are bolted to the ceiling by iron chains (hardness 10; hp 15; break DC 25). The crystals set into the eyes of the bas-reliefs are simple cut glass and have no real value.

Development: While the gold throne is of great value, it was forged on the planes of chaos, and bears a terrible curse that can only be removed with a *break enchantment* spell or similar magic (a simple *remove curse* is insufficient to do the job). The curse comes into affect as soon as living creatures with Intelligence scores of 3 or better remains within 20 feet of the throne for more than 24 hours over the course of 1 week (such as adventurers transporting the throne with them over long distances). For every cumulative period, a creature must make a DC 16 Will save or take 1d4 points of Wisdom damage as his or her thoughts are plagued with visions of strange worlds. A creature so enchanted becomes enamored with the throne and refuses to let it leave his or her sight. Creatures reduced to 0 Wisdom by the throne is transformed into a chaos beast (see the MM) in 1d6 hours unless a *break enchantment*, *wish*, or *miracle* is used to halt the

process. Once the transformation process is complete, the chaos beast protects the throne with its life.

The throne radiates strong enchantment and transmutation magic.

Minotaur Zombie: CR 4; Large Undead; HD 12d12+3; hp 81; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +15; Atk masterwork greataxe +11 melee (3d6+7/?3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5); Full Atk masterwork greataxe +11 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5); Space/Reach 10 ft./10 ft.; SQ damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +4, Ref +3, Will +8; Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness

Possessions: masterwork greataxe.

Tiny Animated Gold Statuettes (4): CR 1/2; Tiny Construct; HD 1/2 d10; hp 2,3,3,5; Init +2; Spd 50 ft. (legs); AC 14, touch 14, flat-footed 12; Base Atk +0; Grp -9; Atk slam +1 melee (1d3-1); Full Atk slam +1 melee (1d3-1); Space/Reach 2-1/2 ft./0 ft.; SQ construct traits, darkvision 60 ft., hardness 8, low-light vision; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1.

Small Animated Painted Gold Urns (4): CR 1; Small Construct; HD 1d10+10; hp 14,15,16,18; Init +1; Spd 70 ft. (rolls); AC 14, touch 12, flat-footed 13; Base Atk +0; Grp -4; Atk slam +1 melee (1d4); Full Atk slam +1 melee (1d4); Space/Reach 5 ft./5 ft.; SQ construct traits, darkvision 60 ft., hardness 8, low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1.

Medium Animated Gold Divan (1): CR 2; Medium Construct; HD 2d10+20; hp 35; Init +2; Spd 50 ft. (multiple legs); AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk slam +2 melee (1d6+1); Full Atk slam +2 melee (1d6+1); Space/Reach 5 ft./5 ft.; SQ construct traits, darkvision 60 ft., hardness 8, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

Medium Animated Wooden Table (1): CR 2; Medium Construct; HD 2d10+20; hp 31; Init +2; Spd 50 ft. (multiple legs); AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk slam +2 melee (1d6+1); Full Atk slam +2 melee (1d6+1); Space/Reach 5 ft./5 ft.; SQ construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.





Area 3-6 – Grimalkin Vault (EL 10): Read or paraphrase the following:

A massive wooden chest gilded in gold and festooned with gems sits in the center of the chamber, resting below a decorative marble canopy. It takes a moment for you to realize that no columns support the canopy, and that the entire structure hovers in mid-air some ten feet above the ground. The canopy is devoid of any runes or symbols, but into each of its corners has been inserted a bar of flat dark metal, the bars covered in intricate swirling golden patterns.

Aside from this unusual feature, the walls of the chamber are decorated with hundreds of bas-relief cats hunting, playing, and sharpening their claws. Small gems are set into the cats' eyes, each gem a glowing pinprick of pale green light.

This is one of the trap laden false treasure vaults constructed to waylay and kill intruders. So far this particular vault has remained inviolate, and its deadly trap has never been activated.

Fire giant slaves raised the marble canopy hovering over the chest into its current position then inserted four *immovable rods* into the platform via small holes bored into the stone. Removing one or two of the *immovable rods* has no impact on the platform, but removing a third causes the remaining rod to fail, resulting in the platform crashing to the ground. The platform is 20 feet square, but less than a foot thick.

The gold and mahogany chest is a *permanent image* (DC 18) placed over a smaller battered stone chest containing the shattered skeleton of one of Talib's loyal janni retainers. Amid the bones is a green cats-eye agate that opens the secret door to area 3-7 when placed in the eye socket of one of the bas-relief cats. Discovering the secret door takes a DC 25 Search check, while finding the agate in the bones requires a DC 15 Search check. Without the agate the secret door must be forced open or destroyed (treat as a normal stone door).

Trap: Anyone moving or opening the chest without first disarming the trap on it causes an enlarged *antimagic field* to spring into effect. Aside from its impact on the PCs spells and magic items, the field renders the *immovable rods* inert and the marble canopy comes crashing to the ground, crushing anyone caught beneath it at the time and destroying the chest (the gem has a flat 25% chance of being destroyed).

Treasure: Aside from the four immovable rods, there are over a hundred cat's eye agates set into

the walls of this chamber. The total value of the gems is worth 1,120gp.

Enlarged Antimagic Field Trap: CR 8; magic device; touch trigger (touching the chest); no reset; spell effect (enlarged *antimagic field*, 13th-level caster, radius spread to 20 feet); Search DC 31; Disable device DC 31 (defacing miniscule runes on edge of chest's lid).

Collapsing Canopy Trap: CR 8; mechanical; conditional trigger (caught in radius of *antimagic field*); no reset; canopy falls (10d6, crush); multiple targets (all targets in a 20-foot by 20-foot area beneath the canopy); DC 25 Reflex save to avoid; Search DC 16; Disable Device – (this trap cannot be disabled in the traditional sense unless something large is propped up beneath the platform to keep it from falling or the *immovable rods* are removed).

Area 3-7 – Reliquary of Flames (EL 7): Read or paraphrase the following:

The passage emerges into a strangely shaped chamber filled with the smell of burnt charcoal and greasy smoke. The southern half of the chamber forms a semi-circular area of dark red marble while the northern half splits off into five curved alcoves that taper off into sharp points where the corners of the alcoves meet.

Near the back of each of the alcoves is a ball of flame that licks the ceiling and emits a lurid glow into the chamber. The bonfires come in a variety of colors and some seem hotter than others. Lying near the western wall is the withered corpse of a short, squat humanoid.

Another area meant to confuse and harm intruders coming to free Talib, this chamber could be described as being shaped like a claw with razor sharp talons or a ball of fire sending flaming tendrils into the sky. From west to east the five bonfires are colored red, orange, yellow, green, and white.

A *detect magic* or *arcane sight* spell cast in this area gets a constantly shifting combination of auras. This is a magical effect created by the architects of the dungeon to stop creatures from finding the *bonfire teleporter*.

The body is that of a dwarven adventurer named Sorgas Rivenrock, an explorer from a distant land who came with a party of adventurers almost 120 years ago to loot the Grand Caliph's treasures and was chased into this chamber by a fire giant slave of the efreeti after the rest of his party was slain. Sorgas tried to find the key to the *bonfire teleporter*, but was killed by the giant before he could locate the correct bonfire. The dry heat in this chamber

has preserved his corpse, although much of his gear is unusable. An examination of his corpse (with a DC 5 Heal check) can determine that he died from a massive cut to the chest with a large bladed weapon.

A person searching his body (Search DC 8) finds a scrap of dry parchment that crumbles into fragments if roughly handled (show players Player Handout E). On the scrap of parchment is a cryptic riddle as to which bonfire is the teleporter and which bonfire holds the key. It reads:

Once there were two dragons, each the master of his domain. The dragons met on a flat stone plain to contest which one was the greatest.

The first dragon said, "I have danced in the icy pallor of the northern wastes and all beneath me trembled."

To which the second dragon responded, "I have swum in the torrid blood of Aëreth and all above me whimpered."

After long debate neither dragon could settle the matter, so they called in a third party to intervene, a cunning forest drake that sought to create dissension between the two.

"If I were an enemy, the choice would be clear. Better the cold reproach of winter than the searing touch of an open flame."

At his response the first dragon flew into a rage and attacked the second in an effort to prove the cunning drake wrong. In the end, the first dragon was slain, but in his death the wounded dragon of fire was much weakened, and the cunning forest drake fell upon him and tore out his throat.

Such is one of the many tales of the emerald wyrm Wyndranaxtyril.

Red: This dark crimson ball of flame is the *bonfire teleporter*. Without the key the bonfire here is virtually indistinguishable from the orange or yellow bonfire. A PC stepping into the teleporter before it is activated takes 2d6 points of fire damage.

Orange: This brilliant orange bonfire is a large fire elemental held in stasis. As soon as a living creature aside from an efreeti enters the alcove, the fire elemental is freed from its imprisonment and attacks in a fury until destroyed.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a DC 17 Reflex save

Yellow (CR 3): The golden yellow bonfire that fills this alcove is a permanent *flaming sphere* that burns any creature entering its hot core. It radiates the same level of heat as the *bonfire teleporter* and the fire elemental, and deals 2d6 points of fire damage per round of contact (DC 13 Reflex save to avoid damage or no save for those who willingly enter it). The *flaming sphere* has a caster level of 11th for purposes of being dispelled.

Green: This crackling pale green bonfire radiates heat, but not as much as the others. The bonfire is a *permanent image* cast by Zhurkahl (see area 4-7) and conceals the entrance to a 60-foot deep pit filled with old bones. Any creature entering the green bonfire feels the ground open up beneath their feet. A PC that succeeds on a DC 18 Will save can see that the flames are illusory.

White (CR 3): A ball of opalescent white flames dominates this alcove, emitting a chilly radiance. The bonfire here is ball of negative fire that deals 2d6 points of cold damage on contact. In all other respects it functions as a *flaming sphere* spell (DC 13 Reflex save to avoid damage or no save for those who willingly enter it).

Lying within the center of the bonfire is a *minor ring of fire resistance*, which also functions as the key for the *bonfire teleporter*. Only someone wearing the ring can activate the teleporter. To find the ring requires a DC 15 Search check (and the searcher must willingly enter the white bonfire to retrieve the ring).

Large Fire Elemental: CR 5; Large Elemental (Fire, Extraplanar); HD 8d8+24; hp 60; Init +9; Spd 50 ft.; AC 18, touch 14, flat-footed 13; Base Atk +6; Grp +12; Atk slam +10 melee (2d6+2 plus 2d6 fire); Full Atk 2 slams (2d6+2 plus 2d6 fire); Space/Reach 10 ft./10 ft.; SA burn; SQ damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam must also succeed on a DC 17 Reflex save or catch on fire. The flame burns for 1d4 rounds and deals 1d6 points of fire damage. A burning creature can take a move action to put out the flame.

Pit Trap: CR 3; mechanical; location trigger (anyone entering bonfire); manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

Level 4 – Prison of the Djinni

The fourth level of the Grand Caliph's dungeon lies within the depths of a dormant volcano, several thousand miles away from the other levels. Talib's prison is carved out of the soft igneous rock of the volcano, and has been overlaid with harder blocks of darkly polished porphyry. It was constructed by one of the Grand Caliph's most brilliant efreeti architects, and uses the natural resources of the volcano to interesting and deadly effect. Unlike the previous levels of the dungeon every square on the map on this level is 10 feet rather than 5 feet.

The main corridor that runs through the dungeon (areas 4-5 to 4-6) is 20 feet wide and 25 feet high, while the rest of the corridors are 10 feet wide and 15 feet high. Room heights vary, but are all in excess of 20 feet. All the doors in this area (single and double) are constructed from stone and are not locked, except for the double doors leading to area 4-7. *Everburning torches* light most of the areas on this level, and are spaced evenly every 20 feet. Removing these torches from their metal sconces is easy.

While breathing on this level is relatively easy, its location makes it extremely hot. While the temperature varies, the average temperature is over 90 degrees, forcing PCs to make a Fortitude saving throw every hour (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. PCs wearing heavy clothes or armor of any sort take a –4 penalty on their saves. PCs with the Survival skill can make a check and take this result instead of making a standard Fortitude save. PCs reduced to unconsciousness begin taking lethal damage (1d4 points every hour).

Superior Masonry Walls: 1 ft. thick; hardness 8; hp 90; break DC 35; Climb DC 20.

Double Stone Doors: 1 ft. thick; hardness 8; hp 180; break DC 32.

Single Stone Doors: 4 in. thick; hardness 8; hp 60; break DC 28.

Wandering Monsters

There are no wandering monsters on level 4.

Area 4-1 – The Fiery Fountain (EL 10): Read or paraphrase the following:

The bonfire transports you into a large chamber that is dominated by a fountain of indigo-hued stone filled with molten rock instead of water. The heat rising from this deadly liquid fills the area with a hellish red glow and it feels as if the

very air is on fire. The centerpiece of this fountain is a terrible scaled beast with multiple fanged heads, many of which wear intricate crowns. None of the heads are spouting lava. Projecting from the belly of this creature are six black iron levers. The chamber has no exits.

This area is the entry point to the final level of the dungeon. The heat in this area is abysmal and PCs staying here for more than 10 minutes must make a successful DC 15 Fortitude save or take 1d4 points of nonlethal heat damage, followed by another saving throw every 10 minutes thereafter (with the DC increasing by +1). Those wearing heavy clothes or armor receive a -4 penalty to this check and Survival checks can be used in place of a saving throw.

Anyone actually moving within 5 feet of the lava fountain automatically takes 1d6 points of nonlethal heat damage instead (no save). Those touching the lava take 2d6 points of fire damage or 20d6 points of damage if they actually enter the fountain.

The west and east walls of the chamber are sliding walls, and when activated slide back to reveal the doors to areas 4-2 and 4-3. The walls can be found with a DC 20 Search check and they count as both secret doors and unusual stonework for elves and dwarves. Pulling two of the levers on the lava fountain activates the walls simultaneously. The walls are treated as superior masonry walls for purposes of destroying them or breaking them down.

One of the masonry blocks that make up the northern wall conceals a hidden compartment that can only be opened by pulling two of the six levers on the fountain. Finding the compartment requires a DC 30 Search check. The compartment has been magically augmented and protected by a *permanent magic aura* spell, rendering it undetectable to *detect magic* (but not *detect secret doors* or similar spells).

The compartment contains a pair of spun gold *slippers of spider climbing* and a solid gold ankh set with a large ruby worth 2,500 gp. This ankh is the second object required for the ritual to free Talib.

The statue that is the centerpiece of the lava fountain is that of a hydra. The heads rise to a height of 15 feet and require a DC 10 Climb check to scale (such as if the heads are climbed to get away from the rising lava). The statue is incredibly hot and anyone touching it takes 1d6 points of fire damage each round, forcing those on top of the heads to make new Climb checks every round to hold on.

Trap: The six levers located on the belly of the hydra statue activate the sliding walls, and open the hidden compartments containing the ankh. Pulling on levers 3 and 4 activates the sliding walls, while the hidden compartment is opened when levers 2 and 5 are pulled. Pulling only one lever does nothing. PCs who count the hydra's heads find that it has 12 heads and wears a total of 10 crowns. This should give canny PCs a clue as to which levers to pull (as these numbers are multiples of the correct levers).

Levers 1 and 6 are traps, and when pulled cause the other levers to lock into place and a wall of stone to drop in front of the *bonfire teleporter*. This wall can damage PCs, but its main purpose is to block off any escape. The wall is 1-foot thick, and treated as superior masonry for all purposes.

One round after the wall drops down, magma starts jetting from the hydra's open mouths, quickly filling up the fountain and spilling out into the chamber. The chamber fills up at a rate of 1-foot per round and fills up to a depth of 5 feet before stopping and draining away at the start of the following round. This process does not destroy the walls or hidden compartment, but leaves the rock red hot for 6 hours; causing 1d6 points of fire damage per round of contact (no save). The magma does not harm the iron levers or the fountain.

Creatures that dive out of the wall's way must choose whether they want to remain on the fountain side or dive back through the teleporter.

Lava Fountain Trap: CR 9; mechanical; touch trigger (pulling wrong levers); automatic reset (after lava drains from area); liquid; never miss; onset delay (1 round); lava causes 2d6 points of fire damage on the first round, then 5d6 on the second, 10d6 on the third, 15d6 on the fourth, and 20d6 on the fifth before draining away (no save); Search DC 16; Disable Device DC 25 (blocking the valves in the hydra's mouths so they can't open).

Hidden Compartment: 2 in. thick; hardness 16; hp 60; break DC 45.

Falling Wall Trap: CR 6; mechanical; location and touch trigger (pulling wrong levers); automatic reset (after lava drains from area); DC 20 Reflex save to avoid (8d6, falling wall); multiple targets (anyone standing in an adjacent square to the *bonfire teleporter*); Search DC 20; Disable Device DC 20 (wedging the wall stuck so it cannot fall).

Area 4-2 – Chapel of the Shadow Serpent (EL 9):

Read or paraphrase the following:

The passage leads to a huge chamber that has a high vaulted ceiling lost in dense shadows. Pillars of dark purple rock reach up into the darkness, the pillars sculpted into the shapes of terrible rearing serpents. Large bas-reliefs of serpents wind their way along the walls and the tiled floor is covered with yet more embossed images of snakes.

At the far end of the chamber is a large altar of dull black stone which is feebly illuminated by two braziers of violet flame. The altar seems to squirm as if alive, and the faint susurrus of dozens of slithering bodies reaches your ears.

When the Grand Caliph sought to imprison Talib, he reached an agreement with a cult of the snake god Ashuxoth (known as Axaluatl in other parts of Àereth) to help guard the location in exchange for future aid. The cult agreed and over the past centuries has maintained a presence on this level of the dungeon. The current crop of cultists includes the brightfang drakon Vshassra, who maintains the chapel here to Ashuxoth and a number of drakon mongrels.

Unlike most of the dungeon, this area is kept reasonably dark by the cultists and is only lit by two alchemically treated braziers (hence the strange colored flames). While the snake sculptures and images are unsettling, they are harmless. They do help to conceal the occupants of the area, however.

The altar is constructed of black basalt and is covered with a *permanent image* of hundreds of deadly snakes (DC 18 Will save to disbelieve). The snakes appear to strike out at any non-worshipper of Ashuxoth who touches the altar, but this attack does nothing.

In the northern-western corner of the chamber is a small area where Vshassra eats and sleeps. The area contains a small cot and a side table.

The chapel is covered by an *unhallow* spell that protects worshippers of Ashuxoth with a *resist energy* (fire) spell (this is a precaution against the lava fountain in area 4-1 should magma flood into the area).

The brightfang drakon Vshassra is a conniving, hedonistic creature and prefers to seduce and corrupt good creatures to her god's cause rather than simply kill them. She hates combat (all that blood sullies her fine clothing), and relies on her evil servants to do the bulk of the fighting while she casts spells from a safe distance. When the PCs meet her she takes the form of a beautiful human woman

with long wavy black hair and piercing hazel eyes, wearing robes of fine gossamer-thin white and gold silk highlighted with lapis lazuli and gold jewelry.

Hiding amidst the images of snakes on the tiled floor are four spawn of Ashuxoth, horrible snake-like outsiders with the ability to transform other creatures into snakes. These spawn attack anyone who harms Vshassra or seeks to desecrate the chapel. They appear as normal vipers with intelligent evil eyes.

Tactics: Vshassra takes human form and casts *undetectable alignment* on herself as soon as she hears the sliding walls in area 4-1 open. She greets the PCs with a warm smile and tries to defuse any hostility by telling them that she means them no harm. She tells them that she is a cleric of Cynhuara, the goddess of good nagakind, and has created this chapel as a refuge for good adventurers exploring the dungeon. If PCs refute her claims by saying that the chapel is clearly devoted to an evil god, she explains that it is a necessary deception when one is surrounded by so much evil.

As she attempts to stall them with her words she tries to charm a gullible looking PC or two with her gaze and directs the PCs to camp in her chapel, after she prepares them a nice meal.

Should the PCs accept her offer, Vshassra casts *create food and water* before allowing the PCs to rest as they see fit. She then waits until the PCs are asleep before ordering the spawn to attack and rushing off to get the drakon mongrels from area 4-3.

If Vshassra is attacked (whether the PCs see through her deception or not) she casts *magic circle against good* and *aid*, while the spawn try to keep the PCs at bay. She leads off against the PC with a *dispel magic*, followed by a *hold person* spell before entering melee combat with her mace. If reduced to less than one third her hit points she attempts to flee to area 4-3.

The spawn hide amidst the images of snakes on the ground and try to move up to the PCs silently so they can attack with surprise (possibly by assuming *gaseous form*). They rely upon their poison and sneak attack ability in combat, and attempt to flank the PCs whenever they can. They fight until slain.

Vshassra, female brightvenom drakon Clr 6: CR 7; Medium Monstrous Humanoid (Reptilian); HD 9d8+18; hp 62; Init +6; Spd 20 ft., climb 10 ft., swim 10 ft.; AC 22, touch 14, flat-footed 20; Base Atk +7; Grp +8; Atk +1 *light mace* +9 melee (1d6+2) or bite +8 melee (1d4+1 plus poison); Full Atk +1 *light mace* +9/+4 melee (1d6+2) or bite +8 melee (1d4+1 plus poison); Space/Reach 5 ft./5 ft.; SA charming



gaze, death touch, poison, rebuke undead (6/day, 1d20+5, 2d6+9), spells; SQ darkvision 60 ft., deceive, keen senses; AL NE; SV Fort +8, Ref +7, Will +11; Str 13, Dex 14, Con 14, Int 12, Wis 17, Cha 16.

Skills and Feats: Bluff +6, Climb +6, Concentration +9, Hide +1, Knowledge (arcana) +4, Knowledge (religion) +9, Listen +5, Move Silently +1, Spellcraft +7, Spot +5, Swim +7; Ability Focus (charming gaze), Alertness, Combat Casting, Improved Initiative.

Cleric Spells Prepared (Caster Level 6th; 5/4+1/4+1/3+1): 0 – create water, cure minor wounds, detect magic, detect poison, guidance; 1st – cause fear (DC 14)*, command (DC 14), cure light wounds, doom (DC 14), obscuring mist; 2nd – aid, cure moderate wounds, deathknell (DC 15)*, hold person (DC 15), undetectable alignment; 3rd – bestow curse (DC 16), dispel magic, magic circle against good*, meld into stone. *Domain spells (Domains: Death, Evil)

Charming Gaze (Su): As charm person, 30 feet, Will DC 19 negates. The save DC is Charisma-based and includes the Ability Focus feat.

Death Touch (Su): +9 melee touch, 1/day, roll 6d6 and if it equals creature's hit points it dies (no save).

Deceive (Su): Once per day, Vshassra can assume the appearance of a human, elf, or half-elf

of the same height and weight as itself. The effect resembles the *disguise self* spell and lasts for one hour per character level. Vshassra gains a +10 bonus on Disguise checks when the ability is used to affect a disguise.

Keen Senses: Vshassra has very fine senses, giving her a +1 racial bonus on Listen and Spot checks.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Possessions: +1 light mace, +1 glamered chainmail, ring of protection +2, potion of cure moderate wounds (2), gold and lapis lazuli necklace (250 gp), 5 gold rings (20 gp each), gold and jet holy symbol (190 gp), polished gold mirror (75 gp), 4 bottles of rare perfume (40 gp each).

Spawn of Ashuxoth (4): CR 3; Small Outsider (Evil, Lawful, Reptilian); HD 2d8+2; hp 11 each; Init +5; Spd 50 ft., climb 20 ft., swim 20 ft.; AC 20, touch 16, flat-footed 15; Base Atk +2; Grp -3; Atk bite +7 melee (1d3-1 plus poison); Full Atk bite +7 melee (1d3-1 plus poison); Space/Reach 5 ft./5 ft.; SA poison, serpentine transformation, sneak attack +2d6, spell-like abilities; SQ damage reduction 5/cold iron or good, darkvision 60 ft., outsider traits, scent, spell resistance 14; AL LE; SV Fort +4, Ref +8, Will +6; Str 8, Dex 21, Con 13, Int 6, Wis 16, Cha 11.

Skills and Feats: Balance +17, Climb +17, Hide +17, Listen +10, Move Silently +9, Spot +10, Swim +11, Tumble +9; Spring Attack, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Con/1d6 Con, and serpentine transformation (see below). The save DC is Constitution-based and includes a +4 racial bonus.

Serpentine Transformation (Su): A creature that fails its second saving throw against the poisonous bite of a spawn of Ashuxoth and is reduced to 0 Constitution transforms into a viper of the same size as its original form over the course of an hour (creatures larger than huge size take 2d6 points of Constitution damage from the poison instead). The creature becomes a normal viper in all respects (including type) but is not under the control of the spawn. Constructs, oozes, plants, undead, and creatures with the shapechanger subtype or amorphous ability are immune to this power of the spawn's poison.

Sneak Attack (Ex): Anytime a creature is denied its Dexterity bonus or flanked by a spawn of Ashuxoth it deals 2d6 points of extra damage to that creature.

Spell-Like Abilities (Sp): 3/day – feather fall, magic fang; 1/day – animal trance (DC 12), gaseous form. Caster level 5th. The save DCs are Charisma-based.

Area 4-3 – Drakon Lair (EL 7): Read or paraphrase the following:

Condensation clings to the walls of this chamber, and the air is hot and muggy. A damp layer of earth covers the floor and several piles of straw have been formed into crude nests. Snake motifs decorate the walls and against the southern wall are several cages filled with birds, rats and other small warm-blooded creatures. To the north, the floor drops away into a pool of steaming water.

This chamber is the lair of 3 drakon mongrels that guard the corridor to Talib's prison. The drakon are part of the cult, but have been given this menial duty because of their underprivileged status. Vshassra hates these creatures and does not tolerate their presence unless she or the chapel is under threat. The drakon mongrels spend most of their time in this chamber, though one is in area 4-4 when this encounter starts, and operates the trap in area 4-5 rather than coming out to fight (even if its comrades are in peril of being slain).

Over a dozen cages crowd the southern wall of this chamber and most are filled with birds or rats. The animals are all in fairly reasonable health and are the drakons' major food source. Once per week Vshassra comes here to collect a plump bird or rat before returning to area 4-2. Should the PCs slay the drakon and not free the animals they eventually starve to death, something that may have repercussions for druids or good-aligned PCs.

Twisting one of the snake motifs activates the secret door to area 4-4. To locate this door requires a DC 25 Search check.

These drakon mongrels appear as bald, copper-skinned humanoids. Their snake sections are dull tan and brown with pale yellow underbellies. Unlike most drakon mongrels these ones do not carry bows.

Tactics: The drakon mongrels use their bite attacks or swords and try to constrict PCs to death in their coils. They fight until slain.

Drakon mongrels (3): CR 4; Medium Monstrous Humanoid (Reptilian); HD 6d8+12; hp 39 each; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +6; Grp +8; Atk bite +8 melee (1d6+3 plus poison) or masterwork longsword +9 melee (1d8+2/19-20); Full Atk bite +8 melee (1d6+3 plus poison) or masterwork longsword +9/+4 melee (1d8+2/19-20); Space/Reach 5 ft./5 ft.; SA constrict 1d4+1, improved grab, poison; SQ darkvision 60ft.; AL NE; SV Fort +4, Ref +7, Will +5; Str 15, Dex 15,

Con 15, Int 10, Wis 10, Cha 16.

Skills and Feats: Hide +8, Intimidate +7, Listen +6, Move Silently +4, Spot +4; Alertness, Improved Initiative, Toughness.

Constrict (Ex): A drakon mongrel deals 1d4+1 hit points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a drakon mongrel must successfully hit a Medium or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it successfully makes a grapple check, it establishes a hold and can then constrict.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 2d4 Con. The save DC is Constitution-based.

Possessions: masterwork leather armor, masterwork longsword.

Area 4-4 – Trap Control Room (EL 4): Read or paraphrase the following:

A damp chamber lies at the end of the corridor. The area is empty except for the occasional puddle of water and two rusty iron wheels projecting from the west wall.

This room contains the controls for the lightning snake trap in area 4-5. Manning the controls is a drakon mongrel that looks through the eyes of one of the snake motifs lining the walls into the water-filled corridor. The drakon does not respond to attacks upon its fellows, instead waiting until the PCs are traveling through area 4-5 before dropping the portcullises and lowering the lightning snake traps into the water.

Tactics: If the PCs locate the secret door and enter this area, the drakon follows the same tactics as its fellows in area 4-3.

Treasure: In a corner of the chamber is a pile of treasure belonging to the drakon mongrels. The treasure consists of 787 sp and 245 gp in a moldy cloth sack, 3 small aquamarines worth 300 gp each in a small leather pouch, an ivory elephant mask with jeweled gold tusks (1,400 gp), and a *scroll of stoneskin* in a red lacquered wooden tube.

Development: PCs who kill the drakon prevent the trap from being activated and should get XP for successfully bypassing it.

Drakon mongrel: CR 4; Medium Monstrous Humanoid (Reptilian); HD 6d8+12; hp 39; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +6; Grp +8; Atk bite +8 melee (1d6+3 plus poison) or masterwork longsword +9 melee (1d8+2/19-20);

Full Atk bite +8 melee (1d6+3 plus poison) or masterwork longsword +9/+4 melee (1d8+2/19-20); Space/Reach 5 ft./5 ft.; SA constrict 1d4+1, improved grab, poison; SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +7, Will +5; Str 15, Dex 15, Con 15, Int 10, Wis 10, Cha 16.

Skills and Feats: Hide +8, Intimidate +7, Listen +6, Move Silently +4, Spot +4; Alertness, Improved Initiative, Toughness.

Constrict (Ex): A drakon mongrel deals 1d4+1 hit points of damage with a successful grapple check.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 2d4 Con. The save DC is Constitution-based.

Possessions: masterwork leather armor, masterwork longsword.

Area 4-5 – Watery Corridor of Death (EL 8): Read or paraphrase the following:

Ahead of you, the floor of the chamber disappears into a large pool of water from which warm steam rises, resulting in a thick bank of fog that obscures vision beyond more than a few feet. While the pool is clearly quite hot it is not boiling, and nothing seems to swim in its depths. The pool stretches from wall to wall, making it impossible to traverse by foot.

The snake motifs continue along the walls that surround the pool and a large copper tube in the shape of hissing snake hangs down from the ceiling above the pool, its mouth agape.

This large pool is uncomfortably hot, and is heated by the magma coursing through the earth not far below the dungeon. The pool is 10 feet deep and counts as calm water for swimming purposes.

The steam in this area reduces visibility, providing partial concealment to all creatures beyond 10 feet and total concealment to all creatures beyond 20 feet. This prevents the PCs from seeing to the end of the pool or the other copper snake tubes unless they somehow blow the steam away. A *gust of wind* or similar spell clears the area of steam for 2d4 rounds.

Trap: The true danger in this area comes not from the heat of the water, but from the three copper tubes coiling down from the ceiling to a distance of 10 feet above the water level. These tubes are magical conductors, and when lowered into the water release a powerful electrical burst. The tubes are lowered manually by turning a wheel in area 4-4. If the PCs haven't entered this area and already disposed of the drakon mongrel within, it activates the lightning snake traps, lowering them into the water.

In addition to the lightning snake traps, two portcullises are hidden in the ceiling. Turning a wheel in area 4-4 drops these portcullises and the drakon mongrel does this prior to lowering the snake tubes.

Both the portcullis traps and the snake traps are difficult to reach because of the water, and hard to see because of the steam. This counterbalances the low DCs to locate and disable them.

Portcullis Traps (2): CR 2; mechanical; manual trigger (turning wheel in area 4-4); manual reset; DC 15 Reflex save to avoid (4d6, portcullis); Search DC 15; Disable Device DC 15 (wedging portcullis stuck).

Wooden Portcullises: 3 in. thick; hardness 5; immune to electricity; hp 30; break/lift DC 25.

Lightning Snake Traps (3): CR 4; mechanical and magic device; manual trigger (turning wheel in area 4-4); delayed reset (3 rounds before next discharge); onset delay (3 rounds); DC 14 Reflex save for half (5d6, 10-foot electrical burst); Search DC 18; Disable Device DC 20 (severing connection of copper wire wrapped around the snake's fangs).

Area 4-6 – Lava Valve Doors (EL 9): Read or paraphrase the following:

The passage continues for over sixty feet before coming to a set of dull purple stone doors. The doors are fitted with strange grooves that run up and down their length, and a bar of glistening brass runs through the doors center. On closer inspection you can see that the bar is made up of a number of identical brass plates each stamped with a letter in ignan, and that the plates can be removed or rearranged in a dozen different combinations.

These magically hardened porphyry doors provide entry into 4-7, and are locked. The doors are incredibly difficult to destroy and impossible to pick open. The doors are magically protected against *knock* spells and spells that affect stone such as *stone shape*.

The doors contain a series of internal locks that are housed deep in the stonework. A series of channels runs through the door though, and when filled with lava the channels direct the flow of molten metal over the locks thereby melting them and opening the door. Special valves prevent the lava from doing its job, and finding the correct combination of letters in ignan is the only way of opening them short of powerful magic. The letters have been arranged in the following sentence:

Suffer those who enter here

All has been for naught

Lost forever

And fires consumed

Many have tried

And all have failed

None shall pass this

Day or next

End your quest and

Rest in smoldering ashes

While this passage appears to be no more than a warning, the first letter of each line actually spells out the word salamander (much like an acrostic poem). If the PCs remove all the brass plates except for the first letter of each line the valves open and lava begins to run down the grooves in the door. Anyone touching the door at this time takes 1d4 points of fire damage per round of contact. 3 rounds later the locks melt and the door swings open with a whoosh of hot air.

Trap: While the lava running down the door melts the internal locks in the doors it also melts a series of iron bolts in the floor in front of the doors, causing the floor to open up and deposit anyone standing in the area into a pit lined with heated spikes. This also causes an average salamander to be summoned from the Elemental Plane of Fire, the creature appearing in an alcove in the pit's side some 10 feet from the bottom of the pit and 40 feet below the lip. This alcove is 10-foot wide and 5-foot deep and cannot be easily seen from up above. The alcove gives the salamander a good place to attack those trapped at the pit's bottom.

Tactics: The salamander is called as the result of a *lesser planar ally* spell and attacks the PCs to the best of its ability. It jabs at creatures in the pit with its spear and uses the alcove for cover (gaining a +8 cover bonus against missile fire from PCs above the pit and a +4 cover bonus against missile fire from PCs in the pit). The salamander's spear can reach the bottom of the pit and its height advantage gives it a +1 bonus to hit. The salamander fights until slain, but does not follow creatures out of the pit.

Summoned Average Salamander: CR 6; Average Outsider (Extraplanar, Fire); HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9; Grp +11; Atk spear +11 melee (1d8+3/x3 plus 1d6 fire); Full Atk spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee

(2d6+1 plus 1d6 fire); Space/Reach 5 ft./5 ft.; SA constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8; Alertness, Multiattack, Power Attack.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

Heat (Ex): A salamander's touch causes additional fire damage. It can transfer this heat through metallic weapons.

Magically Hardened Stone Doors: 6 in. thick; hardness 16; hp 360; break DC 50.

Heated Wide-Mouthed Spiked Pit Trap: CR 7; mechanical; conditional trigger (melting bolts in floor); no reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 points of damage plus 1d6 fire each); multiple targets (all targets in a 10-ft. by 10-ft. area); Search DC 20; Disable Device DC 25 (sealing the small holes in the floor so the lava cannot escape into them).

Area 4-7 – The Prison (EL 10): Read or paraphrase the following:

The doors open to reveal a many-pillared chamber of dark purple rock that gradually slopes away to the north. Twin canals of red-hot lava bisect the chamber and everburning torches are mounted from metal sconces on every third pillar. At the far northern end of the chamber is the massive bronze statue of a monstrous humanoid creature with horns and a leering expression on its cruelly fanged mouth. The statue's arms are extended out before it as if to hold something, though nothing is in its clawed hands.

Affixed to the northern wall beyond this statue is a large hemisphere of clear crystal in which roils a cloud of blue-white vapor. As you watch, the face of a handsome yet tortured-looking djinni with jet-black hair and piercing blue eyes appears within the confines of the crystal and cries out inconsonantly, before vanishing back into the mist.

This chamber is where Talib has been imprisoned for over 500 years and is the final destination of PCs seeking to free Talib and secure his tears to save Ashareet.

The twin canals of lava bisecting this chamber are each 10 feet wide and are not crossed by any bridges or walkways. The streams are artificial canals created by the dungeon's architects, and are only 3 foot deep. The heat from the canals is abominable, and has the same affects as the heat in area 4-1 (see that area for details). PCs touching the lava take 1d6 points of fire damage, while those wading through take 5d6 points of fire damage per round. Because of its viscosity, PCs moving through the lava find that it takes 2 squares of movement to enter a single square. PCs jumping over the lava canal take no damage unless they fall into the liquid. The efreeti have no trouble moving through or across the top of the lava with their fly speed and use the lava canals as obstacles if they retreat from battle.

At the far end of the chamber is a 15-foot tall statue of the Grand Caliph constructed out of burnished bronze. This statue radiates strong conjuration and enchantment magic, and serves as the conduit for the energies needed to release Talib from his *binding*. The statue's hands are empty but are clearly meant to hold something. The statue has been magically enchanted to be of incredible hardness and strength.

If the PCs do not have all the components for the ritual to free Talib, the statue does nothing. If the statue or any object used in the ritual is destroyed, freeing Talib becomes much more difficult. If this occurs only divine will or a *wish* spell can do the trick.

The crystal hemisphere is indestructible, and no amount of attacking it on the PCs' part can put so much as a scratch on it. Talib cannot see or hear the PCs, and cannot communicate with them in any way. Only by enacting the ritual can the *binding* be broken (although a *disjunction* spell, *wish*, or a god might also be able to do it).

The chamber is guarded by two efreeti named Isherat and Zhurkahl. These two efreeti are typical of efreeti, but wear golden chain shirts and wield massive golden battleaxes. The efreeti are invisible when the PCs first enter the chamber and wait until the PCs begin the ritual before attacking. The efreeti are bored with their duty and seek combat as a means of relieving their ennui. If the PCs discover the efreeti before attempting the ritual and engage them in parley, the efreeti respond in kind. As is normal for efreeti they are insufferably arrogant and consider humanoids to be inferior creatures that deserve only to be slaves. They refrain from attacking until the PCs try to leave the chamber or enact the ritual.

Tactics: Isherat and Zhurkahl's first act is to release quickened scorching rays before surrounding the PCs and the statue of the caliph with *walls of fire*.

They then wait until the PCs move through the walls before unleashing more *scorching rays* or *produce flames* at them. The efreeti try reducing their opponents in size before attacking them with their battleaxes or fists, and turn *gaseous* and fly out of reach to escape melee attacks or damage from cold effects. One of their favorite tactics is to reduce a PC in size and use a grapple check to throw him or her into one of the lava canals. Because they fear the wrath of the Caliph they fight to the death.

Development: As soon as the PCs place the golden crook from area 2-3 and the golden ankh from area 4-1 into the statue's hands, and speak the ritual found in area 3-5, the statue animates and turns to face the crystal hemisphere, crossing the crook and the ankh in front of it. 5 rounds later both objects glow with white-hot light and a beam issues forth to strike the hemisphere, melting it into a pile of glassy slag and releasing Talib. Once the hemisphere is melted read or paraphrase the following:

As the crystal hemisphere melts away, the vapor escapes and coalesces into the shape of a well-muscled man wearing white and gold apparel suitable for a prince. The man is easily twenty feet tall and the gratitude on his face is obvious as tears begin to flow down his cheeks. Smiling, he cups his hands, the tears forming a pool of sparkling water.

"I thank you heroes for releasing me from my prison. Now that you have done me this great service I give to you my tears so that the curse laid upon Ashareet is sundered forever. Come; let us leave this unwelcome place."

Once the PCs have collected Talib's tears he whisks them to the oasis where Nesferu died and watches over them as they sprinkle the tears into the oasis. Once the PCs do this read or paraphrase the following:

As Talib's tears touch the polluted waters of the oasis in which Nesferu spilt his blood, a brilliant white light erupts from the surface, expanding in shimmering waves to wash over you and envelop the desert in every direction. As the light fades you see that the oasis has been restored to its former beauty and you realize that the curse has been lifted. There is no sign of Talib, but a large mound of gold and gems lies where he stood.

When the tears mix with the waters of the oasis the curse is lifted and all of Ashareet's citizens are cured of the dreadful plague. The other effects of the curse also vanish, the sandstorms and supernatural phenomena disappearing in a matter of sec-

onds. The treasure lying upon the ground includes 5,000 gp and 100 gems worth 50 gp each. The treasure is permanent.

If the curse is not lifted, Ashareet's citizens fall to the plague or flee into the wastes and the city-state collapses into complete anarchy. Within a couple of months the city-state is all but destroyed and the city is transformed into a massive dust bowl.

Isherat and Zhurkahl, Male and Female Efreeti: CR 8; Large Outsider(Extraplanar, Fire); HD 10d8+20; hp 69, 65; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 23, touch 12, flat-footed 20; Base Atk +10; Grp +20; Atk slam +15 melee (1d8+6 plus 1d6 fire) or +1 *large battleaxe* +16 melee (2d6+7/x3 plus 1d6 fire); Full Atk 2 slams +15 melee (1d8+6 plus 1d6 fire) or +1 *large battleaxe* +16/+11 melee (2d6+7/x3 plus 1d6 fire); Space/Reach 10 ft./10 ft.; SA change self, heat, spell-like abilities; SQ darkvision 60ft., immunity to fire, plane shift, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +15, Craft (any one) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-Like Ability (*scorching ray*).

Change Self (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round that it maintains a hold while grappling.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

Spell-Like Abilities: At will – *detect magic*, *produce flame* (+12 ranged), *pyrotechnics* (DC 14), *scorching ray* (+12 ranged, 1 ray only); 3/day – *invisibility*, *wall of fire* (DC 16); 1/day – grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18), *polymorph*.

Possessions: +1 *chain shirt*, +1 *large battleaxe*.

Statue of the Grand Caliph: AC 3; hardness 20; 1,800 hit points.

Further Adventures

Whether the curse is lifted or not, the Grand Caliph takes notice of the PCs for invading his dungeon and could possibly use his great influence and power to make life difficult for them. This is especially true if they freed Talib, as the djinni lord is one of the Caliph's greatest foes. Talib could also approach the PCs for help in the future, something that could involve the welfare of the djinni race, an efreeti-djinni war raging across the outer planes, or some personal matter.

Even if the PCs do not get involved with Talib or the Grand Caliph, other forces could arise to plague the area. While Nesferu is dead and his army lies in tatters, a new leader could inspire the nomadic humans to rise up against the settlements in the region. This leader may be another sorcerer like Nesferu, or perhaps something worse such as a blue dragon or a powerful lamia.

Aside from the Grand Caliph, the PCs can also count the drakon as foes, the serpent men's foothold in the region increasing as they spread out from their native lands. The PCs may be called to route out a den of drakon seeking to take over Ashareet or some other area, or invade a hidden complex of drakon somewhere in the desert as they seek to enact a spell to transform all the snakes in the desert into fiendish or awakened creatures.

Even without the threat of the drakon or the efreeti, the desert is a dangerous place filled with ancient ruins and the lairs of terrible monsters. Perhaps the sandstorms that have been plaguing Ashareet unearth a crumbling mausoleum filled with mummified animals and a demented mummy druid intent on drying up all the oases in the desert, or the ruins of an ancient city inhabited by elven fanatics wielding glass scimitars and giant beetles constructed of whirling copper and steel.

Appendix 1: New Monsters

LOTUS-EATERS

Medium Undead

Hit Dice:	7d12 (45 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
BAB/Grapple:	+3/+7
Attack:	slam +7 melee (1d6+4 plus poison)
Full Attack:	2 slams +7 melee (1d6+4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	beguiling voice, poison
Special Qualities:	damage reduction 10/slashing, darkvision 60 ft., +4 turn resistance, undead traits
Saves:	Fort +4, Ref +3, Will +7
Abilities:	Str 18, Dex 12, Con —, Int 10, Wis 14, Cha 18
Skills:	Bluff +20, Disguise +14*, Intimidate +14, Listen +8, Spot +8
Feats:	Ability Focus (beguiling voice), Great Fortitude, Persuasive
Environment:	Any arid or underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	8-21 HD (Medium)

The woman before you is partly clothed and very attractive, with sparkling eyes, lustrous hair, and a glowing shine to their skin. She speaks to you in a lush and languid voice, full of hidden promise.

Lotus-eaters are undead creatures created from the corpses of handsome men and women embalmed using special resins and waxes. Typically created to serve as consorts or concubines to powerful liches or mummy lords, lotus-eaters can pass as humans for short periods of time using their hypnotic voices to seduce and destroy living creatures (particularly humanoids of great beauty). Lotus-eaters gain their name from their need to eat black lotus petals to keep their forms from decaying.

The black lotus petals that the lotus-eaters consume to power their undead metabolisms is not completely digested in the process and the lotus-eaters can cause the residual poison trapped in their bodies to leak out through their skin. In combat the indigo colored poison drips from underneath the lotus-eaters fingernails and from their palms, and any creature struck by a lotus-eater in combat must make a save to resist the effects of the poison.



A normal lotus-eater appears as a slim handsome humanoid. Under bright light, a lotus-eater's skin takes on a waxy sheen. Lotus-eaters are generally 5 to 6 feet tall and weigh about 120 pounds.

COMBAT

Lotus-eaters begin combat by using their beguiling voice ability to put their opponents into vulnerable positions (such as making them lie down or throw aside their slashing weapons) before moving in to pummel and poison them to death.

Beguiling Voice (Su): The hypnotic voice of a lotus-eater is able to convince a creature to act in a particular fashion or take a course of action as if under the effects of a *suggestion* spell (DC 19). As with the *suggestion* spell, the creature listening to the lotus-eaters words must be able to understand the words for the power to work. The save DC for this ability is Charisma-based and includes the Ability Focus feat. The caster level for the ability is 7th.

Poison (Ex): Contact, Fortitude DC 18, Initial and secondary damage 1d8 Con/1d8 Con. The save DC and damage is weaker than regular for black lotus poison, resulting from the poison losing its potency after passing through the lotus-eater's body.

Skills: Lotus-eaters gain a +4 racial bonus on Bluff checks, and on Disguise checks to appear human.

NAGALISK

Large Aberration

Hit Dice:	9d8+45 (85 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
BAB/Grapple:	+6/+15
Attack:	bite +10 melee (2d6+7 plus poison)
Full Attack:	bite +10 melee (2d6+7 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	petrifying gaze, poison, spells
Special Qualities:	darkvision 60 ft., nictitating membrane
Saves:	Fort +8, Ref +4, Will +8
Abilities:	Str 20, Dex 12, Con 20, Int 10, Wis 15, Cha 15
Skills:	Concentration +13, Listen +8, Search +8, Spot +8
Feats:	Ability Focus (petrifying gaze), Alertness, Combat Casting, Dodge, Eschew Materials ^B
Environment:	Any
Organization:	solitary or nest (2-4)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Often neutral evil
Advancement:	10-18 HD (large), 19-27 HD (huge)

Slithering towards you across the floor is a large snake-like monster with rust red scales and barbs running along the length of its back. The creature hisses at you menacingly, its vaguely humanoid face screwing up in anger and its eyes glowing with a lambent green light.

Thousands of years ago a cabal of powerful drakon wizards magically crossbred nagas with basilisks to create a new race of guardian beasts. The resulting monsters were not as loyal as the drakon had hoped and many soon escaped into the wilds. When the true races of nagas (those described in the MM) learnt of the nagalisks they proceeded to exterminate any they could find, and they almost succeeded. Now only a few nagalisks exist, most of them guarding ancient treasure sites or drakon temples.

A typical nagalisk is 20 feet long, and weighs in excess of 800 pounds.

Nagalisks speak common and terran.

COMBAT

Against a single foe a nagalisk typically keeps its reflective eyelid drawn and uses its paralyzing poison and spells to capture the creature instead (such victims are often swallowed alive). Against multiple opponents or when pressed by a single opponent it reveals the full

fury of its gaze and resorts to its more damaging spells.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet. Fortitude DC 18 negates. The save DC is Charisma-based and includes the Ability Focus feat.

Poison (Ex): Injury, Fortitude DC 19, initial and secondary damage 1d8 Dex/paralysis for 10 minutes. The save DC is Constitution-based.

Nictitating Membrane (Ex): A nagalisk has a reflective membrane or third eyelid that it can close over its eyes as a free action. This nictitating membrane prevents creatures from being affected by the nagalisk's petrifying gaze attack and protects the nagalisk from being affected by other gaze attacks. It also gives the nagalisk a +4 bonus on saving throws against any spell with the light descriptor or any attacks involving bright colors or lights (such as the blinding effect of a *prismatic wall*).

Typical Sorcerer Spells Known (6/7/7/4; CL 7th): 0 – *acid splash*, *daze* (DC 12), *detect magic*, *mending*, *open/close*, *ray of frost*, *read magic*; 1st – *burning hands* (DC 13), *charm person* (DC 13), *mage armor*, *magic missile*, *silent image* (DC 13); 2nd – *blur*, *mirror image*, *stinking cloud* (DC 14); 3rd – *gaseous form*, *lightning bolt* (DC 15).

SPAWN OF ASHUXOTH

Small Outsider (Evil, Lawful, Reptilian)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+5
Speed:	50 ft. (8 squares), climb 20 ft, swim 20 ft.
Armor Class:	20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15
BAB/Grapple:	+2/-3
Attack:	bite +7 melee (1d3-1 plus poison)
Full Attack:	bite +7 melee (1d3-1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	poison, serpentine transformation, sneak attack +2d6, spell-like abilities
Special Qualities:	damage reduction 5/cold iron or good, darkvision 60 ft., outsider traits, scent, spell resistance 14
Saves:	Fort +4, Ref +8, Will +6
Abilities:	Str 8, Dex 21, Con 13, Int 6, Wis 16, Cha 11
Skills:	Balance +17, Climb +17, Hide +17, Listen +10, Move Silently +9, Spot +10, Swim +11, Tumble +9
Feats:	Spring Attack ^B , Weapon Finesse
Environment:	Any
Organization:	Solitary or nest (2-12)
Challenge Rating:	3
Treasure:	None (incidental)
Alignment:	Always lawful evil

Advancement: 3-6 HD (small), 7-12 HD (medium), 13-18 HD (large)

A small snake lashes out at you with its mouth held wide, whipping through the air with incredible speed. The snake's scarlet eyes glow with an evil intelligence.

These snake-like monsters are the chief servants of Ashuxoth (more commonly known as Axaluatl), one of the evil snake gods of Àereth worshipped by drakon, nagas, and some dragons and lizardfolk. Regarded as little more than dumb beasts or minor nuisances on the outer planes, the spawn of Ashuxoth are cunning and resourceful monsters that love sneaking up on lone creatures and transforming them into snakes with their dreadful bite.

The typical spawn is 2 to 3 feet long and weighs just a few pounds. The spawn are typically colored in various shades of black, yellow, and red.

Spawn speak abyssal and common.

COMBAT

Ashuxoth's spawn always attempt to strike at creatures with the benefit of surprise, lashing out and then withdrawing back into the shadows. They use their spell-like abilities to sneak into sealed areas or confuse their opponents.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Con/1d6 Con and serpentine transformation (see below). The save DC is Constitution-based and includes a +4 racial bonus.

Serpentine Transformation (Su): A creature that fails its second saving throw against the poisonous bite of a spawn of Ashuxoth and is reduced to 0 Constitution transforms into a viper of the same size as its original form over the course of an hour (creatures larger than huge size take 2d6 points of Constitution damage from the poison instead). The creature becomes a normal viper in all respects (including type) but is not under the control of the spawn. Constructs, oozes, plants, undead, and creatures with the shapechanger subtype or amorphous ability are immune to this power of the spawn's poison.

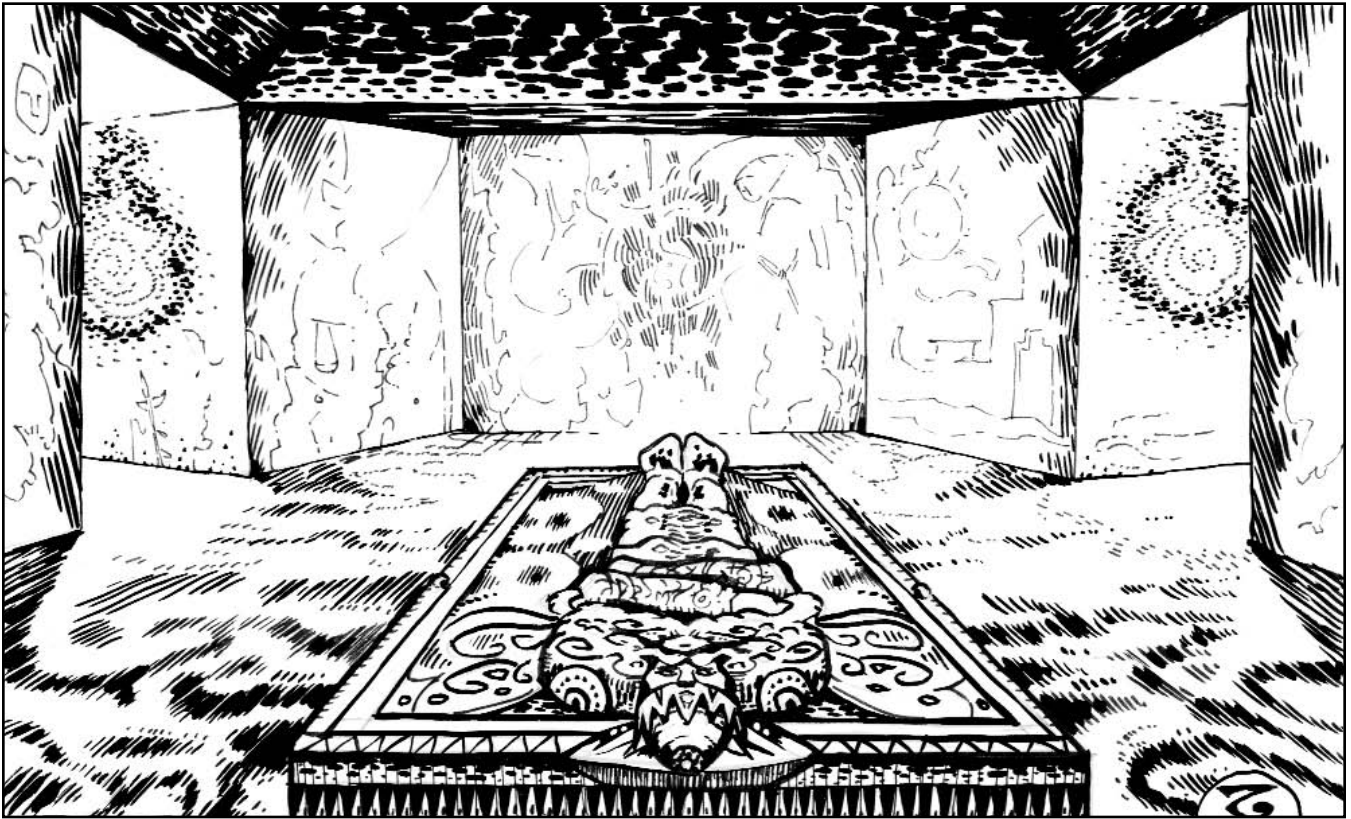
Sneak Attack (Ex): Anytime a creature is denied its Dexterity bonus or flanked by a spawn of Ashuxoth it deals 2d6 points of extra damage to that creature.

Spell-Like Abilities (Sp): 3/day – *feather fall*, *magic fang*; 1/day – *animal trance* (DC 12), *gaseous form*. Caster level 5th. The save DCs are Charisma-based.

Skills: A spawn of Ashuxoth gains a +8 racial bonus to Balance and Climb checks, and a +4 racial bonus to Hide, Listen, and Spot checks.

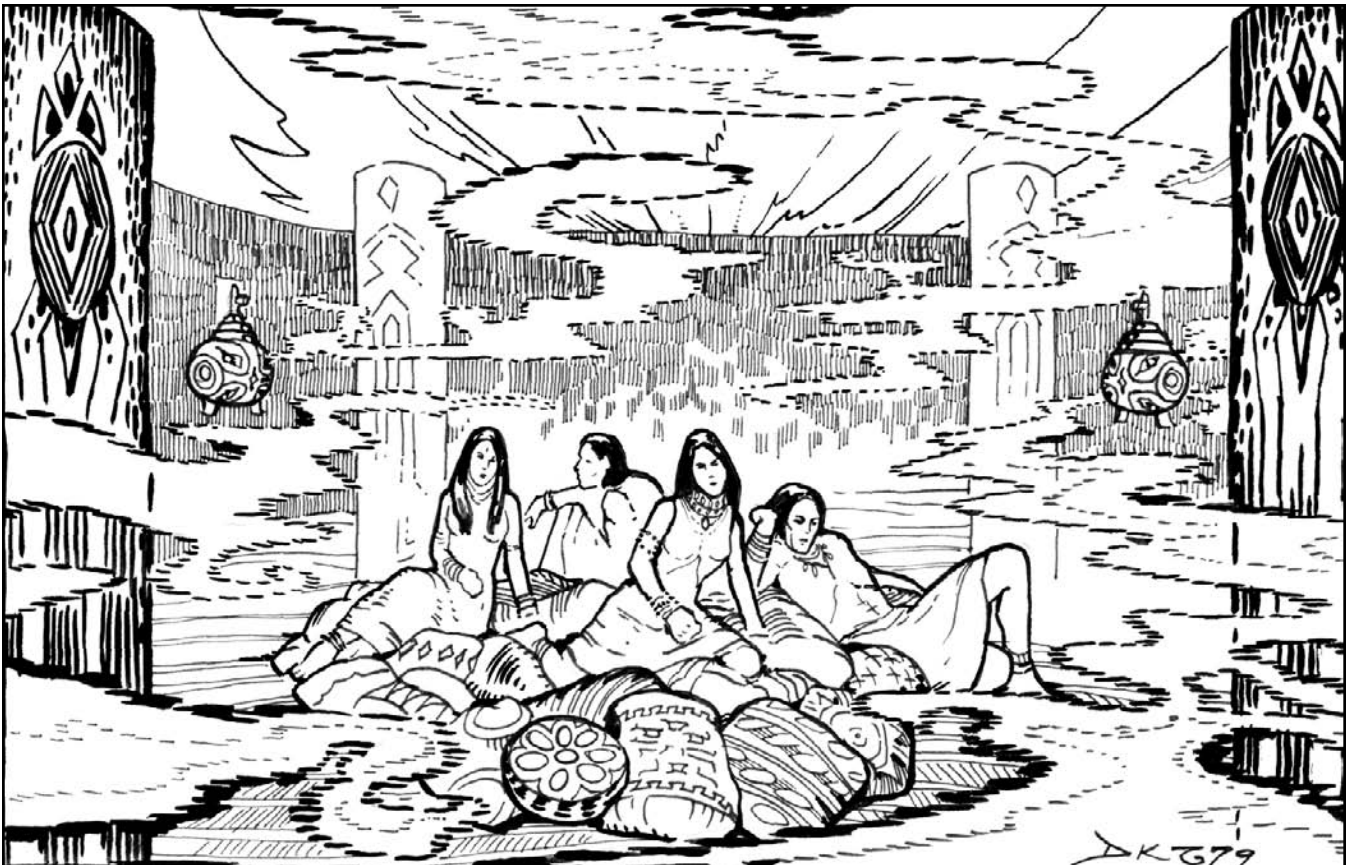
A spawn of Ashuxoth can always take 10 on Balance and Climb checks, even if it is rushed or threatened, and uses its Dexterity modifier on its Climb checks.

A spawn of Ashuxoth has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



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Players' Handout C



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Players' Handout D





ONCE THERE WERE TWO DRAGONS. EACH THE MASTER OF HIS OWN DOMAIN.

THE DRAGONS MET ON A FLAT STONE PLAIN TO CONTEST WHICH ONE WAS THE GREATEST. THE FIRST DRAGON SAID, "I HAVE DANCED IN THE ICY PALLOF OF THE NORTHERN WASTES AND ALL BENEATH ME TREMBLED."

TO WHICH THE SECOND DRAGON RESPONDED, "I HAVE SWUM IN THE TORRID BLOOD OF AERE TH AND ALL ABOVE ME WHIMPERED."

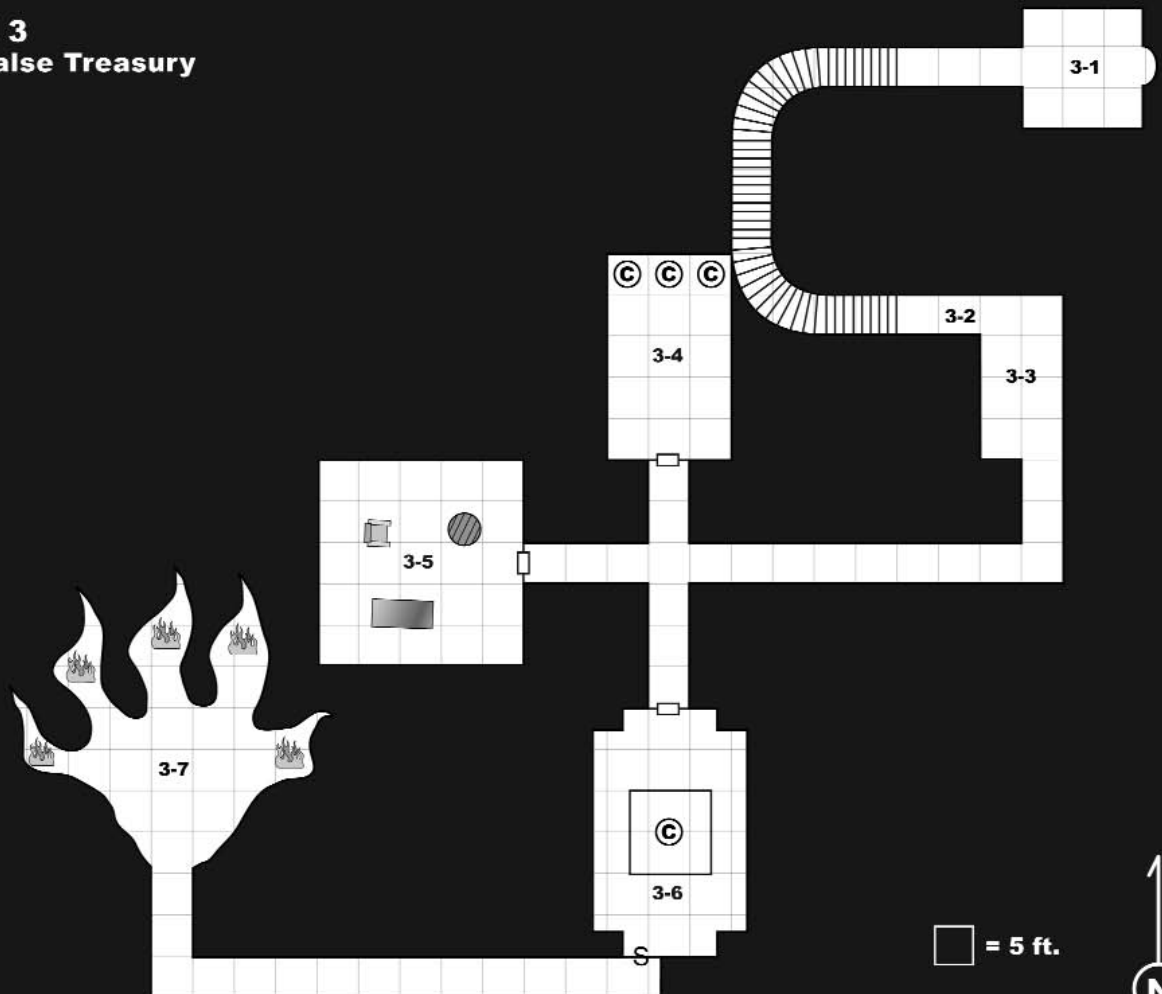
AFTER LONG DEBATE NEITHER DRAGON COULD SETTLE THE MATTER, SO THEY CALLED IN A THIRD PARTY TO INTERVENE, A CUNNING FOREST DYAKE THAT SOUGHT TO CREATE DISSENSION BETWEEN THE TWO.

"IF I WERE AN ENEMY, THE CHOICE WOULD BE CLEAR. BETTER THE COLD REPROACH OF WINTER THAN THE SEARING TOUCH OF AN OPEN FLAME."

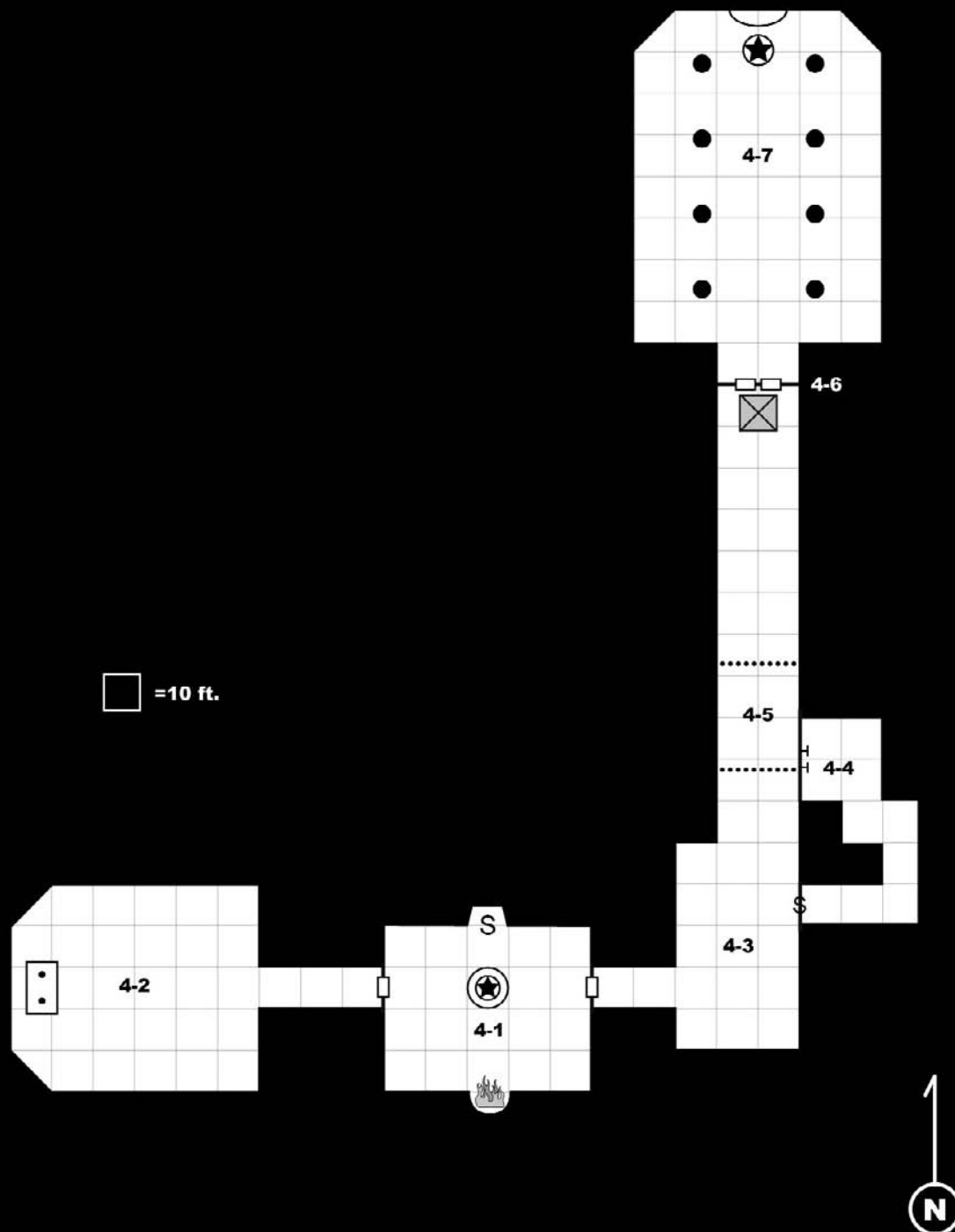
AT HIS RESPONSE THE FIRST DRAGON FLEW INTO A RAGE AND ATTACKED THE SECOND IN AN EFFORT TO PROVE THE CUNNING DYAKE WRONG. IN THE END, THE FIRST DRAGON WAS SLAIN, BUT IN HIS DEATH THE WOUNDED DRAGON OF FIRE WAS MUCH WEAKENED, AND THE CUNNING FOREST DYAKE FELL UPON HIM AND TORE OUT HIS THROAT.

SUCH IS ONE OF THE MANY TALES OF THE EMEYALD WYRM WYNDYANAXTYRIL.

Level 3
The False Treasury



Level 4 **The Prison of the Djinni**

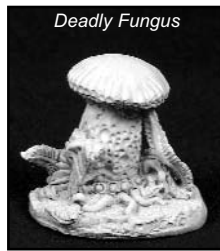


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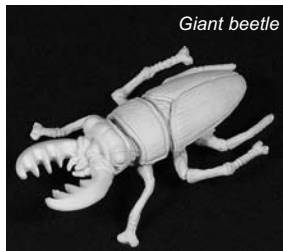
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Deadly Fungus



Giant beetle



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Otyugh



Darkmantle



Stirge Swarm



Lizardman Fighter



Raging Owlbear

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