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Dungeon Crawl Classics #32

The Golden Palace of Zahadran

by Greg Oppedisano

AN ADVENTURE FOR CHARACTER LEVELS 14-16



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.

While investigating rumors of a dangerous blue dragon wreaking havoc in the deep desert, the heroes tumble under the sands into the magically sealed dome of an ancient palace. The temporarily weakened dome reseals above them, and they are left to explore the golden palace of Zahadran, once seat of power for the legendary Caliph Ardishir the Magnificent. But the dome is weak because it has been assaulted by the mythical storm demon Azi Dahaka and his trapped minions, evil creatures that were sealed under the magical dome to keep them from ravaging an unsuspecting world. To escape from the golden palace, the heroes must defeat Azi Dahaka and his minions, uncover long-buried arcane secrets, and close a gateway to the otherworld!

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



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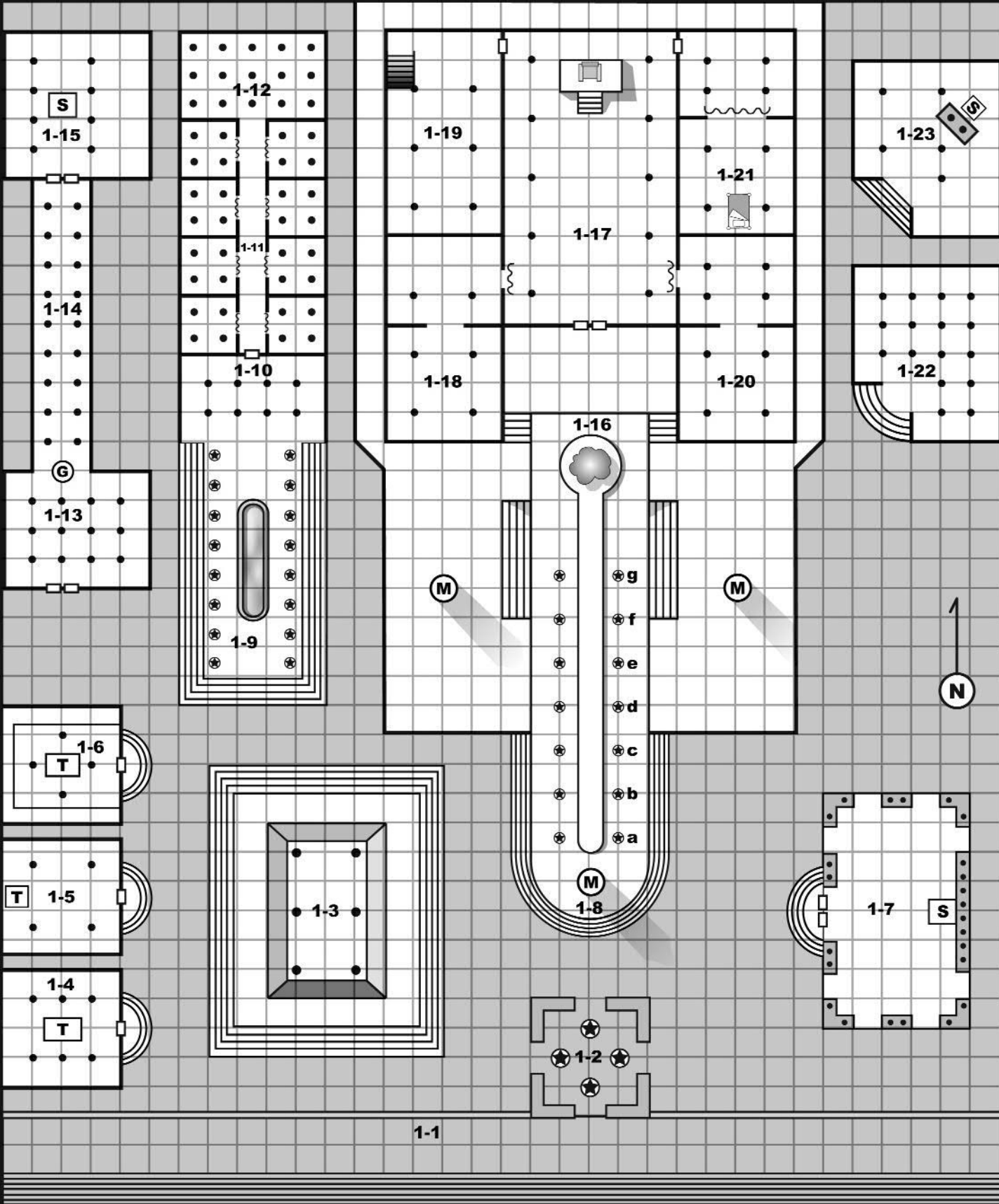
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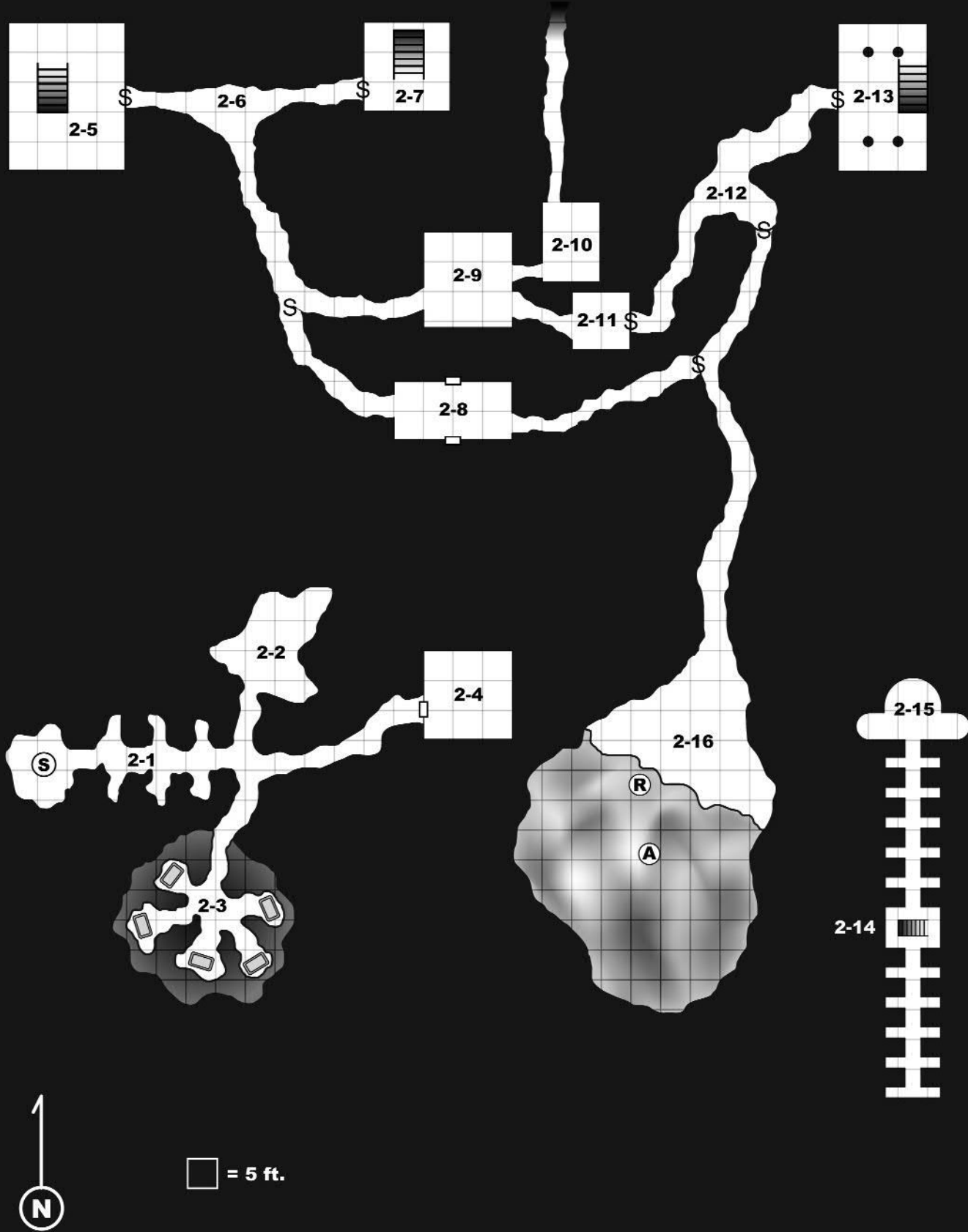
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The Palace



□ = 10 ft.

The Catacombs



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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.

The Golden Palace of Zahadran is designed for 4-6 characters of 14-16th level. We recommend 65-75 total character levels between the party members. While the characters can be of any character class, a good mix of characters is helpful. In particular, the module has a healthy number of extraplanar encounters so paladins and clerics focused on dealing with outsiders would be helpful. The strong warrior type, the sneaky dungeon rogue and the articulate mage also have their place.

Adventure Summary

The characters arrive at the Bazaar of Quaysarria, a traveling tent city famous for offering the most unique and priceless collections of rare treasures and magical accoutrements. Sha Abbas, Emir of Shadhalla, the Prince of Dunes rules the tent city and invites the famous party of adventurers to attend him in his Grand Pavilion. Once there, the Prince is about to attempt to hire the party to investigate rumors of a dangerous blue dragon wreaking havoc in the deep desert, when they are interrupted by the arrival of Masjed-al-Talba, a lone survivor of an attack by a dreaded blue beast. Masjed-al-Talba is secretly a cleric of the ancient forgotten god Ahura Mazda, "Lord of Wisdom," deity of creation, light and sun, and ancient enemy of Angra Mainyu, "Lord of Darkness," bringer of evil, death and disease. Masjed-al-Talba has witnessed what was foretold in the great scrolls – the unleashing of Angra Mainyu's harbinger of dread, the daeva Azi Dahaka, a storm demon of waste and unmaking. Masjed pleads with the party to travel to the deep desert and gives them specific map instructions on how to find the site of the latest attack by Azi Dahaka.



Traveling to the site of the last attack by Azi Dahaka, the party is ambushed in the deep desert by the storm demon on the sands above a buried magical dome, which protects the golden palace of Zahadran. The storm demon's blistering assault temporarily weakens the protective force dome over the golden palace of Zahadran, once the seat of power for the legendary Caliph Ardishir the Magnificent. The temporary collapse of the dome magically draws the party and Azi Dahaka into the sealed dome structure of the ancient palace. The party must defeat Azi Dahaka and the trapped minions of Angra Mainyu and discover how to seal the gate to the Chinvat Bridge before the dome collapses and the daeva are unleashed on an unsuspecting world.

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
Part 1	8	C	Azi Dahaka	16
1-3	12	C	32 aesma daeva	15
1-4	12	T	Collapsing sepulcher trap	14
1-5	13	T	<i>Sunburst</i> trap	14
1-6	14	C/T	Shield guardian/ <i>blade barrier</i> trap	14
1-7	15	T	<i>Energy drain</i> trap	14
1-8	16	C	Advanced assassin vine	14
1-9	16	C	2 daeva dire tiger	15
1-12	17	C	2 Abyssal greater basilisks	14
1-13	18	C	Greater stone golem	16
1-14	18	T	Hallway of traps	16
1-16	19	C/P	Saena Tree	16
1-17	21	C	2 indra daeva	16
1-20	22	C	4 advanced efreeti	14
1-21	23	C	<i>Ardishir</i> , dread wraith Ftr5	16

Loc	Pg	Type	Encounter	EL
1-22	24	T/C	<i>Summon gorgons</i> trap, 4 gorgons	14
2-1	25	C	8 advanced wraiths	14
2-2	26	T	Collapsing ceiling trap	10
2-3	26	C	<i>Behmanesh</i> , mummy lord Clr10 4 advanced mummies	17
2-4	27	T/P	<i>Prismatic spray</i> trap, <i>Godratt the Wise</i>	15/20
2-5	29	C	2 elder black puddings	14
2-8	30	P/T	Treasure puzzle, sand-filled <i>forcecage</i> trap	16
2-9	31	T	Tan mold	10
2-10	31	T/C	Tan mold, 16 shadows	12
2-11	32	T	Tan mold	10
2-12	33	T	4 daeva hellwasp swarms	14
2-13	33	C	2 advanced elder fire elementals	15
2-15	34	T	<i>Acid fog</i> spiked pit trap	14
2-16	34	C	Colossal daeva scorpion, Gate To Hell	16+

Scaling Information

The Golden Palace of Zahadran is designed for 4-6 characters of levels 14-16, but may be adjusted to suit parties of different sizes or level. Consider adjusting the adventure as follows:

Weaker Parties (3 or fewer characters, or lower than 14th level): In part 1 and area 1-1, reduce the hit points of Azi Dahaka by 50 to represent damage taken rampaging in the desert, and reduce the save DC for his special abilities by four. In area 1-3 reduce the number of aesda daeva by eight. Reduce the number of dire tigers (area 1-9), abyssal greater basilisks (area 1-12), and indra daeva (area 1-17) by one each. Make the greater stone golem (area 1-13) a normal stone golem. Reduce the number of wraiths (area 2-1) by four and the mummies (area 2-3) by two. Reduce the DC's on all traps (Search, Disable Device, and saves) by four.

Stronger Parties (7 or more characters, or higher than 16th level): In area 1-3 increase the number of aesda daeva by 16. Add one dire tiger (area 1-9), one abyssal greater basilisk (area 1-12), a second greater stone golem (area 1-13), and one indra daeva (area 1-17). Increase the number of wraiths (area 2-1) by two

and mummies (area 2-3) by two. Increase the DC's on all traps (Search, Disable Device, and saves) by four.

Getting the Players Involved

The characters can be drawn into this adventure in a number of ways. An initial encounter is detailed in the part of the module titled Player Beginning. The following hooks may also be used to help involve the players:

- **The “jump to the action” method:** The characters are traveling through the deep desert as part of another endeavor. When they cross the crest of the dome over the buried palace of Ardishir the Magnificent, they are attacked by Azi Dahaka, the dome is weakened and they are magically drawn beneath the sands to the entrance of the ancient palace. Begin with the section entitled “Part 1 – Storm Daeva in the Desert.”
- **The “characters are hired to find the fountain of youth” method:** The characters are hired by clerics of the ancient forgotten god Ahura Mazda, “Lord of Wisdom,” deity of creation, light and sun, and ancient enemy of Angra Mainyu, “Lord of Darkness,” and bringer of evil, death and disease. The clerics tell the tale of an ancient forgotten palace buried beneath the sands in the deep desert and the magical Saena Tree, the fruit from which brings healing and immortality. The party is given a map, and promised a reward of 15,000 gp if they can find the buried city. Once there, Azi Dahaka attacks them, the dome is weakened and they are magically drawn beneath the sands to the entrance of the ancient palace. Begin with the section entitled “Part 1 – Storm Daeva in the Desert.”
- **The “characters are hired to find my missing stuff” method:** The characters are hired, at a princely sum of 5,000 gp, by a wealthy merchant to search the deep desert to find his long overdue caravan. Azi Dahaka has destroyed the caravan. If the characters trace the route of the caravan they will find themselves walking across the crest of the dome over the buried palace of Ardishir the Magnificent and Azi Dahaka attacks them, the dome is weakened and they are magically drawn beneath the sands to the entrance of the ancient palace. Begin with the section entitled “Part 1 – Storm Daeva in the Desert.”
- **The “ancient god uses all of his powers to intervene” method:** The characters are visited in their dreams by Ahura Mazda, “Lord of Wisdom,” deity of creation, light and sun, and ancient enemy of Angra Mainyu, “Lord of Darkness,” and bringer of evil, death and disease. Ahura Mazda makes the characters feel safe and warm in their dream. He shows them visions of a wondrous palace beneath a shim-



mering dome. Pouring up from the ground come corrupted nightmare creatures called daeva, that look like strange demons. The daeva slay the people that live in the palace and the vision ends. Ahura Mazda implores the characters to help him by stopping the daeva. If the characters accept they are awakened beneath The Golden Palace of Zahadran at location 1-1 by the roar of an angry Azi Dahaka. Begin with the section titled “Part 2 – Beneath The Golden Palace of Zahadran.”

A Note on Structure

This adventure is a classic variation on the “exploration that leads to an unfolding history, which leads to rising action, which leads to the epic confrontation that saves or dooms the day” module. The information gathered from artwork and desperate clue scrawling at locations 1-2, 1-7, and 1-18, and the role play encounter with Godratt the Wise at 2-4, are essential to building a complete narrative structure for the characters. Solving the Saena Tree encounter can provide a boon to the party but is likewise not necessary. Failure to build an understanding of the narrative structure of the module will not prevent the party from successfully completing the adventure, but it will detract from the overall enjoyment of the experience.

This adventure also uses a couple of literary conceits. A literary conceit is an extravagant, fanciful, and elaborate construction or structure put in place to draw the players into the main body of the module. The Palace of Ardishir the Magnificent is an unbreakable magical prison

beneath the sand. In order for the characters to enter the unbreakable, inescapable dome, some powerful magical intervention is required. Two options are provided. The first is the suggested module beginning and is explained in the section titled “Part 1 – Storm Daeva in the Desert,” the second is found in the “Getting the Players Involved” section and is titled “the ancient god uses all of his powers to intervene” method.

A Note on the Magical Dome, Being Buried in Sand, and Escaping!

This adventure takes place beneath a magical dome. The dome is slowly failing and sand can be seen to seep through the dome and fall to the ground inside the palace like a giant hourglass. The pace of the module can be influenced by timely description of the falling of sand, and the accumulation of sand on the ground. At higher levels parties are inclined to spend a long time resting between encounters; a clever DM can use the amount of sand falling to provide tension-building pressure on the players to keep the pace of the module going forward. Note that the dome will not collapse without the direct action of the characters; the seeping of sand is provided as a point of rising tension, not pending disaster.

The dome seals the palace of Ardishir the Magnificent in an unbreakable magical prison. The dome is maintained by the slowly draining life essence of its creator Godratt the Wise, presently in stasis and resting in area 2-4. If Godratt is slain or dies, the dome collapses and the evil daeva minions of the ancient “Lord of Darkness” Angra Mainyu will be unleashed on the world. This is highly unlikely. The unleashing is not an instantaneous thing, however, and the characters still have a chance to save the day. If Godratt is slain and the dome comes down, the encounter at area 2-16 to seal the gate will become more difficult to represent the minions of Angra Mainyu mustering before they are unleashed upon the world.

While the dome is intact, the daeva are unable to escape, and so are the characters. **There is no magical or mundane way to escape from beneath the dome without killing Godratt the Wise or closing the gate to the Chinvat Bridge.** If either of the conditions is met, the dome collapses and the palace is buried beneath 40 feet of sand. If the characters are “outside” buildings when this happens they will likely be killed. Being hit by the sand causes 20d6 crushing damage and begins the drowning process (see area 2-8 for details on drowning). If the characters are indoors this is not a problem as there is plenty of air. They can use any magical means to escape at their disposal, or walk out through area 2-10. Should they not have magical means to escape they may safely remain underground or in accessible buildings for two days, at which time a desert storm comes and shifts the sand off the palace.

Background Story

The Creation Legend of the Desert Peoples

At the beginning of time, the primordial god Zurvan was alone amidst infinite time and space. Androgynous Zurvan made sacrifices for millennium until twin sons came. The sons were named Ahura Mazda and Angra Mainyu. Ahura Mazda had creation's spark and so he created the sky made from rock crystal in the shape of a hollow sphere, and below the crystal dome he made earth rise up from the primordial waters. In the earth he planted the Saena Tree. Its seeds spread and from them did all the plants come, and beneath their branches he placed the animals and the humanoid races. Ahura Mazda created the Amesha Spentas, a host of winged immortals tasked with protecting that which was living, and everything was good. Angra Mainyu was not happy, however, and so he created blistering heat and the frost in winter, pestilence, disease and all other ills. Angra Mainyu is the darkness to Ahura Mazda's light, the evil devouring opposed by the goodness of creation. Angra Mainyu created the vile daeva to destroy the Amesha Spentas and all that Ahura Mazda had created. He made Azi Dahaka to lead his minions and so the hosts of both of Zurvan's sons fought an unending war in the heavens and hells and on the earth, bringing much suffering and waste. Ahura Mazda was triumphant, however, and with the help of his two sons, Mithra and Atar, and the host of the Amesha Spentas they drove the daeva minions of Angra Mainyu and the storm demon Azi Dahaka from the heavens and the earth across the Chinvat Bridge to Mount Alburz in the depths of hell and bound them there for eternity.

Thousands of Years Ago...

Ardishir the Magnificent, caliph of the fabled city of Zahadran, instructed his vizier Godratt the Wise to create a magical barrier reminiscent of the crystal sky the gods had created when they made the world. The barrier would protect the Caliph and his peoples from all of the world's ills, creating a palace garden paradise and remind the people of the power and majesty of their Caliph. The loyal Godratt tried to dissuade Ardishir from his foolish plan but was unsuccessful, and so he traveled the heavens to find a way to grant his Caliph's wish. Godratt used extraplanar travel to go to the peak of Mount Alburz across the Chinvat Bridge over which it was believed all souls must pass to heaven and hell. He knew Ahura Mazda would not indulge the vain pursuits of his Caliph and so he traveled across the bridge to the Arezur ridge on Mount Alburz, which is the gateway to hell where Angra Mainyu resides. Once there he began to negotiate with Angra Mainyu, a god of vile disposition and masterful cunning.

Angra Mainyu taught Godratt the magic to seal the palace with a powerful barrier to bring magnificence to Zahadran. Godratt knew that Angra Mainyu, evil incarnate, was not to be trusted and with good reason. The vile one had tricked Godratt and added a gate to the spell that was to create the barrier. The gate would create a permanent portal across the Chinvat Bridge from hell into the prime material plane. Angra Mainyu longed to unleash his evil minions upon the world of man and destroy the work of Ahura Mazda, god of wisdom and creator of heaven and earth. Godratt suspected he was being played false and with the confidence of egomania slightly changed the spell by adding the elements of a planar binding to it. By doing this he hoped to erect a barrier that would block the gate as soon as it opened and thus avert Angra Mainyu's plan.

Disaster struck as the spell was completed. The magical barrier was erected at the same time the gate to hell was opened. Across the Chinvat Bridge and through the gate poured the minions of Angra Mainyu, vile daeva led by Azi Dahaka, a three headed storm demon and the evil god's most destructive creation. Fortune is fickle and the mixings of magical meddling created a barrier that was more powerful than both Godratt and Angra Mainyu anticipated. Though intended to keep the world's misfortune out, the combined magical manipulations of Godratt and Angra Mainyu created a barrier that sealed the palace from within and without. Man and the minion faced off against each other while trapped under the crystal sky, not even the most powerful of magic could be used to escape, and an epic battle raged.

At the height of the conflagration Godratt, unable to close the gate to the Chinvat Bridge and realizing that all hope was lost, used his own life essence to reinforce the barrier to ensure the minions of Angra Mainyu were trapped for as long as he lived. Godratt the Wise then placed himself in a magical stasis, hidden beneath secret doors under the consecrated flagstones in the Sepulcher of Caliph Ghalandar the Dervish, guarded by the holiness of the forgotten site. The flagstones were created from the cornerstone of the first temple dedicated to Mithra, son of Ahura Mazda, as are the catacombs beneath. There, Godratt is beyond the reach of the minions of Angra Mainyu. Unfortunately, the vizier's life essence is slowly being bled away to maintain the barrier which traps Azi Dhaka and his daeva. Godratt left clues to what happened and where he lies in stasis, awaiting a future time when he could awaken to make right what he had done. As eons passed, great sand storms came and buried the city. Presently the palace remains intact beneath its weakening protective dome. Azi Dahaka, his destructive rage unleashed against the barrier for ages, has finally broken free and is rampaging in the desert. In the palace, trapped above the sleeping Godratt, roam powerful daeva and creatures twisted by the passing of ages next to the corruption of an open gate to hell. There they wait for the final death

of Godratt and the end of his binding spells, hopeful that soon they too will be unleashed on the earth, free from their prison inside the dome, beneath The Golden Palace of Zahadran.

Recent Events...

Azi Dahaka, a storm lizard created out of the dark intentions of Angra Mainyu, was unleashed across the Chinvat Bridge by Godratt the Wise during the creation of the protective dome. There, Azi Dahaka raged for years against the containment of the palace barrier desiring only to be unleashed to wreak havoc amongst the creations of man. As centuries passed, the great storm lizard rested, waiting for a day when the barrier would weaken and he could break free of the prison beneath the sand.

One month before the characters begin the adventure, Azi Dahaka breathed his destructive breath upon the barrier and then as was his ritual, thrust himself against it seeking to escape. Escape he did, and he burst through the sand and began his rampage in the desert. Caravans, oasis, and the small centers of trade around them have been wrought to utter ruin by the insane rage of the storm demon unleashed. The only thing containing Azi Dahaka at the present is the fact that he emerged from the palace prison in the deep desert, and he will not leave without mustering the daeva that Angra Mainyu has bid him to lead against the creations of man. So the demon waits in the deep desert, slaying and destroying all within a day's travel from the ever-weakening barrier, knowing full well that in a short time his minions will be able to join him.

One week before the characters begin the adventure, a caravan of merchants crossing the desert is annihilated save one man. Masjed-al-Talba, one of the few remaining clerics of a long forgotten god, Ahura Mazda, watched as in the deep desert his traveling companions were utterly destroyed by a thing of legend, a harbinger of unmaking from the long history of his religion. Masjed fled the carnage to bring a warning to the world and muster what help he could to stop Azi Dahaka. The priests of Ahura Mazda have long feared the return of the storm demon and the unleashing of daeva upon the earth that, in legend, follows the appearance of Azi Dahaka.

Player Beginning

If you wish to start the adventure with the scripted encounter at the Bazaar of Quaysarria then refer to this section. If you would like to jump to the action, choose one of the alternate hooks from the "Getting the Players Involved" section and jump to the part of the module indicated. Prior to arriving at the Bazaar of Quaysarria, there are no encounters listed. The Bazaar travels the desert's edge and its location and timing of its arrival is well known

in all the nations which border the desert. It is assumed that the party is traveling to the Bazaar in order to buy or sell magic items or other rare and wondrous things. The stat block below details the town of Quaysarria in small detail. Please note that despite the size of Quaysarria, the gold piece limit is set higher than usual to represent the "bazaar of the bizarre" nature of the traveling town, and several high level NPCs are also present.

Bazaar of Quaysarria: Small Town; Population: 1,482; Gold Piece Limit: 15,000; Power Center Type: Magical (Sha Abbas, Emir of Shadhalla (human Sor15)); Power Center Alignment: LN; Constable Ba Avard (human Ftr12); Full-Time Guards 15 (Ftr5); Emergency Militia Available: 74; Highest level NPCs by Type: Bbn6, Adp8, Brd8, Ari12, Clr6, Com13, Drd4, Exp5, Ftr12, War10, Mnk6, Pal4, Rog7, Rgr4, Sor15, Wiz12, Notable Businesses: Esfandiar's Magical Minutia, Jah Anb An Exotics, Houshmand and Sons Scrolls and Such, Changeez Elixirs and Balms; Inns & Taverns: The Black Scimitar, The Mournful Dune, The Angry Caliph.

When the players are ready to begin, read or paraphrase the following:

For days, travelers have been excitedly telling tales of the great Bazaar of Quaysarria, the renowned traveling tent city famous for offering the most unique and priceless collections of rare treasures and magical accoutrements. Sha Abbas, Emir of Shadhalla, Prince of Dunes rules the tent city and he is famous for his hospitality and generosity. Having traveled to the desert's edge, you crest a small dune and there stretched before you in the ever-shifting sand is the magnificent traveling Bazaar of Quaysarria, the city of tents. Dozens and dozens of bright colorful tents dot the sandscape, spreading out from one central dune on which a large golden domed tent shimmers. Surely this is the palace of Sha Abbas.

Allow the characters as much time to explore the bazaar as you see fit. When you or they seem tired of shopping have them interrupted by a messenger from the Emir.

A young man moves quickly towards you, his hands spread wide and a smile on his lips. He salutes you in the manner of the desert and bids you join him in the tent of his master, the Emir.

The grand pavilion of Emir Sha Abbas is no common tent, but a veritable palace court beneath a silken dome. The court is crowded with fierce desert warriors, beautiful veiled serving women, cunning merchants and all manner of supplicants from around the world. The Emir bids you to come forward and at that moment a loud noise is heard at the entrance of the pavilion as an old man with fierce devotion in his eyes and sun-burnt features forces his way into an audience with the Emir.

Around the pavilion the name Masjed-al-Talba is spoken in hushed tones at the sight of the cleric.

“Seven days I have walked in the desert,” he whispers. “Seven nights I have walked from the sight of the coming of that which we have been watchful for a thousand years or more. Azi Dahaka, the storm daeva of unmaking, the harbinger of darkness is rampaging in the deep desert as we waste precious time lounging amidst opulence.” He glares into the eyes of the privileged nobles and merchants in the pavilion daring any to contradict him. Then he looks right at each of you. “I have need of heroes this day, men of legend willing to stand as Ahura Mazda did and brave the vile minions of Angra Mainyu, and put back in the bottle that which has been loosed.”

Assuming the party is interested in the adventure Masjed-al-Talba can answer the following questions. Read or paraphrase the answers to the players:

What do you want us to do? I want you to go into the deep desert, find Azi Dahaka and slay it, banishing it back to whence it came.

What happened? One week ago a caravan of merchants crossing the desert were annihilated save myself, Masjed-al-Talba, a humble servant of a long forgotten god, Ahura Mazda. I watched in horror as my traveling companions were utterly destroyed by a thing of legend, a harbinger of unmaking. I fled the carnage to bring a warning to the world and muster what help I could to stop Azi Dahaka.

What is our reward? The cleric Masjed-al-Talba has no means to provide a reward but will beseech the characters to do the right thing. Sha Abbas, Emir of Shadhalla, believes the wild tale is of a blue dragon rampaging in the desert and will offer a reward of 10,000 gp plus all treasure recovered to the party if they remove the dragon from the deep desert.

Who/What is Azi Dahaka? Azi Dahaka is a storm demon created and released from hell by Angra Mainyu, a god of vile disposition and masterful cunning. Azi Dahaka is a snake-like monster with three heads and six eyes that seeks only to bring destruction to what mankind has created. Our legends tell that at the end of time, it will escape its prison and ravage the earth before being destroyed forever in the river of fire Ayohsust.

Who is Angra Mainyu? Summarize from sidebar.

Who is Ahura Mazda? Summarize from sidebar.

Where did the attack on the caravan take place? The caravan was annihilated 120 miles from here in the deep desert. I can provide you with a detailed map and instructions on how to find the location of my last sighting of Azi Dahaka.

The Desert Peoples' Pantheon

Zurvan

Zurvan is the primordial god of the four elements and is neutral. Androgynous Zurvan existed at the beginning of time and space and created twin sons, Ahura Mazda and Angra Mainyu. The sons of Zurvan are forever in direct opposition to each other as Zurvan looks on indifferently to the duality of their eternal conflict. Zurvan is worshiped by few and in secret. Air, Fire, Earth and Water are the domains associated with Zurvan and his symbol is a black hexagon.

Ahura Mazda

The god of creation, light, and prophesy, Ahura Mazda is lawful good. Known also as Ormazd, The Lord of Wisdom, he is one of Zurvan's twin sons. Ahura Mazda's followers have diminished greatly as the power of the desert peoples has diminished. His remaining followers wander the desert issuing prophecy and are forever watchful for the signs of the end of creation handed down millennia ago. Ormazd created the Amesha Spentas, or heavenly host, in order to protect what he has created. Ahura Mazda has two fierce warrior sons Mithra and Atar. He is associated with the domains of Creation, Sun, Law and Good, and his symbol is the sun.

Angra Mainyu

The god of destruction and darkness, the bringer of suffering, death and disease, Angra Mainyu is chaotic evil. Known also Ahriman, The Fiendish Spirit is one of Zurvan's twin sons. Angra Mainyu is worshiped in tiny cults hidden throughout the world. His followers wait patiently for signs that Ahriman is about to return and destroy all that Ahura Mazda has created. Ahriman formed Azi Dahaka, a storm demon of destruction, and unleashed it upon the creation of Ahura Mazda at the head of legions of vile daeva. He is associated with the domains of Chaos, Evil, Death and Destruction, and his symbol is the snake devouring its tail.

New Domain: Creation

Granted Power: Cast conjuration (creation) spells at +2 caster level.

Creation Domain Spells

- | | | | |
|---|-----------------------|---|----------------|
| 1 | Create water | 2 | Minor image |
| 3 | Create food and water | 4 | Minor creation |
| 5 | Major creation | 6 | Heroes' feast |
| 7 | Permanent image | 8 | True creation |
| 9 | Genesis | | |

Part 1: Storm Daeva in the Desert

This encounter assumes that the characters have either used the suggested beginning to the module detailed in the section titled “Player Beginning” or one of the first three suggestions outlined in the section titled “Getting the Players Started.” The party has traveled for one week into the deep desert. No random encounters have been suggested. Once the party has arrived in the deep desert read the following:

Before you is sand, in all directions from horizon to horizon: a sea of sand. The oppressive heat presses down upon you as you survey the shimmering horizon. In the distance the iridescent swirls of color coalesce and begin to form unnatural patterns.

The party has found the location of the attack by Azi Dahaka on the caravan as detailed in the beginning of the module. The caravan is located directly above the magical protective dome and the palace of Ardishir the Magnificent, in the buried city of Zahadran. Have the characters make a DC 12 Spot check to find what little wreckage remains partially buried in the sand.

Here and there throughout the sand you see the badly damaged remains of the caravan you have been looking for. A half wheel juts out from the sand, the rest of its carriage nowhere in sight; a bit of cloth partially buried flutters along the sand; a broken spear and several arrows protrude from a nearby dune. The carcass of a lone camel, torn asunder, decomposes in the heat as the sour smell of rotting meat wafts in the air.

When Azi Dahaka attacked the caravan, his breath weapon destroyed most of it. The rest was smashed and rent to pieces as the storm daeva hunted and consumed survivors through the wreckage.

Azi Dahaka is present, buried beneath the sand, resting. The arrival of the party will waken it from its rest and it will erupt from the sand amidst the party and attack. Erupting from the sand gives Azi Dahaka a +4 to his Hide and Move Silently checks to surprise the party. On the first round of combat, or the surprise round, Azi Dahaka will use his disintegrating breath weapon on as many characters as possible. Resolve the damage from the breath weapon and then trigger the “enveloping dome magical effect” described below:

Exploding from the sand below, a creature straight out of nightmares rears up its three heads, arcs its back and shakes sand off of its deep blue wings as it stares at you with pure malevolence. It inhales deeply and breathes. Suddenly the world convulses and you feel yourself falling through the air surrounded by sand as the ground below rushes up towards you...

Enveloping Dome Magical Effect: The breath weapon attack, or the death of Azi Dahaka, triggers a further weakening in the protective dome above the palace. The characters and Azi Dahaka will be suddenly drawn beneath the dome and fall through the air to land at area 1-1. This event is a literary conceit, constructed to draw the players into the main body of the module. Some players will readily accept the conceit, others will want to make saves or have a way to avoid the situation. In the case of players desiring a save, please allow them to make a DC 40 Reflex save or other nearly impossible save. You are the referee after all – failure means they are drawn beneath The Golden Palace of Zahadran. If your characters make the nearly impossible saves then they are not drawn beneath the sands and may be separated from the characters beneath the dome. If this happens, you may use the conceit titled “the ancient god uses all of his powers to intervene” method, as outlined in the “Getting the Players Involved” section, in order to give separated characters a second chance to join their other party members.

Tactics: After erupting from the sand to attack with its breath weapon, Azi Dahaka likes to set up a static central position on the battlefield to benefit from his multiple attacks and use his reach and breath weapon to full advantage. Azi Dahaka prefers to let the fight come to him and will not move and attack unless the situation demands it. Azi Dahaka is a cunning creature and will use his breath weapons and special bite attacks against appropriate characters, *shear magic* against obvious spell casters, *pain of unmaking* against fighters and other heavy hitters, and wither against characters that are effectively damaging him. Azi Dahaka is arrogant and has no fear of death; he will not negotiate, retreat or withdraw.

It takes one round for the players and Azi Dahaka to fall to the ground beneath the dome at area 1-1. The party and Azi Dahaka can all take a full round of actions, on the initiative established previously, before they hit the ground. Consider each character to be within 5 feet of Azi Dahaka as they fall through the air. Azi Dahaka’s wings are entangled with sand and he will not fly but rather crash to the ground. Azi Dahaka and any other character that hits the ground take 5d6 damage from the fall. Once on the ground Azi Dahaka rises up and attempts to destroy the party of adventures.

Development: If defeated above or below the dome, Azi Dahaka immediately disappears and returns to Mount Alburz across the Chinvat bridge. It begins gathering forces to deal with the PCs if they breach the palace and discover the open gate to hell beneath it. The death of Azi Dahaka above the sand after his successful breath

attack opens a hole in the protective dome and draws the characters magically into the palace beneath The Golden Palace of Zahadran landing in area 1-1.

Azi Dahaka: CR 16; Huge outsider (Daeva); HD 15d8+120; hp 187; Init + 10; Spd 20 ft., fly 50 ft. (good), burrow 10 ft.; AC 32, touch 14, flat-footed 26; Base Atk +15; Grp +33; Atk bite + 25 melee (2d8+10 plus shear magic or pain of unmaking or wither) or claw +23 melee (2d6+10); Full Atk 3 bites +25/+25/+25 melee (2d8+10 plus shear magic or pain of unmaking or wither) and 2 claws +23/+23 melee (2d6+10); Space/Reach 15 ft./15 ft.; SA Disintegrating breath weapon, shear magic, pain of unmaking, wither; SQ Daeva anchor, damage reduction 10/good, darkvision 60 ft., immunity to poison, of the desert, outsider traits, resistances 10 (fire, cold, acid), spell resistance 22, telepathy 100 ft., tremorsense 100 ft., true seeing; AL CE; SV Fort +17, Ref +15, Will +13; Str 30, Dex 22, Con 26, Int 14, Wis 18, Cha 10.

Skills and Feats: Concentration +26, Hide +16 (+22), Intimidate +18, Knowledge (history) +20, Knowledge (the planes) +20, Listen +22 (+26), Move Silently +24 (+30), Search +20 (+26), Spot +24 (+30); Awesome Blow, Cleave, Combat Reflexes, Flyby Attack, Improved Bull Rush, Improved Initiative, Improved Sunder, Multiattack, Power Attack.

SA – Shear Magic (Su): 3/day, Azi Dahaka can use its left head bite attack to cause all magical spells cast on the target creature to be dispelled. Each spell must make a DC 30 check or be broken. The check is d20 + caster level.

SA – Pain of Unmaking (Su): 3/day, Azi Dahaka can use its middle head bite attack to cause the creature hit to be wracked with pain. The effect can be avoided with a DC 24 Will save. The pain imposes a -4 penalty to attack rolls, skill checks, and ability checks. The pain lasts until the wounds caused by the bite are healed.

SA – Wither (Su): 3/day, Azi Dahaka can use its right head bite attack to cause the creature hit to wither. The effect can be avoided with a DC 24 Fort save. Withering imposes a -4 penalty to Str, Dex and Con. The withering is cumulative. The withering lasts until the wounds caused by the bite are healed.

SA – Disintegrating Breath Weapon (Su): 3/Day, Azi Dahaka may use its breath weapon. Azi Dahaka breathes a 5 ft. wide line of lightning 100 ft. long that does 15d6 damage (Reflex DC 27 for half damage). Any creature reduced to 0 or fewer hit points by this effect is completely disintegrated, as are all of the creature's possessions.

SQ – Of the Desert (Su): Azi Dahaka gains +6 to Hide, Listen, Move Silently, Search and Spot checks made in a desert environment.

SQ – Daeva Anchor (Su): Azi Dahaka may not be dismissed, banished, rebuked or turned.



Part 2: Beneath The Golden Palace of Zahadran

The palace is well constructed and beautifully designed. The main focus of the architecture is a dome and pillar motif evocative of ancient Persian design. Unless otherwise noted, all the floors, ceilings, walls and pillars in the palace are polished marble. All of the doors are made of hand carved stone. Also note that the pillars throughout the palace are slender pillars.

Slender Pillar: These pillars are only a foot or two across, so they don't occupy a whole square. A creature standing in the same square as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature's fighting space, because it's assumed that the creature is using the pillar to its advantage when it can. A typical slender pillar has AC 4, hardness 8, and 250 hit points.

Polished Marble Wall: 3 ft. thick; hardness 8; 540 hp; Break DC 50; Climb DC 22.

Stone Door: 4 in. thick; hardness 8; 60 hp; Break DC 28 (both stuck and locked).

Wandering Monsters

There are no wandering monsters beneath The Golden Palace of Zahadran. However, we would suggest the following two devices to move the party along should they dilly-dally or rest too much: sand and aesma daeva.

Sand: If the characters encounter sand, the referee is given an opportunity to heighten the tension and remind the characters that they are buried beneath the desert. You might describe a cone shaped pile of sand that has fallen through the barrier; a pile of sand with footprints in it; or a line of sand falling through a small hole in the magical barrier above and landing near the characters. Be creative and place the thought in the character's minds that the dome may collapse at any moment.

Aesma Daeva: Bands of aesma daeva roam throughout the palace. They can be used to provoke the characters into action. Roll 3d12 and that number of these little marauders come roaring after the heroes.

Aesma Daeva: CR 5; Tiny Outsider (Daeva); HD 3d8+9; hp 22; Init +8, Spd 40 ft.; AC 21, touch 16, flat-footed 17; Base Atk +3; Grp -4; Atk bite +9 melee (1d4+2 plus attach) or claw +4 melee (1d3+2); Full Atk bite +9 melee (1d4+2 plus attach) and 2 claws +4/+4 melee (1d3+2); Space/Reach 2.5 ft./2.5 ft.; SA Attach, balefire blast, spell-like abilities; SQ Daeva anchor, damage reduction 5/good, darkvision 60 ft., immunity to poison, outsider traits, resistances 10 (fire, cold, and acid), telepathy 100 ft.; AL CE; SV Fort +6, Ref +7, Will +3; Str 14, Dex 18,

Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +10, Hide +18, Intimidate +6, Survival +6, Tumble +10, Listen +6, Move Silently +10, Spot +6; Improved Initiative, Weapon Finesse, Track.

SA – Attach (Ex): If an aesma daeva hits with its bite attack it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached aesma daeva loses its Dexterity bonus to armor class and has an AC of 17. An attached aesma daeva can be struck with a weapon or grappled. To remove an attached aesma daeva through grappling the opponent must achieve a pin against the creature.

SA – Balefire Blast (Su): If an aesma daeva is reduced to 0 hit points it explodes. The daeva does its Hit Dice as damage (3d8+9) to creatures in the same square (Reflex DC 19 for half). The balefire does half damage to creatures within a 10 ft. radius (Reflex DC 19 for quarter). If another aesma daeva is within the radius of a balefire explosion, it also explodes, creating a devastating chain reaction.

SQ – Daeva Anchor (Su): Daeva may not be dismissed, banished, rebuked, or turned.

Spell-Like Abilities: At will – *detect good*, see *invisibility*; 1/day – *displacement* as 5th level caster.

Areas of the Map

Area 1-1 – Retaining Wall (EL 16): Complete the battle with Azi Dahaka and then read or paraphrase the following:

You have fallen from a great height to land next to a 15-foot-tall marble retaining wall that runs east to west. To the south is a magnificent stair, which stretches the length of the retaining wall in both directions. Sand settles to the ground around you and continues to fall in ominous, if irregular, drifts from the massive domed ceiling above. Where once blue sky rested there is now a shimmering crystalline dome that begins as a wall some 20 feet from the staircase to the south and arcs across the sky to the north where towering dark grey marble buildings are visible. The dome is illuminated by an intricate repeating pattern of concentric geometric symbols. The air smells stale and full of dust and ancient rot.

The retaining wall is easy to Climb (DC 15). A DC 12 Spot check reveals the large onion-shaped domed gate to the east. The characters will also be aware that small amounts of sand are drifting to the ground from the dome above. This is an indication that the dome is weakening and should add some dramatic tension to the characters' plight.

Development: The characters are likely to try to escape from their situation using powerful magic spells or items. Remember the details of the magic dome as described on page 4: there is no escape!

Area 1-2 – Gate of Asha Vahishta: Read or paraphrase the following:

Before you is an impressive sight. A towering gateway splits the retaining wall, giving access to the palace ground beyond. The gateway has four ornately carved minarets at each corner stretching 40 feet high. An onion-shaped beaten gold dome begins at the mid point of the minarets and rises to a conical point. The gate has four entrances; inside there are four statues, and four walls. The walls and ceiling are each richly ornamented with reliefs.

The four statues appear to be engaged with each other. The south statue is of a completely bald old man with a sawn off horn in the middle of his forehead. He is kneeling and shielding his eyes and his face is stretched in a malevolent scream of pain.

The north statue is of a robed older man with flowing hair and beard. His hands are raised above his head and in one hand he holds a staff which is topped with a winged disc on which a sun is carved.

The west statue is of young man, completely disrobed with flame and smoke carved upon his hands and feet. He is stepping towards the kneeling statue.

The east statue is of a middle aged man with a short beard. He is holding a book which is open towards the kneeling statue and is gesturing to the words on the page of the book.

The reliefs on the four walls and ceiling show a heavenly host of beautiful winged creatures warring against a variety of vile daeva on many different battlefields.

Show the players handout A. The Gate of Asha Vahishta reveals a number of important back-story elements to the players. Close examination of the entrance arches, statues and reliefs on the ceiling and walls will essentially explain the creation mythology and great conflicts of the ancient gods of the desert peoples, which led to the disaster at the palace of Ardishir the Magnificent, and the collapse of their civilization. Knowledge (religion), Knowledge (local) (in reference to the desert in your campaign), or Knowledge (history) may be used to find out the following:

Above the Archway: Above each entrance in ancient Common are the words “Gate of Asha Vahishta, Bringer of Truth and Order.”

A DC 26 check reveals that Asha Vahishta is an eternal warrior revered to this day by the tribes of the desert for fighting on the left hand of Ahura Mazda against Angra Mainyu to free mankind from the clutches of eternal darkness.

A DC 30 check reveals that Asha Vahishta is one of the retinue of Ahura Mazda known for defending mankind from immorality and chaos.

A DC 40 check reveals that Asha Vahishta was a female warrior famous for archery, not a male holy man of the scripture as depicted by the statue in the quartet – perhaps indicating a male revision of religious text.

The Statues: A DC 26 check reveals that the south statue is an indra daeva, an evil daeva which represents moral apostasy and lies which lead man from faith or loyalty. The indra daeva is cursed by the desert tribes as the bringer of chaos and servant of Angra Mainyu. The north statue is Ahura Mazda, “Lord of Wisdom,” worshiped by the desert tribes as a deity of creation, light and sun. The west statue, at the right hand of Ahura Mazda, is Atar, son of Ahura Mazda, the god of purity through fire worshiped by the holy warriors of the desert tribes and the source of rituals of purity before battling evil. The east statue is Asha Vahishta. Printed in ancient Common on the book are the words “Ahura Mazda, creator of heaven and earth, his warning revealed to man shall hold back the darkness.”

A DC 30 check informs the characters that the scene depicted by the statues is the final casting-out of the daeva from the world of man by Ahura Mazda, his son Atar and his faithful servant Asha Vahishta. The desert tribes believe this event set in motion the rise of their civilization that would reign until man once again succumbed to temptation and invited the minions of Angra Mainyu to the world.

The Reliefs: A DC 26 check reveals that the reliefs show the epic battle between Ahura Mazda and his sons Mithra and Atar at the head of heavenly hosts of amesha spentas against the vile daeva minions of Angra Mainyu. Each scene represents the duality of the conflict with chaos always facing law and good opposed by evil. At the apex of the dome or origin of the reliefs, hidden in primordial swirls, is an unemotional face forever surveying the battles below.

A DC 30 check reveals the face is that of Zurvan, the androgynous and primordial god who existed before time and space. Zurvan waited an eternity before

being delivered two sons, Ahura Mazda and Angra Mainyu. Zurvan remains neutral, seeing no distinction between good or evil, and choosing no side in the conflicts between the sons. Zurvan is worshiped by strange desert cults who observe the elder god as the lord of the four basic elements.

Area 1-3 – The Council Amphitheatre (EL 15): Read or paraphrase the following:

A crumbling marble half-wall surrounds this sunken amphitheatre. Square after square of seating leads downward to a central platform once constructed of wood. The wood has long crumbled and the smell of rotten lumber hangs in the air. Six columns poke up through the wreckage of the amphitheatre floor.

There are four separate entrances through the five foot high half-wall that surrounds the amphitheatre. The seats double as stairs and can be easily navigated down to examine the wreckage of the sub floor and basement. The sub floor is considered uneven flagstone covered with dense rubble for the purposes of movement. The uneven flagstone is difficult to move on, which means that a DC 10 Balance check is required to run or charge across the surface. Failure means the character can't move in this round. The dense rubble means that the ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of Move Silently checks.

A DC 12 Knowledge (architecture) or Knowledge (nobility) check informs the party that the amphitheatre was used for two purposes. One was as a meeting hall for the ruling noble tribal council of Zahadran, and the second was as a centre for drama and entertainment. The sub floor allowed the performers to stage more elaborate performances.

A DC 12 Spot check reveals skeletal remains amongst the wreckage and the glint of treasure. When the palace was first overrun, many of the residents were slain here by aesma daeva.

A DC 20 Spot check reveals several charred bits of wood. The wood was burned by balefire when the aesma daeva exploded.

Tactics: The aesma daeva are hiding (award a +4 circumstance bonus) amidst the rubble of the sub floor and will activate their *displacement* spell-like ability as soon as they notice the party. They are spread throughout the rubble to minimize the early and unwanted eruption of balefire. When moving, the aesma daeva coordinate their movement using

telepathy to arrive in waves, trying to stay apart from each other as they swarm toward the party, to limit any balefire chain reactions until they can do maximum damage to the adventures.

Treasure: Spread throughout the rubble amidst the skeletal remains are the following treasures worn or carried by palace occupants at the time they were slain: 570 sp; 350 gp; a golden armband worth 500 gp; *potion of remove curse*; *potion of protection from arrows 15/magic*; a *potion of haste*; 7 screaming bolts; *rod of metamagic, empower, lesser*.

Aesma Demon (32): CR 5; Tiny Outsider (Daeva); HD 3d8+9; hp 22 each; Init +8, Spd 40 ft.; AC 21, touch 16, flat-footed 17; Base Atk +3; Grp -4; Atk bite +9 melee (1d4+2 plus attach) or claw +4 melee (1d3+2); Full Atk bite +9 melee (1d4+2 plus attach) and 2 claws +4/+4 melee (1d3+2); Space/Reach 2.5 ft./2.5 ft.; SA Attach, balefire blast, spell-like abilities; SQ Daeva anchor, damage reduction 5/good, dark-vision 60 ft., immunity to poison, outsider traits, resistances 10 (fire, cold, and acid), telepathy 100 ft.; AL CE; SV Fort +6, Ref +7, Will +3; Str 14, Dex 18, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +10, Hide +18, Intimidate +6, Survival +6, Tumble +10, Listen +6, Move Silently + 10, Spot +6; Improved Initiative, Weapon Finesse, Track.

SA – Attach (Ex): If an aesma daeva hits with its bite attack it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached aesma daeva loses its Dexterity bonus to armor class and has an AC of 17. An attached aesma daeva can be struck with a weapon or grappled. To remove an attached aesma daeva through grappling the opponent must achieve a pin against the creature.

SA – Balefire Blast (Su): If an aesma daeva is reduced to 0 hit points it explodes. The daeva does its Hit Dice as damage (3d8+9) to creatures in the same square (Reflex DC 19 for half). The balefire does half damage to creatures within a 10 ft. radius (Reflex DC 19 for quarter). If another aesma daeva is within the radius of a balefire explosion, it also explodes, creating a devastating chain reaction.

SQ – Daeva Anchor (Su): Daeva may not be dismissed, banished, rebuked, or turned.

Spell-Like Abilities: At will – *detect good*, see *invisibility*; 1/day – *displacement* as 5th level caster.

Area 1-4 – Sepulcher of Delir the Brave (EL 14): Read or paraphrase the following:

The sepulcher and stairs before you are carved from a single massive block of white incandescent limestone and roofed with light grey marble. Two statues of powerfully muscled winged

bulls glare menacingly at you from the top of the stairs. Above the door to the tomb, written in an ancient form of Common, are the words, "Caliph Delir the Brave, Founder of Zahadran, first of the Caliphs."

The door to the tomb is locked but not trapped; a DC 30 Open Lock allows entrance. Read or paraphrase the following:

The interior of the sepulcher is intricately carved out of a single piece of luminous white limestone. There are six pillars in the room, each topped by a fierce bull's head seamlessly stretching from floor to ceiling. Four large polished black marble flagstones on the floor dominate the center of the room.

A DC 18 Knowledge (religion) or Knowledge (history) check informs the player that beneath the flagstones the body of Delir the Brave is likely entombed, and that the flagstones need to be pried up in order to unearth the body. The flagstones are under the effect of a permanent *hallow* spell that, in addition to its other effects, grants a *bles* spell to all creatures of good alignment that enter the tomb. The *bles* spell has a duration of 24 hours.

A DC 30 Knowledge (religion) check informs the characters that the bull is the symbol of Mithra, son of Ahura Mazda

Flagstones: 4 in. thick; hardness 8; hp 60; break DC 28; Open Lock or Disable Device (pry open) DC 32.

Trap: Any creature that attempts to pry open or break through the flagstones who is not a consecrated cleric of Ahura Mazda will activate the following trap.

Collapsing Sepulcher Trap: CR 14; mechanical; location trigger; no reset; building collapses (8d6, crush); multiple targets (all targets in sepulcher); never miss; Search DC 38; Disable DC 38.

Cave-In: Cave-ins are extremely dangerous. A cave-in buries anyone in the middle of the collapsing area. For the purposes of this trap consider the entire sepulcher area 1-4 to be the middle of the collapsing area and 10 feet around the outside of the sepulcher to be the slide zone.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per

minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to dig free with a DC 25 Strength check.

Development: Ahura Mazda has elevated Delir the Brave to the status of demi-god and as such any attempt to communicate with the dead will meet with failure.

Treasure: Interred in the ground beneath the flagstones of the sepulcher are the mummified remains of Delir the Brave. Outside his wrappings are a simple crown worth 3000 gp and a golden torque worth 1500 gp and clutched in his rotted hands is a *scimitar of the planes* (as a *sword of the planes*).

Area 1-5 – Sepulcher of Caliph Farzin the Learned (EL 14): Read or paraphrase the following:

The sepulcher and stairs before you are carved from a single, pale green block of limestone and roofed with dark grey marble. Two delicately carved, leafy tree limbs interlock at the apex of the entrance to frame the door of the tomb. Small fruit are carved into the tree limbs. Above the door to the tomb, written in an ancient form of Common, are the words, "Caliph Farzin the Learned, Wise scholar of Zahadran. He brought the tree of life from the desert."

The door to the tomb is locked but not trapped; an Open Locks (DC 30) will allow entrance, then read or paraphrase the following:

There are four pillars in the room, each painstakingly carved to resemble ancient trunks of trees. The tree trunks extend to reliefs carved in the ceiling and down the walls creating a canopy of lush vegetation. A basin is chiseled in the center of the floor to resemble a three-foot tall pile of berries, hollowed in the middle, to form a font; a dark purple liquid is still present. To the rear of the tomb are four brown marble flagstones laid in a row.

A DC 18 Knowledge (religion) or Knowledge (history) check informs the player that beneath the flagstones the body of Farzin the Learned is likely



entombed, and that the flagstones need to be pried up in order to unearth the body. The purple liquid, if consumed, bestows the spell effect *heal* (15th-lvl cleric, 1 dose/day) on the drinker. The basin has enough fluid in it to be drunk once, and refills at sunrise. The fluid loses potency if removed from the basin. The flagstones are under the effect of a permanent *hallow* spell that, in addition to its other effects, grants an *aid* spell to all creatures of good alignment that enter the tomb.

Flagstones: 4 in. thick; hardness 8; hp 60; break DC 28; Open Lock or Disable Device (pry open) DC 32.

Trap: Any creature that attempts to pry open or break through the flagstones who is not a consecrated cleric of Ahura Mazda will activate the following trap.

Sunburst Trap: CR 14; magic device; location trigger; automatic reset; spell effect (*sunburst*, 15th-lvl druid, DC 24 Reflex partial (see spell description)); multiple targets (all targets in sepulcher); never miss; Search DC 30; Disable DC 30.

Development: Ahura Mazda has elevated Farzin the Learned to the status of demi-god and as such any attempt to communicate with the dead will meet with failure.

Treasure: Interned in the ground beneath the flagstones of the sepulcher are the mummified remains of Farzin the Learned. Outside his wrappings and

tucked under his right arm is a *tome of understanding* +2; resting across his chest and under his folded hands is a *woodlands staff* (25 charges).

Area 1-6 – Sepulcher of Caliph Ghalandar the Dervish (EL 14): Read or paraphrase the following:

The sepulcher and stairs before you are carved from a massive silver grey incandescent limestone and roofed with grey swirled black marble. Two powerfully carved falchions, tips interlocking at the apex of the entrance, frame the door of the tomb. Above the door to the tomb, written in an ancient form of Common, are the words “Caliph Ghalandar the Dervish, Whirlwind of the Desert, Sword of Zahadran. He slew the Indra Daeva and staved off Apostasy.”

The door to the tomb is locked but not trapped; an Open Locks (DC 30) check will allow entrance, then read or paraphrase the following:

There are four pillars in the room, each strikingly carved to resemble four powerful desert warriors with noble bearing. The warriors stand facing each other, hands and falchions extended, all four sword tips touching in the center of the room. Below the sword arch are four red marble flagstones seamlessly laid next to one another. Reliefs carved on the various walls show fierce desert warriors in a variety of fighting stances, falchion in hand. Kneeling at the back of the tomb is a large construct of wood, metal, and stone. It wears an amulet with a wizard’s symbol on it. It looks up at you but makes no hostile moves.

A DC 20 Knowledge (arcana) or Spellcraft check reveals that the creature is a shield guardian and that the guardian can be given a simple command that it will follow to the best of its ability. Casting *read magic* on the amulet reveals the name: Godratt.

The shield guardian is the property of Godratt the Wise, who fled to this tomb when all was lost in the conflict with the daeva ages ago. The shield guardian lifted the consecrated flagstones and Godratt and his few followers retreated beneath the protection of the tomb. The flagstones are made from the consecrated cornerstone of an ancient temple of Mithra, son of Ahura Mazda. Daeva will not come in contact with the stones. This is why Godratt choose to hide beneath the tomb of Ghalandar the Dervish. The shield guardian was ordered to put the stones back in place and guard them against all of the servants of Angra Mainyu until help came to free Godratt. The shield guardian will not attack the party because its last instruction was to guard the flagstones from daeva or those bearing the symbols of Angra Mainyu.

A DC 18 Knowledge (religion) or Knowledge (history) check informs the player that beneath the flagstones the body of Ghalandar the Dervish is likely entombed, and that the flagstones need to be pried up in order to unearth the body. The flagstones are under the effect of a permanent *hallow* spell that, in addition to its other effects, grants a *remove fear* spell to all creatures of good alignment that enter the tomb.

Secret Door: Beneath the mummified remains of Ghalandar is a secret door in the floor (Search or Spot DC 32) that leads to the crumbling tombs in area 2-1.

Consecrated Flagstones: 4 in. thick; hardness 8; hp 60; break DC 28; Open Lock or Disable Device (pry open) DC 32.

Trap: Any creature that attempts to pry open or break through the flagstones who has chaotic or evil in their alignment will activate the following trap.

Blade Barrier Trap: CR 14; magic device; location trigger; automatic reset; spell effect (*blade barrier*, Clr15, DC 20 Reflex half (see spell description)); multiple targets (all targets in sepulcher; *blade barrier* is long enough to fill sepulcher); never miss; Search DC 30; Disable DC 30.

Development: Ahura Mazda has elevated Ghalandar the Dervish to the status of demi-god and as such any attempt to communicate with the dead will meet with failure.

Treasure: Interred in the ground beneath the flagstones of the sepulcher are the mummified remains of Ghalandar the Dervish. Outside his wrappings and resting across his chest and under his folded hands is a +2 *axiomatic*, *evil-outsiders bane falchion*.

Shield Guardian: CR 8; Large construct; HD15d10+30; hp 112 (76 currently); Init +0; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +11; Grapple + 21; Atk slam +16 melee (1d8+6); Full Atk 2 slams +16 melee (1d8+6); Space/Reach 10 ft./10 ft.; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing; AL N; SV Fort +5, Ref +5, Will +5; Str 22, Dex 10, Con –, Int –, Wis 10, Cha 1.

SQ – *Find Master (Su)*: As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

SQ – *Guard (Ex)*: If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

SQ – *Shield Other (Sp)*: The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

SQ – *Spell Storing (Sp)*: A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Area 1-7 – Tomb of the Caliphs (EL 14): Read or paraphrase the following:

This large marble structure has a curved stairway leading up to large bronze doors that have been partially ripped off their hinges. Inside, a series of altar-tombs, raised monuments to the dead, are built around the outside walls of this large chamber. The tops of the altar-tombs have been smashed off and rubble from the lids is strewn about.

The ceiling is a flattened barrel vault and painted upon it in bright colors are a number of vivid scenes. In the first painting a man and a woman are seen frolicking in an oasis paradise. In the second painting they are seen celebrating at an altar beneath the midday sun and praying. In the third scene they are shown praying at an altar beneath a darkened sky. In the fourth painting the oasis paradise is stricken with blight, plants are withering, and the man and women are panicked and praying before a sun altar, casting about with desperate eyes. In the fifth and final painting they are leaving the oasis and walking into the bleak desert, their downtrodden posture clearly indicating they are suffering.

The altar-tombs are empty. A DC 32 Search check reveals a secret door in the floor towards the back of the temple. Beneath the secret door in the floor is a stairway leading to area 2-14.

A DC 30 Knowledge (religion) or Knowledge (history) check reveals that the art on the ceiling is an ancient story of the first man and woman of the desert people created by Ahura Mazda. They were placed into an oasis paradise, worshiped Ahura Mazda and all was good. Then Angra Mainyu tricked them into believing that he, not Ahura Mazda, was their creator and deserved their worship. The invitation of Angra Mainyu into their paradise caused them to experience pain, suffering, and a withering of the once-bountiful land for the first time. The final scene is of them leaving the now-desolate oasis par-

advise to go forth and populate the world.

This is the first story of the fall from grace of man, a story that is oft repeated, ironically and most recently by Godratt the Wise in his attempt to glorify Ardishir the magnificent by erecting the barrier with the help of Angra Mainyu.

Trap: The secret door in the floor has the following trap on it. Any creature who attempts to pry open or break through the flagstones who is not a consecrated cleric of Ahura Mazda will activate the following trap:

Energy Drain Trap: CR 14; magic device; visual trigger (true seeing); automatic reset; Atk +15 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 25 Fortitude save negates); Search DC 34; Disable Device DC 34.

Area 1-8 – Minaret of Ahura Mazda (EL 14): Read or paraphrase the following:

A graceful, 60-foot-tall spire with an onion-shaped crown rises before you. The minaret emits a soft, sun-like glow from its crown, which illuminates the surrounding structures and the lush vegetation that grows on the top of the raised gardened promenade to the north. Inscribed at the base of the minaret above a small doorway, in large ancient Common, are the words, "The gate from heaven to earth." Lush vegetation from the large gardens to the north has overgrown the entire tower and the surrounding base and stairs.

Show the players handout B.

The vegetation that has overgrown the minaret is actually an assassin vine that is hiding in wait for unsuspecting passersby to make its next meal. The vine is in a near-dormant state that makes it more difficult to spot; increase the Spot DC to locate it by +4. The plant's sleep state gives it a -4 initiative penalty. The vine activates the surrounding vegetation to entangle the party and attempts to constrict the first creature to come within 40 feet.

The top of the minaret is glowing with the effects of a *permanent daylight* spell. Once the assassin vine is defeated, the minaret can be investigated. The small door in the base leads to an old corroded iron rung ladder that may be climbed up the minaret to a small sitting area in the onion shaped dome at the top. From there a spectacular view can be seen – read or paraphrase the following.

From the peak of the minaret much of the magnificent palace is visible before you. To the south

you see the golden domed palace gate. To the east you see a large building with semi-circle steps leading to huge damaged bronze doors. To the west an amphitheatre descends to a ruined platform, and past it you see three luminescent tombs.

North of you, a tangle of overgrown garden opens to reveal a long channel of water ending in a small pond. Beyond are many onion-shaped domes of what must be the main palace structure. Several other buildings are visible to the northwest and northeast.

In the sky above, the magical dome bends to enclose the palace and appears as an intricate repeating pattern of shimmering geometric symbols. Sand can be seen falling gently through the dome in thin strands, making tiny piles about the palace like in an hourglass.

Advanced Assassin Vine: CR 14; Gargantuan Plant; HD 32d8+224; hp 368 hp; Init -5; Spd 5 ft.; AC 19, touch 6, flat-footed 19; Base Atk +24; Grapple +49; Atk/Full Atk slam +37 melee (2d6+13); Space/Reach 20 ft./20 ft. (40 ft. with vine); SA Constrict 2d10+13, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 20 and fire 20; AL N; SV Fort +19, Ref +5, Will +7; Str 36, Dex 8, Con 24, Int –, Wis 13, Cha 9.

SA – Constrict (Ex): An assassin vine deals 2d6+13 points of damage with a successful grapple check.

SA – Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 23 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

SQ – Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 36 Spot check (DC 40 with the +4 circumstance bonus) to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Area 1-9 – Harem Garden Colonnade (EL 15): Read or paraphrase the following:

Stairs rise on the south, east and west side of this long rectangular colonnade. Many different vibrant flowers surround the columns. Bright bluebell-shaped scorpion-weed and white desert lily mingle with desert marigold in a sea of fragrant shrubbery that has enveloped the entire platform. In the center of the garden is an elongated pool of water, glowing green with algae blooms. Along the edges of the colonnade

are 16 statues, each carved from pristine white marble and each depicting a beautiful woman in swirling silks standing in an elegant pose. To the north is a pale pink marble building rising up from the vegetation.

Show the players handout C.

Hidden amidst the overgrown harem garden are two daeva dire tigers. The tigers were palace curiosities that survived the initial attack of the minions of Angra Mainyu. Since then they have been slowly tainted by the open gateway to the Chinvat Bridge and hell beneath the palace.

Tactics: The daeva dire tigers do not need to eat but enjoy the hunt. They use the lush vegetation atop the colonnade to hide and pounce on less-armored members of the party. Dire tigers have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 (not adjusted in stat block below).

The doorway to the harem (areas 1-11 and 1-12) is unlocked and slightly ajar.

Daeva Dire Tiger (2): CR 13; Large Animal (Daeva, extraplanar, evil); HD 16d8+48, hp 120 each; Init +2; Spd 40 ft. AC 17, touch 11, flat-footed 15; Base Atk +12; Grp +24; Atk claw +20 melee (2d4+8); Full Atk 2 claws +20 melee (2d4+8) and bite +14 melee (2d6+4); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake (2d4+4); SQ Daeva anchor, damage reduction 10/good, darkvision 60 ft., immunity to poison, outsider traits, resistance to fire 10, cold 10, and acid 10, Low-light vision, scent; AL CE; SV Fort +13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10; Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw). Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

SA – *Pounce (Ex):* If a dire tiger charges, it can make a full attack, including two rake attacks.

SA – *Rake (Ex):* Attack bonus +18 melee, damage 2d4+4.

SQ – *Daeva Anchor (SU):* Daeva may not be dismissed, banished, rebuked, or turned

Area 1-10 – Harem Receiving Area: Read or paraphrase the following:

This entranceway is a large open portico supported by eight smooth stone columns. The sides of the archway that opens to the long northern corridor are decorated with reliefs depicting a man killing a ferocious desert lion

and the same man killing a three-headed serpent. Scattered throughout the chamber are dozens of statues of small little creatures with blunted horns in the middle of their heads. Some of the creatures are carved in poses evoking action, others horror. Several of the small statues are smashed and spread in pieces across the floor.

Development: The statues are of course aesma daeva, turned to stone by the two abyssal greater basilisks that reside in area 1-12. If the party has already encountered the aesma daeva then they will recognize the small statues as such.

Area 1-11 – Harem Private Chambers: The eight rooms along this hallway are the same. Read or paraphrase the following:

The womens' apartments to either side of this long hallway were once lavishly decorated. Piles of shredded pillows draped with torn and rotted silks can be found in each room. Each room is furnished with an armoire, a dressing table, and plush seats and stools. The focal point of each room is an exquisite hand tufted rug. Long-dead plants rest withered in tiered gardens amidst now-empty decorative fountains. Each room features a different rug, the curvilinear designs incorporating a floral garden inspiration of flowers, paths and pools intricately detailed in rich luminous color.

Treasure: A DC 20 Search of all of the private harem chambers turns up various small jewels, sets of jewelry, and a large sum of coins totaling 10,000 gp. Each room also has a carpet worth 1,000 gp (weight 50 lbs. each).

Area 1-12 – Basilisk Lair (EL 14): Read or paraphrase the following:

Two thick-bodied, eight-legged reptiles lie on their bellies in the room beyond. Rows of long bony spines rise from their backs as they stare hard at you with their pale green, incandescent eyes.

The two basilisks are extremely old and sleepy. Allow the basilisks a Listen check to hear the approaching adventures. If the basilisks hear the party approach, they stare hard at the entrance, essentially giving them an immediate surprise round consisting of a gaze attack.

The two basilisks rely on their gaze attack, and remain a good distance from the door, biting only when opponents come to them. These basilisks are extremely sluggish, and will not pursue any who flee their lair.

Abyssal Greater Basilisk (2): CR 12; Large Outsider (Augmented Magical Beast, Extraplanar); HD 18d10+90; hp 189 each; Init -1; Spd 20 ft.; AC 17, touch 8, flat-footed 17; Base Atk +18; Grp +29; Atk/Full Atk bite +25 melee (2d8+10); Space/Reach 10 ft./5 ft.; SA petrifying gaze, smite good; SQ damage reduction 10/magic, darkvision 60 ft., low-light vision, resistance to fire 10 and cold 10, spell resistance 23; AL CE; SV Fort +18, Ref +12, Will +8; Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15.

Skills and Feats: Hide +0 (+4 in natural setting), Listen +21, Move Silently +19, Search +10, Spot +10; Alertness, Blind-fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite).

SA – *Petrifying Gaze (Su):* Turn to stone permanently, range 30 feet; Fortitude DC 21 negates.

SA – *Smite Good (Su):* Once per day an abyssal greater basilisk can make a normal melee attack to deal an extra 18 points of damage against a good foe.

Note: An abyssal greater basilisk's natural weapons are considered magic for the purpose of overcoming damage reduction.

Area 1-13 – The Guardian and Golden Doors of the Great Treasury (EL 16): Read or paraphrase the following:

Before you are the remains of what must have once been a magnificent sight. Two massive golden doors, the bottom two-thirds of which have been eaten away, hang loosely on their ancient hinges. The room beyond is filled with statue-like columns depicting men dressed from many different lands carrying arms full of tribute, presumably to the once-great Caliphs of Zahadran. All of the statues face the arched opening in the north wall that leads to a long colonnade beyond. Standing beneath a tall archway is a giant stone carved djinni, arms crossed and resting on the hilt of a massive falchion, glaring in your direction.

The “djinni” is a greater stone golem. A DC 20 Spot check reveals that the colonnade hallway (area 1-14) is not tall enough to fit the stone golem. A clever adventurer might think to scamper past the golem into the relative safety of the hallway beyond. A party that seeks to flee past the golem and avoid combatting it might wish they were not so clever as they set off the traps in area 1-14.

Examination of the doors with a DC 20 Knowledge (dungeoneering) check reveals that the golden doors have been partially consumed by a powerful acid similar to that which would be excreted by an ooze. The doors have in fact been dissolved by the

elder black puddings in area 2-5. What remains of the door can be recovered and sold as pure gold for a sum of 10,000 gp (weight 1,000 lbs).

Tactics: The golem is magically able to detect the hereditary bloodline of the Caliphs of Zahadran and attacks any humanoid that tries to enter who is not a descendant of Caliph Delir the Brave, or accompanied by such. The golem is aware of the churning chains trap in the hallway and allows any who seek to get past it access to the deadly colonnade.

Greater Stone Golem: CR 16; Huge Construct; HD 42d10+40; hp 271 hp; Init -2; Spd 20 ft.; AC 27, touch 6, flat-footed 27; Base Atk +31; Grp +52; Atk slam +42 melee (4d8+13); Full Atk 2 slams +42 melee (4d8+13); Space/Reach 15 ft./15 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +14, Ref +12, Will +14; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1.

SA – *Slow (Su):* A stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 31 Will save to negate.

SQ – *Immunity to Magic (Ex):* A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Area 1-14 – The Hallway of Traps Guarding the Great Treasury of Zahadran (EL 16): Read or paraphrase the following:

A long colonnade stretches before you. Dozens of carved statue columns “march” north in pairs. The statues are dressed as collared slaves and each statue is burdened by an overflowing chest filled with coins, bails of silks, barrels of fine drink, and other luxuries.

Trap: Any creature that enters the hallway that is not of the bloodline of the Caliphs of Zahadran will activate the Hallway of Churning Chains, Tripping Tulwars and Collapsing Columns trap. Once the trap starts, any character that moves within 5 feet of a pillar is attacked by the entire trap sequence. It is possible that a character moving quickly, who is not tripped or hit by a collapsing column, may not face more than one sequence of trap effects in a single round.

(A tulwar is a long curved Indo-Persian sword, similar to a scimitar but with a more narrow blade.)

Hallway of Churning Chains, Tripping Tulwars and Collapsing Columns: CR 16; mechanical; magical trigger; automatic reset; multiple traps (tripping attack by chain, plus melee attack by tulwar, if tulwar hits it triggers column collapse attack); 1st Atk +15 melee touch trip (26 Str, Trip DC 23), 2nd Atk +15 (2d6+4, tulwar), 3rd Atk +15 melee (6d6, stone blocks); multiple targets (all targets within hallway or moving through hallway); Tumble Check DC 30 avoids attacks; Search DC 30; Disable DC 36. (Multiple spinning chains and tulwars emerge from all 18 columns and fill hallway top to bottom. A character can tumble through the trap at 15 feet per round making a DC 30 Tumble check each round to avoid being hit by the chains and tulwars. If the first chain attack succeeds, the second tulwar attack is at a +4 attack bonus because the character is prone. If the tulwar hits the column collapses on the character. If 10 of the columns collapse then the ceiling comes down and the entire hallway is considered a cave in. Cave-ins are extremely dangerous. See Area 1-4 for more details on cave-ins.)

Area 1-15 – The Great Treasury of Zahadran: Read or paraphrase the following:

The archway above the entrance to this room reads in ancient Common, “The Great Treasury of Zahadran. As long as there is wisdom, riches will flow like water.” The walls of this room are resplendent with painted reliefs of people reveling in all of the variety of riches known to man. The room is completely empty.

The room was once indeed the treasury of Zahadran, but destruction is Angra Mainyu’s intent and so black puddings were unleashed here to obliterate the wealth of the followers of Ahura Mazda. The puddings are now in the chamber below area 2-5.

Secret Door: There is a secret door in the floor of the treasury. A DC 34 Search check locates the secret door. Opening it reveals a stairway going down to area 2-5.

Area 1-16 – The Saena Tree (EL 16): Read or paraphrase the following:

Straight avenues of dwarf palms, statues, long empty bird cages, and garden pavilions are mirrored in the long canal of black water which thrusts into the length of the middle of the raised palace garden. The scents of flowers and dates assail the nostrils amidst a myriad of colors and lush overgrown garden. White marble statues of desert warriors astride magnificent warhorses

rear and salute in the direction of the golden onion-shaped domes which cap the main palace to the north.

The northern end of the canal widens to produce a large pool, in which water gathers around the base of a huge foreboding-looking tree. Large skeletons of misshapen beasts of chaos poke through the water. Upon closer examination the tall, animated tree with its thick bark skin crackles as it undulates and writhes. An insane looking face presses through the bark, its mouth open in an endless silent scream. Above its head, angry red berries shake amidst large black leaves with red veins.

Development: There is a plaque at the base of each of the statues that leads the way through the garden. Each horseman and his opposite have the same inscription on the plaque and are indicated by a letter on the map. Clever parties may realize the corruption and taint that has affected the tree is reversible and may discover the secret to unlocking a powerful ally in the heart of the palace. Other parties may simply slay the tree. If the characters read the plaques read or paraphrase the following:

Statue A: *Farzin the Learned brought the seed from the desert in wise old hand*

Statue B: *A gift of life from Ahura Mazda to the great peoples of the waste*

Statue C: *Planted in hallowed ground, as the great tree of life was at creation*

Statue D: *The fruit of the holy vine shall bring life eternal*

Statue E: *The defilement of the rooted soil damnation*

Statue F: *The roots of the tree as our faith kept pure*

Statue G: *The promise to our fathers, a future ensured*

A DC 30 Knowledge (nature) check reveals the tree to be a Saena Tree. The tree is highly adaptable and was intended to be attuned to the Prime Material Plane. The root structure of the tree may become corrupted if fertilized by the chaotic or evil dead, or planted in an evil or chaotic plane. This will cause the tree to become corrupted and take on the characteristics of that plane.

A DC 30 Knowledge (religion) check reveals that the desert peoples revere the Saena Tree as an exten-



sion of the tree of life that was planted by Ahura Mazda at the beginning of creation. The tree is believed to be a beneficent wellspring of life, wisdom, healing and goodness.

If the party casts *consecrate* or *hallow* on the Saena Tree or the area that it is in, the tree visibly relaxes and enters a restful state as soon as the spell has begun. The tree will revert to its uncorrupted status for the duration of the spell (see stats below). If the party closes the daeva gate in area 2-22, the Saena Tree will revert to its original uncorrupted form and reward the party with berries for their heroic deeds.

The uncorrupted Saena Tree will communicate with a good-aligned party. The tree is aware that the taint that is corrupting it is located beneath the palace proper and will encourage the party to discover the source of corruption (the gate to hell) and remove it (close the gate). The tree will provide healing and use its other powers to bolster the party in exchange for the promise that the ground it is in will remain consecrated or hallowed. The tree will not volunteer information but can answer any questions about the palace and its occupants up until the barrier appeared and the gate was opened as detailed in the sections titled “The Creation Legend of the Desert Peoples” and “Thousands of Years Ago” at the beginning of the module.

Tactics: The Saena Tree is located at the middle of the pool of water in area 1-16 (see note below for details on pools of water). A corrupted Saena Tree is completely insane and extremely fierce in combat. Should the party elect to attack it, the roots of the tree form the foundation of its defense and it attempts to snatch attackers and squeeze them to death. If a creature is doing damage to the Saena’s roots it often chooses to fling them away. If losing, the tree will attempt to use its *calm emotions* and *repulsion* spell-like abilities to survive.

Development: If the characters battled the Saena Tree before coming to the golden doors leading to area 1-17, give the indra daeva a DC 28 Listen check to overhear the combat. If the indra hear combat, one of them will go and marshal the efreeti in area 1-20 and attempt to ambush the party once they are engaged with the indra daeva that stayed behind. If the indra daeva are unaware of the approaching adventures, ensure that you describe a second balding old man standing before the throne in area 1-17 (see below).

Pool of Water: The long water channel and the pool at the end of it are all deep pools of water and have the following characteristics. These squares have at least 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a square containing a deep pool. Tumbling is impossible in a deep pool. The water in a deep pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren’t also underwater. A deep pool imposes a –2 circumstance penalty on Move Silently checks.

Corrupted Saena Tree: CR 16; Huge Plant (Corrupted Daeva) (Chaotic, Daeva, Extraplanar, Evil); HD 16d8+128; hp 200; Init +0; Spd 0 ft.; AC 20, touch 3, flat-footed 20; Base Atk +26; Grp +34; Atk slam +26 melee (2d10+10 plus snatch and drag); Full Atk 4 slams +26 melee (2d10+10 plus snatch and drag); Space/Reach 20 ft./60 ft.; SA Snatch and drag, spell-like abilities; SQ Daeva anchor, darkvision 60 ft., immunity to poison, resistances 10 (fire, cold, and acid), spell resistance 20, telepathy 100 ft.; AL CE; SV Fort +18, Ref +5, Will +19; Str 30, Dex 1, Con 26, Int 28, Wis 28, Cha 30. Skills and Feats: Bluff +29, Concentration +27, Diplomacy +29, Intimidate +29, Knowledge (the planes) +28, Knowledge (religion) +28, Knowledge (history) +28, Knowledge (nature) +28, Listen +29, Search +28, Spot +28; Blind-Fighting, Combat Expertise, Improved Disarm, Improved Trip, Multiattack, Snatch.

SA – *Snatch and Drag* (Ex): See description on page 40.

SQ – *Berries* (Su): The berries of the corrupted Saena Tree immediately kill those that eat them. The saving throw to avoid this effect is Fort DC 25.

Spell-like Abilities: At will – *calm emotions* (DC 21), *inflict serious wounds* (DC 22), *detect good*;

3/day – blindness/deafness (DC 23), contagion (DC 23), poison (DC 24); 1/day – antilife shell (DC 25), word of chaos (DC 26). Caster level 16th.

Saena Tree (uncorrupted): See stats on page 40.

Area 1-17 – Throne Room of the Great Caliph (EL 16): Read or paraphrase the following:

The building before you has a great onion-shaped dome covered with green oxidized beaten copper. A set of gleaming golden doors marks the entrance to what must surely be the central palace of this long-buried seat of power.

The doors are unlocked and swing silently open at the touch of a finger to reveal the throne room beyond. Once the characters have entered the throne room, read or paraphrase the following. If the indra daeva did not hear the characters' making noise in area 1-16, there will be two of them here, so adjust the text below to read "two balding older men," one seated on the throne and one standing nearby:

The golden doors swing open to reveal the throne room of the palace. A long and wide well lit hall is revealed before you. Ten great pillars, carved with the images of ten great Caliphs, rise from floor to ceiling. A twenty-foot-wide by sixty-foot-long carpet leads from the entranceway to a raised throne at the north end of the great hall. Sitting on the throne, amidst a roiling pool of smoke that gathers along the floor, is a balding older man with pale blue skin and a sawn-off, blunted horn in the middle of his forehead. He wears long flowing robes and leans on a smoldering crooked staff as his penetrating eyes search to make contact with yours.

The creature on the throne is an indra daeva.

Development: Remember that if the characters are overheard battling the Saena Tree in area 1-16, one of the indra daeva will marshal the efreeti from area 1-20 and lead an ambush from area 1-20 on the second round of combat. If the party surprises the indra daeva and combat ensues, allow the efreeti in area 1-20 a DC 10 Listen check to hear the combat and come and investigate.

The party may try to speak with the indra daeva. It will gladly engage in conversation with the party. The goal of this conversation will be to deceive the adventures and offer to reward them for aiding the collapse of the magical dome. The indra daeva will explain to the party that it is trapped here, unable to return to its home plane of existence by foul magic (this is a lie). He will explain that he can only be released by the death of the wizard who sleeps beneath the Sepulcher of Caliph Ghalandar the

Dervish at area 1-6 (partially true). If the adventures would be so kind as to go beneath the Sepulcher of Ghalandar and slay the man waiting there, the daeva will gladly return home and bother the world of man no further (another lie). If the party considers its offer, the indra daeva waits patiently for the debate to play out. If it appears that the characters are not fools, the daeva gains surprise with a pre-emptive strike and uses its moral apostasy special ability to attack a weak-willed fighter or barbarian.

Tactics: Indra daeva rely on their cloud of the daeva ability to protect them from divine magic while they set about using their moral apostasy ability to reduce the efficacy of clerics and paladins. They use *charm person* to more powerful effect after they have changed a creature's alignment. If faced with hand-to-hand combat, the indra daeva will use its blasphemy ability. Indra daeva relish smashing their foes with whirling quarterstaff blows. They always attempt to slay a fallen enemy.

Treasure: The indra daeva each carry a +2 *flaming quarterstaff*. The carpet is a hunting carpet and depicts the sport of kings. It is hand made of finest silk and richly and harmoniously decorated in reds, purples, and blues. The carpet weights 2000 lbs. and is worth 20,000 gp.

Indra Daeva (2): CR 14; Medium Outsider (Daeva); HD 12d8+60; hp 124 each; Init +4; Spd 30 ft.; AC 24, touch 14, flat-footed 20; Base Atk +16; Grp +16; Atk +2 *flaming quarterstaff* +19 melee (1d6+4 plus 1d6 fire); Full Atk +2 *flaming quarterstaff* primary +17/+12 melee (1d6+4 plus 1d6 fire) and off-hand +17/+12 (1d6+2 plus 1d6 fire); Space/Reach 5 ft./5 ft.; SA Cloud of the daeva, moral apostasy, spell-like abilities; SQ Daeva anchor, damage reduction 10/good, darkvision 60 ft., immunity to poison, outsider traits, resistance to fire 10, cold 10, and acid 10, spell resistance 24, telepathy 100 ft.; AL CE; SV Fort +13, Ref +12, Will +14; Str 18, Dex 19, Con 21, Int 22, Wis 22, Cha 22.

Skills and Feats: Bluff +21, Concentration +19, Diplomacy +21, Disguise +21, Escape Artist +19, Hide +19, Intimidate +21, Knowledge (the planes) +21, Listen +21, Move Silently +19, Search +21, Spot +21, Survival +21, Tumble +19; Combat Expertise, Improved Disarm, Improved Trip, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (quarterstaff).

SA – Moral Apostasy (Su): 3/day – An indra daeva may whisper evil thoughts in the mind of a subject and turn that creature's alignment chaotic evil. The range of this effect is 180 ft. and it lasts for 24 hours. The affected creature may make a DC 24 Will save to avoid the effect. The affected creature loses all alignment-dependent abilities and acts in a

selfish, unpredictable, violent, and cruel manner. This does not necessarily mean the character abandons their previous companions, goals, or mission. For clerics and paladins, actions taken under the effects of moral apostasy may have long-term consequences such as loss of abilities until redemption is sought. This ability is especially powerful when combined with *charm* and other mind control spells.

Spell-like Abilities: At will – *detect good*, *charm person* (DC 17), *crushing despair* (DC 19), *polymorph* (humanoid form only, no limit on duration), *tongues*; 1/day – *dominate person* (DC 20), *blasphemy* (caster level 16)

SQ – *Daeva Anchor (Su)*: Daeva may not be dismissed, banished, rebuked, or turned.

SQ – *Cloud of the Daeva (Su)*: Indra daeva are always surrounded by a roiling cloud of smoke that taints an area in a 50 ft. radius from where they stand. Anyone casting a divine spell within the cloud must make a DC 24 Will save or lose 2d4 Wisdom each time they cast a spell.

Area 1-18 – The Atrium: Read or paraphrase the following:

Off the throne room is a two-chambered atrium, the swirling dome clearly visible through the ceiling above. The gurgle of water can be heard from the various waterfalls and fountains about the chamber. Most of the plants and flowers that once flourished in the room are long dead and turned to dust.

The walls of the room have murals in an imitation of the style of art found in other parts of the palace. Following the murals from the entrance, they seem to tell a story. In the first mural there is a grey-bearded man with a long staff on a distant hellscape kneeling before a blurry dark stain. The second mural shows the grey bearded man performing an elaborate ritual in a deep cavern in the earth. The third mural shows a three-headed serpent and dozens of small and large horned monsters chasing the grey-bearded man through the palace and fighting fierce battles with desert warriors. The fourth mural shows the horned monsters feasting and torturing desert peoples before a luminescent tomb. The fifth mural shows the bearded man in a lonely chamber. The sixth mural shows the three-headed serpent and legions of horned monsters large and small emerging from sand and looking hungrily on a distant cityscape.

Development: The murals are actually permanent illusions; a DC 18 Will save reveals this. Godratt the Wise cast them, as he fled the daeva incursion, to tell future visitors the story of the fall of Zahadran

and a prediction of what will happen when he dies. The full story is written in the “Background Story – Thousands of Years ago” section at the beginning of the module. If the characters have removed the taint from the Saena Tree, the tree can confirm the story of the fall of Zahadran from descriptions of the murals. The room is otherwise empty.

Area 1-19 – The Kitchen Servants Area: Read or paraphrase the following:

This room has several long food preparation tables in it. Large chests of dishes, fine silverware, and all the other accoutrements for putting on a fine feast have been haphazardly cast about the room. Large storage cabinets have been overturned and barrels and casks split open, their contents long since turned to stains and dust upon the marble floor. In the northwest corner of the room is a stairway leading down.

This is the kitchen and feast preparation room. There is nothing of interest or value here. The stairs lead to the wine cellar in area 2-7.

Area 1-20 – The Efreeti in the Art Gallery (EL 14): Read or paraphrase the following:

The room before you is split in two by a high archway. The archway is supported by two atlantes, or carved figures of men, naked and in contemplative poses. Four slender columns support the ceiling, each column artist engaged in his own craft, be it painting and drawing, singing, playing a woodwind instrument, or carving. The floor is a colorful glass bead arabesque depicting whimsically placed men and women in nature enjoying and creating art, poetry, dance and music. The outer walls of the room are comprised of a carved arcade, each featuring masterfully carved and painted artworks from around the world. At the back of the south most part of the chamber, sitting around a table playing at a board with small-carved ivory pieces, are four beings that look like mighty giants, with dark red skin, smoldering eyes and jutting horns atop their heads.

The efreeti were defeated and held captive by Caliph Ardishir the Magnificent. Since the fall of Zahadran they have been imprisoned beneath the dome and claimed this part of the palace as their own. They are currently allied with the daeva but are so desperate to get back to their native plane that they may stand aside if negotiated with in the hopes that the party will close the gate which would allow them to return home.

Tactics: Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic. They will use their invisibility ability to

hide or sneak up on the party depending on the situation. A favorite trick is to use their ability to change size to make themselves larger and then make their opponents smaller. Intelligent and cruel, they will grapple spell casters and use their wall of fire as a weapon. Faced with defeat, gaseous form is an option as is promising a wish to a nongenie... but beware what you wish for. The efreeti may just be regrouping for further combat!



Treasure: The room features 18 paintings and 6 statues arranged in niches in the arcade the makes up the walls of this room. The value of the paintings is 1x 1000 gp, 3x 800 gp, 3x 700 gp, 6x 500 gp, 2x 250 gp, 2x 200 gp, and 1x 100 gp. The statues values are 1x 1200 gp, 2x 1000 gp, 2x 750 gp, and 1x 500 gp. The efreeti have also gathered treasure from other areas of the palace and created quite a horde: 350 pp, 8,575 gp, 13,851 sp, a *ring of counterspells*, *potion of misdirection*, *potion of haste*, *potion of fly*, *wand of inflict critical wounds*, *gauntlet of rust*, and *golem manual (greater stone)*.

Advanced Efreeti (4): CR 10; Large Outsider (Extraplanar, Fire); HD 12d8+24; hp 78 each; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18, touch 12, flat-footed 15; Base Atk +12; Grp +22; Atk slam +17 melee (1d8+6, plus 1d6 fire); Full Atk 2 slams +17 melee (1d8+6 plus 1d6 fire); Space/Reach 10 ft./ 10 ft.; SA Change size, heat, spell-like abilities; SQ Darkvision 60 ft., 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 16.

Skills and Feats: Bluff +17, Craft (any one) +16, Concentration +17, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +19, Listen +17, Move Silently +18, Sense Motive +17, Spellcraft +16, Spot +17; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Quicken Spell-Like Ability (scorching ray).

SQ – *Change Size (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. This is the equivalent of a 2nd-level spell.

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

Spell-Like Abilities: At will – *detect magic*, *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (1 ray only); 3/day – *invisibility*, *wall of fire* (DC 17); 1/day – grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 19), *polymorph* (self only). Caster level 12th.

Area 1-21 – The Caliph's Chambers (EL 16): Read or paraphrase the following:

The walls of the room before you are gilded with inlay of lapis lazuli, sculpted with curious figures of men enjoying all the fruits of the earth. A large bed is against the south wall, pillows and bright silk tossed about. Kneeling at the foot of the bed is an ancient skeleton, clothed in fine brocade silk clothing, a jeweled dagger clutched in one hand, a diadem upon its head.

The skeleton is the remains of the last Caliph of Zahadran, Ardishir the Magnificent. Slain by an indra daeva, with the full realization of the evil he had unleashed upon the world, Ardishir has become a tormented dread wraith.

Tactics: Dread wraiths can sense the approach of living creatures, and hunger for them. Despite its size, the dread wraith possesses unearthly quickness, and makes use of its Spring Attack feat and natural reach to strike with deadly effect and melt back into the shadows – or in this case the bed which it is melded into. The dread wraith waits until a creature approaches close enough to the bed to be within its spring attack range before leaping out, attacking, and fading into the floor.

Treasure: The diadem worn by Ardishir the magnificent contains a single fist-sized diamond worth 20,000 gp. The diamond is the “key” to closing the gate in area 2-16 and the one referred to by the riddle in area 2-4. The jewel-encrusted dagger is worth 5,000 gp.

Ardishir the Magnificent, Dread Wraith Ftr5: CR 16; Large Undead (Incorporeal); HD 16d12+5d10; hp 131; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +13; Grp –; Atk/Full Atk Incorporeal touch +22 melee (2d6+2 plus 1d8 Constitution drain); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, life-sense 60 ft., undead traits, unnatural aura; AL LE; Fort +11, Ref +15, Will +15; Str –, Dex 28, Con –, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +26, Intimidate +26, Knowledge (religion) +24, Listen

+27, Search +22, Sense Motive +23, Spot +27, Survival +6 (+8 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Weapon Focus (touch), Weapon Specialization (touch), Great Fortitude.

SA – Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. On each such successful attack, the dread wraith gains 5 temporary hit points.

SQ – Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

SQ – Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawns 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.

Area 1-22 – The Shattered Temple of Mithra (EL 14):

Read or paraphrase the following:

Curved stairs rise up to a large, badly damaged temple. Once-proud black marble walls make up this building; now they have been battered to the ground. The remnants of carefully carved dark gray columns poke through the rubble at regular intervals. The image of magnificent carved bulls with jeweled eyes is predominant in the surviving bits of column and walls.

This was once a temple of Mithra, son of Ahura Mazda. Azi Dahaka leveled it after he destroyed the temple to Atar directly to the north. Azi Dahaka then noticed the barrier and expended his tremendous energies trying to break out of the prison Godratt and Angra Mainyu had made, before resigning himself to wait for the long years until the barrier came down.

The floors here are considered uneven flagstone covered with dense rubble for the purposes of movement. It costs 2 squares of movement to enter a square with dense rubble. The uneven flagstone is difficult to move on, which means that a DC 10 Balance check is required to run or charge across the surface. Failure means the character can't move in this round. Dense rubble adds 5 to the DC of other Balance and Tumble checks, and it adds 2 to the DC of Move Silently checks.

Trap: Any creature that tries to search the temple that is not a consecrated cleric of Mithra will set off a trap that summons gorgons.

Tactics: The instant they are summoned, the gorgons use their standard action to charge the nearest opponent, attempting to trample them. The next round they use their breath weapon on as many intruders as possible.

Treasure: There are a dozen rubies that can be pried from the bull's heads in the columns, each worth 500 gp.

Summon Gorgons Trap: CR 14; magic device; proximity trigger (searching the temple); automatic reset; spell-like effect (*summon monster IX*, 18th-level wizard); Search DC 34; Disable Device DC 34. Note: The trap summons 4 gorgons, one in each corner of the temple.

Summoned Gorgons (4): CR 8; Large Magical Beast; HD 8d10+40; hp 85; Init +4; Spd 30 ft.; AC 20, touch 9, flat-footed 20; Base Atk +8; Grp +17; Atk/Full Atk Gore +12 melee (1d8+7); Space/Reach 10 ft./5 ft.; SA Breath weapon, trample (1d8+7); SQ Darkvision 60 ft., lowlight vision, scent; SV Fort +11, Ref +6, Will +5; AL N; Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9

Skills and Feats: Listen +9, Spot +8; Alertness, Improved Initiative, Iron Will.

SA – Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 19 negates.

SA – Trample (Ex): Reflex DC 19 half.

Area 1-23 – The Shattered Temple of Atar: Read or paraphrase the following:

Straight stairs, carved from deep red and orange marble to resemble licking flames, rise up to the remnants of a now-shattered temple. Five carved and painted columns, made to look like pillars of fire, can be seen rising out of the rubble atop the raised platform that was once a site of worship.

This was once a temple of Atar, son of Ahura Mazda. Azi Dahaka leveled it before he destroyed the temple to Mithra directly to the south. The entire temple gives off heat that can be felt through the floor. The heat is from the fire elementals trapped beneath the altar in area 2-13.

The floors here are considered uneven flagstone covered with dense rubble for the purposes of movement (see area 1-22 for details).

Secret Door: A deep red altar still remains intact in the north end of the temple and it, too, is very warm to the touch. A secret door is hidden in the back of the altar, which can be found with a DC 26 Search check. The stairs below the altar lead to area 2-13.

Part 3: Beneath the Palace of Ardishir the Magnificent

The tombs and passages beneath the palace are ancient, crumbling, dust-filled, and dark. Unless otherwise noted, all the floors, ceilings, walls are carved from sandstone. All of the doors are made of hand-carved stone.

Carved Sandstone Wall: 3 ft. thick; hardness 8; 540 hp; Break DC 50; Climb DC 22.

Stone Door: 4 in. thick; hardness 8; 60 hp; Break DC 28 (both stuck and locked).

Secret Doors: All of the secret doors on this level can be found with a DC 32 Search check unless otherwise noted.

Wandering Monsters

There are no wandering monsters beneath the palace of Ardishir the Magnificent.

Areas of the Map

Area 2-1 – Crypts of the Forgotten Caliphs (EL 14):

Read or paraphrase the following as the characters descend into the crypts:

As you descend beneath the tomb, you find an even more ancient burial place long forgotten beneath the palace. Aged statues of winged bulls line either side of the stairway down. Carved from light brown sandstone, the once-smooth hewn walls have long crumbled. The smell of old bones and the taste of sandy dust is in the air.

Out of the darkness come eight sets of glowing red eyes as sinister figures in flowing desert robes draw long curved spectral scimitars and rush to attack.

The wraiths are the remains the honor guard of Godratt the Wise. They accompanied the wizard beneath the tomb of Caliph Ghalandar the Dervish and swore oaths to remain until help came or they succumbed to the depravations of thirst and hunger. The oath was too difficult to honor and the warriors fell upon each other as insanity took hold. They became wraiths.

The six crumbled tombs to the side of the hallway contain small bits of bone, sandstone rubble, and thick dust. A DC 24 Knowledge (religion) check reveals the bulls are symbols of Mithra.

Tactics: If the advanced wraiths have a good chance to hear the characters looting or opening the sepulcher of Caliph Ghalandar the Dervish, they move beneath the secret trap door, hide, and wait to

attack the very first character to drop down from above. If a character retreats back up to the sepulcher the wraiths pursue, attacking through the floor.

Development: The mummies in area 2-3 should be given DC 12 Listen checks to hear if combat occurs in area 2-1. If they hear the combat they leave their sarcophagi and investigate the noise. The four advanced mummies arrive in area 2-1 two rounds after hearing the combat. Behmanesh, the mummy lord in area 2-3, spends a minimum of three more rounds casting defensive spells and then joins the combat. See area 2-3 for the details of which spells he casts. If his mummy allies are in trouble, he remains in his chamber preparing more defensive spells before calling the party to fight in his lair.

Treasure: In the hallway beyond the trap door there are 8 dusty old skeletons strewn about in various death throes. Each of the skeletons is wearing a glittering +1 mithril chainshirt, and carrying a +1 scimitar.

Advanced Wraiths (8): CR 8; Medium Undead (Incorporeal); HD 10d12; hp 55 each; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +5; Grp –; Atk/Full Atk Incorporeal touch +9 melee (1d4 plus 1d6 Con drain); Space/Reach 5 ft./5 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +9; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +11, Hide +16, Intimidate +15, Listen +17, Search +15, Sense Motive +13, Spot +17, Survival +9 (+11 following tracks), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (touch).

SA – Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 19 Fortitude save or take 1d6 points of Constitution drain. On each such successful attack, the wraith gains 5 temporary hit points.

SQ – 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.

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

SQ – 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.

Area 2-2 – The Collapsing Adytum of Ahura Mazda (EL 10): Read or paraphrase the following.

Large chunks of collapsed sandstone rest about the floor of the room before you. The march of time, which has crumbled the ceiling and walls, has obviously changed the shape of the room. The floor depicts an arabesque of various creation tales: fish, animals, fruits, leaves, trees and mankind all whimsically arranged with mathematical symbols and colorful geometric patterns framing them. On the far north wall is a golden baldachin, a canopy supported by columns, beneath which is an ancient white marble altar.

This room is an adytum, which is an especially sacred room into which only consecrated clerics of Ahura Mazda are allowed to pass.

A DC 20 Knowledge (religion) check reveals to the characters that the arabesque on the floor is a creation mythology clearly reflecting the role that Ahura Mazda played in the creation of the world and all that resides in it.

Trap: The baldachin on the far wall is consecrated to the god Ahura Mazda. Any creature touching the altar, who is not a cleric of Ahura Mazda, triggers the following trap:

Collapsing Ceiling Trap: CR 10; magical; location trigger; no reset; building collapses (8d6, crush); multiple targets (all targets in sepulcher); never miss; Search DC 48; Disable DC 48. *Note:* Cave-ins are extremely dangerous. See area 1-4 for details on cave-ins.

Treasure: The baldachin is plated with pure gold and weighs some 3,000 lbs. It could easily fetch 30,000 gp, although getting it out and transporting it through the desert would be extremely difficult.

Area 2-3 – The Mummies of the Desert Wanderers (EL 17): Read or paraphrase the following.

Before you is one main walkway which branches to five walkways, each leading to a separate sarcophagi. The floor to either side of the walkways drops off to darkness below. The walls above each sarcophagus contain simple mosaics of what appear to be people going about their daily lives in various desert scenes. In one scene the people travel and hunt; in another they are stopped at an oasis building tents; a third shows them on their knees before a bright light, one man standing with a tablet of stone; a fourth with a body on an altar being wrapped in cloth before a dark stain in the sky; and the last shows night falling and the people fleeing towards a far-off light.

Show the players handout D. Five mummies occupy the sarcophagi. The fall from the walkways is 80 feet or 8d6 damage to anyone who falls. The walls are unworked stone, requiring a DC 20 Climb check to scale.

A DC 22 Knowledge (history) or Knowledge (architecture) check reveals that the walls of this ancient burial chamber contain a very simple chipped marble mosaic illustrating the history of the people buried here.

A DC 28 Knowledge (history) check reveals that the people buried here were desert nomads who traveled the deep wastes, stopping at a lush oasis which would later become Zahadran. They consecrated a temple to Mithra beneath the oasis and traveled to it to bury their most important leaders in a ritual intended to preserve them for eternity. The dark stain is the taint of Angra Mainyu tricking the nomads into breaking Ahura Mazda's teachings of giving back to the earth through natural burial. Their attempt to preserve their dead had dire consequences, and as the darkness of Angra Mainyu fell upon the people they fled the oasis to seek the light of Ahura Mazda elsewhere.

A DC 30 Knowledge (religion) check reveals that the

desert peoples have a long and arduous history of failing to adhere to the teachings of Ahura Mazda and choosing dangerous knowledge from Angra Mainyu – reinforcing the duality of their religion and previewing the fall of Zahadran in more recent times.

Tactics: The following tactics assume the mummies have not heard the characters fighting in area 2-1 and are caught in their sarcophagi. The Mummies should be given a DC 5 Listen check to detect characters entering area 2-3. (If a character tries to Move Silently, the sarcophagi add a -5 penalty to the mummy's opposed Listen check.) If they hear the characters in their lair they explode from their coffins and engage the party in melee.

Behmanesh, the mummy lord, remains in his sarcophagi and casts defensive spells. First he casts *status* (to keep track of his allies), then as time permits: *spell resistance* (SR 22), *greater magic weapon*, *air walk*, *shield of faith*, and *protection from good*. In his own chamber Behmanesh air walks over the chasm to reduce melee opportunities from hand to hand characters without means of flying and uses his *ring of the ram* to try and knock party members from the walkways. Characters should be given a Listen check (DC 20 + distance modifiers) to hear Behmanesh casting his spells over the sounds of combat.

Stone Sarcophagus: 1 ft. thick; hardness 8; 200 hp; Break DC 30; Open Locks DC 36.

Advanced Mummies (4): CR 10; Medium Undead; HD 14d12+3; hp 94 each; Init +4; Spd. 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +7; Grp +16; Atk/Full Atk slam +17 melee (1d10+10 plus mummy rot); Space/Reach 5 ft./5 ft.; SA Despair, mummy rot; SQ Damage reduction 10/–, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +6, Ref +4, Will +11; Str 28, Dex 10, Con –, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +14, Listen +16, Move Silently +14, Spot +16, Alertness, Great Fortitude, Toughness, Improved Initiative, Weapon Focus (slam).

SA – Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 21 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

SA – Mummy Rot (Su): Supernatural disease – slam, Fortitude DC 21, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjura-

tion (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blows away into nothing at the first wind.

Behmanesh, Mummy Lord Clr10: CR 15; Medium Undead; HD 8d12+10d8; hp 105; Init +5; Spd. 15 ft.; AC 30, touch 11, flat-footed 29; Base Atk +10; Grp +19; Atk/Full Atk Slam +20 melee (1d6+12/19-20 plus mummy rot); Space/Reach 5 ft./5 ft.; SA despair, mummy rot, rebuke undead, spells; SQ Damage reduction 5/–, darkvision 60 ft., undead traits, resistance to fire 10, vulnerability to fire; AL LE; SV Fort +13, Ref +8, Will +20; Str 26, Dex 12, Con –, Int 8, Wis 20, Cha 17.

Skills and Feats: Concentration +8, Knowledge (religion) +4, Listen +18, Move Silently +5, Spot +18, Alertness, Combat Casting, Great Fortitude, Improved Critical (slam), Improved Initiative, Weapon Focus (slam).

SA – Despair (Su): As above; DC 17 Will save.

SA – Mummy Rot (Su): As above; DC 17 Fortitude save.

Cleric Domains: Death and Protection.

Cleric Spells Prepared (6/7/6/5/5/4; save DC 15 + spell level): 0-level – *detect magic* (x2), *guidance*, *read magic*, *resistance*, *virtue*; 1st-level – *bane*, *entropic shield*, *deathwatch*, *divine favor*, *protection from good*, *sanctuary**, *shield of faith*; 2nd-level – *bull's strength*, *death knell**, *hold person*, *resist energy*, *status*, *spiritual weapon*; 3rd-level – *animate dead**, *bestow curse*, *deeper darkness*, *dispel magic*, *protection from energy*; 4th-level – *air walk*, *divine power*, *freedom of movement*, *greater magic weapon*, *spell immunity**; 5th-level – *insect plague*, *slay living**, *spell resistance*, *unhallow*.

Possessions: +2 half-plate armor, cloak of resistance +2, ring of the ram, ring of minor elemental resistance (fire), brooch of shielding. Behmanesh wears a jeweled crown (10,000 gp), platinum ring (1,000 gp), and golden scepter (2,500 gp).

Area 2-4 – Godratt the Wise (EL 15/varies): Read or paraphrase the following:

The doorway is made of iron. It glows with a warm and comforting radiance. On the door is a brass plate, and on the plate are three symbols from left to right and a spinning dial that has four symbols equidistant from each other. It appears

that spinning the dial brings one of the four symbols on the dial in line with the three symbols on the door.

Show the players handout E. (Note that this handout appears below, not in the appendix, for space reasons.) This is a logic puzzle where the players must guess which symbol comes next, then align the dial appropriately. The symbols on the door are on swivels so that spinning the dial causes them to retain their original alignment – they do not appear upside down if you turn the dial one half turn.

This is the answer to the riddle:



Trap: Failure to correctly solve the puzzle lock on the door will cause the trap to be set off. Any attempt to open the door other than solving the puzzle will cause the trap to be set off. Any magical or special ability used to attempt to bypass the door or get into the room beyond will result in the character losing the spell/charge/use per day of that ability and returning them to the doorway facing the puzzle. Similarly, magic may not be used to look or otherwise penetrate the room beyond.

Prismatic Spray Trap: CR 15; magic device; proximity trigger (see above); automatic reset immediately; spell effect (*prismatic spray*, 13th-level wizard, DC 24 Reflex, Fortitude, or Will save, depending on effect, see spell description); Search DC 35; Disable Device DC 40.

Once the characters have solved the puzzle then read or paraphrase the following:

You hear a soft click and the door gently opens to reveal the chamber beyond. Sitting on the floor in the chamber is an elderly man. His silver hair flows over eldritch stitched robes, cascad-

ing into piles around him. A long rune-covered staff rests across his thighs. Writing in arcane script is upon the floor.

Godratt the Wise: This is Godratt the Wise, under the effects of a *temporal stasis* spell. While in this condition, Godratt will be completely unable to communicate with the party. It is equally impossible to harm him in any way. A *freedom* spell awakens Godratt, as will a successful *dispel magic* (DC 31). The characters may loot Godratt without defeating him and find a *freedom* spell in his spell book. The only other thing that will bring Godratt out of his stasis is the destruction of the gate to the Chinvat Bridge in area 2-16.

The Riddle: Godratt has left a clue scrawled in magical script upon the floor in the form of a riddle. A DC 20 Spellcraft check makes it legible:

Wisdom's vanity and magnificent pride did open for hate,

Vile destruction of what is heavenly

The creator's good fortune staved off dreadful fate.

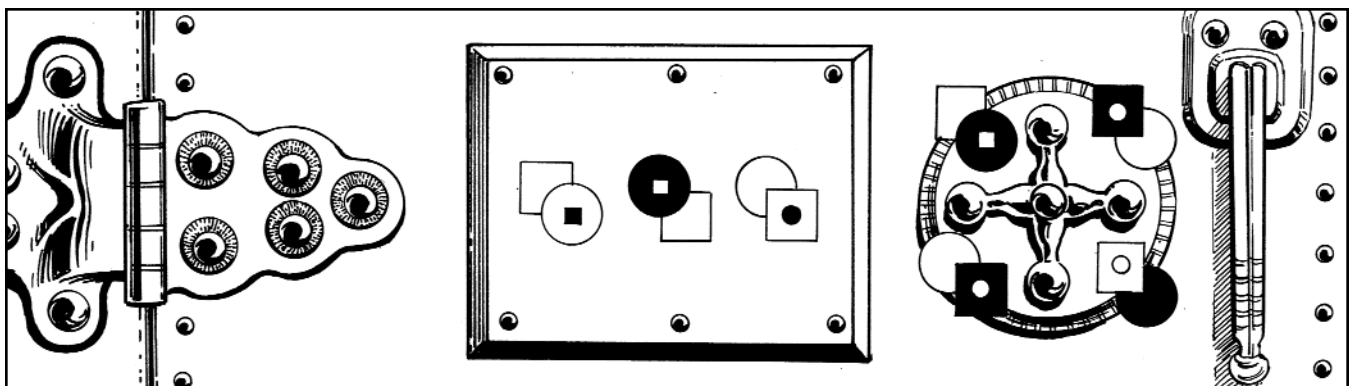
In the fool's crown is set the key,

Its sharpened gleam can cut through mirrored gate

Redemption our destiny.

"Wisdom's vanity" and "magnificent pride" refer of course to Godratt the Wise and Ardishir the Magnificent, who opened the gate through their foolish ego and grandiose dreams. Ahura Mazda is the creator who intervened and ensured the dome would be both gate and barrier. The crown refers to the diadem on the head of Ardishir the Magnificent in his room in area 1-21, in particular the diamond. The diamond may be used to slice through the activating crystal atop the gate in area 2-16.

Players' Handout E



Freeing Godratt: If Godratt is freed, he can be of no physical help to the party as he is in excruciating pain due to his life force bleeding to maintain the magical dome which binds the daeva here. He can, however, gasp out the history of his mistake which is contained in the background story at the beginning of the module.

If brought out of stasis, Godratt implores the party to use the fist-sized diamond in the diadem worn by the corpse of Ardishir the Magnificent in area 1-21 to cut the adamantine mirror that was used to construct the gate in area 2-16.

Defeating Godratt: If the party frees Godratt and defeats him in combat, do not award full experience. Godratt cannot fight back and is hardly a challenge, and a 50% penalty should be applied. Furthermore, remember that the dome seals the palace of Ardishir the Magnificent in an unbreakable magical prison. The dome is maintained by the slowly draining life essence of its creator Godratt the Wise. If Godratt is slain or dies, the dome immediately collapses. The evil daeva minions of the ancient "Lord of Darkness" Angra Mainyu will be unleashed on the world as soon as they have a chance to muster. The characters still have a chance to save the day if they can seal the gate at area 2-16. But if Godratt is slain and the dome comes down, the encounter at area 2-16 to seal the gate will become more difficult to represent the minions of Angra Mainyu mustering before they are unleashed upon the world.

Iron Door: 4 in. thick; hardness 10; 120 hp; Break DC 28 (both stuck and locked).

Godratt the Wise, Male Human Wiz20: CR 20; Medium Humanoid (Human, 5' 5"); HD 20d4+100; hp 161 (54 at present); Init +5; Spd 30 ft.; AC 20, touch 15, flat-footed 19; Base Atk +10; Grp +10; Atk +2 dagger +13 melee (1d4+2); Full Atk +2 *flaming quarterstaff* +13/+8 melee (1d4+2) or +2 *dagger* +13 melee (1d4+2); Space/Reach 5 ft./5 ft. SV Fort +14, Ref +10, Will +16; AL LN; Str 10, Dex 12, Con 20, Int 26, Wis 12, Cha 16.

Skills and Feats: Concentration +28, Knowledge (arcana) +31, Knowledge (architecture and engineering) +16, Knowledge (dungeoneering) +14, Knowledge (geography) +14, Knowledge (history) +17, Knowledge (nature) +14, Knowledge (nobility) +14, Knowledge (religion) +22, Knowledge (the planes) +31, Listen +5, Spellcraft +33, Spot +5, Use Magic Device +14; Brew Potion, Combat Casting, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Improved Initiative, Improved Counterspell, Spell Focus (conjuration, evocation, transmutation), Spell Penetration.

Languages Spoken: Common, Abyssal,

Celestial, Draconic, Infernal.

Possessions: Ring of freedom of movement; ring of protection +4; rod of metamagic, empower, greater; staff of the planes (30 charges); wand of fireball (10th-level caster, 20 charges); wand of ice storm (15 charges); wand of magic missile (9th-level caster, 12 charges); wand of summon monster III (23 charges); amulet of health +4; bag of holding (type 2); winged boots; bracers of armor (+5); carpet of flying (type 3); cloak of resistance (+3); headband of intellect (+4); pearl of power (7th level spell); Godratt's spell books (in bag of holding).

Spells Memorized (4/6/6/6/6/5/5/5/4; save DC 18 + spell level): None at present.

Godratt's Spell Books: 0-level – all; 1st-level – all; 2nd-level – arcane lock, protection from arrows, resist energy, acid arrow, summon monster II, web, detect thoughts, locate object, see invisibility, touch of idiocy, continual flame, scorching ray, blur, invisibility, magic mouth, minor image, mirror image, alter self, bear's endurance, fox's cunning, knock, whispering wind; 3rd-level – dispel magic, explosive runes, magic circle against chaos/evil/good/law, nondetection, protection from energy, summon monster III, arcane sight, clairaudience/clairvoyance, suggestion, fireball, lightning bolt, displacement, illusory script, major image, gentle repose, gaseous form, haste, secret page; 4th-level – dimensional anchor, globe of invulnerability, lesser, stonewall, dimension door, summon monster IV, arcane eye, scrying, crushing despair, ice storm, wall of fire, hallucinatory terrain, illusory wall, rainbow pattern, polymorph; 5th-level – break enchantment, dismissal, mage's private sanctum, planar binding, lesser, summon monster V, teleport, wall of stone, contact other plane, hold monster, cone of cold, mirage arcana, persistent image, magic jar, passwall, permanency; 6th-level – dispel magic, greater, globe of invulnerability, repulsion, planar binding, summon monster VI, legend lore, contingency, permanent image, programmed image, undeath to death, disintegrate, stone to flesh; 7th-level – banishment, spell turning, plane shift, summon monster VII, forcecage, prismatic spray, waves of exhaustion, ethereal jaunt, reverse gravity, statue, limited wish; 8th-level – dimensional lock, protection from spells, incendiary cloud, planar binding, greater, summon monster VIII, trap the soul, binding, sunburst, horrid wilting, temporal stasis; 9th-level – freedom, gate, soul bind, wail of the banshee, etherealness, time stop.

Area 2-5 – Lower Treasury (EL 14): Read or paraphrase the following:

This room is a large open vault and it is completely empty, save the two gargantuan, dark blobs of goop, which have come to life at the scent of you.

These two elder black puddings begin the encounter

in the northeast and southeast corners of the room, respectively. They immediately attack the first living thing to come into the room, ravenously attempting to consume it.

The secret door can be found with a DC 32 Search check.

Elder Black Pudding (2): CR 12; Gargantuan Ooze; HD 20d10+180; hp 290 each; Init –5; Spd 20 ft., climb 20 ft.; AC 1, touch 1, flat-footed 1; Base Atk +15; Grp +35; Atk/Full Atk slam +19 melee (3d6+12 plus 3d6 acid); Space/Reach 20 ft./20 ft.; SA Acid, constrict 2d8+12 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL neutral; SV Fort +15, Ref +1, Will +1; Str 26, Dex 1, Con 28, Int –, Wis 1, Cha 1.

Skills and Feats: Climb +16. A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

SA – Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 29 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 29 Reflex save. The save DCs are Constitution-based. The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

SA – Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

SQ – Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Area 2-6 – Really Old Connecting Tunnels: Read or paraphrase the following:

A rough-carved tunnel leads to a small empty room.

This tunnel acts as a secret corridor, joining areas 2-5, 2-7 and 2-8. It is empty. All of the secret doors can be found with a DC 32 Search check, except the secret doors that lead to area 2-8, which require a DC 36 Search check to find.

Area 2-7 – The Wine Cellar: Read or paraphrase the following:

The cold room below the palace kitchens contain the remains of old food and drink, now nothing more than dust and stains on the flagstone floor.

The secret door in this room leads beneath the palace catacombs to treasure rooms and a secret escape tunnel. It can be found with a DC 32 Search check.

Area 2-8 – The Forgotten Treasure Room (EL 16):

The secret doors leading to this room are well hidden (DC 36 Search check) and locked (DC 36 Open Lock check). Read or paraphrase the following:

The secret door to this room opens with a disturbing hiss as long-stale air is released. The room beyond has the statues of two identical men, each standing at two identical doors, one in the middle of the north wall, and one in the middle of the south wall. There is a pedestal in the center of the room and on that pedestal is a carved tablet of sandstone.

The tablet is carved with intricately flowing script in ancient Common and reads as follows: "Here is the great treasure of Caliph Farzin the Learned, wise scholar of Zahadran. Know ye that there are two doors. Behind one lies your death, behind the other lies unimaginable wealth. You may ask one question and one question only to either man in order to discover which door is which. Know ye that one man always tells lies and the other man always tells the truth. Which question do you ask to ensure you open the door to the treasure and not your death?"

The Riddle Explained: The stone tablet explains a difficult puzzle. The party may only ask ONE question, not one question to each statue. The proper question to either statue is "Which doorway will the **other** man (statue) tell me is the **safe** doorway to the treasure?" or some similar question. Whatever the answer they receive will **be the lie** and the party should choose **the other door**, as it will lead to the treasure.

The explanation is as follows. If the party asks the liar, "What will the other man tell me is the door to the treasure?", then the man who always lies will lie and tell the party the trapped door, at which point the party should pick the other door. If the party asks the man who tells the truth, "What will the other man tell me is the door to the treasure?", the man who always tells the truth will tell the truth (which is the other man's lie) and tell them to pick the trapped door, at which point the party should pick the other door. The DM can choose either doorway as the trapped door and the treasure, because the trap or

treasure arrives based on figuring out the riddle, not picking a physical door.

Trap: The doors do not lead to rooms. Trying to open up the door without asking the question will trigger the trap. Asking the wrong question and trying to open the door will trigger the trap. Asking the right question and opening the wrong door will trigger the trap. Asking the right question and attempting to open the correct door will result in area 2-8 being filled with the treasure below. Triggering the trap causes each ten-foot square in the room to become a sand-filled “windowless cell” forcecage.

Sand-Filled Forcecage Trap: CR 16; magical; magical trigger; 24 hour reset; multiple targets (everyone in the room); never miss; no onset delay (each character in the room is in a 10-foot sand-filled “windowless cell” forcecage instantly); 8d6 crushing damage (first round only); Swim DC 40 to move, Concentration DC 35 to cast spell, plus liquid (begin drowning, see below); Search DC 30; Disable Device DC 45.

Drowning: Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns. It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Treasure: A chest with 7,000 pp, a much larger chest with 35,000 gp, two large chests with a total of 30,000 sp, and a coffer filled with gems of various values worth 25,000 gp.

Area 2-9 – Tan Mold (EL 10): Read or paraphrase the following:

This room is filled with dry old bones huddled together in piles. The glint of metal and the shape of other treasures can be seen amidst the bones. The floor has several large, circular charred marks on it and some of the bones are blackened as if burned. The room is carved from light brown sandstone. The south end of the room and south hallway leading east are partially collapsed.

The huddled and charred bones here are from hopeless palace residents who fled the initial attack by the daeva above and were hunted down and slain by aesma daeva here. The charred marks and partially-collapsed hallways are the result of balefire blasts as aesma daeva were defeated. The bones

are spread throughout the entire room and tan mold is present in each five-foot square of the room.

Treasure: Searching the bone reveals an assortment of treasures and belongings carried by the ancient palace dwellers while they fled here: 290 sp, 769 gp, 145 pp, diamond earrings worth 300 gp, an emerald necklace worth 550 gp, a gold anklet worth 350 gp, and dozens of assorted pieces of jewelry of lesser value worth a total of 3,000 gp.

Monster: Spread throughout the piles of bones is tan mold. The mold is the same color as the dust and debris covering the floor and skeletons and very difficult to see. If the party has encountered tan mold before the Spot DC is 30. If they have not encountered it before, it is less likely they will notice it and the Spot DC is 40.

Tan Mold (CR 10): If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 19 Fortitude save or take 1d4 points of Constitution damage and 1d4 points of Strength damage. Another DC 19 Fortitude save is required 1 minute later – even by those who succeeded on the first save – to avoid taking 2d4 points of Constitution damage and 2d4 points of Strength damage. Fire causes the tan mold spots to be carried further in the smoke. For each five feet of tan mold that is burnt, the spores affect all within 20 feet. Water destroys tan mold, and humidity renders it dormant.

Area 2-10 – Shadows of Their Former Selves (EL 12): Read or paraphrase the following.

The room before you has walls of finished stone. Charred skeletal remains are strewn about the room and up the hallway to the north. Weapons and shields lie within reach, and the skeletons wear ancient chain mail armor. Many burnt blast circles cover the floor and walls. The lower half of the walls are carved and decorated in bizarre patterns and mad script.

The bones are spread throughout the entire room and tan mold is present in each five-foot square of the room. This is the location of the palace guard's last stand. Aesma daeva overwhelmed them as they attempted to flee with their noble charges up the hallway to the north to freedom. Unfortunately their effort was hopeless as the tunnel north leads to a passage which is blocked by the magical barrier, and escape is not possible. The helplessness of this final terrifying end has created undead shadows that haunt this room to this day.

A wizard who can cast 6th-level spells or cast *read magic* will immediately realize that the bizarre patterns



on the wall show the spell book script for the spell *circle of death*, and it may be copied into a spell book.

The mad script is in Abyssal and says: "And in the deep desert I share our vile lord's prophecy with you: there shall be a great unmaking, an eternal darkness will fall, the gates of hell will open, and sprung forth will be all the minions of Angra Mainyu and the end of the world is at hand." A DC 40 Knowledge (religion) check reveals that the prophecy is at the core of the duality of religious belief of the worshipers of Angra Mainyu and stands in direct contradiction to the creation mythology of Ahura Mazda.

Tactics: The shadows are incorporeal. They hide within the floor of the chamber until they sense the living in the room above. Then they rise up and attack that which they loathe.

Development: If the party has killed Godratt the Wise and collapsed the barrier, or closed the gate and collapsed the barrier, then this is one way they could easily escape from the palace. The north hallway can lead upwards to a outcropping of rock in the desert, or downwards to further adventure in the underdark, at the referee's discretion.

Treasure: Searching the bone reveals an assortment of treasures and belongings carried by the ancient palace dwellers while they fled here: 230 sp, 454 gp, 93 pp, assorted pieces of jewelry of lesser value worth a total of 1,100 gp, nine +1 *scimitars*, seven +1 *large steel shields*, two +2 *falchions*, a *ring of protection +3*, a *belt of giant strength +6*, a *cloak*

of resistance +2, an *amulet of mighty fists*, and a *figurine of wondrous power (ebony fly)*.

Tan Mold (CR 10): See Area 2-9 for more info on tan mold.

Shadow (16): CR 3; Medium Undead (Incorporeal); HD 3d12; hp 19 each; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp –; Atk/Full Atk Incorporeal touch +3 melee (1d6 Str); Space/Reach 5 ft./5 ft.; SA Create spawn, Strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; 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. Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *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.

SA – Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

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

Area 2-11 – Last Stand (EL 10): Read or paraphrase the following:

The finished sandstone walls in this room are carved with a variety of insane scrawling and symbols of chaos, violence and aggression. A large circle is burnt into the center of the floor and a half-dozen charred skeletons have been strewn up against the walls. One of the skeletons has a long flowing rust-colored robe stitched with arcane symbols. The other men wear long rotted tatters and clutch the large golden sun symbols attached to chains about their necks.

The bones are spread throughout the entire room and tan mold is present in each five-foot square of the room. The apprentice of Godratt the Wise and four ranking clerics of Ahura Mazda were slain here by madly pursuing a *mesma daeva*.

Development: The secret door here can be found with a DC 32 Search or Spot check.

Treasure: Searching the bones reveals an assortment of treasures and belongings carried by the ancient palace dwellers while they fled here: 125 sp, 1,365 gp, 172 pp, assorted pieces of jewelry of lesser value worth a total of 800 gp, a *robe of eyes*, a *staff of defense* (32 charges), a +2 *staff*, a *wand of cure serious wounds* (17 charges), an arcane scroll

(break enchantment, hold monster, wall of force, bull's strength, mass), and a divine scroll (flame blade, shatter, darkvision, prayer, blight, reincarnate). Around the necks of four of the skeletons are Holy Symbols of Ahura Mazda.

Tan Mold (CR 10): See Area 2-9 for more info on tan mold.

Area 2-12 – The Swarm (EL 14): Read or paraphrase the following:

The rough-walled hallway before you looks as if it was crudely chiseled out of sandstone.

A DC 30 Spot or Search check reveals the following:

Thousands of tiny holes have been burrowed into the sandstone, leaving a fine layer of thick dust tapering away from the base of the walls.

Four vicious daeva hellwasp swarms have dug the holes. The swarms are dormant in the walls of the room. The presence of living creatures in the room awakens them.

The three secret doors may be found with a DC 30 Search check.

Tactics: One minute after the characters enter the room, they hear an angry buzzing sound within the walls. Two rounds after that, the swarms pour into the room and attack. If the characters have left the room the angry swarms pursue them.

Daeva Hellwasp Swarm (4): CR 10; Diminutive Outsider (Daeva, Extraplanar, Evil, Swarm); HD 12d10+48; hp 117 each; Init +10; Spd 20 ft.; AC 20, touch 20, flat-footed 14; Base Atk +12; Grp –; Atk/Full Atk Swarm (3d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison, consume; SQ Daeva anchor, damage reduction 10/good, darkvision 60 ft., immunity to poison, immune to weapon damage, swarm traits, daeva traits, resistance to fire 10, cold 10, and acid 10, spell resistance 20, tremorsense 60 ft.; AL CE; SV Fort +14, Ref +14, Will +7; Str 1, Dex 22, Con 18, Int 6, Wis 13, Cha 9. Skills and Feats: Hide +19, Listen +10, Move Silently +10; Alertness, Improved Initiative, Iron Will, Great Fortitude, Toughness.

SQ – Daeva Anchor (Su): Daeva hellwasp swarms may not be dismissed, banished, rebuked or turned.

SA – Distraction (Ex): Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

SQ – Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires

1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). See MM for more details.

SQ – Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex.

SQ – Hive Mind (Ex): Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

Area 2-13 – The Elementals Beneath the Altar (EL 15): Read or paraphrase the following:

The room before you gives off an uncomfortable heat. Two huge pillars of raging fire burn brightly in the center of the room. A face materializes out of the flames and smiles wickedly.

The elementals were bound here by the high cleric of the temple of Atar. They can only go home if defeated. They are proud and quite insane, and attack screaming in Ignan for victory and release from this eternal torment.

The secret door in the room is difficult to find (Search DC 32).

Tactics: The elder fire elementals trapped here are fierce opponents that attack their enemies directly and savagely. They take joy in burning the creatures and objects of the Material Plane to ashes.

Advanced Fire Elemental, Elder (2): CR 13; Huge Elemental (Fire, Extraplanar); HD 32d8+128; hp 272 each; Init +13; Spd 60 ft.; AC 25, touch 17, flat-footed 16; Base Atk +22; Grp +36; Atk slam +30 melee (2d8+6 plus 2d8 fire); Full Atk 2 slams +30 melee (2d8+6 plus 2d8 fire); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; SA Fort +14, Ref +23, Will +10; AL N; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11;

Skills and Feats: Listen +28, Spot +29; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam).

SA – 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 attack also must succeed on a Reflex save (DC 26) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. 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 Reflex save.

Area 2-14 – Empty Tombs of the Forgotten Caliphs:

Read or paraphrase the following:

The seamless secret door opens to reveal thick dust undisturbed for generations gathered on the rough-carved sandstone stairs, which descend into a long-forgotten tomb. Ten pairs of niches line the walls of hallways heading north and south from the base of the stairs. Each of the niches contains empty burial shrouds and bits of jewelry and weapons made out of silver and bronze.

There is a secret door at the north end of the hallway that can be found with a DC 34 Search check.

Treasure: Each tomb contains the bronze weapons and silver jewelry that was buried with the forgotten Caliphs of Zahadran. The weapons have no value in combat and the jewelry is poorly made from cheap silver, but the entire collection has historical value and can be sold for 15,000 gp. A DC 30 Appraisal check reveals the value of what appears to be worthless trinkets.

Area 2-15 – The Tomb of Asha Vahishta the Amesha Spentas (EL 14):

Read or paraphrase the following:

The secret door before you opens with a sucking sound as stale air wafts out and assails your nostrils. The room beyond contains three curved alcoves, each containing a carved recess. Bas-reliefs of beautiful winged creatures armed with flaming scimitars fighting feral and snarling daeva can be seen in each of the recesses.

An altar tomb is present in the north recess, carved from luminescent white marble. The altar is a simple white sarcophagus, framed by two arching feathered golden wings.

In the western recess, the scene is of two men facing off against each other in a primordial-looking landscape, each summoning his minions to do battle as an indifferent face in the sky looks on.

In the north alcove, the scenery is of an idyllic oasis of lush vegetation, with the vile daeva attacking the peaceful heavenly host of amesha spentas. Central to this image is a lone human female figure, armed with a great bow, many slain daeva lay about her pierced with arrows.

The eastern alcove features daeva being routed across a great bridge by amesha spentas, as three figures walk towards them with bright light emanating from them. A fourth female figure is present, bow in hand, unleashing arrows on the fleeing daeva.

The lid of the sarcophagus doubles as a raised altar, the golden wings flare behind it. The effect of the altar tomb is to make the individual celebrating behind it appear as though they have magnificent golden wings.

Knowledge Checks: A DC 28 Knowledge (religion) check reveals that the western scene features Ahura Mazda and Angra Mainyu fighting before their father Zurvan before the creation of the universe.

A DC 30 Knowledge (religion) check reveals the northern scene features the amesha spentas defending Ahura Mazda's creation – the world we now inhabit. The female amesha spentas with a bow is Asha Vahishta. It is interesting that in the gate (area 1-2) Asha Vahishta is represented as a male cleric-like figure with book, while in this more ancient tomb it appears as though Asha Vahishta was female and a warrior.

A DC 32 Knowledge (religion) check reveals that the eastern scene depicts the daeva being routed across the Chinvat bridge and sealed in hell by a victorious Ahura Mazda and his two sons Mithra and Atar, with the help of the amesha spentas and in particular the female Asha Vahishta and her bow.

Treasure: The ancient sarcophagus is empty except for Asha Vahishta, Greatbow of the Amesha Spentas.

Trap: Any individual who is not a consecrated cleric of Ahura Mazda who touches the altar tomb or attempts to open the sarcophagus causes the entire floor in area 2-15 to fall away into an acid-fog-filled spiked pit trap. The altar tomb remains atop a column once the floor falls away. Striking the bottom of the pit causes an *acid fog* spell to detonate, affecting all of the creatures who have fallen in the pit.

Acid Fog Spiked Pit Trap: CR 14; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 40, Open Lock DC 40); DC 30 Reflex save avoids (by jumping out of the room or onto the sarcophagus); 50 ft. deep (5d6, fall); multiple targets (all targets in area 2-21); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus spell effect); spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 36; Disable Device DC 40.

Area 2-16 – The Gate to the Chinvat Bridge (EL 16 + variable):

When the characters discover the hallway leading to area 2-16, read or paraphrase the following:

There is a palpable heat rising from the hallway before you. Far to the south, the red dance of distant flame plays on the walls. The walls are carved with a variety of insane scrawling and symbols of chaos, violence and aggression.

The daeva were responsible for the chaotic scrawling on the walls. Anyone familiar with the Abyssal language can read the writings on the wall. It consists of phrases such as: "We spill through the gates of hell," "The Darkness shall cover the earth," "Angra Mainyu our lord of destruction comes," "Azi Dahaka shall rampage," and "Chaos reigns." These and variations on these quotes are carved throughout the hallway and repeated many times. A DC 40 Knowledge (religion) check allows the characters to know that these are responsorial chants to prompts made by the clerics of the evil god of destruction Angra Mainyu.

If the party continues down the hall and in to area 2-16, they are exposed to extreme heat, which deals lethal damage (air temperature over 140° F, fire, boiling water, lava). Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Read or paraphrase the following once the party has traveled the hallway:

A large cavern opens to reveal a bridge leading over a lake of molten glass obscured by large plumes of billowing smoke and licking flames. The bridge terminates in a large roiling black stain that plumes out of a fiercely-glowing mirror at its base. Rising from the liquid glass at the

foot of the bridge is a colossal scorpion, its carapace letting off a smoldering heat and globs of wet glass.

This is the gate to the Chinvat Bridge that Godratt opened in his folly. The monstrous daeva scorpion, perverted and grown from years living near the gate to hell, is now its guardian and attacks non-daeva on sight.

Heat Effects: The lake of molten glass can be considered lava or magma for the purpose of adjudicating damage. It deals 2d6 points of damage per round of exposure, except in the case of total immersion, which deals 20d6 points of damage per round.

Damage from liquid glass continues for 1d4 rounds after exposure ceases, until it turns solid, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava. After 1d4 rounds, once the glass is solid, the covered creature is held in place (similar to *hold person*) unless the glass is broken by a successful Strength check (DC 12), at which point the glass shatters, cutting the covered creature for a further 3d6 damage. A liquid-glass-covered creature cannot take a move action to put out flames. The glass may be rapidly cooled to avoid the burning damage by any reasonable means (e.g., immersion in cool water); this, however, causes the glass to immediately shatter, causing 3d6 damage.

Moving onto the bridge or the air above the lake

Asha Vahishta, Greatbow of the Amesha Spentas

+4 *Holy Composite Longbow*; AL NG; Int 10, Wis 18, Cha 18, Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; ego score 26.

Lesser Powers: *Bless* 3/day, *faerie fire* 3/day. Asha Vahista has 10 ranks in Spot (total modifier +14)

Greater Powers: *Dimensional anchor* on a foe 1/day, *haste* on wielder 3/day.

Special Purpose: Defeat daeva and the servants of Angra Mainyu.

Personality: Asha Vahishta is made from the wood of the original Saena Tree, planted at the creation of the universe by Ahura Mazda. The weapon was originally carried into battle by the human female archer named Asha Vahishta. Asha Vahishta was slain in the final assault on the Chinvat Gate, the battle that finally bound the dread god Angra Mainyu to Mount Alburz, a particularly desolate plane of hell. The spirit of Asha Vahishta lives on in the bow and the spirit strives to hunt the followers and minions of Angra Mainyu. Asha Vahishta has an extremely high ego, and attempts to force whoever carries her to fight when in the presence of daeva. Asha also desires to be held by someone of good heart and attempts to force a non-good aligned character to give her to a good-aligned person.

Strong evocation; CL 17th; Craft Magic Arms and Armor, *bless*, *dimensional anchor*, *faerie fire*, *haste*, *holy aura*; price 105,100 gp.

exposes the character to additional smoke effects. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Closing the Gate: On the other side of the gate, Azi Dahaka is mustering the minions of Angra Mainyu to reinvade the palace to take care of the adventuring party and exploit the failing magical dome. The gate may be closed in two ways, either of which can be deduced with a DC 30 Knowledge (arcana) check. The easy way is to take the diamond from the diadem of Ardishir the Magnificent (found in area 1-21) and score it across the mirror focus used to create the gate. The diamond does 1d20 damage + Strength modifier and ignores the hardness of the mirror. The second and harder way is to use all other means to destroy the mirror, namely any type of damage that can overcome the hardness of the mirror.

Adamantine Mirror Focus of the Gate: 1 inch thick; hardness 60; 30 hp; Break DC 100.

Tactics: On the first round of combat the daeva scorpion telepathically communicates with Azi Dahaka on the other side of the gate and calls for reinforcements before moving to defend access to the bridge. Radmanish makes full use of his Improved Grab ability. If he grapples an opponent he attempts to pin them in the molten glass (see damage from immersion above).

Once Radmanish has called the daeva they start pouring out of the gate in the following sequence:

Round One: Radmanish calls for help and defends access to the bridge.

Round Three: 3d12 aesma daeva come through the gate and move to attack the party

Round Five: 1d4 indra daeva come through the gate and move to attack the party

Round Seven: Azi Dahaka comes through the gate and attacks the party

Round Eight and on: On round eight and each subsequent round 3d12 more aesma daeva pour through the gate (total of 160 daeva maximum).

If the party killed Godratt the wise and brought down the protective dome, do not give them the three rounds of grace indicated above – start the

encounter at round three with the aesma daeva arriving through the gate.

Development: Closing the gate should earn the party an EL 16 experience bonus. The party could also decide to try to defeat the minions who come through the gate (good luck – it *is* possible!), go through the gate, and take the battle across the Chinvat Bridge to the residence of Angra Mainyu – but this is not covered in this module...

Radmanish, Colossal Monstrous Daeva

Scorpion: CR 16; Colossal Vermin; HD 40d8+120; hp 300; Init +3; Spd 50 ft.; AC 26, touch 1, flat-footed 26; Base Atk +30; Grp +58; Atk claw +34 melee (2d8+12); Full Atk 2 claws +34 melee (2d8+12) and sting +29 melee (2d8+6 plus poison); Space/Reach 30 ft./30 ft.; SA constrict 2d8+12, improved grab, liquid glass, poison; SQ cold vulnerability, daeva anchor, damage reduction 15/good, darkvision 60 ft., immunity to poison, immunity to fire, resistance to acid 10, cold 10, telepathy 100 ft., tremorsense 60 ft., vermin traits; SV Fort +25, Ref +12, Will +13; AL N; Str 35, Dex 8, Con 16, Int 12, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide –12, Spot +4; Improved Initiative.

SA – Liquid Glass (Ex): A daeva scorpion's claw and sting attacks deal melee damage plus liquid glass damage from the coating on its smoldering body. Those hit by a daeva scorpion's attack must succeed on a Reflex save (DC 24) or be struck by liquid glass. The glass burns until solid for 1d4 rounds, doing 1d6 points of damage each round. Once solid the covered creature is held in place (similar to *hold person*) unless the glass is broken by a successful DC 12 Strength check, at which point the glass shatters, cutting the covered creature for a further 3d6 damage. A liquid-glass-covered creature cannot take a move action to put out the flame. The glass may be rapidly cooled to avoid the burning damage by any reasonable means (e.g., emersion in cool water) but this causes the glass to immediately shatter, causing 3d6 damage.

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

SA – Poison (Ex): A monstrous scorpion has a poisonous sting. Fortitude save (DC 33), initial 1d10 Con, secondary 1d10 Con.

Aesma Daeva: See stats in area 1-3.

Indra Daeva: See stats in area 1-17.

Azi Dahaka: See "Part 1 – Storm Daeva in the Desert."

Appendix 1: New Monsters

The new monsters presented here utilize the daeva subtype, a variation on the template used for various outsiders. It is derived from Persian mythology as is written in the Avesta. The Avesta is a collection of the sacred texts of ancient Persian or Iranian religion known as Zoroastrianism.

According to the Avesta creation myth, the primordial god Zurvan's twin sons named Ahura Mazda and Angra Mainyu are responsible for the dualistic nature of creation and destructive forces in the world. Ahura Mazda created the sky and he made earth rise up from the primordial waters. In the earth he planted the Saena tree, its seeds spread, and from them did all the plants come, and beneath their branches he placed the animals and the human race. Ahura Mazda created the Amesha Spentas, a host of winged immortals tasked with protecting that which was living. Angra Mainyu created blistering heat and the frost in winter, pestilence, disease and all other ills. Angra Mainyu is the darkness to Ahura Mazda's light, the evil devouring opposed by the goodness of creation. Angra Mainyu created the vile daeva to destroy the heavenly host, or Amesha Spentas, and all that Ahura Mazda had created. He made Azi Dahaka to lead his minions. Zurvan's sons fought an unending war in the heavens and hells and on the earth, bringing much suffering and waste.

There are seven vile daeva: aesma daeva (the demon of anger, wrath and revenge), aka manah (the demon of sensual desire), indra (the demon of apostasy), nanghaithya (demon of discontentment), saurva (demon of greed), tawrich (demon of hunger) and zarich (demon of aging). This appendix presents full stats for aesma daeva and indra daeva, as well as Azi Dahaka and the Saena tree.

Daeva Subtype: Daeva are outsiders created by Angra Mainyu to wreak havoc on humankind. They originate from the evil hell of Mount Alburz across the Chinvat Bridge. A daeva possesses the following traits (unless otherwise noted in a creature's entry).

- Damage reduction/good (as indicated in stats of individual daeva).
- Darkvision 60 ft.
- Immunity to poison
- Resistance to Acid 10, Cold 10, and Fire 10
- Telepathy 100 ft.
- Daeva Anchor (Su): Daeva may not be dismissed, banished, rebuked, or turned.
- One extra feat.
- Spell resistance (as indicated in individual stats).

AESMA DAEVA

Tiny Outsider (Chaotic, Daeva, Extraplanar, Evil)

Hit Dice:	3d8+9 (22 hp)
Initiative:	+8
Speed:	40 ft.
Armor Class:	21 (+2 size, +4 Dex, +5 natural), touch 16, flat-footed 17
BAB/Grapple:	+3/-4
Attack:	Bite +9 (1d4+2 plus attach)
Full Attack:	Bite +9 melee (1d4+2 plus attach) and 2 claws +4 melee (1d3+2)
Space/Reach:	2-1/2 ft. /0 ft.
Special Attacks:	Attach, balefire blast, spell-like abilities
Special Qualities:	Daeva anchor, damage reduction 5/good, darkvision 60 ft., immunity to poison, resistances 10 (fire, cold, and acid), telepathy 100 ft.
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 14, Dex 18, Con 17, Int 10, Wis 10, Cha 10
Skills:	Balance +10, Hide +18, Intimidate +6, Survival +6, Tumble +10, Listen +6, Move Silently +10, Spot +6
Feats:	Improved Initiative, Weapon Finesse, Track
Environment:	Mount Alburz across the Chinvat Bridge
Organization:	Gang (3-5), crowd (6-15), or mob (16-40)
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4-6 HD (Small)
Level Adjustment:	+5

The creature is a tiny humanoid-shaped demon with a single horn in the front of its head. It has pale blue skin, malevolent yellow eyes and row upon row of sharp little teeth.

Aesma daeva are horrid little lustful demons obsessed with anger, wrath and revenge. They hail from the evil hell of Mount Alburz across the Chinvat Bridge. They are often found furiously hunting in packs, seeking revenge for their evil masters. Aesma daeva are about 2 feet tall and weigh 12 pounds.

COMBAT

Aesma daeva thirst for revenge and their rage makes them fearless. They use their speed and displacement ability to attack in waves with no concern for their own safety. Aesma daeva are tiny and must be in the same



AZI DAHAKA

Huge Outsider (Chaotic, Daeva, Extraplanar, Evil)

Hit Dice: 15d8+120 (187 hp)
Initiative: +10
Speed: 20 ft., fly 50 ft. (good), burrow 10 ft.
Armor Class: 32 (-2 size, +6 Dex, 18 natural), touch 14, flat-footed 26

BAB/Grapple: +15/+33
Attack: Bite +25 melee (2d8+10)
Full Attack: 3 bites +25 melee (2d8+10) and 2 claws +23 melee (2d6+10)

Space/Reach: 15 ft./15 ft.
Special Attacks: Disintegrating breath weapon, break spell, pain of unmaking, wither

Special Qualities: Daeva anchor, damage reduction 10/good, darkvision 60 ft., immunity to poison, of the desert, outsider traits, resistances 10 (fire, cold, and acid), spell resistance 22, telepathy 100 ft., tremorsense 100 ft., true seeing

Saves: Fort +17, Ref +15, Will +13
Abilities: Str 30, Dex 22, Con 26, Int 14, Wis 18, Cha 10

Skills: Concentration +26, Hide +16 (+22), Intimidate +18, Knowledge (history) +20, Knowledge (the planes) +20, Listen +22 (+26), Move Silently +24 (+30), Search +20 (+26), Spot +24 (+30)

Feats: Awesome Blow, Cleave, Combat Reflexes, Flyby Attack, Improved Bull Rush, Improved Initiative, Improved Sunder, Multiattack, Power Attack

Environment: Mount Alburz across the Chinvat Bridge
Organization: Unique
Challenge Rating: 16
Treasure: None
Alignment: CE
Advancement: –
Level Adjustment: –

square as the creature they are attacking. Aesma daeva attempt to attach to their target and use their balefire blast to full effect, creating devastating chain reactions.

Spell-Like Abilities: At will – *detect good*, *see invisibility*; 1/day – *displacement* as 5th-level caster.

Attach (Ex): If an aesma daeva hits with its bite attack it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached aesma daeva loses its Dexterity bonus to armor class and has an AC of 17. An attached aesma daeva can be struck with a weapon or grappled. To remove an attached aesma daeva through grappling, the opponent must achieve a pin against the creature.

Balefire Blast (Su): If an aesma daeva is reduced to 0 hit points it explodes. The daeva does its Hit Dice as damage (3d8+9) to creatures in the same square (Reflex DC 19 for half). The balefire does half damage to creatures within a 10 ft. radius (Reflex DC 19 for quarter). If another aesma daeva is within the radius of a balefire explosion, it also explodes, creating a devastating chain reaction.

Daeva Anchor (Su): Daeva may not be dismissed, banished, rebuked, or turned.



This creature has three large heads which undulate on long necks from its huge serpentine body. Each of the heads has a large single horn in the middle of the forehead and large plates that angle down from the eyes and flare out to protect its long neck. Its wings connect to the elbows of its powerful forearms and sweep back along its body to mid-tail. Dark navy-blue scales with a complex geometrical woven pattern shimmer across the horrid creature's body. The smell of brimstone assails your nostrils.

Azi Dahaka is a storm demon created and released from hell by Angra Mainyu, a god of vile disposition and masterful cunning. Azi Dahaka is a snake-like monster with three heads and six eyes who seeks only to bring destruction to what mankind has created. Desert legends tell that in a final revival of evil at the end of time, it will escape its prison and ravage the earth before being destroyed forever in the river of fire Ayohsust.

COMBAT

Azi Dahaka is relentlessly destructive in combat, using all of its powers to wreak havoc on its opponents. Azi Dahaka does not know retreat, will not accept surrender or take prisoners, and never negotiates or talks. The storm demon often uses his flyby attack with a breath weapon to soften up opponents before landing amongst them and using awesome blows and improved sunder to send them flying and smash their weapons and armor.

Shear Magic (Su): 3/day, Azi Dahaka can use its left head bite attack to cause all magical spells cast on the target creature to be dispelled. Each spell must make a DC 30 check or be broken. The check is d20 + caster level.

Pain of Unmaking (Su): 3/day, Azi Dahaka can use its middle head bite attack to cause the creature hit to be wracked with pain. The effect can be avoided with a DC 24 Will save. The pain imposes a -4 penalty to attack rolls, skill checks, and ability checks. The pain lasts until the wounds caused by the bite are healed.

Wither (Su): 3/day, Azi Dahaka can use its right head bite attack to cause the creature hit to wither. The effect can be avoided with a DC 24 Fort save. Withering imposes a -4 penalty to Str, Dex and Con. The withering is cumulative. The withering lasts until the wounds caused by the bite are healed.

Disintegrating Breath Weapon (Su): 3/day, Azi Dahaka may use its breath weapon. Azi Dahaka breathes a 5 ft. wide line of lightning 100 ft. long that does 15d6 damage (Reflex DC 27 for half damage). Any creature reduced to 0 or fewer hit points by this effect is completely disintegrated, as are all of the creature's possessions.

Of the Desert (Su): Azi Dahaka gains +6 to Hide, Listen, Move Silently, Search and Spot checks made in a desert environment.

Daeva Anchor (Su): Azi Dahaka may not be dismissed, banished, rebuked or turned.

INDRA DAEVA

Medium Outsider (Chaotic, Daeva, Extraplanar, Evil)

Hit Dice:	12d8+60 (124 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	24 (+4 Dex, +10 natural), touch 14, flat-footed 20
BAB/Grapple:	+16/+16
Attack:	+19 melee (+2 flaming quarterstaff, 1d6+4 plus 1d6 fire)
Full Attack:	Primary +17/+12 melee (+2 flaming quarterstaff, 1d6+4 plus 1d6 fire) and off-hand +17/+12 melee (+2 flaming quarterstaff, 1d6+2 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Cloud of the daeva, moral apostasy, spell-like abilities
Special Qualities:	Daeva anchor, damage reduction 10/good, darkvision 60 ft., immunity to poison, resistance to fire 10, cold 10, and acid 10, spell resistance 24, telepathy 100 ft.
Saves:	Fort +13, Ref +12, Will +14
Abilities:	Str 18, Dex 19, Con 21, Int 22, Wis 22, Cha 22
Skills:	Bluff +21, Concentration +19, Diplomacy +21, Disguise +21, Escape Artist +19, Hide +19, Intimidate +21, Knowledge (the planes) +21, Listen +21, Move Silently +19, Search +21, Spot +21, Survival +21, Tumble +19
Feats:	Combat Expertise, Improved Disarm, Improved Trip, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (quarterstaff)
Environment:	Mount Alburz across the Chinvat Bridge
Organization:	Solitary, gang (3-5)
Challenge Rating:	12
Treasure:	+2 flaming quarterstaff plus standard
Alignment:	Always chaotic evil
Advancement:	13-15 HD (Large); 16-20 HD (Huge)
Level Adjustment:	+9

The creature before you appears to be a balding older man with a sawn-off, blunted horn in the middle of his forehead and pale blue skin. He wears long flowing robes and leans on a smoldering crooked staff as his penetrating eyes search to make contact with yours.

Indra daeva are the manifestation of apostasy (the renunciation of faith) and abandonment of a previous loyalty. They hate loyalty and faith and seek to turn

those of strong conviction against their beliefs. Angra Mainyu created indra daeva to infiltrate and wreak havoc amongst the churches of the material planes. Indra daeva have been known to disrupt the worship of whole churches and collapse the moral fiber of entire communities.

COMBAT

Indra daeva rely on their cloud of the daeva ability to protect them from divine magic while they set about using their moral apostasy ability to reduce the efficacy of clerics and paladins. They use *charm person* to more powerful effect after they have changed a creature's alignment. If faced with hand-to-hand combat, the indra daeva use their blasphemy ability if the situation is dire. Indra daeva relish smashing their foes with whirling quarterstaff blows and always reserve an attack to further damage a fallen foe who is not yet dead.

Cloud of the Daeva (Su): Indra daeva are always surrounded by a roiling cloud of smoke that taints an area in a 50 ft. radius from where they stand. Anyone casting a divine spell within the cloud must make a DC 24 Will save or temporarily lose 2d4 Wisdom each time they cast a spell.

Moral Apostasy (Su): 3/day, an indra daeva may whisper evil thoughts in the mind of a subject and turn that creature's alignment to chaotic evil. The range of this effect is 180 feet and it lasts for 24 hours. The affected creature may make a DC 24 Will save to avoid the effect. The affected creature loses all alignment-dependent abilities and acts in a selfish, unpredictable, violent, cruel manner. This does not necessarily mean the character abandons their previous companions, goals or mission. For clerics and paladins, actions taken under the effects of moral apostasy may have long-term consequences such as loss of abilities until redemption is sought. This ability is especially powerful when combined with *charm* and other mind-control spells.

Spell Like Abilities: At will – *detect good*, *charm person* (DC 17), *crushing despair* (DC 19), *polymorph* (humanoid form only, no limit on duration), *tongues*; 1/day – *dominate person* (DC 20), *blasphemy* (caster level 16).

SAENA TREE

Huge Plant

Hit Dice: 16d8+128 (200 hp)
Initiative: +0
Speed: 0 ft.
Armor Class: 20 (-2 size, -5 Dex, +17 natural), touch 3, flat-footed 20
BAB/Grapple: +26/+34
Attack: Slam +26 melee (2d10+10 plus snatch and drag)

Full Attack: 4 slams +26 melee (2d10+10 plus snatch and drag)
Space/Reach: 20 ft./60 ft.
Special Attacks: Snatch and drag, spell-like abilities
Special Qualities: Darkvision 60 ft., immunity to poison, resistances 10 (fire, cold, and acid), spell resistance 20, telepathy 100 ft., tongues
Saves: Str 30, Dex 1, Con 26, Int 28, Wis 28, Cha 30
Skills: Bluff +29, Concentration +27, Diplomacy +29, Intimidate +29, Knowledge (the planes) +28, Knowledge (religion) +28, Knowledge (history) +28, Knowledge (nature) +28, Listen +29, Search +28, Spot +28
Feats: Blind Fighting, Combat Expertise, Improved Disarm, Improved Trip, Multiattack, Snatch
Location: Special
Organization: Solitary
Challenge Rating: 16
Treasure: None
Alignment: Lawful good
Advancement: –
Level Adjustment: –

This tall being is a huge animated tree. It is covered in thick bark as it gently sways as if in a pleasant breeze. A serene face presses through the bark. Its mouth and eyes appear calm and welcoming. Above its head are shiny red berries, plump and juicy amidst large gray-blue leaves.

A Saena Tree is a tree of life. They are exceedingly rare. The Saena were planted ages ago, before human memory, by the first gods who seeded the earth to prepare it to accept life. The plants are revered by those who worship light, goodness, and nature. The berries of the tree heal, resurrect, and provide eternal life to those who eat them.

COMBAT

The Saena Tree attempts to use its *calm emotions* and *repulsion* spell-like effect to avoid combat if possible. If provoked, a Saena Tree is fierce in combat. The roots of the tree form the foundation of its attacks and it attempts to snatch and grab attackers squeezing them to death. If a creature is doing damage to the Saena's roots, it often chooses to fling them away.

Snatch and Drag (Ex): If a Saena hits a Large or smaller creature with a slam attack (root), it can choose to start a grapple without provoking an attack of opportunity. If successful, the root latches onto the opponent's body. The Saena may now squeeze and automatically do its slam damage to the held creature each subsequent round the creature does not succeed at a DC 30 Escape Artist check or a DC 24 Strength check.

The Saena also drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 30 Escape Artist check or a DC 24 Strength check. The check DCs are Strength-based.

A root has 20 hit points and can be attacked by making a successful sunder attempt. Attacking a Saena's root does not provoke an attack of opportunity. If the root is currently attached to a target, the Saena takes a –4 penalty on its opposed attack roll to resist the sunder attempt. The severed root must still be escaped from with a DC 20 Escape Artist check or a DC 14 Strength check. Severing a root deals no damage to a Saena. The Saena has a total of 2d4 extra roots that it can use in the event one of its original roots is severed.

The Saena may choose to fling the creature away as a free action. The flung creature travels 2d4x10 ft. away, and takes d6 points of damage per 10 feet traveled.

Berries (Su): The berries of the Saena Tree will resurrect a dead person in whose mouth they are placed. Furthermore, if the berries are eaten once per year the subject will not age. The Saena will only allow good creatures to eat the berries. Any being that wishes to extend their life by eating the fruit of the Saena must accept a duty that promotes growth and life and fights the encroachment of undead or evil

Spell-Like Abilities: At will – *calm emotions* (DC 21), *cure serious wounds*, *detect good*; 3/day – *remove blindness/deafness*, *remove disease*, *neutralize poison*; 1/day – *repulsion* (DC 26), *undeath to death*. Caster level 16th.

SAENA TREE, CORRUPTED

Huge Plant Corrupted Daeva (Chaotic, Daeva, Extraplanar, Evil)

Hit Dice: 16d8+128 (200 hp)
Initiative: +0
Speed: 0 ft.
Armor Class: 20 (-2 size, -5 Dex, +17 natural), touch 3, flat-footed 20
BAB/Grapple: +26/+34
Attack: Slam +26 melee (2d10+10 plus snatch and drag)
Full Attack: 4 slams +26 melee (2d10+10 plus snatch and drag)
Space/Reach: 20 ft./60 ft.
Special Attacks: Snatch and drag, spell-like abilities
Special Qualities: Daeva anchor, darkvision 60 ft., immunity to poison, resistance to fire 10, cold 10, and acid 10, spell resistance 20, telepathy 100 ft.
Saves: Fort +18, Ref +5, Will +19
Abilities: Str 30, Dex 1, Con 26, Int 28, Wis 28, Cha 30
Skills: Bluff +29, Concentration +27,

Diplomacy +29, Intimidate +29, Knowledge (the planes) +28, Knowledge (religion) +28, Knowledge (history) +28, Knowledge (nature) +28, Listen +29, Search +28, Spot +28

Feats: Blind Fighting, Combat Expertise, Improved Disarm, Improved Trip, Multiattack, Snatch

Location: Special
Organization: Solitary
Challenge Rating: 16
Treasure: None
Alignment: Chaotic evil
Advancement: –
Level Adjustment: –

This tall being appears to be a huge animated tree. Its thick bark skin crackles as it undulates and writhes. An insane face presses through the bark, its mouth open in an endless silent scream. Above its head, angry red berries shake amidst large black red-veined leaves.

A Saena Tree is highly adaptable and was intended to be attuned to the prime material plane. The root structure of the tree may become corrupted if fertilized by the dead or planted in another plane. This causes the tree to become corrupted.

COMBAT

A corrupted Saena Tree is fierce in combat. The roots of the tree form the foundation of its attacks and it attempts to snatch and grab attackers in order to squeeze them to death. If a creature is doing damage to the Saena's roots it often chooses to fling them away. If losing the tree will attempt to use its *calm emotions* spell-like ability to preserve itself.

Snatch and Drag (Ex): As above for the Saena Tree.

Berries (Su): The berries of the corrupted Saena Tree will immediately kill those that eat them. The saving throw to avoid this effect is Fort DC 25.

Spell-Like Abilities: At will – *calm emotions* (DC 21), *inflict serious wounds* (DC 22), *detect good*; 3/day – *blindness/deafness* (DC 23), *contagion* (DC 23), *poison* (DC 24); 1/day – *antilife shell* (DC 25), *word of chaos* (DC 26). Caster level 16th.

TAN MOLD (CR 10 HAZARD)

If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 19 Fortitude save or take 1d4 points of Constitution damage and 1d4 points of Strength damage. Another DC 19 Fortitude save is required 1 minute later — even by those who succeeded on the first save — to avoid taking 2d4 points of

Constitution damage and 2d4 points of Strength damage. Fire causes the tan mould spots to be carried further in the smoke. For each five feet of tan mold that is burnt the spores affect all within 20 feet. Water destroys tan mold, and humidity renders it dormant.

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15	#13: Crypt of the Devil Lich
21-24	#33: Belly of the Great Beast

* Urban ** Desert † Aquatic/Coastal

Appendix 2: Pregenerated Characters

Basic Stats

Character	Setah	Melchior	Nasih	Zab	Rokneddin	Vahdat
Sex	F	M	M	M	M	F
Race	Human	High Elf	Human	High Elf	Dwarf	Human
Class/Level	Ranger 15	Wizard 15	Cleric 15	Rogue 15	Barb 15	Sorcerer 15
CR	15	15	15	15	15	15
Size	Medium	Medium	Medium	Medium	Medium	Medium
Height	5' 4"	5' 10"	6' 3"	5' 7"	4' 5"	5' 9"
Weight	120 lb.	195 lb.	220 lb.	168 lb.	1650 lb.	173 lb.
Alignment	N	LG	LN	CG	CG	NG
AC	23	20	29	22	22	18
Touch AC	15	15	11	18	12	15
Flat-footed AC	13	17	29	16	12	16
Hit Points	116	54	78	70	153	53
Speed	30 ft.	20 ft.	20 ft.	30 ft.	30 ft.	30 ft.
Initiative	+8	+3	+4	+11	+0	+6
Strength	14	10	11	11	18(20)	8
Dexterity	16(18)	14(16)	8	20(22)	11	14
Constitution	14	13	10	12	18	12
Intelligence	8	18(22)	14	14	9	11
Wisdom	14	12	18(22)	10	10	12
Charisma	8	8	14	8	7	18(22)
Fort Save	+10	+6	+11	+7	+17	+8
Ref Save	+14	+8	+7	+15	+6	+7
Will Save	+7	+10	+13	+5	+8	+10
Armor	studded leather, amulet of natural armor +1, ring of protection +1	bracers of armor +3, amulet of natural armor +2, ring of protection+2	+1 platemail armor, +3 large steel shield, ring of protection +1	bracers of armor +4, ring of protection +2	+2 breast plate, amulet of natural armor +2, ring of protection+2	amulet of natural armor +3, ring of protection
Spells Per Day	-3/2/ 1/1	4/6/6/5/5/ 5/4/2/1 4+1/2+1/1+1	6/7+1/7+1/6 +1/5+1/5+1/	None	None	6/7/7/6 6/6/6/4
Melee Bonus	+17	+8	+11	+11	+20	+6
Ranged Bonus	+18	+11	+10	+17	+15	+9
Damage Mod.	+2	+0	+1	+0	+5	-1
BAB	+15	+8	+11	+11	+15	+7
Grapple	+17	+8	+11	+11	+20	+5

Domains & Spellbooks

Melchior	0-level – all; 1st-level – <i>charm person, comprehend languages, hold portal, identify, mage armor, magic missile, protection from evil, shield, sleep</i> ; 2nd-level – <i>bear's endurance, blur, bull's strength, cat's grace, glitterdust, invisibility, acid arrow, resist energy, scorching ray, web, fog cloud, mirror image</i> ; 3rd-level – <i>dispel magic, fireball, fly, haste, invisibility sphere, lightning bolt, tongues, suggestion</i> ; 4th-level – <i>charm monster, confusion, dimension door, enervation, ice storm, fire shield, scrying, greater invisibility, stonesskin</i> ; 5th-level – <i>cone of cold, dominate person, telekinesis, teleport, wall of force</i> ; 6th-level – <i>bear's endurance mass, dispel magic greater, eyebite, repulsion</i> ; 7th-level – <i>banishment, forcecage, prismatic spray, waves of exhaustion</i> ; 8th-level – <i>clenched fist, power word stun</i> .
Nasih	Protection, Strength.
Vahdat	0-level – <i>acid splash, detect magic, disrupt undead, light, mage hand, message, ray of frost, read magic</i> ; 1st-level – <i>expeditious retreat, identify, mage armor, magic missile, shield</i> ; 2nd-level – <i>invisibility, acid arrow, mirror image, scorching ray, see invisibility</i> ; 3rd-level – <i>dispel magic, fireball, fly, lightning bolt</i> ; 4th-level – <i>black tentacles, enervation, greater invisibility, stonesskin</i> ; 5th-level – <i>baleful polymorph, cone of cold, hold monster, teleport</i> ; 6th-level – <i>disintegrate, chain lightning, mislead</i> ; 7th-level – <i>finger of death, prismatic spray</i> .

Skills & Feats

Name	Skills	Feats
Setah	Climb +7, Concentration +8, Handle Animal +10, Knowledge (nature) +11, Listen +6, Move Silently +15, Ride +9, Spot +18, Survival +15.	Rapid shot, Many Shot, Improved Precise Shot, Improved Initiative, Point Blank Shot, Shot on the Run, Quick Draw, Weapon Focus (bow), Weapon Specialization (bow), Track, Endurance, Evasion.
Melchior	Concentration +23, Craft (alchemy) +15, Decipher Script +15, Forgery 15, Knowledge (arcana) +24, Knowledge (dungeoneering) +15, Knowledge (nobility and royalty) +15, Knowledge (history) +24, Profession (scribe) +19, Spellcraft +24, Spot +9.	Combat Casting, Craft Wondrous Item, Extend Spell, Maximize Spell, Scribe Scroll, Spell Penetration, Spell Focus Evocation, Greater Spell Focus Evocation, Widen Spell.
Nasih	Concentration +22, Diplomacy +15, Heal +17, Knowledge (arcana) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Spellcraft +20.	Combat Casting, Scribe Scroll, Extra Turning, Improved Initiative, Improved Turning, Spell Penetration.
Zab	Appraise +12, Balance +13, Bluff +4, Climb +6, Disable Device +12, Escape Artist +16, Gather Information +11, Hide +26, Jump +7, Knowledge (local) +10, Listen +12, Move Silently +20, Open Lock +18, Search +22, Sleight of Hand +7, Spot +14, Swim +7, Tumble +20, Use Magic Device +6, Use Rope +8.	Dodge, Mobility, Spring Attack, Combat Expertise, Improved Initiative, Weapon Finesse.
Rokneddin	Climb +7, Knowledge (Stonecutting) +6, Knowledge (Dungeoneering) +0, Listen +12, Spot +18, Swim +7.	Power Attack, Cleave, Great Cleave, Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Improved Critical (battleaxe), Iron Will.
Vahdat	Bluff +7, Concentration +23, Knowledge (arcane) +12, Spellcraft +23, Use Magic Device +3.	Combat Casting, Improved Initiative, Dodge, Focus Evocation, Magical Aptitude, Skill Focus (Spellcraft), Improved Counterspell.

Weapons & Equipment

Name	Weapons	Magic Items	Other Items
Setah	+2 <i>scimitar</i> , +3 <i>composite longbow</i> (+2 Str bonus), masterwork morningstar, masterwork dagger, 25 holy arrows, 40 arrows (normal), 20 arrows (silvered)	<i>Gloves of dexterity</i> +2, <i>periapt of wisdom</i> +2, <i>potions (barkskin</i> +5, <i>resist elements (fire)</i> , <i>cure serious wounds</i> x2, <i>displacement</i> , <i>shield of faith</i> +4, <i>spider climb</i> , <i>lesser restoration</i> , <i>darkvision</i> , <i>bear's endurance</i> , <i>bull's strength</i> , <i>haste</i> , <i>magic fang</i> x3)	Backpack with waterskin, one weeks' trail rations, bullseye lantern, small steel mirror, 4 flasks of oil, bedroll, sack, flint and steel, potion belt, 3,000 gp.
Melchior	+1 <i>quarterstaff</i> , masterwork light crossbow, 20 crossbow bolts	<i>Gloves of dexterity</i> +2, <i>headband of intellect</i> +4, <i>wand of magic missile (9th lvl; 25 charges)</i> , <i>potions (cure serious</i> x2, <i>cure moderate wounds</i> x2, <i>neutralize poison</i> , <i>remove blindness/deafness)</i> , <i>Scrolls (comprehend languages</i> , <i>disguise self</i> , <i>identify</i> x4, <i>mount</i> , <i>blur</i> , <i>darkvision</i> , <i>knock</i> x2, <i>locate object</i> , <i>see invisibility</i> , <i>arcane sight</i> , <i>gentle repose</i> , <i>tongues)</i>	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, 20 pages of parchment, ink, ink pen, spell component pouch, spellbook, 6,500 gp.
Nasiha	+1 <i>heavy mace</i> , silver dagger, masterwork heavy crossbow, 40 crossbow bolts, 10 silver bolts	+4 <i>periapt of wisdom</i> , +2 <i>cloak of resistance</i> , <i>handy haversack</i> , <i>potions (lesser restoration</i> , <i>cure serious wounds)</i> , <i>scrolls (heal</i> x4, <i>mass cure critical wounds</i> , <i>holy word</i> , <i>banishment</i> , <i>true seeing</i> , <i>stoneskin</i> , <i>freedom of movement</i> , <i>firestorm)</i>	Backpack with waterskin, one weeks' trail rations, hooded lantern, small steel mirror, 4 flasks of oil, bedroll, sack, flint and steel, silver holy symbol, 2 vials antitoxin, parchment, pen & ink, masterwork healers kit, masterwork scroll case, masterwork potion belt, 2,000 gp.
Zab	+1 <i>keen rapier</i> , +1 <i>short bow</i> , 40 arrows (normal), 10 arrows (silvered)	<i>Gloves of Dexterity</i> , <i>cloak of elvenkind</i> , <i>boots of speed</i> , <i>potions (cure serious wounds</i> x2, <i>cure moderate wounds</i> x3, <i>invisibility</i> x2, <i>displacement</i> x2)	Backpack with waterskin, one week's trail rations, hooded lantern, 4 flasks of oil, bedroll, sack, flint and steel, hammer and pitons, candle, sunrod, crowbar, masterwork thieves' tools, masterwork potion belt.
Rokneddin	+1 <i>holy battleaxe</i> , +1 <i>sling</i> , 40 bullets.	<i>Gauntlets of ogre power</i> (+2 Str), <i>cloak of resistance</i> +1, <i>potions (displacement</i> x3, <i>cure serious wounds</i> x2, <i>fly</i> , <i>invisibility</i> , <i>remove blindness/deafness)</i>	Backpack with waterskin, one week's trail rations, bedroll, sack, and flint and steel, silver beer mug, 50' silk rope, masterwork potion belt, 1,000 gp.
Vahdat	+1 <i>shortspear</i> , masterwork light crossbow, 20 crossbow bolts	<i>Pearl of power (lvl 2)</i> , <i>wand of slow (20 charges)</i> , <i>cloak of Charisma</i> +4, <i>potions (cure serious wounds</i> x2, <i>gaseous form</i> , <i>haste</i> , <i>water breathing</i> , <i>lesser restoration)</i>	Backpack with waterskin, one week's trail rations, hooded lantern, 2 flasks of oil, bedroll, sack, flint and steel, spell component pouch, masterwork potion belt.

Special Attacks

Nasih	Turn undead
Zab	Sneak attack (+8d6), opportunist

Special Qualities

Setah	Combat style archery, wild empathy, favored enemy: undead (+4), favored enemy: vermin (+4), favored enemy: giant (+4), favored enemy: outsider evil (+2), woodland stride, swift tracker, camouflage, animal companion "Afshar" (see below)
Melchior	Low-light vision, racial bonuses, summon familiar.
Nasih	Protection Domain, Strength Domain.
Zab	Low-light vision, racial bonuses, trapfinding, evasion, uncanny dodge, improved uncanny dodge, trap sense +5, slippery mind.
Rokneddin	Stonecutting, darkvision 60 ft., damage reduction 2, greater rage 3/day (+6 Str, +6 Con, +3 Will, -2 AC), trap sense +3, improved uncanny dodge, racial bonuses.

Languages

Setah	Common
Melchior	Common, Draconic, Elven, Goblin, Orc, Gnoll, Gnome, Sylvan, Undercommon, Abyssal, Dwarven, Celestial.
Nasih	Common, Undercommon, Draconic
Zab	Common, Draconic, Elven, Goblin, Orc, Gnoll, Gnome, Sylvan, Infernal, Terran
Rokneddin	Common, Dwarven
Vahdat	Common

Companions

Afshar, Setah's Dire Wolf Companion: Large Animal; HD 10d8+30; hp 75; Init +1; Spd 50 ft.; AC 19, touch 11, flat-footed 12; Base Atk +6; Grp +18; Atk/Full Atk bite +14 melee (1d8+11); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 27, Dex 12, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +8, Move Silently +5, Spot +8, Survival +3*. A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

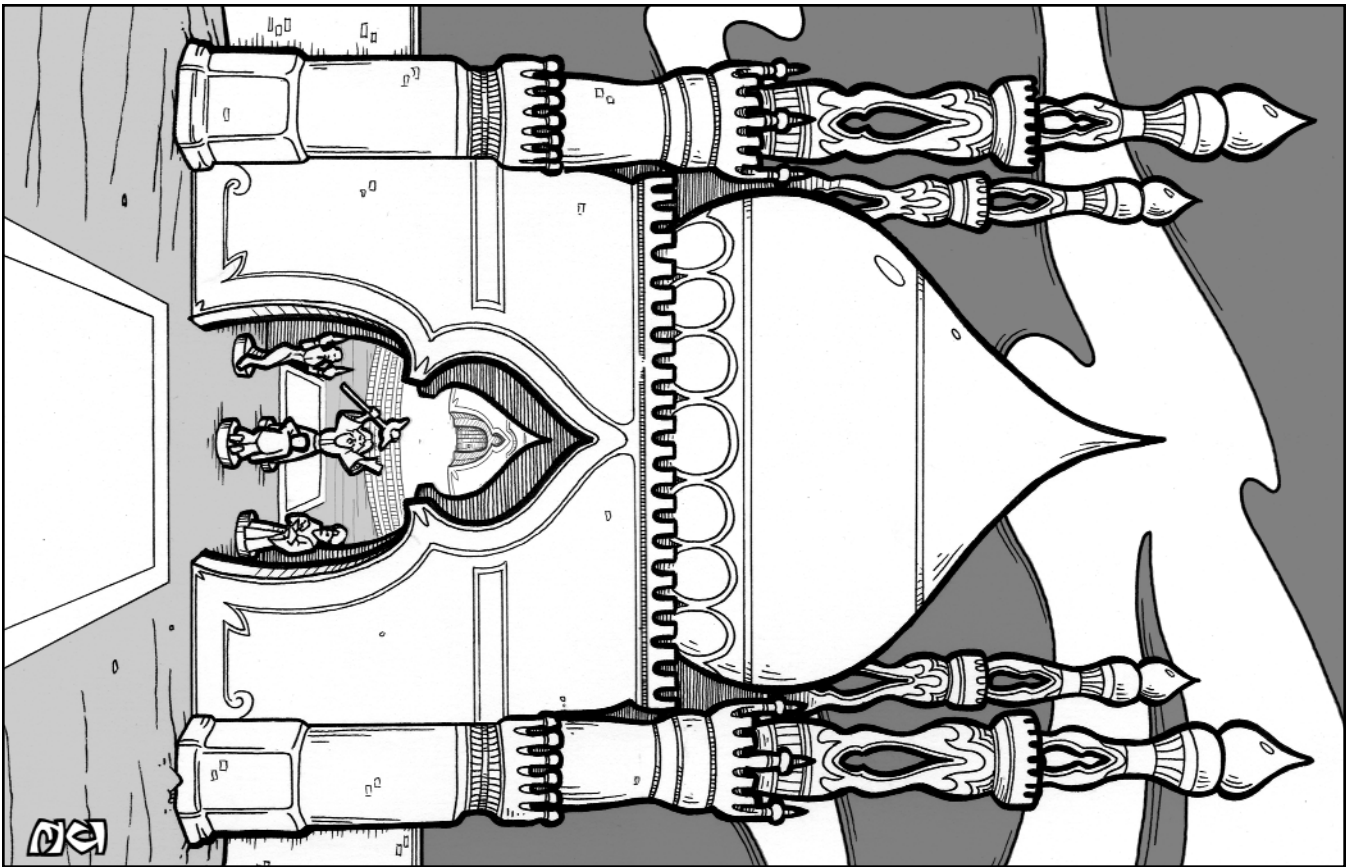
SA – Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Special: Link, share spells; evasion; devotion; tricks (come, down, guard, fetch, heel, stay); bonus tricks (attack, defend, track).

Shabaz, Melchior's Rat Familiar: Tiny Animal; HD 15; hp 26 (half of master); Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 14, touch 14, flat-footed 12; Base Atk +8; Grp -4; Atk/Full Atk bite +12 melee (1d3-4); Space/Reach 2-1/2 ft./0 ft.; SA -; SQ Low-light vision, scent, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, spell resistance, scry on familiar; SV Fort +6, Ref +8, Will +10; Str 2, Dex 15, Con 10, Int 13, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse. Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on 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.

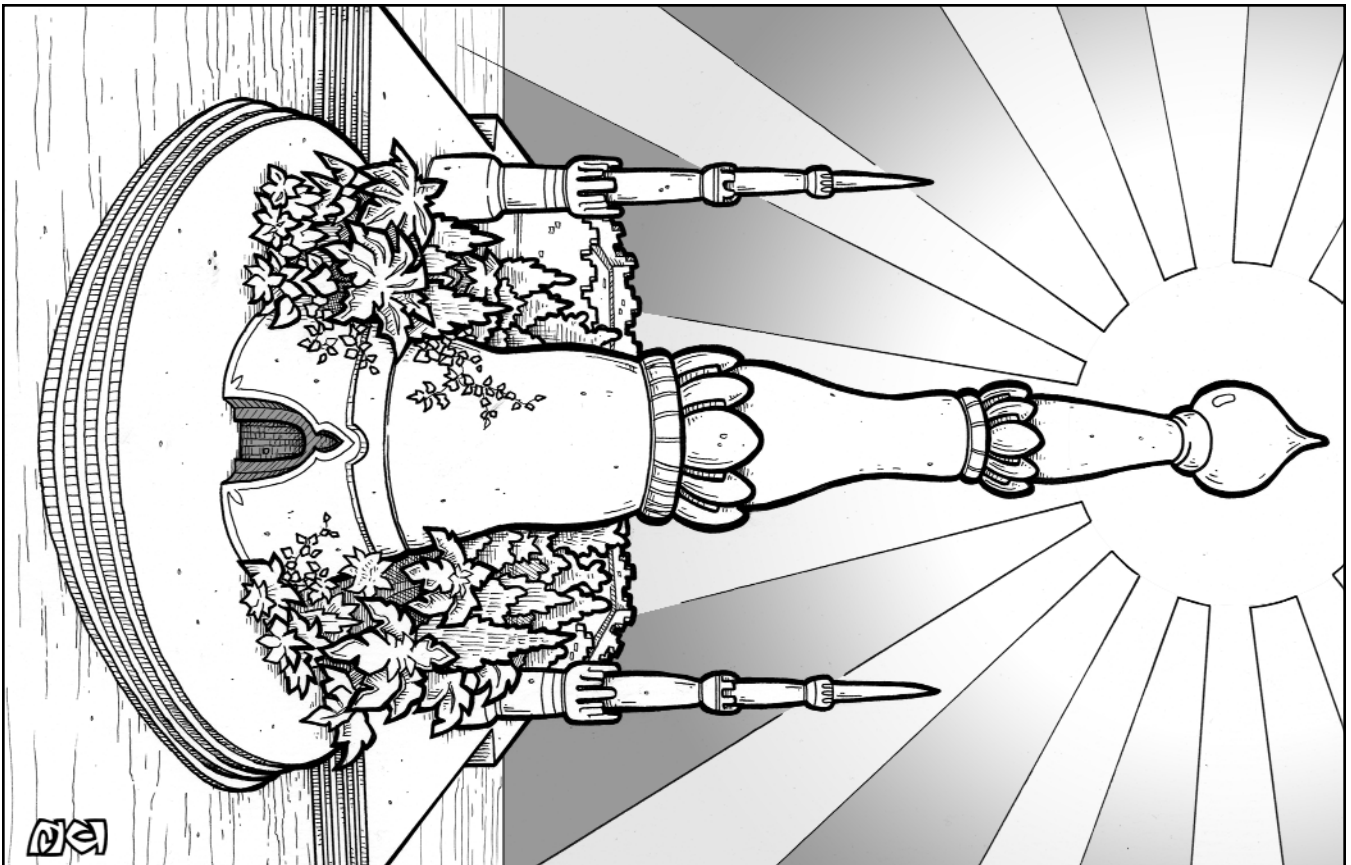
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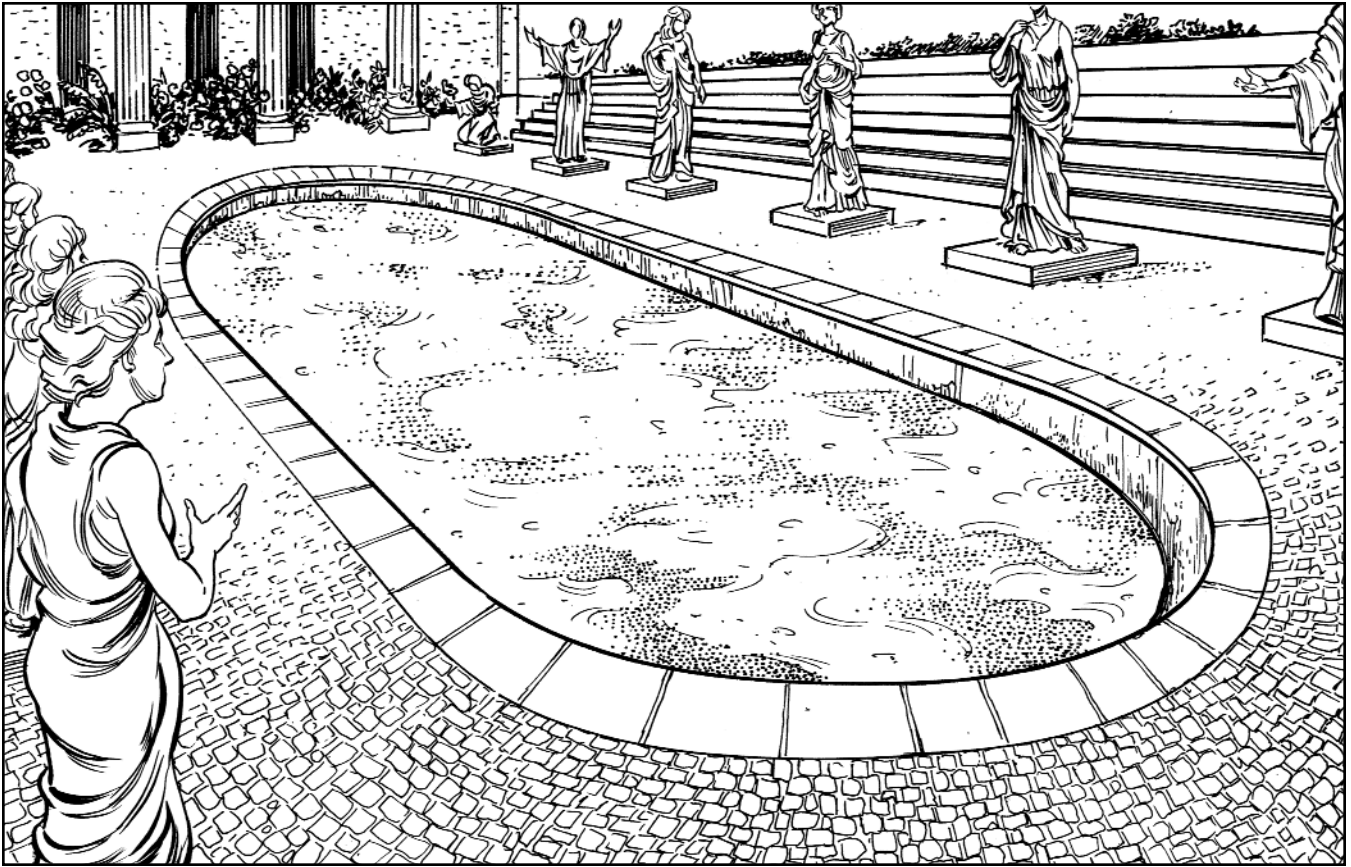
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