

SWORD & SORCERY

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book one of three

City of Brass

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Dedication: This book is dedicated to David C. Sutherland III. For the illustrations and artwork that fueled our imaginations for the last 25 years, this book is for you, DCS III.

special thanks:

To Tracey and Meghan, Ainsley and Kathy, Joshua Woodruff, the alluring Scheherazade and the thorough works of Burton and Lang. Dave Sutherland III (for the original DMG cover), Ray Harryhausen, Frank Frazetta and Dave Trampier for their visual inspiration. To all the parents and spouses, friends and children who sacrificed time with us and listened to us go on and on about our fables, fantasies, and wild ambitions in pursuit of high adventure. This book is for you. To all of those who said it couldn't be done, guess what? Whomp here it is.

This product requires the use of the Dungeons and Dragons® Player's Handbook, published by Wizards of the Coast®. This product utilizes updated material from the v.3.5 revision.



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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Chapter 1: The City of Brass: A City of Splendor, City of Evil

City of Brass. The name conjures visions of magnificence and splendor, of mystery and timelessness. A place of wonder, a fable, an enigma, a magical fortress adrift in a sea of flame under a sky of fire, a fantasy and so much more. Home to the Satrapy, final resting place of the Sultana, high kingdom of the Efreet, treasury to all the races of Genie, this is a place born of the dreams of the very Gods of creation. This is a city unlike any found in the universe, with impossibly tall minarets, and impossibly impregnable walls guarded by the leering Demon Gates. Behind those gates...high adventure awaits those brave enough to test their mettle against the diabolical wit of the treacherous Efreet.

The City of Brass is all of these things and so much more. Born with a single word as home to all Efreet, the City of Brass floats forever on the border of the Plane of Elemental Fire and the Plane of Molten Skies, which alone is the sole dominion of the fabled cities cruel Sultan.

A bazaar at the crossroads of the universe, the City of Brass has long been rumored amongst mortal folk to be a repository of relics both fantastic and foul. Here is a place where your greatest dreams and worst nightmares may be granted you with a Wish if the price is right: The City of Brass.



Why the City of Brass?

You are reading this, you are saying to yourself, yes, this is all quite fantastic, but why on earth would I use something like this in my campaign? What is in it for me as the Judge, Referee, or DM? This sourcebook offers much in the way of a richly detailed campaign setting. Although it stands as a campaign setting for PCs of levels 10+ it may be used as a starting campaign setting for PCs of lower level or for DMs interested in running something strikingly different than a standard swords and sorcery campaign. Perhaps your PCs have a need or desire for something that cannot be found anywhere in their home plane, or the universe that they are familiar with. The City of Brass makes a logical storehouse for such an item or materials to create their own relics and magical artifacts.

There is magic here, possibly greater and stronger magic than has been offered in most campaign settings you may find, but it need not be the crux of any campaign run in the City of Brass. The City of Brass works equally well for low(er) magic campaigns settings where the theme is centered on a more sublime approach to magical power and its prevalence in the universe. Indeed, the City of Brass may serve as the only conduit of magical powers to a low magic campaign setting. The Cities secrets and mysteries could possibly be the wellspring from which other magic has somehow fallen into the PCs world, and thus rightly be a place sought by adventurers for its many treasures and vast areas of knowledge in of ancient eldritch secrets and forbidden arcane lore. Weapons great and terrible, spells arcane and evil, items of wondrous power, and armor of legend are available here within the extensive souks and bazaars, if they can be haggled from their owners, that is.

Riches beyond imagining lie dormant within the vaults of the efreet, locked away from the greedy eyes of the masses behind a curtain of smoke and fire for untold centuries... until now.

A wealth of information is detailed within these pages. New monsters, new prestige classes, new magic spells and items are of course found within these pages. So too are ways to incorporate a use for the City of Brass into any campaign setting, be it a traditional dungeon crawl, or a futuristic campaign setting in a low magic universe. The City's dozens of detailed shops, locations, and areas of intrigue and adventure may fill an entire campaign setting all in themselves and are not limited to the exceptionally high level PCs to play their last great adventure out...or the beginning of their next.

The City of Brass is a campaign setting that seeks to capture a sense of immediacy, wonder, and excitement with every twist and turn. When used as a "drop in" city for a high level campaign there is no limit to the places that the PCs actions may take them. A few simple rolls of the dice and a quick summary of the text could catapult the PCs along on their next great adventure. With very little pre-prep time adventurers could be off on a brand new grand epic in an alien city of power and magic. This great

adventure could last many weeks or months of campaign time or be resolved in a single evening.

Extensive encounter tables were developed with the idea that "anything could happen" in mind. Imagine being a Midwesterner who was suddenly transported to Katmandu or finds themselves lost and penniless in the slums of Buenos Aires, and you have a small idea of that "anything could happen" attitude that permeates the City of Brass. Almost every seemingly random event that befalls the PCs as they explore the City of Brass has the potential to further them along on their quest, or lead them on prodigious side quests that could easily fill a lifetime of high level campaigning.

No two visits to the City of Brass are the same. Like all good campaign settings there is no "fixed" conclusion for the adventures that take place here, merely more adventure seeds leading to even greater glories, or horrific death. The great white wizard is NOT likely to come to the rescue of the PCs should they get into a jam—although someone might—if the PCs have made the right contacts or greased the right palms. It is of course preferred that the PCs actions guide their path to glory or destruction.

Even relatively low level PCs may find themselves trapped in the City of Brass or the Plane of Molten Skies. Perhaps they arrived as victims of a Wish gone awry, or incurred the wrath of an angered Genie or powerful wizard. Possibly they have been sent on a quest by their representative temple or wizard guild to seek an item locked within the Cities many extensive vaults. Quite possibly an entire campaign could be based on the PCs being born into servitude in the City of Brass and their purpose is to escape slavery and seek the home plane of their parents—or seek to reclaim their birthright from their Efreet masters.

Many areas of the City of Brass are detailed in broad generalizations. This is done with a pure purposeful intent and respect for the product and for the source material of the Arabian Nights it is drawn from. A broad brush to paint with assures that you are allowed to run your own version of the City of Brass as your campaign setting dictates, and not to structure the source material in such a way as to straightjacket you into running the material strictly as it is written here. A number of monsters and NPCs is given for each major location in the City and a framework to build encounters upon. Other areas are left to the DM to fill in their own vision of the City of Brass. The City of Brass is a City of wondrous magic and unsolved mysteries. Its story, ancient and rich in the retelling, belongs to everyone.

Other areas such as the Sultans Palce are drawn in greater detail; owing to their fantastic nature, they deserve a more thorough accounting. For these, their rooms, their defenders, and their treasures, as well as general maps are all laid out and ready to use by a DM on the fly, or as part of a well planned gaming session.

Why to Use This Book

There are many different ways you can use this book. Below are just a few suggestions.

बडि अण ठुंगुठिंङु टालपाइण

The City of Brass includes introductory adventures and story-hooks to get the PCs to the City and optional goals to achieve to complete their quest. These introductory adventures are scaled for levels 10+ with objectives scaled to fit the needs of the DM. Completing the PC's quest may result in the PCs eventual return to their home plane, with the option for return forays into the Plane of Molten Skies and the City of Brass. NPC contacts and alliances may be forged giving the DM a ready-made excuse to bring the PCs back again and again.

बडि अ ब्राइडके रिठल ठि नाला टालपाइण

The various shops and locations within the City of Brass offer high level PCs a nice break and series of diversions from their standard ongoing campaign. An efreeti bottle or magical portal in their standard dungeon may transport them to the Plane of Molten Skies, forcing them to find a way back home. Perhaps the PCs have found a hidden portal directly to the City itself, thereby giving them a place to explore and spend their money, or more importantly a place for the DM to rob the PCs blind, relieving them of some of their more annoying possessions.

बडि अ एपिठि एवठि टालपाइण

Many of the denizens of the City of Brass are extremely powerful. Simply storming into the Hall of the Sultan and demanding his head on a platter is likely to incur ridicule and lusty laughter from the Sultan's Court. Epic Level PCs are sure to find the City of Brass an adequate place to wet their appetites for high adventure. A DM who finds difficulty developing campaigns that challenge such powerful PCs need look no further than the Grand Vizier for an idea of the sorts of nemesis that await their hardened adventurers.

इकालेठि अडवण्टर

Although the City of Brass is geared towards a higher level of adventure than many DMs may be accustomed to running, everything within the City of Brass is scaleable to meet the needs of any campaign setting. A reduction of Hit Dice for a powerful monster here, a reduction of level there is all that is needed to enjoy the atmosphere of adventure and excitement that the City of Brass provides.

लठणइठि

The City of Brass includes dozens of brand new monsters that may be used in any campaign setting. New creatures

such as the burning dervish and flame-spawned to populate campaigns are of course present as well as new rules for the development and enhancement of the efreet for potential use as PCs by your hearty adventurers looking for something "a little different" from a player character.

नएल लडगुठि

Numerous new spells and magical items, including powerful relics await adventurers brave enough to wrest their secret power from their possessors. New alchemical concoctions, spells, magical craft materials and items offer new challenges for PCs to overcome.

नपठि

The City of Brass as has been said before offers numerous unique NPCs. These NPCs come complete with rich back-stories, motivations and enough role play notes to drop them into any adventure. Their ties to the City of Brass are obvious but need not be restricted to the City itself. Many NPCs could easily be used as story hooks to get PCs into the City or as villains or allies in different campaigns with little preparation on the part of the DM.

ठि प्लेयडर ठि क्लरिअरिड

The City of Brass offers limitless potential for adventure for PCs. Listed below are but a few examples.

बडि अ ब्राइड ठि डपेराठिंङु

The PCs may find through their adventures in the City of Brass that they have come into possession of some property that they may use as a base of operations for forays into the other planes of the Multiverse, or to have continuing adventures within the Plane of Molten Sky and the City of Brass. Perhaps the PCs completed some quest on behalf of the Sultan of Efreets and were rewarded with a citadel in the Plane of Molten Sky. Perhaps the PCs gambled extensively in a gaming house or the Cirque of Pain and won a fortified house in one of the cities various foreign quarters.

लडगुठि क्लरिअरिड

Powerful wizards, clerics, druids and the like may seek the wealth of knowledge in artifacts and tomes that lay hidden within the many structures of the City of Brass. Complete quests may be developed around the acquisition of ancient lore or the study of mysterious artifacts. Of course the PCs must find a diplomatic or nefarious means of acquiring such knowledge, perhaps even seeking an audience with the Sultan of Efreets himself.

New Prestige and Alternative Classes

New prestige classes and alternative classes can fill out any setting and help breathe new life into a stale campaign. The City of Brass offers up such new prestige classes as the Order of Devils, and new classes such as the alchemist.

A Plane of Opportunity

Both the City of Brass and its adjoining Plane of Molten Skies offer many opportunities for exploration and discovery. The Plane of Molten Skies is an extensive wilderness setting that should appease any fan of wilderness adventure. Rangers and druids may find a new home traversing the trackless wastes of the Plane of Molten Skies; rogues may find rich bazaars, hidden treasures and wealthy nobles of the City of Brass to be inviting targets for their underworld activities. Monks may seek enlightenment or redemption in challenges physical challenges against the Order of Devils. Bards may find wealth and prestige of their own as performers and story tellers in the ancient capitol of the genie races, possibly even catching the ear of the Sultan's Court, earning a position in the Orchestra of Ashen Thunder. Paladins may no doubt find much that is evil to crusade against, as the City of Brass is frequently a cruel place ruled by wicked folk, and peopled by oppressed slaves.

The Flask of Sulymon and the Carnelian Idol

Two powerful artifacts could play an important role in your campaign if you desire: the Flask of Sulymon and the Carnelian Idol.

The Flask of Sulymon

Currently the Sultan of Efreet is scouring the universe for the magical flask a trusted troupe of his burning dervishes was tasked with returning. It is believed by many that the flask contains the body and soul of the Prophet Sulymon. Sulymon it is said founded the City of Brass itself. It is believed that the Usurper sought to prove his dominion once and for all to any doubters by producing Sulymon in the flesh. No doubt he has other diabolical schemes in mind. However due to the powers of the God Anumon, the flask and any details as to its whereabouts remains clouded in mystery.

Fallen into the wrong (or perhaps right hands depending on who you ask) the flask and its holy contents could prove the Sultan's undoing, or grant him a station amongst the thrones of the Greater Gods.

Determining the Location of the Flask and Idol

To determine the location of the Flask of Sulymon or the Carnelian Idol roll 1d20 on the table below. Note, the Flask cannot be located within the City of Brass. If such a location is rolled, reroll the result or select a location outside the City.

1d20	Location
1.	Lost Tomb of Y'Cart (Area 5-1, Plane of Molten Skies)
2.	Pits of the Crystal Queen (Area 5-3, Plane of Molten Skies)
3.	Caves of the Glass Wyrms (Area 5-4, Plane of Molten Skies)
4.	The Shattered Peak (Area 7, Plane of Molten Skies)
5.	Citadel of the Fire Thane (Area 11, Plane of Molten Skies)
6.	Xigla Xaltaz, Fortress of the Xill (Area 13, Plane of Molten Skies)
7.	The Spire of Hazrad the Mad (Area 15, Plane of Molten Skies)
8.	Wyrthil's Lair (Area 16, Plane of Molten Skies)
9.	Hall of the Vulcan Lords (Area 20, Plane of Molten Skies)
10.	Caverns of Abdul-Shihab (Area 22, Plane of Molten Skies)
11.	Fortress of the Seekers of the Ebony Moon (Area 26, Plane of Molten Skies)
12.	The Oasis of Mukphat the Blind (Area 31, Plane of Molten Skies)
13.	Shining Pyramid of Set (Area 5, the Upper City)
14.	Pagoda of Devils (Area 6, the Upper City)
15.	The KhizAnah (Area 26, the Upper City)
16.	The Minaret of Screams (Area 32, the Upper City)
17.	Tower of the Grand Vizier (Area 40, the Upper City)
18.	City of the Dead Sultana (Area 42, the Upper City)
19.	Palace of the Great Sultan (Area 43, the Upper City)
20.	Tomb of Ashur Ban (Area 7, the Lower City, the Underbasin)

The Carnelian Idol

Like the Flask of Sulymon, the Carnelian Idol is a mysterious magical item which has been lost in the ever-shifting terrain of the Plane of Molten Skies as a great curse bound Dahish into a pillar of obsidian. This curse may only be broken through the device of the Carnelian Idol itself. Having passed through many hands for centuries unknown the idol was somehow lost in the Plane of

City of Brass

Molten Skies itself. Again, like the Deific powers which blind the Sultan of Efreets eye to the whereabouts of the flask so too does the great curse deny any scrying as to the whereabouts of the Carnelian idol. There is a chance the Idol is within the City of Brass, but it is believed to have been lost on the Plane of Molten Skies.

Through use of the random table included below the DM should at the start of any epic adventure in the City

of Brass first roll and determine the location of the Idol and Flask. In this way chance encounters or happenstance exploration of the Plane of Molten Skies may result in the PCs coming into possession of an item of fantastic power and not even know that they own it.

Imagine their surprise when they peddle the Idol or Flask off in one of the City's many bazaars only to have to purchase the item back from the vendor or merchant at ten times its original sale price.

Chapter 2: History of the City of Brass

of the creation of the genie

As the Greater Powers stepped forth naked from the void they each in their own fashion set about forming that void into their own realms, filling each with shapes and sounds that they found pleasing to their divine ears. Among the creators in that time were many free spirits unleashed upon the universe; beings of fire, earth, water, and air. These beings were formless but seemed possessed of their own power and will. The creators found that those beings which seemed to intuitively shape the chaos into structure and shape were useful to their purposes. Some of the Powers formed to themselves angelic choirs, others great hosts of demons and devils to do their bidding.

Anumon, a great being of law and order chose one amongst these beings which seemed to show greater power and less willfulness in its ordering of the chaos and ordained to give it a shape and form of its own. This being he called a genie and named him Sulymon. He set Sulymon to many great tasks, the first of which was the gathering of other like spirits. After this first task of Sulymon was completed the first houses of the genie were formed.

of the crafting of the Mudawwarah Al Jin

The City of Brass has stood for eons unknown to the world of men, elves and dwarves; created by the words of the gods as a home for their devoted Genie servants. A fortress recognized by all genie-kind as their true homeland, the City is a vibrant burning jewel of gleaming metal and wondrous magic. The City of Brass was given as a gift of gratitude sworn to them for all eternity in compact and oath to the gods in exchange for their unending service in matters of creation and intuitive command of the elements of which they were formed. The City of Brass was not however, always known by that name.

Sulymon, the great engineer and architect of the gods, devised for his children and kin a great city, the Mudawwarah Al Jin for them to dwell within. He envisioned a homeland for all of the free spirits who had helped the Gods. Thus, Sulymon proposed his case on behalf of the servitor genies before the Greater Gods.

In the forging of the city, not all of the gods were satisfied with their endeavor. Some argued that a city should be given to all the servant races, from which they could help the coming of

the second children of the gods and work the elements in the shaping and creation of the universe to come. The wind lords for their part had little interest in such a place, their servants finding joy in the soaring of the winds and clouds, but they offered their winds to assist the lords of fire in super heating the metal. The gods of the lower waters saw no reason for any of their children to need a great city owing that all of the rivers, lakes, streams, oceans and seas of the newborn universe drained to them and that anything raised up above would eventually mix and flow into their kingdom, so they offered only to temper the gleaming metals with their waters to give them the hardness they would need to withstand the flow of time. The lords of earth and fire gave the most, providing the flame for the forge and the materials with which to craft it.

With the words of creation, a lifetime in a day passed and the gleaming City was made whole. The genies were given the City as their new home for all time. Beautifully crafted of gemstone and jewels, of gold, silver, and lapis lazuli, the great City floated betwixt the four elements, a holy city to all races of genie-kind where they could congregate, worship, and trade.

The genie-kind, for their part, realized that in accepting this fantastic gift of the gods, they had bound themselves to time and mortality. Although living a lifespan far exceeding that of any of the newborn races of the universe, their free will made them aware of their loss of freedom and the true meaning of their bond to the gods of creation. In spite of their many gifts, this knowledge caused many of the genies to seethe with anger, especially the efreet who ever after worked to cast off the shackles of the gods.

Sulymon placed Iblis, the first genie to whom he had given a true form, upon the throne of the Mudawwarah Al Jin, acting as chief to the council of the round city. In Sulymon's mind, Iblis would give order to the chaotic servant spirits of the void, and allow their successes and progress to ripple forth across the multiverse. So the City was made and so it stood for a thousand years as the races of genie-kind lived together, peacefully floating on the elemental convergences of earth, air, fire and water. Like all cities it grew and changed with the ebb and flow of its citizens, becoming rich in magic and material things.

As the Mudawwarah Al Jin grew in greatness, the clan of the djinn (of whom Iblis was master) became more and more arrogant. Long had they worked as taskmasters over the other genies during the Great Creation. As the Creation grew to a close, the clan of Iblis began to make demands of their kinfolk amongst the djinn, the marid, and the jann.



you forever. Rule there as you wish. See how long you may keep it.” With that, Iblis’s throne was cast down and the very pit of Hell opened beneath his feet.

Lastly, they again turned to the efreeth host and said, “To the victors go the spoils. Since you have followed a fool, and taken from your brothers and sisters that which was given each of you in equal part, the Mudawwarah Al Jin is yours.” With that the Gods hurled the Mudawwarah Al Jin to the very edge of the Plane of Fire itself. “If the smokeless fire of your birthing is your preference to the universe we have created together then like your master, may you rule well in the place of your choosing.”

All that was once gold did thus turn to brass, all that once glittered then did char and show the mark of flame. Thus did the efreeth begin their sojourn within the Plane of Fire, forever more a distrustful lot of deal makers and slavers constantly seeking to expand and regain the glory they had under the rule of Iblis.

The Deeds of Sulymon the Elder and the Rise of Sulymon the Prophet

Then too did Sulymon the Elder know great shame. Much that he had wrought had gone awry. He wept for his children amongst the Genie races, and strove hard to make

right that which had been set wrong amongst his folk. Eons passed as Sulymon pondered what had gone wrong. Staring deep within himself, he searched for answers in solitude. He prayed and begged Anumon for guidance and eventually his prayers were answered as Anumon granted him a great vision. In the vision two great spirits contested within him, one a force of law and reason, the other a force of treachery and darkness. As the universe was crafted from equal parts of law and chaos, so too he discovered was the living spirit the domain of good and evil.

There within him all along was his dark half staring back at him, dogging his every step secretly releasing evils into the universe he had helped craft. Surely it was this dark half that had allowed him to long ignore the evils of one such as Iblis.

When the vision expired, Sulymon wrought great magic to draw the dark one from him. The evil would not go quietly and contested him at every turn. Through the planes of existence did they battle until at last they stood within the Eye of Fire.

An Excerpt from the Song of Sulymon and the Birth of a Prophet

Long did we wrestle in the Ever-burning Flames, my Dark Genius and I. Hard was the Battle which raged within the chambers of my heart. Many were the wounds that we struck one another in that place, tearing my flesh to ribbon and annihilating my physical form as I blasted my foe with the power of Truth. Wracked was my spirit in the face of ultimate deceit and the purest black of hatred.

At last the evil one was cast from me, but truly who is to say if it was destroyed or still lives on there, tortured by the Fires of Eternity. To win the battle I chose forever the form of mankind, mixing my ashes with the waters of life, extinguishing the burning sins that had long haunted my soul.

Only then did I return to the City of Brass, my final task among the immortals fulfilled. From there did I close the Grimoire of Infinite Worlds upon my past and turn my face back to the beginning, retracing my footsteps to the world of mortals. It was there that I would work the miracles of Anumon for all to see, and remain, subservient to the will of He who keeps the gates and codified the laws till my dying day. I foresee that this day will not come quickly to me, for there is much to do, the beast that was within me has been beaten but not slain. Praise be to Anumon that I am blessed to the lifetimes of many men before my task is completed.

Upon the defeat of the Dark One, Sulymon returned to the City of Brass, intent on righting the many wrongs. Gathering many of the most evil efreet to him, he bound them each in a bottle of brass, stoppering the bottles with molten lead and sealing them with the seal of Anumon. He thus placed them well hidden within the Chamber of Bottles there to stay, he hoped, for all time.

Sulymon then sent for one of his daughters, Cirrishade, a princess amongst the djinn and saw her wed to Ashur Ban an efreeti who had abstained from the campaigns of slaughter that Iblis had led. Placing them upon the Throne of Brass he then left the city he had helped create.

Strolling to the Bab Al Baquarra, he cast open the great gates into the nothingness beyond. Calling upon Anumon's might, the Plane of Molten Skies was formed over his princely head; scorched earth and sand now the path beneath his sandaled feet. There into the world of mortals, as a mortal, to spread the gospel of Anumon.

Of the City of Brass and the Crowning of the Usurper

Many years passed and relative peace reigned again between djinn and efreet. A truce brokered by the marriage of the Sultana and Sultan brought great prosperity to the City. Here secrets were gathered, and great treasures piled high in the vaults of the efreet. Not all of the efreet were satisfied. Many despised the Sultana and saw Ashur-Ban as weak compared to rulers who had come before him, yet they remained silent in their opposition, unable to deny their prosperity under his rule.

Despite their troubles, the love of Ashur Ban and Cirrishade grew stronger with each passing year. Theirs was a love to be recorded by poets and songwriters for all times. Many children were born to them; and to those children, many grand-children. They were called the Hawanar. A perfect blending of the djinn and efreet, their visages were not unlike the ancient genies from the days of the creation.

Unbeknownst to them a great evil was taking shape within the Eye of Fire. A dark half, defeated and nearly destroyed,

the wretched thing took the form of one it had once helped shape. It was a proud figure, beautiful and terrible to behold. Its chiseled features it hid behind a veil of inflammable silk. Its massive form and unbreakable thews, it laid bare, save for a harness of gold and elemental gemstones. There it forged its weapon for the taking of the universe... a brazen scimitar with which to set the very heavens ablaze.

In the Eye of Fire many years passed as the creature grew stronger, gathering evil to its side. It whispered its summoning rituals through the planes for assistance in a grand scheme. At last its calls were answered and beasts of flame and fire... devils, and servants of darkling gods offering their services to his fell plan.

Once gathered, the Usurper then struck out from the Eye of Fire, capturing efreeti fortresses throughout the Plane. In each efreeti fortress he gave the offer to join him or die. Many amongst them swore it was Iblis returned from Hell to lead them once again. He did much to foster this belief, and when he was strong enough to attack the City of Brass, he did so with much of the army once sworn to protect it amongst his ranks. He next attacked strongholds long held by the salamanders, slaughtering every one of them he met. Their plunder did much to fill his war-chest, filling his forces with a thirst for slaughter.

When the Usurper finally arrived at the City of Brass, he cast down the gates and slew Sultan Ashur Ban in one blow, shattering the resolve of those efreet who still stood true to the Sultan's banner. Only the Hawanar and their Sultana remained to oppose him, and soon she too was defeated, the Hawanar bound, slain or cast to the four winds. At long last the Usurper claimed the Throne of Brass and has sat there unchallenged ever since.

Claiming the title of Great Sultan, the Usurper freed the evil servants of Iblis from their bondage, breaking the seals of Anumon upon their prison bottles. He called forth for great construction projects and bound demons to the City's many gates. He set the efreet to work collecting numerous slaves for the many tasks, and bade them forge weapons of great destructive power to be sold to the highest bidder. Much wealth had once come to the City of Brass in the form of peddled magic and now much more still comes under his shrewd guidance.

The Great Sultan's armies now wage war against the djinn again. Each conquered territory in the Elemental Planes of Earth and Air extend the Plane of Molten Skies, which now serves as the staging ground for his numerous invasions. Already the azer number amongst the races conquered by the efreet and the once great might of the proud salamanders may not last another assault. It is rumored that the salamander nation seeks a pact with Orcus himself to stave off their imminent annihilation.

The City of Brass as it now exists is a city ruled by a merciless despot. It is a city where evil walks freely in the light and if nothing else is openly welcomed. It is a city of strange magic and long forgotten lore. It is also however a city of rules and law, for the Sultan knows that law equals obedience to his will. Aided by servants of Set and Lucifer, the Sultan willingly seeks to place himself amongst the thrones of the Greater Gods of the multiverse. He will stop at nothing to achieve this goal.

Chapter 3: The Plane of Molten Skies

A nexus connecting three planes formed of elemental air, earth, and fire, the Plane of Molten Skies is a legendary waypoint for planar races who wish to do business with one another away from the confines and consequences of a hostile elemental plane.

planar geography

The skies are ablaze on this plane; its upper atmosphere seems to be perpetually in a state of consumption by a gigantic ball of flame and liquid fire. The air is stuffy and warm, breathable, but uncomfortable to those not used to it. The ground is formed of cracked obsidian and basalt, warm to the touch, but comfortable enough to walk upon without inflicting harm on those not resistant to heat or fire. Mountains and hills formed of basalt and small pools of lava dot the landscape. Volcanoes scattered throughout the planar landscape belch forth blasts of molten elemental fire and rock at random intervals. Rivers and streams of liquid flame wind through the landscape, emptying into a raging sea of liquid elemental fire. Desert-like areas covered in blowing, burning sand are prominent near the nexus and conjoining points of the Elemental Plane of Earth.

The Plane of Molten Skies contains the road to the infamous and fabled City of Brass, and serves as the native home of the fiery efreet wishwardens, who view themselves as the peculiar realm's absolute masters, bar none (including the gods).

traits

Traits unique to the Plane of Molten Skies are detailed below.

Normal Gravity: Gravity on the plane functions for travelers and visitors as it does on the Material Plane; up is up and down is down. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Normal Time: Though the plane is constantly bathed in heat and light, and night never falls, time passes as it does on the Material Plane. One hour on the Plane of Molten Skies equals one hour on the Material Plane.

Finite Size: The Plane of Molten Skies, as a nexus point, is finite in size. The plane itself is triangular in shape with each side connecting to a point on the elemental plane that forms this nexus. So, one side of the triangle touches the Elemental Plane of Earth, one side touches the Elemental Plane of Air, and the third and final side touches the Elemental Plane of Fire.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Dominant Elemental Trait: None are dominant though certain areas may be fire-dominant or earth-dominant.

Enhanced Magic: Spells or spell-like abilities with the air, earth, or fire descriptor function as if affected by the Enlarge Spell feat but only when within 1 mile of a portal or gate to the elemental plane the descriptor correlates with. Spells cast elsewhere on the plane function normally.

Spells or spell-like abilities (including those of the Fire domain and those that summon fire elementals or outsiders with the fire subtype) used within 1 mile of the City of Brass function as if enlarged and maximized (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.

(Spells cast within the walls of the City have their own rules and are covered in the **City of Brass** chapter.)

Impeded Magic: Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded. The caster must succeed on a Spellcraft (DC 15 + spell level) check each time he attempts to cast such a spell. If the check succeeds the spell functions normally; if it fails, the spell fizzles away just as if it had been cast.

Heat Dangers: Though the skies are ablaze with fire, this plane serves as a waypoint for inter-planar travelers. Therefore, heat dangers caused by the plane itself are less threatening than one would expect. (Some suspect the Sultan of the Efreet controls this feature.) Creatures resistant to fire or immune to fire suffer no ill effects of heat from this plane. The plane itself, unless otherwise noted, is always between 85° F to 90° F.

A character wearing medium clothing or armor must make a Fortitude saving throw each 4 hours on this plane (DC 15, +1 for each previous check). Characters wearing heavy clothing or armor of any sort have a -4 penalty on their saves. A character with the Survival skill may receive a bonus to this save and may be able to apply this bonus to other characters as well (see the Survival skill description for details). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour). Characters wearing light or no armor do not suffer any ill effects from general heat exposure on this plane (unless the temperature is raised above 90° F).

A character who takes any nonlethal damage from heat exposure has suffered a heatstroke and is fatigued (effective penalty of -2 to Strength and Dexterity; cannot run or charge) until the nonlethal damage is healed.

Within 1 mile of a nexus to the Plane of Fire, creatures are subjected to the effects of extreme heat as detailed in the DMG glossary (Heat Dangers) unless noted otherwise.

Within the City itself, the temperature is usually a “comfortable” 101° F. Though the temperature within the City can be raised much higher, the Sultan controls it so that extraplanar travelers may visit his fair city in relative comfort. See the **Overview of the City of Brass** for more information. Axam, a merchant within the Bazaar of Beggars (see **Area B10** in the **Bazaar of Beggars** Chapter), sells amulets that offset and negate the natural effects of heat exposure. *Brazen amulets* (as they are called) are detailed in the **Appendix 4**.

ਫਿਰਾਜ਼

Volcanoes, the burning sky, rivers and seas of liquid fire, ground made from obsidian and basalt, and the oppressive, sweltering heat; all of these the Plane of Molten Skies offers as natural wonders to those who visit the place. The air is breathable here, but is warm and uncomfortable to inhale for those unaccustomed to it.

Light is always prevalent and darkness is nowhere to be found naturally (except perhaps inside fortresses, conjoined planar areas, outposts, citadels, and other man-made structures). One of the few exceptions to this is the City of Brass, which boasts artificially imposed darkness on a thirty hour cycle, thanks to a group of wizards who call themselves the Nightfall Concordance. The Sultan sponsors this service in an effort to draw more outsiders to the city in order to increase the size of his coffers through taxation and trade.

Though the ground is warm to the touch, it is not particularly deadly to those that contact it. The rivers of flame, volcanoes, heat storms, and other natural wonders of this plane on the other hand are not quite so friendly (especially to those not protected or not immune to fire and heat).

ਫਾਇਰ ਸਟੋਰਮ

An ash storm generally occurs within 1 or 2 miles of an active volcano or where the Plane of Earth meets the Plane of Fire. A typical ash storm comes on suddenly and ends 2d6 minutes later just as suddenly as it began. An ash storm consists of grayish-brown ash raining from the sky that obscures sight and raises the temperature in the affected area (dealing damage to those caught in the storm).

The ash obscures sight, including darkvision, beyond 10 feet. Creatures and objects 10 feet away have concealment (20% miss chance). Creatures and objects farther away have total concealment (50% miss chance and a

character cannot use sight to locate a target). Further, a creature caught in an ash storm takes 1d6 point of fire damage per round of exposure. Creatures immune to or resistant to fire are immune to the fire damage. Wind has no effect on an ash storm.

ਫਿਰਾਜ਼ ਰਿਵਰ

The dry, cracked, obsidian ground of the Plane is networked with underground rivers of fire that feed the lakes and seas on this plane. Every so often, pressure builds in these underground rivers forcing the magma to erupt through the parched surface. An eruption resembles a steam geyser, but billows forth shards of obsidian and blasts of liquid fire, spraying each randomly into the air and covering a 30-foot radius. A creature within the area takes 4d10 points of damage (one-half fire and one-half piercing). A DC 15 Reflex save reduces the damage by half. Further, the magma sticks to a creature that fails its saving throw and deals 1d10 points of fire damage for 1d3 rounds.

ਫਿਰਾਜ਼ ਰਿਵਰ

Many flaming rivers are found beneath the surface of the plane, but there are a few small rivers and streams of liquid fire on the surface. The liquid fire can be deadly to creatures not resistant or immune to fire. A creature contacting the liquid fire in a flame river takes 2d10 points of fire damage and must succeed on a DC 15 Reflex save or catch on fire (see the DMG). A creature foolish enough to submerge himself in liquid flame or stand in a lake, pool, or river of fire takes 20d10 points of fire damage for each round of contact. Damage continues for 1d3 rounds after exposure but only half that dealt during contact (1d10 or 10d10 points per round).

Magical protection reduces the damage and creatures immune to fire do not take damage, but can still drown if they sink underneath the surface (see the Drowning rules in the DMG).

ਫਿਰਾਜ਼ ਸਟੋਰਮ

Randomly occurring across the plane, these storms appear out of nowhere in most cases, though at times they can be predicted by watching the fiery sky. A potential heat storm threat can be seen by a brightening of the sky, similar in ways to a darkening of the skies on the Material Plane before a thunderstorm or rainstorm moves into the area. A heat storm brings a sudden rise in the ambient temperature to the affected area. A typical heat storm covers an area 1d2 miles in radius and lasts an average of 20 + 1d10 minutes.

Heat storms are deadly to those caught in the area. Breathing the air in a heat storm deals 1d6 points of damage per minute (no save). In addition, an exposed creature must make a Fortitude save every 5 minutes

(DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any sort of armor take a -4 penalty on their saves. Those wearing metal armor or creatures touching metal exposed to a heat storm are affected as by *heat metal*. A creature that sustains nonlethal damage suffers a heatstroke (-2 effective penalty to Strength and Dexterity; cannot run or charge). The effects of a heatstroke last until the nonlethal damage is healed.

The best defense against a heat storm is to seek shelter inside a structure where the ambient temperature is cooler or use magical protection to shield against the heat.

Lava Pools

Lava pools pockmark the landscape of the Plane. Many are lairs to such creatures as magmin, lava children, magma oozes, and various sorts of mephits. A creature contacting a lava pool takes 2d10 points of fire damage and must succeed on a DC 15 Reflex save or catch on fire (see the *DMG*). A creature foolish enough to submerge himself in a lava pool takes 20d10 points of fire damage for each round of contact. Damage continues for 1d3 rounds after exposure but only half that dealt during contact (1d10 or 10d10 points per round).

Magical protection reduces the damage and creatures immune to fire do not take damage, but can still drown if they sink beneath the surface (see the Drowning rules in the *DMG*).

Magma Storms

One of the deadliest features spawned by the very plane itself is a magma storm. Thankfully they only occur in areas within 1d3 miles of the City of Brass or a portal leading to the Elemental Plane of Fire. Thankfully such storms are a rare occurrence.

A magma storm is a torrential downpour of liquid fire loosed by the fiery atmosphere. Its only warning is an ever-growing roar coupled by a loud crack; then the sky opens up and rains liquid fire down on those unfortunates caught in the area.

Creatures and objects caught in a magma storm take 3d10 points of fire damage per round of exposure and must make a DC 15 Reflex save to avoid catching on fire. Creatures and objects immune to fire do not take damage. Structures not protected against fire melt into piles of slag. A typical magma storm lasts 1d10+2 minutes and covers an area of less than 1 mile in radius, however the destruction it unleashes is often enough to destroy unprotected travelers and unfortified buildings.

Volcanoes

One particularly fearsome feature of the landscape are the great basalt volcanoes. Spewing their contents miles into the air and raining fire and debris down to the surface,

they are quite beautiful to behold, despite the enormity of death and destruction that they literally rain down upon hapless, unwary souls. Even long-time and native residents have trouble predicting with any accuracy where and when the vulcan fallout will land.

A typical volcano spews its contents high into the atmosphere, forming a living column of debris, ash, and liquid fire. Fallout consists of the aforementioned materials and covers an area in a radius of 1d6 miles around the volcano. A typical eruption lasts 1d2 hours.

Creatures caught in the area must succeed on a DC 15 Reflex save or be pounded by elemental rock and liquid fire. A new save must be made every minute a creature remains in the area. On a failed save, a creature is struck by debris and fire and takes 4d10 points of damage (one-half fire, one-half bludgeoning) and must succeed on a DC 15 Reflex save to avoid catching fire.

Another danger associated with an eruption is the unmitigated flow of lava. An erupting volcano spews forth lava, streaming it down the basalt surface and destroying everything in its path. A typical lava flow has a speed of 50 feet per round and travels 1d2 miles away from the source. Creatures contacting the lava take 2d10 points of fire damage. A creature submerged in the lava sustains 20d10 points of fire damage per round. Damage continues 1d3 rounds after exposure ceases, but this damage is only half that dealt during contact (1d10 or 10d10 points per round). Magical protection reduces the damage and creatures immune to fire do not take damage, but can still drown if they sink beneath the surface (see the Drowning rules in the *DMG*).

Inhabitants

Since this plane serves as a waypoint and nexus for three elemental planes and the road to the City of Brass, it is a busy place. All manner of odd and unusual creature can be found here: elementals, devils, salamanders, azer, djinn, jann, and efreet, and even travelers and merchants from the Material Plane.

Creatures, especially those from the adjoining elemental planes, frequent the Plane of Molten Skies to trade, barter, buy, and sell their goods and wares (including slaves, information, valuables, foodstuffs, etc.). Some, like djinn, jann, elementals, and devils build outposts and citadels on this plane. Most such creatures build their fortresses and citadels near portals and gates that lead to their plane of origin or near a source of elemental material that they themselves are formed of or find to their liking (for example, the elemental earth citadel built into the mountains of basalt in the west and the fire elemental outpost seated near the curtain of flames that links the Elemental Plane of Fire).

Efreet are a common occurrence and encounter on this plane, though their numbers and encounter frequency are not quite as great further away from the City of Brass or curtain of fire.

Locations in the plane of ਲਗੀਏਨ ਈਕਸਪੈਂਡ

The following are some of the plane's more prominent places.

I. the parched expanse (ਈ ਓ ਟੋ ਟਾ)

The Elemental Planes of Earth and Air conjoin here, but quite unlike the violent, bastardized conjunctions at the opposite corners, it is a sedate and peaceful union. It is the most commonly traversed part of the Plane of Molten Skies, where the mated planes become a flat, dusty, barren landscape known only as the "The Parched Expanse." More often than not, it is the first sight that greets itinerant travelers to the realm of the efreet. The sky is colorless, existing only in shades of black, white, and the entire spectrum of gray in-between. The ground is covered in a thick, deep layer of dust—not ash or soot, but rather the dust of decay accumulated over ten thousand millennia, dust of past and future generations, dust of all things dead and forgotten.

The portal by which entry to and exit from the plane can be made is a great, towering, mountain-high keep—the Palace of Dust—sealed by a gleaming steel door that, unlike everything else on the plain, does not seem to have aged at all. The door swings open effortlessly, perfectly balanced upon oiled hinges that make nary a sound or squeak.

Road markers rise from the dust, connoting a path leading deeper into the plane. This byway is the Highway of the Damned, and if followed all the way, can guide travelers straight to the City of Brass.

Effects of the parched expanse

Creatures moving across the Parched Expanse do so at half of their normal movement rate. In many places, the dust covers deep, treacherous pits (Spot DC 25) that many an unwary traveler has fallen into, especially in heated moments of fight or flight. The utmost care must be taken lest a person suddenly sink out of sight, asphyxiating and choking to death on the collected dust of fallen generations (see the Suffocation rules in the *DMG*). Sound on the Expanse is also muted, making it difficult to hear much beyond 20 feet (–6 penalty on Listen checks) and impossible to hear anything beyond 50 feet (–20 penalty on Listen checks).

Dust Spiral: A dust spiral springs up suddenly and unexpectedly. It appears as a moving column of whirling dust and debris. A typical dust spiral covers a 10-foot radius and stands about 20 feet tall. A dust spiral moves at least 10 feet in one direction before shifting and moving randomly in another direction. A creature caught in a dust spiral takes 2d6 points of damage each round and must succeed on a DC 20 Reflex save or be knocked prone. A dust spiral obscures vision as a *fog cloud* spell does.

parched expanse random encounters

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	Dust spiral	6
2.	2d4 air mephits or dust mephits	7
3.	1 invisible stalker	7
4.	1d2+2 wind walkers*	8
5.	1d4 Huge air elementals	9
6.	1d2+2 belkers	9
7.	1d3 elder arrowhawks	10
8.	Atomization zone	10
9.	1d4+1 dust ghouls*	11
10.	1 elder air elemental	11
11.	1d4 noble djinn	12
12.	1 dust dragon*	12
13.	1 air elemental dragon*	18
14-20.	No encounter	

*See the New Monster Appendix.

Atomization Zone: This immobile area of the Expanse is alive with negative energy. An atomization zone appears as a part of the landscape and is almost indistinguishable from the surrounding area. A character can attempt a DC 25 Spot check to notice the small, shifting motes of light that wink in and out of existence in this area. A typical atomization zone covers a 30-foot cubic area.

A creature entering an atomization zone has its physical structure quickly break down, taking 20d6 points of damage (Fortitude DC 20 half) each round it remains in the area. A creature reduced to 0 or fewer hit points in an atomization zone is essentially disintegrated, leaving behind only a trace of fine dust.

creatures of the parched expanse

While there is not much in the way of native flora or fauna that travelers must worry about, there are still predators: **Dust ghouls**—risen, animated corpses of creatures that have died on the Expanse. They move swiftly through the powdery murk, releasing terrible, paralyzing shrieks that cut through the silence like a razor-sharp obsidian knife through flesh. As they close in for the kill, ghostly apparitions materialize out of the swirling dust at their command, pinning their prey in place while they tear the flesh from its bones with the sharp tooth and claw.

Creatures of pure earth (those with the earth subtype and no other elemental subtype, such as earth elementals) avoid the Expanse as it causes their structure to slowly break down dealing 1d2 points of damage each round they spend in this area.

Other creatures encountered on the Expanse include **air elementals, air mephits, belkers, dust mephits, invisible stalkers, wind walkers, djinn, and air elemental dragons**. See the Random Encounters sidebar.

1. Palace of Dust

At the point where the Elemental Plane of Air and the Elemental Plane of Earth meet there stands a black colossus of a building, the former palace of Kush, one-time ruler over all mortal creation, son of Shaddad, son of Id the Greater. The palace, now chained by the dust of ages past, is one of the few portals that cross directly in the Material Plane.

Despite the building's immense size, little is left of its rooms. Just the first two floors have survived the ravages of time eternal. Dusky gray light pierces the innumerable holes riddling its onyx colored walls, streaming through arrow loops and shattered windows like an invasion of dust motes. The air is harsh and dry. As with the Parched Expanse, sound is hindered by some natural or magical feature of the building. Unlike the Expanse, absolutely nothing lives within the building's interior.

Strangely, many of the palace's original accoutrements are still in intact. Tapestries, rotten through and tattered, hang from the walls in many of the keep's galleries; paintings, threatening to crumble at the slightest touch, lean against the walls and on the floors of rooms where they long ago fell; porcelain plates, vases, and tableware still decorates the tables where the lord of mortal man once supped with both adversary and ally. Many a creature has tried to take from the palace, but never to any lasting success. As soon as one crosses the threshold pilfered treasures turn to dust, returning to their places in the building.

The main entry hall is a long, wide chamber with a ceiling thirty feet from the floor. Every square inch of stone is inscribed with poems decrying the fate that befell Kush, commenting on his hubris for thinking he could defeat the Army of Sulymon, the prophet of Allah, the All-Mighty Creator. In the next room, a long table that would have been truly majestic in better days awaits travelers. There are no seats around it.

Like the entry hall, the dining hall table bears an inscription:

"At this table have eaten a thousand kings blind of the right eye and a thousand blind of the left and yet other thousand sound of both eyes, all of whom have departed the world and have taken up their sojourn in the tombs and the catacombs of the City of Brass."

And a second inscription carved by a different hand reads:

"Be wary, o' seekers. Death is the inescapable conclusion to all tales."

DM Note: If the characters are arriving for the first time to the Plane of Molten Skies through the Palace of Dust, give them a chance for a quiet respite. This portal should be a safe-haven, especially if they fought long and hard to get to it. Reinforce this in your descriptions, and abstain from throwing any random encounters at them for the time. The palace should afford the opportunity for the characters to reflect on where they have been and what awaits them on the road ahead.

2. The Brass Horseman

A small hill supports a large brass statue of a heavily armored rider and his equally heavily armored horse, both of which stand nearly 15 feet high. Pointing westward, held in the rider's right hand and supported under his arm is a lance with a broad, silver tip that shines brightly under the fiery sky. The rider's left hand tightly grips the reigns of his mount.

Closer examination of the lance tip reveals the following inscription written in the Common tongue:

"He who seeks the brass horsemen seeks the way to the City of Brass. Let he who desires such knowledge rub the reigned hand of the horseman for then the way shall be shown to him."

Rubbing the horseman's left hand causes him to turn slowly clockwise, creaking and groaning until his lance points eastward.

Brass Horseman: Hardness 20; hp 300.

3. Wahideh al'Aladdeh, the Obsidian Angel बाइडो (दो इडड बेडोव)

A 12-foot tall block of perfectly cut volcanic glass emerges from the ground here. Trapped in it, sunk up to his midsection, is a jet-skinned man with four arms (two of which end in leonine paws), a pair of razor-sharp obsidian wings outstretched up and away from the glass pillar imprisoning him, flowing black locks of hair bound with brass circlets, and blazing coal-red eyes. A third eye inset in the middle of his forehead constantly weeps liquid fire discolored by black smoke. He greets the party as they approach, using the High Speech of the Efreet initially then switching to Common if the characters do not understand him.

The obsidian angel turns to face you, an almost beatific smile on his perfect features. He says something in a lilting dialect foreign to your ears. When he notices your lack of comprehension, he says again in the common speech of Man:

"There is no God but the All-Mighty Creator, and Sulymon was his Prophet! Repent, friends, repent and atone for the error of your ways if you are not initiates of the True Faith!

"Fill your hearts with the greatness and glory of the All-Mighty Creator, and be welcome in my house, such as it is!"

The angel laughs and then gestures humbly to the black obsidian glass pillar embracing him below the waist.

He grins from ear to ear, but from what joy you know not.

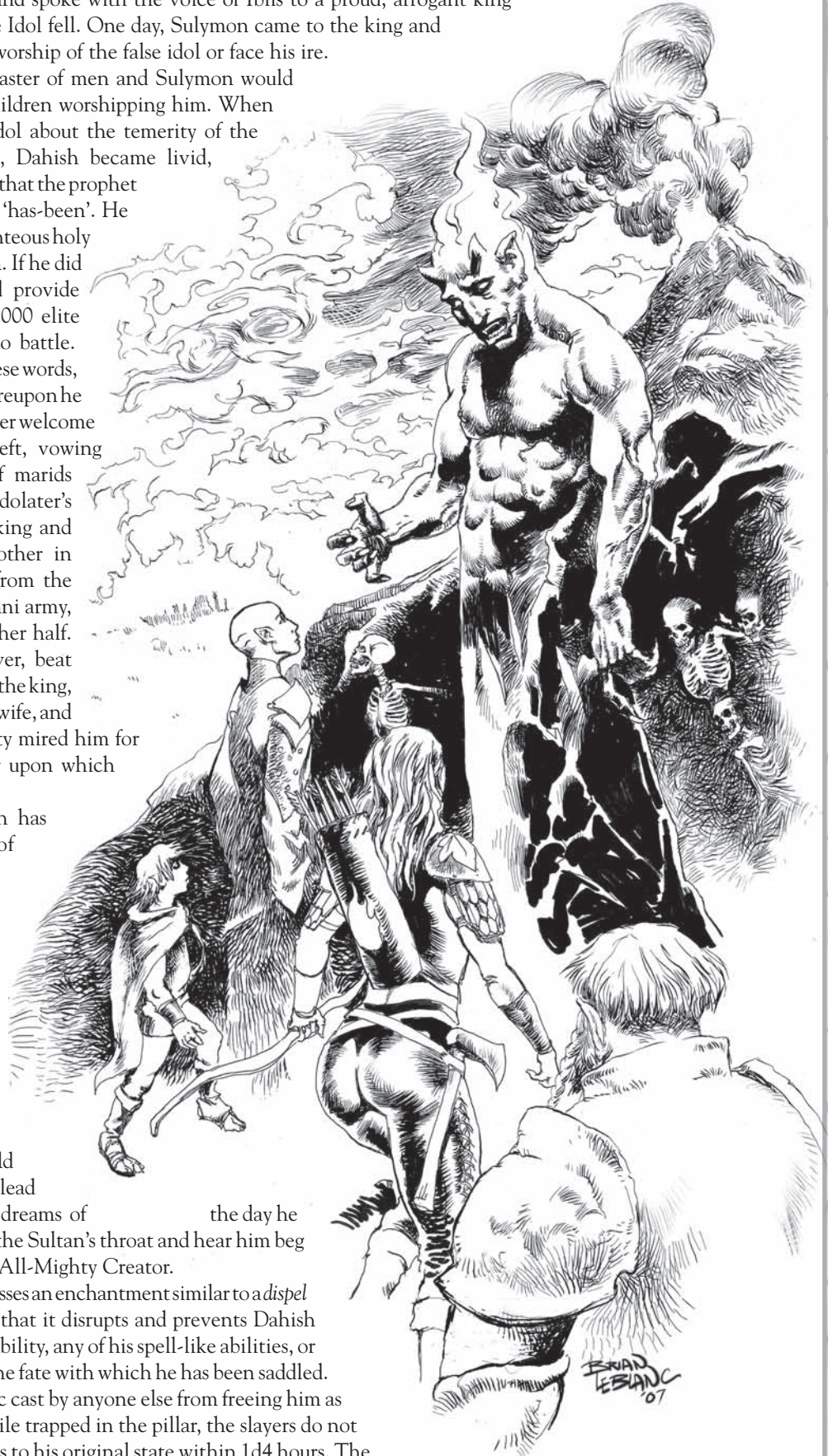
Dahish was once the guardian of Carnelian Idol of Iblis, the original efreeti who rebelled against Sulymon

and the All-Mighty Creator. If asked, the imprisoned general relates his tale. He claims he once inhabited the Idol and spoke with the voice of Iblis to a proud, arrogant king into whose possession the Idol fell. One day, Sulymon came to the king and told him to abandon his worship of the false idol or face his ire.

The devil Iblis was no master of men and Sulymon would not tolerate any of his children worshipping him. When the king consulted the idol about the temerity of the prophet's commandment, Dahish became livid, believing quite arrogantly that the prophet was nothing more than a 'has-been'. He told the king to bring a righteous holy war to the tyrant Sulymon. If he did this bidding, Iblis would provide him with an army of 10,000 elite janni soldiers to lead into battle. The king, heartened by these words, returned to his palace whereupon he the prophet he was no longer welcome in his lands. Sulymon left, vowing to return with a host of marids to quench the upstart idolater's treachery. In time, they king and Sulymon joined one another in battle. Dahish emerged from the idol to lead half of the janni army, while the king led the other half. Sulymon's marids, however, beat them easily. Sulymon slew the king, taking his daughter for his wife, and for the Dahish's complicity mired him for eternity within the pillar upon which the carnelian once stood.

Since that day, Dahish has regretted his betrayal of Sulymon and the All-Mighty Creator and his choice to serve Iblis. He eagerly tells any and all travelers who come upon him his story in an effort to persuade from going to the City of Brass. The Sultan, he believes, is Iblis reincarnate. If he had his freedom, he would indeed raise an army to lead against the City. Dahish dreams of the day he can press his boot against the Sultan's throat and hear him beg for the forgiveness of the All-Mighty Creator.

The obsidian pillar possesses an enchantment similar to a *dispel magic* or *antimagic field* in that it disrupts and prevents Dahish from using his *change size* ability, any of his spell-like abilities, or otherwise escaping from the fate with which he has been saddled. It also prevents such magic cast by anyone else from freeing him as well. If the efreeti dies while trapped in the pillar, the slayers do not gain any XP and he returns to his original state within 1d4 hours. The only way to kill Dahish permanently is to first free him from the pillar.



Not even the Sultan can kill Dahish, and he has tried repeatedly (sometimes he comes to the pillar after a particularly frustrating day just to kill Dahish over and over gain until he feels better).

If the characters recover the **Carnelian Idol** and destroy it upon the sides of the pillar prison, Dahish is set free. He grants his rescuers any three unconditional *wishes* and then leaves to gather his army of 10,000 undead janni skeletons, which he plans to use to lay siege to the City of Brass. These undead soldiers are the restless souls of the army he and the unnamed king originally led against Sulymon.

Dahish al'Aamash, Male Efreeti, Ftr10: CR 18; hp 200; see **Appendix 1**.

4. The Great Rock Wall

A colossal wall resembling an unending mountain of jagged obsidian and steaming basalt divide the boundary between the Elemental Plane of Earth and the Plane of Molten Skies. It rises from the ground up as far as the eye can see, always appearing to disappear into the haze of a horizon that will never be reached. Several portals leading to the Elemental Plane of Earth are located in random locations on the Wall or within small caves and caverns on the Wall.

Effects of the Great Rock Wall

Movement beyond the wall is impossible (except perhaps by magical means). A character can climb the Great Rock Wall by succeeding on a DC 20 Climb check (and using the normal climbing rules). Note however, that the Wall stretches infinitely into the sky above, so anyone hoping to climb up and over the Wall will be sorely disappointed.

Creatures of the Great Rock Wall

The Wall is home to various beings, most of which are outcasts from the Plane of Earth. **Earth elementals** are frequently seen roaming the area, often in contest with **xorns** and indigenous **stone giants** for the precious minerals that the unyielding stone protects within its nearly impregnable bosom.

4-1. Splinter-Rock Clan (दोड़)

The Splinter-Rock Clan of stone giants make their home amongst the cliffs of the Great Rock Wall. Though they have extensively mined the region for almost a hundred thousand years already (approximately 200 stone giant generations), they are nevertheless always on the lookout

The Great Rock Wall Random Encounters

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	Rockslide**	7
2.	2d4 earth mephits or salt mephits	7
3.	1d4+1 caterprisms*	9
4.	1 greater earth elemental	9
5.	2d6 gargoyles	9
6.	1 elder earth elemental	11
7.	1d3 elder xorns or 1d4+2 average xorns	10
8.	1d3 stone giants	10
9.	1 young adult blue dragon or copper dragon	11
10.	1d4 sand giants*	16
11-20.	No encounter	

*See the New Monster Appendix.

**Treat this as an avalanche. Avalanches are fully described in the DMG.[]

for new and interesting sources of minerals and precious gemstones, especially rubies, emeralds, adamantine, mithral, gold, silver, and living brass, which they are eager trade to merchants who later sell for outrageous sums of money in the City of Brass.

The Splinter-Rock Clan is currently comprised of **26 male stone giants** including the chieftain and the shaman. There are 13 non-combatants including elderly and children. Their chieftain, **Thunderhead**, is a druid of no small repute. Their shaman was given the name **Mossknee** because of a large dark green birthmark located on his right knee. A mated pair of **tattooed gorgons** (standard gorgons with magical tattoos inscribed on their bodies) guards the giants' extensive network of caverns, primarily stalking the upper halls and keeping unwanted visitors at bay (usually by using their unusual abilities to turn them into attractive new décor for the fortress).

The Splinter-Rocks dress in the loose-fitting tan and brown robes typical of desert nomads. Unusually colored woven hemp ropes that identify their clan to those in the know bind their headdresses. Thunderhead's headdress is further decorated with polished stone beads. He often travels "downhill" to the Obsidian Angel, with whom he shares an abiding friendship. They often wile away the hours smoking quarry tobacco and discussing the glory and teachings of Sulymon.

Splinter-Rock Warriors, Male Stone Giants (11): CR 8; hp 119.

Splinter-Rock Non-Combatants, Male and Female Stone Giants (13): CR 4; hp 59.

Mossknee the Shaman, Male Stone Giant, Sor5: CR 14; hp 151; see **Appendix 1**.

Thunderhead the Chieftain, Male Stone Giant, Drd6: CR 15; hp 170; see **Appendix 1**.

Tattooed Gorgons (2): CR 8; hp 85.

Magic Tattoos (Gorgon 1): magic missile (head), lightning bolt (left front leg).

Magic Tattoos (Gorgon 2): fireball (head), blur (left front leg).

See **Appendix 4** for details on magic tattoos.

Treasure: 14,000 gp, 6 bloodstones (50 gp each).

4-2. ਕਾਲੀ ਠਿ ਠਿ ਪਟਾਰੀਏ ਵੇਠਾ (ਈਝ: ਝਝ ਠੇਠ)

After Sulymon defeated Dahish's army, he banished the dead enemy soldiers to the Great Rock Wall, embedding their corpses in it as both a horrific reminder to future rebels and as punishment—as long as they are a part of the Wall, their souls will never know peace. The remains of a thousand dead janni can be seen in the gray basalt, resembling skillfully carved statues from a distance, half-emerging from the stone. Up close, they possess disturbingly life-like visages. When Sulymon cast them into the wall, he brought them back to life in the process as part of their punishment. Thus, the agony evident on their faces was felt as they merged with the wall, and it is one they continue to feel to this day in the hell that has become their existence.

An effable sense of madness pervades the region nearby the wall out to a distance of 5 miles. Anyone within this area must succeed on a DC 20 Will save each hour or be affected as by an

insanity spell (caster level 20th). This does not affect sleeping characters or characters that cannot hear the sound.

There is an epic spell seed in the Great Repository of the City of Brass in a book called *The Analects of Sulymon the Wise*, vol 23. Both Dahish and Thunderhead of the Splinter-Rock Clan know of this seed, but neither surrenders this information until Dahish has been freed. If the ritual is correctly performed, all 10,000 dead soldiers crack free of the wall, becoming animated skeletons whose bones and withered flesh are encased in a jagged stone firmament (grants natural armor bonus). The skeletons follow the orders of none but Dahish however.

Janni Skeletons (10,000): CR 5; hp 65; see **Appendix 1**.

Treasure: In the gaps in the rock wall left by the animated janni soldiers there is a small horde of valuable treasure left over from the king whom they once served. It consists of the following: 21,000 gp, fire opal on silver chain (1,700 gp), brass mug with platinum inlaid rim (400 gp), brass plate with sapphire inlay (2,100 gp), 10 white emeralds (1,000 gp each), 5 purple corundums (1,100 gp each), *potion of cure serious wounds*, *staff of abjuration* (38 charges), *carpet of flying* (6 ft. by 9 ft.), *staff of conjuration* (41 charges), *ring of x-ray vision*, *mantle of faith*, *arcane scroll of 1 spell (nightmare)*.

The undead soldiers do not let anyone take these items without a considerable fight, since they intend to sell them off and use the money to re-equip themselves for their imminent war with the City of Brass.



5. THE BLACK PLAIN

Where the elemental planes of Earth and Fire converge, the ground changes from cracked rock to black, banded, smooth obsidian. A faint orange glow can be seen on the eastern horizon. The northern horizon ends in a wall of solid rock that stretches into the fiery sky above, disappearing in a thick haze of smoke, boiling water vapor, and flame. As one travels north, the ground slowly changes from obsidian to solid stone, eventually terminating in a massive stone wall stretching upward and disappearing into the haze and smoke of the boiling sky. As one travels east, the ground eventually “melts” into an oozing plain of magma as it nears the border to the Elemental Plane of Fire.

EFFECTS OF THE BLACK PLAIN

The Black Plain is the result of the two elemental planes joining in more or less equal parts. The glass landscape is blistering hot to the touch and deals 1 point of fire damage per round to any unprotected character touching it or walking upon its surface. (An unprotected character is one with light or no armor or a natural armor bonus of +3 or less.) Protected characters or those resistant to or immune to fire take no damage.

This vast swath of obsidian plate is at least 10 feet thick and extremely dense. However, it can be cracked and chipped because it is quite fragile despite its mass. When broken it forms conchoidal chunks that can be fashioned into incredibly sharp weapons (see sidebar).

Ash Storm: A typical ash storm comes on suddenly and ends 2d6 minutes later just as suddenly as it began. An ash storm consists of grayish-brown ash raining from the sky that obscures sight and raises the temperature in the affected area (dealing damage to those caught in the storm).

The ash obscures sight, including darkvision, beyond 10 feet. Creatures and objects 10 feet away have concealment (20% miss chance). Creatures and objects farther away have total concealment (50% miss chance and a character cannot use sight to locate a target). Further, a creature caught in an ash storm takes 1d6 point of fire damage per round of exposure. Creatures immune to or resistant to fire are immune to the fire damage. Wind has no effect on an ash storm.

Fissure: The ground cracks open, creating several long fissures in random locations within a 100-foot radius area. A fissure is about 20 feet deep.

Each creature standing in the area must make a DC 20 Reflex save or fall into one of the fissures taking 6d8 points of piercing damage from the razor-sharp obsidian and 2d6 points of falling damage.

Fossilization Nexus: One of the greatest dangers to those traveling across this area is a fossilization nexus. This

BLACK PLAIN RANDOM ENCOUNTERS

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	Ash storm	6
2.	2d4 magma or fire mephitis	7
3.	Fissure	7
4.	1d4 greater obsidian quasi-elementals*	9
5.	2d4 average xorn (break through surface)	10
6.	Fossilization nexus	10
7.	1 young adult brass dragon	10
8.	1d4+1 efreet	11
9.	1d4 obsidian minotaurs*	11
10.	1 purple worm (breaks through surface)	12
11.	1 young adult red dragon	13
12-20.	No encounter	

*See the New Monster Appendix.

is a web of cracks and fractures emerging from a central fissure. A successful DC 25 Spot or Search check reveals a fossilization nexus, though characters unfamiliar with a nexus may not recognize it as anything more than cracks in the plain. A typical fossilization nexus covers a radius of 10 + 1d20 feet.

A creature touching any part of a fossilization nexus must succeed on a DC 20 Fortitude save or immediately be transformed into an obsidian statue (similar to a *flesh to stone* spell). The condition can be removed by casting *break enchantment*, *limited wish*, *miracle*, *stone to flesh*, or *wish*. If a fossilized creature is removed from the Black Plain while fossilized, it immediately crumbles to dust, only recoverable then by a *wish* or *miracle*.

CREATURES OF THE BLACK PLAIN

The area where elemental earth and fire meet are home to many creatures of one or both of the aforementioned subtypes as well as several unique phenomena. General encounters are with creatures of obsidian, earth, and magma, the latter being more prevalent as one nears the border of the Plane of Fire. **Obsidian quasi-elementals**, **obsidian minotaurs**, **purple worms**, **efreeti**, and **xorn** are common encounters on the Black Plain.

Additionally, somewhere on the Black Plain lies the **Tomb of Y'Cart** (see below).

5-1. THE TOMB OF Y' CART

A bizarre perfectly square slab of stone roughly ten feet tall and 200 feet on a side stands somewhere upon the Black Plain although its exact location is unknown, and none who have reached it have returned. There is only 1% cumulative chance per visit to the Black Plain that the slab may be encountered as anything other than a

mirage caused by the roiling fires of the sky and the sheer gleam of obsidian glass. PCs climbing up the sheer slab find that the gleaming blackness seems to flicker and reflect with disturbing alien starlight. A single stone staircase flanked by jet black stone sphinxes with the skeletal faces stands in the center of the slab. The staircase descends into virtual nothingness.

PCs descending into the darkness are magically teleported into the afterlife of the vile God-King Y'Cart Chi'Namk. This demi-plane is populated by the souls sacrificed in Y'Cart's name. The plane is relatively small encompassing only ten square miles, the majority of which is filled with a lush jungle filled with venomous fiendish serpents, crocodiles, hippopotami and apes. Rising from the center of the Jungle stands the cyclopean pyramid housing the Lost tomb of Y'Cart the Eternal, and surrounded by the dwellings and temples of his shadowy slaves. A black hole floats in the sky above the pinnacle of the Pyramid, devouring the God-King's universe casting a hellish pallor over the jungle as star after star is consumed for this ruler of the end of days. It is said that none who enter Y'cart's realm may escape except by his leave which of course is never offered. The treasures of Y'Cart are believed to be filled with the malevolent artifacts of his reign including perhaps the undead steeds and harness of Narmer himself.

Y'Cart Chi'Namk the Eternal, Large Hunfer: CR 25; hp 603; see **Appendix 1**.

*See the *Epic Level Handbook* for details on the hunfer.

ੜ-੨. ਠਿੜ ਟੁੜੜ ਲਾੜੜ (ਠਿੜ ਠਿੜ)

The planar portal at the convergence of Fire and Earth is known as the Glass Maze. The Maze stretches for miles and miles before finally breaking down upon the Black Plain. There are many entrances to the Plane of Molten Skies that open first within the Convergence of Fire and Earth. The Maze also contains a direct conduit to the Elemental Plane of Earth. The Glass Maze is very complex, consisting of hundreds of layers of cracked obsidian shelves and shot-through with deep fissures that are hard to make out among the reflective surfaces. Travelers seeking the City of Brass via the Elemental Plane of Earth typically

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Weapons fashioned from obsidian grant the wielder a +2 bonus on the damage roll and doubles the threat range of the weapon just as if wielder had the Improved Critical feat. Though most effects that increase a weapon's threat range don't stack, this does. This stacks with other effects that increase the threat range, such as *keen edge* or Improved Critical.

Only weapons normally made of metal can be fashioned from obsidian. Weapons made of obsidian have one-third the hit points of a similar steel item (round up). For example, an obsidian longsword has 2 hit points. Obsidian has 10 hit points per inch of thickness and hardness 5.

Obsidian weapons are incredibly fragile. If reduced to 0 or less hit points, the weapon shatters into thousands of immeasurably sharp shards that deal 1d4 points of damage to the wielder (Reflex DC 15 half). Likewise, if the wielder rolls a natural 1 on his attack roll (regardless of any modifiers), the weapon must succeed on a DC 15 Reflex save or shatter with the same effects above.

Obsidian Weapon	Cost Modifier
Ammunition	+4 gp
Light Weapon	+30 gp
One-handed weapon or one head of a double weapon	+130 gp
Two-handed weapon or both heads of a double weapon	+250 gp

starve to death before ever finding their way out of the maze. To make matters worse, marauding bands of obsidian minotaurs who are nearly impossible to see against the sheer cliffs and twisting pathways continually stalk the Maze's maddening corridors and shafts. The minotaurs were constructed by The Grand Vizier of the City of Brass to guard this entrance to the Plane of Molten Skies.

There is a 25% chance that **1d4 obsidian minotaurs** are encountered for every hour that the characters spend within the Glass Maze.

Obsidian Minotaurs (1d4): CR 9; hp 96; Hide +16*; see **Appendix 2**.

*Black Plain obsidian minotaurs have a +20 racial bonus on Hide checks so long as they are in the Glass Maze.

ੜ-੩. ਠਿੜ ਠਿੜ ਟੁੜੜੜ ਟੁੜੜੜ (ਠਿੜ ਟੁੜੜੜ)

At the heart of the Black Plain, **Queen Widushka**, a wicked drider noble woman living on the Plane of Molten Skies in exile for some unimaginable transgression against the Spider Goddess, reigns supreme. Her domain is a broad piece of land five miles in length and two miles deep. It looks, at first glance, like any other part of the elemental conjunction. However, her hybrid **drider-goblin warrior slaves** have in fact riddled it with hundreds of "trap door" pits, which they man in rotating shifts an inside of which they wait for unsuspecting prey to come within range. Then, much like the mundane trap door spider, they leap forth from their pit to capture it, drag down below ground, and then bind with their fetid silk.

The Pits extend far below ground, forming a decidedly confusing network of tunnels, tubes, and chambers all lined with polished volcanic glass. Some portions of the network are designed explicitly for wall-walkers, and thus appear to pedestrian travelers as being inverted or upside down.

Queen Widushka has a voracious appetite. When she and her slaves are not eating captured prey for dinner, she can usually be found satiating her bizarre appetite in her private chambers. The drider-goblins, when they are off duty, entertain themselves by creating new and interesting sports using the various body parts yanked from the Queen's leftovers.

The Queen and her "subjects" (such as they are) have no interest in the world beyond the borders of their pits. She couldn't care less about the Sultan in his ugly brass bowl, nor does she care about the fire giants servicing Thane Brihnda. She does not yet know about the xill or the formians, not that it would matter.

Queen Widushka, Noble Drider Spider-Queen, Clr7: CR 14; hp 97; see Appendix 1.

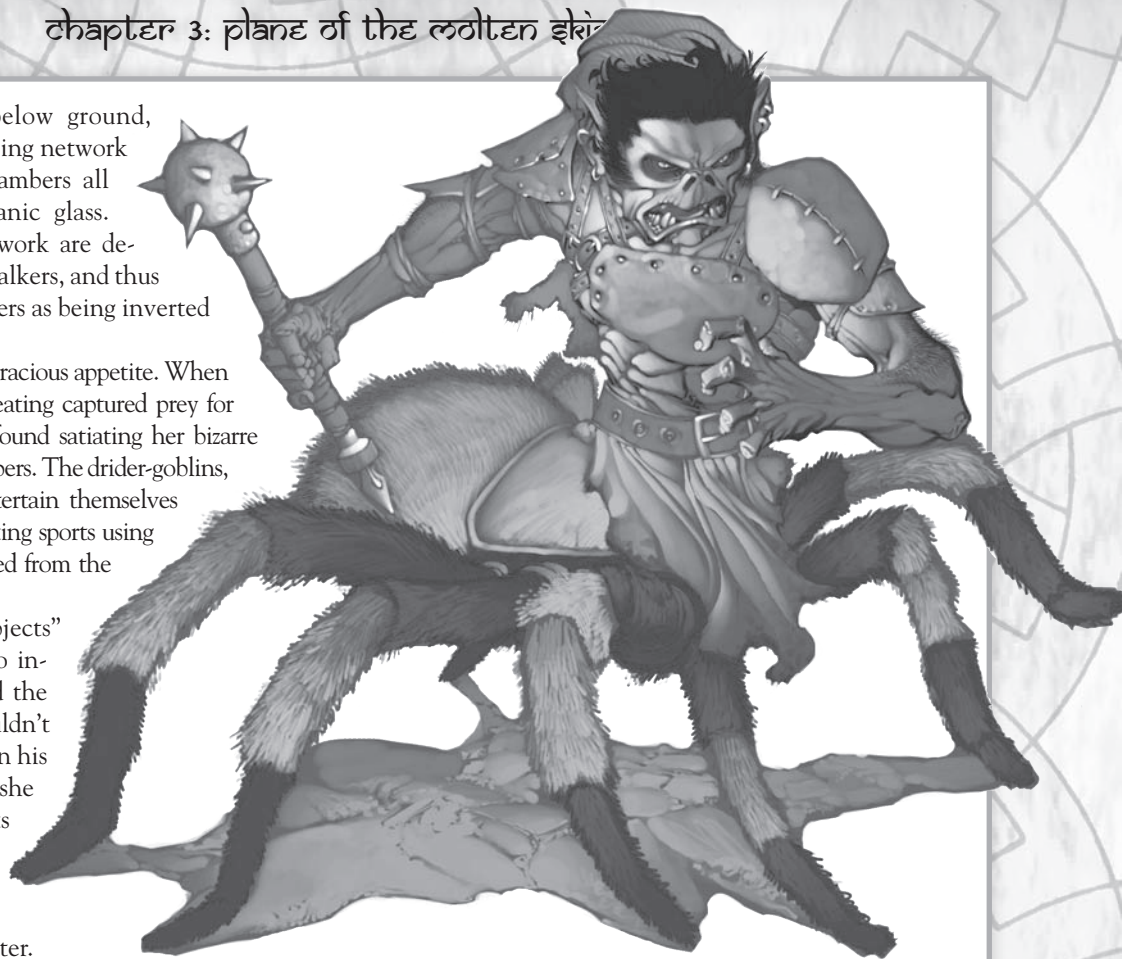
Drider-Goblins (2d4): CR 4; hp 30; see Appendix 2.

Drider-Goblin Spellcasters (2d4): CR 4; hp 30; see Appendix 2.

Unholy Spells Prepared (5/4/1; save DC 11 + spell level):
0—*cure minor wounds, inflict minor wounds (x2), resistance*;
1st—*doom, magic weapon, protection from good, sanctuary*;
2nd—*spiritual weapon*.

Domain Spells (Destruction, Evil): 1st—*inflict light wounds*; 2nd—*shatter*.

Treasure: 5,000 gp, 11 moonstones (75 gp each), *wand of summon monster III* (26 charges).



The glass caves have an effect on creatures that stay too long within their confines. For every 5 minutes spent in the caves, a creature must make a DC 20 Fortitude save (+1 per previous save) or take 1 point of Constitution damage as his body is slowly transformed into glass. A creature reduced to Constitution 0 dies as his body changes into solid glass and he becomes one of the many statues littering this lair.

The caves are home to a family of 3 **glass wyrms** who spend most of their time here and rarely venture out into the surface world. The wyrms sustain themselves on a diet of glass or flesh, either eating the glass statues scattered throughout the caves or devouring creatures that enter the caves (or sometimes journeying to the surface and actually hunting prey). Often, the glass wyrms simply wait for some foolhardy adventurer to stumble into the cave complex, become lost, and eventually succumb to the "glassing" effect of the caves. Once a creature is glassed, it is either devoured or placed somewhere in the caves as a decoration.

Glass Wyrms (3): CR 14; hp 168; see Appendix 2.

Treasure: 8,000 gp, 23 silver pearls (150 gp each), *wand of keen edge* (20 charges), +3 *bastard sword*.

5-4. Caves of the Glass Wyrms (17)

The Black Plain is home to an expanse of below surface caves, accessible through a large vertical shaft or tunnel. The tunnel descends 200 feet at a 45-degree angle, its make-up gradually changing from the dark obsidian rock of the Black Plain to smooth polished glass. (Note, climbing the tunnel requires a DC 45 Climb check, at least in the area composed of smooth glass.) The tunnel eventually opens into an expansive complex of glass caves interconnected by massive corridors, all formed of smooth polished glass. Scattered about the caves and corridors are glass statues of various humanoids and other creatures, some wholly intact, some chipped or shattered. The statues are in fact the "petrified" remains of explorers that entered the caves and couldn't get out.

6. The Eternal Storm

A massive, impossible-sized sandstorm forms the border between the Plane of Molten Skies and the Elemental Plane of Air. Known locally as the Eternal Storm, this maelstrom's winds can be felt up to twenty miles away.

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Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	2d4 air mephits or dust mephits	7
2.	1 invisible stalker	7
3.	1d2+2 wind walkers*	8
4.	1 Large lightning quasi-elemental	9
5.	2d4 Medium lightning quasi-elementals*	10
6-7.	1 elder air elemental	11
8.	1d4 greater air elementals	11
9.	2d6 belkers	11
10.	1 aerial servant*	11
11.	1d4 airships	varies
12-20.	No encounter	

*See the New Monster Appendix.

speed of 6 miles per hour (60 feet per round). *Airship Galley*: AC 28; hardness 10; hp 300 (per 10-ft. section).

Airship Wargalley: This single-masted ship is about 90 feet long. It does not carry cargo, but can carry up to 150 soldiers or troops. A wargalley is used as an escort for airship galleys. All wargalleys are fitted with a ram and ballistae mounted on firing platforms. It has a speed of 4 miles per hour (40 feet per round). *Airship Wargalley*: AC 30; hardness 12; hp 320 (per 10-ft. section).

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The Eternal Storm is home to **air elementals, belkers, wind walkers, aerial servants, lightning quasi-elementals** and the like, who flirt within the banks of whirling wind and sand. Occasionally, heavily armored airships can be seen traversing the borderland on their way to and from the City of Brass, inevitably carrying exotic goods from deep within the Elemental Plane of Air and other far away worlds.

Only the hardest souls live along this border. Life here is exceedingly harsh by local standards; for outsiders, it is an impossibility at best and a death sentence at worst. The fact that the Sultan from the City of Brass exiles many of his worst political enemies to this deadly borderland is a testament to just how bad it can be—it is, as they say, a fate worse than death, and everyone knows just how fond the Sultan is of the death penalty for those who irritate him or otherwise get in his way.

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Any creature standing within half a dozen miles of the Eternal Storm feels that he is staring into an infinite wall of roiling sand, dust, and detritus. Attempting to cross into the Plane of Air through the storm is suicide for all but a very few creatures. The winds constantly blow in excess of 200 miles per hour, laced with grains of blazing hot sand capable of slicing to shreds any creature without adequate armor, thick skin, or magical protection. Creatures entering the Eternal Storm are affected as if by tornado-like winds (see Weather Hazards in the DMG). Further, a creature takes 2d6 points of damage each round from the blistering and burning sands unless it has an armor bonus (natural or from armor) of +8 or higher.

Airships: Sailing on the wind unimpeded through the Eternal Storm are 1d4 ships that resemble normal waterborne craft save they are heavily armored...and flying. Almost all airship encounters are with 1d2 galleys escorted by 1d4 wargalleys.

Airship fleets come from various planes and worlds, and just about any intelligent race can be encountered at the helm.

Airship Galley: This 3-masted ship is 100 feet long and 20 feet wide. It has a total crew of 150 men and can carry up to 120 tons of cargo. Most are fitted with rams and ballistae mounted on firing platforms. It moves at a

ਏ-1. ਠਿ ਏ ਏਏ ਠਿ ਏਏ

Many say the Eye of God is but a mere myth or legend, but in fact it is a very real and prominent part of the Plane. Every once in a great while, a ten-mile section of the Eternal Storm calms down, becoming a gentle wall of refreshing wind and, at times, rain. The last time people report the Eye forming was over two thousand years ago. Some say it was put there as sentinel by the guardians of the Elemental Plane of Air; others believe it is a temperamental puncture in the fabric of the plane, a gateway to other worlds yet to be discovered; and some academicians claim it is the part of Sulymon that died when he shore his dark genius away from his being, eternally destitute, confused, and alone until such a time as it can be rejoined with it. Whatever the case may be, the Eye is a rare occurrence few people are willing to let themselves believe in. However, one oddity that actually supports belief in the Eye is that the region where it is said to form is always free of sand. Instead, the winds blow smooth and clean there.

There exists a minor cult devoted to the Eye with temples established in a few of the border towns.

ਏ-2. ਠਿ ਏ ਏ ਏ ਏ ਏ

This desert of shifting sands and towering sand berms, called the Great Sand Sea extends for miles into the Plane of Molten Skies out of the borderlands around the Eternal Storm. It is an inhospitable region to those not protected against the natural temperatures of this area.

The Great Sand Sea Random Encounters

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1-2.	2d4 advanced sandlings*	8
3.	2d6 sandmen*	8
4.	1d4 Huge air elementals	9
5-6.	1d6 death worms*	9
7-8.	1 elder air elemental	11
9.	1d4 noble djinn	12
10.	1 adult blue dragon	14
11.	1d4 sand giants*	16
12.	Sandstorm	—
13-20.	No encounter	

*See the New Monster Appendix.

Effects of the Great Sand Sea

Movement through the Sand Sea is one-half normal for all creatures not of elemental earth (those without the earth subtype). Frequent sandstorms also pose a considerable threat. The greatest danger however, is the sweltering heat.

A character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage she took from the heat.

Sandstorm: A sandstorm reduces visibility to 1d10 + 5 feet and provides a -4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Creatures of the Great Sand Sea

The Great Sand Sea is home to air elementals, sandlings, sandmen, and death worms, and it contains the berm fortress of the Haidar, a barbaric tribe of sand giants who serve Ilgomaxag the dust dragon.

Advanced Sandling: CR 4; SZ H Elemental [Earth, Extraplanar]; HD 12d8+36; hp 90; Init +4; Spd 30 ft.,

burrow 20 ft.; AC 18 (-2 size, +10 natural), touch 8, flat-footed 18; BAB/Grp +9/+24; Atk +15 melee (2d6+10, bite); Full Atk +15 melee (2d6+10, bite); Space/Reach 15 ft./10 ft.; SQ damage reduction (5/bludgeoning), darkvision (60 ft.), elemental traits, vulnerability to water (slowed 1 round per 2 gallons of water, no save); AL N; SV Fort +11, Ref +4, Will +4; Str 25, Dex 11, Con 17, Int 4, Wis 11, Cha 11.

Skills: Listen +9, Spot +10. Feats: Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (bite).

6-3. Lair of the Gray Wyrm (E3)

On the edge of the Great Sand Sea and the Parched Expanse lives **Ilgomaxag the dust dragon**, who makes his lair in a subterranean burrow formed of saliva-hardened layers of dust and wind-blasted sand. Three tunnels connect to his lair, with one emerging below the Palace of Dust, another in the heart of the Haidar Fortress to the east, and the third not far from the Highway of the Damned. Dust ghouls haunt the tunnels (the initial 50 feet of each tunnel goes straight down into the earth). Adventurers unlucky enough to find themselves in the dragon's lair do not last long. Once the dust ghouls begin shrieking, Ilgomaxag comes rushing to defend his home from the intruders. Most creatures he simply eats on the spot; some he toys with for a week or two before killing.

When the time is right, Ilgomaxag plans to go after the Sultan of the City of Brass (whom he hates with an abiding passion). As much as Ilgomaxag dislikes the upstart Sultan, he realizes the Sultan is a more than a match for him. As such, he is content to bide his time until someone else can weaken him enough for the dragon to strike.

Ilgomaxag considers himself the sovereign lord of the entire southwest side of the Plane of Molten Skies, but he does not really expect fealty or obeisance from anyone other than the Haidar giants, whom he saved from a particularly ignoble fate a few generations ago. The one group he truly hates is the nomads of Kush, the self-styled descendents of the hedonist king from millennia past.

Dust Ghouls (3d6): CR 8; hp 65; see **Appendix 2**.

Ilgomaxag, Ancient Dust Dragon: CR 23; hp 432; see **Appendix 1**.

Treasure: 15,000 gp, 10 clear quartz (50 gp each), 17 alexandrites (500 gp each), 5 blue diamonds (3,500 gp each), *ring of blinking*, *arcane scroll of 5 spells (antimagic field, create undead, greater dispel magic, wall of iron, planar binding)*, *manual of bodily health* +3, +5 *thundering heavy mace*.

6-4. Haidar Fort (E3)

The high walls of this sand berm resemble a child's sand castle, albeit on a massive scale. This fortress is home to the wild Haidar, a tribe of **sand giants** who serve the dust dragon Ilgomaxag unquestionably. The tribe consists of 22 adults ruled by a triumvirate of one barbarian chieftain,

one sorcerer, and one cleric of Loki. The Haidar despise the nightmare-riding nomads from the Plains of Kush, and often ambush their caravans, ruthlessly slaying everyone they encounter before returning to their fortress. One of their favorite tactics is to open pits beneath the nomads using their innate ability to manipulate the earth, and then slice the heads off their enemies while they are trapped and immobilized.

Haidar Raiders, Male Sand Giants (22): CR 14; hp 178; see Appendix 2.

Glaen, Female Sand Giant Clr8 (Loki): CR 18; hp 262; see Appendix 1.

Macyn, Haidar Chieftain, Male Sand Giant Bbn10: CR 24; hp 330; see Appendix 1.

Rannyn, Male Sand Giant Sor8: CR 18; hp 246; see Appendix 1.

Treasure: 5,000 gp, 1,300 pp, 11 onyx (50 gp each), 12 black pearls (500 gp each).

7. the shattered peak

When the Plane of Molten Skies first formed, this volcano stretched all the way up into the sky, as perfect a cone as ever seen on any world. Clouds completely enveloped the peak. Some local cultures believe that the All-Mighty Creator once lived atop it, and Sulymon lived at its base. When Sulymon severed his dark genius away from his soul, the Peak exploded with such force that it was felt on every material plane. The land cracked and the barriers between the bordering plains thinned, punctured in one place where the Sea of Fire spilled in from the Elemental Plane of Fire. The sky became angry. Molten rains fell. The former paradise became a living hell over night, and the efreet had their new Sultan to thank for that.

Today, all that remains of the once glorious peak lies in pieces across the landscape. Towering mesas, jagged buttes, and crooked pillars of stone and sand rise from the earth like so many groping skeletal fingers. Winds from the nearby border with the Elemental Plane of Air

howl through the crevices, picking up unbelievable speed capable of hurling giants and dragons to their death against the rock walls. The southern half of the Highway of the Damned wends a careful path through the walls of the colossal canyon.

creatures of the shattered peak

Travelers on this road must not only contend with overpowering gusts of wind but also the unusual inhabitants living within its confines: **chimeras, abyssal greater basilisks, dread wraiths, pyrohydras, barbed devils**, and, some people claim, the **Tarrasque** (though it has never actually been seen, apparently existing solely in their fevered imaginations).

8. the ash-grinder arcology (ढुतु ढुतु)

These seven huge anthills serve as entrances to the labyrinthine, underground fortress housing a formian city-state that calls itself the 'Ash-Grinder Arcology' for reasons only they truly understand. No greater threat to the authority of the Sultan of the City of Brass exists upon the Plane of Molten Skies than the one posed by these hyper-organized planar invaders. Defended by its distinctly singular hive-mind, the formian fortress has proven impregnable to the Sultan's forces since the discovery of their hills several years ago. This colony is three times the size of the largest colony described in the MM, and is further fortified and filled with captured slaves of every race and creed dedicated solely to defending the lives of their insect-like masters to the death.

The members of the Ash-Grinder Arcology stumbled across the Plane of Molten Skies quite by accident several decades ago. The formian queen's first taste of the realm was a mouthful of disgusting ash, by-product from the convergence of the Elemental Plane of Fire and the Plane of Molten Skies' own landscape. The hyper-logical part of her brain immediately

calculated the exact number of ash particles in her mouth, then calculated a rough estimate of the number of particles within eyesight, and then came to the sudden realization that the entire plane was covered in enough ash to fill six thousand formian citadel-cities on the Plane of Law. That, she decided, was unacceptable. Ash was, in her mind, the pure unadulterated incarnation of chaos. It had to go. She commanded her workers to lay down the foundation for a new hive, telepathically feeding them plans to build new factories that she and her people would use to grind the ash into an expression of pure logic. Since then, the hive has grown enormously. She is constantly in an egg-laying state,

shattered peak random encounters

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1-2.	1d4 chimeras	9
3.	1 spirit naga	9
4-5.	1d4 efreeti	10
6.	1 nine-headed pyrohydra	10
7.	1 juvenile red dragon or juvenile silver dragon	10
8.	1 dread wraith	11
9-10.	1d2 bone devils or 1 barbed devil	11
11.	1 abyssal greater basilisk	12
12-20.	No encounter	

frantic due to the fact that her people just cannot possibly keep up with the influx of filthy ash. Her warriors spend the majority of their time fending off raids from fire elementals, the Sultan's dervishes, and Haidar bandits, in addition to capturing slaves to augment her workforce.

Deep below the hive, miles underground where the Plane of Molten Skies transforms into indeterminate nether materials, are twenty thousand vaults filled with the product of the formian efforts to rid the realm of ash. No non-formian has ever seen them.

Workers (1,200): CR 1/2; hp 5.

Warriors (120): CR 3; hp 26.

Taskmasters (21): CR 7; hp 39.

Myrmarchs (32): CR 10; hp 102.

Dryzxxl, Formian Queen, Advanced Formian: CR 23; hp 432; see **Appendix 1**.

Treasure: 20,000 gp, 15 moss agates (10 gp each), 2 black diamonds (4,000 gp each), *ring of evasion*, *ring of djinni calling*, *staff of necromancy* (40 charges), +5 *axiomatic shock short sword*, *rod of flailing*.

5. The Blasted Land

As one moves further east toward the borderlands with the Plane of Elemental Fire, the ground gradually changes into a wasteland of dry and fragmented rock covered in a thick layer of ash. A bright, blistering orange glow can be seen on the eastern horizon, but it is thickly clouded with smoke and cannot be seen completely. A rolling cloud of gray smoke obscures most of the sky above, with a sporadic hellish glow peeking through every once in a while. Thick clouds of gray or black gases and smoke roll across the plain at random intervals.

Moving closer to the conjunction of the Elemental Plane, the haze grows thick, burning the air from the lungs of creatures not accustomed or immune to it. Closer still, and flesh and bone begin to spontaneously ignite. The transition from the Plane of Molten Skies to the Elemental Plane of Fire is a subtle one for non-elemental creatures. It is also a change very few survive.

At times, some say, the fiery borderland seems to be a sentient being. Many an efreeti and janni has attempted to build a castle or citadel inside its barriers, but always to no avail. Something seems to destroy such structures shortly after construction is completed. One academic living in the City of Brass reportedly saw an army of 10,000 marids lay waste to one such fortress. (How this is could even remotely be possible is anyone's guess.) Strangely, natives to the Elemental Plane of Fire seem to have immunity to whatever force guides the destructions of efreeti citadels,

Blasted Land Random Encounters

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	Superheated ash cloud	6
2.	Hot spot	6
3.	1 greater fire elemental	9
4.	1d4+1 Large fire elementals	10
5.	2d4 flame-spawned trolls*	10
6.	1d2 flame-spawned rocs*	11
7.	1d4+1 flame-spawned dire bears*	11
8.	1 elder fire elemental	11
9.	1d4+1 efreet	11
10.	1d4 fire giants	12
11.	1 adult red dragon or mature adult brass dragon	15
12-20.	No encounter	

*See the New Monster Appendix.

their own lairs floating safely in the flaming curtain they call the **Phlogiston**.

Effects of the Blasted Land

The Blasted Land is the derivation of elemental fire and elemental air burning and sweeping across the landscape. The ground is scorching hot to the touch dealing 1d3 points of fire damage per round to any unprotected character touching it or walking upon its surface. (An unprotected character is one with light or no armor or a natural armor bonus of +6 or less.) Protected characters or those resistant to or immune to fire take no damage.

Further, a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage from the heat. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage she took from the heat.

Superheated Ash Cloud: A superheated ash cloud is a mixture of thick, billowing smoke and superheated atmospheric gases. An ash cloud is gray or black in color and occasionally bursts with an orange glow as it rolls across the ground. Such a cloud is typically 50 feet across and moves in a random direction across the ground at a speed of 30 feet. Creatures caught in or entering a superheated ash cloud must make a DC 20 Fortitude save each round they remain in its confines or take 1d10 points of fire damage and 1d6 points of Constitution damage from the choking ash.

Hot Spot: A hot spot is formed in an area where a blast of elemental fire has detonated. The superheated gases and resulting fire intermingle to actually liquefy the ground in the area. As it cools, the ground hardens again, but remains superheated for a time. A typical hot spot covers a 20-foot radius and deals 3d10 points of fire damage per round to creatures contacting it.

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Efreet from the City of Brass often come here to hunt in large boisterous groups, immensely enjoying the sport of hunting the endangered **flame-spawned rocs** (which they call ruknar). Further encounters in this area are with **efreeti**, **burning dervishes**, and various **flame-spawned** creatures. (Flame-spawned is a new template detailed in the Appendix.)

ਓ. ਫਲੋਗਿਸਟਨ

A shimmering, psychedelic curtain of fire separates the Plane of Molten Skies from the Elemental Plane of Fire. This barrier, called the Phlogiston, appears to onlookers as a rolling sheet of flames, a slow-moving waterfall of liquid fire that inexorably reaches into the boiling sky. Creatures foolish enough to wander too close, or actually enter the Phlogiston, sustain fire damage from the scorching elemental fire.

ਐਫੈਕਟ ਓ ਫਲੋਗਿਸਟਨ

Within 100 feet of the Phlogiston, a character takes 3d10 points of fire damage each round (no save). Within 30 feet of the Phlogiston, a character not only takes fire damage, but also must succeed on a DC 20 Reflex save each round or catch fire. A character coming into contact with the Phlogiston takes 20d10 points of fire damage and must succeed on a DC 20 Reflex save or catch fire.

ਫਲੋਗਿਸਟਨ ਐਂਕਾਊਂਟਰਜ਼

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	1d6+4 magmin	7
2.	1 magmoid*	7
3.	1d6+4 fire or magma mephits	7
4.	1 greater fire elemental	9
5.	1d4+2 rasts	9
6.	1d4+1 Large fire elementals	10
7.	1 elder fire elemental	11
8.	1 ten-headed pyrohydra	11
9.	1d4+2 efreeti	12
10.	1 adult red dragon or mature adult brass dragon	15
11-20	No encounter	

*See the New Monster Appendix.

Fire resistance offers protection against the effects of the Phlogiston, while characters immune to fire are completely unharmed.

ਫਰਾਇਡ ਓ ਫਲੋਗਿਸਟਨ

The area around the Phlogiston is home to **fire elementals**, **magmoids**, **fire and magma mephits**, **rast**, **salamanders** (who often build floating fortresses on the fringes), **efreet** (who often build outposts near the Phlogiston), and many other fire creatures.

II. ਟੋਕਾਵੇਈ ਓ ਫਿਰ ਫਿਰ ਥਾਨੇ (ਫ਼ਾਫ਼ਾ ਫ਼ਾਫ਼ਾ) (ਓ 24)

Rising mirage-like from the shattered lands of the Blasted Land stands this cyclopean fortress of charred iron. Called the Citadel of the Fire Thane, it serves as outpost to one of Surtur's trusted lieutenants upon the Plane of Molten Skies. Surtur is the main god in fire giant culture, and the patron lord of all fire, flame, smoke, and ash.

A large force of fierce fire giants, who typically hire themselves out as mercenaries to the Sultan in order to bolster his army and city watch, occupies the fortress and the lands around it. They also frequently work as bodyguards to the various amirs, beys, and pashas who comprise the ruling class of the City of Brass.

The smiths of the great forge in the bowels of the Citadel work day and night, hammering out huge weapons and armor for trade within the Bazaar of Arms in the City of Brass.

Thane Brihnda rules the Citadel. Devastatingly beautiful and unimaginably cruel, she is a daughter of Surtur. Thane Brihnda serves the purposes of her immortal father by ingratiating her servants into the good graces of the Sultan of the City of Brass. Surtur seeks to eventually topple the Sultan, thus furthering his dominion beyond his kingdom in the Elemental Plane of Fire.

The Sultan, of course, has his own designs and seeks instead to dominate Thane Brihnda's heart and mind, hoping to use her as his means for ensnaring and destroying Surtur and claiming the divine mantle of fire for himself as well as extending his domain deep into the Elemental Plane of Fire. These deceptions and machinations are very far reaching, so it would not be surprising in the least if they somehow reached the characters.

If the characters can impress Thane Brihnda with their martial prowess, she may give them a *writ of passage*, using them to do her dirty work in removing the Sultan from the throne of the City of Brass. On the other hand, if

they catch the Sultan's attention (and even survive the experience), he may decide to send them against the fire giants as distraction while he quietly prepares his army for a full-fledged invasion (though he must first rid himself of the fire giants patrolling the streets of his City...).

Citadel Fire Giants (32): CR 10; hp 142.

Thane Brihnda, Female Fire Giant Demigoddess Bbn7/Sor7: CR 20; hp 274; see Appendix 1.

Treasure: 20,000 gp, 300 pp, sapphire pendant on platinum chain (1,000 gp), 3 brass and platinum goblets with ruby inlay (3,000 gp each), brass idol of Surtur (7,000 gp).

12. दृष्टिगत उपस्थिति (दी चरणेड)

Against the basked landscape rises a spiraling fortress of basalt and brass. This fortress serves as an outpost for the efreeti of the City of Brass. The ground floors serve as a feasting hall, kitchen, servants' quarters, and stables. The upper floors house the guard barracks and commanders' quarters. Beneath each tower is a catacomb of passages and chambers that serve as detention areas, armories, and smithies (where djinni slaves forge weapons and armor for the outpost's troops and commanders).

Each outpost is more or less identical in size, structure, and force size. An outpost houses about 30 efreeti troops and a single malik that acts as the outpost commander. Each malik reports to his regional commander (an amir). One amir controls the northern regions of the Plane of Molten Skies while the other controls the southern region of the Plane. The amirs are usually found residing at one of the fortress outposts within the area they control.

Most efreeti patrols on the Plane of Molten Skies originate from one of these fortresses.

All djinni slaves are fitted with a brass collar (see Appendix 4).

Djinni Slaves (4d10+40): CR 5; hp 30.

Efreeti Soldiers (2d10+20), Male Efreeti: CR 8; hp 75; see Appendix 1.

Malik, Male Efreeti Ftr5: CR 13; hp 110; see Appendix 1.

Amir, Male Noble Efreeti Ftr5: CR 16; hp 152; see Appendix 1.

13. खिगल खालतज़, दृष्टिगत के शौ (दो 13)

The xill maintain this fortress on the mud flats just beyond the Black Plain, an effort on their part to covertly observe the activities of the various forces who vie for dominion of the Plane's resources and eldritch qualities. The pod-shaped fortress, called Xigla Xaltaz in xill's rumbling language, is heavily shielded from the intense heat of the Plane of Molten Skies by various magical protections of xill origin. The fortress has no apparent opening as the xill who dwell within it simply use their *planewalk* ability to enter and leave it. Bands of xill

hunters often ambush small groups of travelers from the Ethereal plane, killing most whom they encounter in this manner. They occasionally take prisoners to Xigla Xaltaz for torture, for food, or to be used as slaves.

Fifty xill hunters reside in the fortress. They travel the Plane of Molten Skies in hunting gangs of five. These hunting bands are comprised of 4 normal xill and one powerful leader. **Xilyat Xaygon Xill**, a large brute of a specimen, commands the fortress with an iron will. He is prone to having his soldiers gather on the plane outside the fortress on a daily basis to listen to him lecture about the xill's manifest destiny. As the months wear on, it is becoming increasingly obvious that Xilyat is insane. He demands more prisoners, hoping to pump them for any and all information on the hated City of Brass. His other primary enemy is Than Brihnda and her clan of smelly, sulfur-stinking giants, but he is less worried about her than the Sultan. Xilyat doesn't yet know about the Ash-Grinder Arcology on the opposite side of the plane. If he did, he would probably lose his mind entirely. A three-sided war is one with which he cannot cope at this time.

One prisoner recently captured by the fortress' hunters is **Hasan bin Hamani**, a burning dervish merchant who worked for house Quahari. The xill captured Hasan and murdered all his bodyguards as they journeyed back to the City of Brass from the Elemental Plane of Earth. His writ of passage, which allowed Hasan and any persons in his company admittance to house Quahari, is currently in the fortress treasury. If provided with the opportunity, Hasan tells the characters that house Quahari are willing to offer 10,000 brass pieces as a reward for his rescue. Other slaves and prisoners inside the fortress are of various races and character classes. The DM should feel free to add any NPCs he feels appropriate, or use xill prisoners as replacement characters for any player characters that have died.

Xills (40): CR 6; hp 32.

Xill Leaders, Advanced Xills (10): CR 8; hp 65; see Appendix 1.

Xilyat Xaygon Xill, Male Xill Clr10: CR 16; hp 97; see Appendix 1.

Hasan bin Hamani, Male Burning Dervish Ftr5: CR 12; hp 81 (currently 30); see Appendix 1.

Hasan bin Hamani does not have any of his possessions (they were confiscated by the xill when they captured him). His +1 *falchion* and +1 *leather armor* lay in the treasure chamber with the xill's hoard. Hasan is fitted with a pair of xill *inhibitor bands* (clasp around his wrists) that suppress his spell-like abilities, plane shift ability, and ability to assume flame form. The bands are constructed of an unknown metal (hardness 10, hp 20).

Treasure: 13,000 gp, 12 smoky quartz (60 gp each), *wand of owl's wisdom* (19 charges), *cloak of displacement (minor)*.

14. थालानांडा वावापॉर (दो 4)

Mournful singing rings through the air long before a person see the beautiful maiden who appears to be made

of smoke and fire sitting atop a steaming stone in the midst of the lava pool. Oily, smoldering tears mar her enchanting face as she sings a sad lament.

Thalana is a fire nymph. She is singularly uninterested in combat as she has much more important problems occupying her thoughts at the moment. Wyrthil, an elemental fire dragon, kidnapped her sister Yismina recently. If the characters approach Thalana peacefully, she begs them to rescue her sister. Should they accept her entreaty, she gives them 3 potions of *resist elements (fire)*, and a +3 *icy burst glaive*. If they take her treasures and do not return with her sister within 4 days, she goes out in search of them. If the PCs cheat her, and she suspects it or knows it for sure, she enlists the aid of a **huge fire elemental** to get her things back.

Unbeknownst to Thalana, Wyrthil has already sold her sister to the owners of the Purple Veil in the City of Brass. If the characters return to Thalana with this news, she implores them to rescue Yismina and gives the characters a *ring of minor fire resistance* as additional payment. Should the PCs succeed in returning Yismina, Thalana gives them a *necklace of frost* (see **Appendix 4** for details).

Thalana the Fire Nymph: CR 4; hp 11; see **Appendix 2**.
Huge Fire Elemental: CR 7; hp 136.

੯. ਠਿਏ ਡੁਪੋਏ ਠ hazrad the mad (ਏ ੨੦)

This extinct volcanic cone is home to Abul al'Hazrad, known more commonly as the Mad Wizard. Al'Hazrad can seldom be found within his fortress, however, as he often wanders the Elemental Plane of Fire in other guises, or is off traveling the planes gathering the secrets of the universe. There is a 20% chance that he is actually in the spire.

Dangerous magical and mechanical traps designed to ensnare or destroy outsiders protect Hazrad's spire (DMs should determine the exact type and number of traps); he is quite paranoid, deathly afraid that demonic and infernal lords, and every servant under their command, is stalking him. He has already captured several of these demonic assassins. They are bound by his obscenely powerful magic and set to the task of guarding his abode at all times. Although al'Hazrad is not really evil, he is truly insane. If he is at home, he may invite the characters in only to murder them under suspicion of being spies for the demon lords. Or, he may just deny them admittance altogether, preoccupied as he is by a horse of a different color.

Al'Hazrad keeps a secret tome hidden within his inner sanctum sanctorum. It contains all arcane summoning and abjuration spells known. The book is affected by a horrible curse that requires all who read from it to make a DC 20 Will save or be struck permanently mad as by an *insanity* spell (caster level 18th).

Velech, Male Balor (bound): CR 20; hp 290.

Azinor, Male Glabrezu (bound): CR 13; hp 174.

Abul al'Hazrad the Mad Wizard, Male Human Wiz20: CR 20; hp 70; see **Appendix 1**.

Treasure: 20,000 gp, 3 yellow topaz (500 gp each), 14 red garnets (100 gp each), 1 black emerald (1,200 gp).

੧੦. ਯੁਰਠਿਲ ਠਿਏ ਡੁਪੋਏ ਠ (ਏ ੨੨)

Wyrthil the elemental fire dragon lives within the bowels of a great volcano known as the Ghoul's Mountain. The volcano is active, vomiting forth smoke, ash and fire at regular intervals (20% per hour that an eruption occurs). See the description under **Features**, earlier in the chapter, for details on what happens when characters are caught out in the open during a volcanic eruption.

Wyrthil is a vicious predator, often hunting nomadic bands of jann, and small bands of travelers. He has been known to capture important-looking individuals and ransom them back to their families or sell them into slavery. Characters seeking Wyrthil in order to rescue the fire nymph Yismina from his clutches may learn that she was sold into slavery at the Purple Veil in the City of Brass if they parlay with him.

Mechanical traps guard the dragon's lair, the most common being covered pit traps and chutes that drop characters into deep pools of red hot magma. **Twenty lava children** serve Wyrthil. They dive deep into the molten stone beneath his volcanic fortress to pull up the elemental diamonds he covets so much. The dragon spends much time wallowing in his impressive hoard, enamored by their inherent magic. *Elemental diamonds* are fully detailed **Appendix 4**.

Covered Pit Trap (Magma Pool): CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); filled with lava (20d6 fire damage per round and 10d6 fire damage 1d3 rounds after exposure ceases); Search DC 16; Disable Device DC 25.

Wyrthil the Fire Elemental Dragon: CR 22; hp 300; see **Appendix 2**.

Lava Children (20): CR 3; hp 22; see **Appendix 2**.

Treasure: 27,000 gp, 14 *elemental diamonds* (see the Appendix), +4 *flaming longsword*, +3 *chainmail of fire resistance (fire resistance 10)*, *wand of fear* (19 charges), *gem of seeing*, *bracers of armor +5*, *staff of fire* (40 charges), *potion of aid*, *potion of delay poison*, *potion of remove paralysis*.

੧੧. ਠਿਏ ਡੁਪੋਏ ਠ ਡੁਪੋਏ ਠ ਡੁਪੋਏ ਠ (ਏ ੨੦)

A craggy outcropping of rocks and lava tubes functions as the basis for this outpost of fiery **salamanders**. They despise the efreet and their ilk, mainly because the efreet are so annoyingly arrogant and bloodthirsty. Their Sultan's mad lust to wage war against the King of Salamanders, who rules his own section of the Elemental Plane of Fire, disturbs them greatly. After all, their plane is practically infinite in scope, so they cannot fathom why the Sultan wants their particular piece of territory.

Prince Asmyr is the master of this salamander listening post on the borderland between the Elemental Plane

of Fire and the Plane of Molten Skies. He is a competent sorcerer. Five other noble salamanders serve beneath him. Each of one of them has a squad of 10 salamander soldiers, whom they use to scout the plane. The salamanders avoid direct confrontation with the Sultan's forces and his various teams of dervish assassins. Other creatures are fair game, however, and the salamanders think nothing of capturing and slaying any they catch snooping around their base. Hidden within the base is a portal that opens directly onto the Salamander King's court on the Plane of Fire, and another portal that leads to **Level 10: The Lava Pit in Rappan Athuk 3**. Both are well-hidden and trapped with an array of runes and spells (they deal no damage to the salamanders).

The prince makes contact with another group of insurgent salamanders embedded inside the City of Brass called the Samaghar. They hail from a different clan, one with a grudge against the Sultan that is even deeper than the one his king bears. The Samaghar have proven themselves time and time again, and so he trusts their leaders implicitly.

Soldiers, Average Salamanders (50): CR 6; hp 58.

Lieutenants, Male Noble Salamanders (5): CR 10; hp 223.

Prince Asmyr, Male Noble Salamander Sor9: CR 19; hp 161; see **Appendix 1**.

Treasure: 14,000 gp, 500 pp, 17 fire opals (600 gp each).

18. The Steel Garden (ਈ ਵਾਗੇੜ)

Acrid plumes descend from skies above the plain, burning paths through the flame-drenched sky. Light sputters in mute roars consumed immediately upon issuance by the fury of the sky fires. A canopy of mercurial clouds and fumes of caustic haze drapes over this great metal forest, a dazzling canvas of turgid colors and swirling infernos. The volcanoes scattered throughout the steel jungle erupt continually to contest the anger of the sky. Dragons and other awe-inspiring magical beasts inhabit these burnt skies, soaring through the noxious vapors and wading through the macabre silvered trees, mighty trees whose leaves are made of ultra-fine growing metal, leaves that

The Steel Garden Encounters

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	1d3+2 common cobalt vipers	6
2.	1 giant cobalt viper	6
3.	1 elder xorn	8
4.	2 bulette	9
5.	1 greater earth elemental	9
6.	1d3+2 average xorn	9
7.	1d12+4 gargoyles	10
8.	1d4+1 Large earth elementals	10
9.	1 elder earth elemental	11
10.	Fandir hunting party (2 swordsmen, 2 archers, 1 spellcaster)	14
11.	1 adult blue dragon	14
12-20.	No encounter	

*See the New Monster Appendix.

blow in the fetid breeze and rust in the autumn, swaying trees that lurch up in the inhospitable environment, thriving off the heat and stagnant air.

This is the Steel Garden, and a secretive tribe of **fandir** (steel elves) known as the **Qadir Nizar** rules it. By all accounts, the Nizar are regarded as little more than bandits by the efreed Sultan, who covets the living metal growing in this bizarre jungle. Those who enter the garden find the eyes of the Qadir Nizar are always watching them, awaiting some subtle cue from their Steel Mistress to strike with a primal ferocity born of this harsh climate.

Besides the Nizar, several other creatures are indigenous to the Steel Garden, **bulettes**, **gargoyles**, and poisonous snakes known as **cobalt vipers** with eyes that mirror that of the roiling sky above and whose venom is so deadly that just being in proximity to it can cause death. They slither through the rusted underbrush, carefully stalking their prey. Brass vines tug at leather armor, iron-brush scrapes gashes in boots, and intermittent pathways twist and weave through the dark heart of the forest.

A typical Nizar hunting party consists of 2 archers, 2 swordsmen, and 1 spellcaster (usually a druid). They use the cover of the steel forest to conceal their approach, and if their queen orders the death of those trespassing in her metal paradise, they strike swiftly and mercilessly.

The Qadir Nizar number nearly 200 individuals. They are led by the Steel Queen, **Sunthelia**, who it is said is a living embodiment of the twisted metal jungle, and as such is immortal for as long as it stands. The Sultan's forces have found it impossible to dislodge the Qadir Nizar from their home, as every raiding party and assault force sent to invade the jungle has been destroyed utterly.

Sunthelia's animal companion is a dire tiger named **Steelfang**. He is by her side at all times.

Qadir Nizar Archer, Male or Female Fandir, Rgr10: CR 10; hp 65; see **Appendix 1**.

Qadir Nizar Swordsman, Male or Female Fandir Ftr10: CR 10; hp 75; see Appendix 1.

Qadir Nizar Spellcaster, Male or Female Fandir Drd10: CR 10; hp 55; see Appendix 1.

Qadir Nizar Steel Queen, Sunthelia, Female Fandir Drd20: CR 20; hp 130; see Appendix 1.

Steelfang, Male Dire Tiger: CR 8; hp 135; see Appendix 1.

ੳ. ਠਿ ਫਿ ਫਿ ਫਿ ਫਿ ਫਿ

The Sea of Fire is an inland sea, except unlike those found on any of the material planes this one is a blasting, roaring, inferno of boiling oil and fire. A portion of it extends into the Plane of Molten Skies, while the majority of it is actually found on the Elemental Plane of Fire. The City of Brass floats upon the Sea of Fire in its great brass bowl and is anchored to the Plane of Molten Skies by an obsidian bridge.

Much of the time, the Sea of Fire is a roiling maelstrom of liquid fire. At other times, it is a calm sea of boiling oil with demi-flames dancing across its surface just waiting to ignite the entire lake. Hundreds of different species of creatures make their home beneath the waves, while other beings make their living plying this vast burning sea gathering raw materials from the Elemental Plane of Fire, or bringing trade and piracy to the other demi-planes touched by the sea. The most powerful of the beings sailing its surface are the **Fire Sea Corsairs**, a band of roving efreet pirates, reavers, and ne'er-do-wells.

Likewise, salamander raiders also dwell deep within the Sea of Fire. They lay waiting in ambush to attack the cogs and caravels of merchants bearing loot-laden cargos to the City of Brass. The salamander raiders take particular delight in hampering or hindering the Fire Sea Corsairs.

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A creature making physical contact with liquid fire takes 6d10 points of fire damage and must succeed on a DC 15 Reflex save or catch fire (see Catching on Fire in the DMG). A creature foolish enough to submerge himself in liquid flame or swim in liquid fire takes 20d10 points of fire damage for each round of contact. Magical protection reduces the damage and creatures immune to fire do not take damage, but can still drown if they sink beneath the surface (see the Drowning rules in the DMG).

Creatures swimming in areas where the oils of the Sea of Fire are unlit take 5d6 points of damage per round if completely submerged or 1d6 points of damage from being splashed with the boiling oil.

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The Fire Sea Corsairs sail in brass plated galleys across the rolling flames and burning oils of the Sea of Fire. Most of their ships possess some sort of magical shielding

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Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	1d4+1 azer fishermen	5
2.	1 greater fire elemental	9
3.	1 fire whale*	10
4.	1d4+1 oil sharks*	10
5.	1d4+1 Large fire elementals	10
6.	1 elder fire elemental	11
7.	1 young adult red dragon	13
8.	Salamander pirates	15
9	1d4+1 volcano giant* fishermen	17
10.	Salamander traders	varies
11.	Fire sea corsairs	varies
12-20.	No encounter	

*See the New Monster Appendix.

Fire Sea Corsairs: An average sized fleet consists of 2d4 galleys, 3d4 oil skimmers, and 1 warship. The crew consists of burning dervishes who oversee the enslaved rowers. All answer to the captain of each ship (an efreeti with maximum hit points).

Burning Dervish Crewmen: CR 7; hp 49; see Appendix 2.

Efreeti Captain: CR 8; hp 100.

Salamander Pirates: A roving band of pirates in a seized corsair galley. The crew consists of 5d4+10 salamanders led by their captain (a noble salamander).

Salamander Pirates (5d4+10): CR 6; hp 58.

Salamander Captain: CR 10; hp 112.

Salamander Traders: A small fleet of galleys hauling goods and slaves. Each galley has 10 crewmen (salamanders), a retinue of slaves that function as rowers, and a noble salamander captain.

Salamander Crewmen (10 per ship): CR 6; hp 58.

Salamander Captain: CR 10; hp 112.

to protect their rowers, hulls, and sails from the intense heat emanating off the water. Corsairs frequently make forays into the Elemental Plane of Fire to hunt the King of the Salamanders' privateers and trade ships. Corsair captains often purchase foreign slaves from the Slave Bazaar in the City of Brass to row their great vessels. Life is short aboard these vessels as the brutal efreeti captains and their burning dervish crewmen achieve all new levels of cruelty and contempt.

The Corsairs are separated into three distinct types, each of which is responsible for different tasks:

The Corsairs of Transport: These are used to transport slaves and living brass collected on missions on the Sea of Fire. These monstrous vessels can carry up to 150 tons of cargo over large distances, primarily because of strong magical enhancements placed on the hull by the

कॉर्सायर इशिप

This sidebar details the various ships used by the Fire Sea Corsairs.

Corsair

Vessel	AC	Hardness	Hp*	MPH
Galley	30	10	300	4 miles
Warship	32	15	350	2-1/2 miles
Skimmer	25	10	100	6 miles

*Hit points are per 10-foot section. Galleys and warships have self-repairing hulls that automatically heal 1d4 points of damage per hour.

Sultan's wizards. If the need arises, these galleys can be used to transport up to 200 men with enough provisions to last one month.

A full galley crew consists of one captain, 10 overseers, and as many as 50 oarsmen. The oarsmen are generally azer slaves who are made to row until they drop from fatigue, at which point they are replaced by a backup and allowed one hour to rest. Many azer slaves have rowed themselves to death on journeys that were meant to collect more slaves.

The Corsairs of Travel: Their small sizes and unique hulls allow them to travel swiftly over the fiery sea. The skimmers also perform as scouts, and there is usually a patrol group of ten traveling in a pre-determined route in order to keep an eye out for invaders. If such an invasion occurs then the skimmers first notify the commanders of the Corsairs of Arms. Each skimmer is equipped with a ballista.

The Corsairs of Arms: This is the Sultan's fleet of warships. They remain docked most of the time unless called upon to defend the city against attacks from the Sultan's numerous enemies. Each warship is nearly 150-foot long, has a single gargantuan mast, and is propelled by up to 250 oarsmen. The bow of each warship boasts a heavy catapult that can take aim at any target in front of the ship. There are two ballistae on the port and starboard sides of the ship, each of which can take aim at any target on their respective sides. A typical crew consists of one captain, 3 burning dervish wizards, 6 lieutenants, and 250 oarsmen. These vessels can, if the need arises, carry up to 50 additional soldiers, but only with enough provisions for one week.

The hulls of the warships and galleys are composed of living brass, making them not only resistant to the heat of the Sea of Fire, but also capable of self-repair to a limited extent. The hulls of these ships can essentially "heal" themselves at the rate of 1d4 hp per hour.

२०. हॉल ऑफ़ दै वुल्कान लॉवेड (डो २५)

Deep within the recesses of an active volcano located near the shores of the Sea of Fire, a network of interwoven

tunnels and subterranean caves houses a tribe of **volcano giants**. The tribe consists of 15 adult males and 5 adult females. A powerful warrior chieftain lords over them.

The volcano giants spend their leisurely time fishing on the banks of the Fire Sea. On occasion, small hunting bands use fireproof canoes to maneuver across the sea in order to find the best fishing spots. Other activities include hurling volcanic rocks at ships or creatures in or on the Sea of Fire (though they do not hurl such rocks at the Fire Sea Corsairs or other efreets for fear of incurring the wrath of the Sultan).

The giants despise the salamander raiders that live in the sea, as they have lost more than one canoe and hunting party to their trickery and evil. Volcano giants attack the salamanders in the Sea of Fire on sight. Those that are slain are carried back to the giants' lair, where their hides are used to make clothes or household decorations.

Volcano Giants (Male and Female) (20): CR 14; hp 178; see **Appendix 2**.

Ahi Mau Haka, Chieftain, Male Volcano Giant Ftr10: CR 24; hp 293; see **Appendix 1**.

Treasure: 19,000 gp, 1,100 pp, 22 rose quartz (70 gp each), 5 star rubies (1,000 gp each).

२१. बाजार ऑफ़ बेडगार्स

See Chapter 4 for information on the Bazaar of Beggars.

२२. टावरनड ऑफ़ अब्दुल-शैहाब (डो २५)

The cracked ground in this area covers a well-hidden trapdoor (Search DC 30) that opens to a set of blackened stairs winding down. The stairs end in a large chamber of blackened rock with hallways venturing off to the north and south. The hallways in turn lead to many interconnected and underground passages and chambers. Most all of the passages and rooms are coated (walls, ceilings, and floors) with a 6-inch layer of molten brass to prevent trespassers not immune to fire from wandering around down here. The entire complex is hot and PCs spending any time down here are subjected to the effects of extreme heat (see Heat Dangers in the DMG). Touching the walls, ceilings, or floors deals 2d6 points of fire damage per round of contact.

This underground network of passages and rooms serve as the base of operations for the Abdul-Shihab, the Servants of Flame. The cult is relatively new (in elemental terms) and consists of many like-minded individuals of varying races who all have one thing in common—their dislike of non-fire creatures, particularly creatures from the various Material Planes. To Abdul-Shihab, such creatures are trespassers and interlopers and are unwelcome for they jeopardize the balance of the planes and the way of life of the denizens of the Plane of Fire. Likewise, creatures aiding or befriending such interlopers are despised as well, perhaps even more. Abdul-Shihab's ultimate goal is to close all portals leading to the other elemental planes

ਟਾਵਰਨਡ ਓ ਅਬਦੁਲ-ਸ਼ਹੀਬ ਚਾਂਦਰ ਏਨਕਾਊਂਟਰਡ

Roll 1d20 every 5 minutes spent in the passages and chambers.

1d20	Encounter	EL
1.	2d4+2 azers	7
2.	2d4 azers, plus salamander	8
3-4.	1d4+2 average salamanders	10
5.	1d4 salamanders plus 1 noble	11
6.	2d4 efreet	12
7.	1d4 fire giants	12
8.	Sabir Qudamah plus 2-4 average salamanders	18
9-20.	No encounter	

and the Material Planes, thereby sealing the planes to outsiders (defined as any creature not of the Plane of Fire).

Abdul-Shihab's members consist of **azers**, **salamanders**, a few **fire giants**, some **efreet** (including one or more noble houses of the City of Brass), and various other fire races. Flame-spawned and cheitans (see **Appendix 2** for these creatures) are not accepted as members; both are considered an abomination and are killed whenever possible. Likewise, burning dervishes are shunned for their racial heritage and their beliefs (most of them anyway).

The Abdul-Shihab despises the Sultan of the Efreet and would like to see him killed. Accordingly, while enmity exists between this cult and the burning dervishes, they sometimes work together to accelerate the downfall and destruction of the Sultan. Such alliances are extremely short-lived at best. Other alliances with like-minded earth and air elementals exist, but they too are generally short-lived. Abdul-Shihab never associates with creatures of elemental water.

To the general populace of the City of Brass and the surrounding planes, the Abdul-Shihab is relatively unknown. They would like to change this in the near future. Recent activities have seen members waylaying travelers, killing and robbing them; the kidnapping of a prestigious member of a noble house of the City of Brass (the noble was eventually ransomed back to the family); and the burning down of various tents within the Bazaar of Beggars. As their numbers grow and expand, their activities are likely to increase as well.

The current leader of the Abdul-Shihab is **Sabir Qudamah**, a noble salamander of great strength and evil.

Characters wandering the halls here are very likely to encounter several members of Abdul-Shihab.

For all encounters, other than Sabir Qudamah, use the statistics in the MM.

Sabir Qudamah, Male Noble Salamander Ftr8: CR 18; hp 180; see **Appendix 1**.

੨੩. ਥੇ ਓਬਿਡੀਅਨ ਬਰਿਡਜ਼
(ਕੁਬਰੀ ਓ ਅਜ਼ਿਮ)

The Obsidian Bridge, or Kubri al Azim, is a massive 20 mile long bridge of solid obsidian that stretches out like a

blackened tongue from the last chunk of solid earth upon the Plane of Molten Skies towards a burnished brass bowl floating upon a sea of boiling oil off in the horizon. Towering over the lip of the brass bowl, gleaming minarets and glittering jeweled domes appear to shimmer like a mirage upon the horizon.

Here, the sky appears to have almost a greenish tinge to it, as if alchemical fire licks the very edges of the sky with their curious light. An almost endless stream of travelers makes its way to and from the Obsidian Bridge, many appear from thin air in front of the bridge itself before turning towards the brass bowl and

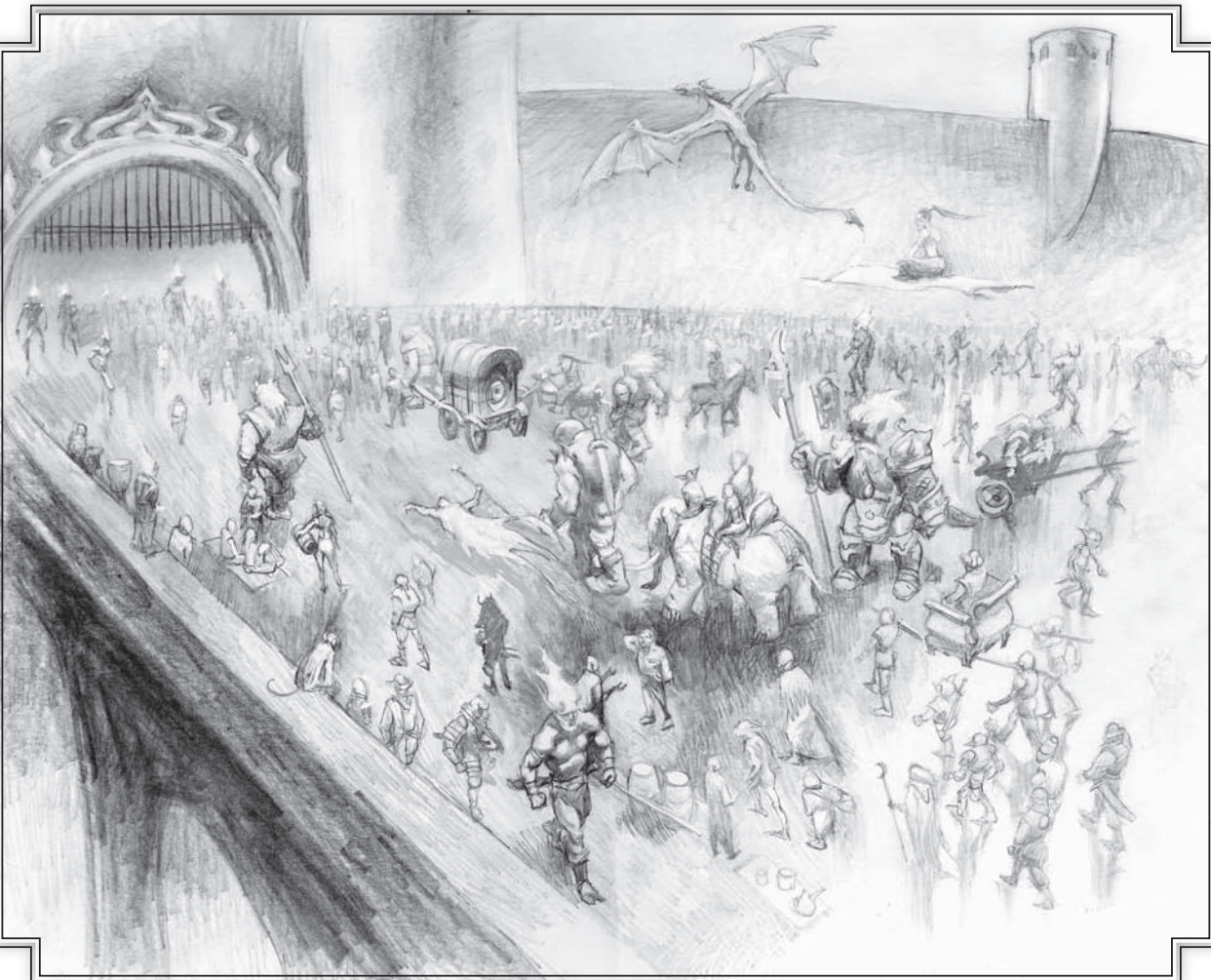
determinedly making their Hajj to the city of wonders, flame and death.

Wealthy petitioners usually cross the bridge riding in ornate sedans as large as houses. They are so large, in fact, that they require the services of the enigmatic tusk lords to carry them. The tusk lords are towering, intelligent elephants that hail originally from a world destroyed ages ago. There are only a dozen of these creatures left in all the realms of existence: Six work the eastern end of the bridge; the other six work the western end. As they carry petitioners on their backs to City of Brass, they chant in an unknown language, their voices deep and rumbling. Their reasons for their service here are unknown. Perhaps they owe a great debt to the residents of the Plane of Molten Skies. Or, as some people speculate, they are the last of Aspsis's hierophants. Whatever the case maybe, one thing is certain: Everyone, including the Sultan, leaves them alone.

Wealthy petitioners pay a nominal fee of 2,000 gp per person for the privilege of jumping ahead in line. An efreeti 'tax' collector stationed at the entrance of the bridge receives the gold. The fee for riding on the tusker sedans is another 3,000 gp per person.

The tusk lords treasure whale songs. If one can present a tusker with a reasonable facsimile or reproduction of one, it grants the person who gives it to them a single wish. Only one wish will ever be granted to a single character in its lifetime.

As the characters approach the City of Brass, the immensity of its structures undoubtedly fills them with a sense of awe, wonderment and dread—it affects everyone that way, even the exalted gods. As they see its shining towers and demonic gates reach high into the molten sky. The line before them seems choked with visitors and diplomats cut from every cloth and description. Strangely formed denizens of the lower planes here on the official business of their Arch Duke or Demon Lord travel the same bridge as powerful arch mages and high priests. Turbaned janni and burning dervish merchants drive throngs of porters and bearers hauling goods from a dozen planes for trade and barter amongst the City's many bazaars. Most that travel this bridge walk its long expanse. Others are borne upon exquisite sedan chairs hauled by a dozen slaves.



The throngs of slaves and prisoners to be offered to the Sultan are driven before their masters with the lash or by some unseen command. Plodding ever closer to the gargantuan spires and leering gates of the city of the efreet, a great rasping moan like that rising from split lips and parched throats, can be heard on the wind.

Once across the Kubri al Azim, petitioners stand before the Bab Al Baquarra (or Great Gatehouse).

Tusk Lords (12): CR 18; hp 429; see Appendix 2.

24. the blackened range

Against all odds, this arm of earth extends from the Elemental Plane of Earth straight into the Plane of Molten Skies, where incredible fires blast its surface but to no avail. In fact, neither scorching flames nor shuddering earthquakes can bring it down. Moreover, because the range has an extremely high carbon content, it is uniformly colored an unusual silvery-black and many of its boulders are roughshod plated with a form of naturally occurring chrome.

The Blackened Range possesses few natural types of flora or fauna, and most encounters are with creatures of the earth subtype.

the blackened range random encounters

Roll 1d20 every hour spent in this area.

1d20	Encounter	EL
1.	1d3+1 average xorn	8
2.	1d3 bone devils	9
3.	1 greater earth elemental	9
4.	1d4+1 Large earth elementals	10
5.	1d8+4 gargoyles	10
6.	1d3+2 average xorn plus 1 elder xorn	10
7.	1 elder earth elemental	11
8.	1d4+1 stone giants	11
9.	1d4 fire giants	12
10.	1 adult blue dragon or copper dragon	14
11-20.	No encounter	

25. the sulfur mountains

This squat range of mountains consists mostly of active volcanoes. They constantly belch forth sepia-colored sulfur vapors, roiling black clouds of ash, and bright burning lava.

the sulfur mountains
random encounters

Roll 1d20 every hour spent in this area.

1d20	Encounter	EL
1.	1d2 magmoids*	7
2.	1d3 ash spectres	7
3.	1d3+3 lava children*	8
4.	1 greater fire elemental	9
5.	1d4+1 Large fire elementals	10
6.	1d4+3 burning dervishes	11
7.	1 elder fire elemental	11
8.	1d2+2 hawanar genies*	12
9.	1d4 fire giants	12
10.	1 adult red dragon	15
11-20.	No encounter	

Traveling through the Sulfur Mountains is an extremely risky endeavor. The land never stands still for instant. At any given time, at least one volcano is in the process of erupting. If the quakes don't kill travelers, then the ash and lava undoubtedly will. For all the dangers these mountains are fraught with, they are home to a variety of monsters, including **fire elementals**, **magmoids**, **fire giants**, **ash spectres** (creatures killed in the Sulfur Mountains by ash or volcanic activity; use the stats for the common spectre in the MM), **red dragons**, **lava children**, and a multitude of other ash and fire creatures.

26. hecate's fathom

Eons ago, a vast expanse of water populated with all manner of fertile life covered this part of the Plane. Though it was an insignificant outcropping from the Elemental Plane of Water, it was highly regarded as one of the few truly tranquil places on the Plane of Molten Skies. One of the few exceptions to this seemingly preternatural tranquility was an area known as "Hecate's Fathom," a stretch of water notorious for swallowing ships in their entirety, never to be seen again. It lay at the heart of the most heavily traversed sea-lane. Storm clouds often occluded its skies; monstrous sea creatures assaulted many an incautious ship; and indecipherable, infernal magic often played havoc with local reality. In short, it was a devil's playground and any sailor worth his salt knew

better than to take his ship across it. Yet, there were always those captains who thought they could outrun Hecate's wrath, pressing their luck despite the horror stories and sailing across the Fathom in vain attempts to beat their competition to port. Few ever made it out alive, and those who did rarely did so with their sanity intact.

No one knows when or how the sea dried up. Today, this landscape is as harsh and as inhospitable as it is dry, populated only by roving bands of undead (those who drowned in the Fathom) and by priests from the **Seekers of the Ebony Moon**.

The Seekers of the Ebony Moon who now claim these lands believe Hecate drowned Marduk at the bottom of the Fathom, hiding his body in an impossibly deep canyon where none would ever find it again. The story goes on to describe how Enki banished Hecate to the moon and then swallowed the sea as he sought for his son's body. Only dusty-robed desert sages and nomad storytellers remember the tale at all, and even then most do not take it too seriously. The ship graveyard buried at the center of the desert, however, is a testament to its veracity. The Seekers maintains a single fortress of rock and stone located somewhere in the heart of this wasteland. From here, they await the return of Hecate and during the full moon make blood sacrifices to her (believing such sacrifices will hasten her return). Hellhounds, being the favored animals of Hecate, freely roam the grounds of the Seeker's fortress temple. The high priest is a mysterious figure of unknown power who never ventures forth from the temple. His lesser priests and agents often journey to the Bazaar of Beggars or City of Brass.

Hecate's Fathom lay safely buried under the sand until recently, when a massive sandstorm uncovered a small part of it. The skeletal remains of hundreds of ships jut from the sand, and the undead of everyone who drowned in that part of the Fathom haunt it. Desert wanderers and itinerant adventurers often find themselves in the midst of the Fathom before they realize they were somehow pulled off course.

hecate's fathom random encounters

Roll 1d20 every hour spent in this area.

1d20	Encounter	EL
1.	10 zombies	4
2.	1d4+1 wights	6
3.	1d2 ghasts plus 1d6+6 ghouls	7
4.	1 greater shadow	8
5.	1d6+5 shadows	9
6.	1d2+2 spectres	9
7.	1d6+4 mummies	10
8.	1d4 Seekers of the Ebony Moon plus 1d4 hellhounds	10
9.	1d6+5 wraiths	11
10.	1d2+2 mohrgs	11
11-20.	No encounter	

हेकाटे (The Goddeइइ of लक्रेट, The लठठन Goddeइइ, Goddeइइ of The क्रॉडइरवॉइ)

Alignment: Lawful evil.

Domains: Evil, Knowledge, Magic, Travel.

Typical Worshipers: Assassins, evil clerics, lycanthropes, rogues, wizards, sorcerers.

Favored Weapon: Dagger.

Hecate the Goddess of Magic and the Goddess of the Crossroads is patron to dark priests, muqarribun, travelers, and others who deal with the dark arts. Some lycanthropic cults also pray to her. Her followers appease her by making blood sacrifices on her holy days (usually the nights of the full moon). Blood sacrifices come from either animals or humanoids, depending on the cult or priesthood.

Hecate is depicted as having three heads: one of a dog, one of a snake, and one of a horse, with each looking in a different direction. For this fact, she is regarded as the Goddess of the Crossroads. She is also regarded as the mother of the Empusae (a vampiric and demonic band of goddesses).

Hecate priests have a special connection with hellhounds. Such creatures will never attack a cleric of Hecate unless attacked first (by the cleric or an ally of the cleric).

Seeker of the Ebony Moon, Male Human Clr5/Wiz3 (Hecate): CR 8; hp 45; see Appendix 1.

Hellhounds: CR 3; hp 22.

27. वुपटन of The इररपेंट पठपठ (होड)

One thousand years ago the serpent people who lived in this area went insane. Their queen, a beautiful serpentine humanoid named Liithkii, built an army the likes of which rivaled that of the City of Brass. Rather than invade the efreeti home as many expected, she instead opened a magic portal inside a continent-sized fortress on a remote plane ruled by arcane-warriors. Her snakeman warriors were charged with finding the lord of the realm, a pale, straw-haired man known only as the Wicker King. The battle between her people and his lasted exactly seven hours. The Wicker King's high mages sent a minor artifact back through the portal. It exploded, completely destroying the serpent people's lands. Reverberations from the explosion were felt across the entire Plane. When the Sultan learned what had happened, he sent three platoons of his most elite troops into the Wicker King's lands, permanently sealing the portal behind them. While he never bore any love for the Serpent Queen or her people's disturbing preoccupation with the chemical arts, he could not tolerate

the existence of an enemy people capable of damaging his world with such impudence and ease. Six weeks after his troops entered the enemy world, the Wicker King and the walls fortifying his continent fell.

These days, all that's left of the serpent people's once impressive empire is a horribly scarred, magic-blasted plain. Standing at its exact center is the petrified form of the Serpent Queen. The Sultan resurrected her and transformed her into a monument, a reminder to him and others. The twisted, winding statue stands 500 feet high. The queen's body is approximately 100 feet thick. Over the centuries, many creatures and peoples have covertly dug homes from her stone flesh, cave dwellings camouflaged from casual sight with canvas and wood. Serpent folk from other worlds (primarily benign, good-hearted serpent fairies) who have heard the story of the Queen's dead empire often make pilgrimages to the statue to pay their respects. No less than six temples can be found inside the stone queen's various hollowed-out appendages. A small temple populated by gem-encrusted **gargoyles** inhabits the queen's head. The gargoyles are mendicant priests, strangely enough, who devote their lives to sustaining the One Song of Existence (a droning chant they can never let stop, for they fear that if they do so Existence will end altogether).

Gargoyles (30): CR 4; hp 27.

28. The प्लेन of रुइके (हो वरगोइ)

On the western side of the Plane of Molten Skies, bands of roaming horse lords reign. They are a tribe of grim-faced, steely-eyed humans, allegedly descendants of the great King Kush who was destroyed during his foolish war with Sulymon. The horse lord's ancestors were the only surviving refugees of the slaughter. As the centuries fell by the wayside, they built a new civilization for themselves. Many powerful beings on the Plane, namely Ilgomaxag the Dust Wyrn, still have long memories regarding King Kush, and have stopped at nothing to hunt down his progeny. As a result, Kush society became nomadic. They are always one the move, always one step ahead of their enemies. Their powerful, muscular horses transformed gradually over the generations into the tall, proud, noble beasts they are today, the **kathlin**. This special breed of the 6-legged horse possesses immunity to fire. The kathlin of the horse lords are so renowned across the multiple layers of the splintered universe now that traders come from all over just to purchase them from the horse lords. (Horse lord traders typically sell a kathlin mount for 2,400 gp or more.)

The Plains of Kush are covered with a fine, hairy coat of ashen wheat, the grain that sustains the horse lords and their steeds. It is dry and deep jet black in appearance. Though it might seem brittle to the touch, ashen wheat is difficult to free from its earth moorings much less cut. Stone stele that mark the territories of individual horse lords rise intermittently from the hazy, wavering landscape.

The nomads are quite unforgiving of trespassers. Only those with permission of one of the horse lords may cross the plains here. Trespassing usually receives an immediate death sentence. Few clever individuals have managed to talk their way out of such punishment.

Horse lord encampments are constantly on the move. While they don't usually wage war against one another, when the oases begin drying up, the pressure for decent watering holes grows too great and they cannot help it. The horse lords are a patriarchal society. Women are expected to serve and be utterly obedient. Any transgression is enough to warrant death at the hands of a Kush male. The Kush trade hides and meat of the plains animals they hunt to the Splinter-Rock clan of stone giants for steel and granite.

Typical Kush nomads have heat resistance which grants them a +4 bonus on Fortitude saves to avoid nonlethal damage from heat dangers. Survival is also a class skill regardless of the nomad's actual class. Otherwise, they follow the rules for normal humans as detailed in the *PH*.

Random encounters on the plains are with Kush nomads and horse lords. These warriors keep their lands well patrolled and clear of monsters.

Kush Horse Lord, Male Human Ftr6: CR 6; hp 45; see **Appendix 1**.

Kush Nomad, Male Human War3: CR 2; hp 22; see **Appendix 1**.

Kush Kathlin: CR 3; hp 34; see **Appendix 2**.

२९. थे गुगोमक लमाउनाइ

This range of jagged and sharp mountains stretches across the landscape resembling upward-curved stone daggers in many places. The northern portion of the mountains is dotted with portals and gates connecting to the Plane of Elemental Earth. There is no natural flora or fauna found in the Gulgomak Mountains, but random encounters with denizens from the Plane of Earth are not uncommon.

थे गुगोमक लमाउनाइ रानडल एन्काउन्टरइ

Roll 1d20 every hour spent in this area.

1d20	Encounter	EL
1.	1d3+1 average xorn	8
2.	1d3 bone devils	9
3.	1 greater earth elemental	9
4.	1d4+1 Large earth elementals	10
5.	1d8+4 gargoyles	10
6.	1d3+2 average xorn plus 1 elder xorn	10
7.	1 elder earth elemental	11
8.	1d4+1 stone giants	11
9.	1 adult blue dragon or copper dragon	14
10-20.	No encounter	

थे स्टोन टाबलट

This tablet was constructed and engraved by ancient priests who served Grashnak. The tablet measures 10 inches wide, 15 inches tall, and 2 inches thick. Covering its surface are runes inscribed in Terran. A character deciphering and reading the runes (taking 1 minute to fully read them all) gains a permanent +4 bonus on all Strength-based checks and Craft (stonemasonry) checks, and on Charisma-based checks made to influence earth creatures (creatures with the earth subtype).

Strong transmutation; CL 16th; weight 8 lb.

२९-१. टेम्पल ठ थे इस्टोन लाइडेन्ड (टोड)

Within a secluded cave (DC 20 Spot check to notice the entrance) dwells a group of **4 stone maidens**, beautiful female elementals formed of living rock. Their features are exquisite and well-defined, seemingly carved by delicate hands. The cave in which the stone maidens dwell is an ancient shrine dedicated to one of the Elemental Earth Lords, Grashnak. The stone maidens remain here acting as guardians and protectors (even though the temple is no longer in use). The shrine itself is a large multi-chambered series of caves carved into the mountains. The largest chamber houses the main worship area and is dominated by a crumbling stone altar. Upon the altar lies a stone tablet, flanked on either side by a stone candelabrum. See the sidebar for a description of the stone tablet.

The stone maidens jealously guard this temple. Any creature entering this area and paying homage to Grashnak is unmolested. Creatures defiling the area or touching the stone tablet are immediately attacked.

Stone Maidens (4): CR 8; hp 85; see **Appendix 2**.

Treasure: Behind the crumbling altar, under a pile of rocks and debris is a rotted leather sack containing 600 gp and 3 amethysts (150 gp each). Near the sack is a *wand of magic missile* (CL 3rd, 26 charges).

३०. प्लेन ठ इलठेड

This area is a blackened plain of soot and earth. It is a bleak, flat, featureless land. Puffs of smoke rise from the ground at random intervals and blacken the sky above. Overall, this area is dark, clouded, and the sky above is thick with smoke. As a traveler nears the east, the smoke begins to clear and gives way to a shearing wall of elemental fire. Travelers journeying southwest find the smoke turns to wisps of fog and eventually dissipates all together. The ground likewise gives way to air as one nears the Elemental Plane of Air.

The smoke covering this area usually remains close to the ground and is generally thin and breathable, but

Plains of Smoke
Random Encounters

Roll 1d20 for every hour spent traveling in this area and consult the table below.

1d20	Encounter	EL
1.	Smoke cloud	6
2.	1d4 Large smoke para-elementals*	7
3.	2d4 smoke mephits*	7
4.	Incendiary cloud	8
5.	Holocaust portal	9
6.	1d2 flame-spawned dire bears	9
7.	1d4+1 average salamanders	9
8.	1d4 Huge air elementals	9
9.	1d4 Huge fire elementals	9
10.	1d2+2 belkers	9
11.	2d4 smoke giants*	10
12.	1d4+2 cinder ghouls*	11
13.	Air pocket	—
14-20.	No encounter	—

*See the New Monster Appendix.

it obscures vision beyond 20 feet. Creatures more than 20 feet away have total concealment (50% miss chance).

Characters adventuring here are likely to encounter one or more of the area's inhabitants or natural features. Encounters in this area include **cinder ghouls**, **smoke mephits**, **smoke elementals**, **smoke giants**, **air pockets**, **holocaust portals**, **incendiary clouds**, and **smoke clouds**. See the Random Encounters sidebar.

Within the Plains of Smoke lies the Tempest of Embers.

Air Pocket: Relative to the darkness common to the Plains of Smoke, an air pocket appears as a light gray, almost translucent cloud of billowing air or steam. An average air pocket covers a 10-foot area. It is immobile. Some air pockets contain portals to the Elemental Plane of Air. Anyone stepping into a space covered by an air pocket has a 25% chance of being immediately transported to that plane. The two-way portal inside an air pocket remains open for 10 minutes.

Holocaust Portal: This appears as an immobile, hovering globe of bright yellow light. If a creature approaches within 10 feet of a globe, it explodes, dealing 10d6 points of fire damage to all creatures and objects within a 20-foot radius. There is a 20% chance after a globe explodes that it opens a portal to the Elemental Plane of Fire. Anyone stepping through the portal is instantly transported to that plane. The two-way portal remains open for 10 minutes.

Incendiary Cloud: This cloud of roiling smoke is shot through with white-hot embers. Each round it moves 10 feet in a random direction. It otherwise functions as the spell of the same name (though it is not magical and cannot be dispelled).

Smoke Cloud: A smoke cloud is a billowing cloud of black smoke. A typical smoke cloud is 20 feet high and covers a 20-foot area. It moves along the ground at a speed of 10 feet. Creatures caught in a smoke cloud must make a DC 20 Fortitude save or take 2d6 Constitution damage immediately. Additionally, those failing a second DC 20 Fortitude save 1 minute later take another 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by coughing and choking (treat as stunned) for 2d6 rounds. A smoke cloud obscures vision as a *fog cloud* does.

30-1. The Tempest of Embers (EoR)

This is a gigantic windstorm filled with swirling and burning bits of elemental fire. The tempest is unmoving and unyielding, affecting anything that enters this area as a Material Plane tornado does (see the DMG), except the Fortitude save is DC 35. Additionally, creatures and objects caught in the tempest take an extra 4d6 points of fire damage each round until they are expelled or escape.

31. The Oasis of Mukphat the Blind

This small unusual oasis is surrounded by a copse of hearty coconut trees. Beyond the coconut trees and the thick, coarse grasses that grow amongst them is a rather small patch of wet looking sand. Several inches under the sand is fresh potable water, unusual in the extreme for a place such as this.

A small herd of camels sit lazily munching the grasses. Near the edge of the wet sand stands a small sandstone shrine perhaps ten feet wide by five foot high with greenish bronze door. Sitting before the shrine is an old toothless camel herder wearing a grey turban, and smoking from a rather long pipe. The camel herder is **Durb**. He serves as guardian of the shrine for which the Oasis is named, and has done so for as long as he can remember.

Mukphat was a high priest of Anumon who displeased Iblis during his reign and was blinded for questioning the judgment of the first ruler of the City of Brass. It seems that Mukphat had said of Iblis "I have seen much that is wrong with your method of rule sire." To which Iblis replied "And you shall see no more that displeases you," plucking the priests eyes out with his own hands, then casting Mukphat out into the wastes that would become the Plane of Molten Skies.

There Mukphat remained for many decades, gathering a following of those genie who had become dissatisfied with the cruelty of Iblis's rule. Mukphat was buried here within this shrine. A cistern was placed beneath his corpse to collect his body's precious waters so that they may feed those who had a thirst for the truth.

Few know of this strange oasis and most efreet who know of it shun the place for its bad luck and the reminder of Mukphat's warning to Iblis before he was cast down. Durb knows a bit of the tale of Mukphat but does not allow entry into the shrine (nor will its door open) unless a riddle he was trained to remember is first solved.

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I am triumvirate in my many faces. My works may tear down even the mightiest of mountains and lay waste the oldest of temples. In their place do I allow life to thrive. I seek always to join my many disparate parts no matter which of my faces I choose to reveal. No solvent is stronger than I, nor is there any glue which may bind me, though I may be contained and manipulated by those who know my secret. Who am I?

The answer of course is water and its many attributes. Easy enough, and should the answer be given, Durb steps aside and the bronze portal opens.

Note: Should the PCs fail the riddle but really work at it, allow one or two party members to make Intelligence checks (against DC 20 or 25) or other die rolls to keep your gaming session moving along. Nothing is worse than three hours of game time spent frustrating over a riddle or other puzzle that they find too difficult.

Should the PCs for some reason attempt to attack poor Durb and force their way into the shrine, or achieve entrance by some other means (such as *teleport*, *passwall*, etc.), the ground begins to rumble and Durb's camels take on an amazing transportation. Erupting from the wet sands is a **Colossal water elemental** which moves to defend Durb. The camels transform into **androsphinxes** and, to put it mildly, the battle is on.

Androsphinxes (6): CR 9; hp 114.

Durb, Male Human Com5: CR 4; hp 15; see **Appendix 1**.

Colossal Water Elemental: CR 16; hp 486; see **Appendix 1**.

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The water grants the power of *true resurrection* when poured upon any body, piece of body, undead, or portion of once living matter. The water cannot however restore life to that which has died from old age.

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Within the sandstone shrine there stands a large sarcophagus whose lapis lazuli lid is carved in the likeness of a 10-foot tall man wearing a turban affixed with the symbol of Anumon. A larger symbol of Anumon rests upon his breast between his folded hands. The sarcophagus stands on four bronze pillars beneath which lies a small silver cistern. Ever so slowly water drips from a tiny hole carved in the bottom of the sarcophagus, catching in the cistern with an audible splash. As the water overflows the cistern it rolls gently down four golden channels branching from the sides of the receptacle before disappearing down holes a mere two inches in diameter that eventually feed the oasis beyond.

There is enough of the pure blue water in the cistern to fill one small flask. Water outside of the cistern is merely normal water. Water inside the cistern is a special liquid derived from the blessed waters of Mukphat the blind. Once these waters have been collected, it takes 100 years for the cistern to produce enough water to again fill a flask.

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Low did I walk through these disparaging wastelands where once thrived life lush and peaceful. Far did I range, conceiving before me a world shriven of its life bringing waters. A place now fit only for devils and fiends of the great fire; its once purifying flames now blister my mortal flesh with gales of heat that long ago offered me comfort.

Who could dare dwell in this place of wonders now? Could this too be the fate of the universe that my lord sought to create from the chaos of the void? Could all that is wrought by our own malice and jealousy be as this in the end of days!

So too my eyes were stung by the grit and hardship of this great desert. A plane of molten skies now peopled with harsh things beyond my remembrance. My travels are unending for although mine enemy was vanquished, the mortals who dwell in the worlds beyond this realm should know of it and beware its dangers and hardships!

Chapter 4: The Bazaar of Beggars

The Bazaar is located at Area 21 on the Plane of Molten Skies map.

the bazaar

Located on the scorching plains just beyond the bridge leading to the City of Brass, this sprawling, ramshackle collection of tents is where those queued up waiting to be admitted to the City can purchase much needed supplies or take a respite from their journey. The lines of slaves, slavers, knowledge seekers, adventurers, and those who are simply lost move exquisitely slow. Some say it can take years to be allowed admittance (with the obvious exception of diplomats, their families, and entourages), while others are admitted within minutes of arrival, especially if they carry a *writ of passage*. Regardless, there will always be those who cannot get inside in a timely manner, and this bazaar caters to their needs.

The bazaar is a mile long and one-and-a-half miles wide. The queue for the City runs through it, via a winding, at times confusing, 50-foot wide lane known to the bazaar's residents as "The Highway of the Damned." Slaves are not allowed to step off it, lest their masters whip them to death. Leaving the road is a good way to lose one's place in line and experienced travelers do not do it. Fortunately, hundreds of stalls line the roadway, turning it into a hellish gallery where anything can be bought, sold, or traded, though at such exorbitant prices it drives many would-be customers into both debt and slavery if they are not careful. If a person doesn't mind paying the high prices, he can hire a professional placeholder to stand in line for him while he enters into the bazaar's confusing interior. Placeholders will gladly work for their clients until they reach the obsidian bridge, at which point the fire giant guards turn them away if their clients have not yet returned to resume their own march toward the City.

The bazaar's thousands of tents exhibit an incredible range of styles, shapes, colors, and functions from almost as many worlds. One of the few exceptions is the regional office for the Bureau of Taxation. While the City does not officially have authority over the bazaar, few of people living here have the wherewithal to argue with the efreeti and fire giant tax collectors. The building is made from a block of weathered basalt standing three stories high. The senior most official working in it is a beautiful woman named Lady Fatima Utau. Her soldiers make weekly rounds through the crowded bazaar demanding "ex-patriot tax"

the art of haggling

Most of the Bazaar's shopkeepers and merchants enjoy haggling and most are more than happy to do so with would-be buyers. Prices listed for the various goods and services throughout the bazaar are for merchants who don't want to haggle and for DMs who don't wish to make haggling part of their game.

In general, prices for goods are never posted by the shopkeepers and rarely ever stated by the shopkeeper. When a customer inquires as to the price of an item or service, the shopkeeper politely asks, "How much are you willing to pay for this?"

To haggle, the character makes a Diplomacy check opposed by the shopkeeper's Diplomacy check. A shopkeeper can use Profession (merchant or shopkeeper) or some other Profession skill, rather than Diplomacy, if it relates to his work. If the character wins the check, the merchant is willing to sell the item or service for 25% less than the listed price. If the shopkeeper wins the opposed check, the asking price is the listed price. If the shopkeeper wins the check by 5 or more, the price is actually 1.5 times higher.

If a character wishes to sell an item (say a magic or mundane item he stumbled across and no longer wants), the base price is always one-half the price of the item. If a character or shopkeeper wishes to haggle, use the same rules above, except if the PC wins by 5 or more, the merchant is willing to pay 1.5 times the price (that is, 1.5 times one-half the price). If the merchant wins, he is willing to pay only 25% less than one-half the price.

A merchant who wins or loses a haggle will not haggle over the same item or service for 24 hours with the same group or characters. Once the price is determined, it remains that way for that group of characters for the remainder of the day.

A character or shopkeeper can take 10 on his opposed check when haggling. Neither can take 20. Retries have no effect.

बazaar ठि बेइइगरइ
रान्दोल तन्तइ अन्दि इतलइ

Use the table below to randomly determine the nearby tents and stalls as the characters explore the Bazaar.

Id20	Type of Tent/Stall
1	Basketweaver
2	Moneychanger
3	Bordello
4	Leather goods
5	Cartographer
6	Fruits and vegetables or smoked and dried meats
7	Rugs
8	Mounts (horses and camels)
9	Gemstones and jewelry
10	Herbalist
11	Potter
12	Rope maker
13	Lamp and oil
14	Barber
15	Animal trainer or furrier
16	Water-maker or smoke merchant
17	Tattooist
18	Healer
19	Metalsmith
20	Fortune teller or scribe

from the tents; if nobody pays for a particular tent, they simply burn it to the ground.

Smoke from cook fires, forges, and incense tents constantly drifts through the narrow alleys, lending it a hazy patina. The myriad scents filling the air is exotic, always unfamiliar, and sometimes homey. The sounds of haggling and money exchanging hands fill the air. Sahoduin nomads from one of the material planes work as enforcers, keeping the law, and generally trying to prevent the whole place from falling into utter anarchy. Because they are an extremely patient people, slow to anger or take offense, people generally don't bear them any resentment, despite the unpleasant job they perform. The Sahoduin keep to themselves in their own camps south of the bazaar when not on duty. Camels, workhorses, donkeys, bulls, and oxen are kept in public corrals, their dung collected, dried, and later sold for fuel. At night, after the shopkeepers close up, large public tents become packed with people looking for a good time. Alcohol, though proscribed by the local religion, may be consumed in these tents with impunity; hookahs for smoking tobacco and other addictive (often dangerous) substances may be rented; and veiled dancing girls may be hired for private performances. Meanwhile, the garish and noisy Beyanni clan tents are the places to go for games playing and gambling, if one can afford the steep entry fee. Finally, exotic music from a many a tent,

public and private, gently intermingles with the other sounds of nightlife in the bazaar.

The vast majority of the bazaar's residents either speak a harsh, guttural form of Terran; a consonant-laden version of Ignan; or worse, a headache-inducing pidgin mixture of both.

बि. तिह लन्दिन्तन्तइ
चप्टर हाउइइ (दो 12)

The largest and most successful mercantile guild (if it can be called that) is an organization of professional beggars, cripples, pickpockets, snatch-satchels, cat burglars, lepers, and whores known simply as the Mendicants. Their main meeting spot is a burned out part of the bazaar where an elemental mage once had a nasty run in with the Sahoduin peacekeepers. It is widely believed his and the dead peacekeepers' ghosts haunt the area, and no one wants to anger them by erecting new tents in it. This story isn't true. The beggars began spreading the rumor soon after the battle so they could claim the lot. They turned the long adobe stable building that survived the blaze into their chapter house. **Gordon the Mouse**, a blind pickpocket, leads the Mendicants, styling himself the "Pontiff of Poverty". Ranks in the guild are fashioned after religious titles from the region's churches. His two lieutenants are **Haru Yoro**, a human bard, and **Burgundy Rose**, a half-ogre enforcer who specializes in collecting protection money. No other illegal organization in the bazaar has as much clout as the ubiquitous beggars. They are masters at blending in, at obsequiousness, and at disappearing into the maze of tents when trouble (or Lady Utau) comes calling.

The chapter house is divided into 4 large rooms: the altar, where the guild holds its general assemblies; the baptismal, a ritual magic chamber for initiating new recruits; the Pontiff's quarters, where Gordon and his 2 lieutenants reside; and the bishop's quarters, used by everyone else as a common dormitory.

तिह वल्लौ

The guild wealth lies at the bottom of an old well in the courtyard. It was destroyed in the fire and subsequently covered. Now, it looks like any other part of the burned out landscape. Finding the cover requires a successful DC 30 Search check. It is locked and trapped. Furthermore, every 10 feet of the 70-foot deep shaft is also trapped. Unless a person knows the proper sequence of keystones to press, he undoubtedly has a difficult time avoiding the traps. (The exact sequence of keystones to be pressed is left to the individual DM.) The treasure is kept in a secret room dug off the shaft's bottom. Within the secret chamber is the treasure's guardian, a captive **roper**.

Chain Lightning Trap (on well lid): CR 7; magic device; touch trigger; automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target touching lid

plus 5d6 electricity to each of up to 11 secondary targets, Ref DC 19 half); Search DC 31; Disable Device 31.

Well Shaft Traps: The various traps located in the shaft can be chosen by the DM or randomly determined using the table below.

Id20	Trap
1-8.	Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. area); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fort save resists, 1 Con drain/2d6 Con); Search DC 21; Disable Device 21.
9-12.	Deathblade Wall Scythe: CR 8; mechanical; location trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fort resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.
13-15.	Incendiary Cloud Trap: CR 9; magic device; location trigger; automatic reset; spell effect (<i>incendiary cloud</i> , 15th-level wizard, 4d6/round for 15 rounds, Ref DC 22 half); Search DC 33; Disable Device DC 33.
16-20.	Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, Fort DC 12, 1d4 Str/1d4 Str); Search DC 17, Disable Device DC 21.

Roper: CR 12; hp 85.

Treasure Chamber Secret Door: There is a hidden switch in the wall (DC 25 Search) that opens the secret door. It swings inward to the right when opened. *Secret door:* Hardness 8, hp 90, Break DC 30.

Treasure: 3,000 gp, 1 violet garnet (700 gp), 1 black pearl (300 gp), +1 *heavy steel shield*, *potion of hide from undead*, *potion of cure moderate wounds*, *wand of ghoul touch* (50 charges).

Burgundy Rose, Female Half-Ogre Ftr8: CR 9; hp 65; see Appendix 1.

Gordon the Mouse, Male Halfling Rog10: CR 10; hp 55; see Appendix 1.

Haru Yoro, Female Human Brd9: CR 9; hp 45; see the Appendix 1.

02. water-maker tent (019)

Like the City of Brass, water in the bazaar is semi-legal. While most non-efreeti creatures require it, the efreeti overlords nevertheless want to keep it under tight control, as it is deadly to them. In the bazaar, all water must be had through sanctioned water-makers, clerics in the thrall of the Sultan who *create water* for those who pay, and even then they only make enough to get a person through the

day. Water-maker tents are scattered all over the bazaar. The few wells that have been successfully dug more often than not get “accidentally” destroyed or corrupted; thus the average person relies even more on the water-makers for his survival. Each water-maker tent houses a single **water-maker** and at least 2 **burning dervish** guards.

A water-maker uses a bone knife to draw a pint of blood from each customer, which he then transforms into 2 pints of water through magic. A single person can buy as many as 6 pints of water, though that means sacrificing 3 pints of blood. The cost is 1 cp and the willing sacrifice of 1 point of Constitution per pint of blood. Constitution damage can be healed normally or magically.

In times of need, water-makers serve the community as midwives and generalized healers. However, if there is another deity’s temple in the neighborhood then they defer to its priests. A water-maker may cast *create water* but rarely does so unless he receives a willing blood sacrifice (1 pint of blood for 2 pints of water). The quantity for water created like this is always passed out in pints with any excess being kept for the water-maker himself. (For ease of reference, a *create water* spell creates 16 pints [2 gallons] of drinkable water per caster level.)

Water-Maker, Male of Female Human Clr4: CR 4; hp 28; Heal +8, Knowledge (limnology) +8, Knowledge (religion) +2, Profession (midwife) +11; Skill Focus (Knowledge [limnology]), Skill Focus (Profession [midwife]).

Cleric Spells Prepared (5/4/3; save DC 13 + spell level): 0—*blood to water** (x3), *create water* (x2); 1st—*bless water*, *cure light wounds* (x3); 2nd—*calm emotions*, *cure moderate wounds* (x2).

Domain Spells (Knowledge, Water): 1st—*obscuring mist*; 2nd—*detect thoughts*.

Note: Some water-makers prepare *cure minor wounds* spells in place of one or more *create water* or *blood to water* spells.

*See Appendix 3.

Burning Dervish Guards: CR 7; hp 49; masterwork falchions; see Appendix 2.

Water-Maker Goods and Services: The table below lists the typical goods or services that can be found at a water-maker’s tent and the cost associated with each.

Service	Cost
Water	1 cp + 1 pint of blood
<i>Cure minor wounds</i>	30 gp
<i>Cure light wounds</i>	60 gp
<i>Cure moderate wounds</i>	100 gp
First Aid	2 gp
Midwifery	10 gp

03. regional bey of taxation (018)

This is one of the few real buildings in the bazaar, made of proper stone and more or less permanent. A few years ago, when it became evident that the bazaar that had coalesced

out of the desert around the queue for the City was not going to disappear any time soon, the Sultan commanded the chief bootlicker (another unfortunate adoption) at the Bey of Taxation to set up an office here. The bootlicker (who has since been killed for insubordination, his soul later forged into currency) couldn't imagine how he was going to tax the bazaar's residents, considering that according to an ancient treaty with the area's other native residents, the City technically had no authority over the land on which the bazaar sits. So, he made up the Ex-Patriot Tax, reasoning that the bazaar's residents service citizens and guests of the City of Brass and therefore could be considered ex-patriots of the City, who are still required by obscure City law to pay taxes. The logic was spurious, at best, but it made the Sultan happy. Shortly thereafter, azer construction gangs built this simple basalt building in the middle of the bazaar, a constant reminder of who their true master would forever be.

The current regional tax administrator is **Lady Fatima Umau**, a distant second cousin of the Sultan's. She is a stunningly gorgeous cheitan (half-efreeti) possessing skin the color of coffee, large hazel eyes, and a smile that effortlessly melts men's hearts. The fact that has been assigned to such a desolate, dead-end job means she somehow angered the Sultan. It could be worse, though; she could be dead. Despite the circumstances that brought her here, she still does an excellent job. As long as the bazaar's residents pay, she leaves them alone to their own devices, unless, of course, something major happens that requires her soldiers' intervention. A total of fifteen conscripts (both **fire giants** and **efreet**) serve under her. They, like Umau, did something unfortunate to warrant such a hellishly boring assignment. All of them tend to be corrupt, often shaking down bazaar residents for money above and beyond simple taxes. As long as it doesn't get too out of hands, Umau lets it pass. As soon as the soldiers' behavior begins stirring dissent, especially if the Sahoduin peacekeepers get involved, she comes down hard on them. Getting removed from this post means certain death.

It is widely thought that the building's top floor holds all the collected tax money. It seems, from a distance, to have the highest security. The second floor is the barracks, and the first floor contains Umau's offices and residence. At any given hour of the day, two soldiers stand guard at the building's only entrance. Nobody is admitted without an appointment or an invitation. Once a month, Umau invites the bazaar's most prominent citizens and visiting VIP's to take afternoon tea with her and discuss current bazaar events, politely air grievances, or beg for favors. Her social and political connections in the bazaar are rock solid as a result. See **Appendix 2** for details on cheitans.

Lady Fatima Umau, Female Cheitan Ari14: CR 16; hp 91; see **Appendix 1**.

Efreeti Guards (10): CR 8; hp 75; see **Appendix 1**.

Elite Soldier, Male Fire Giant (5): CR 10; hp 142; 4d8 x 10 gp.

Treasure: The top floor holds all the collected tax money. At any given time there is 50,000 gp + (1d20 x 1,000 gp) here.

ੳੳ. ਕਾਨਬਾਤਸੁ ਟਾਟੂ ਟੇਂਟ (ਈ 12)

The first thing a person notices about this garishly colored tent is the thick scent of incense wafting out through its flaps. It can be smelled a good five minutes before actually seeing it. The tent is woven from fine silk threads imported from the proprietor's homeland, adorned with a kaleidoscopic assault on the eyes that shows a horde of fanged, red-faced demons battling bamboo-armored warriors who wield wickedly sharp, curved swords. **Kanbatsu Ieyau**, the proprietor, claims to have been with the warriors in the picture that day, of which there were only seventeen survivors. The battle was lost. The warrior ended up here in disgrace, where he makes a living now with the tattooing awl rather than the sword.

The tent is crowded with clay pots of varying sizes. They all contain different kinds and colors of ink. Along wall there is a rack and tray holding about a hundred types of tattooing awl made from a wide range of material, such as fire beetle chitin, obsidian, and whalebone. There are also mallets, for tapping the awls into a customer's flesh. Kanbatsu, a wiry outlander with gentle, almond shaped eyes and a broad smile, is covered in tattoos. As a matter of fact, every part of his body except for his hands, feet, and head is hidden beneath ink depicting demons, warriors, and white-faced noble women in the same style as the art on the tent's outer walls. He has a tale for every situation and occasion, which he will gladly relate while he works. He treats everyone with the same amount of deference and respect, except for the efreet whom he absolutely detests. They remind him too much of the demons that murdered his comrades.

Kanbatsu has 3 magic tattoos inscribed on his body: one on his chest and one on each arm.

Kanbatsu Ieyau, Male Human Ftr6/Sor6: CR 12; hp 72; see **Appendix 1**.

Kanbatsu's Goods and Services: The following are some of the services offered by Kanbatsu.

Service	Cost
Tattoo	10 gp per color
Magic Tattoo*	Special
Information, local gossip	5-10 gp

*See **Appendix 4** for details on magic tattoos.

ੳੳ. ਅਜ਼ੀ ਟੋਪੁ ਟੇਂਟ (ਈ 13+)

An old tradition in the bazaar is that of *dubya lafama*, or 'the art of standing still' as it sometimes jokingly known. A dubya is a work-for-hire placeholder, someone who exchanges her time to stand in line on behalf of another person. Without the dubyas, outsider commerce would cease to exist inside the parts of the bazaar off the Highway of the Damned. **Azi Khadeem**, an enterprising djinni, owns this tent. His dubyas are indentured servants working off their contracts in his employ. People in the queue for the

City of Brass are obviously his most frequent customers. His good reputation is wide spread. He charges fair rates, and his dubyas are reliable and trustworthy (unlike other agents'). In all his years in business, he has only ever had 2 runaways. Bounty hunters caught them within a week of their flight, and then had them drawn-and-quartered to set an example to others.

According to tradition more so than law, dubyas wear brass-forged torcs the color of blood. The torcs cannot be removed, and many believe them to be enchanted with magic that allows easy tracking of them should they run. Furthermore, dubyas are not permitted on the obsidian bridge, so if they come to it while standing in line for someone, they must turn around and go home. In such instances, Azi and the dubya retain their fees, which are paid upfront on a daily basis. If a payment is missed, the dubya returns home or to the tent and the person who hired them is out of luck.

One peculiar side service provided by Azi is water collection. If a person, for whatever reason, needs more than 6 pints of water from a water-maker (see **Area B2**), he can hire a dubya to donate blood for him.

Azi Khadeem, Male Djinni: CR 5; hp 60.

Djinn Bodyguards, Male Djinni: CR 5; hp 50.

Typical Dubya, Male of Female Exp2: CR 1; hp 7.

Azi's Dubya's Goods and Services: Typical services offered by Azi Khadeem are:

Service	Cost
Dubya hire	5 gp per day
Water collection	10 gp per pint

Treasure: A wooden chest buried underneath the tent holds 1,100 gp, 2,000 sp, 1 black pearl (800 gp), 1 silver pearl (1,100 gp), and 1 deep blue spinel (400 gp).

ḡḡ. ḡḡawā'ī wānē tēnt (ḡī varāḡḡ)

This is one of the larger so-called 'public' tents in the bazaar, a massive tent that, if it were a proper building, would stand approximately 2-1/2 stories tall. The tent's canvas is a plain, unadorned tan color, and is supported by three pillars made from petrified sandalwood. Hooded lanterns distributed evenly throughout the interior hang from smaller, thinner posts. Half the tent possesses creaky tables and chairs made from inexpertly hewn wood, while the other half has cushions for sitting on the floor in front of low, wide tables. There is one hookah for every table, as well as the assorted hookah-smoking accoutrements. Built haphazardly along the back wall is a makeshift kitchen. Crates for storing barrels of wine, ale, mead, water, tealeaves, and coffee surround it. At night, when the place gets crowded (mostly with foreigners, since locals tend not to drink alcohol or go to such low-class environments), smoke hangs so thickly that it becomes impossible to see more than 10 feet. Dancing girls wend through the crowd, charming gold coin from those who

can afford their entertainment, or cutting the purse strings on those who are too cheap to afford it. Other women, properly veiled though wearing no less scanty clothing than their cohorts, serve patrons. Small, private tents out back are available for rent on either an hourly or nightly basis. They are decorated with low-rent bedroom furniture, threadbare cushions, and serviceable but rather unclean toilet facilities.

The tent's owner and resident cook is a great big garrulous mountain of man named **Osawi al Mujaheba**. He loves interacting with foreigners, often buying drinks for anyone he deems worthy of conversation. His food is excellent, by bazaar standards, synthesis of local cuisine and well-known foreign dishes. His drinks, which are imported at great expense, are some of the finest around. Lady Utau even graces the establishment, occasionally, albeit in disguise. Though a genteel, well-manner lady, she still enjoys braving potential scandal to come here, primarily to meet foreigners she considers potentially beneficial to her.

Osawi al Mujaheba, Male Human Exp10: CR 9; hp 38; Bluff +12, Gather Information +8, Profession (cook) +12; AL NG; Str 10, Dex 8, Con 11, Int 12, Wis 11, Cha 12; dagger, 200 gp, gold ruby ring (1,200 gp), platinum chained pendant (violet garnet stone) (800 gp).

Typical Dancing Girl, Female Human Com6: CR 5; hp 15; Cha 14, Sleight of Hand +7; 1d10 x 10 gp.

Typical Serving Girl, Female Human Com3: CR 2; hp 8; Cha 12, Profession (serving girl) +6; 1d4 x 10 gp.

Osawi's Goods and Services: Services offered by Osawi include:

Beverages	Cost
Wine, low quality	5 sp per carafe
Wine, good quality	7 gp per carafe
Wine, high quality	12 gp per bottle
Ale, light	5 cp per mug
Ale, dark	8 cp per mug
Mead	4 gp per mug
Food	
Pickled turnips	2 cp
Chickpea soup	3 cp
Cucumber yogurt	1 cp
Chicken with olives	1 sp
Potato and beef kebabs w/ yogurt	3 sp
Eggplant and lamb stew	9 cp
Other Services	
Dancing girl courtesan	25 gp
Hookah tobacco	5 sp
Room (hourly)	3 gp per hour
Room (nightly)	10 gp

ḡḡ. beyanno tēnt (ḡī varāḡḡ)

These tents are made from jet-colored goat hide, and have a broken circle painted across the flaps connoting they belong to the Beyanni clan. The Beyannis are notorious

Main Point	5	6	7	8	9
Shooter wins	5	6, 12	7, 11	8, 12	9
Shooter loses	2, 3, 11, 12	2, 3, 11	2, 3, 12	2, 3, 11	2, 3, 11, 12

other bettors do the same. This establishes the pot. Once all bets are placed, the shooter throws 2d6 to establish a “main point.” The main point must be a total of 5, 6, 7, 8, or 9. If the shooter fails to roll one of these totals, he keeps rolling until he does.

Once the main point is established, the shooter throws the dice again to establish a “chance point.” The shooter can win or lose immediately based on what he throws for his chance point. Use the table at the top of the page to determine the results of his throw.

If the shooter neither wins nor loses on the chance roll, he continues to roll until he wins (rolls his chance point again) or loses (rolls the main point). (Subsequent bets can be placed between rolls.) If the shooter wins, he gets the entire pot. If he loses, all bettors take their money back plus an equal share of the shooter’s bet. He passes the dice to the next player.

High-Low: All bettors make wagers that the total of the dice (2d6) will add up to 6 or less (low), exactly 7, or 8 or more (high). Once all bets are placed, the dice are thrown. Winners take back their own bets. The losing bets are split evenly among the winners (with leftover or uneven amounts going to the high winners). In a variation of the game, the house increases the winning odds on a 7 being rolled, often paying up to 4x the amount wagered.

War: This game uses a standard 52 card playing deck. The cards are dealt evenly among all players, face down. Players do not look at their cards but instead arrange them face down in a stack. One player takes the top card from his stack and throws it face up on the table. All other players do the same. The highest card wins and that player takes all cards thrown during that round and places them face down on the bottom of his stack. The player who won the round throws the next card from his stack face up in the center of the table. All players in turn do the same. Play continues until all players, except one, are out of cards. That player is declared the winner. Wagers are usually placed on who will win the game, who will win the round, who will lose first, and so on.

बस. तंत व ठह तिवपडानव तिवडोतड (डोत)

Probably the second largest tent in the bazaar, the Tent of Illusions caters to those people who want temporary relief from the struggle of daily life. Most of the bazaar’s residents are dirt poor, despite their trade and crafts, and cannot afford the finer things in life. This tent, owned and operated by a crafty elf illusionist, caters explicitly to them. It is fairly wider, subdivided into almost fifty smaller rooms and alcoves. Each one contains a purple amethyst mounted in granite. Customers enter a room

and **Ambiresh Kelgalla the illusionist**, or one of his assistants, activates a *mirage arcana* spell embedded in it. He designs the illusions to meet the customer’s desires. The fifty amethyst shards come from the lair of the notorious master illusionist Wadozijec the Unseen. Ambiresh stole them from their previous owner, who in turn stole them from the one who was responsible for slaying Wadozijec. Altogether, the shards are considered a minor artifact that grants their owner the ability to cast *mirage arcana* at will. If one stone is moved more than 20 feet from any other, the artifact no longer functions. As such, Ambiresh employs a small retinue of **half-ogre mercenaries** to guard them at all hours of the day. To keep people from suspecting the truth about the stones, he performs an elaborate, and fake, illusion summoning ritual. If anyone asks, he claims the stones are merely decorations from his homeland.

The illusions, called *personal dreamscapes*, are very popular with bazaar residents. Some people are so addicted to them they have resorted to petty theft in order to feed their habit.

Ambiresh keeps his wealth in a collection of *secret chests* buried in the Ethereal Plane 20 feet beneath the tent. A person can only get access to them if he finds the trap door that opens on the stairs descending down into the ‘cellar’ under the tent. The trap door and the room containing it are at the center of the tent, permanently under the effects of the *mirage arcana* spell to make it appear like the five additional rooms with stones. From the Ethereal Plane, the pit is hidden under a mound of discarded bones left by ethereal marauders that wander the plane in this area.

Ambiresh Kelgalla, Male Elf Ill17: CR 17; hp 59; see **Appendix 1**.

Ambiresh’s Assistants (5), Male or Female Elf Wiz10: CR 10; hp 35; see **Appendix 1**.

Half-Ogre Mercenaries (25): CR 1; hp 13; see **Appendix 1**.

Tent of One Thousand Illusions Goods and Services: Typical services offered by Ambiresh include:

Service	Cost
Personal dreamscape, alcove	5 gp per half hour
Personal dreamscape, small room	10 gp per half hour
Personal dreamscape, large room	15 gp per half hour

Treasure: Within the chests Ambiresh keeps hidden on the Ethereal plane are: 8,000 gp, 42 carnelians (50 gp each), 10 deep green spinels (100 gp each), 4 *potions of cure serious wounds*.

बस. डहोदुवन तालप

At the south end of the bazaar is the Sahoduin camp. These stalwart nomads found their way to the Plane of

Molten Skies two generations ago while on a quest for one of their chieftains. At the end of the quest, they elected to stay here, intrigued by the lands and their peoples. They have been here ever since, assuming a peacekeeping role for the beggar's bazaar since it suits their temperament and because no one else wants the job. The Sahoduin living here have forsaken their nomadic heritage, though not to such a degree that anyone would mistake them for natives. They are calm, affable, and deadly when provoked. Most favor the ranger class, though the occasional sorcerer crops up now and again. Some Sahoduin, after coming of age, move on to seek their kin in the hinterlands. The 'city nomads' they leave behind hold those who do in high esteem. Not all in the camp act as peacekeepers. Many weave carpets and rugs, others mine for water on the dusty plains, and some hire themselves out as mercenaries for good causes. They never aid or abet anyone they consider evil, however.

Sahoduin Goods and Services: Services offered by the Sahoduin are:

Service	Cost
Water	2 sp per pint
Sahoduin rug	700 gp
Meal, common	1 sp
Meal, good	3 sp
Meal, poor	6 cp
Mercenary, Ftr10	500 gp per day
Mercenary, Rgr10	600 gp per day
Mercenary, Sor10	700 gp per day
Mercenary, Ftr15	750 gp per day
Mercenary, Rgr15	900 gp per day
Mercenary, Sor15	1,050 gp per day

ਭਿਠ. ਆਕਲੰਡ ਟਿਐਡ (ਫੀਡ)

One of the first things a person notices about this tent are the puffs of smoke rising through a hole in the top. The tent itself is made from the skin of several animals and has been crudely patchworked together. The tent is stained dark gray and no other features adorn its surface. The clang of metal on metal can be heard emanating from within it as one draws closer.

Axam, the owner and proprietor makes his living selling various trinkets and jewelry of fair to good quality. However, he is most noted for the fabled *brazen amulets* that his **azer assistants** forge in the back of the tent and he enchants. These amulets offer planar visitors, particularly those from the Material Plane, relief from the sweltering heat of various locales, including that of the City of Brass. For these amulets alone, his tent is often one of the first places visited in the bazaar (by those who have heard of him or his rings). See **Appendix 4** for details.

The tent is divided in half by a large flap of goatskin (stained the same gray color as the outside

of the tent). The front half is crowded with small wooden tables filled with various necklaces, torcs, rings, and other bits of jewelry made of gold, brass, bronze, and silver. Prices and quality of each varies, though none are of below average workmanship.

A large slit in the dividing goatskin grants access to the rear half of the tent which is dominated by a large iron forge and a similarly large vat of water. Various tools lie on several wooden tables or hang from ropes tied to the tent's walls. Axam's assistants spend most of their time crafting trinkets and jewelry. One azer paces the area instructing the others and inspecting their work.

For the longest time, Axam alone knew the secret to constructing a *brazen amulet*. As the popularity of the amulets grew, Axam was forced to teach his assistants the secret in order to meet demand. One assistant, **Hajjaj**, has recently taken to "contaminating" an amulet every so often. He is a member of **Abdul-Shihab** (see **Area 22** in the Plane of Molten Skies) and believes, much like his fellow members, that those not native to the elemental planes, particularly the Plane of Fire, have no business being here. There is a 5% chance that any *brazen amulet* purchased works normally until exposed to a temperature of 101°F or higher at which time it automatically fails and becomes forever after worthless.

Axam is a friendly and talkative person, chatting with anyone who listens. He is of dark skin and middle-age with black hair and a thick black mustache. He enjoys talking with customers and always tries to sell a *brazen amulet* to each one, warning them of the dangers of the plane and of the City without such protection. He usually sells these below "market value" in order to sell more. It is believed he either possesses an unknown magic item or is in some way protected or blessed by his god in that he can mass produce these *amulets* without sacrificing XP.

Axam keeps his treasure in a locked chest buried under the floor in the back room.

Axam, Male Human Exp10/Wiz4: CR 13; hp 50; AL NG; Str 13, Dex 10, Con 10, Int 14, Wis 14, Cha 12; Appraise +15 (+17 metal or jewels), Bluff +15, Craft (jewelrymaking) +18, Craft (metalworking) +18, Diplomacy +17; Skill Focus (Bluff), Skill Focus (Craft [jewelrymaking]), Skill Focus (Craft [metalworking]); Craft Wondrous Item.

Hajjaj, Male Azer: CR 2; hp 11; Craft (metalworking) +6, Craft (jewelrymaking) +6.

Azer Assistants (4): CR 2; hp 11; Craft (metalworking) +6, Craft (jewelrymaking) +6.

Treasure: Buried underneath the floor in the back portion of the tent, in a locked chest (Open Lock DC 20), are 9,000 gp.

Axam's Goods: A sample of services offered by Axam:

Item	Cost
Brooch	1 gp*
Necklace	3 gp*
Ring	2 gp*
Bracelet or anklet	2 gp*
Brazen amulet	4,000 gp

*Price is based on silver as the material. For other materials, multiply the cost as follows: for brass, x 2; for bronze, x 5; and for gold, x 10. Thus, a bronze necklace costs 15 gp and a gold necklace costs 30 gp.

बा. इलकेह लमरचान्त (बोप)

An unusual and sweet scent wafts through the air from this brightly colored tent, noticeable as the PCs approach. Smoke merchant tents are scattered throughout the bazaar. Each contains 1d3+1 argeeli (waterpipes) from which patrons smoke purchased tobacco. A smoke merchant “rents” an argeeli for a price and also rents each group of patrons a tube from which to smoke their tobacco. Most smoke merchants have a variety of tobaccos for sale.

Smokers can take a single draw or sit and smoke all day if they wish. A single draw reduces the benefits of the tobacco: the alchemical bonus is halved and the duration is in minutes rather than the number of hours listed. A single draw does not reduce the penalties associated with the tobacco (but the duration is reduced to minutes as well). A character must smoke the tobacco at least 10 minutes to gain the full effects.

Most smoke merchants also sell cinnamon tea which smoking patrons can buy at a rather high price. Each smoke merchant tent houses a single **smoke merchant** and 2 **burning dervish guards**. At any given time, 2d4+2 patrons are present enjoying the benefits of an argeeli. Patrons can be of any race: human, dwarf, elf, djinni, efreeti, the list goes on. Note, tobacco must be purchased from the smoke merchant to be used in an argeeli.

Smoke Merchant, Male or Female Exp10: CR 9; hp 38; AL N; Bluff +8, Knowledge (tobacco) +12, Profession (merchant) +12, Sense Motive +10; 3d8 x 10 gp.

Burning Dervish Guards (2): CR 7; hp 49; masterwork falchion; add +1 to attack rolls; see **Appendix 2**.

Smoke Merchant Services: Typical services and goods offered by the various smoke merchants include:

Service	Cost
Argeeli rental (single draw)	1 gp
Argeeli rental (all day)	5 gp
Hannan (tobacco)	70 gp
Jena (tobacco)	100 gp
Najala (tobacco)	50 gp
Shun (tobacco)	10 gp
Cinnamon tea	6 gp per mug

Hannan: This yellowish tobacco has a sweet taste and odor to it. A character smoking hannan experiences hallucinations, gaining a +2 alchemical bonus to Intelligence and Charisma for 1d2 hours but takes a –2 penalty to Strength and Wisdom for the duration.

Jena: This brownish tobacco has a slightly bitter taste and odor. A character smoking it feels a rush of energy and adrenalin spread throughout his body. For the next 1d4 hours, the character enjoys a +2 alchemical bonus to Dexterity and on all Initiative checks, but takes a –2 penalty to Wisdom for the duration.

Najala: This dark brownish-black tobacco is mild in taste and smells like coffee grounds. Smoking najala grants the character a +2 alchemical bonus to Strength for 1d4 hours and a –2 penalty to Constitution for the same duration.

Shun: This orange-brown tobacco has a sweet taste and fragrant odor and is a potent hallucinogen. A character smoking it gains a +2 alchemical bonus to Wisdom for 1d4 hours but takes a –4 penalty on saves against mind-affecting effects for the same duration.

nobles command respect from their clans and retainers, but are in turn required to supplicate themselves before the might of the Great Sultan. Efreeti who are tricked by normal mortals into giving away their wishes or enslaved by them are the lowest form of efreeti, especially in the City of Brass. There is however a distinction from willing servitude or gratitude for freeing an efreeti from imprisonment and being duped into lifelong slavery. Such foolish efreet are referred to as *Tatari* or *Nawar*, and are scorned by their own people who heap upon their names many insults.

Efreeti nobles hold the most rights, followed closely by the Sultan's Military and the burning dervishes, a cruel sect of jann who sold their souls to the Sultan of Efreet for power over fire. Unholy ambassadors from the Hells and domains of other planar powers are regarded in the same caste as the nobility as far as their legal rights are concerned. Following the Sultan's Priesthood and Military are the common efreet whom are affiliated thru familial ties to the noble houses.

The "common folk" are all associated to the surviving nobility thru familial ties after a tribal fashion, denoting them as descendants and supporters of the original genie races whom were cast down by the elder gods during the time of Iblis's fall from power. Common efreeti are required to make reports of their successes and offer their tributes to whomever they owe allegiance once per year. Furthermore, any efreeti may seek audience with a Pasha or one of his designated representatives in the Bureaucracy over disputed matters. If arbitration cannot be reached in this matter they have the right to take their case before the Great Sultan.

Amirs are the military representatives of the nobility and serve as generals and officers in the family's personal armies. The Great Sultan has many amirs who are under the command of Khan Jihadi.

Many half-efreeti who are mixed with mothers or fathers from nearly every dimension live in the middle city and basin, working menial jobs or living off of funds left for them by their efreeti parent. Half are curious as they are "citizens" with the rights of foreigners.

Foreigners living within the City are common, especially in districts which cater to their needs. Most are from any number of material planes which adjoin the Plane of Fire. Others are outsiders from the Hells, the Astral Plane and the like drawn here for the wealth and entertainment. Foreigners have some few rights in the City and are generally ignored by the efreeti's common populace unless they attempt to kidnap an efreeti in order to force wishes from him.

Lowest of all are the slave castes, those without rights.

religion

The current state religion of the City of Brass is the worship of the Great Sultan as the War God of Fire and

the resurrection of Iblis. All citizens are expected to pray to the Sultan. A sect of jann who sold their souls to the Great Sultan for great power over the element of fire serve as his religious police and the priests of his worship. This fact does not settle well with many of the noble efreet, though none would dare speak otherwise.

the grand bureaucracy

Everything within the City of Brass revolves around this Grand Bureaucracy. Class, caste and station are all governed by the ability of members within it to move up to the next level of power and responsibility. Thus many of the noble efreet plot against one another and seek constantly to undermine their equals, and take them down a peg, in turn making themselves shine in the eyes of He Who Rules. It would be foolish of an efreeti to undermine a lesser efreeti, instead he would merely have a lesser destroyed for impudence, and raise up another in his place. This is a frequent occurrence, thus there is always room for advancement within the Grand Bureaucracy. It is the goal of every efreeti to raise his house to that of the nobility.

coin of the realm

Although standard coins such as gold, silver, copper, electrum, and platinum hold a similar value to their worth in other planes, the common coin of trade used in the City of Brass is the **brass piece** or **bp**. Brass pieces are roughly the same size and weight of a gold piece and are emblazoned with the magically enchanted profile of the veiled Sultan of Efreet upon one side and an image of the City as seen from the Kubri Al Azim on the other wreathed in flames that seem to swirl and flicker when viewed. There are various moneychangers and tax authorities willing to convert the coin from other realms into brass pieces and all of course take a 2% to 15% or more cut of the overall value of the original coin in the trade. A brass piece is the standard equivalent of five gold pieces in the PC's home plane.

5 gp = 1 bp.

barter and trade

Although many objects and items detailed within the City of Brass are given a fixed price for purposes of ease of use and calculating the value of magical items. It should be noted that nothing in the City has an actual fixed price, rather everything has a "relative value" as decreed by the masters of mercantile trade. Bartering is an art form amongst the shopkeepers of the various souks and bazaars. Prices are always negotiable as the shopkeeper tries to get the best deal for his product. It should be noted however that shopkeepers also enjoy being taken in a deal as they appreciate a negotiator who can outwit them in the trade.

Such instances can be fun to role-play out during gaming sessions. If role-playing for each and every deal becomes overly burdensome, the game master may option to have the play-

ers pay the standard price or break the negotiations down by opposed Diplomacy and Profession (merchant*) or Bluff and Sense Motive checks. Allow a 2% decrease in cost for each point by which the purchaser wins, or a 2% increase for each point by which the merchant wins the haggle.

The terms of a sale are always final and bound by the Sultan's Law.

ਫ਼ਲਾਵਰੀ ਅਨੁ ਓ ਓ ਫਰਾਇਡ

A famous arch-mage once asked of an efreeti noble, where do all of these slaves come from? "From a mortal's failed wishes" was the answer given him. Thus, the efreeti's greatest granted power is also its most successful form of gathering slaves for its palace within the City of Brass. Foolish mortals who are granted wishes by an efreeti in their own plane seldom understand the level to which an efreeti will twist their wish to its own desires. To an efreeti, a great stable of slaves raises his prominence in the eyes of a Bey or Pasha, and thus increases the efreeti's chances of promotion within the Sultan's Grand Bureaucracy. As the efreet often joke amongst themselves, an efreeti is not born, he is made.

ਫ਼ਲਾਵਰੀ ਓ ਫ਼ਲਾਵਰੀ

PCs captured by burning dervish or efreeti slave patrols in the Plane of Molten Skies, or who have been convicted of minor crimes within the confines of the City of Brass, may find themselves sentenced, or sold into slavery. The slave market is open non-stop. Beings of nearly every race and description

are put on sale within the Slavers Market and sold to the highest bidder.

Captured individuals are stripped of all their worldly possessions and goods, which are in turn sold at the Auction House within the Slavers Bazaar. Once stripped and examined by the efreeti Shaik Abdul Gazi, the Master of the Slaves Bazaar, prisoners are marked in gold paint with a number indicating the value of their starting bid.

Fighters, rangers and barbarians are typically sold to fight promoters who work the Cirque of Pain, although prisoners who show great levels of damage-dealing ability may find themselves sold into the Sultan's Army as part of the **Legion of Marmalukes**, having a *geas* spell cast upon them to insure their loyalty to the Sultan and his armies.

Bards, rogues, and monks may find themselves sold as pleasure slaves or as entertainers due to their skills in Perform, Balance, Jumping and Tumbling. To this end clerics and druids have the least value as slaves once their divine focus is taken from them. They, more than any other PC class, must rely on their Craft or Knowledge skills lest they be sold as galley rowers to the Fire Sea Corsairs, or as laborers in the Basin, generally worked until they die of malnutrition or "accidental" death.

All slaves are fitted with a *brass collar* about their neck that magically binds them to their owner, and forbids their escape from the city. See **Appendix 4** for more information on *brass collars*. Once affixed, a collar can be safely removed only by the slave master who affixed it. Other methods of removal are possible (and are detailed in the Appendix), but are quite dangerous and more often than not result in the death of the slave.



calculating a slave's value

To calculate the value of a slave, multiply the creature's Strength x Charisma x HD. This sets the starting bid in bp (brass pieces). Thus, a 14th-level fighter with Str 18 and Cha 12 has a starting bid of 3,024 bp (14 x 18 x 12 = 3,024).

As the efreet have no real way of knowing how powerful an individual is, they may be tested through combat with one another or other captured slaves to determine their ability to fight or think.

PCs found with spell components pouches, are marked separately and sold in a separate auction from other slaves, as their value must be determined by a representative of the buying ones. Such characters may find themselves purchased by a noble house, or purchased by a merchant in the Bazaar of Arcana, crafting magical items until such time as their worthiness has expended itself. The value of an arcane spellcaster is the standard value of a slave multiplied by 1.5.

the sultan's law

Written on many stele throughout the city are epitaphs to the Sultans Law so that none who visit its burnished walls and gleaming pathways may claim their ignorance of his righteousness.

Whosoever of foreign nation that comes as a visitor to my lands and hath the ill presence of mind to lay hands upon the noble personages of the efreeti in a manner of violence shall find one half of his belongings confiscated and be banished forthwith from the Sultans Domain through the Maw of Righteousness. Know that I protect my people and rejoice!

Any who would slay an efreeti within his own lands know that this is a great offence for the Sultan so loveth his people. If such an unthinkable act should take place at the hands of a foreigner and it be an accident of misadventure the guilty shall serve for one year and one day in the house of his victim as a slave to his family. They are forbidden to slay thee for your crime, but they are the ones who may choose the manner of your punishment and servitude. The Sultan is Wise!

Should a foreigner take the life of one of my glorious subjects with malice and intention, he shall be beheaded upon the Plaza of Emirs by a family member of the one whom he slew unless this foreigner shows great prowess and would please the family members to serve as their combatant in the Cirque of Pain. All that the being possessed becomes the property of the victim's family forevermore. So sayeth I. In extreme cases the foreigner may be cast into the Minaret of Screams. Let his name never be spoken again in my fair city.

Should one of my subjects quell the life of another of its ilk without my sanction or leave, he should pay the family of his victim five thousand pieces of brass and give to them one of his children as slave. Should he have no children he must give himself to their service for one year and one day in the house of their victim.

Should a foreigner slay another within the confines of my domain without my sanction, and with malice he shall have the corpse of his victim strapped to his back. There it shall be bound like the collar of a slave yet the corpse rot and poison him with its ichor. Thus shall he know the foolishness of breaking my commandments unto his own death. Should he survive one year and one day bearing the dead upon his back he shall be absolved of any crime of wrong doing.

Should any foreigner commit his crimes of murder or violence using the arcane arts let he be stripped of all his belongings and cast into the Minaret of Screams.

Whosoever shall take the belongings of another through grievous theft in a value of one hundred and fifty pieces of brass or less shall face imprisonment of one day per brass piece value, and must pay in restitution double the value which they sought to steal. Such a fool shall be branded a thief upon his body forthwith for all to know.

Should this dastard be again caught with the possessions of another within his holding or on his person, he shall have his left hand cut from his body and spend two days imprisoned with hard labor for each brass piece value of his crime. Triple the value must be paid to the victim of his crime. Should this person be caught a third time they shall face life as a slave sentenced to row upon my war galleys. Know ye that my mercy is great and my word is justice!

Those who would commit grand theft of over one hundred and fifty pieces of brass in value within the domain of the mighty efreet be forwarned. You shall be branded a thief and have your left hand cut from your body. You shall serve for one year and one day as a slave to those whom you have stolen from, and all of your wealth and worldly possessions shall be given to those whom you have wronged. So it is written. Should you foolishly endeavor to steal again within my domain you shall be sold into the Cirque of Pain. Again I show my mercy for there you may fight for your freedom. The Sultan is Just!

Those who would seek to counterfeit the coin of my land and disrupt the free flow of commerce shall suffer seizure and forfeiture of all their belongings and be cast into the Maw of Righteousness. Know my word for it is Law!

Those seeking to impersonate my lawful servants and anointed administrators for illicit gain shall be fined twenty thousand pieces of brass and be sentenced to the Cirque of Pain or the Minaret of Screams depending on the gravity of his crime. In lesser cases three months of hard labor aboard a war galley will suffice.

Those who would lay hands lasciviously upon a citizen of the City of Brass without my leave shall be blinded and castrated within the Plaza of Amirs. The Bazaar of One Thousand Sins provides any such pleasures of the flesh one could seek without the desecration of our sons and daughters. Am I not Just? Are not all thy wants and needs provided for?

Adulterers who perform their amorous activities without my leave or consent shall be stoned to death by their own families. I am wise and see all and know all!

Conspiracy against mine kingdom shall not be tolerated. Assassins and conspirators who would undermine my great nation shall be executed and their families put to the sword. Their property reduced to ash and their names stricken from memory. My virtue is the standard and to conspire against my virtue is to conspire against ones self.

Let all merchants deal fairly with their customer and let the buyer beware. Not all is as it seems. No lien may be laid against a merchant without proof of miss dealing.

See how my wisdom rings like peals of silver with the truth.

A merchant caught miss-dealing to his customer may be called upon by his customers to give free which he tried to make great profit through miss-dealing.

Let no item be constructed nor any magic be wrought within my domain which uses the force of water or ice magic. We are the smokeless flame ever-burning and pure. Let not our might be diluted by such whimsy.

Those who would question my law in the face of my priesthood shall be hurled into the Maw of Righteousness forthwith for I am the way and the path.

The Efreeti will strive always and evermore to occupy the idols of false gods and speak my will so that it be done on all planes of existence and further my supreme divinity. Efreeti shall always seek to enslave the lesser races of the universe and deliver them unto my service. Efreeti shall grant a tithe no less than one fifth of their monthly earned wealth unto me when asked, for the administration of the City, its public works, its Defenses, and its Armies.

When called upon, all citizens will raise arms against Mine enemies and strike with swiftness and great ferocity, raining destruction down upon the heads of our foes.

The master of a slave may treat to his slave as he desires. It is a very foolish or very wealthy master who would destroy his own property. So do I treat you, my children, so too shall you treat your slaves.

Any slave indentured for crime will be freed of his collar upon completing his tasks and time. Let the fetters fall from they who survive their torments.

Should one slay the slave of another he must provide in return slaves to the owner of double the value of what was lost. If there is a challenge to the value of these slaves they who hold the grievance may seek counsel from the delegations of my court.

Those born into slavery are the property of their parents' master. In such a case where the slaves each belong to a different master and were bred for some service payment of stud service shall be granted the owner of the male, and the child be property of the mothers owner. Thus do I impart my wisdom in fair dealings.

Should a wife of a prince lay with slaves, so should she be stoned and the slave destroyed by the husbands hands. Any progeny of theirs is outcast to walk the trackless wastes of the plane of molten skies.

Should a prince lay with slaves of the harem and beget a child that child shall be common born and his mother freed and they given one thousand pieces of brass. Many are the tales of the father slain at the hands of the bastard for mistreatment of the mother. Great is he who has a great harem, and none are greater than mine! Father you not nameless bastards, princes of the city, lest you can afford to pay the penalty.

Should any man slay the beast or destroy the property of another be it of malice or intent he shall pay the victim double that which was lost be it in animals of like ilk or in compensation of living brass and elemental jewels for the properties laid to waste.

No wish shall be granted which should bring about harm to my loyal subjects.

All efreeti bound to grant wishes must abide by the rules of law to the exact letter. No wish may be wrought that would make anyone the master of the universe. No Wish may cause love to well where there was none. No wish may grant more wishes. These are the rules of the cosmos and even I, Master of the Plane of Molten Sky and Sultan of all Efreet cannot break these rules for they are scribed within the Grimoire of Infinite Worlds and are Absolute. Lest all that was wrought before come undone and the universe be stricken void these rules thus stand. Wishes will be granted upon the exact wording of the one making the wish. An Efreeti may not grant a wish to another efreeti even if he be that efreeti's slave.

No foreigner nor beloved citizen may deny my will, nor the will of my anointed advisors and priesthood. Although they may worship other gods within my realm, my power is absolute and my laws be obeyed and respected.

Chapter 6: The Upper City

Beyond the high gate towers of the Bab al Baquarra stretches the burning grandeur of the City of Brass. Living brass towers and needle-like minarets stand amidst the ziggurats and domes of the various temples to foreign gods. Broad terraces curve and descend down the edges of the brass bowl on nearly all sides for miles to where the foundations of the Cities' great pyramids and gargantuan palaces rest.

Nearly every edifice is embossed or cast with arabesque ornamentation of a dizzying, swirling design. The twisting scripts of arcane wards offer curses and warnings to those who are foolish or brave enough to read their otherworldly secrets.

As seen from the Sultan's Boulevard, skyways and twisting staircases lead both up and down to broad plazas and heavily thronged souks upon every level. Many of these walkways end in the gruesomely grinning faces of the Demon Gates, which grant or deny passage to those who seek the secrets hidden beyond their gaping maws.

The skies above the city seem to swirl and pulse, glowing with every color of flame from green to white hot. The airways above the city are equally thronged with flying demons and devils, and even an occasional dragon. Wealthy merchants ride upon flying carpets. Wizards borne on the backs of wind elementals avoid the streets below them entirely, knowing much faster routes to their destinations than their feet may bear them.

In the distance is the shimmering curtain of elemental flame that separates the Forbidden City of the Great Sultan and the royal enclosures of the Noble Efreet from the rest of the City of Brass.

वैज्ञानिक

Districts are loosely aligned by the sort of civic buildings and services that may be found there. In the City of Brass most of the districts occupy a single platform of their own or consist of one or two floating platforms attached by a foot bridge or other walkway.

Locations in the Upper City

The following are some of the areas' more prominent places.

१. The Kubri al Azim (The Obsidian Bridge)

For more information on the Kubri al Azim see Chapter 1.

Upper City random encounters

Roll 1d10 for every hour spent in the Upper City.

1d10	Encounter
1.	Wizard (Lvl 12+1d6)
2.	Efreeti Merchant
3.	Burning Dervish Squad
4.	Fire Giant Guard Patrol
5.	Lich lvl 20
6.	Devil (DM's choice)
8.	Pilgrim
9.	Cleric (Deity of DM's Choice and entourage)
10.	NPC from the NPC appendix, DM's Choice

२. The Bab al Baquarra (The Great Gatehouse) (1d10+)

At the far end of the Obsidian Bridge is the Bab Al Baquarra (or Great Gatehouse). These towers of living brass are nearly a mile wide at the base and stretch nearly six miles into the sky. **Five platoons of efreet and fire giants** work in rotating schedules during the City of Brass's 30-hour day are garrisoned in the gatehouse. The platoons are led by one sergeant, an **efreeti malik**, who in turn reports to **Sinsurab, the Bey of Keys**, who oversees the entire garrison. At all times there will be at least 10 efreeti, 10 fire giants, and 1 malik. If under attack, Sinsurab raises an alarm and within 1 minute up to 50 efreet and fire giants answer the call.

Efreeti gate guardians of the City Watch halt all visitors who seek entrance to the City of Brass here for inspection. These guardians inspect merchants for contraband items such as water, cold or frost magic or large amounts of good holy items. It is not that the efreet fear good influences, rather they welcome folk of good alignment within their city as they figure between the temptations of the Bazaar of 1,000 Sins, and the many foul artifacts kept within the City of Brass should be enough to cause such beings to destroy themselves. They would however find fault with attempting to bring a thousand gallons of holy water into the confines of the City itself. When in doubt the gate-guardians simply turn away individuals whom they feel will be too much of a bother.

No more than 3 gallons of potable water or drinking liquid per non-native may be brought into the city, and this merely for personal consumption. Most who come to the City of Brass subsist on fluids created by clerics and licensed water or wine merchants who charge a heavy



entering the city

Whatever the reason for entering the City of Brass, all who seek passage beyond the Great Gatehouse may do so by one of four methods:

Efreeti Guide: The visitor is in the presence of an efreeti. One of the most common forms of travel to the City of Brass is by using the granted *wish* of a bound efreeti to whisk one away to the fabled city. Persons brought to the City in the company of an efreeti may not be turned away, nor may they be threatened with any violence unless they themselves bring violence against the gate wardens. Their gear and equipment however is still subject to search and possible seizure.

Official Writ of Passage: An official writ of passage granted by **Surtur's Thane** (Area 11 on the Plane of Molten Skies), or written by any efreeti of the rank of Bey or higher. These writs are common amongst merchants, slave traders and jann who do frequent business amongst the efreet.

A Substantial Bribe: A bribe of at least 2,000 gp worth of magic items per person to one of the Gate-Wardens

suffices to allow an unbidden visitor passage into the City of Brass. As many areas of the City are open to visitors from throughout the universe, this is one of the most common methods of passage into the City.

Rod of Embassy: A character bearing a Rod of Embassy, granted by one of the Noble Houses of Efreet, the Grand Vizier, or The Great Sultan himself is considered under the official protection of the Sultan and is untouchable by any official or bureaucrat of the City of Brass. Gaining one of these Rods is considered nearly impossible as they are granted only to those diplomats and dignitaries whom are held in the highest esteem by the Sultan or a Pasha of one of the ruling families. These include emissaries of Arch Devils with business in the City of Brass, extremely powerful mages, Lich Lords, Hag Queens and the like. Of course PCs that somehow come into possession of one of these rods may be able to fake their importance through use of Disguise, Bluff, and Diplomacy skill checks or the use of magic to hide their true identities.

price for their services, and in turn pay a substantial tax to the offices of the Bey of Taxation.

Efreeti Soldiers (10+): CR 8; hp 75; see **Appendix 1**.

Fire Giants (10+): CR 10; hp 142.

Malik, Male Efreeti Ftr5: CR 13; hp 110; see **Appendix 1**.

Sinsurab, the Bey of Keys, Male Noble Efreeti Ftr10: CR 21; hp 205; see **Appendix 1**.

3. the sultan's boulevard

This broad thoroughfare runs the length of the City of Brass, from the Great Gates of the Bab al Baquarra to the Curtain of Flame and the Demon Gates that lead to the Palace of the Sultan. The Sultan's Boulevard is thronged with visitors entering and leaving the city, the majority of it being pedestrian traffic of the inner and outer planes. Although the Sultan's Boulevard is always busy, the foot traffic seems to move at an orderly pace as if all who come here have a good idea of where they are going and how to get there. Loitering is not allowed, nor is it a common occurrence. Efreeti patrols keep the folk walking or standing in orderly lines that are as efficient as possible.

A strong patrol presence is seldom needed as folks traveling to the City of Brass do not do so to see its many-splendored sights. Most have business at one of the souks or bazaars; others seek the knowledge locked within the Museum of Wonders or the Library of Secrets.

The Sultan's Boulevard is over a mile wide and crosses through the Ziggurat of Flame, located in the center of the city. Many skywalks and platforms branch off from the Boulevard itself leading to the various edifices of the upper city.

The City of Brass is often described as having the greatest souk in the entire universe. This is both true and not. For the efreet being a very organized race of beings actually have several different Bazaars to satisfy their needs and the needs of their relentless otherworldly customers. Nearly everything that can be bought and sold may be found within one of the many Bazaars. The stalls and shops are most often run by the slave of an efreeti and in the rarest of occasions by a poor efreeti of the lowest caste.

4. the nightfall concordance

Built along the rim of the bowl are a series of 20 towers owned by the Nightfall Concordance, a group of mages, sorcerers, and clerics whose explicit purpose is to bring night to the City of Brass at regular intervals. Because the Plane of Fire is uniformly bright from the ever-burning fires, the City never had a true day/night cycle. One thousand years ago, all that changed when the Sultan Sharif Madar established the group because emissaries from other lands complained constantly about being plagued with the inability to get a real night's rest. It wasn't until one emissary, in a moment of extremely bad judgment brought on by sleep deprivation, declared war on the

city in his Emperor's name. At first, the Sharif thought the emissary was joking. A week later, when an army of 500,000 sweltering bugbear warriors from the emissary's home world showed up outside the city gates, Sharif realized the gravity of the situation. He apologized to the emissary in an uncharacteristic show of humility, asked that the bugbear army move away from the city (the stench alone was enough to choke an ancient dragon!), and promised to implement a magical day/night cycle. The emissary, appropriately mollified, accepted the terms and had the army withdraw. Since then, the Nightfall Concordance has brought night to the City of Brass every 30 hours, though not exactly like clockwork. Like people everywhere, its members are susceptible to greed and bribery. Once in while, the City might be cloaked in darkness for days or even weeks on end; at other times, the sun never seems to set. It all depends on who paid them, and how much. If the Sultan gets particularly fed up, he summons the leader of the Concordance to his palace for a little discussion. That invariably returns the day/night cycle to its original schedule. Even though efreet, azer, and to a lesser extent djinn, don't require night (or day for that matter), they have become used to it. And while they don't especially care about the opinions of outsiders, they discovered long ago that humanoids were much more agreeable if their sleep cycles were properly regulated.

A typical Concordance tower stands 5 stories tall. It is always made of a living brass but plated in pure silver. The first floor contains a common room, a kitchen, a garderobe, and is decorated quite plainly. The second floor is the library, where the spellcasters in residence do research or spend their idle hours writing treatises that will one day be published in the Great Repository or by Necromancer Grimes, a wizard who dabbles infrequently in book selling. The spellcasters' private residences are on the third and fourth floors. Finally, the fifth floor is a ritual space used by the spellcaster every 30 hours when they bring nightfall to the City. Night typically lasts 12 hours, but sometimes lasts as long as 30 hours during festival season.

The Nightfall Concordance admits spellcasters who are of at least 10th level, though they won't be ready to participate in the Ritual of Night until at least 18th level. The Concordance is a guild in everything but name.

Typical Concordance Mage, Male Human Wiz14: CR 14; hp 49; Knowledge (arcana) +20; *ring of fire immunity*, 5,000 gp in jewelry, gems, and magic items.

Experienced Concordance Mage, Wiz20: CR 20; hp 70; Knowledge (arcana) +28; *ring of fire immunity*; 70,000 gp in gems, jewels, and magic items.

visitors of foreign gods

As surely as supplication of one solely to the will and power of the Sultan grants great power to the burning dervishes, so too does the Sultan respect the right of visitors to his city to seek worship within shrines dedicated to their own gods—as long as the god's worship does not become

the ultimate intent of enslaving them or betraying them somewhere down the road. Such is the fate of those who seek service with the efreet, this has been said many times and bears repeating!

Travel through time is possible within the Dome of Gates, but is of course conditional. Generally speaking, altering time is not allowed and those who travel through time are allowed to do so purely in a tourist capacity. This rule is strictly enforced. A time traveler may be allowed to view the unfolding of events in the past or future, but not participate directly in them without the use of powerful time bending magic, such as *wishes* (such as the efreet have). Their use to change histories and universal outcomes may however be restricted or vetoed by the Lord of Time or the Fates at any point.

Prices for one-way travel to any of the planes are as follows:

Destination	One Way	Round Trip*
Home Plane	1,000 bp	1,500 bp
Inner Plane	1,500 bp	1,800 bp
Outer Plane (Lower)	2,000 bp	2,500 bp
Outer Plane (Upper)	2,500 bp	3,000 bp
Elemental Plane ¹	1,000 bp	1,500 bp
Energy Plane ²	2,500 bp	3,000 bp
Travel Forward in Time*	6,000 bp	7,000 bp
Travel Backwards in Time*	5,000 bp	6,000 bp
Efreeti Tour Guide	200 bp/day	300 bp/day

*Requires an efreeti tour guide. All round trip affairs require a guide. Upon returning, the traveler is deposited at the Bab Al Baquarra (Great Gatehouse).

¹This includes any of the para-, quasi-, or demi-elemental planes. Efreeti guides do not travel to a plane they consider hostile, such as the Elemental Plane of Water or Plane of Ice.

²An efreeti guide won't travel to the positive or negative energy plane unless the travelers procure adequate protection for him or her.

Note: Although the efreet have the power to return instantly to the City of Brass at any time (as long as they are not enslaved or bound), returning visitors must again pass through the Bab Al Baquarra, as *teleportation* directly into the City is prohibited to all save efreet themselves.

୬. ଶ୍ରୀମନ୍ଦିର ଓ କାଲ'ୟ-ମାହ

Small and unassuming, the shrine to Kal'Ay-Mah has little to offer any but the truly faithful. There is no donation box to assuage the wary believers, no great displays exposing the might of the goddess. There is only dust, shadow and silence—all maintained by a lone guardian that sits quietly to the side of the room, head bowed in contemplation, seemingly ignorant to the presence of either pious or curious patrons of the shrine.

To the far end of the building is an unadorned altar, an ever-burning lamp on either side. Just out of reach of

କାଲ'ୟ-ମାହ (the black one, the black mother)

Alignment: Lawful evil.

Domains: Death, Destruction, Law, Knowledge.

Typical Worshippers: Assassins, religious scholars.

Favored Weapon: Longsword.

The goddess Kal'Ay-Mah, the Black Mother, bringer of destruction and preserver of order. She is called patron to both assassins and those seeking greater understanding, an often confusing set of extremes to those who fail to truly grasp Kal'Ay-Mah's divine role. The Black Mother is described as a truly fearsome creature by those who have claimed contact with her avatar—a black face wetted with blood, the heads of those she has slain hanging about her neck and their severed arms as a girdle about her waist. Four great arms stretch from her body, a bloody sword gripped in her upper left hand and the head of a demon gripped by the lower left. If these grotesque features alone had failed to capture attention, the eyes surely would—dark, ruinous, raging.

the full intensity of the lamp flames, its main features obscured by deep shadows, is an idol of Kal'Ay-Mah. On immediate examination it appears to glisten in the light more than glow, wet and slick with red.

The idol of the Black Mother is eminently simple in craftsmanship; a plain thing carved out of ash wood, decorated by black stones and coated with thinned blood. Neither the greediest appraiser nor the keenest observer will find any great value in it, quick to find it is possessed by no mystical or otherwise extraordinary features. Despite this, any attempt to touch or abscond with the idol results in the guardian, a **Handmaiden of Kal'Ay-Mah**, rising from its resting place and attacking until either it or the offender are dead.

Handmaiden of Kal'Ay-Mah: CR 11; hp 150; see Appendix 2.

୧୦. ବାଗିଚା ଓ ପାଝୁ

Atop this narrow one hundred foot tall pillar, carved with the faces of thousands of demons is a single chapel chamber. The chapel is straddled by a gargantuan statue of a four winged four armed demon with the head of a hawk, whose crotch is matted in filth. The chapel may only be accessed by flying to it. Within the large chamber stands an altar of gold which is covered with blood and entrails. The altar is guarded by 3 **vrock demons** and is serviced by **Sargon the Bearer**, half fiend high priest of Pazuzu.

Vrock Demons (3): CR 9; hp 115.

Sargon the Bearer, Male Half Fiend/Human Clr16 (Pazuzu): CR 19; hp 120; see Appendix 1.



pazuzu, demon prince of the air,
thrice cursed of the rotting genitals.

Alignment: Chaotic evil.
Domains: Air, Chaos, Evil.
Typical Worshippers: Evil aerial creatures, evil humanoids.
Favored Weapon: Greatsword.

Pazuzu is the Demon Prince of the Air, and maintains a healthy status of respect even amongst lawful evil lords such as the Arch-Dukes of Hell. He seeks dominion over all the airs in all the planes of existence and is not above negotiating to get what he wants. He frequently appears as a great bird like man with a greatsword, with a head that may alternately be that of a lion, jackal, or hawk. A great stench of death wafts from his mouth and between his powerful legs. The air around him becomes plagued and spoiled immediately and he is known to be the father of many diseases.

लौतारु वीइरिक्ट

The Military District is a pair of large platforms on the “western” side of the Upper City. It encompasses the **Bazaar of Arms**, the **Plaza of Amirs** and the **Palace of the Khan**. The area is thronged with foreign visitors to the City of Brass, mercenaries, and the marshaled forces of the Sultan’s Army.

ii. palace of the khan

This huge palace, found completely within the upper city overlooks the Military District. The Palace of the Khan serves as home to the Sultan’s Secret police and internal security forces for the City of Brass. It has a garrison of **burning dervish wizards**, **fire giant enforcers** and **efreeti amirs** all under the direct command of **Khan Jihadi**. Khan Jihadi is the second most powerful single efreeti in the entire City of Brass after the Grand Vizier, and answers only to the Great Sultan himself. Khan Jihadi is a proud and brave efreeti who serves the Sultan without question, often personally leading the Khan’s expeditionary forces on wars of conquest and slave taking throughout the multiverse.

Many of these campaigns are spearheaded by the **Legion of Marmalukes**, a shock-trooper force of soldier-slaves who have been *geased* to follow orders and fight the battles of the Sultan without question. These legionnaires come from all races and home planes but all are foreigners to the Plane of Molten Skies and the City of Brass. They are distinctive in that they are dressed in Oil-shark armor, and have the brass cirlet of slave soldered around their neck.

The Legion of Marmalukes is divided into three divisions, Each division numbering over 1,000 troops. The three divisions are further divided into three companies each comprising siege

engineers, footmen and bowmen. The footmen, often foreign barbarians or fighters, bear large shields, spears, and hand weapons of their own choosing. Siege engineers bear satchels filled with mage fire, vials of poison gas, and other such nasty weapons that are hurled into the midst of enemy forces. They also operate and repair any siege engines that the Legion takes into battle. The Marmaluke bowmen are armed with composite long bows and arrows tipped with living brass.

The Khan assigns and oversees the city defenses and the police activities within the city itself. The Khan and his staff of military bureaucrats also act as judge and jury to those arrested for various crimes, assigning punishment to those foolish enough to break the laws of the City of Brass. For a detailed listing of crimes and their various punishments see the section titled **The Sultan’s Law**.

Fire Giant Enforcers: CR 10; hp 142.

Efreeti Amirs, Male Noble Efreeti Ftr5: CR 16; hp 152; see **Appendix 1**.

Burning Dervish Wizards, Wiz7: CR 10; hp 73; +1 *falchion*.

Khan Jihadi, Male Noble Efreeti Ftr16: CR 25; hp 320; see **Appendix 1**.

12. वीरिक्ट'इ वुवार्टरइ

These fine estates house the officers and war wizards that serve in the Sultan’s Armies. Located “North” and “South” of the Palace of the Khan, these fine homes are granted as sumptuous gifts to those who prove themselves worthy to the will of the Sultan.

बazaar of बरलइ

Molten metal and burning coal fills air with its pungent odor as the ears of visitors are assailed with the sounds of hammer

and tongs. Venders and arms merchants call out in a thousand languages bidding travelers and arms buyers to come and test their wares. Many forms of weapon and armament may be found within the Bazaar of Arms with one notable exception. Frost weapons and cold-based items are strictly regulated, and the use of one by any non-efreeti is tantamount to instant execution at the hands of the Sultan's not so Secret Police.

The Bazaar of Arms is considered one of the greatest weapon's markets in the known universe. Weapons forgers and masters of every race and description manufacture and trade their wares here upon this broad plaza. The resounding ring of hammer on metal fills the air, but only barely drowns out the gibbering mishmash of languages uttered from the hundreds of races represented. Many of the weapons and armaments found here seem of an alien origin even to experienced otherworldly travelers. Most items are unique not only to the merchant selling them, but also in their make and manufacture. It is not uncommon to see an azer slave hammering out weapons whose metallic components are super heated by a bound fire elemental. Powerful wizards and clerics of evil deities imbue these strange and unique weapons with deadliest of magic as they too work off time with their various efreeti masters.

The majority of stalls and tents trade in arms brought by traders who deal with craftsmen from throughout the universe. PCs may easily find a masterwork version of any armor or weapon found in the PHB, and magical versions of several items, up to +5 in total enhancements may be found as well, although they are sold at a minimum of 20% markup due to exorbitant taxes and the general greed of merchants found within the City.

There are several shops of note within the Bazaar of Arms, they being the ones having the most lavish and powerful of weaponry allowed within the confines of the City of Brass. Other shops are known for their unique and exotic weapons and armaments, items not seen or even comprehensible to most.

13. लुपेहान्नादे अल नार (the sword of fire)

The Muhannad al Nar specializes in scimitars, falchions, longswords, greatswords and other bladed weapons. **Junyad ibn Tarrig**, a powerfully built efreeti, keeps a staff of slaves under him who do the majority of the weapons' crafting for his shop. Tarrig specializes in only the finest of swords, and sees that **Kip al Jier**, the wizard bound to his service due to a backfired wish, constructs each weapon to the specifications called for by his customers. Tarrig generally charges 1-1/2 times the standard DMG value for magic items sold within his shop. As haggling is considered a standard method of purchasing items in any souk or Bazaar within the City of Brass, good negotiations could increase the chances that the PCs get what they are looking for a considerably discounted price. The azer craftsmen can create masterwork versions of every standard and exotic sword, falchion, or scimitar.

Junyad ibn Tarrig, Male Efreeti Sor6: CR 11; hp 92; 500 bp, living brass bracelet (600 gp), ruby pendant on gold chain (1,600 gp), +1 scimitar (1d8, Large).

Kip al Jier, Male Human Wiz12: CR 12; 40; AL NG; Craft Magic Arms and Armor; +1 ring of protection.

Azer Slaves, Male Azer Exp5 (10): CR 4; hp 31; Craft (blacksmithing) +11, Craft (weaponsmithing) +11.

14. एक्जिक्यूशनर'इ एज्ज

The Executioner's Edge is operated by **Al Fatik**, a burning dervish who sells axes whose blades are said to be able to slice through stone and armor as easily as they cut flesh. Whether this is propaganda or truth remains to be seen, but one thing is certain: Al Fatik's axes are of very fine quality and exotic craftsmanship, covered in detailed scrollwork and scribed with powerful magic. Al Fatik has the power to magic his axes up to a +4 enhancement bonus.

Al Fatik, Burning Dervish Wiz16: CR 18; hp 105; Craft (weaponsmithing) +25, Craft Magic Arms and Armor, Skill Focus (Craft [weaponsmithing]); staff of fire (26 charges), 3 fire sea black pearls (550 gp each).

15. the gleaming panapoly

Armor of nearly every make and description may be found within the Bazaar of Arms. Especially popular are brigandine, breastplate, scale mail, and chain crafted from adamantine, mithral and living brass. The denizens of the City of Brass, whose masters seldom wear any armor at all because it is below their station to do so, similarly consider heavy armor unfashionable. This is not to say that the smiths of the Bazaar of Arms would not craft such items, merely that it would draw a certain amount of attention to the wearer upon completion, and the heat factor for wearing heavy armor may be unbearable even for those not protected from the heat of the Plane of Molten Skies and the Plane of Fire.

The best armor shop within the Bazaar of Arms is the Gleaming Panapoly. Here **Tahiq** an efreeti merchant sells armor both magic and fantastic. His prices are high being a minimum of 25% over market price but his quality is assured. There is a 30% chance that any armor the PCs may be seeking can be found within his shop. Exceptional armors may be crafted by Tahiq's azer slaves, or ordered from the fire giants within the Citadel of the Fire Thane for a nominal handling fee. Tahiq may offer to knock off a portion of his price should the PCs offer to go to the Citadel of the Fire Thane, or the Spire of Abul al'Hazrad the Mad and bring back items which he needs.

Tahiq, Male Efreeti Exp12: CR 14; hp 131; AI LN; Bluff +17, Diplomacy +25; brass armbands (200 gp), brass necklace (400 gp), ruby ring (4,000 gp).

16. व़ादीर'इ बरलइ

Pole arms are notoriously difficult to make and use in the great heat of the City, but **Qadir**, a burning dervish

with a somewhat mad disposition employs a variety of azer and wizard slaves to create pole arms using special metal alloys for the haft, and adamantine blades. While these arms are still twice as heavy as standard pole arms, they easily withstand the constant heat without stressing or weakening. Qadir can have these blades ensorcelled with a variety of different spells.

Qadir, Burning Dervish Wiz16: CR 16; hp 105; Craft (weaponsmithing) +29, Craft Magic Arms and Armor; 6 aquamarines (500 gp each), 1,000 bp, +2 *falchion*, *poison of fly*.

Wizard Slaves, Male or Female Human Wiz12 (4): CR 12; hp 42; AL N; Craft (weaponsmithing) +17, Craft Magic Arms and Armor.

Azer Slaves (8): CR 2; hp 11.

17. the burning link

Narliv Al'Ora, a squat, powerfully built efreeti rules over a team of azer slaves and 2 elven wizards as they create fine links of chainmail from a special alloy of adamantine and mithral that is reddish-black in appearance. The wizards can magic the chain shirts and suits of chainmail up to +5 enhancements with a variety of special magical abilities available. His normal mark-up of 50% can be significantly reduced with the offer of a suitable slave, or a round of heavy negotiation.

Narliv Al'Ora, Male Efreeti Wiz6/Ari2: CR 12; hp 90; Bluff +24, Craft (armorsmithing) +22, Diplomacy +15, Craft Magic Arms and Armor; 6,000 gp in various jewels and gems; +2 *falchion*.

Wizard Slaves, Female Elven Wiz14 (2): CR 14; 44; AL NG; Craft (armorsmithing) +19, Craft Magic Arms and Armor.

Azer Slaves: CR 2; hp 11.

18. baracus' blades

Baracus seems out of place in the City of Brass: a blonde-haired, bearded barbarian from snow-clad lands. The sole survivor of a disastrous longboat raid into warm southern climes was captured by genie warriors and brought to the City of Brass as a slave. After winning his efreeti master a small fortune in gold, gems and magic items, he was granted his freedom and enough money to start his own business. The only condition of his freedom was that he could never leave the City of Brass.

Baracus realizes that he is stuck in the City of Brass for a long time, so he has spent the intervening years building up a successful blacksmithing enterprise, producing fine metal goods as well as masterwork arms and armor. His old master, the efreeti lord Mudeen al Sharir, is actually one of his patrons, employing the barbarian to craft weapons and armor for his gladiators. Baracus has become a wealthy man, taken a wife—another one of Mudeen's former slaves whom Baracus bought from his old master.

Despite this, Baracus has grown weary of life in the City

of Brass, and wishes to leave, despite the fact that he will be returned to slavery if he is caught. He offers up his finest creation—a *frost brand greatsword* in exchange for aid in escaping the city. He wants his wife Najima to come as well, for he knows that she will be punished should he successfully escape and leave her behind.

Baracus, Male Human Bbn8/Sor8: CR 16; hp 104; AL CG; Str 16, Dex 12, Con 14, Int 11, Wis 13, Cha 17; Craft (armorsmithing) +19, Craft (weaponsmithing) +19; Craft Magic Arms and Armor, Craft Wondrous Item; +2 *greatsword*, +2 *dagger*.

Najima, Female Human Sor10: CR 10; hp 27; AL CG; Str 10, Dex 14, Con 11, Int 15, Wis 12, Cha 15; Craft (weaponsmithing) +15, Craft Magic Arms and Armor; +1 *quarterstaff*.

Treasure: Hidden in several locked chests (Open Lock DC 40) is 20,000 gp, 5,000 pp, 6,500 bp, 30 bloodstones (50 gp each), and 5 fiery yellow corundum (1,000 gp).

19. the bone forge

Within the Bazaar of Arms there is a massive warren of forges run by hundreds of efreeti, fire giant, and azer skeletons. This network is responsible for the majority of the Sultan's army's weapons and armor. **Sim ral Marla**, a rather young lich, and his servants operate the forges. In addition to mundane weapons and armor, they also create numerous magical and wondrous items. Many are immediately available. Other weapons can be special ordered.

Sim ral Marla, Male Efreeti Lich Nec16/Archmage5: CR 24; hp 201; Craft (armorsmithing) +39, Craft (weaponsmithing) +39, Craft Magic Arms and Armor, Craft Wondrous Item; *staff of necromancy* (44 charges), *wand of greater invisibility* (15 charges), *brazier of commanding fire elementals*, *bracers of armor* +8, 25,000 gp in gems, jewels, and coins.

20. the green tiger

This casbah on the edge of the Plaza of Amirs is the secret headquarters of **Nam'Umun**, a rakshasa who wanders the planes acquiring thousands of objects that are considered hard to acquire or are outright illegal. He has a small house behind the Executioner's Edge. Those that make a DC 30 Gather Information check are able to arrange a meeting with one of Nam'Umun's agents. For the right price, usually twice the typical cost, he can acquire anything that would otherwise be impossible to find within the confines of the City of Brass.

Nam'Umun Na's agents typically blend in with the rest of the crowd. They could be anyone or anything.

Nam'Umun Na, Male Rakshasa Rog13: CR 19; hp 136; Bluff +28, Diplomacy +21, Sleight of Hand +27; +4 *axiomatic unholy short sword*, *ring of invisibility*.

Nam'Umun's Agents, Male or Female Rakshasa Rog6: CR 13; hp 91; Bluff +23, Diplomacy +15, Sleight of Hand +15.

श. प्लाज़ा ऑफ़ अल्मोइ

Efreet War masters have perfected the craft of magical siege engines and huge war weapons. In the Plaza of Amirs, they sell them to otherworldly leaders to use in their constant ideological warfare. From foundries and workshops manned by azer slaves within the bowels of the Ziggurat al Nar come efficient death dealing machines of slaughter and destruction. Magic battering rams, soul engines, war golems, and missile weapons which hurl powerful bolts of magical fire and screaming death may be found in this quarter of the Bazaar of Arms. Each of these powerful weapons has been specially charged to fail if ever used against the efreet and their beloved city, and their charter as arms dealers throughout the lower and inner planes guarantees that any who raise arms against them can be assured to lose contracts for the construction of such items for their forces in the future.

Many of these powerful weapons of destruction are far out of the reach of a normal PC party to purchase, and the restrictions on their use in their home plane by the gods may be severe. There is always the possibility that a DM running high-level campaigns may wish to send the PCs in search of one of these items as a plot device, or for use in large scale combat scenarios. Some samples of what can be found here are detailed below.

Magic Missile Ballista: This functions as a standard ballista but fires oversized *magic missiles*. A character firing a *magic missile* ballista doesn't take a penalty on attack rolls (as per a normal ballista). Each *magic missile* has a range increment of 120 feet and deals 3d8 points of force damage. Unlike a standard ballista this device can be fired for five consecutive rounds before it needs to be "reloaded". Reloading a *magic missile* ballista simply requires the firing crew wait two full rounds while the device "recharges". Price 30,000 bp.

Shattering Ram: This battering ram is magically charged with a *shatter* spell (usable twice per day, caster level 20th). When the ram strikes a solid surface (such as a gate or wall), it releases a *shatter* spell targeted at whatever it struck. Price 20,000 bp.

War Golems: War golems are stone or iron golems fitted with an array of weapons including lightning blasters (fires a *lightning bolt* once per round, 5d6 damage), *fireball* or *cone of cold* cannons (both can fire once every other round, caster level 15th). Some war golems are fitted with weapons taken from other worlds and can include modern or futuristic weapons. Price 50,000 bp.

गवर्नमेंट डिस्ट्रिक्ट

The government district includes **The False Palace of Wonders, Palace of Commerce, Parliamentary Dome,**



Bureau of Magic, the **KhizAnah** and other Symbols of the Great Bureaucracy that makes up the civil authority of the City of Brass.

२२. तिह पालाटि ठि टललएरटि

The palace of commerce contains the offices of Weights and Scales, offices of the Magistrate of Finance and Trade, office of Slave Registration and the like. These numerous hundreds of offices are each variously administrated by a ranking noble efreeti bureaucrat. In essence, the Palace of Commerce is the center of the efreeti Grand Bureaucracy, as it is where the money is. The Palace of Commerce is also the location of the city's non-magical treasury known as the KhizAnah.

Individuals seeking exclusive trade agreements with the City of Brass for some of its more exotic materials such as living brass or elemental diamonds and the like must first get license from the offices of the Palace of Commerce. Slave traders seeking notarization of their cargo of misery register their wares here, as do crafts-folk not dealing in magic or some other trade good dealt with by another office. These licenses do not come cheap, and may not always be in the form of hard currency. Such is the nature of doing business in the City of Brass.

२३. बुरादापु ठि लअग्रेटि

The Bureau of Magic works closely with the Sultan's security forces to see that illegal magic such as cold- and water-based spells and magic items are not illegally used or smuggled into the City of Brass. Their authority extends to and includes overseeing security of the Palace of False Wonders the Great Repository, the Dome of Gates, and the Mosque of Smokes. The Bureau is overseen by an efreeti wizard or sorcerer of at least 10th level appointed from the Council of Viziers whose headquarters is within the Mosque of the Burning Ones. The Magistrate of Magic sets minimum prices for the trade of magical items sold within the Bazaar of Arcana.

The Bureau of Magic is also the first cog in the engine for those not connected to the nobility who seek to peruse the efreeti's massive collection of spells, relics and rare magic items. For a fee the Magistrate of Magic may find it within her power to see that an individual finds what they seek within the City of Brass. Depending on the bribe she takes this help may a lesser pass to view spells or magic items within the Great Repository and Palace of False Wonders. A larger donation or appropriately difficult Diplomacy or Bluff check and she may have the name of someone who can get them better access, such as nobles whom she is on good terms with.

२४. बुरादापु ठि टाखाटि

The Bureau of Taxation sees that the Sultan gets his share of every trade, deal, and purchase made within the City of Brass. Efreeti tax collectors working under the Magistrate of Taxation filter throughout the city making spot audits of every stall, every shop, every brothel and every casbah. It is

not uncommon for these lesser bureaucrats to stop wealthy looking foreign visitors to assess the value of their goods and apply a 15% tax to the worth of any possessions beyond those that are worn on their person. For example, the armor, necklaces, rings, amulets, and sheathed weapons are tax exempted. The contents of a person's pouches, sacks, and bags however, are taxable, as is the estimated value of any pack animals, or trains of slaves or porters and their belongings. Once taxed, a person is given a magical ivory chit bearing the seal of the Great Sultan that disappears after 9 days. Displaying a tax exemption chit to a tax official allows an individual to avoid paying a second tax until their 9 days pass, at which time they are considered taxable again. A person bearing a Rod of Embassy is exempt from taxation, or any other molestation while within the City of Brass.

२५. पार्लियामेन्टारु वेरलडि

This huge domed structure acts as the negotiating body between efreeti commoners, the governing royal families, and the Sultan. Meeting once every three months or whenever a special assembly is called, the Parliament is little more than a sham of a government as everyone knows the Sultan rules the City of Brass absolutely. In essence the parliament is no more than a kangaroo court as each of the "elected" officials has been hand picked by the Sultan to further his own wishes and desires. For their part most efreet are too frightened to stand up against the Sultan, or could care less who rules the City of Brass. Few of their number actually toil, save for those who have foolishly allowed themselves to be enslaved to other masters.

२६. तिह खिजानाह

The KhizAnah serves as the bank and central depository for the City of Brass. Its reputation for impregnability has not gone unnoticed to denizens of other planes who enjoy the security this place offers and often keep portions of their wealth within the mysterious vaults.

The actual structure of the KhizAnah has the appearance of a bank perhaps found in a large wealthy city anywhere. It is comprised of a semi-circular domed structure of pure rose marble topped with a spiraling dome covered in red gold leaf. Finely fluted columns carved to look like stylized date palms offer a fantastic faux support to the front portico. Dates carved from clear blue quartz glitter brilliantly from the finely-chiseled palms. Magical inscriptions cover the entire structure, woven seamlessly into the design of the building.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

वेइटरेटि ठि नाबैडि

This district is directly above the infamous Bazaar of Arcana and has entrances to many of the most prodigious and powerful institutions in the universe of magic. Most

of the homes and towers in this district are the “vacation” dwellings of famous wizards, sorcerers, and liches from across many worlds.

२७. THE MOSQUE OF SMOKE

The Mosque of Smokes is a large structure whose foundations are laid within the middle city. It rises to the level of the upper city where smokes of strange color seep from beneath its hammered brass eaves. Etched double doors of solid iron lead into the Mosque on the upper and middle levels of the city. The interior of the Mosque has the luster of highly polished black hematite, its floor a swirling mosaic of multi colored semi-precious stones.

The Mosque of Smokes is famous throughout the planes as a center for gaining and bending of the second sight and receiving powerful oracles. Efreeti sages have been delving into the hidden secrets of the oracles that flash across the huge domed ceiling of the Mosque of Smokes for thousands of years. Through its kaleidoscope of swirling images the efreets find amusement in observing powerful mortals whom they then seek to ensnare with *wishes* before binding them to eternal slavery.

Many are the foreign visitors who seek the Oracle of the Mosque of Smokes. They come in search of secret lore, and forgotten secrets. Many who find what they seek are driven mad by what they see. The whirling vortexes of multi-colored smoke djinn who power the oracle are often too awesome to behold. The unprepared mind staring into the dome for the first time must succeed on a DC 28 Will saving throw or lose their mind forever, as if affected by an *insanity* spell.

A character that succeeds on its save can ask a question about the future and wait for the Oracle to answer. This is similar to a *divination* spell, but the question does not have to concern a specific goal or event and can be up to 1 year in the future. To do so, the character must make a DC 10 Diplomacy



or Knowledge (arcana) check (the player can use whichever skill is higher).

The answer revealed functions as a *divination* spell so the exact results of the portent area left up to the DM as to how much information he wishes to reveal concerning whatever the players ask. The base chance that the Oracle answers correctly is 70% + 1% per point by which the player succeeded on his Diplomacy or Knowledge (arcana) check (to a maximum of 90%). If the check failed, the chance for a correct answer is 70%.

The five enslaved smoke djinni that comprise the Oracle of the Mosque of Smokes are bound to the stone and metal of the building itself. The Mosque even seeps smoke that is the essence of these djinni oracles. Freeing them from their bondage would result in their instant death.

The smoke djinni are in turn protected by no less than a **dozen efreeti loremasters** who are immune to the maddening effects of the swirling smokes, having grown accustomed to it after several thousand years. Anyone attempting to harm the smoke djinn is attacked immediately.

The middle level of the Mosque of Smokes houses the various efreet loremasters and their personal quarters. These loremasters keep a stable of scribes within the lower level of the mosque who studiously pound out details of the visions granted to their masters upon leaden plates. Those recorded visions and prophecies deemed of greatest worth and importance are locked within vaults at the very base of the Mosque. Here their secrets are protected from would-be thieves. Unlike the treasures within the Great Repository, information kept in the Mosque of Smokes is often knowledge related. Thus, studying the many revelations pounded into leaden slabs in the bowels of the Mosque of Smokes for a month grants the character a +2 bonus on any one Knowledge skill. Gaining permission to study these leaden tomes may prove a difficult task as the efreet tend to guard their secrets jealously. Leaden volumes weigh on an average of 200 pounds with each page-plate weighing about 8 ounces.

Smoke Djinni (5): CR 5; hp 45; as the common djinni, but their whirlwind is comprised of choking smoke that deals an extra 1d6 points of damage.

Efreeti Loremasters Wiz15/Lor5: CR 23; hp 155; Knowledge (arcana) +35.

28. tower of the burning ones

This tower is the center of power for a group of efreeti fire priests and evokers known as the burning ones, specializing in empowered fire-based spells or summoning magic. The burning ones are a secretive lot who are themselves separate from the commoners and the noble classes, owing allegiance only to their sect, and those who would hire them for their skill

and power. Burning ones often hire themselves out to noble families and powerful merchants as mercenary muscle for expeditions on other planes. Although the burning ones may serve in the retinue of other noble houses, professionalism dictates that they leave any personal grudges with other members of the burning ones when they are within the confines of the Tower itself.

The inner circle of the burning, known as the Council of Viziers, comprises 12 efreeti spellcasters of at least 10th level. The four clerics, three sorcerers and five wizards of the Council command dozens of apprentices, golems, fire elementals, and summoned monsters who do the bidding of their various masters.

29. palace of false wonders

The Palace of False Wonders extends from the very Basin of the city to the highest cityscapes of the Upper City. This heavily guarded fortress-like palace contains numerous replicas of powerful unique relics held here in state treasury by the masters of the City of Brass. The upper levels of the Palace of False Wonders contain many forgeries of true relics, which are then displayed, museum style within the palace to show off the power of the Sultan and his people. Beings known only as sentinels stalk the halls insuring that troublemakers think twice before attempting any skullduggery. The actual relics possessed by the efreet are held within heavily protected vaults on the lower levels of the true Palace of Wonders, guarded by the deadliest of traps and the wickedest of guardians. Access to these relics may be granted to some few special visitors by the Great Sultan or the Grand Vizier, and this only to a selected few relics, and for the right price.

Sentinels (iron golems): CR 13; hp 129.

30. great repository annex (upper stories)

For more information on the Great Repository Annex see **Chapter 7: The Middle City (Area 9)**.

31. great repository (upper stories)

The Great Repository is a towering monstrosity of a library planted right in the heart of the city. While it is true that it possesses the sum of efreeti knowledge (though others say the sum of *all* knowledge), accumulated over hundreds of thousands of millennia and harvested from nearly as many worlds, it is also something so disturbing that every one of the City's residents, from the most worthless slaves languishing in the gutters at the bottom of the basin to the Sultan himself, would rather it never existed. Yet, exist it does

and there is nothing anyone can do about it, as much as they might wish otherwise. In a place where wishes are the currency of dreams and are traded as freely as gold in the mortal realms, that is no small feat.

The Repository is the City of Brass' tallest building. It is constructed entirely from royal purple marble. Depending on the angle from which one looks at it, it seems to have between three and seven sides and its middle section seems to bulge outward like a sickly, cancerous tumor. Three colossal marble arms reach down like flying buttresses from the tower walls, stone fists firmly clutching the City floor. A thick layer of black and crimson filth that seems to be congealed blood covers them. In fact, it coats the entire tower base as high as the Middle Levels. Atop the tower are marble arms, a crown of seven ever grasping toward the molten fire sky. Unlike the much larger ones anchoring the library to the ground, these are pristinely free of muck. The Sultan would never normally allow any other building to look down upon his own palace but this is the one exception. In the past, many tried to bring down the library. All failed. A dark magic inhabits it, making it immortal, indestructible. It is said with hushed whispers and fear-filled hearts that the only deity to ever come close to destroying it ended up obliterated from existence.

The Repository has no windows other than skylights built into the roof between the arms. Its single entrance opens at the City's Middle Level, where the tower swells to its widest girth to join an ornate brass bridge built 16,000 years ago by the eminently despicable Sultana Indizhar Nishwan Radhwa. All who enter do so as equals with one another and as inferiors to the scholars inside—no exceptions. The scholars kneel before no one, if only because there is no one else alive who understands the peculiarities of the tower.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

32. minaret of screams

This thin spindle-like tower of polished obsidian glass inlaid with living brass serves both to call worshippers and slaves of the Sultan to their prayers throughout the City, and as a reminder to the citizens and visitors that failure to obey its rules may result in their incarceration within this needle-like spire of torture and pain.

This is a one-way journey and reasons for being sent here are many.

Political prisoners, infidels and those who have displeased the masters of the City of Brass find the rest of their short lives to be a miasma of suffering. Ritually tortured three times per day, until death releases their physical bodies, many of those held here are already driven insane by the wails of the damned long before their tormenters get their hooks and pokers into them.

Torture within the Minaret of Screams does not end in death but is everlasting. The spirits of the doomed are bound into the very walls of the Minaret itself. The screams of the living are joined by this keening chorus of the dead, echoing throughout the city like a bitter wave of anguish. Living individuals passing within 10 feet of the Minaret of Screams when the wailing begins must succeed on a DC 23 Fortitude save or be affected as by a *wail of the banshee* spell. A new save must be made each round the creature remains alive and within 10 feet of the Minaret. Individuals inside the Minaret are affected differently from the screams and must succeed on a DC 20 Will save or lose their mind as if affected by an *insanity* spell.

The lowest levels of the Minaret of Screams comprise prisoners who are awaiting their torture and imminent demise. The middle levels comprise the majority of torture chambers and holding cells for those who have little time left. The upper chambers comprise the personal dwellings of **Rylon the Cruel** and his Chamber of Eternal Tortures, where those who finally succumb to the torture find their souls.

Torturers and guards within the Minaret of Screams are all deaf, with the exception of **The Warden**, a powerful burning dervish wizard who appears to be immune to the sounds of the screaming. Rylon is heartless, soulless and completely callous to the suffering of others.

The Warden, Male Burning Dervish Wiz10: CR 12; hp 84; see **Appendix 1**.

Rylon the Cruel, Flayer Devil PsyW10: CR 16; hp 297; see **Appendix 1**.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

33. terrace of the petitioners

The Terrace of the Petitioners is a broad curved terrace divided into three lines of waiting petitioners. The petitioners are drawn from every form of arch-mage, lich, and dweller of the lower planes imaginable, many with dozens and even hundreds of slaves and porters bearing gifts for the Great Sultan or one of his attendant Pashas.

The eastern and western lines are each nearly two and a half miles long curving towards the sixty-foot tall grinning skull edifices of the Lesser Demon Gates, which lead to the palaces of the various Pashas who serve the Great Sultan. A central, much shorter line leads to a broad staircase, and an even longer line that crosses through the Sultan's military district to the horrible continence of the Greater Demon Gate.

The heat from the Curtain of Fire that separates the Exalted Enclave from the rest of the city is oppressive here. The Curtain of Fire, almost a half-mile high, ripples with waves of heat that causes the gleaming brass dome and high towers of the Sultan's Palace to

appear as if they are a mirage wreathed in hell-fire from this distance. The blast furnace environment feels like a slap in the face, and is such a palpable force that even beings native to the Plane of Molten Skies but foreign to the actual Plane of Fire feel a certain degree discomfort.

The Sultan's cadre of bureaucratic efreeti administers the various lines leading to the Demon Gates. These efreeti amirs are selected for their efficiency, and efficacy in dealing with troublesome visitors, their job is to determine the business a petitioner has with the any of the noble efreet. The petitioners line up in order of importance before the gates, where they must again state their reason for desiring an audience with one of the nobles of the City of Brass. An efreeti amir handles this duty. These efreeti in turn control the flow of foreigners into the Sultan's military district, or directly into the Exalted Enclave itself. The most important visitors, such as visiting planar dignitaries (invited Demon Lords, Ambassadors with a Rod of Embassy) of course are moved past the line and directly through whichever Demon Gate leads to their destination.

As is the law of the City of Brass, any visitor within the confines of the City of Brass has a right to seek audience with the Pashas or the Great Sultan. This does not mean that petitioners will get an audience with either; it merely means they have the right to try, as the Sultan likes to think of himself as a "benevolent" despot.

As petitioners bring their gifts and documents forward in line they can expect to wait up to 1d6 hours before they meet their first official who demands to know what business they have with the nobles of the City of Brass. Impressing one of the maliks or amirs requires at least one of the following:

- The petitioner is bearing an official and authentic invitation from one of the Pashas, the Grand Vizier of Flames, or the Great Sultan himself. Individuals attempting to pass off a forged document must have scribed the document upon a paper thin sheet of gold, imbued with *Nystal's magic aura*, and scribed in salamander blood. Even if all of these requirements are met, the bureaucrat who reads it still receives a +2 circumstance bonus on its opposed Forgery check to determine its authenticity.
- The petitioner is a Bearer of a Rod of Embassy. If the Rod of Embassy was freely given, the bearer need make no claim to reasons for seeking passage rather, upon presentation of the rod to a bureaucrat, the petitioner is immediately escorted to the proper Demon Gate. Bearers of a zinc rod are allowed free passage to the Noble Quarters. Bearers of a nickel rod are allowed free passage to the Plaza of Flame, and the Noble Quarters. Bearers of a brass rod are allowed passage anywhere they wish to go.
- The petitioner offers a bribe. The petitioner and the bureaucrat offered the bribe make opposed Bluff or

Diplomacy checks. The petitioner must offer a bribe of 10,000 bp minus 500 bp per point the petitioner wins the opposed check. If the bureaucrat wins the check, the bribe is still accepted if the petitioner pays 10,000 bp + 500 bp per point the bureaucrat won the check. Petitioners who fail the check by 10 or more are escorted off the platform and back to the Travelers Quarter and none too politely told to "Not bother coming back again." Petitioners who merely fail their check wait 1d6 hours plus 1 hour for each point that they missed their check by.

Each **malik** is escorted by **4 efreeti guards**.

Malik, Male Efreeti Ftr5: CR 13; hp 110; see **Appendix 1**.

Efreeti Guards (4): CR 8; hp 75; see **Appendix 1**. **2 maliks** and **1d4 efreeti** assist each **amir**.

Amir, Male Noble Efreeti Ftr5: CR 16; hp 152; see **Appendix 1**.

Malik, Male Efreeti Ftr5 (2): CR 13; hp 110; see **Appendix 1**.

Efreeti Guards (2d4): CR 8; hp 75; see **Appendix 1**.

Should anyone be foolish enough to attack one of the bureaucrats and their attendants, **2d4 efreeti guards** join the fight every round until the attackers have been subdued or slain.

३४. थे कुरटैन ठ फ़ालड (थे फ्लोगिस्टन)

A mile high wall of flame marking the actual boundary of the Plane of Fire and the Plane of Molten Skies surrounds this section of the City of Brass. The flames are intensely hot and the only passage into the Noble District is restricted by a series of demonic gate guardians. This wall of fire is called the Curtain of Fire, Curtain of Flames, The Phlogiston, The Burning Wall, and a host of other names.

Wreathed in the Curtain of Flame itself, which rises from the tops of these grinning, horned skulls like a nightmarish halo of hellfire stand the portals to the upper city known as the Demon Gates.

Demon Gate: CR 20; hp 140; see **Appendix 1**.

इफ़ेक्ट्स ठ थे कुरटैन ठ फ़ालड

Within 100 feet of the Curtain, a character takes 3d10 points of fire damage each round (no save). Within 30 feet of the Curtain, a character not only takes fire damage, but also must succeed on a DC 20 Reflex save each round or catch fire. A character coming into contact with the Curtain takes 20d10 points of fire damage and must succeed on a DC 20 Reflex save or catch fire. Fire resistance offers protection against the effects of the Curtain, while characters immune to fire are completely unharmed.

the noble district

The palaces of the ruling efreeti nobles flank the Palace of the Sultan. Trees of living gold and silver sprouting fruit of precious jewels stand in perfectly manicured groves before the large domed palaces. Within each palace the noble efreet keep their personal armies of efreeti warriors, burning dervish assassins, bound demons and constructs.

These palaces are all covered in magical traps and protections to keep rival houses from easily assassinating one another. Each noble house pays allegiance to the Sultan although it could be said that none truly love him and that all seek to topple him and place their own Pasha on the throne of the City of Brass. The efreeti ruling class is prevented from rebellion by binding magic which the Sultan has placed upon many of the efreet of the lower castes and by the failed rebellion of the Dead Sultana. The ominous presence of the City of the Dead Sultana within view of many of the noble houses is a constant reminder of the fate that awaits those who betray the Sultan or think lightly of his might.

Although the Noble Houses are of roughly the same size, composition and organization they all have their own unique flavor and differences. For example, each of the noble houses has a unique dominion over the efreeti and a unique specialty to their powers and abilities. An included map of a typical noble palace is included for the DM to stock with whichever noble family they wish to use should the PCs be invited or compelled to visit.

the houses

The population and powers of each noble house are left for the DM to decide. In general most of the noble houses have the following. Numbers should be adjusted higher for more powerful houses and lowered for weaker ones. Houses may reflect more assassins, wizards, slaves or retainers depending on the noble house's spheres of influence.

Efreeti Nobles, Male or Female Noble Efreeti (3d6): CR 11; hp 120; see Appendix 1.

Efreeti Retainers, Male or Female Efreeti (3d10+20): CR 8; hp 65.

4d10+40 slaves (various races and classes, 5th to 15th)

1d3 House Assassins, Burning Dervish (Rogue, 10th+/Assassin, 5th+)

1d3 House Wizards (Efreeti Wizard, 10th to 16th)

House Captain of Guard (Efreeti Fighter, 10th to 16th)

1 Majordomo (Noble Efreeti Aristocrat, 8th to 14th)

35. bayt al-sikkyn (house of the knife)

The Bayt Al Sikkyn are feared as notorious patrons of assassins and sellswords. Unless a house assassin is employed by

one of the other noble houses, the Sikkyn are likely to know about it. The assassin's guilds within the City of Brass must buy their sanction from the Al Sikkyn or face their wrath. This is equally true for any visiting assassin who seeks to ply his trade within the confines of the City of Brass. The Al Sikkyn have an extensive library of assassin's tactics and a notoriously thorough collection of poisons and antidotes.

Above all else, the Al Sikkyn despises a sloppy assassination. The more elaborate and well planned the murder, the more pleased the Al Sikkyn tend to be with the assassins in their stable. Finesse is the order of the day. An assassin who infiltrates the home of a mark, and slowly feeds him a deadly poison makes more of an impression on the Caliph of the Al Sikkyn than one who savagely cuts the throat of his target in a crowded souk. This is not to say that a dramatic public assassination is not sometimes required for shock effect, but rather the manner in which it is performed should be deliberate and well planned enough to insure not only that the killer(s) escape but the blame is squarely placed upon another of the contractors rivals.

Visitors seeking audience with **Caliph Fatik**, the master of the Al Sikkyn most often do so with the intent of hiring one of his many assassins. Caliph Fatik charges a high price for the use of his Al Sikkyn killers, usually in the form of magical items, information, slaves, and rare gemstones. Naturally the more difficult the target of the Al Sikkyn assassins the more expensive the contract for assassination will be.

Caliph Fatik is a ruthless, calculating patriarch who likes to test the resolve of those who seek his house's services. It is not uncommon for him to take hostages of a new contractor's associates or family members, and keep them until the job is finished, to insure that the contractor does not lose her nerve.

Prestige: Well-known, well established.

Influence and Power: Political Assassination, mercenaries.

House Ruler: Caliph Fatik.

House Wealth: 4,000,000 gp in assets; 100,000 bp cash on hand.

36. bayt al-bakr (house of the firstborn)

Of all the noble families in the City of Brass, the Bayt al-Bakr is believed to be the most ancient and powerful. It is commonly held that they are descendants of the first races of genie, those who were created by the gods in the time before time. Whether this is true or the product of long-term efforts to spread this belief is not entirely certain. Despite their noble ancestry and supposed power, al-Bakr is a house in steep decline. Al-Bakr's influence and authority fades as the Sultan claims ever more power for himself. With all their might dissipating before them, there is a growing sense of hopelessness that seems to pervade the core of the house. Many members of the clan have

grown to accept the decreased status of al-Bakr with a touch of melancholy.

The **Sheik Fahd bin Khalil bin Hashim** is not one of those. Since his ascension the young Sheik has quietly gathered his forces, reacting as best he can to this gradual erosion of power. Forging pacts with the other houses, notably al-Waswas, Sheik Fahd has done everything he can to increase the flow of wealth to the family vaults and influence to the family loyalists. These efforts have been achieved minor success by all accounts.

An added burden to these efforts has been the Sultan's secret police forces who seem to keep a constant watch over al-Bakr. Indeed, Sheik Fahd has been having some trouble of late guarding against hearsay that a secret plot is brewing to oust the Sultan and al-Bakr is at the center of it.

Prestige: Well-known, well established.

Influence and Power: Merchant Exchange, political, diplomatic.

House Ruler: Sheikh Fahd bin Khalil bin Hashim.

House Wealth: 8,000,000 gp in assets; 200,000 bp cash on hand.

੩੭. ਬਾਯੁ ਅ-ਨਾਜੂਮ (ਹਾਊਸ ਓ ਫਾਇ)

Magic had always been the realm of al-Najoom prior to the arrival of the Sultan and the rise of his Grand Vizier. Now the House of Stars has fallen into a steady decline, losing their merchant wealth and public influence, slowly falling victim to a campaign by the Burning Ones to erode their power to dust. However, as sorcerers and masters of the forgotten lore, they have managed keep their own secrets. This hidden wealth of magic has allowed **Sheikh Azul bin Berith** to maintain his position in the great noble houses of the City of Brass, thus keeping the most direct threats to the al-Najoom at bay.

These secrets have also made him a great number of enemies in the Council of Burning Ones and a considered threat to the Grand Vizier. Sheikh Azul bin Berith himself is the most stable of all the leaders of the noble houses, ruthless in his destruction of dissent from within. Bristling with arcane magic, few are willing to challenge him directly and those that do are quick to learn that his soft features are not indicative of his true nature. He alone protects the darkest secrets of the al-Najoom, the only living soul with access to a pocket dimension that allows the Sheikh unlimited access to the vaults of the Great Repository unseen and undetected by the Grand Vizier or his many minions. This access does not come without a price. Alim Azul is marked each time upon the back with demonic claws with wounds that he must cover for days afterwards to hide his sacrifice from the spies of other houses.

Prestige: Well-known, well established.

Influence and Power: Magic, Lore, Booksellers Guild.

House Ruler: Sheikh Azul bin Berith.

House Wealth: 4,000,000 gp in assets; 40,000 bp cash on hand.

੩੮. ਬਾਯੁ ਅ-ਵਾਸਵਾਸ (ਹਾਊਸ ਓ ਫਾਇ ਓ ਫਾਇ)

A long-standing tradition of mistrust in the doings of Bayt al-Waswas dates back to the times of their ignominious founder, the half-fiend efreeti now called Shezbeth (Liar), his true name forgotten. The common conception of them as worm-tongued advisors and sycophantic aides to Sultan's has been woven deep into the collective memory of the efreet, beliefs about the al-Waswas so ingrained that they are blinded to the reality before them. Indeed, the truth is that in Council and in private, the noble efreet of al-Waswas rarely speak, content to quietly observe the doings of the other houses. They do not capitalize on the troubles of others nor do they seek power for themselves and have not held a true advisory position to any Sultan in living memory. When Sheikh Fahd of Bayt al-Bakr came to them for aide, they offered it passively, selling them no hidden secrets, offering no known weaknesses of the Sultan for the firstborn house to exploit.

Bayt al-Waswas seems disarmed by common sentiment and reserved to their lesser status leaves them to quietly fade into the background of most meetings or conversations. Their social invisibility is their protection, their greatest trick upon the efreet and their ancient adversaries amongst the other noble houses. As none approach them, none see the secret doings of al-Waswas. The Liars need not ever speak for their intentions to be concealed; the distortions of common minds keep their truths buried under a thousand layers of accusation.

Prestige: Well-known, widely mistrusted.

Influence and Power: Merchant Exchange, diplomatic.

House Ruler: Rafiq al-Waswas.

House Wealth: 5,000,000 gp in assets; 400,000 bp cash on hand.

੩੯. ਬਾਯੁ ਅ-ਗ਼ਾਇਬ (ਹਾਊਸ ਓ ਫਾਇ ਓ ਫਾਇ)

Old spirits are the things that make Bayt al-Ghaib, their lingering presence all that keeps the House of the Unseen from fading into the past completely. Do not assume this is a figurative manner of speaking—it is not. Bayt al-Ghaib, while the youngest of the noble houses, is also the oldest of them all, its ranks filled by the spirits of those dead efreeti who would not let go of their ties to the living.

The public agents of the al-Ghaib are living efreeti relatives who would seem to possess little immediate interest in the outside world or the politics of the City of Brass. Their appearance at Council and presence walking the grounds of their estate is even rarer than outside visitors. The rumor that they are hiding secrets and power easily spread through the community of efreet. In truth, they are only of passing interest to

anyone with true power, including the Sultan, who is more than willing to allow their survival.

The most public of the al-Ghaib is **Abdul-Bari**, not a Sheikh or a member of the Burning Ones. His status can only be credited to his odd relationship with Rafiq al-Waswas and the noble house al-Waswas, the pack of them seeming to be greatly indebted to him and reverent in his presence.

The rumor that he has somehow contacted Shez-beth on their behalf has not gone unnoticed by the common mass driving some of the most desperate of them to seek al-Ghaib's aide in contacting their own dead families.

Prestige: Minimal.

Influence and Power: Spirit World.

House Ruler: Abdul-Bari.

House Wealth: 500,000 gp in assets; cash on hand unknown.

other houses

Other houses may be created by the DM to add flavor to their own campaign concept. It may also be assumed that several of the estates remain vacant after one of the Sultan's many purges, or await granting to a particularly efficient efreeti or burning dervish who shows promise in the eyes of the Sultan.

40. tower of the grand vizier

Stretching from the basin to just below the height of the Palace of the Sultan, it is whispered that dark magic and ancient arcane experiments take place within the lofty spires of the hellish minaret fortress of the Grand Vizier of the City of Brass. The roots of the cursed tower find themselves in the basin, where stout walls of white-hot bronze surround the base of the tower. A smaller tower stands in each corner of the four walls. Each of these towers is an identical replica of the central tower but is in miniature. A single demon gate opens into the tower compound from the basin.

The Central Tower houses the Vizier's private chambers, his laboratory, harem, and a pocket dimension of clouds guarded by the Cloud Giant Norl. The upper levels of the central spire require passage through this area and the acquisition of a magical key (from Norl's chambers) to open the doors that lead to the topmost parts of the spire. The Conjuring Chamber, the place the Vizier is most likely to be encountered, is accessible only by *teleportation* from a location within the Central Tower.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

41. circus of pain

Dominating the northwestern corner of the Upper City, almost in the shadows of the Palace of the Sultan

and lit always by the glow of the curtain of fire stands the Circus of Pain (or Cirque du Pain). This coliseum complex of white marble pillars, floating stages, a molten lead racetrack, teleporting arena floor, and rotating stands is a major draw for visitors from the planes of evil as well as visitors from throughout the universe who find themselves drawn into the grandeur and spectacle of the games of death and blood sport played out upon its four floating platforms. Here the PCs will find all sorts of activity and danger to get themselves caught up in. Audience participation is the order of the day and allows for interesting role-play and the chance to win fantastic prizes including the *Maul of Hexoid* from the current Circus Champion of Pain should their adventures in the City of Brass have placed them upon this course. The PCs could easily end up a crisped pile of ashes, but that is for good decisions, exemplary role-play, and the dice to decide.

The Circus of Pain travels from plane to plane every 3,000 years, most often coming to rest on a plane where it may fulfill the needs of a jaded populace. Always the Circus Master, a mysterious character who revels in gambling and combat, has run it. Depending on which plane of existence the Circus is encountered in, it may be as small as a large tent with three rings and a dirt floor. Never in its history has the Circus had such a dominant and opulent incarnation as it has found here in the City of Brass.

After the fashion of a true circus, the stadium seating is arranged in such a manner as to allow viewers a clear glimpse of activities going on in each stadium at once. Main events taking place at any one time are projected by powerful illusions to megalithic size over the center of the stadiums, affording a better view of the highlights of the action taking place below. Stadium announcers hawk like carnival barkers directing the attention of the masses to the various events, giving colorful commentary to the life and death action taking place below.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

42. city of the dead sultana

High walls guarded by Demon Gates surround this darkened platform that never sees the light of the brilliant fires of the Plane of Molten Skies and the Plane of Fire. Unusual plants, whose tall silvery fronds rise above the edge of the walls, are unusual in the fact that they seem to grow and thrive despite the fact that they receive no light. Beyond the dense foliage, the tips of an onion-domed palace reach shadow-like over the oppressive walls. Nearest the wall, the dark outline of a colossal figure can be made out but any detail of its surface is lost in benighted mystery. It is noted that the efreeti and others who live in the City of Brass avoid the City of the Sultana like the plague,

opportunity for adventure

Their first foray into the Upper City is a good place to introduce the character of Tarbish al Azim to the PCs. Tarbish may serve as a way to dig PCs out of initial predicaments, or offer them a place to hide should they unknowingly (or knowingly) get into a scrape that they have a hard time extricating themselves from. Example: If they have been captured and sold into slavery, Tarbish buys them.

Should the PCs refuse his offers Tarbish, is gracious and lets them on their way. He of course appears before them again at a later time, typically after they get into another legal entanglement where his aid is more desperately needed. He whisks them away to a hidden encampment in the Caravanserai and shares with them his Secrets of the City of Brass as mentioned in Chapter 10: Prologue and Chapter 11. At some point or another he is not above using a Greater Geas spell to force wayward into some quest, though DMs should be careful in going this route to avoid railroading their PCs unnecessarily.

swearing that it is a place of ghosts and death. Under no circumstances will a citizen of the City of Brass enter the City of the Dead Sultana; rather, if trouble seems to be coming from that section of the city, they wait a safe distance away to apprehend anyone brave enough to pass its demon gates.

The City of the Sultana encompass an entire platform of several square miles and is filled with night palms

and overgrown with other flora and fauna which grow magically despite the darkness which hangs over it.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efretei Nights**.

43. palace of the great sultan

For more information on the Palace of the Great Sultan see **Chapter 9**.

Chapter 7: The Middle City

The districts of the Middle City comprise many of the most famous Bazaars and Souks in all the planes of existence. For this reason they are titled by the name of the bazaar which they are part of rather than by an official district title.

Locations in the Middle City

The following are some of the areas' more prominent places.

Middle City Encounters

- Roll 1d8 for every hour spent in the Middle City
- | 1d8 | Encounter |
|-----|--|
| 1. | Rogue Lvl 12+1d8 |
| 2. | Genie Merchant (DM's Choice) |
| 3. | Burning Dervish Squad |
| 4. | Fire Giant Guard Patrol |
| 5. | Fighter Lvl 12+1d8 |
| 6. | Barbarian Lvl 12+1d8 |
| 7. | Hag (DM's choice) |
| 8. | NPC from the NPC appendix, DM's Choice |

Bazaar of 1000 Sins (Middle City)

Roll 1d8 for every half hour spent in the Bazaar of 1000 Sins

- | 1d8 | Encounter |
|-----|--|
| 1. | Pimp (genie of DM's choice) |
| 2. | Drug Peddler (Rogue lvl 8+1d8) |
| 3. | Devil or Demon (DM's choice) |
| 4. | Street Walker (Race of DMs choice, Cost: Charisma x HD x 10 bp) |
| 5. | Extortionist (Ftr Lvl 10, race of DM's choice) |
| 6. | Courtesan (Race of DM's choice; Cost: Charisma x HD x 100 bp) |
| 7. | Torturer for Hire (Race of DM's choice, Lvl 5 Expert; Cost: Profession [torturer] skill x 10 bp) |
| 8. | NPC from the NPC appendix, DM's Choice |

Bazaar of One Thousand Sins

Located within the Middle City, the Bazaar of One Thousand Sins is a popular destination for otherworldly travelers who seek something a little different from their visit to the City of Brass.

Those who come to the City of Brass in search of their darkest desires and most perverse of delights may find them here. They may partake of powerful and magical narcotics, partake of pleasure slaves, or possibly enjoy themselves at the hands of a highly skilled torturer. Anything is possible and probable if the consumer can afford to pay the price.

The air within this district is hot and sultry, and seems to be filled with the scents of sandalwood, jasmine, scorched garbage and rank sweat. Incense and colored narcotic smoke mix and swirl to give the whole platform a mirage-like quality. There is a wavering sense of seduction and pain here that is at once horrifying, exotic, and stimulating.

Pimps and pushers call out from the corners of tarnished or garishly annealed buildings offering their wares to passers by. Powerful illusions project images of the various pleasures each brothel, flop house, gambling hall, or drug den has to offer upon the constantly roiling curtain of smoke which hangs like a pall over the Bazaar of One Thousand Sins.

The Purple Veil

The Purple Veil is an upper-class brothel located in the northeast corner of the Bazaar of One Thousand Sins. The Purple Veil charges a 100 bp membership fee to non-efreeti who seek admittance beyond its heavily guarded doors. The interior features a spacious dome covered in bejeweled pillows of cloth of gold, each of which is valued at nearly 100 bp. Lying astride the sumptuous pillows, slave men and women tempt and entice travelers to join them in private rooms hidden behind dazzling arabesque tapestries and polished basalt pillars carved in lewd forms that support the spacious ceiling. Painted upon the dome are coupling forms of wonder and degenerate perversity far too maddening for the mortal mind to fathom.

The Purple Veil is run by **Master Futuh** a hugely obese efreeti who keeps his harem drugged and docile for his high class clientele. It is said that his slaves are second only to the harems of the noble efreeti themselves and trained in the finer arts of administering carnal pleasures to their jaded customers.

Master Futuh, Male Efreeti: CR 8; hp 70; white gold ring with ruby (900 gp), platinum bracelet (800 gp), 2 gold rings (200 gp each).

Pleasure Slaves, Male or Female Com3: CR 2; hp 8; Cha 15; Perform (any one) +6.

customers. Good characters should note that smoking any substance derived from a living being is an evil act. Evil characters should note that passing out from taking one of her substances means that Cleolori could very well be selling their essence to the next fool who comes along. Caveat emptor indeed!

Cleolori, Night Hag: CR 9; hp 72.

The Argeeli's Dream Services: The following are a sample of some of the unusual substances and their costs available from the Argeeli's Dream. DMs are encouraged to create their own.

Substance	Cost
Cannon	50 bp
Ergos	40 bp
Hannan	25 bp
Higdne	20 bp
Jena	30 bp
Kesh-aath	2 bp
Modron	30 bp

Cannon: This substance is distilled from a rare herb called kolkis on another plane of existence and is imported to the shop here. It can be sniffed or smoked. Its effects are fast-acting giving the user a burst of energy and alertness as well as making the character more sociable and talkative, but the effects wear off quickly.

Addiction: Fort DC 25, 1d4 Con/week; *Recovery:* six weeks.

Effects: The user gains the Alertness feat, a +2 alchemical bonus to Strength, Initiative checks, and to Charisma for 1d20+10 minutes.

Side Effects: The user is fatigued for 1d4+2 hours after the effects wear off. Additionally, the character takes 1 point of Constitution damage and 1d3 points of Charisma damage each week the drug is consumed (to a minimum of 1).

Ergos: This substance is harvested from the ergos fungus, crushed and boiled. The resulting liquid is then consumed. The effects are felt almost immediately and last for quite a while, filling the user's mind with vivid and rich hallucinations, making everything around him seem more vibrant, colorful, and enriching.

Addiction: Fort DC 18, 1d4 Wis/week; *Recovery:* two weeks.

Effects: The user's mind is filled with images and hallucinations for 2d4 hours. During this time, the user may be slow to react. Each turn, for the duration, the user has a 50% chance to act normally; otherwise, he takes no action.

Side Effects: The character takes 1d4 points of Dexterity damage after the effects wear off.

Hannan: This yellowish tobacco has a sweet taste and odor to it. A character smoking hannan experiences hallucinations, gaining a +2 alchemical bonus to Intelligence and Charisma for 1d2 hours but takes a -2 penalty to Strength and Wisdom for the duration.

Higdne: A higdne specimen features four green slender leaves tapering slightly as they approach the root. Blue

narcotics and drugs

The various drugs and substances available at the Argeeli's Dream are some of the most potent in the known planes. Each substance detailed follows the same basic format.

Description: This details the substance, basic effects, and usual means of ingestion.

Addiction: This is the Fortitude save DC a character must make upon consuming the drug. On a failed save, he becomes addicted and takes the listed ability score damage each week he doesn't consume the substance (withdrawal). So long as the substance is consumed, no ability damage is taken from it. Ability damage suffered as the result of an addiction does not heal naturally during any week the drug is not consumed but can be healed magically. If the substance is consumed, ability damage heals normally that week.

Recovery: This is a listed with the Addiction effects. To break an addiction, the character must forego the substance for a number of consecutive weeks (the exact number is listed in the drug's description). Note, the character suffers the withdrawal damage during this time. A Fortitude save (DC = addiction DC) must be made at the end of each week. If the character succeeds on all saves, he has kicked his addiction. If he fails a save, he must begin his recovery anew. A heal spell removes an addiction.

Effects: This lists the effects of the substance, both bonuses and penalties.

Side Effects: Any side effects and after-effects of using the substance are listed here.

bands stripe each leaf in diagonal rows, much like tiger striping. The space between the stripes decreases closer to the root, until the leaves are solid blue. This plant never flowers. The root itself is the drug. When eaten, the imbiber gains the effects listed below.

Addiction: Fort DC 22, 1d4 Con/week; *Recovery:* four weeks.

Effects: The user gains the benefits of the Endurance feat. If the user already possesses this feat, he instead gains a +2 alchemical bonus to Constitution.

Side Effects: The user takes 1d3 points of Charisma drain each week the drug is consumed (to a minimum of 3).

Jena: This brownish tobacco has a slightly bitter taste and odor. A character smoking it feels a rush of energy and adrenalin spread throughout his body. For the next 1d4 hours, the character enjoys a +2 alchemical bonus to Dexterity and on all Initiative checks, but takes a -2 penalty to Wisdom for the same duration.

Kesh-aath: This substance can be sniffed, smoked, or eaten—the effects are the same. This is an inhibition-numbing drug made cheaply available and enjoyed by the throngs of visitors to the Bazaar of One Thousand Sins.

Addiction: Fort DC 20, 1d2 Str/week; **Recovery:** three weeks.

Effects: The user gains a +4 alchemical bonus on Charisma-based checks for 1d2+1 hours and takes a -2 penalty on Will saves for the same duration.

Side Effects: None.

Modron: This substance is smoked or sniffed and heightens a user's sense of awareness.

Addiction: Fort DC 18, 1d2 Str/week; **Recovery:** four weeks.

Effects: The user gains a +4 alchemical bonus on Listen, Search, Sense Motive, and Spot checks for 1d4+1 hours and takes 1 point of Strength damage immediately when the substance is consumed.

Side Effects: After the effects wear off, the user is shaken for 1d2 hours.

4. ਥੇ ਗੋਰਜ਼ਰ'ਡ ਫਿਏਸਟ

As not all pleasures of the flesh are of the same genre, the Gorger's Feast seeks to serve those with the most varied and exquisite tastes in fine dining. This large banquet and dining hall boasts the indubitable distinction of being able to "cook anything you kill." Big game hunters from throughout the universe bring their catch here to be prepared "any way they like it", for an exceptional fee of course. Others who are merely in the mood to "taste" something different are welcome to sample from the exotic menu. **Rewonek**, a drow, is the proprietor of the Gorger's Feast. Slim as a rapier and tall for his race, Rewonek knows exactly what wine to serve with whatever happens to be on your platter and is quick to see his wait staff refill your glass as soon as a draught is taken. Many of the more "refined" guests prefer to slay their own dinner before it is prepared. For that, a special "dinner theater" of sorts is a frequent draw for an evening's dining. The customer is placed within a cube-shaped *wall of force* with his prospective dinner and allowed to fight it out to the amusement of the Feast's many guests. If dinner wins it is immediately set free and all of the customer's gear becomes the sole property of the establishment.

Rewonek, Male Drow Exp10: CR 9; hp 41; AL N; Str 8, Dex 13, Con 10, Int 16, Wis 14, Cha 15; Craft (cooking) +15, Knowledge (local) +14; short sword, 500 bp, gold chain (300 gp), emerald earrings (500 gp pair).

5. ਥੇ ਆਡਾਡਾਡਾਨ'ਡ ਲਾਠਨ

A slim crescent moon denotes the entryway of this dark structure on the corner of the Necropolis Way. The Assassin's Moon is actually owned by the nobles of the Bayt AlSikkyn. Many of their assassins collect information on their next mark from this building which poses as a shop selling rare and exotic poisons to would-be murderers from a thousand dimensions. **Raakham Al Abash** is the proprietor of the shop. His knowledge of poisons and rare alchemical materials is second only to the cruelty with

which he extracts them from the rare creatures he keeps caged in the back of his shop (just about any poisonous creature, extraplanar or not, can be found here at one time or another).

Raakham Al Abash, Male Human Alch16: CR 16; hp 56; AL NE; Str 8, Dex 11, Con 12, Int 20, Wis 18, Cha 10; Craft (alchemy) +24, Craft (poisonmaking) +27; Skill Focus (Craft [poisonmaking]); *ring of fire resistance* (10), 4,500 gp in various jewelry; see the alchemist class in **Appendix 5**.

6. ਥੇ ਸ਼ਾਲਾਮ'ਡ ਕੋਇਫਰੇਡ ਆਂਡ ਬਿਓਟੀ

This small shop caters to those who seek the perfect hairstyle and makeup to match any ensemble. **Al Shallaam** employs a dozen skilled hair dressers and makeup artists who for a price (and occasional use of magic) can perform true miracles of beauty and wonder. The shop is owned by one **Asima al'Madr**.

Getting a trim and a style from one of these expert beauticians grants the character a +2 circumstance bonus on Charisma-based checks when dealing with members of the opposite sex (of a race the character's race finds attractive) for 2d6 days. An Al Shallaam Beauty Makeover can increase the bonus to +4, but it lasts only 1d4 days. More intensive work such as age defying skin treatments cost extra but can knock 2d10 apparent years from the flesh of any recipient. It is even rumored that unwanted fat can be magically removed or "redistributed" to more appealing areas of the body.

Asima al'Madr, Female Human, Exp12: CR 11; hp 41; AL N; Str 9, Dex 12, Con 12, Int 17, Wis 16, Cha 20; living brass necklace with emerald stones (7,000 gp), 3 gold rings (150 gp each), ring of comfort.

Al Shallaam's Coiffures and Beauty Services: Services offered by Al Shallaam's include:

Service	Cost
Trim-n-Style	10 bp
Al Shallaam Beauty Makeover	50 bp
Skin treatment	70 bp
Body reconfiguration (fat redistribution)*	2,000 bp

*Grants a +1 inherent bonus to Charisma. This can only ever be done once per character.

7. ਥੇ ਹਾਫੀ'ਡ ਬੁਟੀਕੁਏ

This boutique serves to siphon the funds earned by the many prostitutes, temple virgins and pleasure slaves who ply their trade within the Bazaar of One Thousand Sins. Owned and run by **Khafi Jazeer**, this shop offers boudoir wear and dancing attire made of the most unique and fashionable materials, a few of the items sold here possess unique magical properties.

Khafi Jazeer, Erinyes: CR 8; hp 85; 3,400 gp in various jewelry.

Hori's Boutique Services: Items for sale here include:

Item	Cost
Boudoir wear, average	20 bp
Boudoir wear, fine	150 bp
Dancing attire, average	20 bp
Dancing attire, fine	100 bp
Slippers of seductive dancing	2,000 bp
Girdle of touch me not*	11,400 bp

੬. ਫਾਕਹਿਰਾ'ਸ਼ ਕਨਸ਼ਰਵਾਟੋਰੀ

Many of the slaves and daughters of deposed nobles who find themselves in the Bazaar of One Thousand Sins need some training before being turned loose upon the unsuspecting masses who throng to the Bazaar. It is at Faakhira's Conservatory where they are trained in the arts of seduction, dance, music, and the physiology of beings from many strange worlds. A course in training at Faakhira's Conservatory usually entails getting the prospective pleasure slaves addicted to kesh-aath, an addictive, inhibition-numbing drug frequently used by the masses that swarm the Bazaar. Once the addiction is complete, the training truly begins. Faakhira is a believer in the "spare the whip" philosophy and has been known to beat more than one of her more willful charges to death. On rare occasions she has horribly scarred the faces or bodies of those whom she perceives are more beautiful than she is.

Faakhira must be careful in this however, for the masters of these pleasure slaves have been known to exact a high price for damaging their property. Despite her shortcomings Faakhira is good at her job, for the pleasure slaves of the Bazaar of One Thousand Sins are renowned throughout the multiverse as the best at what they do.

Faakhira, Female Efreeti Brd16: CR 19; hp 121; AL LN; Cha 17; Perform (dance) +21, Perform (oratory) +19, Perform (sing) +17, Perform (string instruments) +17; diamond ring (2,000 gp), ruby earrings (1,500 gp pair), ruby and sapphire necklace (5,000 gp).

੭. ਥੈ ਰੈਪੋਜ਼ੀਟੋਰੀ ਅਨੈਕਸ

While the Repository itself is, for all intents and purposes, off-limits to just about everyone in the known universe, the Annex is open to any who can afford the price of admission. Unlike the great tower beside it, payment does not mandate the sacrifice of any body parts or the memories. The building housing the Annex hangs from the underside of the Palace of the Khan by a single enchanted unbreakable strand of hair taken, according to popular legend, from the flame-witch Madani Jahani. A wobbly bridge made from living brass and obsidian connects it to the same platform as Indizhar's Bridge on the opposite side. Deeply colored crimson veins bored through the flesh-colored marble stone comprising the building's walls. Unlike the Repository, the Annex appears to be built according to perfectly ordinary architectural

doctrines—it is box-like, with thirteen broad levels supported by ornate arabesque columns. However, like the Repository, the Annex just does not seem to belong in the City of Brass—and yet it does. It continually exudes an ineffable sense of otherworldliness.

The Annex is a storehouse for spellbooks, scrolls, and other arcane and divine magical writings taken from spellcasters who've become slaves within the City of Brass. A perpetual queue of spellcasting petitioners extends out from the doors (which have not closed in more than 2,000 years), across the black glass bridge, onto the platform, and then down a spiral staircase that descends to numerous platforms in the Lower Levels and Basin. It is said that some mortal wizards have undergone the sickening transformation into lichdom as they have waited for the Sultan or Grand Vizier's permission to access the Annex's tomes, many of which are severely restricted. More than a few of these stalwart knowledge-seekers continue to wait and have taken up residency amongst the crypts of the Basin within the Great Ziggurat. Others, impatient with the decades-long wait in some cases, have broken down in the end made the requisite sacrifice to interact directly with the scholars in the Repository. Most have lived to regret the experience. A squad of **fire giant soldiers** and **efreeti** guards the building's entrance. Inside the foyer, an **efreeti clerk** and a gaggle of **azer assistants** manage access to everything inside.

Admission to the Annex requires payment of a magical item with a value of at least 1,000 bp (5,000 gp). Upon paying this admission price, the efreeti clerk or his assistants takes the petitioner into the stacks, where piles of magical tomes are located. Individuals seeking to learn new spells find that they may learn any arcane or divine spell of up to 6th level by studying the tomes found within the stacks. This of course excludes cold-based and water-based spells (none of which are available; scrolls with such spells are destroyed, while the pages within a spellbook or tome are *erased*). Scribing spells from the stacks costs the seeker an additional 20 bp per spell level, which is paid to the one of the assistants upon selection and scribing of the spells. The tomes and scrolls in this place are for reference, scribing, and learning only—none are for sale. Any PC spellcasters who have been enslaved find their spellbooks, scrolls, and such in this place. A PC slave that buys its freedom (or escapes its bonds) can buy back his spellbook (scrolls, and so on) providing he can prove that it belongs to him and that he can pay the asking price (usually total spell levels x 5 bp).

Fire Giant Guards (6): CR 10; hp 142.

Efreeti Guards (2): CR 8; hp 75; see **Appendix 1**.

Efreeti Clerk: CR 8; hp 65.

Azer Assistants (20): CR 2; hp 11.

੮. ਮਧੇ ਭਵਨ

In the Middle Levels, strung between the Pagoda of Devils, a residential tower, and the Bazaar of One Thou-

sand Sins, is a web woven entirely from hemp and brass thread. Each strand is as thick around as a fire giant's arm. It is the home of Nyissa, self-proclaimed head priestess of the spider goddess. The web lies flat, looking down on the City beneath it. It is a complex, dizzying array of shapes purported to be sacred to the goddess, shapes that symbolically represent her true name—the name by which her chosen few shall know her—in a hundred different languages. The center of the web supports Nyissa's lair, a spherical basket made from brass-reinforced wicker and the nexus of the webs' numerous strands. She never leaves her home, which is roughly the same size inside as a three-story house, nor does she receive many visitors. Those who seek an audience with her must enter through a difficult entrance in the bottom of the basket. Many would-be seekers of the spider goddess' wisdom have died attempting to see Nyissa in person, falling to their deaths in the City Basin.

Navigating the web requires a DC 20 Climb check and it takes 10 rounds minimum to reach the center. Anyone attempting to climb around basket to get to the door underneath it must make succeed on a DC 25 Climb check each round.

Nyissa is a peculiar woman, to say the least. She is of elven heritage but tries to make people believe she is a drow. As her pale white skin and golden locks belie such a fanciful heritage, she dyes her skin and hair with indigo woad on a weekly basis. A successful DC 15 Spot check while viewing her reveals the truth quickly enough. Moreover, she is not truly a cleric of any spider goddess known to the people of the City of Brass. She's simply another crazy person with way too much time and rope on her hands. But that still doesn't stop some people from coming to her. In fact, a small cadre of disciples has attached themselves to the high priestess, hanging their own meager baskets from the web in an attempt to live near her sacred presence. Every once in a while, unfortunately, a visiting wisdom seeker climbing through ropes inadvertently knocks one of their baskets loose and sends him plunging toward an ignoble end in the City Basin.

The monks in the Pagoda don't mind the web being attached to it, as they see Nyissa's folly as a harmlessly amusing distraction. Meanwhile, the patrons who visit the bazaar are generally so filled with lust and mind altering chemicals that they more or less regard her as an amusement and curiosity.

Nyissa, Female Elf Exp10/Clr3 (??unknown??): CR 12; hp 45; see **Appendix 1**.

Nyissan Disciple, (various races) Com8: CR 7; hp 25.

इठपुठे वीहोलला

This foreign quarter sits on an iron and steel platform that emerges from the City's inner wall. Houses are built from different grades of steel, mostly because the foreigners living here (called *dhimmi* by the locals) are not allowed to

live in brass buildings. Even slaves are allowed to have brass housing, if their masters so will it, but dhimmi are not. In fact, it is against the Sultan's law for a foreign guest of the City of Brass to live above his station, though there are notable exceptions. Dhimmi caught with brass furnishings or constructions must pay a stiff fine; those who are caught with living brass are summarily executed. The dhimmi are those foreigners who are engaged in official business with the Sultan's administration, such as trade offices, embassies, and other members of foreign government.

Foreigners in the city on unofficial business—that is, the ones that came in through the normal channels, uninvited, can live wherever they can afford. The only stipulation placed on such foreigners is that they pay a unique tax that is supposed to guarantee their protection while in the City of Brass, at least in theory. The parameters of this protection are such that the sultan's officials almost never have to act on it, nor are they willing to reimburse the tax in the event the city's so-called protections fail. The dhimmi, on the other hand, are tax-exempt due to their diplomatic status, which gives them a whole host of fringe benefits not available to other foreigners. Of course, being tax-exempt means they suffer considerable drawbacks, as well, such as not being allowed to enter any part of the City outside their souk without the proper paperwork. Guards love nothing more than hassling dhimmi who don't have their papers. Many make several times their regular monthly salaries collecting bribes from such unfortunate foreigners.

One nice thing about the souk is that things normally proscribed in the City proper can often be acquired in it. Technically speaking, the souk is off limits to the Sultan's people due to various treaties with foreign and other planar governments, though that certainly does not prevent them from entering it when they really need or want to. However, they generally leave the souk alone in order to not rock the diplomatic boat too much. As a result, many illegal things enter the City on diplomatic wagons. The foreign black market thrives in the souk. It always seems to be three steps ahead the sultan's Dervishes, whose informants somehow manage to give them outdated information every single time.

The souk's most prominent citizen is a human named **Noman al-Ajadi**, once a caliph in a desert kingdom on a mortal plane. His house sits atop an artificial hill, looking down on both the souk over which he rules and the Lower Basin below. Rumors run rampant that he and the Sultan are very close friends and that someday he may be allowed to move to the City's upper levels, a first for a dhimmi. Any time foreigners run into trouble with the law, they tend to go to al-Ajadi for help. He never gives assistance for free, although he gladly takes payment in the form of favors if a petitioner has enough power or influence to peak his interest.

The least prominent citizen residing in the souk is the dwarf poet everyone knows simply as **Ydnar of Looth**. How he got to the Plane of Molten Skies much less the City of Brass is a mystery to everyone who has ever had the

misfortune to encounter him, especially given that he is so incompetent at everything he does. One story currently circulating in the night markets is that Erkaht Bal, a goddess on his native plane, cursed him with madness and displacement after he offended her with his ill-begotten words and loutish speech. As a poet, he failed miserably. In the City of Brass, he has sunk to lower depths: He can be found walking around the streets in tattered swaddling, carrying a threadbare teddy bear in one hand and ringing a brass bell with the other, crying at the top his lungs about a galactic conspiracy to discredit his art. He also believes the demon-lord Orcus spends every waking moment plotting to kidnap Grumby the Bear so he can sell it to Lucifer for 1,000,000 bp and a bone hairbrush. To say Ydnar of Looh is insane is something of an understatement.

Souk Dhimmi maintains its own watch, paid out of taxes on items sold in the black market. These mercenaries hail from all planes of existence, but most are human. They tend to be adventurers who live in the district, and take a percentage of pay to work a few days a week patrolling it.

Ydnar of Looh, Male Dwarf Com4: CR 3; hp 8; AL CN.

Grumby the Teddy Bear: CR 1/10; hp 1.

II. the iron fortress

This fortress built upon the corpse of an iron giant serves as headquarters for Noman al-Ajadi's diplomatic mission and financial enterprises in the City of Brass. The oddly shaped structure is heavily guarded by al-Ajadi's private mercenary force, and warded against magical intrusions by those who would seek to rob him. Meetings with al-Ajadi are by appointment only, if he knows you, or not at all if he doesn't. Rumors abound that the iron giant is not truly dead and one day it will awaken from its slumber. Nobody knows what to expect when that happens. Until that day, however, Noman al-Ajadi is content to make it his home.

The lower half of the fortress sits atop the dead giant's folded arm and chest. There are three towers and one barbican gateway here. It is where most of the daily traffic passes through. Inside, a crooked staircase climbs to the giant's shoulder and back, where there is a second wall, another heavily guarded gate, and two more towers. Behind the second wall is al-Ajadi's residence, as well as a barracks for his soldiers, and storehouses that allegedly descend into the giant's body cavity. The back of the fortress has a small servant's entrance, but no formal gates. Seven more towers line the rear and lateral walls. Rumors say there is a secret door in the giant's left foot along with a narrow tunnel that bores through the leg bones and which deposit a person in the main residence's food pantry.

Noman al-Ajadi, Male Human Ari20: CR 19; hp 90; AL LN; Str 14, Dex 12, Con 10, Int 17, Wis 16, Cha 17; Bluff +25, Diplomacy +23; +3 *longsword*, 400 bp, silk robes (5,000 gp), salamander-scaled boots (1,000 gp), 3 platinum rings (600 gp each).

Typical Fortress Guard, Male Human War12: CR 11; hp 66; masterwork longsword; 3d10 bp.

12. black market

There is no single black market per se, unlike the countless day and night markets sprouting up in every alley wide enough to support a stall or three. Instead, the black market has **fixers** in every major market who are willing to do business with people whom they consider trustworthy. Fixers engage in normal market business as a cover, but are distinguished by a small red hand inside a red circle, usually placed discreetly in the corner of their shingle or standard. One must approach the fixer with the words "Salam ala'kham!" cried the water-seller." (This is a line from a not-so-well known tale about a thief who stole everything from a rather doltish sultan.) Once in a fixer's good graces, a person can purchase just about anything from him. If something is illegal or rare, he pays more for it; if something is common, then he pays about 60% of its market value and it is invariably stolen property. Specialty illegal goods arrive on diplomatic wagons. If there is one thing al-Ajadi forbids it is organized thievery in the Souk itself, not that the really desperate or determined are swayed by his edicts.

Typical Fixer, Male or Female Human Exp10: CR 9; hp 51; AL N; Bluff +12, Sense Motive +12, Sleight of Hand +16; 4d8 x 10 bp.

13. mastaba well

One of the larger public wells in the souk, the Mastaba Well is so named because of the inordinately large number of *mastabas* (stone benches) surrounding it. Old men and women frequently gather at the well, sitting on the benches all day long while they drink tea or coffee, gossip, and play games. Up to 2 pints of water can be freely taken from the Well (this is a person's daily ration). After a person's daily limit is reach, each additional pint of water must be purchased by that character at a cost of 1/2 bp (or 2 gp, 5 sp).

Other people from the surrounding neighbors come here to claim their daily ration of water, which is overseen by an efreeti named **Dafydd Hezekiah**. Hezekiah is unlike other efreeti in that he is not a native of the Plane of Fire—not of this timeline anyway. He comes from another time in another dimension where the entire efreeti race is enslaved to powerful and terrible azer lords.

At night, when Hezekiah goes home, he closes the steel lid on the well and locks it—only he has the key and he keeps it with him at all times. An enterprising burglar can pick the well lock with a successful DC 20 Open Lock check. If patrolling guards catch someone stealing water, they throw him off the City wall.

Gather Information checks made at the Mastaba Well receive a +4 circumstance bonus due to the gossipy nature of the people who frequent the place.

neither, just a simple pot maker. However, if you let him talk long enough you just might start thinking there is a shred of truth in his words.

Jack Shue, Male Half-Elf Exp6: CR 5; hp 22; AL N; Str 12, Dex 14, Con 11, Int 10, Wis 15, Cha 23; Bluff +14, Diplomacy +14, Gather Information +13.

Jack's Goods: Jack has an assortment of goods he offers to the would-be buyer. A sample of them is listed below.

Service	Cost
Pot or Pan, iron	2 cp
Pot or Pan, brass	2 sp
Pot or Pan, living brass	3 bp
Utensils, iron	1 cp per 4 utensils
Utensils, living brass	1 bp each
Maps, Sultan's Palace*	500 bp
Maps, Ziggurat of Flame*	100 bp
Maps, City of the Sultana*	200 bp
Maps, Rappan Athuk*	100 bp
Maps, Tomb of Abysthor*	100 bp
Information, souk gossip	1 bp
Information, city gossip	1 bp

*These maps are fakes with absolutely no basis in reality though they are of exceptional quality. Characters who have seen these places first hand immediately knows the map is fake.

17. Bobbit of Sharadesh

Bobbit is not so much a shop as he is an institution. This little, brown-skinned street urchin sits on the same street corner every single day, plying his trade, such as it is. He wears stained cotton trousers that are two sizes too large and a ratty, cotton turban (inside which he hides an incredibly long braid of hair). He loudly offers his services to any and all passers-by. If someone doesn't require anything, he resorts to flat out begging. Or, he plays the sympathy card by telling a sad story about how his parents and 13 older siblings died unfortunate deaths when the ferry to the Middle City capsized, dumping passengers and crew fifty stories. Above all else, Bobbit is polite in his interactions, especially if people are rude to him. He might be dirt poor and stink to heaven, but by the gods he's still got his manners.

Bobbit of Sharadesh, Male Human Com1: CR 1/2; hp 4; AL LN; Str 8, Dex 11, Con 10, Int 11, Wis 12, Cha 14, Bluff +6; *ring of fire immunity*.

Bobbit's Services: Bobbit offers the following to his customers:

Service	Cost
Earwax removal	1 cp
Nostril cleansing	1 cp
Hair cutting	2 cp
Fingernail cutting/cleaning	1 cp
Toenail cutting/cleaning	2 cp
Tooth brushing	1 cp

Praise and adoration	1 cp
Man servant	5 sp per day
Street guide	3 cp per hour
Spying	2 sp per day
Message running	2 cp
Errand running	4 cp per errand

18. Jewel of Beshevar

Hami al'Hazred, an elderly cheitan, started this shop one hundred years ago after he was discharged from the City militia. He had always wanted to sell the exquisite rugs made in the outlying towns and villages, places where he was stationed for much of his military career. Just before he left the military, he wisely married a woman whose entire family did nothing but weave rugs. She had a terrible disposition, the kind that never let her speak a kind word to or about anybody. Hami felt quite relieved when she died. As was her village's custom, he cremated her. As a final farewell, he fed her ashes to the goats outside their house. Today, he and his six children run the Jewel. His eldest son, Hami II, transports new rugs from their grandparent's workshop in their home village on a weekly basis, using the family wagon (pulled by the two family flame-spawned oxen and 1 flame-spawned bull borrowed from the kindly neighbors). Unbeknownst to the others in the al'Hazred family, Hami II has been having a secret affair with a young elf girl in the service of a minor noble.

The average rug is made from a combination of silk, wool, cotton, and goat hair, and is typically large enough to cover the floor of an entire room. One in ten rugs is actually a *carpet of flying*.

Hami al'Hazred, Male Cheitan War5/Exp6: CR 10; hp 46; AL LN; Str 14, Dex 12, Con 12, Int 14, Wis 10, Cha 10; Craft (weaving) +19; Skill Focus (Craft [weaving]); +1 *scimitar*.

Hami II, Male Cheitan Exp1: CR 1/2; hp 6; AL LN; Str 14, Dex 14, Con 12, Int 14, Wis 10, Cha 12; Craft (weaving) +9; Skill Focus (Craft [weaving]).

Jewel of Beshevar Goods: The following can be purchased from Hami al'Hazred:

Item	Cost
Rug, ghadar	100 bp
Rug, khosujay	200 bp
Rug, asab	300 bp
Rug, bopal	400 bp
<i>Carpet of flying</i> (5 ft. by 5 ft.)	5,000 bp
<i>Carpet of flying</i> (5 ft. by 10 ft.)	8,000 bp
<i>Carpet of flying</i> (10 ft. by 10 ft.)	14,000 bp

Ghadar Rug: This style of rug is distinguished by its reliance on the different shades of red to create patterns. It is generally used for telling tales about a family's prominent ancestors.

Khosujay Rug: This is a prominent style found in the households of minor nobility and moderately wealthy. The

patterns woven into it tend to show fanciful gardens and buildings in Paradise.

Asab Rug: Marked by a predominance of tan and black hues, this style once enjoyed fame as the rug of choice among previous sultans. It is also one of the most durable rugs, taking a very long time to wear out.

Bopal Rug: The most expensive rug one can buy, it is characterized the filaments of gold, platinum, copper, and brass running through it. Some varieties are known to have living brass, which can dynamically change the patterns according to the owner's whimsy.

19. इएरवन्तई'क्वार्टर

The vast majority of the households in Souk Dhimmi have servants of some sort, usually of the **tiefling** variety. Though tieflings are *persona non grata* in the City of Brass, they are allowed in the souk strictly as second-class citizens in the employ of foreign diplomats, their friends, and families. In truth, practically anybody can get a permit for a tiefling servant. They can be recruited from agents in the Si'la Market. Tiefling wages are fixed by law at 2 sp per month, unless their masters require they find their own accommodations in which case they get 5 sp per month. The Servants' Quarter is where they live, not because they must but because it is the only place in the souk with housing they can afford. Tiefling-only markets abound, as do other shops owned and operated by azer slaves that cater to their specific needs (such as food and clothing). Every second weekend, tiefling servants are allowed one day off, and so fill the quarter, gathering in large groups to exchange news, gossip, gifts, and generally just enjoying the company of friends they haven't seen in two weeks.

Merchants in this quarter don't often sell to outsiders, not that outsiders would really want to buy their goods, as it is very shoddy. More often than not, it's second hand or stolen from the households of their masters.

Typical Tiefling Slave, Com5: CR 4; hp 12.

20. सा'क़ाहवेह

Also know in Common as "Three Pounds of Coffee," this comfortable, spacious shop is owned by **Musa Ayoub**, who once served the Sultana in his childhood as a kitchen boy. During his time in her palace, he was always getting into trouble for talking with strangers. As such, when he finally retired he decided to open a traditional-style coffee shop, not because he was an aficionado but because he wanted the opportunity to meet all kinds of new people. In the days before the current Sultan, things were much different. The foreigners living in it were of much better breeding than they are today, so it was only natural for him to open Sa Qahweh in their district.

The shop is situated in such a way that the sun always finds a way into the main sitting room. Cushions lie scattered all over the floor, turning the intermittently

spaced wooden tables into small islands. Each table has one hookah, a bronze pot for dirty hookah water and expired tobacco leaves, and a tiny charcoal burner. Ayoub makes the coffee at a bar along the back wall, serving it in ornately carved stone cups. The coffee of his homeland is very rich, and served with a healthy dollop of sugary tree sap. Foreigners find it much too sweet for their liking, in fact. Learned men from the souk temples congregate here to debate religion, philosophy, and politics (though the latter not too loudly, for fear of dervish informants reporting their potential sedition).

Musa Ayoub, Male Dwarf Exp10: CR 9; hp 47; AL LN; Str 14, Dex 8; Con 15; Int 12, Wis 14, Cha 14; Diplomacy +15.

Musa Ayoub Goods and Services: The following are a few of the coffees and items available from this shop:

Service	Cost
Coffee, local	4 sp
Coffee, imported	1 gp
Coffee, royal	1 bp
Dates	1 gp
Olives	4 sp
Rice pilaf	3 sp
Goat milk	3 sp
Lamb stew	1 gp
Hookah tobacco	1 bp

21. थंडे लॉन्टर्'इहोउइ

This tiny, unassuming building pressed up against the City's outer wall by just one of many barracks for the Sultan's elite soldiers. The mint is where the City's money comes from. It is surprising small considering the volume of brass pieces come out of it. In truth, the mint doesn't really make the brass coinage, for that is done in the Agony Forge at the bottom of the Ziggurat of Flame, where azer slaves stamp captured souls into them. The coins are then enchanted by **Thunderheel Anger**, a minotaur sorcerer from a world that no one remembers any more. The coins are not brought to the mint either, as he can perform his magic from a distance. Also, he being here and the coins being in the Agony Forge ensure their security. Thieves would be harder pressed to rob the Ziggurat, which is protected by the burning dervishes and the Sultan's head priest, than they would be trying to rob the mint itself. (Most thieves don't realize the coins aren't in the mint, and when they attempt to rob it end up finding a simple old minotaur playing chess with a skeleton named **Zebediah**.)

Twice since assuming the job of Master Minter have adventuring companies kidnapped him and held him for ransom. Both times the elite soldiers supposedly protecting him were summarily executed for their sloppiness. The burning dervishes recovered him with little problem. The heads of the offending parties were filled with molten brass and then hung from the gates of the Sultan's palace as warning to others. Today, the soldiers watching Thunderheel go out of their way to protect him, fearing a similar fate as their previous comrades met.

Efreeti Elite Guards: CR 10; hp 97; see **Appendix 1**.

Thunderheel Anger, Male Minotaur Sor16: CR 17; hp 111; AL LE; Str 19, Dex 10, Con 15, Int 13, Wis 10, Cha 20; +2 *greataxe*, *ring of fire immunity*; *staff of fire* (41 charges).

Zebediah, Medium Skeleton: CR 1/3; hp 6.

The Bazaar of Arcana

The Bazaar of Arcana, crossed by the broad Sultan's Boulevard and flanked adjoined by the awesome edifices of the Great Repository and the Minaret of Screams. The stalls and structures of this souk are filled with the strange merchants hawking wands, staves rods, potions, rings, scrolls, and wondrous items, as well as reagents and components of nearly every type imaginable needed to craft whatever an arcane master would desire, up to a point.

A magical Bazaar is a strange and wondrous place but it can easily become unmanageable for the DM to run. Should a DM wish to put some breaks on their PCs they should use the following suggestions to control the flow of magical items into their campaign:

- No magic item worth more than 80,000 gp value is sold to visitors to the Bazaar of Arcana, and no items of frost or water may be sold here by law.
- Limit the PCs knowledge of magical items to their in-character knowledge. To determine if a magic item is available, the PC must first know what they are looking for. It is unrealistic to assume that PCs have knowledge of every sort of magic item. Therefore, it may be surmised that through magical research and study of ancient text, a PC skilled in Knowledge (arcana) may have uncovered some knowledge of strange and obscure magic items that they have not personally come in contact with. To exhibit prior knowledge of such a magic item the PC must make either a successful Knowledge (arcana) check (DC 15 + 1 per 10,000 gp value of the item in question), or a successful Bardic Knowledge check of equivalent difficulty. Should the PCs check succeed they may indeed have knowledge of the item that they seek and may thus go seeking for it within the Bazaar.
- Set a percentage chance that sought after magic items are found within the Bazaar. Despite the plethora of magical items present and traded at the Bazaar by the various efreet, dervishes, jann, and foreigners, there should only be a 25% chance that specific magic items are found within the Bazaar. Just because it is a Bazaar of Arcana, filled with fantastic wonders, does not mean that it has every wonder instantly or readily available for purchase.
- Roll on the random magic item tables in the DMG, disregarding or rerolling any items over 80,000 gp in value.
- Several of the shops and stalls found within the Bazaar of Arcana are more permanent in their nature and are thus the highest sought after of any other shops within the souk.

22. अ्याइव वी नार (The Staff of Fire)

A traveler from the material planes, **Halif** crafts exquisite magical staves for a price. His djinni noble slave, Gha'Bi functions as his assistant.

Whichever material components Halif should need for crafting various staves are brought to him by Gha'Bi in short order, or are brought by those seeking the creation of a mighty staff. Halif is careful to follow all of the laws of the city, as he is wise enough to know that the time may come when Gha'Bi somehow frees himself and the tables become turned—the slave becomes master and the master becomes slave.

Halif, Male Human Wiz18: CR 18; hp 63; AL CG; Str 10, Dex 10, Con 12, Int 19, Wis 13, Cha 12; Craft Staff; *staff of transmutation* (36 charges), *staff of fire* (21 charges), *ring of fire immunity*.

Gha'Bi, Male Noble Djinni: CR 8; hp 70.

23. बेदी व वीन'इ जेवडोरु

The great sorceress **Bel a Din** crafts amulets, necklaces, charms, bracers and rings of all sorts. Due to their great beauty they are fantastic craftsmanship, she charges 25% more than the standard market price for her wares, however she may be inclined to craft them at a reduced price if jewels, pearls, lapis lazuli and the like valued at over 1000 bp are brought for use in the items construction. Being one of the Halifi, she enjoys the protection of the Sultan, but is more apt to be friendly with foreign visitors to the city.

Bel a Din, Female Elf Sor16: CR 16; hp 45; AL NG; Str 11, Dex 14, Con 10, Int 17, Wis 16, Cha 22; Craft (jewelrymaking) +22; *bracers of armor* +6, *staff of defense*.

24. जहजवेइ व जहजवेइ

Jahiz, an efreeti wizard crafts various wands for sale to those with the coin to purchase his wares. He enjoys haggling over a price and always starts at double the standard price for his wands. Characters can usually find any wand listed in the DMG here; and if its not, Jahiz can usually craft it.

Jahiz, Male Efreeti Wiz8: CR 12; hp 90; AL LN; Craft Wand; *wand of fireball* (CL 7th, 31 charges), *wand of lightning bolt* (CL 7th, 21 charges), *wand of darkness*.

25. लु-दुवव'इ तेहोरुइ

Decorated with peaceful flowers and fountains of boiling oil, **Mu-Duvac's** is popular with efreeti nobles, merchants, and wealthy visitors from many planes. Those who can withstand the heat of his sweet, oil-based tea are treated to the delight of pleasant hallucinations, wild sensory pleasures, and a wide variety of magical side effects that make every drink unique. Customers somehow incapacitated, or made foolish by the tea's effects are ridiculed and abused by their fellows, becoming part of the entertainment. Many visitors come not only for the chance to see others making fools of themselves, but for the excitement created by the risk of being the fool. **Mu-Duvac** and his slaves serve tea, and the resulting entertainment, for a mere 30 bp per cup.

ਲੁ-ਦੁਵਾਕ'ਏ ਟੈ

When consuming the tea, there is a chance, it produces one of the following effects for the next 1d6+2 minutes. Roll 1d20 on the following table.

1d20	Effect
1.	<i>Blur</i>
2.	<i>Cat's grace</i>
3.	<i>Undetectable alignment</i>
4.	<i>Faerie fire</i>
5.	<i>Sleep</i> (regardless of HD)
6.	Clumsiness (-2 effective Strength and Dexterity)
7.	Truthfulness; unable to lie
8-20.	No magical effect

Far from the ordinary tea, this tea has a base of pale, light oil heated until it boils rapidly. Various magical herbs and substances are placed in each cup in random amounts before the oil is poured in, making each cup unique. The customer is then expected to gulp the tea down, willingly enduring 10 points of fire damage for those actually subject to heat. Once swallowed, the tea bestows upon a person a calm comfortable feeling while at the same time heightening all the senses (+2 to Listen, Spot, and Search checks) and causing minor hallucinations (-4 to saving throws against illusions); effects last for 1 hour. Customers who experience ill effects are expected, though not required, to remain in the teahouse to endure ridicule. See the sidebar for various effects.

Mu-Duvac has no set recipe for his tea; the very randomness is what makes it attractive to customers. He is unwilling to discuss with anyone the exact nature of the magical substance he places into the cups, claiming it is a family secret.

Mu-Duvac, Male Efreeti Wiz9: CR 12; hp 95; *wand of lightning bolt* (CL 9th, 38 charges), *ring of protection +2*, +1 *quarterstaff*.

Slaves, Human or Elf Exp8: CR 7; hp 28.

੨੬. ਅਮਰ ਬਿਨ ਸਿਲਾਹ'ਏ ਪੈਟ

Caged and chained fiendish animals of all types fill the small shop with a din that echoes off the carefully engraved walls. **Amar bin Silah** is a skilled breeder, guaranteeing the fiendish nature and trainability of his pets. Visitors to the shop include distant merchants and archmages looking for particularly unique pets, some visitors make special breeding requests that Amar does his best to fulfill.

Amar bin Silah, Male Human Drd16: CR 16; hp 90; AL NE; Str 13, Dex 12, Con 13, Int 16, Wis 18, Cha 15; Knowledge (nature) +25; *staff of the woodlands*.

੨੭. ਬਾਹਿਜ਼ਾ ਬੀ ਫਿਰਾਕ'ਏ ਗੁਲਾਬ'ਏ ਏਲਾਇ

Where but the City of Brass can one purchase such a variety of questionable items? **Bahija's** half-dragon heritage gives her a strange, wild beauty as well as a mysterious ability to connect with the souls of ordinary mortals. Using her knowledge of necromancy, and her special talent, Bahija traps souls in special small glass vials that can only be created here in the fabled City of Brass. Although horrendously expensive (100,000 bp), these souls can be used in the creation of magic items, reducing the XP cost of crafting magic items by as much as 50%. Bahija loves to entertain guests, particularly mortals from the various material planes.

Bahija, Female Half-Red Dragon Nec16: CR 18; hp 78; AL NE; Str 18, Dex 12, Con 16, Int 25, Wis 16, Cha 16.

੨੮. ਬੀ ਅੰਬੇਕਾਰ'ਏ ਟਾਰਾਬਦੀ ਕਰਾਇ

The Al Bekar clan, owners of the largest privately held group of azer slaves, keeps their slaves working in the furnace-like heat of a massive smithy doing nothing more than making statues and engravings on living brass for various nobles and merchants. The clan claims to know secrets of working the living brass that give their statues and carved decorations special powers. Whether or not this is true, their work has garnered them some favor with the Sultan and therefore among any hoping to maintain a good standing.

੨੯. ਅਜ਼ਰਾ ਬਿੰਟ ਝਾਰੀ'ਏ ਜੇਵਲਾਇ

Although low-caste, Azra is one of very few with the ability to work with zuristone, that rare form of rock sometimes found floating in the Sea of Fire or in remote spots on the Elemental Plane of Fire. Although unable to enchant the fine, delicate jewelry she creates here,

ਜੁਰਿਸਟੋਨ

Only found in isolated spots on the Elemental Plane of Fire and in the Sea of Fire, zuristone is a dark reddish material marbled with faint, light-green veins. Completely resistant to fire and as hard as adamantite, jewelry and magic items constructed of this rare stone are extremely valuable. Extremely rare, and difficult to work with, items made from zuristone cost an additional 5,000 gp (1,000 bp) simply for materials and workmanship. Such items gain immunity to fire damage and hardness 20. Unfortunately, craftsmen have tried to create arms and armor from this material, but with no luck. For some unknown reason, the material just won't create such items.

her beautifully carved rings, amulets, and chains are extremely valuable to those hoping to enchant them (1,000 gp each). Her shop receives visits from a wide variety of arch-mages and liches hoping to create powerful, indestructible magic items.

Azra, Female Efreeti Exp6: CR 11; hp 101; Craft (jewelrymaking) +23; 6,500 gp in various jewels.

30. ਹਰਮੁਏਰੀ ਗ਼ਾਟਏ

This small house and shop holds many secret portals to other planes to the City of Brass. It is also a shop where the smart can find almost any magic item that allows planar travel of any kind. One can also find any item that uses an inter-dimensional space, like *bags of holding* or *portable holes*.

The shop has a policy that seems to be enforced often, if you arrive through an item, you just bought it. **Saala**, is a former guide in the dome of gates. The shop has a small retinue of **efreeti guards** that patrol its boundaries, keeping an eye out for any would-be thieves.

Efreeti Guards (4): CR 8; hp 75; see **Appendix 1**.

Saala Efreet Wiz8: CR 12; hp 85; AL LN; 2 diamond rings (1,200 gp each), diamond earrings (600 gp each), platinum armband (400 gp).

31. ਟ੍ਸਵੀ ਬਿਨ ਵੇਰਾਕੈਂਡ ਟੀਐਰਡ

While most slave owners are content with the standard brass collar, some prefer their pleasure slaves to be more ornately adorned. **Tsvi** and his azer craftsmen create slave collars of extraordinary design, from ornate and delicate to thick and imposing. Such collars cost their owners 10% to 25% more than normal but they guarantee that a slave's owner can easily be identified.

Tsvi, Male Efreeti Exp5: CR 10; hp 92; 3,500 in various jewels.

32. ਹਰਮੁਲੰਡ ਏਲਫਰਾਮੁਲ

The wizard, **Horum**, sells magical baubles, weapons, and potions out the back of a rickety red cart. Due to an unfortunate curse laid upon him by some god, irate over Horum's pretentious manner, he rarely stays in one place after he's made a few sales.

The curse causes any item he magically fashions to be horribly flawed. The curse or flawed item registers normally if *detect magic* or the like is used. No trace of the curse or flaw is noticeable until the item is used. They either fail to work properly or result in strange side effects (such as in the case of the traveler who gained 500 pounds the day after the bought a *ring of sustenance* from Horum). When a character uses an item crafted by Horum, roll on the table in the sidebar to see exactly what happens.

Horum is now just a shadow of his formerly arrogant self. Still, he flies into a rage when anyone dares to question the quality of his work.

ਹਰਮੁਲੰਡ ਏਲਫਰਾਮੁਲ

Any magic item crafted by Horum is automatically flawed. Each time the item is used there is a chance it malfunctions. Roll on the table below to randomly determine what happens each time the item is used.

1d20 Malfunction

1. Item is powerless against one type of creature (choose one or roll randomly).
2. User takes 5d6 points of damage (Fort half DC 20).
3. User loses voice for one day; spells with verbal components cannot be cast.
4. User gains 1d6 x 20 pounds.
5. User takes 1d6 points of damage to one ability score (determine randomly).
6. User gains one negative level (Fort DC 20 to remove).
7. User struck blind or deaf (50% chance of either) for 1d4 x 10 minutes.
- 8-10. Item functions normally.
- 11-13. Item fails to work.
14. User's hair turns white (permanently).
15. All liquids within 10 feet foul; magic liquids (such as potions) must make a save against DC 20 or foul.
16. User changes sex for 1d2 x 10 minutes.
17. User takes 1 point of ability drain to one ability score (determine randomly).
18. User switches between incorporeal and corporeal for 1 minute.
19. One random gem or piece of jewelry within 10 feet tarnishes or turns dull gray becoming worthless.
20. User teleported 1 mile away in random direction.

Horum, Male Human Wiz13: CR 13; hp 31; AL N; Str 8, Dex 14, Con 11, Int 16, Wis 12, Cha 14; *ring of fire resistance* (10).

33. ਹਾਂਸੀਕ ਬਿਨ ਫਾਤਿਮਾ ਲਾਇਬਰੇਰੀ

This small library contains books and scrolls from all over the planes and the material plane. If the book is an obscure text that has some connection to the City, the Plane of Fire, the efreet, the djinn, or the jann, any magic tome or spell of up to 4th level allowed within the city are found within this bookstore. Most of the spells have been copied from the Repository Annex.

The store is run by an extremely old djinni named **Hansiq bin Fatima**. Spells can be copied from books in the library for a cost of 100 gp x the spell's level.

Hansiq bin Fatima, Male Djinni: CR 5; hp 51; AL CN.

34. Al'Fabín's tattoo parlor

The crafty human wizard **Al'Fabín** inscribes magical tattoos for his clients here in a nondescript shack. His work is renowned for its superiority, and he takes advantage of his fame with drastic mark-ups. A typical Al'Fabín tattoo costs 150% of the base price. The quality of the finished product is indeed superior, not only functionally, but also visually as well. Many visitors have come to Al'Fabín simply for his skills with the ink.

Al'Fabín is a cunning fellow, and often adds a unique touch to his tattoos that adds a +2 bonus to the spell's save DC as long as the tattoo remains in place.

Al'Fabín, Male Human Wiz18: CR 18; hp 63; AL CG; Str 12, Dex 11, Con 12, Int 19, Wis 12, Cha 16; Craft (tattoo) +28; Inscribe Magic Tattoo*.

Wizard Spells Prepared (4/5/5/5/5/4/4/3/3/2; save DC 14 + spell level): 0—*daze, detect magic, flare, read magic*; 1st—*burning hands, erase (x2), magic missile, ray of enfeeblement*; 2nd—*blur, fog cloud, gust of wind, resist energy, spider climb*; 3rd—*deep slumber, dispel magic, hold person, ray of exhaustion, suggestion*; 4th—*charm monster, confusion, greater invisibility, phantasmal killer, Rarey's mnemonic enhancer*; 5th—*break enchantment, dream, magic jar, telekinesis, wall of stone*; 6th—*geas/quest, guards and wards, repulsion, wall of iron*; 7th—*forcecage, prismatic spray, waves of exhaustion*; 8th—*binding, horrid wilting, Ott's irresistible dance*; 9th—*gate, shades*.

Al'Fabín's Goods and Services: His tattoos are priced as follows:

Service	Cost
Tattoo	20 bp per color
Magic Tattoo*	Special* x 1.5

*See the **Feats Appendix** for details on magic tattoos.

35. Flame on the Wall

A tall slender elf greets the customers who enter this tidy shop. He is well above six feet in height, with jet-black hair slicked back into a long pony tail, dressed in well oiled tight fitting dark leather, elaborate golden jewelry, and rose-tinted spectacles.

Fazaad is the proprietor of the Flame on the Wall. The walls of the establishment are covered in all forms of paintings and there are stands with various works of art from sculptures of efreeti and fire elementals, to glass objects with swirling infernos inside them, and other ornaments of various mediums, some of which are said to have magical properties (ranging in price from 1,000 bp to above and beyond 50,000 bp). Some of the best works of art are the paintings made with fire oils, a painting medium infused with the essence of the Plane of Fire, which allow parts of the painting

to move and flux as if they beat with life themselves. These are known as fire prints.

Fire prints vary in quality and cost, but usually sell for a price of 50 bp x the painting's length x the painting's width. For example, a painting that measured 12" by 12" costs 7,200 bp (12 x 12 x 50 = 7,200). Each fire print radiates magic and if mounted on a solid surface such as a wall or door, offers an immunity to fire to all within 30 feet (so long as they remain within 30 feet of the painting). A painting cannot be mounted on a shield, armor, or the like. It must be mounted on a stationary surface such as a wall or door to activate the magic.

Fazaad does commissioned work for a slightly higher price. His works are known to adorn the Sultan's Palace among many other places in the city and are well sought after from those from other planes. A **fire giant guard** sits in the back of the store with a wicked barbed scimitar sitting across his lap. He says nothing and is not spoken to by Fazaad but he attacks if provoked.

Fire Giant Guard: CR 10; hp 142; +1 keen scimitar (Large, 1d8).

Fazaad, Male Elf Sor14/Exp4: CR 17; hp 52; Craft (painting) +27; Skill Focus (Craft [painting]); ALLN; bracers of armor +2, wings of fly, ring of comfort.

36. The burning stones

If gems need to be polished or shaped, this is the place to take them. Two twin dwarves, **Idlen and Neldi** run the business. One of the dwarves (Idlen they think) has long, thick, dark dreadlocks and a completely shaved face, (he says he shaved it when his beard got in the way when polishing an emerald causing it to crack straight through). Conversely, Neldi has a long braided beard that almost reaches the floor but his head is shaved bald. Their skill with gemstones is rarely matched and those who want the best gemstones possible seek out their services. If armor needs adorned with gems, if pommels of swords need to look special, if an amulet needs to look more majestic, then the twins make it happen. The twins also imbue gems with magic giving them incredible power and amazing value. These stone are called *burning stones*, though in reality they can be imbued with a variety of abilities.

By polishing gems and increasing their luster with the addition of facets, the twins can increase the worth of a gemstone by 150%. The dwarven brothers are the only craftsmen in the City of Brass who can properly work the elemental stones mined from the lava vents of the Plane of Molten Skies.

Idlen, Male Dwarf Wiz17: CR 17; hp 80; Appraise +14, Craft (gemcutting) +27, Knowledge (arcana) +24, Knowledge (geology) +24; Brew Potion, Craft Magical Arms and Armor, Craft Wondrous Item, Empower Spell, Enlarge Spell, Forge Ring, Heighten

burning stone

A burningstone is similar to a scroll and is crafted using the Scribe Scroll feat. A single stone can hold one spell of level 0 thru 9th. A burning stone can be activated as a standard action. Once used, the gem loses its magic and turns dull gray.

Spell, Scribe Scroll, Silent Spell, Skill Focus (Craft [gemcutting]); AL NG.

Wizard Spells Prepared (4/5/5/5/5/4/4/3/2/1; save DC 14 + spell level): 0—*detect magic* (x2), *read magic* (x2); 1st—*endure elements*, *obscuring mist*, *protection from chaos*, *ray of enfeeblement*, *shocking grasp*; 2nd—*blur*, *darkness*, *resist energy*, *scorching ray*, *web*; 3rd—*blink*, *lightning bolt*, *magic circle against chaos*, *sleet storm*, *stinking cloud*; 4th—*charm monster*, *confusion*, *solid fog*, *shout*, *wall of fire*; 5th—*break enchantment*, *cloudkill*, *permanency*, *teleport*; 6th—*antimagic field*, *acid fog*, *eyebite*, *flesh to stone*; 7th—*insanity*, *power word blind*, *spell turning*; 8th—*horrid wilting*, *iron body*; 9th—*prismatic sphere*.

Neldi, Male Dwarf Exp 14: CR 13; hp 100; Appraise +25, Craft (gemcutting) +25, Craft (stonemasonry) +22, Knowledge (geology) +23; *Feats:* Skill Focus (Appraise), Skill Focus (Craft [gemcutting]), Skill Focus (Knowledge [geology]); AL NG.

37. the living whole

This rather extravagant establishment is a combination of a brewery and a tavern with a few little know extras. The Whim is run by an elder efreeti known simply as **Vin**. Vin oversees the work of a whole host of azer slaves who have proven remarkably talented at brewing various ales and liquors that are known for their fiery potency and unique taste. With names like Red Death, Fire Opal Nectar, and Liquid Inferno, and with each brand being packaged in a high quality unique bottle, Vin's creations have an undeniable appeal to those with expensive taste. A bottle of Red Death generally costs 100 bp, Fire Opal Nectar 150 bp; and Liquid Inferno, a staggering 800 bp. Prices for other drinks and liquors range from 30 bp to 800 bp.

Aside from all that, there is a large common room and bar area where visitors to the bazaar can sit for a meal and fine spirits. Vin doesn't tolerate obnoxious behavior, and his squads of bouncers (consisting of 2 **fire giants** and 4 **burning dervishes**) are always more than happy to quell any potential skirmishes.

What truly gives the Whim its name is the unspoken service that Vin is willing to provide for a hefty cost. If asked in the proper manner (usually 5,000 bp worth), Vin takes a customer to the back room and grant one *wish*. As efreeti are wont to do, Vin generally twists

the wish to suit his own desires, and leaves the victim wondering what went wrong.

Vin, Male Efreeti: CR 8; hp 60; AL LN.

Azer Slaves: CR 2; hp 11.

Fire Giant Guards (2): CR 10; hp 142; 4d10 bp.

Burning Dervish Guards (4): CR 7; hp 49; masterwork falchion; 3d10 bp.

38. the melting anvil

This is no ordinary blacksmith; this one deals only with exotic metals, such as mithral, adamantine, and the silver found from the trees in the Steel Garden. The sturdy dwarf named **Feldspar** hammers these precious metals into weapons and armor of wondrous quality for a hefty fee. His cost is generally 200% over market price plus the buyer must supply the raw materials or at least the cash for them up front. On the plus side, Feldspar is a master of his trade, and his work is quick, accurate, and possessed of extremely high quality. Items created by Feldspar have a +1 bonus to hardness, half again as many hit points as normal, and their Break DC is increased by +4.

He is more than happy to construct magic weapons for those who can afford it. He does not, however, craft any weapon with cold-based special abilities (no matter how much he is offered).

Feldspar, Male Dwarf Ftr 10/Wiz 10: CR 20; hp 120; AL CG; Craft (armorsmithing) +20, Craft (blacksmithing) +23, Craft (weaponsmithing) +29; Craft Magic Arms and Armor, Skill Focus (Craft [weaponsmithing]); *ring of protection* +3, +5 *longsword*.

39. the lapis of luxury

This is the most sought after brothel in all the City of Brass. The women and men who work here are beyond the scope of beauty. They emanate an almost angelic grace, which is the wonderful irony of the Lapis. The small palace is filled with all things of beauty, statues, silks, velvets, lush pillows, fragrant plants, scattered gems, fountains that spew liquid silver, and of course the intoxicating workers. The workers are all succubi and incubi. The matron of the house is a marilith by the name of **Fel'wieri**. The bodies of those who fall into the trance of the succubi are teleported to the Abyss where they become slaves and servants of the demon hordes. Not all who come here become servants; some have the fortitude to prevent total energy drain and those who do survive, pay twice the rate to come back.

Fel'wieri, Female Marilith: CR 17; hp 216.

Succubus and Incubus* Employees: CR 7; hp 33.

*Incubi are simply male succubi. Use the same statistics as the normal succubus from the MM.

40. ਠਿ ਠਿ ਠਿ

A rag-tag network of child thieves and assassins permeates the back alleys and corridors of the Middle City. They are constantly on the lookout for unsuspecting fools on whom to practice their trade. If the victim looks too powerful, then one member follows them (Spot DC 20 to notice you are being followed). If noticed, the rogue blends into the street and finds a new quarry to prey upon. If unnoticed, the thief follows the victim to his place of rest and reports to his cohorts in the Nest for back up support. While the victim is asleep, a small group gains entry to their quarters and attempts to rob (and possibly kill) each one of them. It is said the Nest is so abundant in the Middle City that they have a safe house on every street. Most professional criminals, especially the Fahd al An'il, regard the Nest urchins as nothing more than meddling toddlers, if that.

41. ਠਿ ਠਿ ਠਿ ਠਿ ਠਿ ਠਿ

This burning spire stands between two pillars of living brass. It has a single iron door at the base, which stands 30 feet high and which can only be opened magically. The tower is rumored to be a gateway to the Abyss. Anyone within 20 feet of the Towering Inferno must make a DC 20 Fortitude save or take 2d6 points of fire damage each round. Actually touching the tower deals 10d6 points of fire damage per round of contact.

Fire and magma mephits frequently leap high from upon the tower to fall upon passersby. They then run back into the flames, cackling and giggling. Any attempt to open the door automatically summons an elder fire elemental. Upon successful opening the door (and after dealing with the fire elemental) there is a 10% chance a very angry pit fiend appears to deal with the party.

ਠਿ ਠਿ ਠਿ ਠਿ ਠਿ ਠਿ

These clerics are mercenary group of lawkeepers in the City of Brass. They are magically fortified humans clothed in sleeveless, hooded, white robes with matching veils that cover the lower halves of their faces. The High Judges wear black robes, while the absolute head of the order, the Grand Judge, wears crimson robes. Each carries a *halberd of flame*, which can be turned into a *halberd of frost* with a command word. They also have *belts of giant strength +4*, *wands of power word stun*, *hold person*, *force cage*, and *sleep*. They answer to no one outside their immediate circle. The Sultan's burning dervishes have orders to kill every Judge they encounter on sight, no questions asked.

42. ਲਾਘ ਠਿ ਠਿ ਠਿ ਠਿ ਠਿ ਠਿ

Prisoners convicted of especially heinous crimes are sent here for spiritual purification. The Smoldering Judges track down the guilty and call down the wrath of the gods upon them. A small flat one-story brass building connotes the entrance to the Maw, which descend down toward the Lower City in an ever-narrowing spiral. Five clerics in black robes lead prisoners to the bottom, chanting ritualistically. At the terminus is a great gaping portal. A mass of spinning, razor-sharp blades frames it. When the head judges utter an incantation, the portal flares to life, forming a one-way gate to the Plane of Ice. All items are removed from the guilty before casting them into the maw. For those who are of a fire-based nature, such as azers and efreet, the head cleric instead opens the maw to the Plane of Water or the Plane of Ice.

43. ਠਿ ਠਿ ਠਿ ਠਿ ਠਿ ਠਿ

This jagged pyramid dominates the City's skyline, its third largest structure and second only to the Palace of the Sultan in awe and splendor. The Ziggurat of Flame (called *As-zug al Nar* in the trilling, musical language of the City's masters) rises out of the Basin not far from the Great Repository, its majesty alone capable of keeping the darkness shed by that abomination from marring the beauty around it. Chained atop the Ziggurat is one Nar al Nar, Lord of the Fire Elementals, who often howls with torment and rage at his imprisonment. The Ziggurat's walls, which always shine resplendently in the molten light of day, are made from constantly expanding *living brass* forged deep in its bowels by an army of azer slaves. During the evening, when the Nightfall Concordance works its unusual brand of magic, the building seems possessed of a pale, golden light burning from within. Relief impressions depicting the deeds of the Sultan adorn their shimmering surfaces. Careful observation reveals two things: First, the Sultan's face is never shown, but rather is always depicted turning away from the viewer, or it is obfuscated behind a veil, or otherwise somehow obscured; and second, the stories on the wall move slowly, showing the events of the entire story they depict over the course of thirty hours and then beginning again when the cycle ends. Regardless of the tale, the Sultan always stands at least twice as tall as everyone else.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

44. ਪਾਗੋਦਾ ਠਿ ਠਿ ਠਿ

The Pagoda of Devils, home to the mysterious Order of Devils stands ominously in the southwestern corner of the City of Brass. Although the curiously carved

circular portals of the Pagoda of Devils are open to all comers, there are only two sorts of visitors: those that become members of the ancient sect, and those who are never seen again.

The Order of Devils is a mysterious order of monks devout in their worship of Lucifer and led by the enigmatic Pang Goy.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

45. worshipper of the great pyramid

Beneath the Shining Pyramid of Set is a small community of “crazies” who worship the Pyramid itself—not the god Set, but the Pyramid itself. They wait for the day their god calls them home (which to them is the day the Pyramid falls from the sky and crushes them all). Various races are represented here, all degenerate and somewhat insane. The area is covered in ramshackle houses and buildings, each falling apart and crumbling. A larger building in the center serves as their temple, where they all go and pay homage to the Shining Pyramid floating above them.

46. tower of the grand vizier

Stretching from the basin to just below the height of the Palace of the Sultan, it is whispered that dark magic and ancient arcane experiments take place within the lofty spires of the hellish minaret fortress of the Grand Vizier of the City of Brass. The roots of the cursed tower find themselves in the basin, where stout walls of white-hot bronze surround the base of the tower. A smaller tower stands in each corner of the four walls. Each of these towers is an identical replica of the central tower but is in miniature. A single demon gate opens into the tower compound from the basin.

The Central Tower houses the Vizier’s private chambers, his laboratory, harem, and a pocket dimension of clouds guarded by the Cloud Giant Norl. The upper levels of the central spire require passage through this area and the acquisition of a magical key (from Norl’s chambers) to open the doors that lead to the topmost parts of the spire. The Conjuring Chamber, the place the Vizier is most likely to be encountered, is accessible only by *teleportation* from a location within the Central Tower.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

47. great repository

The Great Repository is a towering monstrosity of a library planted right in the heart of the city. While it is true that it possesses the sum of efreeti knowledge (though others say the sum of *all* knowledge), accumulated over hundreds of thousands of

millennia and harvested from nearly as many worlds, it is also something so disturbing that every one of the City’s residents, from the most worthless slaves languishing in the gutters at the bottom of the basin to the Sultan himself, would rather it never existed. Yet, exist it does and there is nothing anyone can do about it, as much as they might wish otherwise. In a place where wishes are the currency of dreams and are traded as freely as gold in the mortal realms, that is no small feat.

The Repository is the City of Brass’ tallest building. It is constructed entirely from royal purple marble. Depending on the angle from which one looks at it, it seems to have between three and seven sides and its middle section seems to bulge outward like a sickly, cancerous tumor. Three colossal marble arms reach down like flying buttresses from the tower walls, stone fists firmly clutching the City floor. A thick layer of black and crimson filth that seems to be congealed blood covers them. In fact, it coats the entire tower base as high as the Middle Levels. Atop the tower are marble arms, a crown of seven ever grasping toward the molten fire sky. Unlike the much larger ones anchoring the library to the ground, these are pristinely free of muck. The Sultan would never normally allow any other building to look down upon his own palace but this is the one exception. In the past, many tried to bring down the library. All failed. A dark magic inhabits it, making it immortal, indestructible. It is said with hushed whispers and fear-filled hearts that the only deity to ever come close to destroying it ended up obliterated from existence.

The Repository has no windows other than skylights built into the roof between the arms. Its single entrance opens at the City’s Middle Level, where the tower swells to its widest girth to join an ornate brass bridge built 16,000 years ago by the eminently despicable Sultana Indizhar Nishwan Radhwa. All who enter do so as equals with one another and as inferiors to the scholars inside—no exceptions. The scholars kneel before no one, if only because there is no one else alive who understands the peculiarities of the tower.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

48. the traveler’s bath

This large structure serves as a privately operated spa, filled with swimming pools, plunge pools, fountains, showers and saunas. The finer needs of the customer are cared for in luxuriant fashion by water elementals, nymphs and their master **Sabil the marid**. Sabil makes a pretty penny offering the luxury of water to a parched foreign populace, and in turn pays a healthy tax for the right to do so.

Where to Stay

After some initial exploration the PCs are no doubt chomping at the bit to find a place to hole up and rest where they can feel somewhat safe and protected. Despite this, they may find it somewhat difficult to locate a place that meets their requirements in a city ruled by an Evil Sultan, where worshippers of fell deities are welcome so long as they obey the Sultans Law.

- If the PCs have made friends with Chufa Um Sofanie and are of appropriate alignment they may find sanctuary amongst her order of paladins in the Lower City, Area 15. The Ubaydulah Tower.
- Tent accommodations are also located in the Lower City in Area 1. The Caravanserai with various sizes of tent accommodations covered in that location. This is the most common of “no questions asked” accommodations, however it is neither safe nor secure unless slaves or cohorts are left behind to watch the PCs gear.
- Area 12b. The Freeman’s Tower offers accommodations, however the PCs may have to literally “fight” for a room. In the near lawlessness of the lower city, few question any extra bodies that turn up, and the elves who run the top floor wouldn’t mind having help ridding themselves of the gangs which dwell in the lower levels or the insane druid Oruk the Horned. For more information on the Freeman’s Tower, see Area 12b of the Lower City.

The above accommodations are those most commonly left for foreigners visiting the City of Brass, as the Efreet are rather particular about who they let live where in their fabulous city and prefer to keep foreigners out of sight as much as possible. That said, it is certain that some adventuring parties may not find these dwellings to their “high standard” of living.

It is possible to lease property built along the walls of the Middle and Lower City from the Upper City Chapter 6, Area 22. The Palace of Commerce. These dwellings have several chambers and an interior courtyard filled with blossoming fruit trees. These dwellings have exactly the same layout as Area F. The Chambers of Husam al Din found in Chapter 18, the Ziggurat of Flames.

- Cost for leased dwelling is a base minimum 1000 bp per month with leases extending a minimum of 3 months.
- Upon acceptance of lease, the renter is given a key to the dwelling which allows they and only they to open the door as the dwelling is actually an inter-dimensional space activated by the key-holder. From the outside the dwelling appears to be nothing more than a key-hole and a number.
- The renter is responsible for any damage to the interior dwelling.
- The renter must provide for their own staff of servants and guardians. Such servants may be found in the Lower City, Chapter 8, Area 1b.

Sabil has few problems with his efreeti cousins as they understand the need for his services within their great metropolis.

Services within the Traveler’s Baths range from the opulent to the sublime. Simple common baths in a large pool suffice for most travelers, however for the wealthiest there are private massages and near boudoir-like spa treatments. The entire structure is sealed in double air locks that do not let even a drop

of moisture out into the City itself. Some say that this is because of the disdain the efreeti have for anything water-based, and others claim it is merely to keep the escaping humidity from tarnishing the polished upper levels of the Ziggurat Al Nar.

Sabil, Marid Prince: CR 9; hp 78; see **Appendix 2**.

Water Elemental Slaves: CR 5; hp 68.

Nymph Slaves: CR 7; hp 27.

Chapter 8: The Lower City

Unlike the eye-popping grandeur of the Upper City, and the bustling wheeling and dealing of the Middle City, the Lower City, or Basin as it is sometimes called, is indeed the gritty, grimy underbelly of the City of Brass. Being at the very bottom of the bowl within which the city is built, the basin is home to teeming gangs of azer slaves, constantly working on the great building projects of the city. The azer continually hammer and toil, taking on shiploads of raw living brass brought aboard the galleys of the Fire Sea Corsairs and waiting as dark practitioners of magic in the employ of the burning ones bind the metal with souls of those who have displeased the Great Sultan.

Looking up from the Basin, one marvels at the magic and engineering that has gone into the creation of the City of Brass. Buildings soar high into the glowing sky as tiny figures may be seen aboard flying carpets or flying of their own volition, while pedestrians travel along the broad ramps that connect the various structures and platforms of the city to one another.

The Lower City consists of many low-rent taverns, brothels, casabas and inns. These are places where even the poorer casts of efreeti refuse to come without good reason for fear of being seen by their brethren and being mocked or laughed at. Notable exceptions to this rule include merchants who own freight and shipping interests, and the cruel overseers of the azer, who insure that their whips remind them of their fate of endless toil.

Sealed entrances leading to many of the great buildings of the City are also found within the basin. The bindings and enchantments on these portals is so great that only the bearer of a magical key or password specific to these doors allows passage into the bowels of these magnificent structures.

Locations in the Lower City

The following are some of the areas' more prominent places.

The Caravanserai

This district is the common destination for the beasts which haul the large caravans that bring trade and tithe to the masters of the City of Brass. The Caravanserai comprises literally hundreds of pens and hostels joined by a common wall for the numerous drovers and beasts of burden that are brought into the city daily. After dropping their wares off at their destination, the beasts are driven down the staggering platforms from the Upper and Middle City into the Caravanserai to be tended until such time as their masters business has been completed.

Any large or huge beast or monster that can be imagined may be found picketed in one of the massive paddocks lo-

Lower City (Basin) Encounters

Roll 1d8 for every hour spent in the Lower City

1d8	Encounter
1.	Slave Master (efreeti Ftr4)
2.	Rogue (Lvl 14+1d6)
3.	Azer Slave Gang (1d10Azer +2 efreeti guards)
4.	Press Gang or Slavers (1d6 Fire Sea Corsairs)
5.	Fire Giant Patrol
6.	Smuggler (Expert 10, any Race)
7.	Monk (Order of Devils, Lvl 10+1d10)
8.	Bounty Hunter (Wizard 5/Fighter 10)
9.	Demon (DM's Choice)
10.	NPC from NPC appendix, DM's Choice

cated in this section of the city. The animals are well tended to by azer slaves. Patrols of mercenary guards in the employ of the beasts' owners frequently war with one another in the Caravanserai, as they attempt to steal the beasts from their masters' business rivals.

More often than not beasts that escape from the Caravanserai rampage through the Basin before being brought down. Occasionally they find their way to one of the crowded bazaars of the Middle and Upper City. Beast owners whose animal escapes are required by efreeti law to repay double the damages done by one of their creatures. In the event of death, monies must be paid to the family of the deceased for a *raise dead* or *resurrection* spell. In a strange twist to the law, anyone other than a city guardsman who kills the beast of a merchant must repay the merchant double for his loss.

Lodging and accommodations are available at 1 bp per week for drovers and the like in any of the numerous hostels which lie against the outer wall of the Caravanserai. Rates for beasts are based on the size of the creature, its diet, and the length of stay in the Caravanserai.

Size	Cost (per week)
Up to Small	1 bp
Medium	2 bp
Large	6 bp
Huge	12 bp
Gargantuan	24 bp
Colossal	50 bp

Calculating a Slave's Value

To calculate the value of a slave, multiple the creature's Strength x Charisma x HD. This sets the starting bid in bp (brass pieces). Thus, a 14th-level fighter with Str 18 and Cha 12 has a starting bid of 3,024 bp (14 x 18 x 12 = 3,024).

As the efreeti have no real way of knowing how powerful an individual is, they may be tested through combat with one another or other captured slaves to determine their ability to fight or think.

PCs found with spell components pouches, are marked separately and sold in a separate auction from other slaves, as their value must be determined by a representative of the burning ones. Such characters may find themselves purchased by a noble house, or purchased by a merchant in the Bazaar of Arcana, crafting magical items until such time as their worthiness has expended itself. The value of an arcane spellcaster is the standard value of a slave multiplied by 1.5.

1a. The Slaver's Bazaar

Nearly one-quarter (or more) of the City of Brass population is believed to be slaves. Powerful magicians from other planes often come here with their terrestrial bodyguards in search of knowledge and ancient magic, but their visits are generally short and direct. They report shock at seeing the hundreds and thousands of bound slaves of every race and permutation imaginable at work doing the bidding of their cruel efreeti masters. The various slave races serve in every capacity imaginable, from crafting the fine goods which the efreeti greedily sell to the highest bidder, to polishing and cleaning the gleaming edifices of the city itself.

Wealthy efreeti frequently send professional buyers to the Slaver's Bazaar to make purchases on their behalf. Often these buyers are slaves themselves.

1b. Slave Pens

The Slave Pens of the City of Brass are always full. These naked prisoners are the beaten and degraded forms of hundreds of souls who await their sale and binding to their new master within these iron cages. The cages are six feet tall, and are stacked two high and go on in rows and rows for many city blocks. The bars of each pen are made of iron. Tougher slaves are kept in cages with reinforced iron bars (some even *arcane locked* or *greater arcane locked*).

Iron Bars: Hardness 10; hp 25; Break DC 28; Open Lock DC 30.

Reinforced Iron Bars: Hardness 10; hp 60; Break DC 28; Open Lock DC 30.

No food is granted to those who wait within these slave pens, as it is surmised that more slaves may always be gotten from the old. Typically from the time of capture or sentencing to the time of sale is less than 30 hours.

1c. Auction House

The auction house is home to the guards and auctioneers who oversee new slaves and the fitting of brass collars to every being sold in the Slaver's Bazaar. Thus is the efficiency of the Great Bureaucracy. **Hallamabath the Auctioneer** oversees a staff of 50 efreeti auctioneers and 50 fire giant guards who see that the constant flow of slaves goes uninterrupted from the time of arrival to the time of bondage.

Fire Giants (50): CR 10; hp 142.

Efreeti Auctioneers (50): CR 8; hp 65.

Hallamabath the Auctioneer, Male Efreeti: CR 8; hp 80; carries 260 bp, 2 bloodstones (55 gp each), 1 black emerald (1,000 gp); wears a *ring of mind shielding*.

2. Azer Slave Quarter

The majority of azer that live within the City of Brass dwell in hovels surrounding the foot of the Great Ziggurat. Their existence is bound to their efreeti masters and the constant construction work in building up the Great Ziggurat. Beyond this massive and ongoing labor, the azer, being bound with brass collars, are free to move about the Basin, living in small family groups and working 24-hour days. The azer were the first beings to be subjugated by the Sultan's wars of expansion. Those azer not fully engaged in construction projects and the reinforcement of the dizzyingly tall skyscrapers of the city busy themselves polishing every inch of the cities many metallic edifices. They do this job invisibly however so that none who visit the city ever notice their presence in the Middle or Upper City, unless they see one as a visitor to the various Bazaars where some few work crafting weapons and armor, chariots, and shields.

A holy man named **Amin al Anumon** leads the azer. Amin is a very old, very humble azer, and a devout cleric of Anumon, despite his servitude and the worship of Anumon being banned in the City of Brass. He keeps the spirits of his people high in their toil for their cruel masters, promising them that Anumon has not forgotten their plight and will someday send saviors to free them of their servitude.

Amin al Anumon, Male Azer Clr12: CR 13; hp 68; AL LN; *wand of cure moderate wounds* (33 charges).

3. The Overseer's Keep

This fortress, small by the standards of the City of Brass, houses the overseers who manage the affairs of the azer. They ensure that the fire-dwarves work hard and cause no problems. **Umuyad the Beast** is the chief overseer of the azer slaves and lives up to his name in every way. Commanding 500 mercenaries of various races and ilk to beat, harass, and otherwise manhandle the azer at their work.

Umuyad leads by example frequently lashing out with his magical whip which crackles with electrical energy.

Efreeti Overseers: CR 8; hp 72; masterwork falchion (Large, 2d6).

Umuyad the Beast, Male Efreeti Ftr8: CR 16; hp 161; see Appendix 1.

4. The Corsair Docks

Massive circular portals in the northwestern end of the Basin comprise the docks which bring commerce and slaves and booty looted by the Fire Sea Corsairs from the Sea of Fire to the City of Brass. This rough and tumble area is home to many of the lowest forms of scum and villainy that may be found in the Inner Planes. The Corsair Docks comprise the Galley Maker, Fire Maiden's Voyage, the Oil Shark Cantina, and the actual portals which open into the Sea of Fire itself. There are various dwellings, warehouses, and flophouses in this district to give the crews of the massive efreeti war galleys ample ways to spend the spoils of their raids against the Sultan's enemies.

5. Ehoopyarve of the Warehouse The Warehouse (Eho)

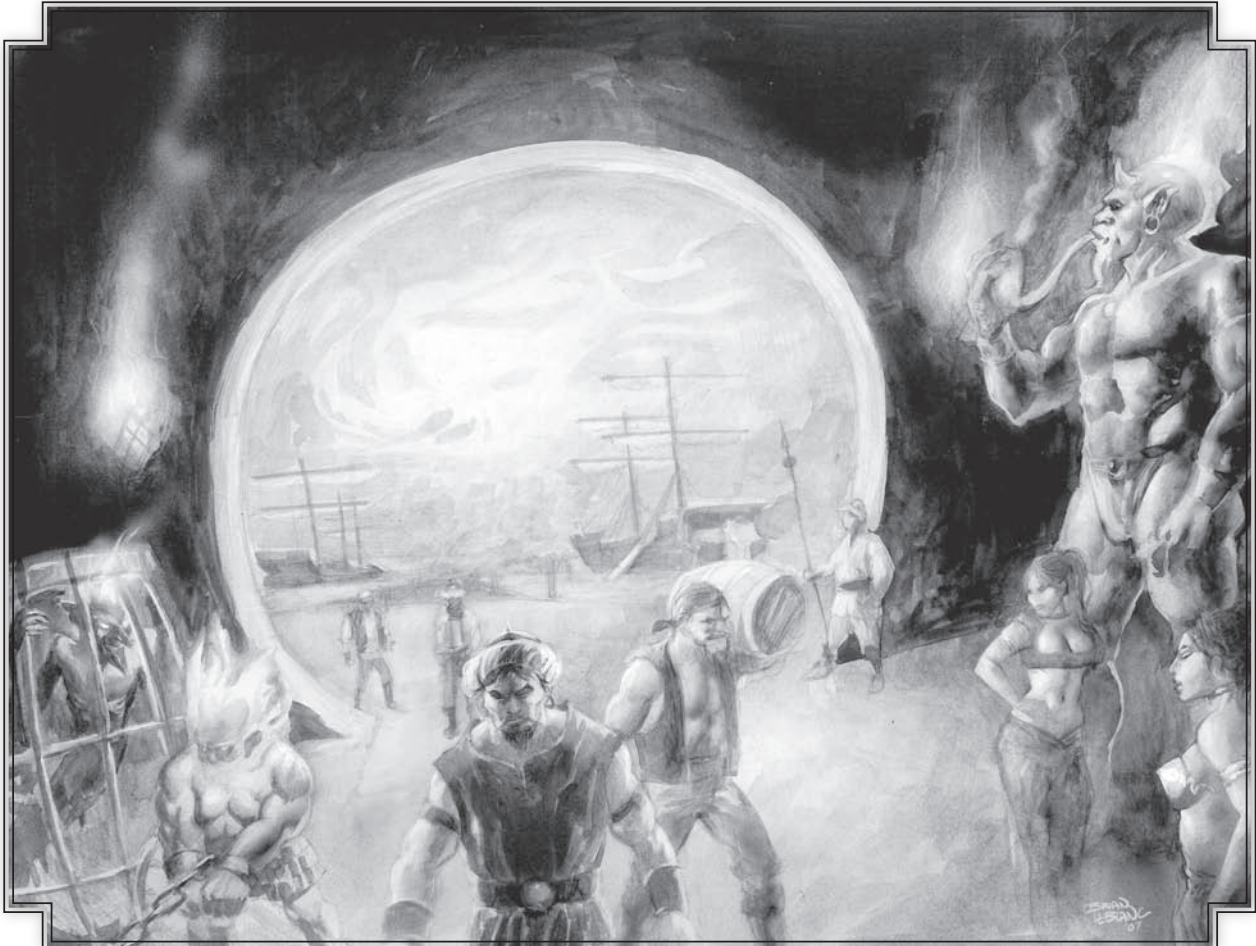
This large warehouse like structure is constantly bustling with activity. Azer slaves move to and fro hauling plates

of living brass to be bolted to the bulwark of a massive efreeti war galley currently under construction. Hermes, the efreeti overseer, commands all with a leaden whip and greatclub of bronze. Hermes is an able shipwright who learned the trade from his father. Two hundred azer slaves toil in his factory, forging the living brass into daunting vessels of destruction which the Fire Sea Corsairs use in their raids across the Sea of Fire. Hermes can craft any oil skimmer, transport ship, or war galley for the right price. Construction of such a war galley usually takes three months, oil skimmers can be had in a month or less and transport galleys take roughly two months to complete. Half payment is expected at the start of work, the rest on completion.

Hermes the Galleymaker, Male Efreeti Ftr3: CR 11; hp 100; Craft (shipbuilding) +17; *ring of evasion*.

6. The Flaming Lovers' and Ropeshed

This rough and tumble brothel and flophouse near the edge of the Corsair Docks serves those marines and sailors who ply their trade within the Sea of Fire and deeper into the Plane of Fire itself. Beautiful dancing girls undulate to the buzak, daff, and tablah music of skilled cheitan bards. **Kul'soon** is the boisterous proprietor of the Flame Maiden and named the place after the war galley he once served upon. Kul'soon is a good source of information about the



goings on within the Docks District. His pleasure slaves are of average beauty but are well treated. For a mere 5 bp a night a guest can have a room and a pleasure slave to waste away the hours. Liquor and other refreshments are of course extra. Many of the corsairs spend their entire pay during shore leave without ever stepping foot out of the Flame Maiden. The Flame Maiden is a good place to hide out if the PCs attract too much attention in the Middle or Upper city.

Kul'soon, Male Efreeti: CR 8; hp 75.

੭. ਫਿਏ ਗੈ ਏਹਾਰਕੇ ਕਾਨਟਿਨਾ

This tavern and gaming hall is owned and run by **Bazik al'Kadar**, and is frequented by some of the more interesting characters one would meet in the Basin. Often, it is a place used by folk seeking the employ of rogues, pirates, assassins, smugglers, and the casual magician for a difficult and frequently illegal job. The air is thick with smoke, and musicians from around the multiverse play for tips on a low stage. Tables are carved with game boards for playing seega, senet, chess, backgammon, and other games of chance. Strange and exotic liquors line the shelves behind the bar which are magically enchanted to insure that a stray bottle or knife does not shatter the precious liquids held within. Run by a trio of retired adventurers, it isn't uncommon for a body to wind up on the floor after accusations of cheating or too much drink is imbibed. For whatever reason the doorman dislikes familiars and constructs which are banned from the place out of hand.

Bazik al'Kadar, Male Efreeti Ftr2: CR 10; hp 72; +2 *scimitar* (Large, 1d8).

੮. ਫਿਏ ਹਿਵੇਦਨ ਏਹਾਰਕੇ ਓ ਰਾਫੁਡ

Deep within the bowels of the Lower City is a hidden shrine dedicated to the Demon Prince of the Undead. **Livesha, a lich priestess of Orcus**, maintains the shrine. The shrine is secret only in that it is mostly ignored by the other denizens of the City of Brass, and tolerated merely because Orcus has interest in many of the powerful weapons crafted and sold in the Bazaar of Arms. For more information on the shrine and Livesha's lair see the section on the Underbasin at the end of this chapter.

੯. ਫਿਏ ਫਿਏ ਓ ਆਗੈ ਏਫਿਏਹਾਫੁਡ

Nestled inconspicuously amidst the filth and bustle of the basin, the headquarters of an extraplanar guild of thieves, spies, investigators, and assassins known as the Fahd al An'il stages operations. Comprised of skilled rogues and spellcasters of nearly every civilized race, and with contacts spanning the universe, they are truly the masters of their trade.

Their meticulous attention to detail and relentless efficiency is surpassed only by their unyielding discipline. The guild follows a strict hierarchy that is based on sheer skill

and has no place for petty intrigue. Each member of the guild must pass a test to gain admittance, and then must ascend through the ranks by further testing. Speaking of the tests of ascension is strictly forbidden and is punishable by death to both parties. The rules of the Fahd al An'il are simple: Once in, never out.

Quarrels within the guild are not tolerated and the attempted or successful assassination of a higher ranking member gains the offender nothing but a merciless death, regardless of his current rank.

The Fahd al An'il is run by a crafty efreeti known only as the **Wahid**. He keeps meticulous records of what services are performed, and makes absolutely certain that taxes are paid properly. The Wahid also creates and oversees the tests of ascension, but leaves most of the contracting up to his clever human assistant, **Zaki Husam**. The Wahid possesses a powerful amulet that allows him to *shapechange* into any humanoid form he wishes.

The guild is split into four factions, each of which performs a certain array of tasks. These include thievery, assassination, spy work, and investigation. Each faction is overseen by one sayyid that has up to five khalafi and ten aswath working beneath him. The number of members is strictly limited to this pyramid of training, so at any one time there are never more than 64 "open" members. The only way to ascend the ranks is if a spot opens up as a result of any number of things.

The guild's rates are dependent on the rank of the member doing the job. Generally an aswath charges 200 bp per HD for a standard job, and only rarely perform tasks outside the city. A khalafi charges 500 bp per HD, while a sayyid charges 1,000 bp per HD for his services. This base rate is often adjusted based on risk or abnormal difficulty.

The guild has loose connections with the Bayt Al Sik-kyn, more as a formality than for any other reason. They hold a license to carry out assassinations within the city, but since most of their work is done outside the City of Brass, they usually do not fall under the direct dominion of the noble house. The Wahid does his best to maintain good ties with the other houses as well, especially the Bayt al Najoom, for their knowledge of the obscure has come in useful on many occasions.

Wahid, Male Efreeti Ftr8/Rog8: CR 20; hp 140; AL LE; +2 *scimitar* (Large), +3 *dagger*, *amulet of shapechange* (use *shapechange* 1/day).

Zaki Husam, Male Human Rog10/Asn8: CR 18; hp 81; AL LE; Str 13, Dex 18, Con 12, Int 13, Wis 16, Cha 14; +3 *short sword*; *ring of protection* +2.

੧੦. ਫਾਤੋ ਏਫਿਏ

Razi, an ancient, beardless dwarf toils night and day behind the counter of this small inn. While his rates of 5 bp per night are outrageous, he asks no questions and his tongueless slaves certainly can't ask questions or reveal information. Slapped beneath the towering creations

stretching into the Upper city, Razi's is considered one of the few discrete places in the Lower City.

Razi, Male Dwarf Ftr16 (venerable age): CR 16; hp 104; AL N; Str 12, Dex 10, Con 14, Int 14, Wis 11, Cha 12; Profession (innkeeper) +10.

Tongueless Slaves, Commoners (Levels 1d4).

ii. the *lalalal* merchant

Devra, a succubus driven partially mad by the many scars crisscrossing her body and the torture that put them there, operates this strange establishment. She implants false memories of happiness through the use of hypnotism and drugs, charging only a fraction of the customer's life energy. Slaves and servants of the Lower City seem eager to come here, trading what little life they have left for a small piece of happiness. Devra is rarely seen in her true form because it embarrasses her, and uses her *alter self* ability to temporarily regain her former beauty. Rumor has it that her ability to implant memories can also be used to recover memories lost due to pain, madness, or mental manipulation.

Devra Succubus, Ench10: CR 17; hp 60; AL CE; *wand of charm person, scroll of 2 arcane spells (suggestion [x2])*, pink diamond pendant necklace (5,000 gp), purple corundum platinum ring (1,500 gp), black opal bracelet (1,500 gp).

12. heyyab district

Along the side of the City Basin is a villainous nest of deceit, corruption, poverty, and death. The Heyyab District differs little, in fact, from the other districts in the Lower City. Slave pens crowd the streets nearest the wall, with their accompanying flesh markets nearby. Towering residential buildings cast long shadows over the crowded, fetid-smelling streets, providing moderately affordable rooms for freemen and indentured servants. The district's residents scurry about during the daylight hours, casting fearful glances over their shoulders and into every shadow, wary of blackjackers, thieves, slaver press gangs, and every other imaginable bogey monster, for they all thrive in the Lower City's cesspool of human and efreeti flesh. At night, only the bravest or the most foolhardy venture forth. City Guards patrol the larger streets, heavily armed and ready for almost anything. They don't interfere when they can help it, though, afraid of the inevitable retribution that will come from the district's criminal element. Life in the district is the hardest it gets in the City, and that's saying quite a lot.

That said, Heyyab does provide adventurers a place where they can easily disappear from the eyes of the City's omnipresent bureaucracy. Few officials assigned to the district pay much attention to its goings-on. They'd just as soon let the people living here deal with their problems themselves. Crime is just organized enough to make the bureaucrats' and their soldiers' lives hell. Fortunately, the

anarchy of everyday life also works against the criminal element like it does everyone else. Fighting between rival gangs occupies much of their time and activities, as well, offering the average person a slight reprieve from fear at times. While it is true that the average citizen living here is distrustful, suspicious, and wary, it is also true that if he becomes friends with someone then that friendship is maintained for life. Residents lead hard lives, and so take what few pleasures they can when they get it, including the simple pleasure of honest friendship.

A constant feature of the Heyyab closest to the City wall is that it always seems to be raining there. It isn't. It is merely the filthy run-off from the ore smelting factories in the Middle City above. As a result, the air in that part of the district always smells and tastes like rancid chalk. Breathing becomes laborious to those unaccustomed to it, and the slaves forced to live there invariably develop severe respiratory problems. The moisture is categorically unpalatable, hence the City's lack of concern about the presence of so much of it, despite being illegal. Efreet, azer, and other fiery creatures still avoid the area if they can help it, regardless. As such, most slavers in the district are humanoid.

12a. the *salaghar* bathhouse

This building is a meeting place and safe house for Samaghar infiltrators, a band of salamanders from the Plane of Fire who seek to bring about the downfall of the Sultan and the City of Brass. It is ostensibly a bathhouse for creatures not native to the Plane of Molten Skies or the Elemental Plane of Fire. Despite its location, the bathhouse maintains a façade of exclusive membership in order to keep everyone but the Samaghar and their allies out. Besides, neither the efreet nor the djinn dare to be seen in this part of town, and the City's fire giant guards would just as soon not bother with anyone in this area than intervene in any perceived violations of the law.

The bathhouse looks inconspicuous from the outside. It is made from heavy slabs of blueshist and gneiss, both durable enough to handle the Lower City's environment. Bands and bolts of brass hold the building together, often glowing white-hot in the ambient heat shed by surrounding buildings. The front entrance consists of a pair of wide double doors made from tempered iron and steel. Engraved above it are the words 'The morally unclean shall be purified by the righteous.' The doors are always locked.

A small eye level panel in the door slides open when the bathhouse caretaker answers, allowing him to see and question clients waiting on the other side. If a person is not on his list, he does not grant them entry under any circumstances, even if they claim to bear a writ of entry given to them by a member. The caretaker is an elderly human named **Ephesius**. He has been performing his duty for the better half of six decades, and knows all there is to know about the Samaghar's plans for the City and the Sultan. He is careful, inscrutable, and eminently trustworthy. In sixty years, the City's efreeti masters have

never once suspected the bathhouse was the nexus of the Samaghar insurgency.

Aruj Khayr leads the Samaghar. He is a young, proud noble salamander recently arrived from his home plane. Serving as his counsel and the Samaghar's resident holy man is **Malazgirt**, who has been operating out of the bathhouse for nearly a decade now. He oversees the local ranks of filthy flamebrothers. As such, he does not garner much respect or trust from Khayr, though the other Samaghar seem to trust him implicitly. Nevertheless, he and Khayr both hate the efreets with such ferocity they easily manage to see past their personal differences and cooperate with one other. The Samaghar regard azer slaves with heartfelt pity because in the salamander homeland the fire-dwarves are accorded much respect and prestige. In fact, the azer there are generally the priests and sorcerers, roles that bind them closely to the generous salamander Caliph. Finally, there is **Malikshah**, the leader of the salamander death squads. He is a vicious, bloodthirsty creature who lives only to murder efreets. He and his assassins are responsible for the gruesome string of serial killings that have been plaguing the Middle City for months.

Samaghar infiltrators possess magic cloaks that allow them to disguise their true forms while they are abroad in the city. The cloaks are very difficult for them to come by, being this far removed from their homeland, so the salamanders go out of their way to protect them.

Aruj Khayr, Noble Salamander Ftr6: CR 16; hp 175; see **Appendix 1**.

Malazgirt, Male Salamander Clr8 (Ymmx): CR 14; hp 110; see **Appendix 1**.

Malikshah, Male Flamebrother Salamander Rog8: CR 9; hp 70; see **Appendix 1**.

Samaghar Infiltrator, Male or Female Salamander: CR 6; hp 58.

Samaghar Death Squad Member: CR 3; hp 26.

Refer to the **Samaghar Bathhouse Map** for the following locations.

1. ਫੋਯਰ

Built into the walls on either side of this entranceway are ten ornate cubicles. The Samaghar used them to store their magical cloaks and weapons. It is considered very bad form to enter the main bath prepared for bloodshed or deceit. To the immediate right of the front entrance is a small wooden table, atop which sits a tiny charcoal brazier, a brass water pot, a clay urn filled with fresh tea leaves, a second urn filled with coffee beans, and three triangular brass cups. The table has two wooden seats. This is where Ephesius wiles away much of his time, sipping either tea (in the morning) or coffee (in the afternoon), and reading books. The corridor terminates at the end opposite the front entrance in a beautifully frescoed archway leading to the main baths.

During the daylight hours, four cubicles contain Samaghar cloaks, steel spears, scimitars, and daggers. At night, all except one are filled with the salamanders' gear. Ephesius reserves one cubicle for his own possessions. Usually, one can find 1d3 jars of fresh tea and coffee and a stack of 2d4 books and scrolls inside it.

Ephesius, Male Human Adp8/Ari4: CR 11; hp 52; see **Appendix 1**.

2. ਮਾਈਨ ਬਾਠ

This is the predominant chamber in the building. It is the steam bath proper, but unlike the kind used by humanoids, the salamanders' is disturbingly cold. Decorative frescoes painted in cold-resistant plaster adorn the walls, which are 60-feet in length apiece. They depict images from Samaghar mythology of a young salamander hero who cast aside the shackles of slavery and slew his efreets masters. An elaborate, three-tiered marble fountain at the center of the room stands 16 feet high. Mounted atop it is the horrible visage of a frost giant, mouth opened wide, an icy wind and water emerging from inside it. In the fountain's water basins float deep blue chunks of preternaturally cold ice, formed in the wake of the wind's passage across it. The air here is thick with steam, a reaction to the wintry air mixing with the normally hot building walls as well as the salamanders' fiery bodies when they sit around the fountain on marble benches, sweating liquid heat. Other pilloried stone heads emerge from the tops of marble pillars spread evenly through the room, exhaling additional blasts of super chilled air.

3. ਪ੍ਰਾਈਵੇਟ ਬਾਠ

There are six private baths, all more or less identical in form and function. Each room is ten feet across, with a single-tiered marble fountain in the center. Benches line the walls. As with the main bath, the water is frigidly cold and the private baths quickly fill with steam when the salamanders use them. Solid wooden doors seal the room, lockable from inside with slide bars to ensure privacy if required.

Each contains a secret door (Search DC 25) in the floor that opens into a short tunnel, which leads to a disguised sewer egress two streets away.

Aruj, Malazgirt, and Malikshah often meet in the room furthest from the foyer to discuss their plans for murdering the Sultan.

4. ਵੱਡੇ ਸਟੋਰ ਰੂਮ

Three large store rooms keep safe the salamanders' equipment as well as mundane supplies, like extra towels, replacement frost giant visages for the various bathes, and so on. Each room is 20 feet in width and length, with a sturdy iron-banded door that can be locked from inside with a heavy brass bolt. The middle storeroom can be used in a pinch as a safe room for anyone who needs to go into hiding suddenly.

5. ਏਫੇਸ਼ੀਅਸ ਦਾ ਸਟੋਰ ਰੂਮ

This is a small room that was never a part of the original building. It was added thirty years ago when Ephesius threatened to retire unless given either a real room of his own, fed up with having to use the middle store room as

his living quarters. The salamander in charge commissioned the room's construction that night, embarrassed at suddenly realizing he and the Samaghar had been so discourteous to the old man for so many decades.

There is a very expensive bed pushed up against the back wall, a mahogany writing table and wardrobe, and rather crudely built wardrobe to the left of the door along the north wall. A well-built chest sits at the foot of the bed, inside of which Ephesius keeps his belongings: 5 books of popular lore and stories from his homeland, 2,201 gp, a +1 dagger, and a cloak of Charisma +2.

Well-Built Chest: Hardness 5; hp 20; Break DC 23.

12b. the freemen's tower

Built entirely of imported wood treated with magical creosote, iron rebar, banding, and bolts, this thirteen-story high building is home to poor travelers stranded in the City of Brass, freed slaves, and permanent residents who can't manage better lives for themselves. It is a squalid guesthouse of epic proportions when compared to the average inn on most other worlds. It is remarkable because its architecture is decidedly foreign-influenced, standing out like a sore-thumb amidst more traditional buildings.

At its base, the tower is fifty feet across on each side. The penultimate floor before one gets to the shingled roof is thirty feet on each side. When the wind from the Middle and Upper levels is high, the tower sways disturbingly. Yet in the 500 years it has been here it has never fallen. It has also survived many a battle stemming from internecine feuding. All of the floors have shuttered windows. If they ever had glass or oiled parchment, they are long gone, either destroyed or stolen. Eight sets of stairs ascend through the tower's interior. Two sets are unusable because they are filled with century's worth of detritus from the residents. Trash, excrement, discarded furniture, dead bodies, and anything else imaginable has been thrown in the stairwells over the years. In fact, the first five stories of those two stairwells are impossible to even enter.

There are approximately 200 rooms inside the tower. Nobody is quite sure, really, as the residents are constantly rebuilding parts of it to suit their needs. The first four floors are controlled by a group of merchants informally known as "**The Scorpion League**," for the black scorpion tattoos sported by their members and enforcers. A powerful and quite insane druid named **Oruk the Horned** owns the fifth and sixth floors. Fortunately he is content to let his residents alone as long as they pay their rents on time. He wiles away his hours engaged in magical experimentation inside his own quarters. The seventh through tenth floors are not controlled by any single individual; they are contested floors fought over by at least three separate efreeti and human gangs. A **trio of elf wizards** (Hick, Orey, Doc) own the upper three floors. The only way into them is by magic carpet or some other means of flight since they have sealed off the stairwells to the eleventh floor with deadly magical wards. They charge the highest rent, though to be fair their rooms are in the best overall condition.

Few people unfamiliar to the customs of the Freeman's Tower let alone the vagaries of the Lower City in general enter the building. Thieves and enforcers are more than happy to shakedown or flat out murder anyone they consider to be fair game. The guard never enters the Tower as even they fear for the lives inside it. It can be that deadly at times to say the very least.

Typical Scorpion League Merchant, Male Ftr4/Exp6: CR 9; hp 53; masterwork longsword; jewelry totaling 1,500 gp.

Oruk the Horned, Male Human Drd16: CR 16; hp 80; AL N; Str 13, Dex 12, Con 11, Int 13, Wis 19, Cha 14; carries 2,400 bp; *ring of fire resistance* (10), *metamagic rod* (*Empower*), *wand of fox's cunning* (14 charges).

Hick the Wizard, Male Elf Wiz13: CR 13; hp 36; AL LN; Str 8, Dex 14, Con 11, Int 20, Wis 16, Cha 14; carries 500 bp; *wand of fireball*, *potion of fly*, *carpet of flying* (5 ft. by 10 ft.), *ring of fire resistance* (10).

Orey the Wizard, Male Elf Wiz11: CR 11; hp 31; AL LN; Str 10, Dex 16, Con 10, Int 17, Wis 12, Cha 11; carries 150 bp, 500 gp, 100 pp; *carpet of flying* (5 ft. by 10 ft.), *crystal ball*, *ring of fire resistance* (10).

Doc the Wizard, Male Elf Wiz11: CR 11; hp 33; AL LN; Str 10, Dex 16, Con 12, Int 16, Wis 11, Cha 15; carries 200 bp, emerald (800 gp); *carpet of flying* (5 ft. by 10 ft.), +1 *quarterstaff*, *ring of fire resistance* (10)..

The Freeman's Tower Goods and Services: The following are offered by the Freeman's Tower:

Rent*	Floors 1-4	
	Small room	1 bp
	Medium room	2 bp
	Large room	4 bp
Rent*	Floors 5-6	
	Small room	1 bp
	Medium room	1 bp, 1 gp
Rent*	Floors 7-10	
	Small room	1 bp, 3 gp
	Medium room	2 bp
Rent*	Floors 11-13	
	Small room	2 bp
	Medium room	2 bp, 2 gp
	Large room	2 bp, 3 gp

*Rent is paid on a monthly basis. If a person needs a room on a weekly or a daily basis, then they pay the appropriate fraction of the total rent.

12c. serpentis alley

Named not so much for its shape but rather for its hissing, slithering merchandise, Serpentis Alley exists in a half-mile long gap between the Lower City guard barracks and the Lower City prison. Hundreds of stalls, pavilions, tents, and carts offer passersby a bevy of snakes for sale. Any kind of known snake is presumably available here. Hawkers come from all the myriad lands. Many wear the traditional blue turban of the local culture, which connotes a venomous snake handler. Others wear nothing but swaddling wrap,

leaving their arms and legs exposed to proudly show off innumerable bite scars. Still, the majority of the hawkers dress more conservatively in flowing robes and kaffiyeh, encouraged by local religion to be modest. Though the stands are all different, they are obviously alike in that they sell snakes of every conceivable shape and size.

One peculiarity of the snake market is many vendors sell not only live snakes, but also a wide variety of dead snakes and snake parts. Dried rattler tails are said to drive off evil spirits, while coral snake venom diluted with raw alcohol and blueberries brings down a person's body temperature, a very popular drink during the heat of the day as you can guess.

Serpent folk revile the market, refusing to have anything to do with it or its vile trade for obvious reasons. Occasionally they raid it, attempting to drive the hawkers out of business by destroying their stands and goods.

Serpentis Alley Goods and Services: A sample of what can be found here:

Animals	Cost
Lizard, monitor	4 bp
Snake, constrictor (Small to Huge)	1 bp x HD
Snake, viper* (Tiny to Huge)	2 bp x HD
Poisons	
Black Mamba venom	30 bp
Boomslang venom	20 bp
Cottonmouth venom	10 bp
Other Services	
Gall bladders and blood	1 bp
Rattler tail	1 sp
Coral snake tonic**	3 bp
Grilled snake meat	4 cp
Boiled snake eggs	2 cp
Snakeskin leather clothing	Special

*There is a 30% chance any given poisonous snake has already had its venom sac removed and sold.

**If consumed, the imbiber doubles the time required before he has to make a Fortitude save when exposed to heat dangers (see the *DMG*). The effects last for 1d4+1 hours.

Black Mamba Venom: Injury, Fort DC 17, 2d4/1d6 Str, suffocation (At Str 0, the victim must make a DC 17 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. On a failed check, the victim begins to suffocate; see the *DMG*. Restoring at least 1 point of Strength stops the suffocation.)

Boomslang Venom: Injury, Fort DC 16, 2d6/1d6 Con, nausea (Whenever a victim rolls a natural 1 on his saving throw he is nauseated for 2d6 minutes. The nausea can be cured by magic or by making a successful DC 16 Heal check.)

Cottonmouth Venom: Injury, Fort DC 11, 1d6/1d6 Con, necrosis (When a victim character takes ability damage, he must succeed on another DC 11 Fort saving throw or 1 point of damage is actually permanent ability

drain instead. This occurs only once per injury/contact regardless of whether the initial and secondary saves are successful or not.)

Snakeskin Leather Clothing: Finely crafted clothing made of snakeskin. The cost is the clothing's regular price + 60%.

13. ਟੋਵਰ ਟੋਪੁ ਗੁਾਰਡ ਬਾਰੈਕਡ

These hardened guardsmen are a far cry from the highly burnished soldiers that patrol the upper and middle city. This barracks houses 90 fire giants and half that number in lowborn efreeti seeking to make names for themselves. Some merely like the action that they are sure to find down here in the guts of the city. They work in patrols of 1d4 giants and 1d2 efreet and are divided into three watches of 30 giants and 15 efreet.

The ward captain is a highly efficient efreeti named **Tayyib um Azzah**, who apparently has a soft spot for Serpentis Alley. People say he receives a hefty bribe each month from its hawkers to ensure their business remains unimpeded. Whatever the case may be, it enjoys special privilege in the Heyyab district.

Ward Captain Tayyib um Azzah, Male Efreeti Ftr4: CR 12; hp 75; +2 *falchion*, gold ring (300 gp), black pearl pendant gold necklace (1,400 gp), 300 bp.

14. ਟੋਵਰ ਟੋਪੁ ਪਰਿਸ਼ਨ

Those folk imprisoned for misdemeanor charges or lesser crimes and serving less than one year are placed in this prison. Visitors are welcome to the prison so long as they bring sufficient bribes for guards and do not try to spring the prisoners. Prisoners who have wealth and station for example are frequently in the "lap of luxury" and stay in the more influential Paradise Tower prison block. Undesirables who are doing hard time for petty crimes get the enjoyment of manning the massive bilge pumps which pump refuse from the city into the Sea of Fire where it is usually immolated by the intense heat. Few attempt to escape down the pipes as the great pressure from hundreds of prisoners cranking on the pumps could kill as easily as the heat of the Plane of Fire or drowning in boiling oil.

The prison is guarded by 20 **fire giants**, 10 **efreeti**, and 4 **burning dervish wizards**. These guards are culled from the normal city watch patrols and rotate every five days to avoid personal bonds and attachments developing with the prisoners. There are occasional uprisings and riots within the prisons which more often than not result in a newly emptied prison to be repopulated with more docile prisoners.

Fire Giants (20): CR 10; hp 142; 4d6 bp.

Efreeti Guards (10): CR 8; hp 75; see **Appendix 1**.

Burning Dervish Wizards, Wiz6: CR 10; hp 70; masterwork *falchion*; 4d10 bp.

15. The Ubaydulah Tower

This is one of the more notorious residential towers in the Lower City because it caters exclusively to women. It is an eighteen-story structure, built from brass-reinforced gneiss and basalt. The outer walls are colorfully tiled with intricate mosaic patterns split occasionally by thin, arched windows. Bracing the building at each of the cardinal directions are the main courtyard, the main garden, the *chahar taq*, and the public mosque. The tower's domed roof is particularly noticeable as it is made from brightly shining leaves of living brass. All of the rooms on the outer walls have balconies and glass windows. There are two entrances to the building, on the western and northern sides. Women generally enter through the north, while men are only permitted entry through the south. Free **azer guards** ensure these rules are not broken. Furthermore, men are not allowed beyond the first floor. If a man is caught on any floor above it, he is summarily executed (usually by being thrown from the nearest balcony).

The tower was built many decades ago at the late Sultana's behest, though nobody outside her immediate circle of handmaidens knew this. She channeled funds through her senior handmaiden's family to construct a place for women to feel safe in the City of Brass, where they could go to get away from cruel or vindictive husbands, jealous lovers, or simply the arrogant men who consider women their property. The Ubaydulah Tower strictly adheres to local religious tenets regarding the occasional segregation of men and women, providing an inviolate shelter for women at a time when many of them need it the most, given the current Sultan's predilection for cruelty toward the opposite sex.

The tower's council of elders is made up of women who have spent the better part of their lives residing here manages the tower. Nobody knows their identities because they conceal their faces behind veils in public, which is proper behavior for a traditional, upstanding woman of their particular religious sect. The ornate headdresses the elders wear also sets them apart from the other women living in the building. Any woman who desires to rent a room in the building must interview with one-third of the council first. Upon their approval, she is granted a room of their choosing. All women of humanoid origin are accepted. Goblinoids are viewed as abominations, and outsiders are considered untrustworthy. Moreover, the only kind of spellcasters they allow to live here are clerics. Wizards and sorceresses are black magicians in their eyes, and therefore most certainly not allowed (if the council had its way, arcane spellcasters would be stoned to death on sight.)

Seven staircases give access to sixteen of the eighteen floors. No one knows how to get into the uppermost two. Rooms and corridors are arranged and decorated according to traditional standards. If a woman didn't know better, she might think she was in her grandmother's country estate rather than high up in an unnaturally tall, magically

supported building in the legendary City of Brass. Each floor has a small courtyard with arched windows opened to the city, a garden, and a mosque.

Azer Guard War10: CR 12; hp 66; see **Appendix 1**.

1. Main Courtyard

A spacious area at ground level, the courtyard is not really an integral part of the tower. It is built along the south side, a comfortable place audibly isolated from the rough and tumble hubbub of the Lower City streets by minor divine enchantments placed on the entry archways. Benches surround an elegant fountain that spills liquid bronze down the step-like tiers to the main basin at the bottom. Potted plants adapted to the intense heat of the plane give the courtyard a small, even comfortable, sense of otherworldliness. Male visitors are expected to behave themselves in the courtyard, where they are required to wait.

An elderly griffon, **Lubna**, makes the courtyard her home. Generally, she just sleeps in the southeastern corner and leaves everyone alone. When there is trouble, and there undoubtedly is when men are involved, she stirs from her torpor long enough to growl menacingly. If the rabble-raising persists, she might work up the energy to bite his face off or something.

Lubna, Old Female Griffon: CR 4; hp 59.

2. Eastern Garden

On the eastern side of the tower is the garden. It has the same dimensions as the courtyard, in fact, differing primarily in the fact a thick jungle of exotic and locale foliage fills it. Orchids grow all year round; their pink, yellow, purple, and white blossoms thicken the artificial landscape with their heady fragrances. Narrow paths wend through it, pausing intermittently at a secluded stone bench for sitting upon. Chaperoned women come here to have some privacy with their male friends or lovers. Non-chaperoned women may freely enter the garden, but without male companions.

Jaida Malak, a resident of the tenth floor, has a secret stash of opium plants hidden the thickest part of the garden. She comes down every night after most of the women have retired to their chambers to harvest the bulbs. If the garden on her own floor were large enough to grow the plants without anyone noticing, she would use that too. Unfortunately, it's not.

Jaida Malak, Female Drow Com9: CR 9; hp 26; AL N; Str 11, Dex 13, Con 11, Int 15, Wis 14, Cha 13; Knowledge (nature) +5, Profession (gardener) +12; dagger, gold bracelet (400 gp).

3. Chahar Taq

This domed pavilion possesses four arched entrances, one of which connects with the tower. The inside of the dome is gilt with leaves of gold; the arches are colorfully tiled; and the floor is lined with ceramic plates that keep it

cool despite the omnipresent heat of the City. The tower's female residents enter through this side of the building, though they are by no means required to do so; it is simply tradition and keeps them from inadvertently running into unpleasant males, who must confine themselves to the main courtyard. When the tower receives important visitors, they are allowed entry through the chahar taq, which is decorated for the event. Often, beggar women and their children can be found here, offering to wash the feet of the women entering the tower for pittance.

4. public mosque

This temple is part of the tower's west side. A tall minaret rises from the outer wall, its hammered bronze bulb-shaped dome coming to a point just above the tower's roof. Though a public mosque, few traditional men come to it during prayer or other services because of its connection to the all-female residence next door. As such, the floor in the prayer hall is more often than deserted. Women, according to tradition, may worship from the upper galleries, of which there are seven in order to accommodate them all. Male guests of the women sometimes come to the mosque to pray, though not very frequently and usually then just to impress the women. If word gets out a man does pray in the mosque, he is quickly stigmatized. The holy man who presides over prayer services is an ancient dwarf from the outlying territories, an ultra-conservative who approves of the Ubaydulah ladies' lifestyles. Women, in his backwards-thinking mind, should neither be seen nor heard. Living in the tower keeps them from tempting the males of the City, which is a good thing, according to his doctrine.

Pudush bin Duba, Male Dwarf Clr9: CR 9; hp 67; see **Appendix 1**.

5. the handmaiden's palace

Chufa um Sofanie is the second cousin of the late Sultana's senior most handmaiden, and the last surviving member of not just her family but her entire clan. She is a beautiful, bronze-skinned cheitan who escaped the vindictive Burning Dervishes' notice because she was raised anonymously in Ubaydulah Tower. When the Sultana was executed, along with her entire households and every known relative of said household members, Chufa received a message by courier telling her how to access to the two topmost floors of the tower. There, she discovered the truth of her heritage and the tower's purpose. According to an obscure page in the prophecies of Sulymon, an army of female warriors will arise from the ashes of the Sultana's household. They will abandon the City of Brass, for upon the Sultana's death it had become irrevocably defiled. Rather, their destiny is to go spinward until they come to the Elysium Fields, where they will spend 100 years battling the devils living there. Afterwards, the prophecy says, they will have 1,000 years of peace with which to build a City to rival the Sultan's, and from which they

will launch a final, apocalyptic assault against the efreeti City. These two floors contain the last of the Sultana's wealth, which the heir to the Phoenix Legacy is charged with using to build and train her army. The lower floor contains training rooms, libraries filled with martial knowledge, a private mosque, armories with magical arms and armor (some of which seem to be of alien design and are water-cooled inside so the wearer can function in extreme heat without suffering any of the effects of wearing heavy armor in those conditions), and vaults filled with king's ransom in coin, tapestries, rare artwork, and non-magical artifacts. The upper floor is where Chufa and the council of elders live, their apartments' grand affairs worthy of the Sultana herself. The women in training, who have smaller apartments of their own on the first sixteen floors, attend them. The elders chose potential warriors from the other residents, secretly approaching them with their tale and their offer. If the woman refuses, she is killed, for they cannot risk word of their existence reaching the dervishes. They do not tell her this upfront it should be noted. Fortunately, they are very good at picking women who fit their ideology and temperament. In all the years of the tower's existence, they have only had to kill three women. None have ever defected after recruitment, their loyalty to Chufa unswerving.

Chufa um Sofanie, Female Cheitan Pal12: CR 15; hp 108; see **Appendix 1**.

Typical Phoenix Warrior, Female Human Pal6: CR 6; hp 39; see **Appendix 1**.

The Ubaydulah Tower Goods: The following rooms are available at the Tower:

Rent*, all floors	Cost
Small room	12 gp
Medium room	30 gp
Large room	40 gp

*Rent is paid on a monthly basis. The council refuses to rent rooms on a weekly or daily basis, no matter much money they may be offered. Before renting a room to a woman, the elders must first interview her (sometimes repeatedly over the course of many weeks).

16. the run

Surrounding the Basin is a ditch of about 6 feet wide and 3 feet deep with four main pathways crossing it. The stones on the edges of this ditch are scarred and burnt from flame. The ravine is filled with a clear sticky fluid. Every half hour the fluid ignites into a blaze for one full minute and then diminishes. Anyone caught within 5 feet of the ditch during a half hour mark takes 3d10 points of fire damage (Reflex DC 24 half).

It has become an underground game of skill and stamina to make "The Run" around the circuit between blazes to earn brass pieces. Bets can be made in the House of the One Eyed Jack. Based on the apparent speed and

physical condition of the runner, the odds against him range from 3-1 to 10-1, but the runner always receives 50-1 payout if he succeeds. The entire circuit is roughly two miles and the thick clear liquid reduces a creature's speed by one-half.

17. House of the One Eyed Jack

The odds are in favor of the house at this rough and tumble joint. The owner of this place is **Morhidd the Jackknife**, a large, thick half giant who wears a patch over one of his eyes and carries a wickedly barbed dagger at his side. There are all sorts of gaming events here from dice to cards to arm wrestling to knife throwing contests (an unfortunate slave generally being the target of choice). There are always three to four roaming **troll bouncers**. These trolls have found it in their best interest to swallow a gem that grants them immunity to fire. The **house dealers** are cheaters all, and they're very good at what they do. The dice are magically weighted to roll in favor of the house 70% of the time, and are enchanted with a *Nystal's magic aura* spell to register as nonmagical. Morhidd is no fool, though, and instructs his employees to hand out at least one big take per hour. Anyone who openly accuses the house of cheating is offered the chance to play Morhidd himself under virtually any conditions set by the accuser, at 20-1 odds. Anyone who accuses Morhidd of cheating is unceremoniously tossed out on the streets deprived of their clothing, and instructed in no uncertain terms to never return and avoid the premises in the future.

Morhidd, Half-Hill Giant, Ftr14/Rog6: CR 23; hp 180; see **Appendix 1**.

House Dealers, Exp15: CR 14; hp 52; AL CN; Sleight of Hand +23; Skill Focus (Sleight of Hand); 1d10 bp.

Troll Bouncers, Male Trolls (4): CR 5; hp 63; immune to fire; 2d10 bp.

17a. The Gambit

The Gambit is a magically altered arena that can only be accessed through a door in the back room of the House of the One Eyed Jack. The arena is relatively small, but is much larger than it would appear to be from the outside. It can house roughly 2,000 spectators who sit on rows of shoddy wooden benches. The benches are organized around a 30-foot pit (15 feet deep) ringed with sharpened brass stakes. There is a railing that surrounds the top of the pit where people can watch combatants fight to the death, one on one. Anyone can enter the Gambit for a shot at fame and glory. The first fight wins the entree 100 bp, which doubles every match after that. The matches become more and more difficult, and the combatant is allowed a mere five minutes of rest between matches (the DM should start with an opponent whose CR is 4 less than the combatant, and increase the CR by 2 for each subsequent match). The combatant may leave after any fight he wins. If ten fights are won, Morhidd enters the

Gambit himself offering the lease to the House of the One Eyed Jack as the grand prize. The combatant does not get an option to leave once Morhidd challenges them; to quit results in a lynching from Morhidd and his bouncers.

18. The Towered Tower

These are four identical buildings located throughout the Basin that offer the best in comfort in the Under city. The walls are made from a cheap stone and are chipping and breaking in several places. The wood is cracked and rotted, but the prices can't be beat. Each room consists of two luxurious beds, which consist of pillows half filled with feathers and a ratty blanket on old molding hay. These rooms are not without their charm, however, since the noise of the Basin with its screams, yelling, and magical explosions can lull even the mightiest beast to sleep. Typical rooms cost 5 sp per night.

19. The Hovel

A mess of small houses and living quarters and spewed all over the city in no organized fashion whatsoever. Citizens of the Basin live in absolute disarray. Houses are missing windows, ceilings, and sometimes walls line the streets. People who live here beg in the streets, sit on the steps of their homes, and fight one another for scraps of foods. The smell of dried blood and stagnant urine emanate from the depths of the Hovel. If someone wanted to hide from something, the place no one would want to look would be in the streets and alleys of the Hovel. The authorities only come here in dire circumstances, and if they do, rest assured that the object of their search can expect nothing less than a tortured, miserable end.

20. The Venol Den

A two-story building of dilapidated wood sits on one of the dingy blocks of the Lower City. Inside the smell of incense fills the air, causing anyone breathing it to succeed on a DC 25 Will save or be affected as by a *hypnotism* spell. Near-naked women (actually **night hags** in disguise) greet the patrons and offer their exotic services to them upon entry. If the patrons accept, the women give them a drink (called a *resilugia*), which is a fiery amber liquid containing venom that grants an extreme sense of euphoria, followed by a deep sleep. The women strip the belongings of those who succumb to the sleep effects and give their possessions to runners who fence them in various parts of the city. The sleeping patrons are then taken to the Infirmary for a few extra brass pieces. The matron of the house is **Palldafin**, a **fiendish guardian naga**. She rests in a lower room filled with plush pillows and luxurious sheets and perfume. She casts heavy alteration magic on the women to make them appealing to the men as well as altering her incense to make it more potent. If Palldafin's room is breached, she casts *mass charm monster* from an amulet she wears and

tries to talk her way out of any situation. If combat ensues then all the females come to her aid.

Resilugia (Poison): Ingestion, Fort DC 20, initial damage 1d6 Str, secondary damage sleep for 4 hours.

Palldafin, Female Fiendish Guardian Naga: CR 12; hp 93; AC 22, touch 11, flat-footed 20; ALNE; add smite good (bite, 1/day, +11 damage), damage reduction (5/magic), resistances (cold and fire 10), SR 16.

Sorcerer Spells Known (Cast per Day 6/7/7/6/4; save DC 14 + spell level): 0—*acid splash, daze, detect magic, flare, purify food and drink, read magic, resistance, virtue*; 1st—*bane, charm person, doom, hypnotism, protection from good*; 2nd—*alter self, daze monster, enthrall*; 3rd—*hold person, suggestion*; 4th—*polymorph*.

Possessions: Amulet of allies (see sidebar), circlet of armor +4 (functions as bracers of armor).

Night Hags (8): CR 9; hp 68; 3d10 bp.

੨੧. ਠਿ ਈਲਿਲਾਰੂ

This is a small stone building with the only viable entrance in a dark alley off one of the winding streets of the Lower City. Not many people come here to receive healing but rather they drop of bodies they find passed out in the streets or unconscious from other means. Inside the dimly lit building are a few scant tables covered in dried blood and a few people who call themselves the **Clerics of the Basin**. The clerics here heal the wounded and the people are never heard from again, but once in awhile some may notice them in slave quarries around the city. Those who do notice these unfortunate wretches know enough to keep their mouths shut lest they suffer a similar fate.

Typical Cleric of the Basin, Male or Female Clr9: CR 9; hp 40; AL LN; masterwork heavy mace; brass ring (200 gp), platinum necklace (1,100 gp), 6d20 bp.

੨੨. ਠਿ ਕਰਾਇ ਠਿ ਈ ਕਰਪੁਟ

Untouched by the efreet, these young girls have quite a business going for themselves in the Basin. Various youthful girls of a variety of races offer services to the higher-class citizens of the Upper City who venture into the vile Basin for a sample of the beauty these girls possess. The girls each have a brass collar that binds them to their own master. None of the girls have ever felt the whip of their master for the simple fact that they have never met him. Their master is a powerful rakshasa sorcerer by the name **Velinari**, who moves silently through the city pulling the marionette strings of his unknowing subjects.

Velinari, Male Rakshasa Sor7: CR 17; hp 90; see Appendix 1.

੨੩. ਠਿ ਈਠਾਟਰਏ ਈਸਪਿਰ

Standing almost 7 stories high is one of the former great structures of the City of Brass. This Spire lies in ruins from some long forgotten catastrophe. The Spire

ਕਲਪੁਟ ਠਿ ਈਲਿਲਾਰੂ

This appears as a bluish-white gemstone inset in a gold medallion attached to a gold chain. Three times per day, the wearer can create an effect identical to the *mass charm monster spell* (caster level 20th). Targets can attempt a DC 22 Will save to resist the effects.

Strong enchantment; CL 20th; Craft Wondrous Item, *mass charm monster*; Price 140,000 gp.

is made of white alabaster and still remains quite clean even with the dirt and squalor of the Lower City. There is a single door made of cast iron covered in faint green runes. The first 5 stories of the building are windowless, a pure white stone stuck in the grime of the underbelly. It is rumored that great magic still awaits those brave enough to test themselves against the horrors that wait inside. Adventurers and thieves have gained access through the iron door but none have made it past the first floor. And those who do escape tell stories of statues coming to life to attack them, ooze falling from the ceiling dissolving their companions whole, and spheres of light which explode in a blaze of energy consuming those it touches. Reaching the windows requires flying or climbing (Climb DC 70 check to climb the sheer surface). The windows are not glass but are made of swirling violet and crimson smoke. No one who has entered through these windows has been heard of again.

Cast Iron Door: Hardness 10; hp 60; Break DC 28.

Balor Statues (3): CR 20; hp 290; affected by a specialized version of *temporal stasis*. Whenever the spire is entered, the effect is broken and they attack. Once the intruders are slain, they return to their post, and the spell takes effect again. They cannot leave the spire (including being dismissed, banished, etc.).

Black Puddings (4): CR 7; hp 115.

੨੪. ਠਿ ਕਾਠਿਕਾਠਿ ਕਰਪੁਟ

The Widow's Nest is a dome of obsidian, framed in a crisscrossing silver faceted frame. A bright red light pours out through a small skylight in the center of the dome. Eight winding roads of the same polished obsidian as the Kubri Al Azim connect to the Widow's Nest, making it look even more like a giant spider, before the other roads of the Basin work them into the "web of the forgotten". **Two stone golems** chiseled of polished stone guard the main door to the most lavish bar in the entire Basin. The first thing a person notices is that the inside is much larger than the outside would warrant. Booths stretch around the perimeter of the bar with a host of tables and chairs scattered throughout. Two more stone golems are posted on each side of the building. Cages hang from the ceiling

with nymphs and elven maids dancing, while a band plays music on the side stage (their instruments are enchanted to induce thirst and lust), and barmaids whirl in and out of traffic trying to wait on the always full bar. The bar itself stretches across the back of the room where a mammoth human named **Xell Danno** fills tankards of assorted ales. Xell looks armed to the hilt as if he was going off to battle any second. His **drow waitresses** flirt with him as they return empty mugs and await refills. Xell houses the most ales of any drink house in the city since he has his stock magically transported from the best breweries across the planes.

Stone Golems (4): CR 11; hp 107.

Drow Waitresses Com2: CR 1; hp 6; 1d10 bp each.

Xell Danno, Human Male Ftr15: CR 15; hp 112; AL CG; Str 20; Dex 12; Con 16; Int 10; Wis 8; Cha 13; +3 *longsword*, 2 +1 *daggers*, masterwork *longspear*, light crossbow, 10 silver bolts, 20 cold iron bolts.

25. the pagoda of devils

The Pagoda of Devils, home to the mysterious Order of Devils stands ominously in the southwestern corner of the City of Brass. Although the curiously carved circular portals of the Pagoda of Devils are open to all comers, there are only two sorts of visitors: those that become members of the ancient sect, and those who are never seen again.

The Order of Devils is a mysterious order of monks devout in their worship of Lucifer and led by the enigmatic Pang Goy.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

26. tower of the grand vizier

Stretching from the basin to just below the height of the Palace of the Sultan, it is whispered that dark magic and ancient arcane experiments take place within the lofty spires of the hellish minaret fortress of the Grand Vizier of the City of Brass. The roots of the cursed tower find themselves in the basin, where stout walls of white-hot bronze surround the base of the tower. A smaller tower stands in each corner of the four walls. Each of these towers is an identical replica of the central tower but is in miniature. A single demon gate opens into the tower compound from the basin.

The Central Tower houses the Vizier's private chambers, his laboratory, harem, and a pocket dimension of clouds guarded by the Cloud Giant Norl. The upper levels of the central spire require passage through this area and the acquisition of a magical key (from Norl's chambers) to open the doors that lead to the topmost parts of the spire. The Conjuring Chamber, the place the Vizier is most likely to be encountered, is accessible only by *teleportation* from a location within the Central Tower.

This area is fully detailed in **Book II: Tales of Brass: 1001 Efreeti Nights**.

the underbasin

Traveling the alleys of the Basin, persons notice large iron grates on the ground. These grates prevent people from aimlessly wandering into the Underbasin, a network of tunnels that run almost the entirety of the Basin itself. These tunnels, which are essentially small waterways, become home to the trash and excrement of the people in the Basin, and sometimes bodies of the dead or not so dead also find their way down here. Several carrion creatures roam these tunnels eating the trash and anything else that happens to find its way into the labyrinth of tunnels. Deep within the wretched tunnels is a hidden door known as the Skull Gate.

Iron Grates: Hardness 10; hp 80; Break DC 28. A grate can be lifted from its resting place with a successful DC 30 Strength check.

1. the skull gate (door)

The Gate is recessed into the wall of the tunnels, and overlapped by a seemingly ordinary door. It has no unusual markings, and does not appear to be fortified in any way. It is, however, guarded by a potent trap. Opening this door without speaking the proper magical words not only reveals the true Skull Gate, but also activates the *alarm* spell that sets off a hidden poison needle trap.

Poison Needle Trap: CR 9; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (black lotus extract, Fort DC 20 resists (poison only), 3d6 Con/3d6 Con); Search DC 22; Disable Device DC 17.

Carved in the dank walls of the Underbasin's tunnels is the Skull Gate. A doorway covered with arcane writings and framed in humanoid skulls, a red rune scribed upon each forehead. There are 10 skulls in total, each of which bears a *symbol*, triggered by anyone passing through the Skull Gate without first speaking the proper password.

- Four skulls bear a *symbol of death* (Fort DC 25 negates).
- Two skulls bear a *symbol of fear* (Will DC 23 negates).
- Two skulls bear a *symbol of weakness* (Fort DC 24 negates).

the underbasin

Roll 1d20 on the following table every 10 minutes the characters spend wandering the Underbasin.

1d20	Encounter	Average EL
1-2.	1d4+2 greater barghests	9
3.	1d4+2 babau demons	9
4.	2d4+2 wraiths	10
5-6.	1d4+2 chuuls	11
7.	1d2+1 bone devils	11
8.	Abysal greater basilisk	12
9-20.	No encounter	

has eight chairs, two of which are empty. A *wall of force* protects the room and the demonic knights cannot be reached or touched. If the *wall of force* is dispelled they become active and attack.

Demonic Knights (6): CR 10; hp 85; see **Appendix 2**.

7. टॉलेर ऑफ अशुर बान (दोठ वर ३०, इडड बेडोव)

Teleporting here from the door above the warrens of the dead leads to a simple chamber with a stone dais upon which lies the husband of the former Sultana of the City of Brass, the former Sultan himself, Ashur Ban. The body is covered in a dome of rainbow colors (*prismatic wall* and *wall of force* spells) and it seems powerful magic keeps the body from decomposing. A successful DC 25 Knowledge (local) check confirms the identity of the body. There is a solitary door behind the dais.

Behind this door is a model of the City of Brass seated on a marble table, a complete living model of the city. The Great Sultan, every ranking efreet, and nearly every resident (excluding slaves and travelers) of the city can be seen walking on the streets, flying on their magical carpets, or engaging in any of their other daily tasks. Several places

leap into view, one being the Ziggurat now completely laid bare for all eyes to see and the other is the City of the Dead Sultana.

Touching the model instantly teleports the user to the position touched and also summons **Livesha and 2 demonic knights** into the room in 1d3 rounds. Livesha can automatically teleport to the exact spot the intruder did with 100% accuracy. This decreases 5% every round after the teleportation took place.

Swatting at the flying efreeti, magic carpets, airships, or other flying creatures has no effect. Touching a flying creature instantly teleports the character to that location and requires an immediate DC 25 Reflex save to grab onto the magic carpet, flying efreeti, or whatever was touched. On a failed save, the character misses the mark and plummets to the City below. Attacking the model with magic (such as tossing a *cone of cold* or *gust of wind* spell at it triggers an *imprisonment trap* that affects the caster).

Livesha, Female Half-Fiend Djinni Clr20/Hie5 (Orcus): CR 30; hp 208; see **Appendix 1**.

Demonic Knights (2): CR 10; hp 85; see **Appendix 2**.

Imprisonment Trap: CR 10; magic device; spell trigger (any spell cast at model); automatic reset; Atk +12 touch; spell effect (*imprisonment*, 20th-level wizard, Will DC 26 negates); Search DC 35; Disable Device DC 35.

resurrecting ashur ban

The former Sultan only allows himself to be resurrected by a cleric of Lawful Neutral, or Lawful Good alignment, and then only if his wife Cirrishade has also been resurrected. He otherwise remains in the afterlife a humble servant spirit of Anumon.

If resurrected, Ashur Ban thanks the PCs, and tells them he remembers very little of his death, only that the dark one came from deep within the Plane of Fire, conquering every Citadel in his path. As he approached the gates of the City, many of the nobles and the Grand Vizier raised up against the noble family and welcomed the fiend with open arms. He himself was struck a fatal blow and that is all he can recall. Ashur Ban knows that he cannot remain within the city as the new Sultan may sense his presence and destroy him again. Instead he tells the PCs that he will plane shift to his wife's family Palace in the Plane of Air where he shall return with a powerful army if the PCs should find a way to destroy the Ziggurat of Flame.

Ashur Ban is a 48 HD, Lawful Neutral Noble Efreeti.

Chapter 9: The Palace of the Grand Sultan of Efreet

The Palace of the Grand Sultan of Efreet stares dauntingly out over the City of Brass. The Palace is a huge fortress and palace compound comprising a huge portion of the northern reaches of the City of Brass. The palace compound is easily the most massive structure in the city of brass and is encompassed by a massive bastion wall and enveloped in the Curtain of Flame. Quite literally describing every cubby-hole, corridor, sleeping chamber, banquet hall and servants bunk in the Palace of the Grand Sultan would occupy a volume as vast as the one you are holding in your hands. For this reason only the key areas of interest and a general overview of the Palace compound and its contents are detailed here, that you may flesh them out as you see fit, fulfilling your own personal vision of the City of Brass.

Running the Palace of the Sultan of Efreet

The palace is a huge place filled with many powerful beings. PCs could seek admittance to the palace for any number of reasons. Quite possibly they have taken actions that have drawn the attention of the Sultan himself and have been brought before him so that he may see the PCs in person and assess their powers and abilities with his own eyes. Possibly they have come as petitioners and seek to ask a favor or boon of the Sultan. A frontal assault of the Palace of the Sultan could be run; however such actions may quite easily destroy even the most fortified party of heroes. Information included in this chapter is designed to help a DM flesh out the palace to suit whichever need they may have for the Palace or encounters with the Sultan of Efreet within his or her own campaign. This chapter should prove invaluable should the PCs be searching for a means of destroying the Sultan or finding and unleashing the spirit of Sulymon upon the efreet as part of a sweeping high level adventure.

Options for running encounters in the Palace of the Sultan of Efreet include but are not limited to:

- Stealing the *Codex of Infinite Planes*.
- Seeking to establish a business or stronghold in the Plane of Molten Skies.
- Participating in an assassination plot against the Sultan of Efreet.
- Bringing the flask containing the Spirit of Sulymon before the Sultan.

- Offering a Tribute to the Sultan in exchange for some favor (i.e. access to the Great Repository or Palace of Wonders).
- Pulling off a (impossible) heist of treasures found within the Sultan's Palace.

the bastion

The walls of the Bastion consist of huge walls eighty feet thick stretching down hundreds of feet to the Basin and are comprised of magically hardened obsidian which gleams black-orange in the light of the Curtain of Flame.

bastion towers

Four great towers divide the bastion wall into four perfect quadrants. Each tower serves as a barracks for a company of the Sultan's Elite guard who man the walls in rotating shifts. The **fire giants**, **burning dervish assassin priests**, **elite efreeti fighters**, and **basalt warhounds** offer a strong deterrent to otherworldly powers who would seek to seize the crown jewel of the efreeti state. As if this were not enough, the Sultan has personally gained the employ of **Kalaxincynder the Emperor Wurm**, to serve as commandant of the Bastion. The wurm makes his lair in the **Burning Gardens** and rules the walls of the palace through fear and intimidation.

As if the strong guard presence of the Bastion Towers were not enough the Sultan and the Grand Vizier have devised a fiendish irrigation system of volatile acids and liquid nitrogen that is pumped through twin nozzles on turrets affixed to the top of each tower. The pump nozzles are aimed via a specially designed pump and crank apparatus.

Fire Giant Guards: CR 10; hp 142.

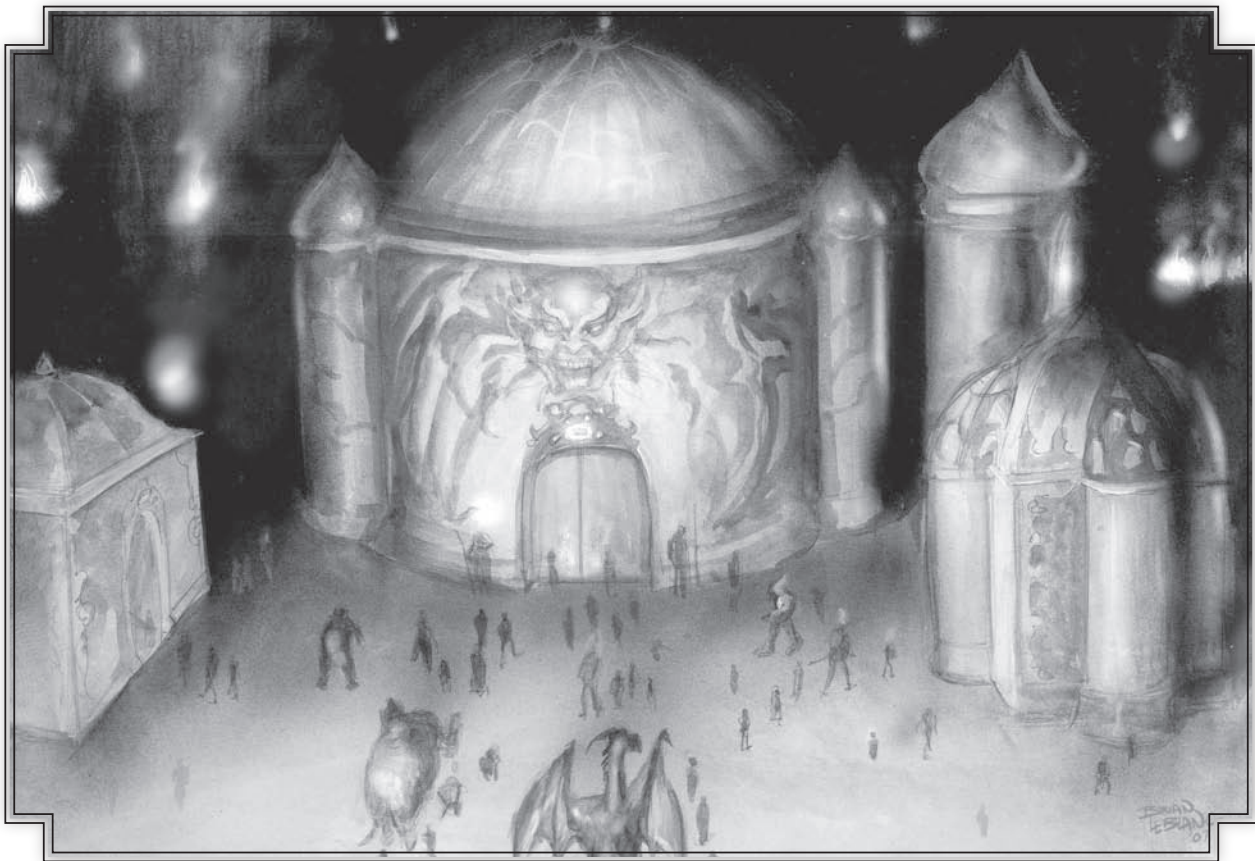
Elite Guard, Male Efreeti: CR 10; hp 97; see Appendix 1.

Burning Dervish Assassin Priests, Clr5/Asn5: CR 13; hp 98; see Appendix 1.

Basalt Warhounds: CR 6; hp 68; see Appendix 2.

sultan's turrets

According to design the sprayers have the same ranged attack bonus of the turret gunner, and fire their twin plumes of death in a cone to a range of 200 feet. The turrets contain



enough fluid to spray continuously for 2d4 rounds before their toxic fuel is depleted. Any creature caught in the spray takes 10d6 points of damage (1/2 acid, + cold). A DC 25 Reflex save reduces the damage by half.

The turret system has never been tested, and there is some fear amongst the Sultan's advisors that the acids and freezing nitrogen could crack or dissolve the floor of the basin, sinking the City of Brass into the Sea of Fire. This scenario is highly unlikely due to the magical reinforcements of the bowl. However the toxic rain spraying forth from the great jets would likely kill many of the denizens of the basin, a prospect that does not bother the Sultan in the least.

ग़ार्वेनड् ठॉ गिरे (दो २६)

In the space between the Hanging Gardens and the Bastion Wall lies the Gardens of Fire. Twisted and gnarled branches and oddly gleaming trunks give a glimpse at the weird flora of the plane of fire. Palms, vines, and ginkgo trees formed from metallic substances of living brass, steel, iron, nickel and bronze twist in a manner considered quite hellish to otherworldly travelers. The foliage of the trees appears to be comprised completely from smokeless fire. The fruits of these trees glisten as uncut gemstones of opal, sapphire, ruby emerald and diamond. A greedy man could pick an emperor's ransom from the boughs of these burning trees, were it not for the rumblings and noxious vapors escaping from a large temple-like structure standing at the foot of the Bastion Wall.

This structure of 50-foot high gleaming obsidian pillars is lair to **Kalaxincynder the Emperor Wurm**. Kalaxincynder is a great wurm red dragon. He commands the forces that guard the Bastion Wall. Well treated and well paid by the Sultan of Efreet, Kalaxincynder seeks to slay any who enter his gardens uninvited.

Kalaxincynder, Male Great Wurm Red Dragon: CR 26; hp 660.

the hanging gardens

Growing up over half the side of the Sultan's Palace are the massive hanging gardens. These gardens grow with every known plant; each allotted its own special box which in itself is permanently magicked with eternal sustenance and powerful magic that grants the plants immunity to fire. Fountains of molten lead pour down the terraced sides of this portion of the palace, running as irrigation ditches would flow in a terrestrial world. Among the many plants in the Hanging Gardens are several that have grown to enormous size.

The Hanging Gardens are tended daily by squads of humanoid slaves brought with the plants from their home world for just such a purpose. Most are druids, but all wear the collar of a slave.

Hilak of Hillhigh is the most powerful druid amongst the gardeners. He is allowed the use of enough of his own powers to heal plants and to elicit plant growth and no more.

If somehow freed of his brass collar by use of the Vizier's Key, or some other means, Hilak offers to join his rescuers in any venture they seek to take, on promise that he be allowed to return to Hillhigh.

random encounter: the hanging gardens

Roll 1d12 for every 10 minutes spent in the Hanging Gardens

1d12	Encounter	EL
1.	1 forester's bane	7
2.	1d4 gardeners	8
3.	1 assassin vine (30 HD)	9
4.	2d4 fiendish dire lions	11
5.	1 hangman tree (24 HD)	11
6.	Hilak of Hillhigh	15
7.	1d4+1 sleeping willows	13
8.	1d4+1 witch trees	14
9-12.	No Encounter	

Forester's Bane (15 HD): CR 7; hp 187; see Appendix 1.

Gardeners: The gardeners are all druids of 6th level; Knowledge (nature) +10. None have any spells prepared.

Hangman Tree (24 HD): CR 11; hp 279; see Appendix 1.

Assassin Vine (30 HD): CR 9; hp 345; see Appendix 1.

Sleeping Willows (1d4+1): CR 10; hp 93; see Appendix 2.

Witch Trees (1d4+1): CR 11; hp 115; see Appendix 2.

Hilak of Hillhigh, Male Half-Elf Drd15: CR 15; hp 101; see Appendix 1.

The gardens are also patrolled by **fiendish dire lions** that attack any that walk these gardens who are not an efreeti, burning dervish, or slave wearing a brass collar.

Fiendish Dire Lions (2d4): CR 7; hp 60; Magical Beast, smite good (1/day, +8 damage), darkvision (60 ft.), damage reduction (5/magic), resistances (cold, fire 10), SR 13, Int 3; AL NE.

The Palace side of the garden is covered by a carefully carved arcade of arches stretching the length of the lower face of the Palace. This area has several entrances to slave's quarters for the gardeners, and the occasional beast handler who goes out to check up on the fiendish lions. Other hidden entrances offer access to the Palace of Exquisite Gluttony, the Palace of Blissful Acquiescence, and the Court of Indefectible Attainment. Slaves, guards, and escorted guests may pass through these hidden entrances easily. Intruders attempting to bypass the portals using stealth must bypass the many traps which are only disarmed when a password is given to the guardians beyond.

palace grounds

The palace grounds are generally a bustle of activity, with servants, slaves, dignitaries and guards moving to and

random encounter: the palace grounds

Roll 1d12 for every 10 minutes spent in the Palace Grounds

1d12	Encounter
1.	2d4 noble efreeti courtiers; CR 11; hp 102; see Appendix 1.
2-4.	Slave cleaning gang: Roll 1d4 on the table below to find the exact encounter.
5-7.	Guard patrol
8.	Petitioners: This encounter is with just about any race or intelligent creature the DM wishes. The creature or creatures are awaiting an audience with the Sultan or a noble.
1d4	Slave Cleaning Gang
1.	2d4 azer brass polishers with winged boots and buckets of brass cleaner
2.	1d6 human food bearers: Com4; CR 3; hp 8.
3.	1d4 half-elf dancers: Brd3; CR 3; hp 15; Perform (dance) +7.
4.	1d6 dwarf porters carrying an empty sedan chair

Guard Patrol: A typical patrol consists of the following:

Fire Giant Guards (4): CR 10; hp 142.

Elite Guards, Male Efreeti (4): CR 10; hp 97; see Appendix 1.

Basalt Warhounds (2): CR 6; hp 68; see Appendix 2.

Malik, Male Efreeti Ftr5: CR 13; hp 110; see Appendix 1.

fro during the "daytime" hours, with only guard patrols and prowling beasts during the artificial nighttime (night as created by the Nightfall Concordance).

A large "reflecting pool" of liquid fire occupies a portion of the center of the Palace grounds. A walkway crosses the pool leading the long lines of petitioners to the Grand Palace. At the far end of the palace grounds stands the Grand Palace. Flanking it to the left and right are the Palace of Concubines, and the Palace of Exquisite Gluttony. Further down the walls of the palace compound stand the Palace of Blissful Acquiescence and its Espial Tower, the Palace of Wonders, Court of Martial Magnificence and Court of Indefectible Attainment.

court of martial magnificence

This squat rectangular fortress is dedicated to all things martial and warlike. Training halls whose walls are lined with masterwork armor and weapons of every make and

description, a complete library of military tactics and histories of martial conflict, offices and classrooms dedicated to the training of officers in the Sultan's army occupy much of this structure. The Sultan's elite bodyguards and field generals hone their skills within this edifice to destruction. A central parade ground is used on military holidays where the Sultan's armies march before his royal box. There are always at least **50 elite guards** and **lesser officers (maliks)** within this building, with **1d4 officers (amirs)** and **1d2 efreeti generals (sardars)**. A fighter, ranger, or barbarian invited to train amongst the Sultan's army for at least a month gains 3 ranks in Knowledge (military tactics).

Elite Guards, Male Efreeti (50): CR 10; hp 97; see **Appendix 1**.

Maliks, Male Efreeti Ftr5 (50): CR 13; hp 110; see **Appendix 1**.

Amirs, Male Noble Efreeti Ftr5 (1d4): CR 16; hp 152; see **Appendix 1**.

Efreeti Sardar, Male Noble Efreeti Ftr10 (1d2): CR 21; hp 205; see **Appendix 1**.

court of indefectible attainment

This large athletic structure is considered by many to be the ultimate in physical fitness facilities in the universe. Staffed by dozens of trainers, it is said that anyone willing to train under their extreme physical conditioning regimen would gain permanent benefits. A character allowed to train here for one month gains a +2 inherent bonus to his Strength score. A character that trains here for another month gains a +2 inherent bonus to his Constitution score.

The various chambers of this Court are filled with steam and magma baths, weighty clay and oil filled amphorae for lifting exercises, and odd other-worldly machinery such as a giant-sized compound bows from which hang a usurer's weights, steam operated treadmills, wrestling pits and lead barbells. Mirrors line the walls of every chamber so that those who work out here may gaze longingly upon their prodigious physiques. Vanity rules the day within the Court of Indefectible Attainment, and none is more vain or prodigious than **Ban Oook** the Sultan's chief trainer.

Ban Oook, Male Ogre Mage Mnk8/OoD8: CR 21; hp 157; see **Appendix 1**.

Ban Oook serves as physical trainer, bodyguard and advisor to the Sultan of Efreet, there is a 20% chance that he may be found with the Sultan even when the Sultan is not training his body. Grossly fat and an immensely cruel taskmaster, Ban Oook is somehow extremely nimble and light on his feet, not to mention immensely strong. Ban Oook has the head of a crossbow bolt lodged in his brain which he took defending the Sultan from an assassination attempt. Ban Oook's mind still functions basically the same, as does his body however he is prone to fits of "hearing voices", the voices frequently telling him to kill. Several unsolved murders in the basin and middle city can actually be attributed to Ban Oook's madness. Ban Oook trained

at the Pagoda of Devils and thus has acquired quite a few ranks in the Order of Devils prestige class.

palace of blissful acquiescence

This beautifully decorated palace has no windows and no visible doors. Within its walls are some of the most dastardly torture devices and experts in administering pain this side of Hell or the Abyss.

Chambers for water torture, freezing, burnings, and solitary confinement are designed to discover and exploit the weaknesses and fears of those unfortunates consigned to the horrors and misery of this place.

The Sultan is an experienced torturer in his own right, and frequently comes to the Palace of Blissful Acquiescence to observe **Tatho the Mindwrack** do his work. Tatho's expertise in torture and reputation as a bravura showman are legendary. Tatho is known not only to flay the flesh of a victim, but also to get inside a victim's head and make him believe that he is actually torturing himself for some perceived wrong. Tatho is a psion (see the revised *Psionics Handbook*) and does his job quite well.

Those who suffer at Tatho's hands must succeed on a Will save opposed by Tatho's Profession (torturer) check for each minute of tortured endured. On a failed save, the victim is driven mad (as if by an *insanity* spell) for 1d8 days.

Tatho the Mindwrack, Male Human Psion18 (Telepath): CR 18; hp 45; see **Appendix 1**.

The Sultan's chief executioner, **Fadi Al Naifa**, also keeps her quarters in the Palace of Blissful Acquiescence. Al Naifa is an expert in at least a dozen forms of execution, and an entire wing of the Palace is set with such devices as pump-operated guillotines, impaling stakes, hangman's gallows and the like. Although the Sultan prefers public executions to set an example to his enemies, private executions are quite frequent as it is sometimes in the Sultan's best interest to make people "disappear" rather than explain to the Bureaucracy his reasons for ordering the death of one of their number. This is not because the Sultan has any real fear of anyone within the City of Brass, but more because the Bureaucracy would make having to give such explanations tediously long and boring.

Fadi Al Naifa, Female Human Rog6/Sor6/Asn6: CR 18; hp 78; see **Appendix 1**.

the espial tower

The lone spire rising from the Palace of Blissful Acquiescence is known as the Espial Tower, and is home to the Sultan's Secret Police.

The operatives of the Sultan never cease in their efforts to accumulate and sieve information about the population of the City of Brass, constantly working to keep the efreeti under surveillance and dissidents under wraps. To this end, the Espial Tower has been built a great spire dedicated exclusively to the retrieval of information, using both

conventional and unconventional means to do it.

The primary tools used by the clandestine forces of the Espial Tower are clairvoyants and seers, talented magicians that use their powers to observe from afar and predict futures. Their role is pivotal to the success of the Sultan in monitoring the populace, but they cannot always be effective, either thwarted by powerful counter-magic or other forces. Where the clairvoyants fail, the Asfar Maya takes over.

The Asfar Maya are spread through the city, none of them acknowledged by the Tower as officials of the Sultanate, few of them aware of their colleagues. Each of them employs different techniques to complete the missions assigned them, some preferring magic, some preferring brawn, and some preferring their wits alone. All of them are specifically chosen for callousness in their character and ruthlessness in their work.

When necessary, the Asfar Maya send captured suspects to the Espial Tower, well aware that they will likely never return. It is understood that unlike the Palace of Blissful Acquiescence, the Espial Tower prefers to utilize the quickest means possible for extracting information. Disinterested in pain for its own sake, the Espial Tower uses mind-destroying magic and specialty tools provided by the n'gathau, including a pocket dimension filled by purified pain, both which are commonly used when subjects are not immediately forthcoming.

Despite their intrusive and appalling activities, it is rare that the Espial Tower attracts any real attention from the public or the powerful, the city's efreet resigned to surveillance by a paranoid Sultan. Fear that they might draw the ire of the Asfar Maya or the Tower itself is cause enough to pretend that neither really exists.

पलास ठि एक्विडोइट ग्लुटोनी

The Palace of Exquisite Gluttony houses the various kitchens and dining halls of the Sultans Palace. Hundreds of Chefs and thousands of cooking assistants and slaves, valets, butlers, servers and food tasters make their residence in the upper towers of the Palace of Exquisite Gluttony. The Sultan hosts the heads of noble families and heads of states from throughout the planes that come to the Sultan seeking council or aid.

The Grand Dining hall of the Sultan of Efreet is located here within the Palace of Exquisite Gluttony. The Grand Dining hall is actually three great dining halls that seat over two thousand persons. Each of the dining halls is connected to two huge kitchens. Wall dividers on hidden rollers may be opened to create one huge dining hall able to seat up to 7,500 persons.

The kitchens are overseen by **Master Chef Semeer Sigalla**. Semeer is a barrel-chested efreeti known for his skill at cooking anything and everything that is brought to his board. Broiled, baked, braised, basted, roasted, tartar and glazed there is nothing that Semeer has not found mastery in preparing. This of course includes the proper cooking

and preparation of such delicacies as the jellied pineal glands of aboleth, shambling mound tossed salad, garlic roasted oilshark, and even rare poached dragon egg.

Semeer personally prepares and serves every meal that the Sultan eats, knowing full well that his own life is on the line should the Sultan be displeased with his culinary efforts.

The stores and larders to Semeer's kitchens are located in the bowels of the Palace of Exquisite Gluttony, containing chambers stuffed to the roof with grains, wines, liquors and rare and valuable seasonings such as saffron and finely ground paprika. An extensive slaughterhouse and huge bakery are located near the stores yet the only livestock found on the hook, is there merely long enough to age properly before serving. The reason for this are the fantastic magical gates located in the stores. These planar gates tie the stores of the palace to farm worlds conquered by the Sultan's forces in order to provide a limitless food supply for his numerous guardians and guests.

Semeer Sigalla, Efreeti Exp15: CR 15; hp 117; Craft (cooking) +28.

बिबल वारोवे गेटेड

The farm worlds of the Sultan of Efreet are bi-directional, meaning that one can enter and exit these gates at will. In most cases the so called farm worlds are conquered planes that are quite inferior technology wise. Anytime the beings living on one these worlds raise themselves up to a status where they could challenge the authority of their masters, their culture is annihilated and they are cast back into an age of darkness. For the most part these worlds are peopled by primitive individuals who are commanded by the "flaming gods" to cast sacrifices into the "eternal flame" which is no more than a gate leading into one of the slave pens or slaughterhouses. The efreeti communicate their needs for specific "sacrifices" through totems possessed by these primitive peoples, often standing atop one invisibly, or by animating the totem via a *permanent image* spell-like ability.

In other cases the humanoid beings upon the planets have been completely annihilated, leaving only the beasts and monsters of the world living, allowing the Sultan the opportunity to host great safaris from the comfort of his own dining palace without ever really leaving the City of Brass. These safaris are hugely popular amongst the younger nobles of the various houses, and being invited on one is often a sign of favor, or an invitation to an assassination at the hands of one of the Sultan's various henchmen.

पलास ठि नाइ हंड्रेड एंड नाइटी-नाइ कंजुबिनेड

This tower, attached to the Grand Palace, is the prison of the Sultan's nine hundred and ninety-nine consorts. The Sultan is renowned for his salacious appetites. Here in the

Chapter 9: the Grand Palace of the Sultan of the Efreet

Palace of Concubines, the Sultan keeps his extensive harem. Although there are not always nine hundred and ninety nine consorts within this palace the title refers to an old law of the City of Brass which states that a Sultan may have as many as nine hundred ninety nine concubines but upon taking the one thousandth he must select from their numbers a wife to serve as co-reagent of the City of Brass and share in his power. Needless to say when the numbers within the harem grow dangerously close to the one thousand mark, concubines whom the Sultan has grown tired of are ritually strangled, or their minds erased by Tatho and given over to one who has earned the favor of the Sultan.

The gathering of concubines in the harem ranges from mortal princesses and queens from conquered worlds and nations, to demonesses, captured angelic or celestial servants, and unique other-planar beings. So too, many are the daughters of efreet, djinn, and marid nobles whom the Sultan has gained control over. Being a creature of exquisite tastes, the Sultan's harem is populated only by beings with a Charisma score of at least 18.

Roughly 50% of the concubines may be considered willing prisoners or even allies of the Sultan. Their lives are of relative luxury and opulence with most of their needs provided for. They are tutored in courtly talk, fed the best of food and wine, given the finest of perfumes and clothing and trained in dance, poetry, singing and the playing of musical instruments and storytelling. Most concubines have at least one Perform skill with 8 ranks in their performance area of choice. All concubines have Perform (dance) with a minimum of 6 ranks or rather they learn these skills soon after being added to the ranks of the harem.

A typical harem chamber acts as residence to ten or twenty concubines. The concubines are frequently but not always arranged by race, profession, and how well they get along. Being an orderly ruler, the Sultan sees the advantage of not placing concubines together that for whatever reason do not get along. The harem chambers are always guarded by a pair of **efreeti eunuchs**.

Efreeti Eunuchs, Male Efreeti (2): CR 10; hp 85; see Appendix 1.

Encounters in the Palace of Concubines

The DM is free to create his or her own encounters and plot hooks within the Palace of Concubines, or may use the following examples to populate the various chambers of the Palace with inhabitants using the information provided to develop further adventures in this portion of the palace.

Ar the Groundskeeper

Formerly a high-ranking official in the Burning Ones, the once ambitious **Ar** was brought low by the Bayt al-Waswas, his mind wrecked by dark magic that twists within his brain even now. A gibbering wretch of an efreeti, he has been assigned the duties of groundskeeper to the Palace

of Concubines, using what little mind he has left to tend its many gardens and pathways.

Ar the Groundskeeper, Male Noble Efreeti: CR 10; hp 120; see Appendix 1.

Princess Jheelish

Princess Jheelish, an unwilling concubine of the Sultan of Efreet seeks an escape from her bondage and servitude. She uses her stunning beauty and charms to persuade some PC to help her, but is discreet about her aid to the PCs, possibly hiding them or finding disguises for them to hide them from the eunuchs. If Princess Jheelish can be rescued from the Palace of Concubines and smuggled away from the Plane of Molten Skies her father, an Amir of a kingdom in the PC's home plane, offers the PCs a magical item of at least 50,000 gp, and a satrapy in his kingdom as repayment for their good deed.

Princess Jheelish, Female Human Ari5: CR 4; hp 22; see Appendix 1.

The Caged Beings

These beings have been stripped of most of their powers due to heavy enchantments upon their chamber and the brass collar that is locked about their throats. The Sultan is immensely cruel to these poor glorious beings that, without their powers cannot even will themselves to die. If their collars can be removed via the Demon Key of the Grand Vizier, or some other magic, they immediately regain their powers and begin summoning other celestial allies to bring their righteous wrath down upon the City of Brass for the sins visited upon them.

Astral Devas (3): CR 14; hp 102; all have had their wings clipped (no flying possible).

Efreeti Noblewomen (3)

These **efreeti noblewomen** come from families who swore their allegiance to the Sultan when he came to the City of Brass as its conqueror. Although they are now more or less hostages to maintain control over their families they were originally given over as gifts to the Sultan by their own mothers and fathers. Living in the harem these noblewomen know nothing of any discontent or malice towards the Sultan and his rule, and instead consider themselves to be a step away from true wives, all vie and plot against one another to produce an heir to his throne.

Efreeti Noble, Female Noble Efreeti: CR 11; hp 120; see Appendix 1.

Apalla the Blistered One (3)

This demon princess is much reduced in stature and power since she was conquered by the Sultan of Efreet in battle during an incursion she led into the Plane of Molten Skies. At a distance she is possessed of an unnatural beauty, until one

Chapter 9: The Grand Palace of the Sultan of the Desert

and other spells of its sort. Vaults below the palace are said to hold many mundane magical items from the Sultan's personal collection, given him over the years in tribute and as payment for assistance and information. The grand hall of the Palace of Wonders itself showcases some of the more valuable pieces of magical memorabilia, the majority of which is little more than high priced trash without the proper missing parts.

The display cases of this hall are guarded by **numerous deadly traps, iron golems, and efreeti wizards**. The chief of security for the Palace of Wonders is **Taleeb al Zaair**, a one-handed master thief who was once caught sneaking through the Vault of Tears within the Grand Palace. The Sultan, admired the rogue's bravery, and unabashed skill and lack of fear, noting that Taleeb had taken nothing, and was only "looking". Thus the Sultan only took the rogue's left hand, and offered him a position as a counter-thief in his retinue.

The curator of the Palace of Wonders is the ghost of an ancient sage named **Baatina**. She died hundreds of years ago due to a powerful curse unleashed by one of the newly procured items for the Palace which transformed her (even as an outsider) into a ghost, but as yet seems unaware of her own demise. Baatina knows much of the properties and abilities of the items under her care and goes about her duties as if there is nothing odd at all about her undead state.

Taleeb al Zaair, Male Halfling Rog18: CR 18; hp 84; see **Appendix 1**.

Iron Golems (10): CR 13; hp 129.

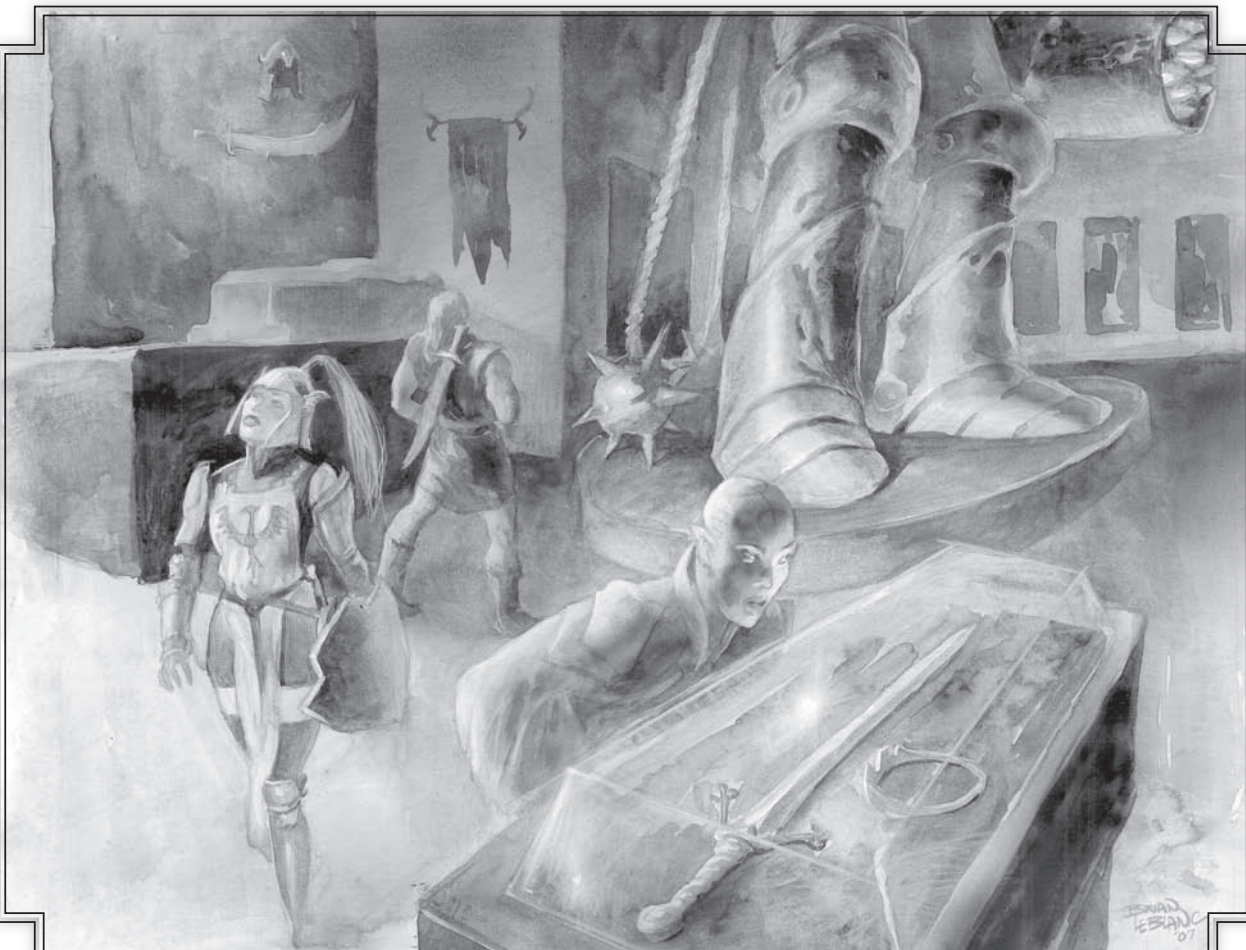
Efreeti Wizard, Male Efreeti Wiz10 (10): CR 13; hp 110; see **Appendix 1**.

Baatina the Ghost, Female Efreeti: CR 10; hp 65; see **Appendix 1**.

traps

To determine which trap guards a certain relic within the Palace of Wonders roll 1d6 and consult the following list, or select any trap of CR 6 to 10 from the *DMG*.

1d6	Trap
1.	Whirling Vorpall Blades: CR 9; mechanical; location trigger; automatic reset; Atk +18 melee (1d8+4, vorpal longsword, 19-20/x2); on natural 20, severs opponent's head; Search DC 20; Disable Device DC 20.
2.	Power Word Stun Trap: CR 9; magic device; touch trigger; automatic reset; spell effect (<i>power word stun</i> , 20th-level wizard), Search DC 32; Disable Device DC 32.
3.	Forcecage Trap: CR 8; magic device; proximity trigger (rune on floor); automatic reset; spell effect (<i>forcecage</i> , 20th-level wizard); Search DC 32; Disable Device DC 32.



chapter 9: the grand palace of the sultan of the desert

Lower Khemit in ancient times. The chariot is huge and very heavy requiring at least three beasts of at least Huge size to pull it. Blades spring forth from its wheels, and it is said that the chariot platform itself may act as a firing platform granting excellent visibility over the battlefield while providing good cover. The chariot itself may carry as many as eight Medium, four Large, or two Huge beings.

Juggernaut of Kil Kath Kesh

This construct of unknown metal alloys and wires once served as the guardian of the City State of Kil Kath Kesh. Roughly humanoid in shape and standing 25 feet tall, the juggernaut has four pairs of huge flails on braided cables running down its back. One arm ends in a tube containing seven large jewels ranging the color spectrum, its other arm a huge crab-like pincer with a menacingly sharp razor edge. Legends say that the Juggernaut cannot only move upon the ground in a lumbering walk, but can also fly raining death from the skies, and that a hidden panel in the juggernaut's back opens revealing a seating compartment for up to four passengers. The juggernaut stands lifeless, its brain crystal lost long ago in a battle with its creator.

Juggernaut of Kil Kath Kesh: CR 21; SZ H Construct; HD 50d10+40; hp 315; Init +0; Spd 20 ft., fly 60 ft (average); AC 38 (-2 size, +30 natural), touch 8, flat-footed 38; BAB/Grp +37/+62; Atk +52 melee (4d8+17, claw); Full Atk +52 melee (4d8+13, claw) and +47 melee (4d6+8 [x4], braided flails); Space/Reach 15 ft./15 ft.; SA prismatic spray cannon, trample (4d8+25, Ref DC 42 half); SQ construct traits, damage reduction (20/admantine and epic), darkvision (120 ft.), SR 45, low-light vision; AL N; SV Fort +25, Ref +25, Will +25; Str 45, Dex 10, Con —, Int —, Wis 11, Cha 1.

Skills: —. *Feats:* —.

SA—*Prismatic Spray Cannon (Ex)*: Once per round as a standard action, the Juggernaut can fire a beam of energy in a 100-foot cone that functions as a *prismatic spray* (caster level 20th). The saves have a DC of 35 and are Constitution-based. This ability is a function of the machine itself and its power cell. It is an extraordinary ability.

Sarcophagus of Ancev

This ancient stone sarcophagus emanates an unholy evil that terrorizes even the most stout hearted heroes and most diabolical minded fiends. The true sarcophagus of Ancev the Arch-Lich, said to be powerful enough to transform any divine or arcane spellcaster into a lich should they know the ritual. Some whisper that the sarcophagus may be used as an unholy channel for summoning undead. Others say that the undead appear on their own as a reminder to all of Ancev's power.

Scepter of Anubis

The mighty scepter of the Khemitian god Anubis rests on display here. Whether this is the true scepter of the

god or a replica is unknown. It is known that this scepter does in fact hold great power—if it were complete. The top of the scepter is missing (rumored to be a piece of bronze fashioned into the shape of an ankh. Without the top, the scepter is powerless (albeit still worth a fortune given its presumed origins). When complete, the scepter has the following powers. All function at caster level 20th and have a save DC of 25.

Ten times per day, the wielder can use an effect identical to *gentle repose*.

Five times per day, the wielder can use an effect identical to *finger of death* or *raise dead*.

Three times per day, the wielder can use an effect identical to *resurrection* or *slay living*.

Twice per day, the wielder can use an effect identical to *true resurrection* or *destruction*.

grand palace

This huge domed structure flanked by two immense watch towers occupies the largest area of the palace compound. The Grand Palace serves as the Sultan's home and symbolic center of his empire. The Grand Palace itself has hundreds of rooms and substantial chambers beneath the palace stretching nearly to the Basin itself. Many are treasuries, chambers for servants and sycophants alike other chambers are completely empty, meant to house a large family. As the Sultan is an unabashed bachelor, these chambers may remain vacant forever.

rotunda archway

The smoldering red hot living brass portals of the Grand Palace stand 50 feet high and are girded by a great archway of gleaming semi-molten stone. The roiling hot archway is inscribed with the Sultan's Seal, and as such any being entering the Grand Palace for the first time must succeed on a DC 25 Will save or take a -10 morale penalty on Charisma-based checks when dealing with the Great Sultan.

the rotunda

Centrally located beneath a huge domed ceiling, the Rotunda is awe-inspiring in its size and grandeur. A huge panoramic mural decorates the lower dome, showing epic events from the Sultan's conquest of the City of Brass and the overthrow of Sultan Ashur Ban and his Sultana, painted in vivid detail. The high dome rising above it is decorated in swirling flame patterns of burnished copper, red gold, jet, and rubies. Standing in the center of the Rotunda is a life-sized sculpture of the Great Sultan, standing in a pose of conquest atop a 10-foot high pedestal. His face veiled as always, a glittering scimitar planted firmly through the heart of a defeated enemy his hand pointing south in a direct line with the Sultan's Boulevard and the Plane of Molten Skies. The statue appears to change colors, revealing all of the colors of flame in its countenance, depending upon the angle by which it is viewed.

The acoustics of the Rotunda and dome are so perfect that a whisper may be heard from any point within the chamber as if the speaker were standing right next to the listener. Despite this or perhaps because of this, the chamber is generally fairly quiet as throngs of petitioners wait this last final leg of their journey.

The Rotunda is frequently filled with petitioners during the daylight hours, and with palace guards and slaves passing to and fro during the evening.

Beyond the statue of the Great Sultan stand a pair of huge doors of living brass, decorated in exquisite detail as a map of the City of Brass done in jeweled cloisonné. The doors are guarded by a pair of massive efreeti in black veils. A smaller efreeti valet takes the names of petitioners, passing this on to **Abded Al-Dar** the herald, who announces the petitioner in grand fashion upon entering the Hall of Sultans beyond.

Rotunda Guards, Male Efreeti Ftr5 (2): CR 13; hp 110; see **Appendix 1** (use the stats for the efreeti malik).

Efreeti Valet: CR 8; hp 65.

Hall of Sultans and the Sultan's Court

A half-circle shaped chamber nearly half the size of the Rotunda beyond contains the Hall of Sultans, where the Sultans of the City of Brass have held court since days long forgotten. During the daylight hours this throne room is flooded with courtiers, nobles, sycophants, petitioners and elite bodyguards. Frequently the Sultan himself sits upon the Throne of Brass in judgment of cases brought before him as well as accepting the gifts, tributes and tithes offered him by visiting dignitaries.

Upper galleries facing the Throne of Brass seat favored musicians from the Orchestra of Ashen Thunder. Lower galleries house accommodations for each of the represented noble houses who have at least one delegate amongst the throngs of visitors to the Grand Palace any time that the Sultan holds court. A wide polished marble tile stands before the Throne, where the queue of petitioners and foreign dignitaries await their personal audience.

Veiled members of the Smokeless Fire, a secretive sect of burning dervish assassin priests quietly patrol the throngs that stand before the Throne of Brass, insuring that no one has brought a device along to make an assassination attempt of their god king. Additionally, quite a few efreeti guards patrol the grounds here as well.

Burning Dervish Assassin Priests, Clr5/Asn5 (30): CR 13; hp 98; see **Appendix 1**.

Hall of Sultans Guards, Male Efreeti Ftr5 (10): CR 13; hp 110; see **Appendix 1** (use the stats for the efreeti malik).

Advocates Throne

At the foot of the dais leading up to the Throne of Brass stands the Advocates Throne. The Advocates Throne is

carved from a single block of pure alabaster and has three seats, one facing the Plane of Molten Skies, a second facing the Plane of Air, and a third facing the Plane of Earth. The three advocates are appointed from the royal families by the Sultan himself and stand in judgment or accept tributes on behalf of the Sultan should he be away. The advocates are trusted advisors to the Sultan, and each is chosen for their loyalty, and for their wisdom in meting out justice.

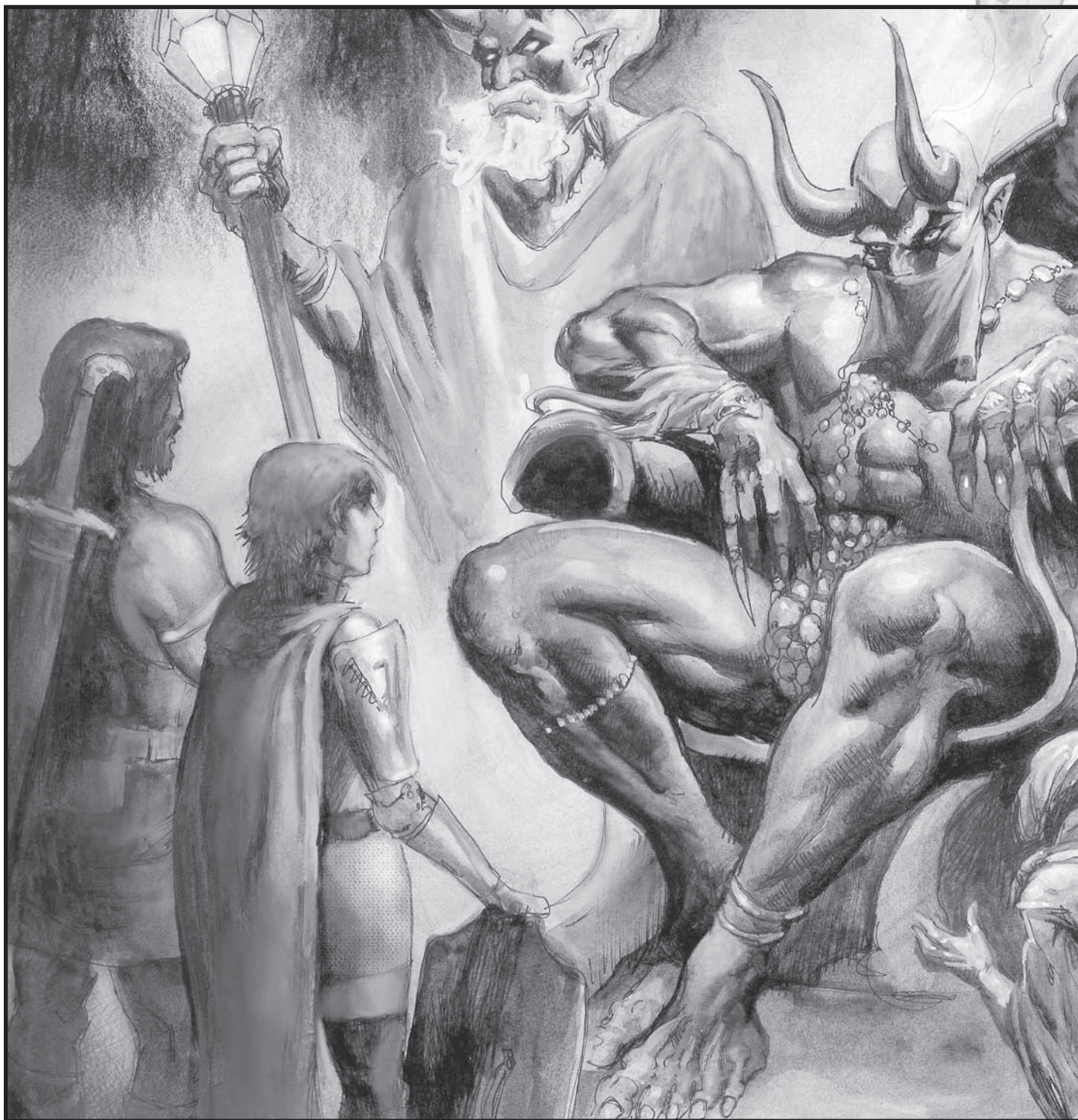
Accepted gifts and tribute brought before the Sultan of Efrete or his Advocates, are immediately hauled off to the appropriate palace, chamber, treasury, or slave pen. Rejected gifts are consumed immediately in fire, and the gift giver is subjected to base humiliation and berated before the entire court. Frequently a punishment is immediately administered, which could range from instant execution, beating, enslavement, or a doubling of the tribute demanded. In the case of a doubling of the tribute, the petitioner is forced to submit to the casting of a *geas* upon their person to insure that they strive hard throughout the next year to bring greater wealth to the Sultan's Court.

Throne of Brass

Standing atop a dais of forty-two stairs in the center of the back wall of the Hall of Kings is the stately Throne of Brass. High backed, with armrests in the shape of dragons, the entire throne is cast from living brass, and is encrusted with thousands of elemental gemstones harvested from the volcanic fissures of the Plane of Molten Skies. The Throne of Brass is a throne built for an immense figure; a regal chair for an awesome planar power.

Most petitioners who are granted audience with the Sultan stand before the Advocates Throne, where they make their offering to the Sultan, or plead their case. The Advocates then repeat this plea to the Sultan who makes his judgment known to the entire court. Rarely a petitioner is granted leave to climb the dais and stand before the Sultan himself. In this event, the petitioner must succeed on a DC 30 Will save for every six of the forty-two steps climbed (thus it takes seven saves to reach the top). On a failed save, the petitioner succumbs to the awe and power of the Throne of Brass falls to his knees, crawling the remaining way to the top (no more saves are required). Further, on a failed save, the petitioner is subjected to the effects of a *greater suggestion* (see the **New Spells Appendix**).

While within 5 feet of the Throne of Brass, the Sultan (and only the Sultan of Efrete) gains the continuous effects of the following spells: *true seeing*, *globe of invulnerability*, *detect thoughts*, *protection from missiles*, and *zone of truth*. The Sultan is exempted of course from the effects of the *zone of truth*. Upon uttering a command word the Sultan may reveal any permanent *symbol* spell (all are etched on the Throne and currently hidden by magic) or globe shaped *wall of force* spell once per round as a standard action.



Sultan's Court

The Sultan's Court is filled with intrigue and drama which should not be lost on the PCs should they ever find themselves here. Generally the chamber is abuzz with small private conversations as knots of courtiers, ambassadors and their minions whisper amongst themselves at the Sultan's various decrees. It should be emphasized that for all of his power and all of his evil, the Sultan of Efreets is a creature of law and disci-

pline, thus his judgment, although cruel and despotic is ultimately fair and evenly meted out.

As the PCs wander the court, feel free to roll for random encounters using the table below.

1d20	Encounter
1.	1d4 courtiers: efreeti nobles; see Appendix I .
2.	1d6 comely dancers (female burning dervish Brd4)
3.	1d4 musicians (burning dervish Brd4)



- 11.
12. **Ibn Al-Hasheik**, Sultan's Biographer
13. **Masud the Fool**
- 14-15. **Efreeti Bey and 1d4 efreeti nobles**; see **Appendix 1**.
16. **Fatavdra, Ambassador of the Drow**
17. **Slaves/attendees**: Various races and classes; DM's choice.
18. **Bal-Shabiri, Lamia Princess and Attendees**
19. **Monk from the Order of Devils (from the Pagoda of Devils): Master Qarid, Male Cheitan, Mnk8/OoD3**: CR 14; hp 71; see **Appendix 1**.
20. **Fidelizzas, charmed Mature Adult Brass Dragon**

ਲਿਭਪੋਰਟੈਂਟ ਫਿਗੁਰੇ

Several important figures are almost always encountered here. They are detailed below.

ਅਬਦੇਦ ਅਲ-ਦਾਰ

Abded Al-Dar is the herald of the Sultan of Efreet. A charismatic efreeti with a clear booming voice announces arrivals to the Sultan's Court alliterating the treasures that they bring with them so that all within the court may hear. Abded is not above taking a substantial bribe to move petitioners up the lists of those wishing to stand before the Sultan. Whether or not bribing Abded really gets one any further along is subject to private debate amongst the noble courtiers.

Abded Al-Dar: CR 8; hp 65; Cha 18. See **Appendix 1**.

ਹਾ'ਫਿਏਜ ਅਲ-ਸੁਲਤਾਨ

Ha'Fiez Al-Sultan is the chief bodyguard of the Sultan. Massive in frame and quick of eye, Ha'Fiez examines the petitioners, courtiers, and ambassadors warily for any sign that they may seek to assassinate the master whom he serves most faithfully, even sleeping at the foot of the Sultans bed. Ha'Fiez cut out his own tongue to show his loyalty to the Sultan, that he would never speak a foul word against his beloved master. Ha'Fiez keeps a magical whistle that acts like an alarm spell, summoning others of the Sultans bodyguard to his position, in the event an attempt should be made upon the masters life.

Ha'Fiez Al-Sultan, Male Efreeti Ftr15: CR 23; 200; see **Appendix 1**.

ਰਾਹਿਬ ਅਲ-ਤਾਬੇਇਕੇ ਤਾਫਿਰ, ਠਿ ਫ਼ਰਾਂਡ ਰੋਜ਼ੇਦਰ

Rahib stands to the right hand of the Sultan when he is at court, fulfilling his role as chief advisor to the

4. **Pit Fiend Ambassador and attendees**
5. **Ka-Shareech, Air Lord of Pazuzu**
6. **Yasiel, Herald of The Lightbringer**
7. **Sss'ashisth, The Asp of Set**
8. **Petitioners**: DM's choice; any race, any intelligent creature or character
9. **1d4 Sultan's Elite Guard Ftr5**: CR 13; hp 110; see **Appendix 1** (use the stats for the efreeti malik).
10. **Burning Dervish Assassin Priests, Clr5/Asn5 (30)**: CR 13; hp 98; see **Appendix 1**.

Sultan. In rare instances when the Sultan is away, and the Vizier is present, he stands upon the forty-first step of the dais hearing cases called up from the Advocates Throne, and offering judgment in the name of the Sultan. If the Grand Vizier is not present, he is in his Tower.

Rahib al Tabish Zafir, The Grand Vizier of Efreet, Male Noble Efreeti *Wiz22/Archmage5*: CR 32; hp 500; see **Appendix 1**.

the sultan of the efreet

The Great Sultan of the Efreet, the Burning One, The Charcoal Lord, The Brazen Commander, Lord of the Fire Kingdoms.

The Sultan's true name is Nomyus, Ibn al Kabith, Ibn al Nar, Ibn al Shaitan, Ibn al Fajarah, Ibn al Munkar, Ibn al Maakir, Ibn al Dajjal.

The Sultan's full title is Grand Sultan of the Efreet, His all renowned Grandmaster of Elemental Fire, all seeing all knowing Caliph of the City of Brass, Arch-Reagent of the Throne of Brass, Genius of Geniuses, Shah of Molten Skies, Pillar of the Faith, Khan of the Firesea, Destroyer of Worlds, Defiler of Nations, Pillager of Planes, Subduer of Azer, Binder of Demons, Vanquisher of Salamander, Administrator of Pain, Author of Suffering, Creator of Anguish, Distributor of Wealth, Acquirer of Wisdom, Punisher of Infidels, Purveyor of Justice, Bringer of Law, Keeper of Seals, Patriarch of Culture, and Majarajah of space and time, the Granter of Wishes and Revealer of Secrets.

If present, the Sultan is seated on the Brass Throne. He gains all the bonuses detailed above while seated on or close to his throne. When not in the Hall of Sultans, or somewhere within the City or Plane of Molten Skies, surveying his territory or inspecting his fortresses, the Sultan may be found in his quarters, library, Al Batani's lab, his sanctum, or the Chamber of Bottles. Each of these areas is detailed below.

The Great Sultan of Efreet: CR 35; hp 715; see **Appendix 1**.

possible encounters within the hall of sultans

While wandering around, the PCs may encounter any or all of the following. This section details some of the possible encounters rolled from the table above.

Pit Fiend Ambassador and Attendees: An ambassador of an infernal power and an enemy of Lucifer's minions, seeking sanctions against the followers of Lucifer for harassment within the City of Brass.

Malikor, Male Pit Fiend: CR 20; hp 225.

Bone Devil Attendees (4): CR 9; hp 95.

Bearded Devil Attendees (8): CR 5; hp 45.

Ibn Al-Hasheik: Ibn Al-Hasheik is the biographer and chronicler of the life and times of the Sultan of Efreet. Al-Hasheik tirelessly scribes the conversations held before the Throne of Brass with his adamantine tipped quill upon an *unending scroll* of pure gold. Al-Hasheik has three (floating disks) each set with another unending scroll and an animated quill which follow him around the Hall of Sultans, recording everything he hears. Al-Hasheik is careful to remain an impartial observer to the deeds of the Sultan and visitors to his court, avoiding conflict, but staying as close as he possibly can to any important activities. The Sultan frequently consults one of the *unending scrolls*, for his own personal memoirs.

Ibn Al-Hasheik, Human *Wiz8/Loremaster5*: CR 13; hp 45; AL LE; Str 10, Dex 10, Con 12, Int 21, Wis 17, Cha 14; Knowledge (history) +21; Skill Focus (Knowledge [history]); *ring of fire immunity*.

Ka-Shareech Air Lord of Pazuzu: Although a demon, the Ka-Shareech is a notable and frequent attendee to the Sultan's Court. As Pazuzu claims the skies and winds as his domain, he keeps ambassadors amongst the courts of all evil powers. The Sultan is in the midst of a bargain to gain the assistance of Pazuzu's vrock in his ongoing campaigns in the Plane of Air against the djinn. Ka-Shareech is never without at least four normal vrock attendants.

Ka-Shareech Air Lord of Pazuzu, Male Vrock *Clr10 (Pazuzu)*: CR 14; hp 230; see **Appendix 1**.

Vrock Attendees (4): CR 9; hp 115.

Sss'ashisth, Asp of Set: Sss'ashisth the Asp of Set is a **ha-naga**, whose fangs constantly drip venom. A permanent fixture at the Court of the Sultan, Sss'ashisth's sibilant tones are easily recognizable through the dull clamor of the Hall of Sultans. The Sultan has been known to call upon the ancient serpent's wisdom as it pertains to matters of theological debate. The Asp is attended by a pair of 10th-level clerics of Set at all times.

Sss'ashisth, Male Ha-Naga: CR 22; hp 310; see the *Epic Level Handbook* and **Appendix 2**. Note that Sss'ashisth is lawful evil (rather than chaotic evil) and has access to the domains of Law and Evil rather than Chaos and Evil.

SA—Spells: Sss'ashisth casts spells as a 21st-level sorcerer and can cast cleric spells and spells from the domains of Law and Evil as arcane spells (save DC 23 + spell level).

Spells Known (6/9/9/9/8/8/8/8/7/7; save DC 23 + spell level): 0—*arcane mark, dancing lights, daze, detect magic, purify food and drink, read magic, resistance, touch of fatigue, virtue*; 1st—*burning hands, inflict light wounds, magic missile, ray of enfeeblement, shocking grasp*; 2nd—*arcane lock, blur, inflict moderate wounds, scorching ray, see invisibility*; 3rd—*inflict serious wounds, lightning bolt, meld into stone, slow*;

4th—*Evar's black tentacles, inflict critical wounds, order's wrath, wall of fire*; 5th—*dispel chaos, flame strike, magic jar, plane shift*; 6th—*acid fog, blade barrier, planar ally*; 7th—*phase door, greater teleport, dictum*; 8th—*mass charm monster, prismatic wall, symbol of insanity*; 9th—*power word kill, soul bind, wish*.

**Yasiel, Herald of the Lightbringer, Fallen Plan-
etar:** Yasiel, acts as go between to the Chapterhouse of Lucifer and the Sultan's Court. He is beautiful and horrible to behold, like many of his kind. Nine feet tall, completely hairless, and having an emerald cast to his skin, Yasiel has coal black wings like a crow that brush the ground when he walks. Small-ish black horns protrude from his perfectly smooth forehead.

**Yasiel, Herald of the Lightbringer, Fallen Male
Fiendish Planetar:** CR 18; hp 210; see Appendix 1.

Masud the Fool: Masud is a mad gnome who captured the Sultan's attention when he was brought in a string of slaves given him as tribute. Masud had somehow managed to reduce the entire chain of slaves to gales of laughter as they stood before the Sultan with his quips, puns, and jokes in the face of instant annihilation. Masud's insults directed at the Grand Vizier, and other notable members of the court and noble families struck the Sultan as funny and he has served as the court fool ever since. Masud scurries through the Hall of Sultans picking pockets, hurling insults, and zapping people with a *wand of wonder* that the Sultan granted him. Mostly harmless, Masud has been killed and resurrected more times than anyone can count.

Masud the Fool, Male Gnome Rog4: CR 4; hp 18; see Appendix 1.

Fatavdra Ambassador of the Drow: Why the Queen of Spiders keeps an ambassador in the City of Brass is anyone's guess. Assumptions may be made that she likes to keep her webs in everything, and the City of Brass is a place where everything and anything may be found. **Fatavdra**, her faithful high priestess has been sent here on special assignment to retrieve a book from the Repository for her mistress. Upon arriving Fatavdra and her entourage gifted the Sultan with 80,000 gp worth of precious stones mined from the Underdark, 80,000 gp worth of deadly poisons brewed from the venom of spiders and noxious fungi, and 80 slaves, trained by her own hand in the art of submissive compliance to command. Her gifts were well received by the Sultan, but her request has long gone unanswered. Mostly this is because the Sultan does not wish to reveal the true secret of the cursed Repository to foreigners and has tried to blow her off by granting her sumptuous quarters, lavish forays into the Palace of Blissful Acquiescence and hosting wondrous feasts in her honor. Although the fickle high priestess is

flattered by the Sultan's hospitality, time grows short and the Queen of Spiders grows impatient for her prize. Fatavdra may be in the market for powerful yet foolish adventurers to plunder the Repository on her behalf. Fatavdra is always in the company of her effete consort **Zists N'urdo**, and a well armed squad of drow fighter/wizards and fighter/priests.

Fatavdra, Female Drow, Clr15/Thaumaturgist5: CR 20; hp 101; see Appendix 1.

(Fatavdra's Planar Cohort) Trilia, Succubus: CR 7; hp 33.

Zists N'urdo, Male Drow Rgr10/Duelist5: CR 15; hp 94; see Appendix 1.

Drow Fighter/Wizards, Male Drow Ftr4/Wiz4 (3): CR 8; hp 48; see Appendix 1.

Drow Fighter/Priests, Male Drow Ftr4/Clr4 (3): CR 8; hp 48; see Appendix 1.

Bal-Shabiri, Lamia Princess: Bal-Shabiri is a lamia princess from a far off plane where her mother rules as queen, keeping an entire desert planet in servitude. Bal-Shabiri was exiled after attempting a coup against her mother and has found a new home in the court of the Sultan of Efrete. Here she seeks the aid of the Sultan in raising an army to defeat her mother, offering the Sultan use of her home world as a staging area for further conquests of her plane. Bal-Shabiri may be interested in hiring PCs as mercenaries, or outright charming them into serving her will, sending them through the Dome of Gates to assassinate her mother.

Bal-Shabiri, Female Lamia Sor10: CR 16; hp 93; see Appendix 1.

Bal-Shabiri is guarded by a trio of noble knights who lost their sanity in a failed attempt to destroy her. Each guards her with his life, and all are now fallen paladins who have embraced their dark path.

Mad Guardians (Eriel, Jaylan, Dharis), Fallen Human Pal10/Blk2 (3): CR 12; hp 102; see Appendix 1.

Fidelizzas, the Charmed Mature Adult Brass Dragon: Jokingly referred to by the court of the Sultan as "Fido", Fidelizzas once served the Sultana, but was captured during the Sultan's conquest and charmed into obedience. No longer possessing a mind of his own, Fidelizzas fetches things for the Sultan, or does tricks to amuse the court attendees.

Should the charm on Fidelizzas ever be broken he does everything in his power to slay the Sultan, fighting to the death.

Fidelizzas, Male Mature Adult Brass Dragon: CR 15; hp 253.

role play in the hall of sultans

As can be well imagined, taking a frontal assault approach against the Sultan of Efrete in his throne room is paramount to suicide. That having been said,

Chapter 9: The Grand Palace of the Sultan of the Efreet

a visit to gain audience with the Sultan of Efreet is likely the best option for lower level PCs to ever see or meet the Sultan of Efreet. As an old efreeti tradition, any visitor to the City of Brass who brings gifts and tribute to the Sultan, may seek audience with him, or at very least have their petition heard before the Advocate's Throne. Should the PCs have great tribute to give the Sultan, he may be more apt to rule in their favor, grant their request, or send them on a special mission on his behalf. Threatening the Sultan in his court generally causes the Sultan and the court to erupt in laughter, right before the PCs erupt in flames.

If the PCs do decide to attack or do battle with the Sultan, refer to the area at the end of this chapter entitled "Doing Battle with the Sultan".

Listed below are a few simple guidelines for making petitions to the Sultan and likely outcomes. Note that skills such as Diplomacy successfully used may turn the Sultan's favor, as can displays of skill.

पट्टे तल्ले बेरते The Sultan without a tribute

PCs offering no tribute to the Sultan are only awarded audience with him if they are invited due to possession of a rod of embassy, or having gained his attention through other means. Such possible ways of gaining the Sultan's attention are: winning a chariot race, doing some great service for a noble house, stopping a calamity in the City, bringing in the head or heads of one of the Sultan's enemies.

पट्टे तल्ले बेरते The Sultan and other thieves' den

The PCs need not be lawful evil to offer their services to the Sultan of Efreet, or even be invited or commanded to audience with him. However, it is unlikely that PCs of any good alignment may receive anything better than an unfriendly or indifferent reaction from him.

गैर तलाशे जोगे The Great Palace

Detailed here are some of the more notable chambers or areas that can be found within the Palace.

रवाते तल्ले (दो ३)

The adamantine door to this chamber is locked and protected by a *greater arcane lock* spell. Further,

tampering with the door triggers a trap within the chamber that coats the entire floor with dragon bile. Four rounds after the room is entered, unless a hidden bypass switch on the wall is depressed, an invisible globe in the center of the room unleashes multiple blasts of lightning.

Adamantine Door: Hardness 20; hp 80; Break DC 60; Open Lock DC 40.

Floor Covered in Dragon Bile: CR 7; mechanical; touch trigger; no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16.

Chain Lightning Trap: CR 7; magic device; timed trigger (4 rounds); automatic reset; hidden switch bypass (Search DC 30); spell effect (*chain lightning*, 20th-level wizard, 20d6 electricity to target nearest center of trigger area plus 10d6 electricity to each of up to twenty secondary targets, Reflex DC 25 half); Search DC 31; Disable Device DC 31.

A 10-foot high mound of glittering diamonds occupies the Vault of Tears, each one a tear shed from one of the noble gold dragons imprisoned in the Sultan's Stables when their eggs were destroyed and they were chained to draw the *Chariot of Narmer*. So many tears were shed that they once filled seven chambers of the Sultan's Palace. The Sultan foolishly gambled nearly all of them away at the Cirque of Pain or paid them out to his mercenaries before their unique abilities were discovered.

On average, the diamonds here total about 2,000,000 gp.

वेरगुण्डे तल्ले

Each of these glittering diamonds is tear-shaped and may be substituted for any material component of 750 gp or less when casting a spell. Multiple *dragons' tears* may be used for spells requiring more expensive spell components.

A character that swallows a dragons' tear gains the benefits of having consumed a *potion of cure serious wounds*. However, the imbiber must succeed on a DC 20 Will save or be overcome with sadness as his mind floods with images of the gold dragons witnessing the destruction of their eggs and being forced to draw the *Chariot of Narmer*. An affected character takes a -2 penalty on attack rolls, checks, and saves for the 1d6 minutes.

शुवाते तल्ले (दो १४)

This awe inspiring maze of brilliantly lit chambers has a magically controlled climate to protect the magnificent works of art gathered from thousands of planes. Perhaps a bit cool to the liking of the average efreeti, it is said that the Sultan frequents

the Gallery of Kings to gloat over the portraits of Sultan Ashur Ban, his defeated Sultana, and their family. The value of the original paintings, sculptures and assemblages held within the Gallery of Kings is incalculable, as each piece may be considered priceless in its own right. Wealthy indeed would be the rogue who could lift but one painting from these guarded walls. Many of the works of art are heavily trapped, with **gynosphinxes** acting as curators and guards.

Gynosphinxes (10): CR 8; hp 52.

ਠਿ ਹਾਲ ਠਿ ਝਰਨਾ

This chamber of the Palace of the Sultan seats over 5,000 guests. A bowl shaped design decorated in brilliant scarlet and blue green hues, the Hall of Sound serves primarily as a practice and performance space for the Orchestra of Ashen Thunder, a gathering of nearly 200 fantastic musicians from throughout the planes. A treasure in its own right, the symphonies musical arrangements have been known to illicit tears from even the most hardened of Arch-Devils who have graced its plush seats. Every conceivable instrument from the most arcane and audacious santur or rabbab to the most common gaytah and daff, are represented by the symphony. Opera stars and vocalists also enjoy tremendous prestige for being invited to perform within the Hall of Sound. Sadly for many of these they are asked to join the Orchestra of Ashen Thunder for life. Although great riches and praise are reaped upon those who take the Sultan's deal, such a life can prove to be a prison sentence to those who live a life of wanderlust.

Great detail was taken to the acoustics of the chamber in its construction that even the lowliest bard gains a +10 circumstance bonus on any Perform skill made within these halls.

Performers in the Orchestra of Ashen Thunder are generally bards of various races and backgrounds between 4th and 10th level. The conductor of the Orchestra is **Maestro Farabi**. Farabi is an enigmatic human, given high favor amongst the court of the Sultan, and much leniency in his comings and goings. His lifetime has been extended far beyond that of a normal mortal man due to *wishes* and magic elixirs bestowed on him by the Sultan and other admirers of the court.

Maestro Farabi, Male Human Brd18: CR 18; hp 70; AL NE; Perform (oratory) +26, Perform (wind instruments) +23, Perform (sing) +24; *ring of fire immunity*.

ਠਿ ਲਾਬਰਾਟਰੀ ਠਿ ਅ-ਜਬੇਰ (ਈ 23)

Located in one of the many dungeons beneath the palace compound is this series of chambers and laboratories where the Sultans alchemists craft their elixirs and potions, converting lead to other metals that fill the coffers of the Sultans allies. Jars, beakers, and tubes of strange powders, viscous liquids and raw materials fill this chamber from floor to ceiling. The contents of these jars should be selected at random, and could be any potion, oil, elixir, alchemical substance or poisonous substance. To say that there is an unlimited supply of such substances offers the challenge to PCs with *bags of holding*, and *portable holes*. Suffice it to say there is at least 1,000,000 gp worth of alchemical supplies, equipment, potions, poisons and the like.

There are no less than a **dozen efreet alchemists** within the laboratory at any one time, headed by **Al-Jabeer**, chief alchemist for the current Sultan (and at least three past Sultans as well). Al-Jabeer does not take sides in politics, and merely serves whichever Sultan reigns without question, as his laboratory is his one true treasure, and to be denied the use of it would drive him mad. The alchemist class is detailed in **Appendix 5**.

Al-Jabeer, Male Efreeti Alch20: CR 23; hp 155; see **Appendix 1**.

Efreeti Alchemists, Male Alch10 (12): CR 13; hp 110; see **Appendix 1**.

ਠਿ ਝਾਗ਼ਰਾ ਟਾਵਰ (ਈ 14)

This tower serves as prison to **Ashazarade**, the only surviving daughter of the Sultana Cirrishade and Sultan Ashur Ban. She is the only known surviving heir to the Throne of Brass. The entrance to her tower is guarded by **12 brass men**, and only the Sultan of Efrete has the key that unlocks her tower. Ashazarade is surprisingly well treated, yet extremely lonely. She was a young girl when her parents were defeated, and years of lies told her by the Sultan have led her to call him "uncle". She knows little of life beyond her own sumptuous tower, and bides her time consuming fairy tales and stories which have filled her head with girlish notions.

Ashazarade would never do anything to displease her "uncle" whom has been so kind to her and brings her books of stories and fairy tales, however should a charismatic hero find themselves in her lonely tower, she may "pretend" that they are there to rescue her. Until such time as the displeasure of the Sultan in this "game" is discovered of course.

The Sultan intends to slay Ashazarade during a great planar conjunction, sacrificing her to his co-conspirators

Chapter 9: The Grand Palace of the Sultan of the Desert

as he in turn devours the spirit of Sulymon. In this fashion he means to cast down Anumon, throw open the planar gates placing himself among the thrones of the true greater powers of the universe.

Brass Man (12): CR 7; hp 85; see Appendix 2.

Ashazarade, Female Hawanar Ari2: CR 10; hp 97; see Appendix 1.

سولطان'س اوارتار

The Sultan's personal chambers are separated off from the vast majority of the palace. This area of the palace is where the Sultan takes his rest from the pleading throngs who seek his wisdom and judgment on a daily basis. Extensive indoor gardens similar to the garden of fire, lava spas and fountains of fire occupy many of the chambers. From this chamber the Sultan has access to **Al-Batani's Wondrous Machine**, the **Sultan's Library**, and secret passages to the **Palace of Concubines**, and the dungeons beneath the **Palace of Blissful Acquiescence**. These passages may only be opened with a magical key possessed by the Sultan himself, and are undetectable by any means including the use of a *true seeing* spell unless the caster is 25th level or higher.

Objects of art, both beautiful and magical, valued in the millions of gold pieces line the walls and stand atop ornate pedestals of the Sultan's Quarters. Enough treasure to be sure to make an emperor's ransom one hundred times over. **Elite efreet bodyguards** and **fiendish dire lions** patrol the halls and are never more than 1d4 rounds away from the Sultan no matter where he may be found.

When not in the Hall of Sultans, or somewhere within the City or Plane of Molten Skies, surveying his territory, or inspecting his fortresses, the Sultan may be found in one of the following areas of the Palace.

Efreeti Elite Guards, Male Efreeti (5): CR 10; hp 97; see Appendix 1.

Fiendish Dire Lions (3): CR 7; hp 60; Magical Beast, smite good (1/day, +8 damage), darkvision (60 ft.), damage reduction (5/magic), resistances (cold, fire 10), SR 13, Int 3; AL NE.



इसुतान'इ लीब्ररयु

A magically sealed door that may only open at the handprint of the Sultan of Efreet reveals the hidden receptacle of lore known as the Sultan's Library.

Although nothing in comparison to the Great Repository or even the Repository Annex, the Sultan possesses an extensive collection of tomes, scrolls, and ancient tablets dating back to the birth of creation. Many of these tomes are given over to dark rites and astronomical phenomena which the Sultan uses in conjunction with Al-Batani's Wondrous Machine to plot his rise as a major power of the cosmos.

Spiraling from floor to ceiling with a golden staircase following the length of the collection the Sultan has amassed this private collection of lore consisting of several hundred copies of materials found in the Repository Annex and Great Repository. Other works are musings known only to himself, as well as his personal spellbooks, diaries and journals. The spellbooks contain all arcane spells found in the PHB of levels 1st through 9th.

The pages of the Sultan's private journals are written in Ignan and each page is covered with an *illusory script* spell. Should the *illusory script* be broken, they reveal the Sultan's plans to sacrifice the royal hostage on the night of the great alignment in the presence of both Set and Lucifer, if only he can find the damnable flask containing the spirit of his nemesis and light half, Sulymon.

बि-बतानी'इ वण्डरुसुइ मलकीने (डी इ)

This high-domed chamber atop one of the many spires rising from the Palace contains the mechanisms and workings of Al-Batani's Wondrous Machine. The machine emits an electrical buzz and fills the air with the scent of ozone. Comprising many huge and many more fine armatures of gold, brass, copper, mithral, adamantine, polished darkwood and multi-colored crystalline globes this machine is constantly spinning and whirling. The machine is a precise model of the planes of existence and known universes set to a one billionth scale. The machinery is very delicate and for that reason only the Sultan and Grand Vizier may access the Machine.

Created in ages past by the great sage Al-Batani, the Machine is a sentient and alert model of the known universes and planes of existence. Al-Batani was always concerned with the nature and workings of the universe as it evolved, and how it was in turn changed by the introduction of time, magic, and the drives and ambitions of those who dwelt within.

To this end Al-Batani began the construction of his model, giving it awareness and consciousness to change and rebuild itself as the universe grew and changed. The machine was to be Al-Batani's gift to his Sultan, whom had spared no expense in the construction of the device. Upon operation the machine was to give an extensive report of any area of the cosmos that the viewer of the machine desired, up to the number of rabbit holes in a field or the age of a king who ruled a land. Such a machine, Al-Batani promised, could give up to the second data on the Sultan's foes and insure the prosperity of his rule.

Sadly, the machine failed to impress the Sultan, who although impressed with the whirling dials and minute details could never get the machine to answer the specific questions he posed to it. Perhaps a glitch in Al-Batani's calculations caused the machine to come to a screeching halt whenever the Sultan addressed it, perhaps the personality of the machine simply clashed with that of the Sultan causing it to ignore his questions. Whatever the reason, the Sultan gave Al-Batani one day to make the machine work as he had been promised or find his head separated from his shoulders. Al-Batani, frustrated and defamed finally did the only thing that a sage could do—he became one with the machine whose construction had dominated such a great portion of his life, placing his own consciousness, spirit and soul into the device. Servant of his Sultan and every Sultan thereafter, **Al-Batani the Machine** sees all and knows all, recording and documenting the tragedies and triumphs of living history until the end of time.

Persons attempting to operate the machine must make a Charisma check opposed by the Machine's Charisma. On a successful check, that person can command it into action. Upon gaining Al-Batani's attention, the user may ask the machine 1d4 questions about things currently occurring in the multiverse or things that have occurred in the past. The Machine has no knowledge of future events. After asking 1d4 questions, the user must make another opposed Charisma check to continue asking questions. The answers the Machine gives are accurate (to the extent that the DM wants them to be accurate). Vague answers and sometimes even cryptic answers are common; such is the nature of the Machine. On a failed Charisma check, the Machine forms an arm-like appendage from its gears and moving parts and attacks using it and its disintegration rays.

Anyone attempting to move, dismantle, damage, or attack the Machine is instantly assaulted as the Machine unleashes its disintegration rays.

Al-Batani the Machine: CR 18; hp 245; see Appendix 1.

Chamber of Bottles (Box)

A dazzling maze of hallways and dead ends eventually leads to an illusionary wall. Behind the illusionary wall is a completely blank wall which is actually a locked, trapped secret door made of solid perfectly fitted igneous rock. The illusion may only be detected through trial and error or judicious use of a *detect magic* spell. The secret door is trapped with a *wail of the banshee* trap.

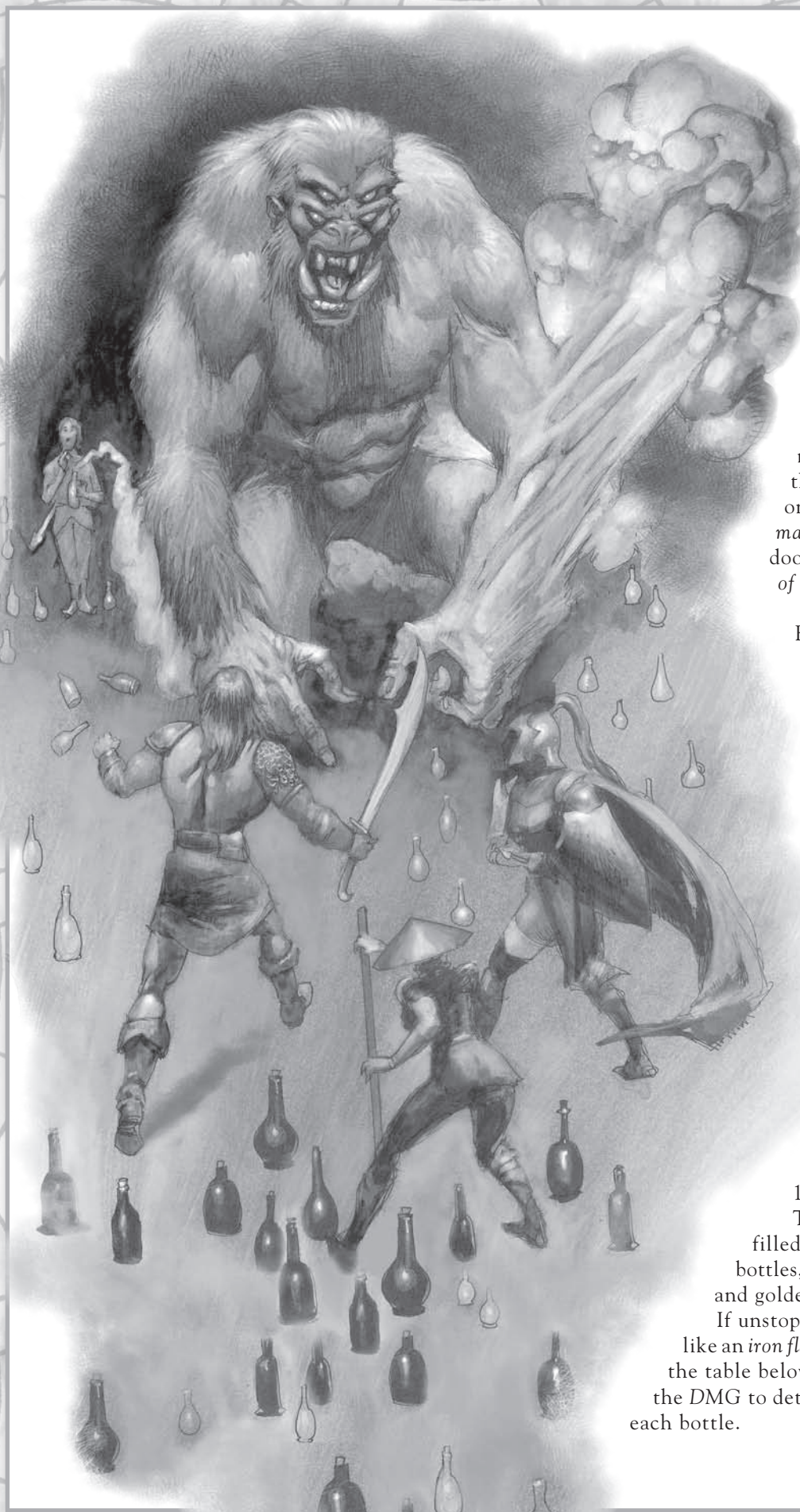
Stone Secret Door: Hardness 8; hp 45; Search DC 30; Break DC 30.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger; automatic reset; spell effect (*wail of the banshee*, 20th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 20 creatures); Search DC 34; Disable Device DC 34.

Triggering the trap also summons **1d4+2 elite efreeti guards** to the chamber of bottles every 1d6+2 rounds.

The chamber beyond is filled with lead stopped brass bottles, crystal urns, iron flasks, and golden jars.

If unstopped, a bottle functions like an *iron flask* (see the *DMG*). Use the table below instead of the one in the *DMG* to determine the contents of each bottle.



d%	Contents	d%	Contents
01–50	Empty 89	Demon (glabrezu)	
51–54	Large air elemental	90	Demon (succubus)
55–58	Marid 91	Devil (osyluth)	
59–62	Large earth elemental	92	Devil (barbazou)
63–66	Xorn 93	Devil (erinyes)	
67–70	Large fire elemental	94	Devil (cornugon)
71–74	Salamander	95	Celestial (avoral)
75–78	Large water elemental	96	Djinni
79–82	Efreeti 97	Djinni, noble	
83–84	Celestial (ghaele)	98	Rakshasa
85–86	Efreeti, noble	99	Balor or Pit Fiend (50% chance for either)
87	Demon (vrock)	100	Special: see below.
88	Demon (hezrou)		

If a “Special” result is indicated on the Chamber of Bottles Table above, roll 1d6 and consult the table below.

1d6 Contents

- Prepared Bottle:** Prepared bottles are set with a *trap the soul* spell ready to trigger once unstopped. The opener must succeed on a DC 22 Will save or be forced into the bottle.
- Haakan the Marid Prince:** Haakan was a marid prince who allied himself with the Sultana Cirrishade. Unable to destroy him fully, Haakan was imprisoned by the Usurper in this bottle, where he has sat in torment for centuries. He grants the PCs who free him a single *wish* and offers to serve them for one year and one day. If Haakan is slain in the service of the PCs they automatically receive an unfriendly reaction to any other marid they meet.
Haakan, Male Noble Marid: CR 11; hp 97; see **Appendix 2**. Add +3 on attack and grapple, +1 saves, +3 on all skills except Swim, Blind-Fight feat.
- Ponjo Tombo:** The wicked twin of the evil demon ape Bonjo Tombo, this beast was brought to the Sultan of Efrete as a gift. Soon growing uncontrollable, Ponjo was immersed in magic-laced water and placed within this bottle. Because of the magic that contaminated his body when he shrunk, he grows one size category per round once released from the bottle. He immediately attacks upon attaining Medium size.
Ponjo Tombo the Demon Ape: CR 14; hp 152; see **Appendix 2**.
- The Black Satin:** The master thief known only as “**Black Satin**” managed to successfully pierce the traps and travails of the Palace of the Great Sultan nearly 100 years ago, only to succumb to a prepared bottle in the Chamber of Bottles. She thanks the PCs profusely for freeing her from her bottled prison and offers to join up with the PCs in plundering the remainder of the Palace. She of course attempts to rob the PCs blind as the earliest opportunity and return to her home world where things are no doubt much different than they were when she was guild-mistress.
Atalia the Black Satin, Female Human Rog 18: CR 18; hp 81; see **Appendix 1**.
- The Cryohydra:** Inside this bottle is a massive **twelve-headed cryohydra** which the Sultan intends to give away to one of his many enemies as a “gift” of good faith.
Twelve-Headed Cryohydra: CR 13; hp 129.
- Bottle o’ Spiders:** This bottle is filled with hundreds of **scarlet spiders**. The opener of the bottle is literally buried in a **scarlet spider swarm**.
Scarlet Spider Swarm: CR 2; hp 13; see **Appendix 2**.

ਠਿ ਝੁਲਿਠਾਨ’ਝ ਝਾਨਕੁਲ (ਝੋ ਠ ਠ ਝ)

This chamber is where the Sultan meditates and takes what little rest he requires. The Sultan’s Sanctum is also the hiding place of the *Codex of Infinite Planes*. The door to the chamber is locked with a *greater arcane lock* spell, a superior lock, and is trapped with a *cone of cold* trap.

Bronze Door: Hardness 10; hp 90; Break DC 48; Open Lock 40

Cone of Cold Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (*cone of cold*, 20th-level wizard, 15d6 cold, Ref DC 17 half); Search DC 30; Disable Device DC 30.

The door opens into a chamber whose entire center is shrouded in a pillar of fire. A small landing upon which stands an altar sits before the pillar of fire. Inscribed upon the floor of the landing are the following words and symbols in Ignan, Aquan, Terran, and Auran. The Vortex of Fire is a direct conduit to the very center of the Eye of Fire in the Elemental Plane of Fire.

“Through the Majesty of Wind and the Purity of Fire, Through the Placidity of Water and the Might of Earth, May each of the Elders of Creation Reveal its Worth, From each must be given its right and due. All things of life are made from these, gather all before and make the path for thee. Beyond the

path unseen lays the beast of nightmare gleaned, upon its back there fixed and bound, the Codex of Infinite Planes is thus found.”

In order to reveal the path that leads to the *Codex* and its guardian, one must summon and then sacrifice an elder elemental of air, fire, water and earth in that exact order. Once summoned and then slain, a crystalline pathway appears leading through the vortex of flames to an island whose surface is a mass of glittering jewels. Lying in the center of the island is a gigantic beast, horrific and beautiful in appearance. Bolted to the back of the beast with adamantine screws is a huge book. The book is easily the size of the thatched roof of a small cottage its pages made of glittering gold leaf. The covers appear to be sewn together over a binding of cold wrought iron, stitched from the skins of dragons and other strange creatures.

If the puzzle seems too tough for the PCs remind them that divine answers to questions may be gleaned through use of *commune* and other such spells.

The *Codex* is bolted and chained to the back of a **Gargantuan thessal-titan**, a debased creature with seven heads atop long snake-like necks, and four pairs of arms. The beast is hugely obese having faces in the palms of its four hands that devour the gemstones of the island, and any waste from its consumption. The creature is chained in the center of the island. Its chain gives it just enough slack to reach any point on the island without falling into the vortex of fire. Only one who has subdued the beast may command it, and in turn gain access to the *Codex of Infinite Planes*.

Should the *Codex of Infinite Planes* be captured by the PCs, the Sultan appears instantly (providing he hasn't been slain), bringing with him all of the wrath and fury of his domain.

Thessal-Titan: CR 29; hp 697; see **Appendix 1**.

Codex of Infinite Planes

The *Codex of Infinite Planes* is an ancient text said to have been penned by the lords of creation at the beginning of time and recounts histories lost to the minds of mortals.

The *Codex* is massive in size and scope and no mortal can ever hope to read it in its entirety. No matter how many pages are turned, another always remains. Anyone opening the *Codex* for the first time is utterly annihilated, as with a *destruction* spell (Fortitude DC 30 for only 10d6 damage). Those who survive can peruse its pages and learn its powers, though not without risk. Each day spent studying the *Codex* allows the reader to make a DC 50 Spellcraft check to learn one of its powers (choose the power learned randomly; add a +1 circumstance bonus on the check per additional day spent reading until a

power is learned). However, each day of study also forces the reader to make a Will save (DC 30 + 1 per day of study) to avoid being driven insane (as the *insanity* spell).

The powers of the *Codex of the Infinite Planes* are as follows: *astral projection*, *banishment*, *elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *plane shift*, and *soul bind*. Each is usable at will by the owner of the *Codex* (assuming that he or she has learned how to access the power). The *Codex of the Infinite Planes* has a caster level of 30th for the purposes of all powers and catastrophes, and all saving throw DCs are 20 + spell level. Activating any power requires both a Concentration check and a Spellcraft check (DC 40 + twice the spell level of the power; the character can't take 10 on this check). Any failure on either check indicates a catastrophe befalls the user (roll on the table below for the effect). A character can only incur one catastrophe per power use, even if he or she fails both checks.

A character that reads from the *Codex* for more than ninety-nine weeks is automatically consumed by the power of the book and dies instantly. Such a character cannot be raised or returned to life, even by a *wish* or *miracle*; only a god's magic can restore such a creature to life.

d%	Catastrophe
01–25	Natural Fury: An <i>earthquake</i> spell centered on the reader strikes every round for 1 minute, and an intensified <i>storm of vengeance</i> spell is centered and targeted on the reader.
26–50	Fiendish Vengeance: A <i>gate</i> opens and 1d3+1 balor demons, pit fiends, or similar evil outsiders immediately step through and attempt to destroy the owner of the <i>Codex</i> .
51–75	Ultimate Imprisonment: Reader's soul is captured (as <i>trap the soul</i> ; no save allowed) in a random gem somewhere on the plane while his or her body is entombed beneath the earth (as <i>imprisonment</i>).
76–100	Death: The reader utters a <i>wail of the banshee</i> and then is subject to a <i>destruction</i> spell. This repeats every round for 10 rounds until the reader is dead.

Going Battle with the Sultan of Efreet

To battle the Sultan of Efreet is a challenge far beyond that of most normal PCs. To even have a chance of defeating him it is likely that the PCs need have gathered many of the artifacts within the City of Brass and the Plane of Molten Skies to aid them. Many of these artifacts may weaken the

Sultan. Completing tasks such as the destruction of the Great Ziggurat for example would deny the Sultan access to his Divine spells. Uncovering the flask containing the spirit of Sulymon may offer great defensive aid to the PCs versus some of the Sultan's more devastating powers. High and epic level PCs using many of the relics plundered from the palaces and fortresses of the City of Brass may very well be able to put up a good fight. Evil allies of the Sultan may be turned against him should he show weakness in battle. Exactly how encounters with the Sultan are played out ultimately depend on how a DM chooses to run his or her campaign. Play up the intensity of any encounter with the Sultan. Understand that the PCs are dealing with a planar power of great might and cunning.

Should the Flask of Sulymon be opened in the presence of the Sultan, the Sultan stops all actions and

concentrates his efforts on subduing Sulymon in order to capture him and then sacrifice him in a ritual designed to make him a Greater God. Because the Sultan wants to keep his other half alive, he avoids area effect spells that would slay Sulymon.

Sulymon for his part pulls no punches. He challenges his dark half in the name of Anumon and attempts to use his most withering spells and abilities to as great and devastating effect as his venerable body can muster.

If Sulymon is slain the Sultan flies into a rage attempting

to kill everything in sight, as his long laid plans are now ruined.

If Sulymon lives and the PCs and he manage to defeat the

Sultan, he insures that the dark half is irrevocably

destroyed, and

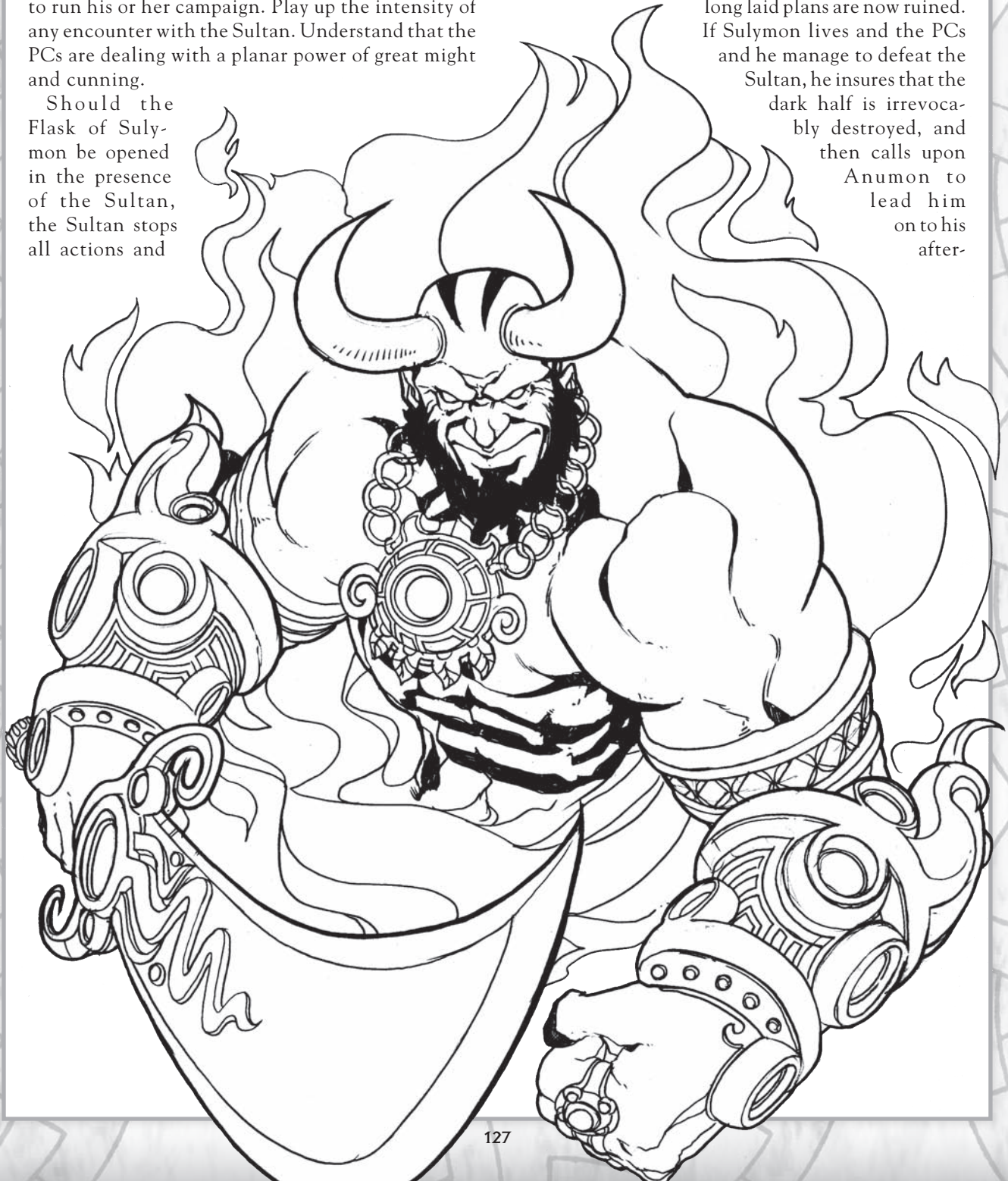
then calls upon

Anumon to

lead him

on to his

after-



life. Anumon appears, blesses the PCs for their deeds and with a chorus of Celestial beings carries his faithful servant into the afterlife, leaving the PCs to deal with the aftermath of this final battle. The DM should feel free to assess any story awards they feel merit the PCs role play during this confrontation and their dealings with the presence of a Greater God in their midst.

Sulymon's statistics are in **Appendix 1** under the Palace of the Sultan.

What happens now?

PCs who manage to defeat the Sultan of Efreets from any number of ways need not be finished with their adventures in the City of Brass and the Plane of Molten Skies. As when any planar power is destroyed, or despot finally deposed an inevitable power vacuum is formed.

Quite possibly the Grand Vizier assumes the Throne of Brass and due to pacts made with the PCs could be favorably inclined towards the PCs.

In the event that both the Grand Vizier and the Sultan are defeated or destroyed the remaining houses of Noble Efreets may elect one of their own.

Quite possibly the PCs may attempt to seize the Throne of Brass for themselves. In so doing it must be noted that only one being may occupy the Throne of Brass at any given time. The Throne attunes itself to that individual and remains so until that individual is destroyed or deposed.

Parties who tend towards sharing power could set up satrapies throughout their newly gained planar empire with different PCs taking on governorship of the various areas which the PCs may conquer or command.

Another possibility is that Ashazarade may assume rule under the blessings of Anumon, gaining the PCs a favorable other planar patron.

Regardless of any outcome, should Sulymon be revived, he soon passes from the Plane of Molten Skies forever; his service to Anumon complete and his dark half destroyed forever. In this case Anumon manifests himself with a host of celestials and guides his humble servant to the afterlife he richly deserves.

SWORD & SORCERY

Trials of Brass

1001 efreeti nights



book two of three

Tales of Brass, 1001 Efreeti Nights

Within this tome are the most guarded secrets of a Sultan's empire. Places of treasures often sought but never gained. Used as a campaign setting each of the fantastic locations found within offer hiding places and suggested relics and treasures to be discovered by heroes brave enough to walk the Path of the Prophet. Secrets of the Ancients and gifts from the Gods lie hidden in the gardens of the City of The Dead Sultana which only the brave may know. An impenetrable bank sits behind the walls of the City of Brass, calling any doughty rogue to plot his most daring heist. Loremasters, Sages, hierophants, and Kings of every design would give their left eye to peruse the documents hidden within secret stacks of the Great Repository while a secret scrawled upon its outer walls may very well hold the key to the destruction of the Sultan himself. Allies or Adversaries may be gained within the Pagoda of Devils or the Shining Pyramid of Set, as surely as blood spills sizzling to the molten floor of the arena floor of the Circus of Pain. Remember, that which is won upon those hallowed disks may gain a prize which may break the backs of the fell priesthood of the Sultan and cast down their Great Ziggurat once and for all.

Tales of Brass takes your game to new and exotic locales within the City of Brass itself, fleshing out in great detail the lairs of some of the most powerful foes that the City of Brass has to offer. It includes the resting place of many of the Cities most fabulous treasures. Also found here are the powerful guardians of its various relics. Tales of Brass contains many new monsters as unique and deadly as the fiends who command them.

Tales of Brass includes 10 unique adventure locales, nine of which are found in the City of Brass itself. Played as a sweeping campaign Tales of Brass takes the PCs on an adventurous tour of each one of the adventure locales, introducing its denizens and treasures in detail. Game masters wishing to use their own plot or campaign scenario find the materials presented in Tales of Brass invaluable to any City of Brass adventure campaign. DMs wishing to use the materials located herein as place settings for short other planar adventures need do nothing more than select an adventure location suited to the challenges of their home campaign and their own individual tastes, set up a premise for their PCs to investigate the location and begin.

तालेड ऑफ ब्राइड बड एन एपिक टालेपाइग्न

The adventure cycle found in these pages may be used as a stand alone campaign or integrated (as is) into a massive City of Brass campaign. The campaign is designed to begin with characters of 14th level and above, and throughout the course of exploring the wondrous and fiendish locations detailed herein elevate them to levels 20 and beyond. Powerful NPCs to use in your campaign and new monsters and magic are placed in appendices in the back of this book for easy reference during game play.

होव टो यूज तालेड ऑफ ब्राइड

Tales of Brass offers several unique adventure locations. These adventure locations may be played together as part of an epic campaign or used individually as either part of an ongoing exploration of the City of Brass campaign setting. Tales of Brass is also designed to work well as a codex of stand alone adventures for Referee's seeking to challenge their high level PCs. Adventures and adventure locations in Tales of Brass range from 14th level and up for the *Path of the Prophet*, to far more challenging adventures to be had in the Pagoda of Devils and the Tower of the Grand Vizier which are designed for characters of levels 18+.

Each adventure setting chapter in *Tales of Brass* offers a different and uniquely detailed major location within the City of Brass. These are areas that the PCs crave to explore but fear what they may find in so doing. At the beginning of each chapter is a detailed summary of how best to run the area as an adventure in its own right as a stand alone location of interest to explore. At the end of each adventure location is a brief summary of how best to resolve moving the players on to exploration of the next area of adventure and possible outcomes which their actions have put into place should you chose to play the Tales of Brass as an ongoing campaign.

Everything in this book is perfectly integrated with the City of Brass. When combined with the City of Brass, the *Tales of Brass* offers almost unlimited hours of role play adventure and re-use in any campaign setting. The traps, colorful NPCs and new monsters presented herein are designed to challenge high level characters in new

and unique ways. Played either as one off adventures or a complete campaign suite the environs detailed in this book should take your game to new heights of power, and reveal new dangers as the PCs become the possessors of fantastic relics unseen in any other campaign setting to date.

It should be noted that *Tales of Brass* offers extremely challenging role play adventure. The key here is role play. In most instances the PCs should not attempt to slaughter every creature they meet. Following this course of activity may only result in undue PC casualties and a souring of your gaming experience. Whenever possible use the RP notes included in the stat blocks or text of the various chapters to really “think” about the sort of NPCs that populate the locations within this tome. There are many potential allies for the PCs to encounter here as well.

The presence of these NPCs may help turn the tide in the PCs favor whenever they bite off more than they can chew. Several NPCs know secrets or possess knowledge or items with which to further the campaign along, or may allow the referee and players to travel a path of side quests and intrigue that is more “off the map” if that is their style of play.

an adventure setting in OVERVIEW

Below is a brief list of the chapters and appendices found within *Tales of Brass*. Chapters are organized with the introductory adventure *Path of the Prophet* set first and other Adventure Areas within the City of Brass detailed afterwards in progressive order as they would take place in a campaign, and from easiest set of challenges to the hardest.

Chapter 10: Prologue: This section of the book is designed to more easily introduce the character of Tarbish to PCs in order to use this book in conjunction with the City of Brass campaign setting. Tarbish and his geases serve as the motivating force for the PCs to gain great power and eventually either defeat or join forces with the Sultan of Efreet.

Chapter 11: The Path of the Prophet. Path of the Prophet is a short adventure which may be used by a DM for



characters of 12th–14th level as a jumping off point for other planar travel. Path of the Prophet is intended as a tie in to get characters to the Plane of Molten Skies. The overall plot of the adventure is designed to encourage PCs towards a plane spanning saga the likes not seen

in RPGs for over twenty years, but need not be used as such should you not desire such lofty goals for your home campaign.

Chapter 12: The Shining Pyramid of Set. The Shining Pyramid offers the PCs the opportunity to plunder an extraplanar temple to the God of Evil and Night. Great

treasures and fabulous relics offer great rewards should PCs be willing to make the ultimate sacrifices. Written for PCs of 13th–15th level this adventure location offers hours of role play for more lawful or evil bending PCs as well as the opportunity to affect the destiny of a dozen universes by thwarting the priesthoods malevolent plans. Quite possibly the PCs may find themselves on the good side of the Sultan of Efreet, or outlaws in his realm who must cling to the shadows, hunted by his squads of burning dervish assassin priests.

Chapter 13: The Minaret of Screams. Suitable for PCs of 14th–15th level, the Minaret like every chapter is scalable for higher or lower level adventurers. Here the PCs may find the ankle of Tlaunehc Tnek the *Wyrms of Bones*. Should the PCs dare to free this wicked bone from its prison do they dare awaken the nefarious spirit of the wyrm found in the Museum of Wonders? Perhaps the PCs have found themselves made prisoner here? Certainly no one would willingly enter a glistening tower of death willingly?

Chapter 14: The Great Repository. Suitable for 12th–15th level, the Great Repository offers the PCs an opportunity to explore the greatest collection of the written word in the universe. There are dangers and sacrifices to be made to peruse these tomes. Some may wish to unlock great powers scribed in forbidden tongues, others that they had never turned their eye upon the baleful scripts hidden here. As much a prison as a storehouse of forbidden knowledge, there are those entombed within its stacks that the Sultan would prefer remain there forever.

Chapter 15: The City of the Dead Sultana. Designed for characters of 15th–17th level the City of the Dead Sultana allows PCs to explore a piece of the history of the City of Brass. The gardens of Cirrishade hold many secrets. Secrets no doubt that the current Sultan would prefer remain hidden from the knowledge of his devoted followers. Here the PCs may find a way to gain the Eyes of the Dead Sultana, or activate the Jade Colossus with the Ruby of Law and set about events which could ultimately bring about the destruction of the Plane of Molten Skies itself.

Chapter 16: The Circus of Pain. Designed for Levels 16-18 the Circus of Pain affords countless opportunities for adventure and role play. A nearly unlimited cast of NPCs may do battle with or offer their allegiances to the PCs depending on the outcomes of the Games. The Circus Master rules all within the Circus, dishing out and feeding on the torment of those who are part of the spectacle. PCs seeking to free themselves from imprisonment here should be warned, failure in the games may be worse than death itself. PCs following the Tales of Brass as an adventure campaign would do well to recover the Hammer of Hezoid from the Circus Champion before departing.

Chapter 17: The KhizAnah. Designed for Characters of 17th-19th level The KhizAnah is the un-penetrable bank every rogue worth their garrote and ring of invis-

ibility has longed to crack. A banking facility that even the Gods use to store their loot the KhizAnah has a reputation of efficiency and death. None who have tried to breach its tight security have lived to tell the tale of their deeds. Perhaps it is the fiendish tigers which dwell the middle levels; perhaps it is the traps which guard its many vaults. PCs using the Tales of Brass as a campaign setting must find the *Mymr Stone* itself if they hope to stand a chance against the KhizAnah's guardians both within and without.

Chapter 18: The Great Ziggurat. Designed for characters of 16th–20th level, PCs seeking to join the Sultan and worship him as their deity must survive the ash baths. Those seeking to dismantle his empire must find the humble high priest of Anumon amongst the slave pits below. There they must bring to him a mighty weapon with which to reap holy ruin upon the Burning Dervishes.

Chapter 19: The Pagoda of Devils. Written for 16th–20th level and beyond the Pagoda of Devils offers an interesting side quest for high level PCs. Victory against the masters of the Pagoda of Devils could very well sever ties between Lucifer and the Sultan of Efreet, or at very least cause Lucifer to exploit the Sultan's weakness in not being able to protect his minions from outside aggressors.

Chapter 20: The Tower of the Grand Vizier. For characters of level 18+ the Tower of the Grand Vizier offers great challenges which may result in their gaining a new ally against the Sultan, or in crippling the Sultans powers by removing an ally from his own right hand.

NPC Appendix: Placed here for ease of use are the full module style stat blocks for every NPC encountered in this supplement. Organized in the appendix by the adventure location they are found in, this appendix should save precious time around the gaming table normally eaten up by constant page flipping. Some NPCs found here are also found in the City of Brass campaign book and are repeated here for ease in running your own City of Brass: Tales of Brass campaign.

New Monster Appendix: Listed here are the statistics and descriptions of new monsters with which to challenge your PCs. Ranging from the normal to the extremely bizarre these unique new creations are assured to put some shock and awe into any high level campaign.

Battle Slaves Appendix: Listed here are the various battle slaves for use in the Circus of Pain. Sample NPCs of various levels and classes, as well as some specific NPCs with full background information are provided.

New Spells Appendix: This appendix details new spells found within the pages of this book.

New Feats and Magic Items Appendix: Placed here are new feats and magic items, including artifacts that are found within these pages.

New Classes and Prestige Classes Appendix: Several new prestige classes, such as the Black Jackals of Set and the Order of Devils grace these pages. A new core class, the alchemist is detailed here as well.

veil's guide to repercussions

As the PCs successfully unravel the Sultan's schemes, they inevitably lead themselves to an ultimate confrontation with the Sultan as detailed in Book 1, The City of Brass, Chapter 9. Though the power of Anumon thwarts the Sultan's ability to directly challenge the PCs via scrying and teleporting to their location as one would expect from any evil overlord the Sultan still has the power to escalate the dangers within the City of Brass through his powers as a Planar ruler and master of the City. Detailed below is a list of escalations based on successful completion of quest areas within Book II: Tales of Brass.

- Upon acceptance of the quest offered at the end of Book 2, Chapter 11, the PCs are blocked from scrying by the Sultan of Efreet or any of his loyal attendees.
- Chapter 12, The Shining Pyramid of Set, the Sultan's torturers question any survivors of the assault, and any witnesses. Authorities search for any foreigners meeting the PCs descriptions, offering a 10,000 brass piece reward for their capture. There is a cumulative 1% chance per week that the PCs are recognized from their descriptions from this point onward. If recognized, they are set upon by a band of 2d4 burning dervishes, 1d4 efreeti, and 1d2 fire giants. If captured, they are sent to the Minaret of Screams (Book 2, Chapter 13). Set is displeased as detailed at the end of Chapter 12.
- Chapter 13, The Sultan again has witnesses questioned. If the PCs have not used veil or some other spell to hide their location and identities, the chance of being noticed by authorities increases by 2% per day, and the reward increases to 20,000 brass pieces. The number of hunters sent to capture them is doubled from the above totals. If captured, the PCs are stripped of any gear and given over as slaves in the Circus of Pain (Chapter 16), where they may become allied with Flash, Jones, or others with a similar cause.
- Chapter 14, word travels slowly to the Sultan, unless he spies them through the Scrying Bell, or the curse is uttered, in which case, the entire Plane of Molten Skies is soon to be destroyed anyhow! The Sultan is thus thwarted, but the PCs must escape the plane, lest they themselves are destroyed in the process! Big Ouch! Everyone gains a level, but the campaign is over.

running the campaign

If the PCs have already made entry to the Plane of Molten Skies or the City of Brass itself, allow them to be approached by a sweating abasheen genie named Tarbish. Perhaps some daring deed that the PCs have participated in has caught Tarbish's interest. Tarbish tells a tale of horrors committed by the Sultan of Efreet and swears the PCs to secrecy hoping to connive, beg, convince and if all else fails charm the PCs with magic and place a powerful *geas* upon them to serve as his agents in a revenge plot against the Sultan of Efreet himself.

Tarbish speaks of an ancient time when the City of Brass was ruled by efreet and djinn alike who followed the rules of law as set down by the god Anumon himself. Once Tarbish has convinced the PCs to join upon the endeavor he sets them (based on their current party levels) on a quest to recover pieces of various tomes of

knowledge, relics and powerful entities who could serve as a force to thwart the Sultans Plans. More details about Tarbish and his utilization in furthering an ongoing mega campaign are detailed in the Prologue.

With the exception of the *Maul of Hexoid* being gained prior to giving it to the priest of Anumon in the Great Ziggurat most other areas of adventure serve to challenge PCs of the appropriate levels suggested above. Eventually the PCs should be led to the Tower of the Grand Vizier, and either there or before determine that their benefactor Tarbish is none other than the Grand Vizier himself. What ensues upon their climactic meeting could very well seal the fates of your PCs or send them upon the greatest challenge of their careers.

As with any RPG product, levels may be dropped off of monsters, and other modifications may be made to any part of this book to easily fit it into your own campaign, following your own creative preferences. The *Tales of Brass* is yours use it as you see fit.

Chapter 10: Prologue

Shortly upon arriving at the Kubri Al Azim in the City of Brass the PCs are approached by a tall, thin **abasheen genie**, who introduces himself as **Tarbish**. Tarbish is handsome and well spoken, yet fast talking. He invites the PCs to the shade of a tent he has placed upon the Kubri Al Azim along with his valets and retainers and entreats them to stay and enjoy a sumptuous feast.

Should the PCs refuse his offer, Tarbish appears before them again at a later time, more insistent than the time before, again inviting them to join him at the Caravan-serai, where he has an encampment made, offering to share with them the secrets of the City of Brass.

Should the PCs refuse a second time Tarbish appears a third time, as determined by the DM. This third meeting should the previous two fail, should somehow come at a time when the PCs are in danger of being arrested, enslaved, or slain in a battle, where he saves them from their fates and whisks them away to his tent in the Caravanserai. Alternately Tarbish may purchase the PCs as slaves and set them on the course of epic

adventure offering them only death if they should fail him in their endeavors.

Tarbish tells a tale of a fallen genie and a time of relative peace between those of the City of Brass and the tribes of the djinn who rule empires upon the Plane of Air. He speaks of Anumon and Sulymon and the days when a beautiful Sultana tempered the efreeti's innate cruelty with compassion and a sense of fair play. He speaks of a usurper who stole the throne and slew the former Sultan, releasing their prisoners and repopulating the bureaucracy with former criminals of the state. Tarbish speaks of a formation of gangs of burning dervishes, a tribe of jann driven mad by the powers of the usurper. Of a Sultana, smote a deadly blow yet perfectly preserved somewhere in the City. He tells of alliances with Lucifer ruler of Infernus, and the Dread Lord Set, and how their minions have free reign over a city built for the races of Genie alone to rule. He salts the tale with marvels of magic and blades of famous name, relics of the old ones in the time between the birth of gods and the dawn of men.



repercussions continued

- Chapter 15: The PCs are still in the clear, as the Ruby of Law denies access to the City of the Dead Sultana. If the PCs however unleash the Jade Colossus with the Eyes of the Sultana and the Ruby of Law in place, the Colossus wreaks much havoc, and must eventually be put down by the Sultan himself! This offers a great distraction and endless possibilities for the GM to exploit for their campaign. Reduce efreeti encounters and the number of the Sultan's guard by 1/8th due to the wrath of the colossus.
- Chapter 16: Should the PCs survive they are hunted and harried by patrols of fire giants, efreeti, and burning dervishes, with a 1 in 6 chance of encountering a patrol of hunters as mentioned above for every hour that they are on the streets. Tarbish, Chufa, or other allies may attempt to hide the PCs in some refuge. Martial Law is declared, clearing the streets of all except fire giants, efreeti and burning dervishes for a period of 1-4 days.
- Chapter 17: The Sultan and his advisors hide the fact that the Khizanah has been compromised from the citizenry of the City of Brass, but quadruple guard patrols throughout the city. If the PCs manage to gain the Mymr Stone, they are in the clear, as none who see them recall anything important about them immediately after they are out of sight.
- Chapter 18: Should the PCs successfully destroy the Ziggurat of Flame, the entire city is thrown into Chaos. Martial Law is declared and the streets are cleared, including the petitioners terrace. Armed patrols of efreeti fill the streets, slaying any strangers on sight, backed up by members of the Order of Devils. The legion of marmalukes, freed by surviving former azer slaves rebel against their masters. Common Efreet remain in their homes as pitched battles between the Sultan's forces and rebellious marmalukes and azer fill the streets.
- 19: The fire giants seal themselves in their barracks. Dahish and his army of undead seize the gates, and the phoenix warriors position themselves at and around the City of the Dead Sultana. At the option of the GM, the Sultan may enter the city aboard his chariot and attempt to personally quell the uprising (which he is likely to achieve all on his own).
- Chapter 20: The Sultan Retreats to the palace to regroup his forces and plan a counter attack to retake the city with those members still within his court. If the PCs face him here and he manages to wrest the Iron Flask of Sulymon from them, he quickly moves to complete the ritual and gains Greater God status, annihilating the PCs with his unholy power!

Should Tarbish's tales fall on deaf ears or should they PCs attempt to attack Tarbish, he casts a greater gease on the entire party, telling them that since they did not take the task willingly they are now condemned to fulfill his desires for good or ill.

Tarbish is actually none other than the Grand Vizier of Efreet though he takes great steps to conceal his identity for the traitorous path which he takes would mean his ruin at the hands of the Sultan. So secret is his task of revenge and so great is his desire for the throne of brass that he has shared the elements of his plot with no one, although perhaps his clone knows a bit of his mind. The Vizier secretly plots to depose the usurper, and being of the last true bloodline of efreet going back to Iblis, intends to wed the daughter of Cirrishade and Ashur Ban and solidify his control over the dominions of djinn and efreet alike. Something in the PCs demeanor or their previous victories have piqued the Vizier's interest. It was with the PCs in mind that he set assassins to waylay the Sultan's burning dervishes and attempt to capture the Iron Flask of Sulymon.

Tarbish should be introduced at the beginning and end of each foray into an area of adventure. Such encounters with Tarbish should begin shortly after the end of each adventure area that the PCs explore. The DM may guide

their search in this manner without totally leading the PCs by the nose. Merely suggesting Areas of Adventure fitting their level range should allow for rapid level advancement. Use Tarbish to motivate the PCs when they are stuck or find themselves otherwise incapable of discovering clues, secrets and sub-plots on their own.

Do not abuse the use of this NPC and allow yourself to steal the thunder from the PCs. In all circumstances they should be allowed every chance to learn and grow. Tarbish is best suited for making suggestions to the PCs when it becomes a matter of "what's next" or why should we go there.

With the exception of the *Maul of Hezoid* being gained prior to giving it to the priest of Anumon in the Great Ziggurat most other Areas of Adventure serve to challenge PCs of the appropriate levels suggested above. Eventually the PCs should be led to the Tower of the Grand Vizier, and either discover at that time or at some time right before that their benefactor or slave master Tarbish is none other than the Grand Vizier himself. What ensues upon their climactic meeting could very well seal the fates of your PCs or send them upon the greatest challenge of their careers. It may very well seal their doom, or with luck and great heroism lead them to face the Sultan of Efreet himself.

Chapter 11: *The Path of the Prophet*

Introduction

The *Path of the Prophet* is an introductory adventure to get PCs to the Plane of Molten Skies and through it eventually find the City of Brass. The adventure is designed to be challenging for 4–6 PCs of levels 10th to 12th level, however may be scaled up or down depending on the composition and make-up of the group. Several plot hooks have been developed to get the PCs right into the action with little preparation time on the part of the DM.

The adventure may be used to kick off a high level campaign in the City of Brass or merely as a tool to get the PCs to the City where they may find their own adventures as PCs are often wont to do. *Path of the Prophet* may also be used as a stand-alone adventure offering the PCs a final prize of finding a stationary gate leading to alternate planes of the universe. During the course of *Path of the Prophet* the PCs discover an abandoned city. Once at the city they are charged to slay a horrific evil, and follow the footsteps of the great prophet Sulymon to the Plane of Molten Skies. During their journey they pass by landmarks important to the prophet's miracles in their world before reaching the gateway to the Plane of Molten Skies.

Adventure Background

The City State of Dawaad has stood for many centuries as the center for worship of the god Anumon on the PCs home plane. This ancient theocracy was ruled by the prophet Sulymon, a mortal who was possessed of a lifespan beyond that of normal men. Sulymon led his followers from the barren deserts to the east of Dawaad, proving his worth in the eyes of Anumon by the achievement of many miracles. Most recently a great festival was planned within Dawaad, as Sulymon was at last to rejoin his god Anumon in a richly deserved afterlife.

A great pilgrimage was undertaken and thousands of worshippers of Anumon traveled to Dawaad from all corners of the world to observe the miracle of ascension. Sometime during the course of the ritual when Anumon was to reveal himself to his followers, a trio of strangers appeared in the midst of the celebrants. One placed a flask of brass to the lips of the aged and dying prophet as the others set loose a great evil within the temple to the God of Gates and codifier of the laws of gods and men. Temple guardians fought a great battle, succeeding in destroying

one of the two summoned beasts, but not before they too succumbed to were destroyed. In the midst of the fray, the trio of men whose flesh burned like fire escaped into the eastern desert with the brass bottle containing the spirit and flesh of the prophet.

In anger, the God of Gates has sealed the passages between the worlds of the living and the dead, so that no souls may travel on to their perspective afterlife. He immediately dispatched a cordon of djinn princes to seal off the city and forbid the exit of the beast that defiles his temple with its presence even still. Anumon hath decreed that no soul will meet its just afterlife until his temple is set right and the body and soul of his prophet are returned to him.

It is into this desperate struggle between gods and men, prophets and outsiders, heroes and villains that the PCs find themselves inexorably drawn. For their part the PCs may take up the struggle for no more reason than they themselves may wish to have a decent afterlife, rather than find their soul entombed in rotten flesh forever.

This adventure does not lead the PCs to a conclusion where they find the magical bottle holding the prophet, nor does it end with the PCs returning everything to right in their world. It is instead the start of a great adventure in a new high level campaign setting, whose back-story may be used or ignored at the referee's leisure.

Plot Hooks

Listed below are several plot devices which may be used to bring the PCs into *The Path of the Prophet*.

the PCs have a vision

The PCs have a waking dream revealing apocalyptic events taking place across their world. Souls unable to reach the afterlife return as shadows and wraiths. Villages are plagued with attacks from their newly buried dead. Ever so slowly the vision leads them to a once gleaming white city on the edge of the sea. The city gates are sealed by huge princes of the air wielding gleaming tulwars in their massive fists. The vision leads beyond the great princes to a great temple in the center of the city. The temple is blackened and an aura of pure evil emanates from the structure. Standing in the midst of the structure is a being of pure evil astride a mound of charred bodies. The vision then changes again and the PCs feel as

if they are flying across the desert, stopping first at a moonlit oasis, and finally past a statue of a horseman forged of solid brass who points to a darkened cavern amongst a spine of bare rock. The vision ends before a swirling portal surrounded by engraved stones.

Upon waking, the PCs may make Knowledge (history), Knowledge (religion), or Bardic Knowledge checks to determine the meaning of their dreams.

DC 15: The PCs are able to determine that the abandoned city of their dream is a holy city to that closely correlates to one on a map in their possession not far from their current location.

DC 20: The PCs recognize the city as the City of Dawaad. They recognize the guardians as noble djinn.

DC 25: The PCs further determine that the temple in their vision is the Temple of Anumon, holy seat of worship to the God of Gates and Codifier of Laws. They readily know that the worship of Anumon is led by a powerful prophet known as Sulymon. It is said who is rumored to be over one thousand years old. If something has happened to Sulymon, and the temple of Anumon is desecrated, then something of great portend has happened or is about to take place.

For every day that the PCs spend avoiding the city and going about their own “business” they are visited by another such dream and attacked by **1d6 wraiths**, **1d4 shadows**, and **1d2 spectres**. These incorporeal undead moan and howl for the PCs to end their suffering, begging as they attack for the PCs to help appease the God of Gates so that they may pass on. These undead spirits cannot be turned, rebuked, or commanded. They are not evil (they are neutral) and are not affected by holy weapons.

Shadows (1d4): CR 3; hp 19.

Spectre (1d2): CR 7; hp 45.

Wraiths (1d6): CR 5; hp 32.

PCs are visited by a messenger of their god

A messenger of one of the PC’s gods appears and points them in the direction of the City of Dawaad, explaining that it is of the utmost importance to appease Anumon the God of Gates and find out what has happened to cause him to seal the portals between the realm of the living and the dead.

If the PCs refuse the messenger of their god, their own god begins its punishment, starting with the stripping of clerical spells, sending divine totem creatures of their god to attack the PCs, denying healing and the like until they take up the quest.

PCs find a djinni bottle

A djinn bottle is located in one of the PCs recent treasure troves. Upon rubbing the bottle a Djinni Prince appears and says to them.

“Alas for the Love of Anumon and the blessings of his ever Faithful Servant Sulymon, freedom is at last granted but too late to warn my master. Between the blowing desert and the emerald sea stands the city of Dawaad. Great is the wrong that has been done there, and for one year and one day shall I Qaanit Al Sharrade serve thee freely if you first help me upon my quest!”

Qaanit tells the PCs that he was captured by three beings known as burning dervishes and forced into this bottle after following them from the Plane of Molten Skies. He identifies the burning dervishes as assassins in the service of the Sultan of Efreet, who seek to kidnap or murder the Prophet of Anumon. If the PCs are not convinced, he offers them great riches but is vague as to what sort of riches there are to be found.

Qaanit can easily shorten travel time to Dawaad through use of *wind walk*, carrying up to six other individuals to the very gates of Dawaad.

PCs find a treasure map

The PCs find a treasure map etched into the bottom of a brass bowl. The treasure map is inscribed with the following passage.

From the eastern gates of the city of Anumon follow the footsteps of the prophet through the moonlit oasis to find the brass horseman. Beyond his spear ten leagues lies the Cavern of Secrets, there the passage to the Plane of Molten Skies and through his path to the gates of the City of Brass. The map iterates numerous items of wealth and power found within the City of Brass which the PCs may be desirous of.

This option works best for PC parties motivated by need or greed, and for DMs not comfortable with an extended high level adventure campaign in the City of Brass campaign setting.

The PCs find the fate of the saboteur

The PCs are getting provisions on a small island inhabited by the descendents of a shipwrecked naval vessel and native inhabitants. While there, the PCs spy a fisherman breaking open a brass bottle found in his net and releasing an efreeti trapped within the bottle. The efreeti howls with glee and fills the fisherman’s otherwise empty net with fish. The fishermen mention that this sort of thing happens from time to time as Sulymon was known to bind any genie he encountered in a bottle of brass. Sulymon then sealed the bottle with molten lead and cast them into the sea exclaiming “Let you find peace with thy brothers of the deeper waters”. The islanders indicate that once freed the genies tend to leave the world forever not wishing to run across Sulymon again. It is said that they return to their home in the City of Brass, a place known for its opulent

wealth. They also add that Sulymon knows the path to the City of Brass and the PCs should sail northeast to the City of Dawaad and ask him if they are curious.

ਫ਼ੁਟੀਨਿੰਗ਼ ਈਵਾਦ

Traveling to the City of Dawaad should take the PCs no more than 1d4 days. Random encounters should be infrequent, possibly consisting of more wraiths, spectres or shadows as detailed under the PCs have a vision story hook.

The City of Dawaad may be approached from the north via rugged hill country, from the south via coastal plain, or from the west via the sea. Use wilderness encounter tables appropriate to the terrain or route which the PCs take to arrive to the city.

1. ਠੀ ਸੀਟੀ ਠੀ ਵਾਵਾਦ

As the PCs approach the city of Dawaad they see hundreds of huge powerful djinn flying about the city in a swirling counter clockwise pattern. A pillar of blue light bathes the center of the city. As the PCs approach either the pier or one of the two gates **Hamash Al Habash**, a Huge Djinn Prince appears before them and states:

“The city of Dawaad is fallen under a grave curse and none who are faithless may enter its gates. Only those who

are strong enough to consecrate the Temple of Anumon in his name may leave the City again. The Evil within the City is Mighty and even we who are princes of Djinn are forbidden to enter but placed as the Will of Anumon dictates that it is our lot to guard, and await heroes to take up the cause of our lord.”

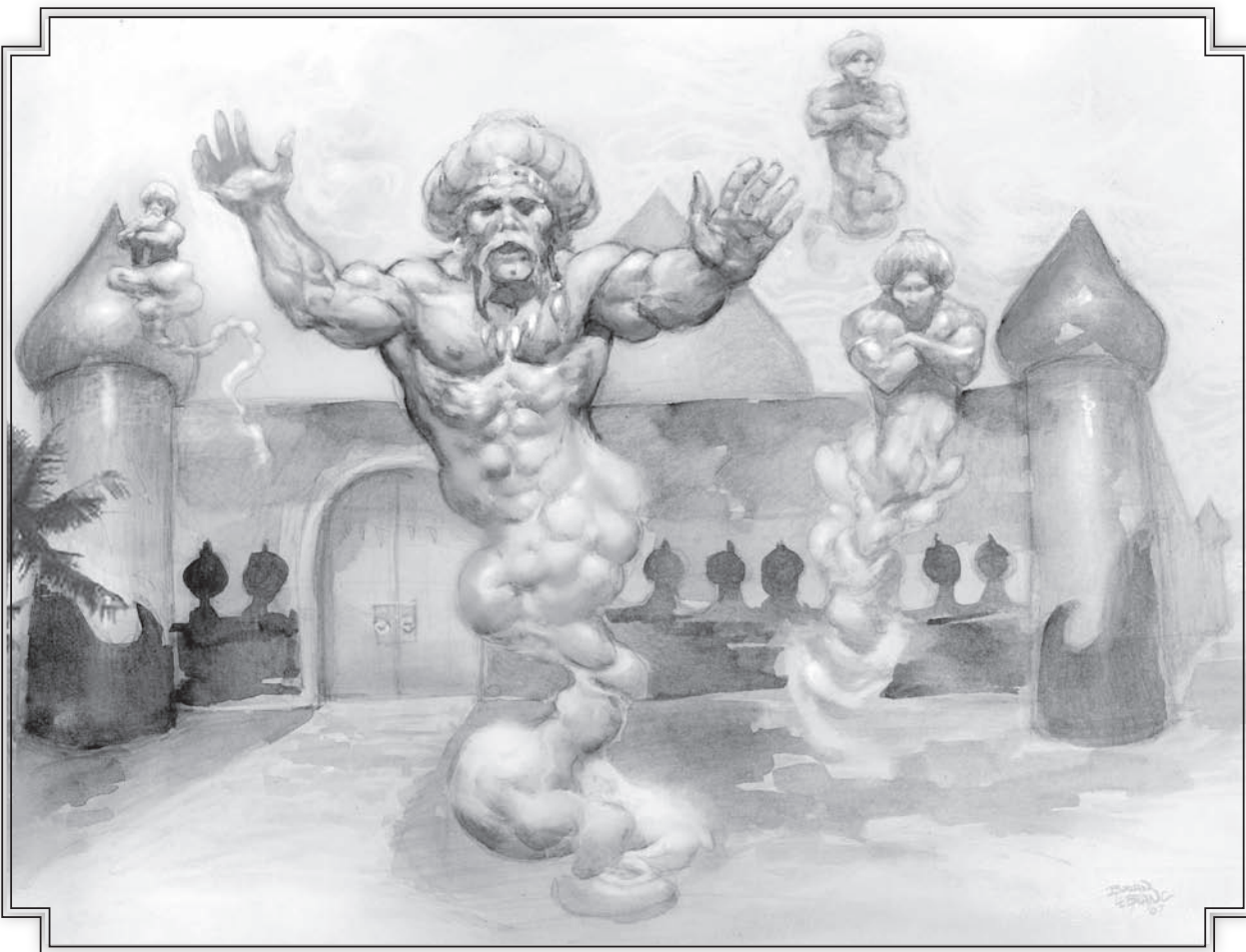
The City of Dawaad is surrounded with a zone of *forbiddance* which keeps the devil who has taken residence within the Temple of Anumon from escaping. Only those swearing an oath to remove the “beast” from the Temple of Anumon may enter the city. They must further swear to take no plunder from the City lest they suffer the wrath of Anumon visited upon them by the Princes of Djinn.

Should the PCs decide to brook the wrath of the Princes of Djinn they are attacked by **1d4 djinn princes** per round until a maximum of 20 Djinn Princes have either been defeated or the PCs are dead or beg Anumon’s forgiveness for their thievery.

Djinn Princes (max 20): CR 10; hp 65; see Appendix 1.

If the PCs manage to defeat all 20 Djinn Princes, they may have the run of the city, plundering it for up to 40,000 gp worth of magical and non-magical treasure to be determined by the DM.

The city itself is apparently devoid of any life. Signs of a hasty escape are everywhere from the city, starting from the centrally located Temple of Anumon. It is obvious



anumon, god of gates, keeper of the law, overseer of creation

Alignment: Lawful Neutral (good tendencies)

Domains: Creation, Law, Protection, Travel

Symbol: A locked gate and seven keys.

Typical Worshipers: Artists, judges, nobles, teachers, loremasters.

Favored Weapon: Bronze Great Mace

Anumon wears many guises and many faces when he appears to his subjects. Most common representations of him are of a noble and just king with a beard of plait. Upon his head is a helm wreathed in a crown and light springs forth from his eyes which burn like twin suns. He bears a huge bronze scepter (Great-mace) with which he smites his foes. Known as one of the beings present at the original creation, he is known as a creation God and bringer of knowledge and justice to his worshippers.

He is know as the keeper of the gates, overseeing transfer between the different planes, so that demons do not run free to ravage the homes of the faithful, and that the unworthy are barred access to the homes of the gods.

creation domain

Granted Powers: You gain a +5 competence bonus on a single Craft check once per day. You cast transmutation spells at +1 caster level.

creation domain spells

1. Summon Monster I
2. Make Whole
3. Stone Shape
4. Polymorph
5. Fabricate or Transmute Rock to Mud or Transmute Mud to Rock
6. Hero's Feast or Control Water or Move Earth
7. Control Weather
8. Polymorph any Object
9. Miracle (1/2 XP penalty for performing a miracle).

that many folk were trampled in the escape. Shops lie open, their wares hanging in the windows untouched. Not a single cat, dog, or bird is seen in the streets and the entire city is covered in an ominous silence so that the footfalls of those walking its flagstones echo like a distant thunder.

great mace

This two-handed mace has a head usually cast in solid iron and is heavily weighted, offering it massive damage dealing capability and the power to shatter armor.

Great Mace: Two-Handed Martial Melee Weapon; Cost 40 gp; Damage 1d10, crit x2; Weight 12 lb. Clerics are automatically proficient with the great mace.

Great maces have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring one-half the item's hardness. Thus, an object with hardness 8, has an effective hardness of 4 against a great mace.

2. guard towers

Like the rest of the city these 50-foot high spires are completely empty. Each contains a guardroom on the top floor and a cage for jailing troublemakers on the bottom floor. The cages lie open in each tower, with no prisoners present. The guard rooms contain 20 heavy crossbows and 2,000 heavy bolts. A ballista firing position with working ballista stands concealed atop each tower.

3. water district

Dozens of sailing vessels ranging from small fishing boats, to merchant dhows, and sailing ships sit moored at the docks, completely empty. Bodies lie here and there some appear to have been trampled to death, others to have died of unseen marks

The buildings in the docks district generally consist of warehouses, casbahs, taverns, and inns catering to foreign sailors who find the other districts of the holy city to be a little too "religious" for their liking.

4. open air market

This open air market is filled with many tents and shops line its outer walls. Not a living soul save for clouds of birds and insects is found here. The bodies of folk trampled in the exodus of the city may be found here and there. The shops are full of such objects as one would expect in a large city, including armor, weapons, gems, jewels and a healthy business in holy symbols of silver, platinum and gold.

5. abode district

This portion of the City of Dawaad served as dwelling spaces and lodging for pilgrims visiting the City. It consists of rows and rows of dormitory style buildings with

small centrally located courtyards, each with a shrine to Anumon set in the middle of it. Like other areas of the city it is completely abandoned as if those who stayed her fled in a great hurry, leaving the majority of their possessions behind.

ਕਿਓਰੂ ਡੀਵੀਲਜ਼

The Khoury are the priests of Anumon. Most live contemplative lives ever reading the Prophecies of Sulymon and other sacred texts of their faith. Their abodes are large stucco family living structures with the father and mother serving as clerics in the temple. Their district is located outside the gates of the Gardens of Anumon. Like the other districts of the city, these homes are completely abandoned.

੬. ਗ਼ਾਰਡਨਜ਼ ਓ ਆਨੁਮਨ (ਈ੭)

These lush gardens surround the Temple of Anumon, and are themselves surrounded by a 15-foot high wall of limestone coated with white stucco. A bluish light pouring down from the sky above bathes the entire area in an eerie light. The divine light forbids the **4 bearded devils** who stalk its gardens from escaping further into the city.

One bearded devil arrives to attack the PCs every two rounds that they spend in the Gardens of Anumon, until all four have joined the fight. These creatures were summoned by Izkandr the horned devil before Anumon sent his minions to lock the city from further summonings.

Bearded Devils (4): CR 5; hp 45.

੭. ਥੈ ਟੈਂਪਲ ਓ ਆਨੁਮਨ (ਈ੮)

The Temple itself sits darkened with piles of dead and immolated figures lying about as if some great explosion had laid them flat in a blast pattern fanning out in a cone shape from the temple door. An unnatural aura of pure evil wafts throughout the air, so strong, that it succeeds supplanting the power of law and order that once pervaded this mighty edifice to the God of the Gates.

Izkandr the Horned Devil waits within the center of the Temple's assembly hall, fat and bloated upon all of the souls he has devoured. Restless for his imprisonment within the Holy City of Anumon, he has wiled away his time inscribing upon the walls and floor of the temple an infernal encyclopedia of his sins. As the PCs make their presence known outside the temple, he beckons them to enter. Izkandr recounts the number of his sins to the PCs should he be given ample time to do so, swearing and cursing Anumon for trapping him upon the mortal plane, so far from his palace in Hell.

"A thousand blessed virgins did I sacrifice upon the Altar of the Gate Keeper. One thousand more of his brave warriors did waste themselves upon my sword and I am not sated, for their souls tasted like ashes upon my tongue. Imprisoned I may be upon this wretched world and for

this slight do I Curse the Gate Keeper's children. I fear his waning powers not. I am Izkandr, of the house of the Light-Bringer and much glory is promised unto me. So when the dead do outnumber the living shall my palace in Hell be great beyond compare. I shall be anointed with the blood of the innocent for my deeds as surely as your world will perish in the coming of the great fires. Devils and Efrete shall rule in your stead when the time for the sons of Sulymon is expired upon this pathetic plane."

Izkandr, Horned Devil: CR 16; hp 172.

ਥੈ ਟੈਂਪਲ

The temple of Anumon is more or less in ruin, having been defiled by Izkandr with the blood of the Gate Keepers minions. If PCs take the time to clean and consecrate the altar, and help to remove the human detritus piled up around the temple itself, Anumon shows his pleasure by granting each participant in the cleansing a 200 XP bonus. A holy symbol of Anumon made of adamantine appears upon the altar for each PC who helps clean the altar.

As the PCs leave the Temple of Anumon they are greeted by a most curious sight. Sitting outside of the temple is a large ruined throne. Astride the throne is a venerable man of large stature, somewhat twisted and bent with age. His once lustrous skin that perhaps once glistened like gold is now drawn and weathered. The man fixes his pale eyes upon the PCs as his claw like fingers curl around an ornate rod as if appraising their worth. The city of Dawaad is gone and there is naught but sand and wind for as far as the eye can see. The sky has taken an unnaturally dull pallor for stars that were once bright and full appear dimmed and changed in their constellations beyond the reckoning of even the keenest eyed astronomer.

"Greetings, heroes. I stare back at you through the sands of time and know as surely as the doom that awaits me that you are the last hope to a dying universe. Before you stands the true ruin of your world, and a billion other worlds like it.

Observe if you dare the twilight of our epoch and the true end of ends. The Alpha is passed into dream and myth, now the Omega looms large before all is cast into entropy and nothingness."

Foolishly did I grasp the reigns of the universe and attempt to guide it with my "infinite" wisdom. A billion worlds did I command and yet my lusts for power were not sated. Law did I seek to bring to the lawlessness only to find in the end that my laws were for naught. My ambitions were too great and without my other half, my light genius, I was nothing. My hubris and rage did hide this fact from my senses for far too long.

I, who was flushed with the thrill of victory after victory as I laid the very Gods of creation low with my brilliant sword and invincible tactics did not see destiny I had made for myself.

I, who had thought by destroying my light half I would find my own Godhood.

I, who sacrificed his family and laid low his house in order to bribe the Lords of Death and the Dukes of Hell for my ascendancy. No matter now for they too are laid low and their houses in ruin just as surely as mine is.

I, who committed innumerable sins in my quest for true greatness.

I, who had mastered the Grimoire of Infinite Worlds, did not heed the fate of those who had delved too deeply of its secrets.

Indeed in this end I have found my dominion. My true kingdom, for that which I thought I had craved the most stands before you now. Master of the Many Planes am I, and Master of Nothing as well. I am the steward which sits alone in despair at the edge of oblivion. Yet even here I may not die, but instead watch powerless as all the things I have wrought come to pass. Immobile beyond this throne to change the fate I have made for myself.

I who should have been we. I, the lonely one, missing my twin; the half that would make me whole again.

If you do not wish to see this future come to pass then I charge you to rejoin me to my true half, so that my wrongs may be made right. I bid you take this quest, so that I may finally have true death that the universe may live on. Failing that, I ask that you find and destroy me so that this course may never come to pass. Follow the Brass Horseman in the Blowing Desert along the Path of the Prophet. There shall the future lead you. Let the path lead you to he that is as I was, and to mine light half."

With this the vision fades, and the PCs are again in the City of Dawaad upon the steps leading to the Temple of Anumon.

The PCs may have no way of knowing at this time that the vision which spoke to them was a decreased and worn version of the Sultan of Efreet, sending them a message from the future, where without the unity granted by Sulymon to his soul, the evil machinations of the Sultan have come undone, leaving the planes blasted and the universes they hold on the edge of extinction. Having delved too deeply into the *Codex of Infinite Planes*, the Sultan managed to tie himself into the tome's final curse, and bring along the rest of creation with him. Too late he has realized that in order to avoid the ultimate dissolution of everything, he must indeed rejoin with Sulymon, his soul brother to avoid his fate. Explaining this to the Sultan of Efreet in the PCs "current" time may be difficult, and they may be forced to find other options of "changing" fate.

It should not be obvious to the PCs at first who they were talking to, be it the Sultan, or Anumon, or Sulymon. Let this bit of the mystery remain a mystery to the PCs no matter how many "Knowledge" checks they decide to take. Indeed the PCs have many "options" for saving their

world. Perhaps the game master doesn't wish to run such an earth shaking campaign. In this case, the fate of "worlds" that the vision refers to could easily mean just certain planes, or the Plane of Molten Skies. A little mystery and intrigue either way never hurts anything.

trek across the blowing desert

The deserts to the east of Dawaad are treacherous. Sudden sand storms, lack of water, bandits and other dangers await those who travel there. Refer to the sidebar for random encounters while traveling across the desert.

1. refugee encampment

About a half day's journey from the City of Dawaad is a rough encampment of nearly a thousand refugees from the horrors that befell Dawaad. Many of the refugees are starving and all are fearful of outsiders as the Lotus Eaters have savaged them mercilessly for whatever valuables they carried with them in their escape of the city. The refugees have no priests among them as all of the clerics of Anumon were slain in the assault of the Temple of Anumon. This is an encampment of forlorn folk who await the apocalypse, fearing that their god has forsaken them. When the PCs approach the encampment they are met by a dozen youths armed with long spears who demand to know the PCs purpose and ask them to leave, stating that they are forsaken by Anumon and must repent in the desert, as the prophet did in the days of old. If there are any priests of Anumon amongst the PC party, they are greeted with guarded caution. Priests of other gods are treated with outright aversion, for the people of Dawaad accept only Anumon as their one true god.

If the PCs share that the temple of Anumon has been cleansed of evil and that the City of Dawaad is now safe to return, the youths lead the PCs to an elder amongst the refugees. Ranmaash the Elder thanks the PCs and questions them about the cleansing of the Temple and the like. Allow Diplomacy checks based on an initial NPC reaction of indifferent. If the PCs give him satisfactory answers and ask the direction to the Bronze Horseman, Ranmaash tells them and warns them to keep an eye out for the Lotus Eaters, whom they feel are allies of the burning men whom assaulted the temple.

If the PCs ask about the "Path of the Prophet", Ranmaash tells them the tale of how Anumon came to earth from the heavens, reborn as a man. How he brought water to the desert and gathered the people to him. He tells how he convinced the ancient Bedouins of the glory of Anumon, and how he cast out the idolaters and sinners amongst them. So mighty were the feats of the mighty Sulymon, and so was his path. Brass horsemen lead devout followers of Anumon through the desert along the path once taken by Sulymon to the sea. Pilgrims once followed the path in order to better understand the prophet's miracles and his sacrifices to bring Anumon into their lives. It has been long since any have made that pilgrimage as most

blowing desert random encounters

Roll 1d20 for every 3 miles traveled. Since visibility in the desert is clear, allow Spot checks before any encounter not involving creatures hidden under the sand.

1d20	Average Encounter	EL
1.	Sandstorm	—
2.	1d6+4 refugees from Dawaad	3
3.	2d6 sand ghouls	5
4.	1d6+1 desert nomads	6
5.	1d4 jann	6
6.	2 ant lions	8
7.	2d4 Huge desert tarantulas	9
8.	2d4 desert bandits plus leader	9
9.	1d4+1 Huge monstrous scorpions	10
10-20.	No encounter	

Sandstorm: A sandstorm reduces visibility to 1d10 + 5 feet and provides a -4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Refugees from Dawaad: They need water and tell of the horrors visited upon them by Izkandr. If they are assured that Izkandr is destroyed, they point the PCs towards the Brass Horseman. All are commoners of levels 1st through 3rd.

Sand Ghouls: These are the risen remains of bandits who preyed upon the desert nomads. They continue this tradition even in undeath. They frequently ride undead camels and pretend to be desert nomads or disguise themselves as water traders.

Sand Ghouls (2d6): CR 1; hp 13; as MM, except AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14.

Desert Nomads: Wanderers who now make their homes in the dunes and blowing sands of the desert.

Desert Nomad, Male Human War3: CR 2; hp 22; see Appendix 1.

Ant Lions (2): CR 6; hp 60; see Appendix 2.

Desert Tarantulas: Huge monstrous spiders that make their home in the desert. Use the Huge monstrous spider stats from the MM.

Desert Bandits: A group of outlaws who ply their trade across the sandy terrain. Some groups ride horses while many other groups operate from camels.

Desert Bandits, Male Human War4 (2d4): CR 3; hp 22; see Appendix 1.

Desert Bandit Leader, Male Human Ftr8: CR 8; hp 64; see Appendix 1.

simply pay their respects at the Temple of Anumon itself and the way has since been lost.

If the PCs' story does not inspire him, he says nothing and asks them to leave as soon as possible.

If the PCs attack the encampment, the majority of the refugees flee further into the desert without putting up much of a fight.

Refugee Camp Youths, Male Human War1 (12): CR 1/2; hp 9; see Appendix 1.

Ranmaash the Elder, Male Human Ari4: CR 3; hp 13; see Appendix 1.

2. the brass horseman

Roughly 10 miles outside the City of Dawaad stands the first brass horseman, or rather what remains of him. The horse with flared nostrils appears to be complete and intact, his nostrils flared as his mighty head pokes through the sand. The remainder of the statue is buried. Upon excavation it is revealed that the torso of the horseman has been broken off and is missing.

Written on the base of the Statue in Ignan are the words "Strike the Flank of he who placed me here and verily call forth for the Paths of the Prophet and I shall lead thee."

Patting the rump of the horse and calling for the Paths of the Prophet causes the entire statue to steady and pivot on a hidden mechanism that causes the statue to point through the desert to the Dark Oasis. Hidden within the Dark Oasis is the upper portion of the Brass Horseman.

3. the dark oasis

Hidden between two giant sand berms is the Dark Oasis. It was here that Sulymon, upon coming to the world of men, first encountered other folk. Here amongst the shifting sands of the blowing desert Sulymon found a tribe of simple desert people dying of thirst. Sulymon spoke to the people about the glory of Anumon and was at first shunned by them for his fervor until he performed a great miracle, transforming a dry well into a deep blue lake of purest water. It

was here that he anointed Dawaad, son of Adad as the ruler of the people of the sands. It was Dawaad who decreed that his city be built forevermore to hold the temple of the great Anumon, and the days of its construction were but a year in the lives of men.

The Dark Oasis has lost much of the grandeur of its ancient days. A horde of bandits known as the Lotus Eaters has taken control of the oasis and has used it as their base of operations in plundering the refugees from Dawaad.

During their visit the PCs may find information regarding the ones who assaulted the temple and stole the spirit of Sulymon, and with luck, be guided to the horseman's torso, or quite possibly uncover the water-stone hidden at the bottom of the Lake of Miracles.

entering the oasis during the daylight hours

Encounters begin quickly in the Dark Oasis, usually **2d4 Lotus Eaters** arrive to question or challenge the PCs every 1d6 rounds. PCs may role-play their way through the challenges or fight it out.

Lotus Eaters, Male Human Bbn4 (2d4, max 50): CR 4; hp 30; see **Appendix 1**.

entering the oasis at night

If the PCs enter the grove at night most of the Lotus Eaters are too caught up in their drugs and drinks to notice much of anything. A couple of sentry patrols are about. Allow the patrols Spot and Listen checks against the PC's Hide and Move Silently checks if they are sneaking about. In the event that a fight breaks out, most of the Lotus Eaters pay no mind, as such things happen frequently amongst them, unless huge magic, such as *fireballs* are tossed into the tents where they sleep. Such actions bring about the wrath of the whole (drugged) force and summon **Shameek** from his slumber, with **Moad** in tow (invisible). See Area 3-3 for Shameek and Area 3-5 for Moad.

3-1. date palm grove

This grove of date palms was planted by Sulymon himself. The original seed was brought with him it is said, from another world, and their planting is considered one of his many miracles for they have long fed the people of the desert. Anyone climbing one of the palms could easily pick a pound of dates per tree per day. They bloom year round and are always bountiful with fruit. Eating a handful of these dates protects the eater from the pangs of hunger or need to eat for 1d4 days. The dates may be dried, and their "special" qualities are unaffected by being dried, jarred or otherwise preserved. The dates detect mildly of divine magic.

3-2. yurt of the lotus eaters

The Lotus Eaters are a barbaric tribe of desert folk who have recently found a new master named Shameek. Shameek has converted the wild desert folk into a cult of Lotus Eaters who worship a burning idol which they keep locked within a tabernacle of brass and sandalwood. The tribe earned their name "Lotus Eaters" from their predilection of eating handfuls of narcotic lotus before battle. This not only adds to the ferocity of the desert raiders, but keeps them fighting even after they should

desert lotus

This wild plant grows with fire orange flowers. It is consumed by wild brigands of the desert in order to achieve a narcotic trance making them very ferocious and difficult to kill. Those consuming the desert lotus must succeed on a DC 15 Fortitude save or fall into a hallucinatory slumber for 2d12 hours. The slumber is so filled with vivid nightmares that the victim takes 1d4 points of Wisdom and Intelligence damage from the mental and spiritual exhaustion.

Those succeeding on their save gain a +2 alchemical bonus on saves against fear effects and compulsions for the next 1d4+4 hours. Lotus eaters are so numbed to their own personal pain that they gain all of the effects of having the Diehard feat. The effects last 1d4+4 hours. Habitual use causes the Fortitude save DC to increase by +1 per month.

Desert lotus can be harvested and sold on the market for about 100 gp per dose.

have dropped to negative hit points (as if they had the Diehard feat).

Each Yurt houses **1d6 Lotus Eaters** and their **slaves**. Typically each Lotus Eater dwelling has 2d20 + 10 gp worth of treasure, 1d4 various pieces of masterwork arms and armor, 1d4 doses of desert lotus, 1 slave, and 1d4 camels staked outside the Yurt. The slaves are typically the children of desert nomads whose encampments have been slaughtered by the Lotus Eaters, or refugees from Dawaad.

Lotus Eaters, Male Human Bbn4 (1d6): CR 4; hp 30; see **Appendix 1**.

Slaves, Com1: CR 1/2; hp 4.

3-3. shalakarandiyurt (शालाकरंदियूरत)

This large tent near the Sandalwood Tabernacle houses Shameek. Shameek is a burning dervish who has spied upon the City of Dawaad for the Sultan of Efreed for many years now. Shameek guided the assassin priests of the Sultan to the Elemental Portal hidden within the Secret Canyon. Of course he will not be sharing this information with the PCs.

Shameek, Male Burning Dervish Bbn6: CR 13; hp 124; see **Appendix 1**.

Treasures: Amongst a pile of silks and satins, gems, jewels and other sundries that Shameek has accumulated is the upper half of the brass horseman. If the torso is re-attached to the rest of the horseman statue, the statue then turns in the desert and points in the direction of the Tomb of Dawaad son of Adad. The total value of the silk cloths is 3,000 gp. There are 6 fire opals (600 gp), 2 fire rubies (1,200 gp each), and 30 clear pearls (50 gp each) here as well.

ਵਾਟਰ ਟੋਨੇਟ ਓ ਸੁਲਿਮਨ

This functions as a *decanter of endless water* except it produces 50 gallons of fresh water per round. It cannot produce salt water.

3-4. ਲੇਕ ਓ ਲੋਕਾਟੇਡ

This lake of pure azure blue water is roughly 80 feet deep and feeds the date palms as well as many who thirst in the parched desert. The waters are filled with mellow tasting rainbow colored fish. At the bottom of the lake is the *Water Stone of Sulymon*. When commanded, the Water Stone opens a conduit to the Elemental Plane of Water, unleashing 50 gallons of pure water every six seconds. The stone itself weighs approximately ten pounds and is carved with the Elvish alphabet is the Aquan rune for water. Speaking the word in Aquan causes the stone to either produce, or stop producing water. If the stone is removed, the oasis dries up in six months.

Growing along the edge of the lake are hundreds of desert lotus plants whose blossoms are eaten by the Lotus Eaters. An individual attempting to harvest the desert lotus could easily collect 2d12 mature flowers in an hour. Of course the Lotus Eaters are not likely to give them “hours” to harvest their precious drug.

3-5. ਸੰਦਲਵੁੱਡ ਟੈਬਰਨੇਕਲ (ਈਡ)

This tent made of sandalwood and brass holds an ancient idol, ten feet tall, which is worshipped like a god by the Lotus Eaters. The idol is in fact hollow and within it resides an **efreeti** named Moad. Moad spreads lies and deceit. He allows the folk to believe that he is indeed their god though they have no priests of their own save Shameek. If exposed by a *true seeing* spell or some other magic, Moad fights to the death. The Lotus Eaters turn upon Shameek and eventually one another other in the ensuing power vacuum.

Moad, Male Efreeti (14 HD): CR 10; hp 83; add +5 on attack, +4 on grapple, +2 on saves, +3 on all skills (extra +1 on Intimidate, Listen, Spot), Weapon Focus (slam).

4. ਟੋਲੇ ਓ ਦਾਵਾਦ, ਟੋਨ ਓ ਖਾਦੇ (ਈਡ)

Dawaad was the first secular ruler of the desert people to be converted to the worship of Anumon by Sulymon. Dawaad fought many wars to unify the folk of the deserts in the name of Anumon and built the holy city that bears his name in honor of the prophet and god who led his people to greatness. Despite this his tomb is a simple one, a sepulcher really hidden amongst some standing stones in the desert.

Each of the seven standing stones is affixed with a tablet. Written upon the tablets are verses singing the praises of Dawaad as a great ruler in the eyes of Anumon. Much of what was written here has been blasted by the blowing winds and sands.

A PC making a successful DC 20 Decipher Script check or casting a *comprehend languages* spell determines that the tablets are written in the form of a song. The song details the conversion of Dawaad to the worship of Anumon, and his great deeds as the right hand man of Sulymon prior to and the founding of the city which was to take his name.

A bard or other performer making a successful DC 20 Perform check while reciting the song written on the tablets causes the stone door to the Tomb of Dawaad to open instantly. Learning the song requires at least 10 minutes of study on the part of the performer.

Without learning the song and performing it, finding the door to the Tomb requires a successful DC 30 Search check.

The stone door to his Tomb is trapped with an *earthquake* trap which triggers if anyone should seek to open the tomb without first performing the song.

Locked, Trapped Stone Door: Hardness 8; hp 90; Break DC 35.

Earthquake Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32.

ਇੰਡੀਏ ਟਿਏ ਟੋਲੇ

Inside the Tomb is a sarcophagus of gold-covered mahogany, left perfectly preserved due to the utter lack of moisture in the desert air. Lying across the chest of the King is a staff of pure mithral with seven keys hanging from a loop in one end.

The King is adorned with a simple golden ring about his head, which may have once been a headband to a turban that has dry rotted away. A single sapphire of large size emblazons the golden circlet. A bastard sword rests against the hip bone of the King and does not have a single speck of rust upon it. Canisters and urns hold old wine, oil, incense, and dried foods to be offered to the Gate Keeper as sacrifice for the afterlife.

Sulymon himself placed the staff borne by the brass horseman upon the breast of the King when he was buried, in order to hide the location of the Cavern of the Path from infidels and non believers.

If a PC of lawful neutral alignment entered the Tomb after the song was performed to open the tomb, or any worshipper of Anumon enters the Tomb, the spirit of Dawaad appears and offers the sword to the likely candidate, saying, “Use my sword in the name of Anumon on your quest, may it serve thee as it did me in my time”. If no such candidate enters, or the tomb is opened by force,

the sword of dawaad

This sword was crafted by Sulymon himself to be wielded by Dawaad, his champion. It functions as a +3 *axiomatic bane* (*outsiders, fire*) *bastard sword*

the spirit does not arrive and instead anyone trying to steal the sword must make a DC 25 Will save every time they attempt to use the weapon or have their alignment changed to lawful neutral.

Treasure: *The Sword of Dawaad.* There are 2,000 gp, in earthenware urns, as well as 20 jugs of vinegar that were once a fine wine. Ten jugs of rotting olive oil and fish oils fill the other containers. A *headband of intellect +2* is upon the brow of Dawaad's corpse. Touching any of these gifts to Anumon forces the would-be tomb robber to succeed on a DC 20 Will Save or be cursed with a 50% chance for loss of action per turn, as per the *bestow curse* spell.

5. the secret canyon

Once the mithral staff is placed in the hand of the Brass Horseman it fuses into the hand of the rider and becomes a staff of brass. When its flanks are patted and the command words spoken, the horseman turns and a hidden canyon is exposed before the PCs. The canyon has been hidden by a *hallucinatory terrain* spell all along, which is temporarily dispelled by the completed statue of the brass horseman.

The secret canyon is deathly silent. At the far end of the canyon a fissure of rock opens to reveal a cavern. There are two sets of untouched footprints leading out of the canyon, and four pairs that lead to the cave.

5-1. cavern of the path

The cavern is rather small and very dark. Exploration reveals a portal a misty black portal in the floor that is about six feet across. Lines of stones surround the portal, three are carved with strange sigils and one stone appears to be missing.

5-2. the elemental portal

Each of the three stones is marked in the tongue of the elemental plane where it were crafted. The first is the Earth Stone, and it is marked with the Dwarven alphabet and the Terran symbol for Earth. The second stone is marked

with the Draconic Alphabet, and the Auran symbol for air. The third stone is marked in the Draconic alphabet and displays the Ignan symbol for Fire. The missing stone is the *Water Stone*, found at the bottom of the **Lake of Miracles**. Painted upon the wall is a painting of a yellow city built within a bowl floating on a sea of fire.

Touching any of the stones causes the stones to light up with a strange eldritch glow. If all four stones are present and in place, merely touching one of the stones opens a direct portal to that Elemental Plane. When two stones are touched it opens a portal to the Plane of Molten Skies. Depending on the stones touched the PCs are afforded a glimpse of the area beyond, but there should be no doubt that this indeed is a Portal to the Plane of Molten Skies and eventually to the City of Brass itself.

इ०ग०इ०ग० दार०के० अ०वे० बा०

When touched, these stones open a portal leading to The Palace of Dust in the Plane of Molten Skies.

इ०ग०इ०ग० दार०के० अ०वे० गि०

When touched, these stones open a portal leading to The Glass Maze in the Plane of Molten Skies.

इ०ग०इ०ग० गि० अ०वे० बा०

When touched, these stones open a portal leading to The Shattered Peak in the Plane of Molten Skies.

इ०ग०इ०ग० बा०, दार०के०, गि० अ०वे० वा०ते०

If all four stones are present, the portal opens directly to the foot of The Obsidian Bridge (The Upper City) where they may cue up, and get in line to visit the fabled City of Brass.

the finale or just the beginning?

The PCs have found a way to reach the Plane of Molten Skies and ultimately the City of Brass itself, so what next? Certainly the PCs have many options for epic adventures ahead of them, not the least of which is the potential for grand and sweeping campaign which pits the PCs against the Sultan of Efrete and his many nefarious cohorts.

Should you decide to use the *Path of the Prophet* as a starting point for such a campaign in the City of Brass and the Plane of Molten Skies, the organization of Tales of Brass section and Tales of Brass as a campaign sections of the introduction should serve well to guide you. If instead you do not wish to use the City of Brass as a campaign setting, this adventure serves well to offer a planar gate to use as a jumping off point to other planes of fantastic adventure.

Chapter 12: The Shining Pyramid of Set

This huge pyramid, the entire surface of which is seemingly constructed of glass, hangs suspended in midair about 700 feet above the Upper City. It is 750 feet square at the base and rises to a height of 479 feet. Its glassy surface reflects the nearby buildings, minarets, and burning skies. The only means of entrance seems to be a platform about 100 feet up from the base (700 feet from the ground of the Upper City).

Through covenant and treaty with the Sultan of the City of Brass, Set's worshippers are allowed to practice their faith freely and even granted preferential treatment through the offices of the Unholy Order of Venom. In return, Set's worshippers are expected to follow the laws of the Sultan and respect the sovereignty of the Sultan within his city. Servants of the dread god Set are welcome to stay within the Shining Pyramid as guests of the Pyramid's High Priest.

This respectable arrangement with the Great Sultan proves beneficial to both the Sultan and Set, and keeps communications open between the two powers at all times. The Jackal-Lord is constantly looking for new ways to spread death and destruction throughout the planes. Set has a particularly keen interest in the more powerful weapons fabricated within the Bazaar of Arms, and keeps a steady flow of such items from the craftsmen within the City of Brass into the hands of his minions throughout the planes.

Shining Pyramid of Set is part of an ongoing campaign

For lower level parties Tarbish suggests the infiltration of the Shining Pyramid of Set as their first mission to "prove their worth". He spins a tale of treachery upon the part of Set's agents in the City of Brass. Currently Set's emissaries Sss'ashisth, and Retep Inkusad stand as representatives of Set's support of the Sultan of Efrete. They seek the weapons and knowledge of the efrete and the Sultan in turn seeks Set's assistance in completing his grand scheme. Tarbish surmises that a blow against the Shining Pyramid would bring about the ruin of the Sultan's plan and deal a mighty blow to Set's own designs in eventually claiming the City of Brass for himself. Tarbish indicates that a powerful relic known as the *Mask of Ancev* is in the possession of Retep Inkusad, and although the Viceroy of Set fears to use it himself, it could be combined with even greater relics to bring about the return of the arch lich himself. For evil par-

Standard Features

Entrances and Exits: The Shining Pyramid of Set may be entered through Area 1 of the Main Floor, 700 feet above the ground. The platform is only accessible to those who can fly or procure means of flying.

Exterior Walls: Though appearing to be made of glass, the exterior walls are actually constructed of an alien and unknown metal akin to highly polished steel. Given the temperatures of the City of Brass, the outer walls of the pyramid are extremely hot. A character touching the wall takes 3d10 points of fire damage per round of contact.

Doors: The doors in the Pyramid of Set are made of living brass. Most doors to the public areas are either open or unlocked. Those leading to private chambers are always locked. Living brass doors have the following statistics unless noted otherwise.

Living Brass Doors: Hardness 15; hp 60; Break DC 35; Open Lock DC 25. Living brass doors self-repair damage at the rate of 1 point per minute (treat this as fast healing). A door reduced to 0 or less hit points cannot self-repair.

The doors in Areas 14, 15, and 16 are made of thick, smooth stone. Unless noted otherwise, they have the following statistics.

Stone Doors: Hardness 8; hp 30; Break DC 30; Open Lock 25.

Shielding: *Teleportation, plane shifting, passwall,* and the like automatically fail if used to attempt access into the Pyramid. Such abilities function normally inside the Pyramid's confines, but do not allow access from the outside, nor do they allow access from the inside out unless the caster possesses a *Black Ankh of Set*.

ties, the potential of coming into possession of a powerful evil relic may be all the urging required. For good-aligned parties, the possibility of helping defeat the forces of evil should serve as excuse enough to take on the challenge. Alternately the PCs could run afoul of the priests of Set elsewhere in the City of Brass and as vendettas take their course. A naturally occurring series of events may be all that is needed to get the PCs into the adventure.



Black Ankh of Set

These unholy symbols are of a cobra in the shape of an upside down ankh. These unholy symbols are only given to the most devout and wicked of Set's followers. These items exude an unholy aura which grants their wearer a +1 to +5 profane bonus to AC and a +2 resistance bonus on Fortitude saves against poison.

Moderate abjuration; CL 9th; Craft Wondrous Item, *resistance*, *protection from good*, creator's caster level must be at least three times the ankh's profane bonus; Price 1,500 gp (+1), 4,500 gp (+2), 10,000 gp (+3), 17,000 gp (+4), 27,000 gp (+5); Weight 1 lb.

1. Entranceway (doorway)

Midway up along the side of the Shining Pyramid stands the cursed portals that lead into the depths of Set's worship and priesthood here in the City of Brass. Leading to the entrance is a staircase.

Flanking the entrance at the top of the stairs is a pair of stone sphinxes standing upon gleaming pedestals. One

sphinx bears the head of a jackal; the other the head of a vulture. A skull set with the device of a grinning face sits in the center of the 20-foot wide stone door.

Anyone approaching the sphinxes without an unholy symbol of Set or a *black ankh of Set* animates the stone sphinxes which attack instantly. The portals open to anyone bearing an unholy symbol or *black ankh* at a touch. Otherwise a **power word stun trap** is triggered.

Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32.

Stone Doors: Hardness 8; hp 30; Break DC 30; Open Lock 25.

Stone Sphinxes (2): CR 12; hp 117; see Appendix 2.

2. Temple of Set's Followers (Shrine)

This sanctuary to the left of the entrance within the Shining Pyramid serves as the main worship chamber for Set's minions in the elemental planes and especially the Plane of Molten Skies. A high priest of Set administers to the needs of the faithful. Several acolytes assist in performing services and sacrifices and taking collections. The chamber is quite large, with worship space for over 100 pilgrims. Those not able to display an unholy symbol

of Set or *black ankh* are captured for sacrifice, their blood anointed upon true worshippers, and their bodies transformed into undead protectors of the Pyramid.

There is a 50% chance that a **high priest** and 2d4 acolytes are here when the PCs enter the area.

High Priest of Set, Male Jackalwere (hybrid form) Clr9 (Set): CR 11; hp 80; see Appendix 1.

Acolytes of Set, Male or Female Jackalwere (hybrid form) Clr5 (Set) (2d4): CR 7; hp 54; see Appendix 1.

૩. ઠાઠાઠા ઠી ઠાઠાઠા ઠાઠાઠા ઠાઠાઠા (ઠી ઠાઠાઠાઠા)

Respected members of the Temple of Set take their worship in pain and death here in the Private worship chamber. Similar in size to the main sanctuary, this portion of the Shining Pyramid is administrated by the Priestesses of Set. These priestesses, known as the **Brides of Set** perform various functions from ritual torture of sacrifices brought in by elite worshippers or torture upon the worshipper himself, should he require atonement, punishment, or just feel the need to be humiliated and lashed with the tails of giant scorpions.

Braziers burning exotic lotus and jasmine fill the chamber with a lush purplish black fog giving those unused to their vapors a sense of numbness. PCs entering the chamber must make an initial DC 15 Fort save or take a -2 penalty on Dexterity and Wisdom for as long as they remain in the area plus 1d2 hours after leaving the area.

The Brides of Set are assisted by **6 female Black Jackals of Set** whose methods of killing and perverse wiles are renowned and feared wherever the name of Set is uttered.

The walls of the chamber are decorated with symbols of decadence and death, their hieroglyphics exploring aspects of mutilation and as always portray Set as larger and more powerful than his peers amongst the greater gods. Various torture tables and racks of whips, scourges and lashes are arranged within this huge chamber. Contrasting this are numerous couches, divans, and chairs designed for the utmost in comfort. Most are in use. The floor of the temple fairly writhes with activity of the intermingled bodies contorting in their ecstasy of pain.

Most perverse functions within this temple are attended to by the **High Priestess Ak'Ton Val'tary**, author of the *Slithering Scrolls*, a diabolical text dedicated to the dark rituals of Set. Only possessors of a *black ankh of Set* are allowed to take services within the Temple of the Brides of Set.

Interruption of services here results in an all out assault by revelers and priests. At any given time there are 2d4 (or more) brides of Set here as well as 6 black jackals of Set.

Human Brides of Set, Female Clr8 (Set) (1d4): CR 8; hp 53; see Appendix 1.

Jackalwere Brides of Set, Female Clr7 (Set) (1d4): CR 7; hp 54; see Appendix 1.

Black Jackals of Set, Female Jackalwere Rog3/Black Jackal of Set 3 (6): CR 8; hp 54; see Appendix 1.

Ak'Ton Val'tary, Female Jackalwere High Priestess of Set Clr13: CR 15; hp 106; see Appendix 1.

૪. ઠાઠાઠા ઠી ઠાઠાઠા ઠાઠાઠા (ઠી ઠાઠાઠાઠા)

This colossal chamber is dominated by a 40-foot tall statue of the dread god Set in his jackal aspect. The statue appears to be carved from a single piece of polished ebony and dressed in armor and weapons of pure gold. The pedestal at his feet is caked with the blood of thousands of sacrifices. This chamber serves as the central worship point for the various sects of the Priesthood of Set as administrated by the Unholy Order of Venom. There are **1d4+1 high priests of the Unholy Order of Venom** within this chamber at all times, and a 20% chance that **Imthep the Ancient** is here performing some dark ritual at the foot of the Statue of Set. Individuals entering the Temple of the High Priest who do not possess a *Black Ankh of Set* prominently displayed are immediately attacked.

Statue: The statue of Set is hardness 10; hp 300. It emanates an *aura of despair* (-2 profane penalty on all saves) that affects all good-aligned creatures in the temple area. Further, the statue emanates a *desecrate* spell (granting the requisite bonuses to all priests of Set in the area).

High Priest of Set, Male Jackalwere (hybrid form) Clr9 (Set) (1d4+1): CR 11; hp 80; see Appendix 1. Members of the Unholy Order of Venom coat their weapons with deathblade poison (DC 20, 1d6 Con/2d6 Con).

Imthep the Ancient, Male Mummy Lord: CR 15; hp 97; see the MM.

Treasure: The statue of Set has a total value of 200,000 gp. If stripped of the gold and jewels embedded in its form, they fetch a total of 100,000 gp on the market.

૫. ઠાઠાઠા ઠાઠાઠાઠાઠાઠા (down)

The shaft beyond the doorway descends into the lower areas of the Temple of Set. The doorway leading to the platform is trapped with an **acid fog trap** that only triggers when an attempt to open it is made by one not bearing a *black ankh of Set*.

Acid Fog Trap: CR 7; magic device; touch trigger (does not trigger if creature touching door is carrying a black ankh of Set); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31.

૬. ઠાઠાઠા ઠાઠાઠાઠાઠાઠા (up)

This ramp beyond the trapped doorway climbs to **The Tomb of Retep Inkusad**. Only Retep and his trusted advisor Sss'ashisth may pass this portal without the invitation of Retep himself. Those attempting to gain access to the

Tomb of Retep Inkusad without his permission manifest the **Curse of Set** upon themselves.

Curse of Set: Any being failing a DC 25 Fortitude save is cursed to be painfully transformed into an undead minion of Set upon their death. The type and sort of minion should be left to the individual DM. Removing this curse requires divine intervention and likely a quest in the name of a deity or power opposed to Set's doctrines.

Those affected by the curse of Set are known to the god's worshippers. Worshippers of Set instantly recognize the curse scrawled upon the victim's face and know that Set has chosen this being as one of his own. To fulfill the wishes of their deity, these worshippers have been known to manipulate individuals bearing the Curse of Set upon their face. They seek to place such beings into positions of power and prestige in their native lands so that when they die, they arise again as a faithful minion and servant of the Slithering Orders. Alternately followers of Set may kill an afflicted individual on sight, and then command them as undead minions for their own use. These damning hieroglyphics are invisible to anyone else viewing the afflicted person, including the cursed individual, except through the use of *detect magic* (cast by a creature of 15th level or higher), *true seeing* (cast by a creature of 10th level or higher), or greater magic (such as *wish* or *miracle*).

7. गणेशदेव कुमारेण (दी चणेशदेव)

This huge chamber houses the bulk of the acolytes and high priests of Set. Those who do not have other quarters within the City of Brass reside here free of charge, and dine from the sumptuous banquets prepared for them in the kitchens. There are always **1d4 high priests** accompanied by their **undead minions** here. Non-priests entering the chamber are attacked on sight. This is not to say that disguises could not be worn, as there are frequently priests from other planes who visit the City of Brass for business or worship. Each priest has a locked iron box where they store their valuables. Most priests sleep on sumptuous stuffed cushions covered in satins and silks. Sarcophagi are available for visiting liches, vampires, and mummy lords.

High Priest of Set, Male Jackalwere (hybrid form) Clr9 (Set) (1d4): CR 11; hp 80; see Appendix 1.

Mummies (1d4): CR 5; hp 55.

Wights (2d4): CR 3; hp 26.

Zombies (2d8): CR 1/2; hp 16.

Treasure: Each iron box contains 2d6 x 100 bp, various articles of jewelry (totaling no more than 500 gp), and texts and books on Set's religion.

8. इइइ'अशोइले'इ चालोभर (दी चणेशदेव: अवरवष्टुह दी 12)

This chamber is similar to the Temple of the High Priests above. A statue of Set in his serpent aspect supports the

इइइ'अशोइले

Sss'ashisth is a ha-naga (found in the *Epic Level Handbook* and reprinted in the Appendix for ease of reference) and as such is extremely powerful. Using him is entirely up to you, as DM. If your party has had a cakewalk through the pyramid thus far, this encounter should end that. For weaker parties, it is suggested that he simply be "away at Court" and not encountered here.

ceiling. Slithering upon the floor are the children and mates of **Sss'ashisth**. There is a 20% chance that Sss'ashisth is present (but see the sidebar). Otherwise he serves as the mouthpiece of Set at the Court of the Sultan of Efreet. There are **4 dark nagas** and **2d6 large fiendish vipers** in this chamber at any given time. The gold coated statue of Set has the following effects, statistics and functions.

Statue: The statue of Set is hardness 10; hp 200. It emanates an *aura of despair* (-2 profane penalty on all saves) that affects all good-aligned creatures in this chamber. Further, the statue emanates a *desecrate* spell (granting the requisite bonuses to all priests of Set in the area).

Sss'ashisth, Male Ha-Naga: CR 22; hp 310; see the *Epic Level Handbook* and Appendix 1. The ha-naga is reprinted in Appendix 2 for ease of reference.

Dark Nagas (4): CR 8; hp 58.

Large Fiendish Vipers (2d6): CR 2; hp 13; see Appendix 1.

Treasure: The statue of Set is worth 100,000 gp. If stripped of the gold and jewels embedded in its form, they fetch a total of 40,000 gp on the market.

A locked iron chest (Open Lock DC 20) contains 1,000 bp, 6 amethysts (100 gp each), *scroll of 2 arcane spells* (*lightning bolt*, *rage*), *potion of darkvision*, *potion of bull's strength*, *scroll of 2 divine spells* (*bull's strength*, *shatter*), *scroll of 3 arcane spells* (*false life*, *fox's cunning*, *touch of idiocy*)

9. तालोभ त्रेश्चरुपु (दी 12)

The door to this chamber is guarded by a **pair of menacing jackalweres**. The door itself is trapped with an **incendiary cloud trap**. Beyond the doorway lay neatly piled, the riches of the Priesthood of Set within the City of Brass. Found here are various unholy symbols, statues, canoptic urns, jugs, rugs, silks, furs, satins and the like left in the various upper temples as sacrifice to Set, or earned as spoils from conquered foes. Items in the treasury are frequently used to buy favor amongst the bureaucrats of the City of Brass or to reward heroes of Set for their deeds in his name.

Jackalwere Guards, Male Jackalweres (hybrid form) Ftr6 (2): CR 8; hp 68; see Appendix 1.

Incendiary Cloud Trap: CR 9; magic device; touch trigger; automatic reset; spell effect (*incendiary cloud*, 15th-

level wizard, 4d6/round for 15 rounds, DC 22 Reflex half damage); Search DC 33; Disable Device DC 33.

Treasure: 500 bp, 1,000 gp, 3,000 sp, +1 *light steel shield*, *scroll of summon monster I*, *potion of bear's endurance*, *wand of mirror image* (14 charges, cl 3), *scroll of cure light wounds*, *scroll of delay poison*, *scroll of doom*, *potion of cure serious wounds*,

Scattered throughout the chamber are the following: carved bone statuette (20 gp), jeweled gold crown (5,000 gp), large wool tapestry (400 gp), golden circlet with four aquamarines inset (3,000 gp), gold and topaz bottle (1,000 gp), harp of exotic wood with ivory and zircon gems (1,000 gp), brass mug with jade inlays (600 gp), gold idol (1,000 gp), bejeweled gauntlet (700 gp), finely crafted silk rug (500 gp), painting of Set destroying the good-aligned deities (900 gp), gold cloth vestments (130 gp), gold bracelet (30 gp), silver chalice with lapis lazuli gems (100 gp).

To Those Who Would Steal from the Pyramid: As tempting as it is, characters who steal from the temple may be in for a bit of trouble. If the party is accompanied by a priest of Set (accompanied here meaning the priest is doing so of his own free will and not under the party's control or some sort of compulsion effect) or has a *black ankh of Set*, then nothing happens should they loot this area (nothing happens in the sense that they do not trigger the below mentioned trap).

Characters not accompanied by a priest or not carrying a *black ankh of Set* trigger a trap that calls an **aspect of Set** and 2 **bodyguards** to this chamber (both the aspect and jackalweres appear immediately). The aspect resembles Set in all respects and stands 10 feet tall. It wields a cobra-headed staff and a jet black spear. It immediately attacks all would-be defilers and tomb raiders.

Aspect of Set, Ftr6/Clr7: CR 15; hp 133; see **Appendix 1**.

Jackalwere Guards, Male Jackalweres (hybrid form) Ftr6 (2): CR 8; hp 68; see **Appendix 1**.

੧੦. ਵੀਨਿੰਗ ਹਾਲੀ (ਈ ਚਮਰ)

This oblong rectangular chamber is reserved for meals for the priests and dedicated followers of Set ranging from visiting slayers, assassins, kings and generals. There is a 40% chance that 1d10 **acolytes** and 1d2 **high priests** may be found in the dining hall, eating on shift from the sumptuous banquet laid out for them. The banquet is a feast of strange delicacies to feed the rare and jaded tastes of the chosen of Set. Anyone entering the dining hall unaccompanied by a priest of Set or not bearing a *black ankh of Set* is immediately attacked by the diners who seek to kill them and give them to the cook for use on the pyramid's menu.

Acolytes of Set, Male or Female Jackalwere (hybrid form) Clr5 (Set) (2d4): CR 7; hp 54; see **Appendix 1**.

High Priest of Set, Male Jackalwere (hybrid form) Clr9 (Set) (1d2): CR 11; hp 80; see **Appendix 1**.

੧੧. ਕੋਚੇਨ (ਈ ਚਮਰ)

The kitchens of the Pyramid of Set are administered by **Chuadak the Knife**, a kobold assassin in the service of Set and his 10 **assistants**. They take the slaves, prisoners, and various sundry sacrifices which are collected by the jackalweres at the various altars of Set and prepare them with seasoning, salt and spice to create extravagant meat and rice dishes to be served to the priesthood and guests of the Shining Pyramid. Huge ovens and grilles set with pots filled with bubbling mixtures of flesh and rice cooked in spicy sauces. When not in the kitchens preparing meals Chaudak is frequently out in the City of Brass on temple business. This business includes and is not limited to the assassination of key members of the efreeti bureaucracy.

Chuadak the Knife, Male Kobold Rog5/Asn5: CR 10; hp 46; see **Appendix 1**.

Chuadak's Assistants, Male Kobold Rog5/Asn2 (10): CR 7; hp 26; see **Appendix 1**.

੧੨. ਫਟਾਰੀ ਲਠਲ (ਈ ਚਮਰ)

This chamber contains a wealth of knowledge which the Unholy Order of Venom has gathered throughout its tenure within the City of Brass. Furthermore there is a minimum of one scroll of each cleric spell from Set's domains of Law, Evil, Knowledge and Death. The chamber is constantly filled with scribes who prepare low level scrolls for the priesthood, halting only when they have become too exhausted to make more, at which time they take their rest, and go out to spread the gospel of Set as missionaries.

Scribes of Set, Male Jackalweres Clr5 (Set) (2d6): CR 7; hp 54; see **Appendix 1**.

Treasure: Various scrolls here contain at least 1 spell from each of Set's domains (Law, Evil, Knowledge, and Death).

੧੩. ਬਲੈਕ ਜੈਕਲ ਫਟਾਰੀ (ਈ ਚਮਰ)

This chamber is used by members of the House of Black Jackals. They attack any not bearing an unholy symbol of Set or *black ankh* that enters their barracks. At any given time there are 1d6+1 **lower ranking black jackals of Set** here tending to guild business and 1d2 **mid-level black jackals** here overseeing their progress.

Black Jackals of Set, Male or Female Jackalwere Rog3/Black Jackal of Set 3 (1d6+1): CR 8; hp 54; see **Appendix 1**.

Black Jackals of Set, Male or Female Jackalwere (hybrid form) Rog5/Black Jackal of Set 5 (1d2): CR 12; hp 73; see **Appendix 1**.

੧੪. ਗਰਾਂਦੀ ਹਾਲੀ ਠੀ ਠੀ ਚਮਰ (ਈ ਚਮਰ)

This large chamber is used as the council chamber for the priests of Set. Priests accused of heresy are tried here

as well under a full concordance of Set's minions. The majority of the time the chamber is empty. An honor guard of 2 **jackalwere guards** stands guard here at all times. This guard is doubled when a priest is on trial.

Jackalwere Guards, Male Jackalweres (hybrid form)
Ftr6 (2): CR 8; hp 68; see Appendix 1.

15. Chamber of Crypts of the Tallek Priedes and High Priedes (17)

This Crypt contains thirty stone sarcophagi inlaid with gold and precious jewels. Within the thirty crypts are 2 **mummy lords** and 25 **mummies**. They remain undisturbed, occasionally raising their moldering bandages and creaking bones from their crypt to attend religious rites in the name of their god Set, whom they serve even from beyond the grave.

Mummies (25): CR 5; hp 55.

Mummy Lords (2): CR 15; hp 97; see the MM.

Treasure: 1,000 gp, 1,500 sp, 6 gold urns (500 gp each), 3 ivory statuettes (300 gp each), 6 silver chains (150 gp each), 14 broken pieces of ruby (50 gp each), *scroll of animate dead*, *scroll of fireball*, *scroll of 2 divine spells (bless, divine favor)*, *wand of lightning bolt* (21 charges), +1 *ring of protection*.

16. Chamber of Retep Inkusad (18)

This huge chamber at the pinnacle of the Shining Pyramid glows with unholy light for it is the personal sanctuary of **Retep Inkusad, the Viceroy of Set**. The walls are a gleaming silvery incandescent crystal reflecting the varied colors of the Plane of Fire and the Plane of Molten Skies. A solid gold sarcophagus stands in the center of the chamber and emanates evil (if detected for). Unless encountered earlier, or if encountered earlier and he escaped, the Viceroy of Set is absorbing the focus of Set's power here. If the PCs enter after having mopped the floor with his followers Retep is willing to cease hostilities and offer a deal. If the PCs have entered this chamber by accident, or Retep is assaulted, he attacks.

Retep was once known as the Sorcerer of the Sands in his native land of No'Tnar where late in life he built a great kingdom situated near the oasis of Teg'pu. In these ancient times the Old Gods walked the material planes gathering faithful worshippers to them. So it was that Retep and his wife were taken into the worship of Set. Set blessed his new priest and priestess with long life and theirs became a civilization of pain and sadism unseen in the ancient times. Retep, following the lessons of his master, soon betrayed his wife by taking as concubine several of the temple maidens and instructed them in the ways of a bride of Set.

Outraged at his infidelities, Retep's wife laid a death's curse upon her husband and took her own life. Her curse called forth with such power and conviction slew Retep instantly. He was found dead by his followers the next

Mask of Ancev

This unholy item is purportedly the only likeness of the arch lich Ancev as he appeared in life. Made of solid gold, and encrusted with precious gemstones, the mask portrays a handsome face twisted with maniacal cruelty. The mask is purported to have numerous magical powers, for anyone with the strength to wear it. It is believed that any creature possessing the *crooked rod of Ancev*, the *sarcophagus of Ancev* and the *mask* may be instantly transformed into a lich upon the completion of a long forgotten ritual.

When donned the mask immediately affixes itself to the wearer's face and may only be removed upon the death of the wearer, or by means of a *wish* spell cast by another. When worn the mask is completely weightless.

Wearing the mask confers the following bonuses upon the wearer.

- Immunity to gaze attacks
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects (spells or spell-like abilities with the death descriptor), mind-affecting effects (charms, patterns, compulsions, phantasms, and morale effects)
- +4 inherent bonus to Intelligence score
- +6 natural armor bonus (if the creature already has a natural armor bonus it improves by +6)

Undead are drawn to the wearer of the mask. Undead detect the wearer of the *Mask of Ancev* even if the wearer is under the effects of an *invisibility to undead* (or other such effect).

Once per day the wearer of the mask may reveal a *symbol of death* which affects allies and enemies alike. Any beings slain by the symbol rise as zombies in 1d4 minutes. These undead beings are not necessarily under the command of the wearer and are 50% likely to attack their slayer unless halted by means of turn or rebuke undead.

Good-aligned creatures that touch the *Mask* take 6d8 points of unholy damage each round they touch the *Mask*. Neutral-aligned creatures take 3d8 points of damage each round they touch the *Mask*.

morning and was quickly embalmed. Upon the sixth night after his embalming and entombment he arose and revealed himself to his followers. The folk of his land stared on with shock and horror as their risen lord once again ascended the black throne of the priest-kings. Long into the night were the screams of the Brides of Set as the salacious appetites which had brought about the death of their lord were brought to horrifying realization, the queen's curse fulfilled.

Bored with the crown of eternal ruler, it is said that Retep sold his entire kingdom to a wandering janni toymaker and peddler for a small fortune and set out across the planes of existence, raising army after army for Set. Establishing his cults where there were none and gathering hordes in the tens of thousands to his banner. Currently his armies have suffered several rather crushing defeats amongst the foes of Set on various planes and are recruiting mercenaries in the City of Brass. They use whatever treasures they unearth to barter with the Sultan of Efrete for more powerful weapons with which to outfit their armies assembling in the planes still under Set's rule.

Currently Retep seeks the *Iron Flask of Sulymon*, and what hidden treasures are held within the dying plane of Y'cart.

PCs may find themselves bartering with Retep for the *Mask of Ancev*, if they are able to gain other items for Retep in trade.

Retep Inkusad, the Viceroy of Set, Male Mummy Clr13 (Set): CR 18; hp 176; see **Appendix 1**.

Treasure: In addition to Retep's personal possessions, there are 3 gold urns (1,500 gp each), 6 small ivory statues (500 gp each), and 17 emeralds (1,000 gp each) scattered in this chamber.

ਟੋਲਪੇਟਿੰਗ ਠੀ ਸ਼ੀਨਿੰਗ ਪਿਰਾਮਿਡ ਠੀ ਡੈਟ

Depending on the goal the PCs were tasked with when taking on the Shining Pyramid of Set the PCs may alternately need to slay Retep Inkusad, or somehow bargain for the *Mask of Ancev*, and then escape again with their lives. If Retep or Sss'ashisth are slain and the Mask taken and his temple defiled, Set calls down three plagues upon the City of Brass which should cause enough confusion and disorder in the otherwise lawful city to allow more freedom of movement for the PCs. On the flipside the

defilement of the Pyramid causes the burning dervishes and any surviving members of Set's clergy to hunt the PCs to the ends of creation if necessary.

ਪਲਾਗੁਏ ਠੀ ਡੈਟ

If his temple is defiled, there is a good chance Set calls down three plagues on the defilers and the entire City of Brass. Such plagues are left to the DM's imagination, but several sample plagues are listed below.

Plague of Serpents: Poisonous fire resistant asps rain from the sky for five days straight. Most outdoor souks and bazaars are forced to shut down. Citizens spend much of their time inside as guards and wizards go about removing the swarms of snakes from the City.

Medium Vipers: CR 2; hp 16; see the MM; each asp has resistance to fire 10, but otherwise performs and acts as a normal viper.

Plague of Biting Flies: Swarms of hellwasps plague the city for 1d4 days. As before most residents remain indoors while guards and burning dervishes spend the majority of their time combating the swarms.

Hellwasp Swarms: CR 8; hp 93.

Plague of Blood Rain: Set causes a toxic red rain to pour down upon the City of Brass for 3 days and 3 nights, partially flooding the basin in about three feet of bloody water. This calamitous situation is very displeasing to efreeti and other fire-based creatures. Normal creatures caught in this rain take 1 point of damage per ten minutes of exposure, 1d6 points of damage per round if fully immersed. The rain cools the city to 80 degrees for the duration of the bloody storm.

Chapter 13: The Minaret of Screams

Little is known to the outside world of the tortures purported to take place within the quivering, moaning tower known as the Minaret of Screams. The Minaret appeared within the City of Brass shortly after the fall of Iblis. The Minaret is a dark and wicked place, avoided by visitors to the City of Brass and its denizens alike. The strange upper chambers of the Minaret are used by the insane warden Rylon the Cruel, those banished to the lower chambers of the Minaret are never seen again. For

this reason an enterprising Sultan decided to employ the strange Minaret as a means of punishment, banishment, torture and imprisonment for those beings who managed to displease him beyond measure.

The reality of what exactly the tower is baffles reason. The Minaret of Screams is actually an alien entity from the void. Having assumed the form of a worship tower, the creature was drawn to the City of Brass. Attracted to the psychic energy produced by the beings who had

Standard Features: Upper and Lower Gut

Entrances and Exits: Only the burning dervish guards, Nyal'oz, the warden, Rylon, and the torturers enter and leave the Minaret freely through the main doors. Unless Nyal'oz is slain or banished, or passage is found from the Bowels to the Great Repository, individuals who enter the Minaret are generally trapped until they are digested in both body and spirit.

Walls and Floors: The walls and floor of the interior of the Minaret of Screams are rubbery and elastic yet firm and almost solid to the touch. The walls have a yellowish wrinkly appearance comprising the rugae (folds and wrinkles). There is a 25% chance every 10 minutes that one of the elastic folds along the walls attempts to engulf any creature within 5 feet of the wall. (The wall has a +15 attack bonus; a creature successfully attacked is grappled and takes 1 point of damage each round it is engulfed (from the acidic secretions the wall generates when it grabs a creature). A trapped creature can escape by succeeding on a DC 25 Escape Artist or DC 25 Strength check.

A strange "side effect" of the wall that affects psionic creatures is that for each minute a psionic creature is enveloped it loses 1 psionic power point. Lost power points can be restored normally.

Walls and Floors: Hardness 10; hp 200 per 10-ft. section. The walls and floors self-repair at the rate of 10 points of damage per minute. Even if a section of wall or floor is destroyed (reduced to 0 or less hit points) it continues to self-repair at the rate of 5 hp per minute until fully restored. If the heart of Nyal'oz is destroyed, the walls and floors cannot self-repair.

Acid: The floors and walls of the Minaret of Screams are mildly acidic. Any item not made of stone, gold,

platinum, or bone slowly dissolves taking 1 point of damage each hour it remains in contact with the Maw, Upper Gut, Lower Gut, or Bowel.

Howl: The Minaret of Screams emits an ear-shrieking howl at preset times of the day and night (generally once every 1d4+4 hours). When the Minaret howls, all creatures within the Minaret weighing less than 1,000 pounds that are not strapped down or anchored in some way to the wall or floor must succeed on a DC 15 Reflex save or be knocked prone. In addition, creatures hearing the scream must succeed on a DC 20 Will save or be affected by *howling madness* (see the sidebar) for as long as that creature remains in the Minaret. An affected creature that leaves the Minaret must succeed on a DC 20 Will save to remove the effects of howling madness. If the save succeeds, the effects disappear in 1 hour; otherwise the character becomes insane (treat as an *insanity* spell).

Light: The Minaret is completely dark in all areas unless otherwise noted. The only light present is from the everburning torches born by torturers in the Upper Gut and guards in the Maw.

Esophageal Passages: These peristaltic openings lead to the Upper and Lower Gut. Stepping into the odd fleshy disk causes one to be sucked down the tube taking 3d6 points of damage from constriction. Getting up one of the tubes is another matter and requires either a DC 20 Climb check while moving at one-quarter speed (movement any faster is not possible) or waiting for the Minaret to howl at which time the reflexive muscle jerk pushes a creature along at its normal movement rate (no Climb check required).

helped the gods steal the building blocks of creation from the void itself. Since its arrival the horrid entity has been well fed by the rulers of the Efreet. Servants of the Sultan of Efreet live in symbiosis with the Entity, feeding souls of their torture victims to its black heart and their bodies to its undulating bowels.

ਅਦਵੇਂਚਰਜ਼ ਇਨ ਠੀ ਮਿਨਾਰਟ ਠੀ ਇਫਰੀਟਜ਼ ਆਫ਼ ਪਾਰਟ ਠੀ ਆ ਠੀ ਠੀ ਠੀ ਠੀ ਠੀ ਠੀ

PCs may be approached by Tarbish upon completing previous adventures for the purpose of rescuing an efreeti prince named Abdul al Azul. Alternately Tarbish could announce that the key to finding the true name of the Sultan of Efreet is by means of traveling through the bowels of the Minaret of Screams. The irony of this task should be lost upon the PCs until they have actually ventured within the alien tower itself. If not using the Minaret of Screams in an ongoing City of Brass mega campaign, the GM could merely use the Minaret as any alien prison or area of adventure that involves strange terrain and portals to other dimensions.

ਗ਼ੁਾਰਡਜ਼ ਠੀ ਠੀ ਠੀ

All guards in the Minaret, unless noted otherwise, are under the command of the Warden. Guards are burning dervishes and all are completely deaf (rendering them immune to the effects of the Minaret's howling). The guards have grown accustomed to their deafness and suffer no penalty to spellcasting. All can read lips easily (Ignan and Common).

Most guards spend their time rounding up insane prisoners or battling the various slimes spewed up from the Lower Gut.

The torturers are crimson-clad individuals and are feared and dreaded throughout the City of Brass. They are a race of creatures known as **silaaal**. Believed to be genies at one time, they were captured by the n'gathua and taken to the Plane of Agony where they were reconfigured into their current form before being released back into the planes of existence. Standing 8 feet tall, these beings are lithe and slender under their voluminous robes. Their eyes glow an odd violet in the darkness and their surgeon-like fingers end in long sharp claws. Their faces are veiled under black turbans and they wear serrated kukris at their belts. Torturers appear to be immune to the acidic quality of the alien Minaret as well as the howls and screams which emanate from within. Torturers may pass freely from within the Minaret, suffering no damage from the crushing effects of the esophageal passages. Rarely seen outside of the Minaret itself, those who have encountered them say that they have no mouth or ears under their veiled turbans and communicate via telepathy; they know the thoughts of any that they make eye contact with.

ਠੀ ਠੀ ਠੀ

A creature subjected to the maddening howls of the Minaret of Screams must succeed on a DC 20 Will save or succumb to the effects of the howls and screams. An affected character has his ability scores modified as follows: +4 Strength, +2 Con, -4 Wisdom, -4 Charisma, and -6 Intelligence. An affected creature also gains a +1 natural armor bonus (this does not stack with any other natural armor bonus).

Further, such a character cannot cast any spells or use any spell-like or supernatural abilities it possesses. In combat a character affected by howling madness prefers natural attacks (claws, unarmed strikes, bite, and so on) to weapon attacks and refuses to use any sort of weapon in battle.

ਠੀ ਠੀ ਠੀ (ਠੀ ੭)

The entrance to the Minaret of Screams is a window-shaped aperture off of a platform near the dome of the Minaret. **Two deaf burning dervish guardsmen** stand on the platform to either side of the aperture. These guardsmen usher prisoners condemned to the Minaret of Screams into the gullet beyond.

Burning Dervish Guards (2): CR 7; hp 49; see Appendix 2.

ਠੀ ਠੀ ਠੀ (ਠੀ ੭, ੭, ਠੀ ਠੀ)

This strange chamber is quite surprising to visitors who first enter the smooth serpent-like outer skin of the Minaret. It has the look and feel of stone, and the interior of the Minaret is grey, wet and cancerous looking. Despite the presence of **1d4 burning dervish guards** this is a vault of madmen. Wandering aimlessly, occasionally beating one another with their bare hands, or staring blankly into space, these unfortunates are often tossed down the esophagus by bored burning dervish guardsmen.

The gullet is arranged in three ringed tiers with a ridged bridge that runs from the entrance of the Minaret to the first esophageal portal leading to the Upper Gut. The rings are covered in stalactite-like spikes ranging in size from 6 inches up to 20 feet long. These spikes are as sharp as the teeth of a shark and point out laterally from the walls. The ceiling of the gullet is also covered in razor-sharp spikes and rises 60 feet above the pallet. A creature running into or otherwise contacting the walls is pierced by 1d4 spikes and takes 1d6 points of damage per spike.

Burning Dervish Guards (1d4): CR 7; hp 49; see Appendix 2.

Burning Dervish Guards (2): CR 7; hp 49; see Appendix 2.

ઠીક્રોટક ઠીક્રોટક

The Upper gut serves as headquarters of Rylon the Cruel and the Warden. There are several irregularly shaped chambers. In the center of the Upper Gut is the pulsing organ known as the Hidden Heart of Nyal'oz. Many of the chambers here are used as prisons or for torture, with victims stuffed into the folds of rugae along the walls being slowly eaten alive.

1. દઠદઠી ઠીક્રોટક ઠીક્રોટક ઠીક્રોટક (ઠીક્રોટક)

Those beings hurled down the Maw of Nyal'oz find themselves deposited within the Entry Chamber. Several guards grapple prisoners and usher them into one of the many cells that surround the torture chamber.

Burning Dervish Guards (4): CR 7; hp 49; see Appendix 2.

2. ઠીક્રોટક ઠીક્રોટક (ઠીક્રોટક)

This chamber is where Rylon the Cruel works some of his most heinous experiments upon the woeful individuals sent into his custody. The large chamber in the top end of the Upper Gut is constantly filled with torturers and their victims who have been attached to the rugae.

Torturers work upon the condemned thru various means whether they be long thin blades and saws or magical and psionic powers that extract pain from their victims. There are **2d4 silaal torturers**, **2d10 prisoners** and a 50% chance of **Rylon the Cruel** being present within this large chamber at any one time. It is assumed that anyone entering the chamber not in the crimson garb of a torturer or stripped naked after the fashion of a prisoner is a foe to be attacked on sight. Frequently there are creatures and prisoners who have been tortured to the point of madness that wanders around the torture chamber mumbling and gibbering mindlessly within this chamber. Those who become too annoying are cast into the Lower Gut from the Valve Chamber below the torture chamber.

Silaal Torturers (2d4): CR 10; hp 95; see Appendix 2.

Madmen, Male Human Com5 (2d10): CR 4; hp 23; see Appendix 1.

Rylon the Cruel, Flayer Devil Psychic Warrior10: CR 16; hp 297; see Appendix 1.

3. ઠીક્રોટક ઠીક્રોટક

This chamber serves as Rylon's personal office and private torture chamber. The room is mostly bare with the exception of a living brass chest filled with

his personal belongings. Hanging from the rugae of the wall is Rylon's current prisoner, **Abdul al Azul** of the house of Bayt al Najoom, an efreeti prisoner of interest. A noble who was an outspoken opponent of the Sultan's policies of alliance with Set's minions and Lucifer's progeny was secretly abducted and sentenced in proxy to imprisonment and torture in the Minaret of Screams. As of yet even Rylon's great prowess has been unable to break the spirit of this brave efreeti noble.

The rugae holding Abdul is extremely strong and requires a DC 30 Strength check to break. Abdul himself is too weak to do so. Further, the section of rugae holding Abdul has been enchanted with a *dispel magic* effect (caster level 16th).

If somehow freed Abdul offers his services to the party for one year and one day, or offers them the secret of passage into the Great Repository used by his father to gain knowledge in combating the Sultan's nihilistic policies.

If Rylon is not found within the torture chamber he may be found here, using his foul skills upon the immobile form of Abdul.

Rylon the Cruel, Flayer Devil Psychic Warrior10: CR 16; hp 297; see Appendix 1.

Abdul al Azul, Noble Efreeti: CR 11; hp 120 (currently 30); ability damage has reduced his Strength and Dexterity to 6 each; see Appendix 1.

4. ઠીક્રોટક ઠીક્રોટક ઠીક્રોટક (ઠીક્રોટક)

These chambers are home to the minaret's torturers. When not performing their services within the torture chamber the torturers hang themselves within their private cells to regenerate their energies. When so cocooned the torturers naturally regain hit points at twice the normal rate.

The cocoon holding a torturer is hardness 5, has 50 hit points, and a break DC of 20. Each cocoon also has damage reduction 10/slashing or piercing. If a cocoon is attacked, it takes a silaal 1d4 rounds to break free.

Silaal Torturers (2d4): CR 10; hp 95; see Appendix 2.

5. ઠીક્રોટક ઠીક્રોટક (ઠીક્રોટક)

These guard posts are resting areas for burning dervish guardsmen. The guardsmen work 15 hour shifts, and take their breaks and store extra gear here before returning to their natural quarters in the Zigurat of Flame. Guards frequently do battle with the slimes, oozes and other creatures which crawl from the lower gut and keep supplies of healing potions and potions of lesser restoration here to heal themselves after battle.

Burning Dervish Guards (4): CR 7; hp 49; see Appendix 2.

Treasure: 500 bp, 300 sp, various gold cups and trinkets (total value 1,500 gp).

ह. रवोरह चहलोर (हो 10+)

This chamber below the torture chamber is accessible by means of a bridge from the torture chamber. There are **1d4+2 burning dervish guards** in the chamber at any given time. There is a 30% chance that the **Warden** is in the Valve Chamber, overseeing the dumping of prisoners into the lower gut for disposal or helping his men fight the slimes, jellies, and oozes.

Burning Dervish Guards (1d4+2): CR 7; hp 49; see Appendix 2.

The Warden, Male Burning Dervish Wiz10: CR 12; hp 84; see Appendix 1.

Advanced Ochre Jelly: CR 6; hp 135; see Appendix 1.

Stone Pudding: CR 9; hp 126; see Appendix 2.

होवर गुत

The Lower Gut is the domain of **Samiij the Unclean**, a high priest of the Brotherhood of Ooze and master of the *saddle of ooze riding*. Samiij was originally cast into the Lower Gut by Rylon, who could not break the insane spirit of Samiij. Samiij for his part frequently sends oozes, slimes and jellies thru the esophageal passages to wreak havoc upon his former torturers. The chaos of this situation pleases the foul spirit of the Minaret creating more negative psychic energy for it to devour.

१. एनरु चहलोर हो होवर गुत

The peristaltic reflex from the Upper Gut deposits individuals passing through it into this chamber. Beyond is a pathway leading deeper into the Lower Gut. A dim luminosity permeates the Lower Gut offering vision out to about 20 feet.

२. चहलोर वर ठठइइ (हो रवोरहइ)

This chamber of the Lower Gut secretes oozes from glands in the walls. The oozes are of various sort and type eventually joining together to form huge versions of their type.

These occasionally divide and make their way to the entry chamber and eventually into the entry and up to the Upper Gut.

There are three glands upon the wall which secrete various oozes.

Advanced Gray Ooze (1d2): CR 5; hp 112; see Appendix 1.

Gelatinous Cubes (1d4): CR 4; hp 54.

३. चहलोर वर पुवेवींगइइ (हो ॥)

Like the chamber of oozes this chamber comprises several glands which produce various puddings. Unless



ਠੋਵਰ ਗੁਟ ਚਾਨੌਲ ਏਨਕਾਊਟਰੜ

Roll 1d20 for every 10 minutes spent in the Lower Gut.

Average		
1d20	Encounter	EL
1.	1 black Pudding	7
2.	1 stone pudding*	9
3.	1 brown pudding*	7
4.	1 dun pudding*	7
5.	1 advanced ochre jelly ¹	6
6.	1d4 gelatinous cubes	6
7.	2d4 gray oozes	8
8.	1d2 arcanoplasms*	7
9.	1 advanced gray ooze ¹	5
10.	1d3 ochre jellies	5
11.	2d4 madmen, male human Ftr6	11
12.	Trapped burning dervish guard	7
13–20.	No encounter	—

*See Appendix 2: New Monsters.

¹ See Appendix 1.

Trapped Burning Dervish Guard: The burning dervish guard has accidentally fallen into the Lower Gut and is fighting for his life. Of course he will attempt to enlist the PCs in rescuing him only to betray them at the first opportunity.

Note: Should any of these oozes be destroyed by the PCs they are not encountered again elsewhere in the Lower Gut.

encountered elsewhere there is one of each of the following puddings found within the chamber.

Black Pudding: CR 7; hp 115.

Brown Pudding: CR 7; hp 126; see Appendix 2.

Dun Pudding: CR 7; hp 104; see Appendix 2.

Stone Pudding: CR 9; hp 126; see Appendix 2.

4. ਠੋਵਰ ਗੁਟ ਠੀ ਜ਼ੌਲੀਏੜ (ਏ ਚਾਨੌਲ)

This chamber, like the chamber of oozes and puddings secretes jellies from glands in the walls. The difference between this chamber and others is that the walls are slick with **stunjellies**. Any jellies encountered elsewhere are not present in this chamber upon entry.

Advanced Ochre Jelly: CR 6; hp 135; see Appendix 1.

Stunjellies (2d4): CR 3; hp 46; see Appendix 2.

5. ਠੋਵਰ ਗੁਟ ਠੀ ਆਰਕਾਨੋਪਲਾਜ਼ਮ (ਏ 9+)

Similar to the other chambers in the lower gut, this chamber secretes **arcanoplasms**. The arcanoplasms are attracted to magic and attack any magic users instantly.

Arcanoplasms (2d4): CR 7; hp 73; see Appendix 2.

ਠੀ ਗਲੈਂਡੜ

Each gland within the Lower Gut produces a single ooze whenever a living creature comes within 10 feet of it. A single gland can produce 1d6 oozes in a given day.

Each gland is hardness 4 and has 150 hp. Each gland heals damage at the rate of 5 hit points per day. A gland can be cauterized (rather than destroyed) by dealing at least 50 points of fire or electricity damage (or a combination of both) to it. A cauterized gland ceases to produce oozes and heals fire or electricity damage at the rate of 2 points of damage per day.

It takes the Minaret one year to regrow a destroyed gland.

6. ਠੋਵਰ ਗੁਟ ਠੀ ਸਾਮੀਯ ਠੀ ਏਨਕਾਊਟਰ (ਏ 14)

This large chamber in the Lower Gut is the prison and residence of **Samijj the Unclean**. Samijj was a high priest of the Brotherhood of Ooze and faithful servant of Jubilex who was cast into the Lower Gut many years ago. He quickly saw this as a blessing for the oozes and slimes of the Lower Gut were indeed his goal in coming to the City of Brass in the first place. He has since completed construction of his ultimate item, the *saddle of ooze riding*. He spends most of his time in meditation atop the saddle which is affixed to an **elder black pudding**. From here he commands the various oozes and jellies of the Lower Gut to travel forth into the Upper Gut and attack the minions of the Sultan of Efrete. He has also spent much time traveling the gates found within the Crypts of the Bowel and mapping them. Samijj has made alliances with various powerful daemons and can commune with his recently freed master Jubilex via the Crypt of Charanodaemons. Due to certain restrictions placed upon him by Nyal'oz, Samijj may only travel the planes thru the Elder himself and may only be gone from the Tower for up to three days at a time before he is automatically gated back to the Lower Gut no matter his current location. Should Samijj be faced with destruction, he flees down the passage leading to the Bowel. Once there he makes his way to the Crypt of the Charanodaemons and on to the Styx. Unless captured or killed he is returned to this hall again in three days.

Samijj is completely mad and for this reason is unaffected by the howls of the Minaret. He may approach the PCs peacefully one moment and then try to viciously attack, suddenly breaking off his attack and falling into weeping and shuddering. Aside from that he is keenly intelligent and wily with a strong sense of self-preservation and survival.

Samijj the Unclean, Male Human Clr12 (Jubilex): CR 12; hp 90; see Appendix 1.

इवोरी रीडिंग सैडल

This strange saddle-shaped object when affixed to any ooze, slime or pudding automatically “tames” the creature and doubles its base land speed. The owner of a *saddle of ooze riding* suffers no ill effects from acid, cold, fire, or other such special attack while mounted on his ooze. A rider can utilize the saddled ooze as a mount (making Ride checks as normal but with a +4 bonus).

Only Samiij knows the secret of making a saddle of ooze riding and he isn’t telling.

Elder Black Pudding: CR 12; hp 290; as the MM, but its land speed is 40 ft. (8 squares).

Treasure: In addition to Samiij’s personal items, a carved stone box holds the following items: 1,000 bp, 550 sp, 4 white pearls (100 gp each), 30 bloodstones (40 gp each), and several finely-sewn gold and gray vestments (120 gp total value).

A map located in the box shows the location of the various Crypts in the Bowel. The portals leading to other planes are marked and noted by Samiij on the map. The back of the map holds a crude map of the City of Brass’s upper levels with markings showing the Shining Pyramid, the Repository, and the Pagoda of Devils.

7. Entrance to Bowel

This chamber at contains a portal which through peristaltic reflex from deposits individuals passing through it into the bowel.

थे बौल

Most beings which make it to the bowel do so in acid, slime, or ooze-dissolved pools of yuck. The Bowel is packed with bones, rocks, and remains and has many crypts along its length which serve as storage places for the effluence which cannot be destroyed by the normal digestive process of the Minaret. While walking on the smooth oily floors of the Bowel, PCs must succeed on a DC 15 Reflex save to avoid falling prone when attempting any anything more complicated than moving at their normal movement speed.

थे क्रिप्ट्स

Crypts and capillaries within the bowel feed directly to the Heart Chamber in the Upper Gut unless otherwise noted. While the crypts are fairly “standard” size chambers, the capillaries are only accessible to those of Tiny or smaller size. Creatures of Tiny or smaller size may pass freely into the capillaries. Several of the capillaries serve as portals that lead to other planes of existence. One in particular,

the **Appendix** (see below), is actually a conduit by which persons may pass through the Minaret of Screams into the secretive library known as the Great Repository.

These portals can be sealed by means of a *flesh to stone* spell. Such information could be gained via use of *commune* or other such spell or magic. Should all the portals be sealed, Nyal’oz is effectively asphyxiated and dies within hours. The latter information should not be readily available to the PCs, though they could discover it by various means (through deductive reasoning or perhaps Abdul knows this and informs the PCs of it for example).

1. क्रिप्ट री कॅकॉडाएलॉन्ड (डो 14)

This crypt points outward from the main turning passage of the Bowel. At the far end is a strange fleshy portal which undulates with an unholy stench. Once the crypt is entered **2 cacodaemons** immediately appear and attack. Unless bargained with by an evil priest or Samiij happens to be with the party and discourages the cacodaemons from attacking, they attack the party in an attempt to kill them all. Every 1 minute spent in this chamber causes **another cacodaemon** to appear until the party is slain, leaves the crypt, or enters the capillaries and triggers the portal.

Portal: A portal in this chamber serves as a conduit to the plane of Gehenna, the outer planar home of the mighty Oinodaemon.

Cacodaemons (2): CR 12; hp 150; see **Appendix 2**.

2. क्रिप्ट री डेरघोडाएलॉन्ड (डो 14)

This crypt, like others points outward from the main passage of the Bowel. At the far end is a fleshy portal. Once the crypt is entered **4 derghodaemons** appear. As with the Crypt of the Cacodaemons, unless bartered with by Samiij or an evil priest of equivalent caliber, the derghodaemons attack. A **new derghodaemon** appears every 1 minute spent in this chamber until the PCs leave, are slain, or enter the fleshy portal.

Portal: The portal in this chamber leads to the plane of Tarterus (or alternately to the plane of Hades).

Derghodaemons (4): CR 10; hp 105; see **Appendix 2**.

3. क्रिप्ट री चारोनाडाएलॉन्ड (डो 13+)

The base of this crypt is filled with a noxious water. The scum-covered backwash is actually a tributary of the Plane of Styx (a recently discovered outer plane awash with the River Styx itself and controlled by those born of and blessed with its powers). A creature contacting the waters in this chamber must succeed on a DC 15 Will save or lose its memory (treat as *feble-minded*). Lost memories can be restored through the successful casting of *greater dispel magic* (against caster level 20th) or through the casting of a *wish* or *miracle*.

Several rounds after entering this crypt, a skiff appears bearing a charonadaemon. It simply waits, making no

sound or movement toward the PCs. Should the PCs attack the charonadaemon, it summons (no chance of failure) 1d4 hydrodaemons to its aid and all five creatures attack the PCs.

Charonadaemon: CR 9; hp 95; see **Appendix 2**.

Hydrodaemons (1d4): CR 7; hp 59; see **Appendix 2**.

Portal: The portal in this chamber leads to the plane of Styx (or alternately to the Abyss, Nine Hells, or Hades).

4. वीहृदइलिवेद टरुपुतेड

These crypts lead to the Heart of Nyal'oz itself via means of digestive process. Creatures of Tiny size or smaller may actually pass through the capillaries into the bloodstream which feeds the heart. Floating through the bloodstream requires some means of breathing without air (such as *water breathing*) or holding one's breath as those beings not so equipped drown in Nyal'oz's plasma. All objects, slimes, oozes and chum is eventually drawn through this mad bloodstream to the Heart of Nyal'oz within 1d2 minutes.

5. the appendix

This crypt is larger than many of the others. Its innards appear to be tattooed with nonsense words in various languages. Attempting to read the words by means of Decipher Script or a *comprehend languages* spell results in the PC immediately taking 1d4 points of Charisma and Wisdom damage. Unless the PC succeeds on a DC 25 Will save the damage is actually permanent drain instead.

Continuing the length of the Appendix eventually leads to the **Great Repository: Wound of the Haruspex** (see **Chapter 5: The Great Repository**).

the heart of nyal'oz

Actually located in a hidden chamber within the Upper Gut, the Heart of Nyal'oz may only be reached by means of the Digestive Crypts or by cutting through the wall of the Upper Gut. The chamber holding the Heart of Nyal'oz is filled with fluids and thus any combat occurring within must be performed following the underwater combat rules found in the *DMG* unless the PCs find a way to drain the fluid. The Gargantuan object pulsing in the center of the chamber is the *Heart of Nyal'oz* itself. The nerve center of the creature, the heart, vaguely looks like a bloated cow heart covered in gaping lamprey-like mouths and dull

frog-like eyes. The Heart attempts to devour any being that enters its chamber, using its powerful psionics and magical attacks as well as the animated tendrils of the veins and arteries sprouting from it.

The Heart of Nyal'oz: CR 17; hp 189; see **Appendix 1**.

SA—*Psi-Like Abilities:* At will—*brain lock* (DC 19*, any non-mindless), *cloud mind* (DC 19), *ego whip* (DC 25, 4d4*), *read thoughts* (DC 19), *thought shield* (13 rounds, PR 25*); 3/day—*apopsi* (DC 26), *catapsi* (DC 22, range 35 ft., 35-ft. radius*), *mind thrust* (DC 25, 15d10*), *psychic crush* (DC 22, 6d6*), *reddopsi*, *ultrablast* (DC 24, 15d6*); 1/day—*baleful teleport* (DC 25, 15d6; manifester level 18th for overcoming resistance*). Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for Nyal'oz's manifester level.

दुलपुतेड अदवेंचुरेड इ नुंतेड मीनारेट ठी इकरेअलड

PCs may have been captured and forced into the Minaret of Screams for breaking laws in the City of Brass, or proving to be difficult slaves. PCs following the advice of Tarbish may have sought entry into the Minaret of Screams in order to rescue **Abdul al Azul** or to seek the forgotten passages of the Appendix. From this point they may find a secret means of admittance into the Great Repository, the key to uncovering the true name of the Sultan of Efreet.

If a simple rescue mission is in order, then the PCs succeed once Rylon, his torturers, and the warden are destroyed. Making their escape with Abdul still alive is of course an important contingency for success. This sets up a meeting between Abdul's father and the PCs which allows them secret entry into the Great Repository.

If Nyal'oz is destroyed, the tower collapses upon itself as if it were a boned fish, slumping limply into the Basin and crushing anything located below it (dealing 20d6 points of crushing damage). All portals to various planes are closed as is the passage back through Nyal'oz from the Great Repository. A horrible stench fills the City of Brass for days afterward as the thing rots, eventually bringing a plague of elemental vultures which devour the rotting remains. PCs within the Minaret of Screams are vomited forth from the Minaret as it writhes in its death throes suffering any subsequent falling damage for the distance thrown and the distance fallen (unless magical precautions are used to save their lives, the fall is over two miles down after all).

Chapter 14: The Great Repository

The Great Repository is a towering monstrosity of a library planted right in the heart of the city. While it is true that it possesses the sum of efreeti knowledge (though others say the sum of *all* knowledge), accumulated over hundreds of thousands of millennia and harvested from nearly as many worlds, it is also something so disturbing that every one of the City's residents, from the most worthless slaves languishing in the gutters at the bottom of the basin to the Sultan himself, would rather it never existed. Yet, exist it does and there is nothing anyone can do about it, as much as they might wish otherwise. In a place where wishes are the currency of dreams and are traded as freely as gold in the mortal realms, that is no small feat.

The Repository is the City of Brass' tallest building. It is constructed entirely from royal purple marble. Depending on the angle from which one looks at it, it seems to have between three and seven sides and its middle section seems to bulge outward like a sickly, cancerous tumor. Three colossal marble arms reach down like flying buttresses from the tower walls, stone fists firmly clutching the City floor. A thick layer of black and crimson filth that seems to be congealed blood covers them. In fact, it coats the entire tower base as high as the Middle Levels. Atop the tower are marble arms, a crown of seven ever grasping toward the molten fire sky. Unlike the much larger ones anchoring the library to the ground, these are pristinely free of muck. The Sultan would never normally allow any other building to look down upon his own palace but this is the one exception. In the past, many tried to bring down the library. All failed. A dark magic inhabits it, making it immortal, indestructible. It is said with hushed whispers and fear-filled hearts that the only deity to ever come close to destroying it ended up obliterated from existence.

The Repository has no windows other than skylights built into the roof between the arms. Its single entrance opens at the City's Middle Level, where the tower swells to its widest girth to join an ornate brass bridge built 16,000 years ago by the eminently despicable Sultana Indizhar Nishwan Radhwa. All who enter do so as equals with one another and as inferiors to the scholars inside—no exceptions. The scholars kneel before no one, if only because there is no one else alive who understands the peculiarities of the tower.

the great repository in an ongoing campaign

The Great Repository may serve many purposes in an ongoing City of Brass campaign. Most importantly are the freeing of the **builders**, a trio of prophets whose engineering

genius brought about the construction of the Repository in the time of the rule of Iblis. Equally important to a campaign run in the City of Brass would be the unraveling of the Words of Creation. Each circumstance has the potential of uncovering the true name of the Sultan of Efreet and greatly undermining his plans for planar dominion. PCs have various means of gaining entry to the Repository, be it through passage from the Minaret of Screams or by freeing the efreeti prince Abdul al Azul from his tortures at the hands of Rylon the Cruel. Once entered the PCs are exposed to many traps, treasures, and wonders that may warp the mind of all but the strongest heart. When played outside a City of Brass mega campaign the Repository makes an excellent storehouse for knowledge with challenges easily applicable to any setting.

For the following locations refer to **The Great Repository** map.

a tower possessed

Of all the mysteries on the Plane of Fire, the Great Repository is the king of them all. It has been here since before the city was built, and in all likelihood will stand even longer. It is impervious to magic, both mortal and deific. Weapons cannot scratch it, fire cannot burn it, hammers cannot dent it, and the wind cannot topple it. Some people believe it is multi-planar nexus to other worlds, dimensions, and lifetimes.

There is just one entrance into the tower: the Petitioner's Hall, but it does not grant access to the tower's interior. Even though the tower roof contains ornate skylights, the tower's magic makes them impossible to bypass. Not even the gods are allowed inside. How the scholars, creatures, and items that dwell or are located here get inside is the greatest mystery of all.

standard features

Shielding: The Great Repository is shielded against any means of magical transport. Spells such as *teleport*, *dimension door*, *plane shift*, *ethereal jaunt*, and so on automatically fail if used to attempt to gain entrance to the structure.

Additionally, no spells or powers involving extraplanar contact, such as *summon monster*, *gate*, or *commune* operate within the Repository. The structure is further shielded against *clairaudience*, *clairvoyance* and *scrying* (except when using the scrying bell, see below).

Occasionally a scholar or two escape (or are ejected) through the **Exile Gate**; unfortunately, the effects of the Gate are so severe most choose to remain within the structure. While it is physically impossible for creatures to get inside, a determined character can gain mental access in a rather unusual manner, but only if he makes a sacrifice (see the **Petitioner's Hall**, below).

ਗੋਰਾ ਅਤੇ ਫਾਊਨਾ

The Great Repository has a miniature ecosystem that is ultimately the result of accidents from poorly understood or spontaneous summoning magic (though how summoned creatures get through the tower magic is unknown; most scholars assume they get through because the tower *wanted* them to get through). A wide variety of molds, mosses, and slimes make the damp, dark interior home. Birds have turned the Lightbringer's Highway into an aviary; all sorts of reptiles slither in and out of the stacks; and strange plants grow from the wall seams, the darkness behind bookshelves, and anywhere else their roots can take hold.

1. ਸਿੱਧੇ ਕੋਈ ਡਿਪੈਰਿੰਗ ਵਾਲੀ

If one stands within 5 feet of the exterior walls of the tower and listens carefully, he hears an infinite chorus of faint, disembodied voices whispering maddening and indecipherable words. Characters that listen for more than 5 rounds must succeed on a DC 30 Will save or take 2d4 points of Wisdom damage. Even if the save succeeds, the character takes 1 point of Wisdom damage. If the character rolls a natural 1 (regardless of modifiers) on his save, his mind is hammered for 3d6 points of permanent Wisdom drain. A character reduced to Wisdom 0 slips into a coma for 5d4 years. A *wish* or *miracle* or a bard playing upon the *Durbakke of Wakefulness* (found within the vaults in the KhizAnah) breaks the coma and allows the restoration of lost Wisdom points.

A character can only be affected once per day by the walls—if he survives the first time, he does not need to make another save for the next 30 hours (remember, one day within the City of Brass = 30 hours).

There is no one who can interpret the words being spoken. The words, despite being indecipherable, are mentally indelible; they can never be removed from memory once they've been heard. Such affected creatures suffer nightmares and restless, intermittent sleep for the rest of their lives.

2. ਸਿੱਧੇ ਲਾਅ ਕੋਡੇ ਓਫ਼ ਕਿੰਗ ਹੋਰਾਦਿਨ

The seven arms rising from the top of the Great Repository are tattooed with cuneiform inscriptions between the wrists and elbows. All together, they comprise the Law Code of King Horadin, a fool of a man who sought to rule the world but instead destroyed it through his own stupidity

and arrogance. A captive efreeti gave the law code to him in fulfillment of the first of three *wishes*. Horadin never had the opportunity to make use of the subsequent two *wishes*, though. Upon receiving the efreeti-written law code and distributing it to his subjects, his empire fell within a fortnight. Within a year, his entire world succumbed to the fires of destruction. In the end, his subjects hung him from the palace gates by a noose of his own entrails.

The language of the law code is lost except to the builders, a trio of ancient prophets imprisoned within the Kiln of Sorrows deep below the bowels of the Repository. It is believed that anyone who can translate it will unleash the Apocalypse upon the entire plane. Attempts to cover the inscriptions have failed as the tower magically destroys the coverings within hours of placement, and destroying the inscriptions is physically and mystically impossible. The Sultan would like nothing better than to murder the scholars, but has found as Iblis did, that such attempts on their life are fruitless. Thus they remain forever burning within the Kiln of Sorrows. The Exsul (exiles) refuse to entertain any questions regarding the scholars or the inscriptions.

There is one rumor currently running rampant amongst the City's conspirers of a fire giant magician who discovered a stone tablet on the Plane of Earth that contains text written in the Horadin cuneiform as well as in two other ancient, yet decipherable, languages. They believe this stone is the key to unlocking the text of the Law Code.

3. ਸਿੱਧੇ ਇੰਡਿਜ਼ਾਰ 'ਤੇ ਬਰਾਹੋਵੇਡ (ਬੀ ਡੀ)

The brass bridge that joins the tower with the rest of the city is called "Indizhar's Bridge" after the Sultana who commissioned its construction. It is a true work of art, but its position next to the tower makes it hideous by association. The far end away from the Repository entrance supports two 60-foot tall statues. One represents Indizhar's husband, Narif, sitting astride a war elephant; the other is a stylized depiction of Indizhar's crippled lover, a soldier known only as the Bodyguard. (Legend has it his leg was crushed beneath the foot of her husband's elephant.)

At the near end of the bridge where it meets with the tower stand two more statues. In ages past, they depicted the proud visages of the two greatest scholars in all the planes, but their long proximity to the library has distorted them. The pair no longer resembles the opulent, aristocratic intelligentsia they once did. Instead, they wear tattered robes, and their heads are covered with hoods very similar to the style of the scholars inside. Their eyes have neither pupils nor irises. Flowing, cursive script on their robes changes on a daily basis, usually with disturbing quotes from the books stored in the library. Occasionally, they display a piece of the Muhaim Prophecy, which was recorded 700 years ago by the prophet Kheturus al Muhaim relating details about the downfall of the City of Brass at the hands of a heretic army from a desert kingdom ruled by the undead. The prophecy was lost fifty years later when

the ruling Sultan had both it and the prophet destroyed. Today, there are very few known, verifiable fragments in existence. Small crowds gather everyday at the statues' feet, waiting expectantly, hoping for additional text from the prophecy. One watcher, **Fayyad Mazin**, has all of the text recorded over the last 333 years, as well as a few snippets from earlier times.

Indizhar's Bridge does not actually touch the Repository proper. Rather, a narrow, three-foot wide gap separates them. This is one of the few places in the City not watched by guards.

Fayyad Mazin, Male Human Clr15: CR 15; hp 97; see **Appendix 1**.

4. front entrance

Two 15-foot tall iron doors open into the Great Repository. Though they appear to weigh two or three tons apiece, an ancient enchantment makes them practically weightless. They do not possess locks of any kind, nor do City guards stand watch either inside or out. Carved into each door is a stylized eye. The left one has no iris.

A tiny river of blood constantly slips out from beneath the doors, cascading into the gap between the tower and the bridge like a miniature crimson waterfall, ultimately spilling against the wall below. It is the source of the coagulated grime clinging to the lower half of the tower. Sloppily painted graffiti above the doors reads in the Common tongue, "Ignorance is Bliss."

5. petitioner's hall

At first glance, this massive, granite-lined chamber looks like a castle feast hall. It is 200 feet deep and 100 feet wide. A four-foot wide trough cuts through the middle, running the length of the hall from front to back. Numerous smaller troughs run perpendicular to it, coming in from the sides. Blood fills the troughs, flowing slowly toward the iron doors. Bits of rotting flesh spatter the walls, floor, and ceiling. Rudely constructed tables are haphazardly placed around the room, though there are no chairs other than a wooden throne sitting alone at the back of hall. The stench of offal, viscera, and vomit rotting in the extreme heat that permeates the entire City fills the air. It is truly nauseating, especially when mixed with odors of hundreds of unwashed bodies. Except for the entrance, the hall contains no doors. In fact, there is no apparent physical means at all to access the rest of the library's interior.

Hundreds of creatures can be found milling about the hall at all hours of the day. They are petitioners who come from all walks of life seeking answers. Once they cross the threshold into the tower, their stations in life become irrelevant. All are treated the same.

No random encounter tables are given for the Petitioner's Hall because of the multitude of possible encounters here. DMs are encouraged to let PCs encounter pretty much

whatever he desires, though oozes, mindless undead, and vermin are not found in the Hall. Also keep in mind that everyone is here for a purpose, thus fighting it out with a petitioner seeking knowledge is probably not the best course of action because the city guards will respond to any sort of disturbance immediately.

the attendants

Attending the petitioners is small army of Repository slaves, immensely corpulent men and women that wear little more than filthy cotton swaddling. Tight, leather collars armed with iron spikes pointed inward encircle their throats, constantly pricking the flesh there, and rusty manacles brace their wrists and ankles. A glossy sheen of fresh blood always seems to coat their skin. Once human (or at least believed to be), centuries of servitude in the Great Repository have altered their physical and mental state.

Attendants carry long, wickedly shaped daggers, for knowledge is never without its price and in the Great Repository that price is paid in blood. Upon presenting his request to an attendant, a petitioner is given a choice: sacrifice an eye, to see first hand the knowledge that he seeks; or allow scholar to inhabit his body for seven days in order to imprint the knowledge onto the petitioner's soul where it is never lost or forgotten. Most people choose to lose their eye, as stories abound regarding the depravities committed by scholars on the loose, and the subsequent, merciless punishment inflicted on the petitioners who allowed their bodies to be so used.

Corpulent Attendants (25): CR 10; hp 138; see **Appendix 1**.

losing an eye

A corpulent attendant can swiftly cut a petitioner's eye from its head as a standard action. This deals 1 point of Constitution damage to the petitioner and renders him partially blind. A partially blind character takes a -1 penalty to AC, loses his Dex bonus to AC (if any), moves at three-quarters normal speed, and takes a -2 penalty on Search checks and on most Strength- and Dexterity-based skill checks.

Furthermore, the petitioner experiences "double vision," seeing both from his remaining eye (as he normally would) and through the eye in the scholar's possession. This makes concentration and spellcasting almost impossible. All Concentration checks are at -20 and spellcasters must succeed on a DC 25 + spell level Spellcraft check to cast a spell; if the check fails, the spell is wasted. This lasts until his question is thoroughly answered and the double vision goes away.

Once the eye has been cut out, the attendant takes great delight in consuming it. This is the ritual that delivers the eye to one of the innumerable scholars further inside, who begins his research immediately upon receipt. Within half

the repository scholars

The scholars are the masters of the Great Repository. They wear heavy cotton, crimson-dyed robes trimmed with cracked leather imprinted with mystical symbols or fanciful aphorisms. Their skin is white to the point of translucence. Scholarly bodies are bent from a lifetime poring over thick tomes, and they have arms that are disproportionately sized, depending on which one the scholar uses for pulling books down from the shelves. Gnarly, brackish fingernails jut claw-like from the tips of their hands. Emerging from the scholars' flesh like so many abscesses are 10 to 100 petitioner-sacrificed eyes; each one is alive and moist, and all of them clearly filled

with a delicate combination of fear and curiosity. Scholars are their own best company, always muttering or singing aloud regardless of whom else may be within earshot. Some recite poetry in dead languages, while others tend to calculate impossibly complex mathematical formulas (one poor fellow actually does this in reverse).

When a scholar dies, his body is taken to the Kiln of Sorrows in the tower's lower levels. The smoke from the fire drifts out of the arm stretching the highest from the roof. Exactly one year later, another scholar appears in the library to take his place. The new one has no memory of previous lifetimes, nor does he have any of the memory or knowledge of the scholar he replaces. In fact, in the entire known history of the tower, there is just one scholar with any recollection of a life before coming to the tower: al'Hazrad (see the *City of Brass* Book One for more on al'Hazrad), the author of the *Book of al'Hazrad*. (Coincidentally, al'Hazrad is also the only scholar in recent memory to escape from the tower without being affected by the Exile Gate.) A scholar's life is filled with craving—it is an insatiable urge to learn. The aphorism “Knowledge is power” is an absolute truth in the Great Repository, and the scholar's exemplify this better than anyone.

Many scholars secretly hope to discover the key to their salvation from this prison of books. The only two practical ways they can leave offer no satisfaction: possession of a petitioner's body, or through the Exile Gate. Permanent possession is a short-term solution, since the scholars running around outside invariably end dead or hopelessly insane. On the other hand, the Exile Gate allows a scholar

random encounters: lightbringer's highway

Roll 1d20 for every 20 minutes spent in the Lightbringer's Highway

1d20	Average Encounter EL	
1.	1 lich	13
2.	2d20 animated books (Small animated objects)	9
3.	1d4 eye spider swarms*	6
4.	Scholar	20
5.	Corpulent attendant	10
6.	1d6 Huge monstrous spiders	9
7.	1 horned devil	16
8.	1 noble salamander	10
9.	1 normal petitioner**	**
10.	1 crazed petitioner**	**
11.	1d4 violet fungi	5
12.	2d4 gargoyles	9
13.	1d6+1 harpies	10
14–20.	No encounter	—

*See Appendix 2: New Monsters.

**The exact race and class of petitioners is left up to each individual DM to suit his or her campaign and personal take on the Repository and its petitioners.

leave the Repository on his own terms but the damage it does, both physically and mentally, make this an option few are willing to seriously consider.

Repository Scholar, Male Div10/Loremaster10 (666): CR 20; hp 73; see Appendix 1.

the eye spiders

When a scholar has answered a petitioner's question to the fullest extent of his ability, it no longer becomes necessary for him to continue wearing the petitioner's eye. The eye still functions, and, after it has been sewn together with a bunch of others and kept alive with magic, finds new life and purpose as an **eye spider**. An eye spider only vaguely resembles a real spider, with its long chains of haphazardly strung-together eyes acting as legs, and the lop-sided, bloodshot globe made from the eye of a Huge or larger creature acting as its body.

Eye spiders help scholars (though never one who didn't create it) or are found crawling throughout the towers and shelves of books and papers. Individual eye spiders are easily dispatched—a swarm on the other hand...

Eye Spider Swarm (4d10): CR 4; hp 44; see Appendix 2.

7. the stacks

Books, scrolls, tomes, and parchments resting on their dilapidated, much-abused shelves collectively constitute the “stacks.” Manuscripts come in all shapes, materials,

encounters and books

Roll 1d20 for every 10 minutes spent perusing the Stacks to determine what encounter or type of book is discovered.

1d20	Average Encounter or Book	EL
1.	1 corpulent attendant	10
2.	1 scholar	20
3.	1 normal petitioner**	**
4.	1 crazed petitioner**	**
5–12.	Tome of general knowledge	—
13–16.	Tome of high knowledge	—
17.	1d4 eye spider swarms*	6
18–19.	1d10 animated books (Small animated objects)	5
20.	1 mimic	4

*See **Appendix 2: New Monsters**.

**The exact race and class of petitioners is left up to each individual DM to suit his or her campaign and personal take on the Repository and its petitioners.

or Craft checks) and rarely grant bonuses higher than +1 or +2. Some contain a few spells (generally of 7th level or lower). Arcane spells contained within these texts can be learned by arcane casters.

DMs are encouraged to create their own tomes of knowledge.

Madness and Weakness: Ancient texts may be mind-warping, mentally stressful, or physically weakening due to their subject matter, the way they are written or crafted, or because of some powerful unknown curse associated with the text.

Perusal of a book generally does not trigger the effect. Studying or copying text (including spells) from it does however. Maddening effects damage the reader's Wisdom score and require a Will save to avoid. Weakening effects damage the reader's Constitution score and require a Fortitude save to avoid.

Wisdom damage is listed as follows: "x/y" where "x" is the ability damage taken (if any) on a successful save and "y" is the ability damage taken on a failed save. A few tomes deal permanently ability drain rather than damage. These are noted in the text.

[BEGIN SIDEBOX]

tomes of high knowledge

The books follow the general format described below. Sections not pertinent to a book are omitted.

Title: This is the title of the book.

(Author): The author's name, if known, is listed beside the title in parenthesis.

Language: This lists the language (or languages) the book is scribed in. Some ancient texts require a successful Decipher Script check to read. These are noted in the text.

Saving Throw: Next is the saving throw to resist any damaging effect triggered by reading the text.

Areas of Knowledge: The general area of knowledge covered by the tome. Characters reading this book gain the listed bonus on related skill checks (most often Knowledge) after reading the book. Such bonuses can only ever be gained once from a book (including its copies).

Spells: This area lists any spells contained in the tome.

Weight: How much the tome weighs.

The Book of Luminique (Lavorian): Fey; Knowledge (nature) +2; contains *entangle*, *barkskin*, *summon nature's ally VI*; Weight 2 lb.

The reader gains a +2 bonus on Charisma-based checks when dealing with fey creatures.

This tome was written by the magician Lavorian at the request of his wife, Luminique, the Fey Queen. It records the history of many of the races of fey, their treaties and wars with the unseelie fey, and other such bits of information.

The Book of Jabb bin Jabaar (Azul bin Berith): Efreeti; Will DC 20 (0/1d6 Wis); Knowledge (the planes) +2; contains the spells *lesser planar ally*, *planar ally*, and *greater planar ally*; Weight 40 lb.

This large tome bound in heavy bronze is actually one of two copies that serve as permanent gateways for passage between the two books, no matter their plane, location, or any shielding towards planar or magical travel. The other copy of this book currently resides in the possession of **Sheikh Azul bin Berith** of the Bayt al Najoom (see the **City of Brass Book One**), however knowledge of this fact is a strict secret known only to himself and his eldest son Abdul al Azul (who is currently imprisoned in the Minaret of Screams).

Travel through the book is not without its dangers. Each time the passageway is used for travel between the two books, the travelers are subjected to two effects. First, travelers are subjected to the Wisdom damaging effects of the book if they fail a Will save. Second, they are subject to attack by the demon imprisoned within the book, Jabb bin Jabaar. A creature slain by bin Jabaar has his soul devoured by the demon and his physical body spit out the other side of the book. The body rises as a zombie under the control of Jabb bin Jabaar in 1d4 rounds.

If Jabb bin Jabaar is slain, his form dissipates in a puff of acrid black smoke. His body reforms at full strength 1 hour later. Only by destroying both copies of the book can Jabb bin Jabaar be truly slain.

Jabb bin Jabaar, Male Hezrou Demon: CR 11; hp 150. Bin Jabaar carries a large scourge and flays any creature

ਕੁਲਪਿਤ ਗੁਰੂ ਗ੍ਰੰਥ ਸਾਹਿਬ ਵਿੱਚ

The Analects of Sulymon the Wise, vol. 23 (Prophet Musad): Ancient Common (DC 25 Decipher Script); Knowledge (history) +2; contains *raise dead*, *resurrection*, and the epic spell seed *animate dead*. This seed can be used to construct a spell to free the janni skeletons of Dahish trapped within the Walls of the Petrified Dead on the Plane of Molten Skies; Weight 4 lb.

This massive tome contains various works, writings, prophecies, and teachings of Sulymon as penned by the Prophet Musad.

The Book of al'Hazrad (al'Hazrad): Ancient Common (DC 25 Decipher Script); Will DC 20 (2/1d6 Wis); Knowledge (the planes) +2; contains *greater planar ally*, *greater planar binding*, *lesser planar ally*, *lesser planar binding*, *planar ally*, *planar binding*; Weight 3 lb.

This tome is one of the most sought after books of occult lore found here. Its voluminous writings span just over 900 pages. Its author, al'Hazrad, is believed to be one of the few mortals who directly contacted the Elder Gods and survived the experience. The author is still alive and makes his residence on the Plane of Molten Skies.

The book begins with al'Hazrad's essays and ramblings on the Elder Gods, who are described as entities of great power who passed forbidden knowledge to mankind (knowledge of such things as fire, weapon-forging, war, magic, and so on). In exchange for this knowledge, the Elder Gods seek a channel into the universe where they can gain control and dominate the multitude of planes, worlds, and dimensions. Scholars disagree as to who the Elder Gods really are. Some say they are a collection of powerful races of efreet, djinn, janni, and marid, all evil, all in existence before time—the true genies. Others argue that the Elder Gods are in fact Iblis and his fallen angels, cast down from Heaven when they refused the commands of law.

The book is bound in soft brown leather; its page written on yellowed vellum with darkened ink. Adamantine straps keep the covers locked tight (requiring a key or a DC 30 Open Lock check).

There are 14 known copies of this book.

The Book of Eldritch Wizardry (various): Ancient Common (DC 25 Decipher Script); Knowledge (arcana) +3; contains all known arcane spells of levels 0 thru 9th; Weight 5 lb.

When the formulae in this book are used to craft magic items, it takes only 1 day per 2,000 gp in the item's base price.

Few books in the mortal worlds are as much sought after as this one. Contained within this book's pages are ancient formulae for constructing and deconstructing spells, rituals, powerful and mundane magic items, and some say, artifacts. It is said that everyone who has ever owned a copy has contributed to the original in some way or another. Adding pages to a copy creates a corresponding page in the original. As might be expected, the original *Book of Eldritch Wizardry* is thousands of pages thick, though to all appearances it looks like a small book. Its cover is made from supple, white leather. Inscribed upon it is a stylized ink sketch of a scantily-clad sorceress kneeling in a magic circle before a rune-inscribed altar.

There are seven known copies of this book; five in the Repository, and two scattered across the planes in unknown locations.

The Book of the Justicars (various): Common and Celestial; Knowledge (the planes) +1, Knowledge (religion) +1; contains all spells from the domains of Good, Law, Protection, and War and the spell *chant* (see the sidebar); Weight 3 lb.

This ancient text is the holy book of Muir, the Goddess of Virtue and Paladinhood. There are several copies known to exist.

chant

Conjuration (Creation)

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: All allies and foes within a 30-ft. radius centered on you

Duration: Concentration (up to 1 min./level)

Saving Throw: None

Spell Resistance: No

As long as you chant (maximum duration up to 1 minute per caster level), you bring special favor upon

your allies and bring disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks while your foes take a -1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a failed Concentration check, a *silence* spell or speaking or casting another spell, ends this spell. As an exception to the general rule, the effects of this spell stack with those of a *prayer* spell if cast by a cleric of your alignment and who worships the same deity as you.

This spell is found in the *Book of the Justicars*.

using the passageway. His barbed scourge deals 4d6+5 points of damage each time it hits (this damage includes his Strength bonus). Damage taken by his scourge cannot be healed by any means of magic (save for a *wish* or *miracle*) and must be healed through natural rest.

The City of Pillars (Talib): Ancient Common (DC 20 Decipher Script); Knowledge (history) +1, Knowledge (the planes) +1; Weight 3 lb.

This ancient text was written by Talib, a muqarribun (magic-user or wizard), and details the mystic City of Pillars; a city constructed by the *Arna* (djinn who came before mortals) and believed to be an extraplanar gateway between this multiverse and the Void where the Elder Gods (or Old Ones) dwell. The book records the name of one of the Elder Gods: Abduxuel.

The Dreaming Scrolls (Kalath): Common; Will DC 15 (1/1d6 Wis); Knowledge (the planes) +2; contains *astral projection*, *etherealness*, *greater teleport*; Weight 1 lb.

These four scrolls detail the Realm of Dreams—an extraplanar dimension existing solely in the space of sleep. The scrolls tell of the Moth King, a prisoner in the Manse of the Red Cenobite, who encourages his minions in the real world to do what they can to keep sleep at bay—not just for themselves, but for all creatures. By planting the seeds of nightmare and insomnia, they seek to bring about “The Sleepless Night”—a moment in time when no single creature sleeps. By doing so, the Realm of Dreams collapses and the Moth King will be set free.

There is a 1% chance that anyone reading these scrolls is plagued with visions of the Realm of Dreams. Whenever he sleeps he pulls a creature from that Realm into the real world. Select (or roll randomly) from the *summon monster VII, VIII, or IX* list. The summoned creature attacks anyone in sight and disappears when slain.

There are 12 known copies of these scrolls. All copies are in the Repository.

Gone with the Djinn (Margell): Auran; Knowledge (history) +1; contains *expeditious retreat*, *greater planar binding*, *lesser planar binding*, *magic jar*, *overland flight*, *planar binding*; Weight 4 lb.

This heavy book tells the tale of forbidden love between an efreeti princess and a djinni prince, the ensuing wars between their races, and their ultimate flight from it all. The pages are thin and light while the cover is formed of hardened leather stretched tight over wooden planks that serve as its covers. Bronze locks seal the book closed (DC 20 Open Lock).

The Plane of Molten Skies (Khazzid): Ignan; Will DC 12 (0/1d4 Wis); Knowledge (the planes) +2; contains *plane shift* and *summon monster VIII* (fire elemental or efreeti only); Weight 3 lb.

This fabled tome penned by the mad mage Khazzid details the path to the fabled City of Brass.

Tome of the Undead (Magden the Black): Common; Fort DC 18 (1/1d4 Con); Knowledge (religion) +2; contains *animate dead*, *create undead*, *create greater undead*, *desecrate*, *soul bind*, *trap the soul*, *wail of the banshee*; Weight 4 lb.

A recent addition to the library here, this book is an extensive treatise on creating and animating skeletons, zombies, transforming corpses into undead, creating mummies, and trapping freshly slain souls before they reach their afterlife destination. Formulae on becoming a lich are also contained within the pages. (The exact formula is left up to the DM to suit his or her campaign).

This tome is written on blackened flesh bound by the bones of slain humanoids. The cover is formed from the burned flesh of a vampire.

Viscerterica (Reynan): Common; Will DC 20 (1d2/1d6 Wis); Knowledge (anatomy) +1, Profession (torturer) +1; contains *symbol of pain*; Weight 2 lb.

This rare tome was written several hundred years ago by an n’gathau spellcaster. The book’s contents describe in great detail the art of torture, self-mutilation, sadism, and masochism.

The reader gains Weapon Specialization as a bonus feat with a single bladed weapon in which he has proficiency (even if he normally does not qualify for this feat). Further, the book opens a passageway to the Plane of Agony (home of the n’gathau and more fully detailed in the *Tome of Horrors 2*). Passage through the book and into the Plane of Agony requires the traveler to self-mutilate his body. This requires the traveler to mutilate his body with a single bladed weapon for 1 full minute (taking 1 point of damage each round). After 1 minute, the creature takes 1d2 points of Charisma drain and 1 point of Constitution drain (both caused from the act of self-mutilation). The passageway then opens for him.

The book’s covers are hammered flat pieces of steel covered with blackened and scarred flesh that has been crudely stitched together. The pages are bound by sinew and corded muscle and are written on the dried skin of a thousand tortured creatures.

8. the wailing walls

Before a scholar can undergo a soul swap with a petitioner from the outside world, he must first descend to the bottom of the tower where it is darkest. Here, all of the walls have been cleared of all books, bookcases, and detritus, replaced with heavy iron manacles bolted to the walls. The sounds of ghostly whispering fill the air, the same ones that can be heard outside the tower.

A scholar must be chained for the duration of his soul swap so that the petitioner inhabiting his body cannot run amok within the Repository walls. Chained soul swappers manage to break loose every once in a while and cause the scholars incredible distress. Chained soul swappers, unaccustomed to the sights and sounds of the tower, often weep, wail, scream, shout, and laugh maniacally.

A soul swapped character that is chained to the wall must make a DC 30 Will save once per day or be adversely affected by the whispers, the effects of which are described in the *Whispering Walls* above. As soon as a character leaves the vicinity of the Wailing Walls, he no longer needs to make saving throws against the whispers as the tower magic shields him from that point on.

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These are the rooms inside the pillar in the library containing tomes and papers meant only for specific people. Only one scholar has the keys to all the rooms. When a certain room needs to be accessed, he judges the petitioner's merit. If deemed worthy, and the petitioner makes an additional sacrifice of 2,000 bp to 10,000 bp, he is granted access. Payment can be made in the form of coin or magic items donated to the library. Once the petitioner has made the appropriate donation, a high ranking and trusted scholar is assigned the case, under *geas* that he immediately forgets information gathered once the petitioner's demand has been met.

The entrances to the private stacks are caged with a permanent *force cage* spell. Scholars are immune to the effects of the force cage and may enter and leave the private stacks at will. A **pair of corpulent attendants** stands before each entrance barring the passage to all except scholars.

Corpulent Attendants (2): CR 10; hp 138; see Appendix 1.

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These tomes are similar to the tomes of knowledge found in The Stacks (see above), but unlike the others, these books are highly magical in nature and some could be considered (or are in fact) relics and artifacts. They are powerful books, often granting great power to those that read their pages. But with power comes a cost and most of these tomes have some powerful side effects that affect those delving into them.

They follow the same general format as the previously detailed tomes of knowledge.

Cultes de Ghuls (Klarkatton Wormious): Ancient Common (DC 20 Decipher Script); Fort DC 16 (1/1d4 Con); Knowledge (religion) +2; contains *ghoul touch*; Weight 5 lb.

This tome is a treatise on ghouls as written by the insane necromancer Klarkatton Wormious. The first part of this volume contains general information on ghouls, their habits, techniques used to combat them, and so on. The second portion of the book contains ghoul-related magic and rituals that grant the reader ghoulish benefits.

Each ritual requires a sacrifice when first performed. Note that Constitution points sacrificed for a ritual do not heal naturally and cannot be healed magically short of a *wish* or *miracle*. The book contains the following rituals.

- **Command the Dead:** The reader gains the ability to rebuke or command ghouls as a cleric of three levels lower. This ability can be used a number of times per day equal to 3 + the character's Cha modifier. *Sacrifice:* 2 points of Con.
- **Eater of Flesh:** From this point forward, by consuming the flesh of a living creature, the character heals as if

affected by a *cure light wounds* spell. It takes 1 minute to cut away and consume enough flesh to gain the healing benefit. A character can heal a maximum number of hit points per day equal to his character level x his Charisma modifier. *Sacrifice:* 2 points of Con.

- **Bite of the Ghoul:** The character gains a bite attack that deals normal damage for his size and delivers *ghoul fever* (see the MM or DMG). The Fortitude save to resist the disease is Charisma-based (not Con-based). The bite attack is gained as a secondary attack. *Sacrifice:* 2 points of Con. The character also gains a +1 bonus to his Charisma score from this ritual.
- **Empower the Grave:** When casting *create undead*, the character can create a number of ghouls equal to one plus his Charisma modifier. Further, ghouls created by the spellcaster have maximum hit points for their Hit Dice and gain an additional +1 turn resistance. *Sacrifice:* 4 points of Con. The character also gains a +1 bonus to his Charisma score from this ritual.
- **Death to Undeath:** A caster that slays an opponent through the use of necromantic magic can use one of his spells (or slots) of 6th-level or higher to immediately raise that opponent as a ghoul under his command. The spellcaster simply "burns" any spell or slot of 6th-level or higher (just as if he'd used it normally for the day). The risen ghoul is a standard ghoul as per the MM but has maximum hit points for its HD, +4 Strength, and an extra +2 bonus to turn resistance. It retains none of the abilities the opponent had in life. The ghoul remains under the character's command until slain or the caster dies. *Sacrifice:* 4 points of Con. The character also gains a +1 bonus to his Charisma score from this ritual.

A character that dies by sacrificing all of his Con points for the rituals contained in this book rises in 1 hour as a ghoul lord (undead lord with command over ghouls). See the **Tome of Horrors 2** by **Necromancer Games** for the undead lord template.

There are no known copies of this book.

Strong necromancy; CL 20th; Weight 5 lb.

The Tome of Horrors (Keeper of the Dark Realms): Common; Knowledge (arcana) +1, Knowledge (dungeoneering) +1, Knowledge (local) +1, Knowledge (nature) +1, Knowledge (religion) +1, Knowledge (the planes) +1; contains epic spells seeds of *conjure*, *fortify*, and *life*; Weight 4 lb.

The *Tome* contains zoological information on creatures from a myriad number of worlds and dimensions. The tome was penned by an unknown and extraplanar being known as The Keeper. This book is believed to be the definitive source on all things monster.

Using the *Tome of Horrors*, you can reduce the Spellcraft DC (when adding days to the casting time of an epic level spell) with a further modifier of -1 per day. Thus, for each increase in casting time by 1 day, you reduce the DC by -3 (instead of -2). This only functions when using epic magic to create monsters contained in this book.

Further, you use the power of the *Tome* as a substitution for up to 10 casters who would normally contribute a spell

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Conjuration (Creation, Healing)

Spellcraft DC: 50

Components: V, S, DF, XP

Casting Time: 80 days, 11 minutes

Range: 0 ft.

Effect: One constructed creature up to Medium size (20 cu. feet)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 450,000 gp; 9 days; 18,000 XP. *Seeds:* conjure (DC 21), life (DC 27), fortify (DC 17). *Factors:* +14 HD (5 hp per HD) (+70 DC), +8 to natural armor (+16 DC), add improved grab (ad hoc +5 DC), add swallow whole (ad hoc +25 DC), add tremorsense (ad hoc +3 DC), permanent (x5 DC). *Mitigating factors:* increase casting time by 10 minutes (-20 DC), increase casting time by 80 days (-240 DC), burn 10,000 XP (-100 DC), *Tome of Horrors* (substituted for ten additional casters contributing 9th-level spell slots) (-190 DC), ten additional casters contributing 8th-level spell slots (-170 DC), ten additional casters contributing 6th-level spell slots (-110 DC), ten additional casters contributing 2nd-level spell slots (-30 DC), ten additional casters contributing 1st-level spell slots (-10 DC).

This spell creates a purple worm as detailed in the MM. When first created, it is Medium size, but grows to Gargantuan size in 1d4 days. The formula for this spell is contained in the *Tome of Horrors* as detailed above.

XP Cost: 10,000 XP.

slot of 9th-level to further lower the Spellcraft DC of an epic spell. The *Tome* is not consumed or damaged in any way when used in epic spellcasting. This only functions when using epic magic to create monsters contained in this book.

The *Tome of Horrors* appears as a black leather-covered book with brass hinges and an intricate brass lock (DC 25 Open Lock). A demonic skull is emblazoned on its surface, surrounded by a runic circle.

There are a surprising number of copies of this book in existence, both in the library and outside of it. Some copies of the *Tome* are of poor construction. There is a 5% chance that a copy falls apart when first opened, rendering it completely worthless.

Strong conjuration; CL 24th; Weight 4 lb.

१०. the scrying bell

This room is made entirely of crystalline glass. Any sound made while within it sets off a chain reaction of

musical tones. A person with the Perform skill can attempt to control the tones by making a DC 35 Perform check. If successful, the character can control the room, thereby tapping into the innate scrying magic contained here. The scrying bell can show a person any event at any point in history on any plane.

However, using the bell comes at a price. For each round spent scrying, a character must make a DC 30 Fortitude save or be blinded and deafened for 1 day (this applies to a petitioner experiencing the room though a scholar's body). Moreover, as soon as he leaves the room (or in a petitioner's case, as soon as the scholar bearing his eye leaves it), he forgets all he saw and heard if he fails a DC 30 Intelligence check.

There is a cumulative 5% chance per round of scrying that the Sultan becomes aware that someone is using this particular instrument of his power. In this instance the Sultan causes a reflection of himself to be made upon the walls of the Scrying Bell. This reflection appears exactly as the Sultan himself does, resplendent in his jewels of office and diaphanous veil. On the next round, the image steps from the Bell and attacks. The image has the same HD, classes, special abilities, feats, and so on of the one who triggered the image. Any damage done to the image is actually taken by the one who triggered the image (that is the last one to use the Scrying Bell).

The attacks cease when the individual who triggered the image, flees the chamber. PCs are allowed a DC 25 Will save to recognize that the image is a partial illusion and that they are actually battling one of their own. Creatures who are knocked unconscious or die here (and not retrieved by allies) are eventually cremated in the Kiln of Sorrows.

११. the blood stones

Some tales can only be told in the blood that was spilled during their creation. This area is a perfectly square room with thick, heavy, granite walls that are stained dark black color from millennia of blood running down them. Grilled gutters line the bases of the walls, their holes clogged with dried, clotted blood. Hundreds of rusty levers cover the walls. Moving a lever requires a DC 30 Strength check. Each lever can be moved into thousands of discreet positions, in either direction, and each position relates one tale. As soon as the lever is moved, fresh blood pours down the walls from tiny holes in the ceiling. To a person with the knowledge or magic for reading blood, this room is a veritable treasure trove of knowledge and secrets.

The blood of the late Sultana can be found here, but only two people know both the lever and position to call it forth. Who those two are has been forgotten. There is a 1% chance that a PC actually finds the correct position and lever to call forth the blood of the Sultana and relate her tale to the PCs. Otherwise feel free to develop any stories applicable to your campaign from whichever direction the lever is turned.

12. ਚੋਨਣ ਰੂਮ (ਈ 14)

While some things can only be learned from blood, other kinds of information come from the salt of life: bone. This rough-hewn cavern seems endless, though that isn't so much because of its raw size (it's actually rather cramped). The sheer volume of bones permeating the winding, narrow corridors is endless. Skulls are embedded in walls; arm bones hang from the ceilings; leg bones line the floors; rib bones stand or hang as stalagmites and stalactites. To a person with the knowledge or magic for reading bones, this room is a veritable treasure trove of knowledge and, more importantly, secrets.

Amongst the many bones within this chamber is the ankle bone of **Tlaunehc Tnek**. Should it ever be returned to its place amongst Tlaunehc Tnek's other parts guarded within the Palace of Wonders (**Sultan's Palace**, see the **City of Brass Book One**) Tlaunehc shall rise again. Woe to the universe should that day come.

The Bone Room is protected from theft by **Ishapsip the Demi-Lich**. Ishapsip does not bother with scholars and those seeking knowledge from the tangled bones of his lair. Any attempt to remove one of the bones however, causes him to instantly attack.

Ishapsip the Demi-Lich: CR 14; hp 115; see **Appendix 2**.

13. ਹਾਲ ਓ ਕਨਟਰਾਕਟ

This is the realm of legality. Every contract ever made, whether written or verbal, implicit or explicit, has a copy written on papyrus here. The room is made from beautifully cut sandstone inscribed with swarms of hieroglyphs describing the Ten Great Law Codices taken from all over the multiverse. Scroll and bookcases bearing the contracts are set firmly between the long lines of sandstone pillars supporting the unusually high roof. A pit fiend named **Maximillian** and a planetar named **Handrizael** stand at the rear of the chamber atop a large platinum scale suspended from the arched ceiling.

The two dire foes see that no piece of law is stolen from this chamber and that only copies are ever made. The two despise one another but are compelled by rule of law to defend this chamber from violation. They cannot under any means (magical or otherwise) be forced to combat each other.

When the answer to a legal question cannot be found amongst the limitless volumes lining the walls of the hall of contracts, the angel and devil may be approached with the question. The two debate the issue and each gives an equally logical legal argument in defense or opposition of the question.

There are 30 ghostly scribes within this chamber who as well as being legal experts one and all, also hold the job of copying every document within the Repository onto copper sheets.

Spending at least one full week studying the contracts and legal documents within this chamber grants the reader

a one time +2 bonus on Knowledge (law) and a one time +1 bonus on Diplomacy checks.

Maximillian the Pit Fiend: CR 20; hp 225.

Handraziel the Planetar: CR 16; hp 133.

14. ਘੋਰਨੇ ਓ ਥੇ ਫਾਊਂਡੇਮੈਂਟ (ਈ 15)

The entry to this room is a long, fleshy, and moist tunnel. By the time a person actually enters the room itself, he is covered in fluid and blood. Dim light pierces the dense tissue comprising its walls, casting a very weak glow into the chamber. Long, ropery tendrils of intestine, anchored to the walls, float languidly throughout the chamber. Wispy crimson veins, threads of yellowish fat, and pale white membranes cling like haloes to them. Occasionally, a chubby, baby-sized golem made of air-inflated intestinal segments that have been tied crudely together in humanoid form swims past. These creatures are unapproachable, and their purpose here is an utter mystery to everyone, including the scholars.

A person does not need magic to breathe here, since the fluid magically lets him acquire oxygen through his skin. If he has knowledge or magic that allows him to read intestines, then he may make use of this room. Somewhere within the Wound resides a **purple worm** who feasts on fools who enter here. The worm was created by a maddened scholar who used the Origin of Species to create the beast and soon became its first meal. There is a cumulative 10% chance per minute spent in the Wound that the purple worm appears and attacks. At the end of the chamber lies a passage which leads to the **Appendix** within the **Minaret of Screams**.

Purple Worm: CR 12; hp 200.

15. ਥੇ ਬਰਾਡ ਮਿਰਰ

Before the current Sultan took over the reigns of power, each leader before him held a private ritual on the eve of his ascension wherein he would look into the large brass mirror hanging in the entry foyer of his palace, to reflect on his deeds and actions for the past year. This room possesses an exact duplicate of that mirror, magically recording the Sultan's reflections for both posterity and for the benefit of future generations. The mirror doesn't record the Sultan's every thought, but instead just those he has while performing the aforementioned ritual. The one exception to the rule of payment that the Repository has is with regard to this room: A Sultan may come to the Petitioner's Hall any time he deigns with the express purpose of consulting the Brass Mirror. Rather than sacrifice an eye, or make a donation, he instead places a crude brass circlet upon his brow (said to be the first crown of the City of Brass) and consults the mirror directly. This only works for the Sultan. The circlet usually sits on the empty throne at the back of the hall. The current Sultan has not yet worn the circlet.

16. Word of Creation (10)

According to legend, when Iblis was cast down from the heavens, he took with him the Words of Creation, sacred utterances made by the Creator in the first moments of the universe's existence. Some scholars say you can still here faint echoes of those Words as they continue to ring down through time. Others concur, adding that when the Words finally fall silent existence will cease. Not even Iblis, can verify the truth of these conceits, but then neither can they debunk them. This room, occupying an entire floor at the very top of the Great Repository, has the ten words written down on parchment made from the flesh of archangels, cured in the blood of the Creator's first progeny, and preserved with light taken from the souls of the Ten Messiahs.

The room is made from the purest ivory taken from the mouths of star whales. The floors, walls, and ceilings are pristine, unmarred by time, unaffected by weather, and unscathed by mortal hands. In the middle of the room, there is fountain made from solid mithral. Ornate etchings display the ten thousand Lesser Names, listing the Creator's favored sentient humanoid species across the fabric of the multiverse. A continuous stream of crisp, ice-cold water flows through the fountain. Drinking from it grants the imbibor a single unconditional *wish*. A mortal may only benefit from the fountain once per lifetime. *Wishes* cannot possibly be given to petitioners by means of the scholars drinking on their behalf. This wish may be used to discern the true name of the Sultan of Efreeti which is:

Nomylus, Ibn al Kabith, Ibn al Nar, Ibn al Shaitan, Ibn al Fajarah, Ibn al Munkar, Ibn al Maakir, Ibn al Dajjal

Ten mithral golems stand vigil around the fountain, their eyes burning with the fire of intelligence. The etchings covering their bodies, like so many fanciful tattoos, provide them with immunity to all divine magic. Embedded in the chest of each one is a single dark gemstone upon which is inscribed a single Word.

Words appear unique to every individual who has ever seen them. Scholars have spent many lifetimes staring at one Word only to be frustrated but their inability to decipher even a part of it. In all of history, only three Words have ever been unlocked. The individuals who succeeded couldn't cope with what they learned and were driven to a state far worse than death.

The first, a wizard whose name has been lost over time, slowly 'unraveled' until he became nothing. The second was a midwife known only as Fira who transformed into a new world, her soul possessing it to this day. The third, a dragon from the First Age of Man, suffered the unmaking and ceased to exist for all time.

Some scholars think the only way to control the power imparted by the Words of Creation is to decipher them all simultaneously. As such, it is not unusual to occasionally find a scholar with nine simulacra staring intently at the golems' chests in their vain attempts to learn them (often they do this at the behest of petitioners.)

Four solars live in the room. They, too, spend time studying the Words but their real purpose here is to ensure the scholars don't get up to any mischief here, especially the ones possessed by outsiders (outsiders here meaning those not native to the Repository). In fact, it is not entirely unheard of for them to deny access to the fountain because they are suspicious.

The Words of Creation cannot be moved from their cradles, though that hasn't stopped people from trying. Presumably, the statue guardians are there to act as deterrent but in all the centuries the golems have been in this room, they haven't budged a single inch.

Solars (4): CR 23; hp 209.

Mithral Golems (10): CR 25; hp 340; AL LG; see **Appendix 2**, but their damage reduction is DR 20/epic and evil instead of DR 20/epic and adamantine.

These mithral golems were constructed by agents of good and as such, their natural weapons and any weapon they wield are treated as good-aligned for the purpose of overcoming damage reduction.

17. The Kiln of Disposal

This series of chambers within the bowels of the Great Repository serve as crematorium of deceased scholars and as a disposal place for various trash cast down the Disposal Chutes from the Upper and Middle city. Within the actual blast furnace of the Kiln itself is the Firebox, which serves as the prison of the Builders.

a. The Defrayed Stacks (10+)

Old tomes that have been deemed unusable by the scholars due to age, wear and tear, or heretical content are piled here for disposal in the Kiln of Sorrows. Each has been painstakingly copied by scribes in the hall of contracts prior to their disposal. Corpulent attendants push hand cars along an iron track to the Kiln of Sorrows from here. Occasionally a corpse from the Repository belonging to a beast or dead scholar is brought here to be disposed of. Among the so called "heretical" documents are scrolls seized by the City of Brass guards and secret police. Such scrolls contain cold-based spells and those spells used to create water or control weather.

Corpulent Attendants (1d6): CR 10; hp 138; see **Appendix 1**.

Treasure: 6 scrolls of cone of cold, 4 scrolls of sleet storm, scroll of 2 divine spells (control water, control weather), 3 scrolls of 1 divine spell (quench), 4 scrolls of 2 divine spells (ice storm, protection from energy [fire]).

b. Rubbish Heap (10+)

Similar to the Defrayed Stacks this room is piled with rubbish cast down shafts built along the walls of the outer walls of the Repository along the Upper and Middle City. All trash is ground and sliced before reaching the rubbish

heap by a series of razor-sharp blades lining the shaft that deal 20d6 points of damage, most likely insuring that whatever (or whoever) reaches the bottom of the shaft is quite destroyed or dead upon impact. The entrances to the shafts are further guarded by **fire giant patrols** that make sure that the shafts are not used to dispose of murder victims unless properly bribed. **Corpulent attendants** haul the tons of trash poured down the shaft in pushcarts along the iron track to the Kiln of Sorrows.

Corpulent Attendants (1d6): CR 10; hp 138; see Appendix 1.

Fire Giant Patrol: CR 10; hp 142.

Treasure: Piled among the rubbish and trash are the following: +1 *frost longsword*, 2 +1 *daggers*, *boots of speed*, 500 gp.

੮. ਥੈ ਕੀਨ ਓ ਸੌਰੌਜ਼

This chamber is intensely hot. Literally a blast furnace with a gated Firebox in the center, tomes and refuse dumped here fuels the flames produced by **6 elder fire elementals** and **66 fire mephits**. The mephits and elementals stoke the fires surrounding the Firebox to insure that the heat of the chamber is constantly concentrated upon it and the prisoners locked within.

The Firebox serves as the prison of **Shad, Mesh, and Abed**, the ancient architects of the Repository, known to those few who have heard of them as the Builders. These antediluvian seers and wise men were the first among humans to understand and begin worship of the gods. As ancient folk, they were blessed with long lives and great wisdom. Tricked by Iblis, they were brought to the City of Brass to construct the Repository. They labored long in the process before recognizing the evil of his intent. It was these seers who inscribed the Law of King Horadin upon the outer surface of the Repository as a reminder to Iblis to keep his pact with the Gods. Upon seeing their sleight, Iblis threw the seers in chains and had constructed the Kiln of Sorrows with which to burn the upstart sages. The first fuel he chose to power the Kiln was the Builders themselves. After depopulating their home plane, he burned every religious text and every living creature. Opening the Firebox he expected to find only ashes, but much to his horror the Builders remained untouched by the heat of the flames. Slamming the door upon them he fled the Repository never to return.

The Builders are unable to escape on their own, and still reside within the Firebox to this day, untouched by the flames, having only their faith in the gods to feed and protect them.

The doors to the Firebox may only be opened by a *holy word* or *dictum* uttered by a cleric of at least 20th level. The Firebox itself, however, may be shattered by the following series of events.

If no fuel is added to the Kiln, the fire elementals and mephit are destroyed, and the chamber flooded with water, the Firebox breaks apart, freeing the wise men.

Once freed, the Builders are thankful of their rescuers and proclaim that they will fulfill one single desire (a *wish* given them by their gods to grant to their rescuers) of the PCs before ascending to their souls rest amongst the gods. Whatever this desire may be is up to the PCs. It could be as simple as resurrecting a fallen comrade, or offering them the true name of the Sultan of Efreet. Likewise the Builders may read aloud the Law of King Horadin scribed upon the outer walls of the Repository and bring down the Apocalypse upon the City of Brass. See *Finishing Adventures in the Great Repository* for further details.

Shad, Mesh, and Abed, Male Human Exp20: CR 19; hp 147; Craft (metalworking) +28, Craft (stonemasonry) +31, Knowledge (architecture and engineering) +28, Knowledge (geography) +28, Knowledge (history) +28; Skill Focus (Knowledge [stonemasonry]).

੯. ਥੈ ਈਕਸਾਇ ਗੇਟ

As everyone knows, there are no doors that lead into the Great Repository's interior—except for this one. It is the door through which exiled scholars leave. It is built into the tower on the opposite side as the door to the entry foyer, and doesn't so much resemble a gate as it does a fine line drawing of one. While yellow lines connote where the entrance should be, there is naught but the image of one. Nobody can remember ever seeing the gate let someone in; plenty of people remember seeing it let a scholar or two out. It glows brightly, like a small sun, and then the light winks out of existence. Moments later, the exile comes tumbling out. If he is lucky then a passing merchant on a flying rug catches him, or he is not so disoriented that he can still manage to fire off a *fly* or *levitate* spell. Those who do live still end up enslaved to it, as described below. Those maddened scholars who have swapped souls with a PC may very well flee the Repository through this gateway.

The room behind the door is a mirror image of the Petitioner's Hall. However, unlike its counterpart, the Exile Gate is completely uninhabited. Scholars provide light with their magic when they must come here. None like to, because their presence in the room means one of them will be cast out before the meeting concludes. Invariably, a scholar who loses his mind and becomes a threat to the sanctity of the Repository's knowledge can no longer be trusted. So, rather than kill one of their own, the scholars banish him to the outside world. Other scholars recognize early on that they can't live inside the tower, so it is not unusual for them to ask for banishment. The presence of every scholar is required to open the gate. They must all speak the key word simultaneously. When they do, the door in the outer wall opens as described above. A pair of scholars then escorts the exile to the door. When the exile steps into it, it shuts behind him and the tower itself casts him out. The congregated scholars then return to their routine, most grateful to be away from the hated room though there are always one or two newly created

malcontents, who, after seeing the City so closely, yearn for freedom.

Exile from the Great Repository is not as simple as being thrown from it, unfortunately. The gate transforms an exile's soul, stripping from it the experiences and memories of the person's time inside. A side effect of this is that the exile craves proximity to the tower. He cannot physically exist away from the tower for more than a couple of days, at best. The further an exile goes from it, the worse he becomes until he eventually dies. An exile can wander up to 2,000 feet from the tower before suffering any ill effects. After that, the exile becomes ill and dies in 2d4 hours unless he comes back within 2,000 feet of the Great Repository. (This effect is similar to a *geas/quest* spell cast by a 25th level caster.)

इठपुके एखडुपु

The City basin is a virulent, disgusting morass of buildings, shanties, and slave pens. Only those with the worst lot in life live down there and usually for not very long. The area immediately surrounding the base of the Great Repository is utterly devoid of any normal inhabitants, strangely enough. If there ever were any, it is widely presumed that the whispering walls drove them insane and ran them off. Even the nastiest slave owners are reticent to keep their slaves anywhere within 500 feet of the tower. However, a small collection of refugees from inside the Repository lives in and around the tower's base. They are scholarly men, women, and other sundry things that managed to escape. The tower's mystical connection to them is much too strong to deny for very long. Therefore, they live as close to it as possible, feeding their addiction from inside caves carved out of the bloody ordure coating it. The few who try to get farther away from it invariably suffer wracking mental anguish. The refugees call themselves "The Exsul," or "exiles" in the ancient scholar's language. They wrap their bodies and heads in tattered black garments. Just their eyes remain visible, disturbing, milky orbs that know no focus.

Their territory, known as "Souk Exsul" (The Exile Bazaar), is a place where people come to reclaim forgotten memories and forbidden knowledge—for a price. Despite the fact the exiles no longer live inside the Repository, they are still able to leech power from it for

their own purposes. They are master information brokers, and information is a valuable commodity in the City. If someone wants to recover a lost or forgotten memory, then he must permanently sacrifice an existing one (of the Exsul's choosing...and there are very few things in life more disgusting than having the Exsul sift through your head). If someone requests knowledge to which he has no right, or he desires a memory taken from another person, then he must negotiate heavily for it and the price is always steep.

At seemingly random times, the Exsul articulate the whispers shed by the tower walls loud enough for the whole neighborhood to hear. Their malformed singing, agonized shrieking, and hypnotic chanting drive lesser men insane. Slaves have been known to hammer spikes into their ears in futile attempts to stop the sound from entering their heads, while others have ripped out their own tongues rather than ever risk repeating the alien words burnt into their brains. The Exsul, of course, are immune to the effects of the Whispering Walls.

Exsul, Male Div10/Loremaster10 (35): CR 20; hp 73; see **Appendix 1**.

Listening to an Exsul as it speaks the words of the Whispering Walls is the same as listening to the Walls themselves. See **Area 1**, above, for details.

completing adventures in the great repository

As part of an ongoing City of Brass mega campaign, should the PCs succeed in surviving the challenges of the Repository. Should their goal have been to uncover the true name of the Sultan of Efreed and they succeed in their mission, Tarbish is pleased and suggests that the PCs use this knowledge during exploration of the City of the Dead Sultana, where great weapons may be gained by those who would know the name of the Usurper. As part of a standard campaign the Repository may serve as a storehouse of knowledge that the PCs may have been questing for many levels to find. The DM may offer the repository and its strange guardians as a means by which they may find such forbidden lore that may bring about great breakthroughs in any campaign.

Chapter 15: City of the (Dead) Sultana

This chapter details the surroundings and environment of the former Sultana of the City of Brass, now a dead platform in the purview of the Walls of the Palace of the Sultan. It is a place where Efreeti were to tread for fear of repercussion and instant death. Demon Gates bound by the Grand vizier keep thrill seekers out as best they can. None who have entered its demnse since the darkening have returned to tell the tale. As part of an Ongoing City of Brass campaign the City of the Dead Sultana affords exploration of the Sultanas cursed gardens, parlay with the spirit of Saaid al Djinn and the acquirement of the Ruby of Law, The Eyes of the Sultana, or the activation of the Jade Colossus, fashioned in the likeness of the Dead Sultana herself.

the doorway of the dead sultana

High walls guarded by Demon Gates surround this darkened platform that never sees the light of the brilliant fires of the Plane of Molten Skies and the Plane of Fire. Unusual plants, whose tall silvery fronds rise above the edge of the walls, are unusual in the fact that they seem to grow and thrive despite the fact that they receive no light. Beyond the dense foliage, the tips of an onion-domed palace reach shadow-like over the oppressive walls. Nearest the wall, the dark outline of a colossal figure can be made out but any detail of its surface is lost in benighted mystery. It is noted that the efreeti and others who live in the City of Brass avoid the City of the Sultana like the plague, swearing that it is a place of ghosts and death. Under no circumstances will a citizen of the City of Brass enter the City of the Dead Sultana; rather, if trouble seems to be coming from that section of the city, they wait a safe distance away to apprehend anyone brave enough to pass its demon gates.

The City of the Sultana encompass an entire platform of several square miles and is filled with night palms and overgrown with other flora and fauna which grow magically despite the darkness which hangs over it.

Demon Gates

Like other Demon Gates in the city, these are each bound with the trapped spirit of a balor. The demon is reduced to pure essence of evil, contorted and conformed

into a massive horned head upon a thickly corded neck. A demon gate is immobile and strikes with its wickedly long tongue. A character grabbed is reeled in and bitten by the demonic visage of the gate.

The demon gates may only be passed by someone bearing the Demon Key, which is currently in the keep of the Grand Vizier of Efreet. Otherwise the gates must be defeated in order to gain passage. A defeated demon gate reforms itself into a new demon gate within 24 hours.

Demon Gate: CR 20; hp 140; see **Appendix 1**, Tower of the Grand Vizier section.

the wilderness

Beyond the Demon Gates rise a darkened wilderness, overgrown and jungle-like with vegetation from what once must have been a fantastic hanging garden. Artificial streams fall down from mermaid-shaped spouts in the sides of a fortress-like palace that stands atop a tall hill in the center of the overgrown district; their water eventually captured in unseen reservoirs and pumped back through the structures. The outline of ruins rise from areas southwest and a tall conical spire rises from the foliage to the northeast. A red glow from the top of the spire casts the only light outside the dimmed fire-orange of the city that can be seen rimming the edges of the entire platform. Dominating the skyline of the southern section of the City of the Dead Sultana is a colossal solid jade statue nearly 100 feet tall. Its empty eye sockets stare impassively across the City of Brass.

gardens of the sultana

Overgrown plants, long left untended, tangle and knot the lower slopes of the hill that marks the palace grounds. Characters moving through the gardens do so at one-half their normal movement rate. Neither birds call nor are the sounds of animals heard in the brush. The silence is unnerving to those accustomed to the sounds of primeval forest and jungle.

These gardens were once rich and vibrant with life, built by the previous sultan to please his new bride. Abundant fruits grew here, and songbirds of every color flittered from tree trunk to tree trunk. Now everything seems to possess nothing but shades of grey, as if everything green and healthy has been leeched away leaving only memory and decay of the grandeur that was once evident.

random encounters:
the gardens of the Sultana

Roll 1d20 for every 10 minutes spent exploring the Gardens of the Sultana. New monsters listed here are detailed in the New Monster Appendix.

d20	Average Encounter	EL
1-2	1d4 ghuls*	8
3	1d4+1 wraiths	8
4-5	1d4 tendriculouses	8
6	1d3+1 spectres	9
7	1d2+1 bodaks	10
8	1 vampiric treant	10
9	2d4+2 ghoulish hyaenodons	10
10-20	No encounter	

*See the **New Monsters Appendix**.

Ghoulish Hyaenodons: CR 5; hp 32; see **Appendix 1**.

Vampiric Treant: CR 10; hp 45; see **Appendix 1**.

*Vampiric treants do not have the alternate form or spider climb special abilities that common vampires do.

The gardens are now a place where dead things hunt for the living, and grumble in their hunger. Even some of the plants themselves are undead waiting for any living thing to lie itself down upon the loam and rot for their dinner. Some of the plants do not wait, but actively seek to snare any would be explorer of the Sultana's Garden. A roving band of undead hyaenodons (overgrown hyenas basically) haunts this area, feeding on those foolish enough to wander into their domain.

the jade colossus (CR 23)

Towering over the foliage before an overgrown walkway in the south central section of the City of the Dead Sultana is the **Jade Colossus of the Sultana**. This statue, nearly 100 feet tall, is carved showing the exquisite beauty of the stately princess of djinn. A closer inspection of the Colossus reveals a fist-shaped pit in the center of her forehead in what must have once held a beautifully-carved tiara. The eye sockets of the statue are empty, as if beautiful jewels the size of an ogre's head once stood in their place.

A shattered jade statue lies in a pile of valuable rubble next to the Colossus of the Sultana. Pieces indicate that it was once a statue of the former Sultan of the Efreets.

PCs placing the *Ruby Star of Law* in the Colossus's forehead cavity or the *Eyes of the Sultana* into the eye sockets cause the Colossus to awake from its slumber.

If both the *Ruby* and the *Eyes* are placed in the Colossus, the construct ventures out into the City of Brass of its own accord, seeking vengeance and retribution for the Sultana's

defeat. The Colossus is fully intelligent and aware as if the spirit of the Sultana herself animates it. The Colossus responds to spoken words, and may even take suggestions, however, it is impossible to truly command.

If only the *Eyes of the Sultana* are placed into the eye sockets, the Colossus goes berserk striking out at any living beings within its reach. Once they are destroyed, it goes out in search of other beings to lay its revenge upon, after the chaotic fashion of the djinn. It easily steps over the walls of the City of the Sultana, breaking the enchantments that deny others the ability to fly over, climb, or teleport and exacts horrid vengeance upon all efreets who failed in their loyalty to the Sultana's husband.

With only the *Ruby Star of Law* in place, the Colossus remains inanimate unless commanded by a priest of Anumon who must succeed on a DC 30 Spellcraft check to complete the complex ritual that breathes life into the Colossus. Clerics of other, non-evil faiths may attempt to command the Colossus with a successful DC 40 Spellcraft check. A failed Spellcraft check results in the Colossus attacking the infidel before returning to passive mode. Without the *Eyes of the Sultana*, the Colossus is blind and suffers all of the same penalties as a blinded character.

In the event that the Colossus attacks the city on its own, feel free to run a large scale tabletop battle, or resolve the damage and destruction the Colossus creates before it is toppled and destroyed any way you see fit. Use whichever rules system you find appropriate for running such encounters.

Note: If the Jade Colossus is destroyed, the *Eyes of the Sultana* and *Ruby Star of Law* are destroyed as well (if either or both are part of the Colossus when she is destroyed).

Jade Colossus of the Sultana: CR 23; hp 410; see **Appendix 1**.

ruins of the awanar (CR 12+)

These once sumptuous palaces are little more than rubble. These were the last remaining stronghold of those who fought in the Sultana's Rebellion. Only the sacrifice of the Sultana herself and that of Saaid al Djinn, her trusted advisor stopped the usurpers forces from completely demolishing the entire platform. The ruins are a place of great pain and resentment at their failure to spur an all out popular attack against the usurper, and the spirits who dwell within these ruins have great resentment towards the living.

There are six ruined palaces within this section of the City of the Dead Sultana. Each is home to an **ghul prince or princess**, the children of the Sultana who did not escape the fighting and died defending their beloved mother. (Only **Ashazarade** survived the purge and remains to this day hidden in the hostage tower of the Sultan of the Efreets.) Each of the princes and princesses is guarded by **1d4 ghul followers**.

Ghul Prince or Princess, Ari10: CR 12; hp 110; see **Appendix 1**.

Ghul Followers (1d4 per prince/princess): CR 6; hp 45; see **Appendix 2**.

Treasure: Each palace's treasure is listed below.

Palace #1: 380 gp, platinum locket with sapphire inlay (1,400 gp), gold anklet (100 gp), *scroll of 2 divine spells (reduce animal and soften earth and stone)*, *scroll of 2 divine spells (lesser restoration and sound burst)*.

Palace #2: 400 gp, gold sceptre with fire sea opal inlay (1,800 gp), platinum armband with 2 fire sea opals inlaid (1,000 gp), fire sea pearl brooch (1,500 gp), *rod of lesser metamagic (enlarge)*.

Palace #3: 200 gp, 100 pp, medallion with lapis lazuli (100 gp), bronze choker with diamonds (1,300 gp), *ring of climbing*.

Palace #4: 500 gp, silver necklace (500 gp), solid gold idol of Anumon (700 gp), *potion of resist fire 30*, *golembane scarab*.

Palace #5: 550 gp, exotic wooden headband with fire sea pearl embedded in center (800 gp), ruby tiara (5,100 gp), *elixir of love*, *wand of light* (34 charges).

Palace #6: 200 gp, 1000 sp, 500 pp, bronze and platinum statuette of the Sultana (5,000 gp), *potion of cure moderate wounds*, *scroll of 1 arcane spell (burning hands)*.

ਬਾਰਾਕਡ ਓ ਫਿਏ ਲਾਲਾਪੁਕੇਡ (ਏ II+)

These barracks once housed the Sultana's personal army of guards drawn from the most powerful of mortal slaves. Now their collapsed roofs are all that remains of their once ostentatious housing and parade grounds. The area surrounding the barracks is crawling with **skeleton warriors** of the once brave fighters, who attack any living beings that enter their turf. Unlike normal skeleton warriors, these beings are not possessed of collar or circlet (and therefore do not have the normal skeleton warrior's *find target* ability), but were formed by the curse laid on the grounds by Saaid Al Djin, to continue their defense of the Sultana's holdings even onto death.

PCs exploring this area are attacked by **1d4 skeleton warriors** every 2d6 rounds until they retreat a mile from the barracks, or until 100 such skeleton warriors are destroyed. Parties containing a priest of Anumon, who openly bears his holy symbol are ignored by the skeleton warriors, who allow them to go about their business unscathed.

Skeleton Warriors, Ftr9: CR 11; hp 61; see **Appendix 1**.

ਲਿਘੇਠਾਊਡ ਓ ਫਿਏ ਫਾਇਠਫੁ

This conical tower in the northeastern section of the City of the Dead Sultana glows with a faint red glow, cast by an enormous glowing ruby that floats at its top. The tower, 200 feet tall, is surrounded by a spiral staircase that skirts its outer wall. Holy symbols of Anumon are evident in the decoration of the tower. The tower is protected by a *forbiddance* spell (caster level 20th). A chaotic or evil character that comes within 10 feet of the tower takes

6d6 points of damage (DC 22 Will for half). A chaotic evil character that comes within 10 feet of the tower takes 12d6 points of damage (DC 22 Will for half). Those who speak the proper password can pass unhindered.

ਗੁਆਰਡੀਅਨ ਓ ਫਿਏ ਲਾਈਠ (ਏ 24)

Halfway up the staircase rests the dusts of **Saaid al Djinn**, guardian of the Lighthouse of the Faithful, and one time advisor to the Sultana of the City of Brass. Saaid was a great wizard of djinni heritage, and brother to the Sultana. Some claim he was once even greater than the current Grand Vizier, however none utter this speculation too loudly.

Through intense ritual and powerful magic, Saaid fashioned this conical spire in the name of Anumon, showing to all he had accepted the rule of the creator of genie. As a gift for his faithfulness he was given the guardianship of the *Ruby Star of Law*, a gleaming relic said to have the ability to destroy faithless genie with an arc of red light. That Saaid attempted to destroy the usurper with this gem is truth. That the gem failed is fact, and because of this failure, many of the efreet saw this as a sign that Anumon had turned his back upon them. Thus did many flock to the banner of the new Sultan as their true ruler, and joined in the attack upon the Sultana and her claim to the throne.

Retreating to the Lighthouse of the Faithful, Saaid defended the walls of the Sultana's City, even as the Sultana Cirrishade led a counter attack. Cirrishade led a bitter fight but in the end fell in battle. Her brave lieutenants gathered her body and whisked it from the battlefield to her awaiting tomb, although many fell in the brave maneuver.

Saaid was well prepared for this possibility. His final rituals sealed his queen within her tomb. He then returned to the tower and reduced himself to the very salts of his creation, so that he could forever guard against the defilement of her body by the usurper. From his lips, and through the will of Anumon, no race of genie would again enter the confines of her city, and all who died in its defense, would rise again to defend it forever.

Saaid rises himself into a swirling resemblance of his once noble form and addresses PCs who have managed to take the stair of the Lighthouse of the Faithful. He demands to know their business and their reason for being in the city of the dead queen. The only answers sufficient to avoid the wrath of Saaid are that the PCs are enemies of the Sultan, and seek to vanquish him, or that the PCs are serving the will of Anumon, and would right the wrongs committed upon the denizens of the City of Brass.

Should they answer truthfully or at very least Bluff him in a manner that he finds reasonable, he may offer to aid them. However they must first prove themselves to him by deeds rather than words and oaths. Saaid would see the Great Ziggurat destroyed, and suggests ways which this goal may be accomplished, such as gaining the *Hammer of*

Hexoid and granting it to one he refers to as “the penitent master of fire and forge.” He is of course referring to Diya al Din, the Azer priest of Anumon, held prisoner in the bowels of the ziggurat. If this fails to perk the PCs interest, he suggests another seemingly impossible “test of faith.” He suggests that if the PCs can retrieve a vial of water from the Oasis of Mukhphat the Blind, in the Plane of Molten Skies and return it to him, the water may be used to actually restore Saaid to a portion of his former self, raising him from the dead....but much weaker than he was in his previous life. If the PCs have been respectful to him and the tomb of the Sultana, he may join their cause and work to help them against the Sultan and his forces.

If the PCs accomplish either of the missions, Saaid is impressed and allows them to take the *Ruby Star of Law* from the top of the Lighthouse of the Faithful.

Saaid is reluctant to speak about the tomb of his beloved sister and says merely that she “is dead” and that the dead should rest in peace. Any attempts to find her corpse send Saaid into a rage, causing him to attack the PCs in an attempt to thwart any tomb robbing.

If the PCs blow their negotiations with Saaid, he attacks, attempting to force them from the stairwell and away from

the *Ruby Star of Law*. This goes double for PCs who are intent on merely stealing the *Ruby Star of Law* and using it for their own selfish interests.

Saaid al Djinn, Male Noble Djinn Salt Lich Wiz20: CR 24; hp 175; see **Appendix 1**.

Saaid al Djinn (living form), Male Noble Djinni Wiz10: CR 14; hp 110; see **Appendix 1**.

The Ruby Star of Law (होठ)

Floating at the top of the Lighthouse of the Faithful is the *Ruby Star of Law*. The *Ruby Star of Law* was handed down from Anumon, to his prophet Sulymon, to Saaid al Djinn in order that the faithful of Anumon be saved and the wicked amongst all geniekind punished for turning their backs upon the creator.

The final two stairs leading up to the platform over which the ruby floats are trapped with a **prismatic wall trap**.

Prismatic Wall Trap: CR 10; magic device; proximity trigger; automatic reset; spell effect (*prismatic wall*, 20th-level wizard, save DC 24); Search DC 33; Disable Device DC 33.

From its vantage point atop the Lighthouse of the Faithful, the *Ruby Star of Law* remains active to this day, firing a bolt of red energy at any genie that enters the confines of the City of the Dead Sultana, and slaying them instantly should they fail a DC 25 Fortitude save. So long as the *Ruby* is atop the Lighthouse, the virtual range of the bolt of energy may reach anywhere inside the City of the Dead Sultana, where a genie appears. See the sidebar for the *Ruby Star of Law* for more details.

रुब्यु इतार ऑ लॉ

This heart-sized gem made from elemental ruby, is star-shaped and seems to pulse and glow with an inner light all its own. The *Ruby Star of Law* was said to have been a gift from Anumon himself, to the faithful genie who accepted his law and order of things as their creator. It is claimed that the *Ruby Star of Law* possesses great power to destroy any genie that has not accepted the law of Anumon and is thus a much feared relic when used in the right (or wrong) hands.

- Once per round, up to three times per day, the *Ruby Star of Law* can fire a ray to a maximum range of 1,200 feet (requires a successful ranged touch attack). Genies hit by this ray must succeed on a DC 26 Fortitude save or die. On a successful save, the genie takes 4d6 points of Constitution damage.

Lawful non-genies are *slowed* (as the spell) for 1d4 rounds (no save). Non-lawful non-genies take 6d6 points of damage and are stunned for 1d4 rounds (no save against the damage). A successful DC 26 Fortitude save negates the stunning effect.

- The possessor is shielded from spells and spell-like effects of 4th-level or lower as if protected by a *globe of invulnerability*.
- When affixed to a Temple of Anumon, the Jade Colossus of the Sultana, or other structure blessed and consecrated to the god of the gates, the *Ruby* may fire its burning ray up to once per round, an unlimited number of times per day.

Strong evocation; CL 20th; Weight 3 lb.

द्वारवाँ चाली

A curtain wall standing 50 feet tall and lined with thin minaret-like towers standing 130 feet tall marks the hill holding the Palace of the Sultana, and her private lake. Date palms, banana groves, and coconut trees, flourish impossibly in the sunless environment. A broad double causeway leads from the curtain wall to the gate leading to the Palace. Three magnificent gatehouses lead to the palace grounds. Each gatehouse is flanked by a pair of high minarets, except for the central gatehouse which actually features two sets of gates, but only two minarets.

The gates are locked with *arcane lock* (caster level 20th) and nearly impossible to break, though they may be easily bypassed by scaling the walls with rope and grappling hook (DC 15 Climb check), or via magic means.

Arcane Locked Gates: Hardness 10; hp 150; Break DC 45.

वेखांड (होठ)

Drains that let water flow out from the Sultana’s Lake to form glorious waterfalls that flow from under the curtain wall have pipes six inches thick that pierce the curtain wall in four places. The pipes are protected by a *disintegrate*

spell, intended to destroy any clogs that may plug the copper grating midway up each pipe. PCs attempting to shrink themselves or change into fish and swim up the pipe trigger the *disintegrate* effect when they come within 5 feet of the copper grating.

Disintegrate Trap: CR 10; magic device; proximity trigger; automatic reset; spell effect (*disintegrate*, 20th-level wizard, 40d6 damage, Fort DC 22 partial); Search DC 31; Disable Device DC 31.

ਲਾਨਾਰੀ (ਫਾਈਟ)

The minarets jutting from the curtain wall are dust filled and devoid of any standard life. The interiors of each minaret may be reached only from large bronze doors on the inside of the curtain wall. The doors are locked with *arcane lock* spells. There are nine such minarets.

Arcane Locked Bronze Doors: Hardness 10; hp 60; Break DC 38.

The interior of each minaret is virtually identical to the other with guardhouses located in the domed tips of the towers. Each guardhouse contains 1d4 solid bronze statues of **Hawanari guardsmen** (half-djinni/half-efreeti soldiers), resplendent in flowing robes and each bearing a huge falchion. These eight-foot tall statues are indestructible with any magic known to the PCs. The expression upon the faces of the statues is that of grim determination as they stare from their watch portals out over the glittering city that shines beyond the darkness of the Sultana's platform.

These statues are in fact the remnants of the Sultana's elite bodyguard—the Hawanari—each turned to a metallic statue with the power of Saa'id's final rituals (a *bronze guardian* spell, see the Appendix), and each bound to the fate of the Sultana's corpse. Saa'id's ritual served a two-fold purpose, for it spared the noble Hawanari the fate that awaited them at the hands of the Sultan, and offered an additional protection of his beloved sister's body by those most loyal to her. Should her corpse be molested in any way, tomb robbers soon find that the statues have awakened as angry living Hawanari soldiers. Indeed those seeking a hasty escape from the Sultana's hidden tomb soon find that they have more to reckon with than they had once thought.

Successfully casting *miracle*, *wish*, *limited wish*, or *break enchantment*, or a bard succeeding on their *break enchantment* spell-like ability may free a Hawanari from its metallic state. The freed Hawanari, of course, questions the PCs thoroughly as to their purposes in the Palace of the Sultana, attacking if they suspect the party to be nothing more than thieves, dissuading them from any search for the Sultana's body. The Hawanari may even go so far as to offer its services to the PCs in a different venture if helps turn them away from any corruption of their beloved queen's final resting place.

Hawanari Guardsmen (1d4): CR 10; hp 75; see Appendix 1.

The inner curtain wall is similar to the outer curtain wall. The minarets of the inner curtain wall are shorter than those of the outer wall being only 100 feet tall. Each of the four minarets contains **1d4 bronze statues of Hawanari** affected by Saa'id's ritual. Each minaret is accessed by a locked bronze door secured with *arcane locks*.

Arcane Locked Bronze Doors: Hardness 10; hp 60; Break DC 38.

Hawanari Guardsmen (1d4): CR 10; hp 75; see Appendix 1.

ਕ੍ਰਿਸਟਲ ਡਿਪੋਟਾਨਾ (ਫਾਈਟ)

This crystal clear lake is completely darkened due to the curse upon the platform, but in full light would be of unsurpassed beauty. Sitting in the center of the lake is an exact replica of the Palace of the Sultana, carved of the purest alabaster. The palace in miniature can be swum to with a successful DC 15 Swim check, yet there is no hand hold, nor any land upon which it sits. Beneath the waters is a solid rock wall that extends 40 feet beneath the waterline. Hidden within the miniature palace is the **Tomb of the Sultana**, which can only be reached by means of the magical gate accessed through the camera obscura in the **Sultana's Chamber**. The entire false palace is shielded from *scrying* and *teleportation*.

Swimming within these waters are **2d10 ghoulish merfolk**. Once, these merfolk were happy servants of the Sultana, sent as a gift from one of her marid cousins. Now they are lowly and base, having had nothing to feed upon in all of these years. Any swimmer brave enough to test these waters soon knows their folly.

Ghoulish Merfolk (2d10): CR 6; hp 39; see Appendix 1.

ਪਲੇਸ ਓ ਫਾਈਟ ਡਿਪੋਟਾਨਾ

ਫਾਈਟ ਡੋਰ ਓ ਡੋਰ

ਫਾਈਟ ਓ ਫਾਈਟ ਡਿਪੋਟਾਨਾ

This large circular, domed structure is flanked by a pair of domed towers. The central domed palace is 130 feet tall, its adjoining towers shorter by nearly 30 feet. Upon the doors of the palace lies the curse of the Sultana. A successful DC 25 Decipher Script check or use of magic gleans the following words.

"Turn back thee of no faith, for I, the Sultana Cirrshade, do command it. Faithful was I to he the creator of all races of Genie. Faithful am I even onto my death, and forever will mine and the followers of the Keeper of his Truth wage war against usurpers and sinners who have turned their back upon the truth of the Gatekeepers Word.

Let any who enters this palace bearing ill will of my faith be set to the four winds, as if pulled by teams of thundering horses. Let them be struck blind by the Truth, and deafened by its resounding within their skull.

Let those who know the Words of Truth pass beyond these portals.”

The doors to the Palace of the Sultana only open if *holy word* or *dictum* is cast upon them. Otherwise they remain forever sealed to those who would attempt to plunder their riches. Anyone attempting to bypass the walls or break down the portals in any other way is struck by a *divine wrath* spell. See the **New Spells Appendix** for details on *divine wrath*. The doors are impervious to all physical and magical assaults (other than the bypass spells mentioned above).

2. The Rotunda (घोरा)

As the door opens to the Rotunda for the first time in many decades, the darkened chamber springs to life as if the sun has just risen over a false horizon, and the air fills with the fresh sounds of life. A PC making a successful DC 29 Spellcraft check determines that a form of *temporal stasis* spell has just been dispelled over the area of this chamber.

This huge circular chamber stands in the very center of the Sultana’s palace and features a huge fountain in its center. A statue of Cirrishade stands here, water pouring freely from empty eye sockets, filling a huge basin at her sandaled and jeweled feet. So fantastic is the statue, which appears to be covered in pure gold, the nails of the fingertips glitter with rubies. The fountain is surrounded by a colonnade of 30-foot tall palm trees with golden boughs, having platinum fronds, and fruits hanging from the tops that appear to be glittering jewels the size of a man’s fist.

The ceiling is airy and high above the polished rose marble floor, and painted to resemble the swirling skies of the Elemental Plane of Air. Twittering of arboreal creatures and jungle birds can be heard through the air high above the floor. Massive double doorways of polished silver lead to the east and west of this huge chamber.

If the trees or statue within the chamber are tampered with, the **magical monkeys** hidden within the trees and a **murder of mechanical birds** attack. The mechanical bird swarms swoop to peck out the eyes of PCs as the monkeys hurl the gem-like “fruits” down upon the party. A fruit that strikes a solid surface (including a PC) explodes upon contact dealing 2d8 points of damage to all within a 20-foot radius. A successful DC 16 Reflex save avoids the damage. There are 1d4 fruits per tree and 30 trees in the grove.

Although the radius of exploding fruits is not tall enough to reach the fruits already hanging in the trees there is a 30% chance that the explosion knocks more fruits from trees within the radius of the blast. In such an event, 1d4 fruits fall from the tree, exploding where they land and deal only 1d8 points of damage (Ref DC 16 avoids) in a 20-foot radius, thus continuing the chain reaction until all of the fruits have exploded or the explosions cease. Use the map for placing the falling fruits and their explosions.

Magical Monkeys (8): CR 1; hp 11; see **Appendix 1**.

Mechanical Birds (6 swarms): CR 4; hp 33; see **Appendix 2**.

3a. The Fountain

The water in this fountain are the pure tears of the Sultana. Anyone touching the water is cured 3d8+10 points of damage as if affected by a *cure serious wounds* spell; however, they are filled with a melancholic sadness that gives them a –2 on attack rolls, checks, and saves for the next 1d4 hours.

Treasure: Each magical fire fruit tree is worth over 30,000 gp as it is golden bark growing over a living silver core. The trunk of each tree however weighs over 1,800 pounds. The fire fruits, if harvested, are worth 750 gp each on the open market, and may be hurled as a grenade-like weapon. The waters from the fountain may be preserved in a container and stays pure for one week before losing their magical powers.

The eastern and western tower doors are each enchanted with *arcane lock* spells.

Arcane Locked Silver Doors: Hardness 10; hp 80; Break DC 38.

3. West Tower Tower: The Chamber of Air

This chamber glitters with azure jewels and pearls an inch across from floor to ceiling in a swirling pattern that starts in a pinwheel at the center of the floor, swirls like wind and ends in a pinwheel at the top of the ceiling. A PC that makes a DC 25 Search check notices that the swirling patterns actually reveal writing in the Auran language of the Sultana’s home plane.

The swirling pattern spells out the musical notes of a song—*The Song of the Sultana*. The song is impossible to sing for any but a bird as the notes stretch far beyond the range of humanoid vocal cords. (A bard using *Orazier’s Key*, from **Area 5** below, can play the song with a successful DC 40 Perform [string instruments] check.)

Of the gems that are different from the rest, one gem is a blue diamond, and the other a white diamond. Depressing the white diamond causes all of the other gemstones to rip free from the walls and begin swirling around the room like a cyclone, tearing at anything and everything within the room and dealing 10d6 points of damage per round from buffeting, cutting gemstones to all within the chamber. A character can make a DC 25 Reflex save each round to reduce the damage by half. The effect lasts for 10 rounds at which time the gems return to the walls and everything returns to normal (except of course for any dead bodies that may be lying around the room). Attempting to pry any of the gemstones from the walls triggers the cyclone effect as well.

Depressing the blue diamond lowers a brilliant silver staircase from the upper half of the tower that leads to **Area 4: The Silver Dome**.

Treasure: If by some miracle (e.g., using a *miracle* spell to stop the magical effect of the cyclone) the PCs manage to peel any of the gems, pearls, and the like from the wall, there is a full 100,000 gp worth of treasure here.

੪. ਠੀ ਡੀਰ ਠੀ ਵੇਲਡ

This dome is perfectly polished silver and appears to have no opening at all other than the staircase that leads to **Area 3**. The walls and ceiling have a mirror-like effect that is very disorienting to those who enter the chamber, as up looks down and down looks up. The curved dome causes everything above to look distorted and multiple images of each person in the chamber reflect infinitely upon one another. PCs first entering the chamber must make a DC 20 Will save or become disoriented (-4 on attack rolls, checks, and saves) for 1 minute. A DC 25 Search check reveals a small bowl shaped depression in the center of the silver floor. PCs filling the bowl with tears from the statue in **Area 1** find a vision appear before them reflected upon all of the walls. Pouring the tears into the depression causes the visions seen by the PCs on the walls to change from reflections of their own innermost thoughts, to the memories of a dead queen, and the bitter sadness that was her life. Each person seeking passage to the Sultana's private audience chamber must place a tear from the fountain into the depression.

Here the PCs are afforded a glimpse of the tragedy of the Sultana, starting with her marriage as a princess of the djinn to the former Sultan of Efrete, her longing for the familiarity of her homeland. A young human traveler, a king among men, and timelessly wise appears to have arranged the marriage, at the behest of the god Anumon. Their marriage was set forth by the rulers of the heavens in order to show the union of the faithful genie races to the gods who created them. Her life is peaceful for many years and she bears the Sultan many children. Despite this peace, many of the efrete detested her co-regency of their emblazoned city. It was then that the time of troubles arose. A usurper arrived from deep within the Plane of Fire, to lead a rebellion against Cirrishade and her husband's rule. This usurper was exceedingly powerful, far outstripping the might and abilities of any efrete ever seen before. He destroyed her husband and forced her into a civil war with the efrete who denounced the gods and those who would support her. They saw the new Sultan as the reincarnation of Iblis, who was cast from the heavens for questioning the creators themselves. Iblis they claimed was a god that the efrete could respect, a god who brought his own laws. In finality, she is struck a deadly blow at the hands of the usurper, and can only stare on as her children are destroyed or scattered to the four winds.

Placing the *Ruby Star of Law*, into the bowl with the tears from the fountain, or a bard making a successful DC 40 Perform [string instruments] check using *Oriazier's Key* to play the *Song of the Sultana* from **Area 3: The Chamber of Air** causes the outline of the silver door to appear for the PCs allowing them entrance into **Area 6: Cirrishade's Chambers**.

੫. ਠੀ ਠੀ ਠੀ ਠੀ (ਠੀ ਠੀ)

The doorway opens, and the room illumines with a flash as if dispelling some long forgotten magical effect. A DC 29 Spellcraft check indicates that a *temporal stasis* spell has just been dispelled. A loud anguished roar echoes through the chamber beyond as it is filled with light and fury. A massive blackish-silver dragon with platinum-tinged scales turns its mercury eyes towards the PCs and demands to know who defiles the chambers of his mistress! This is **Oriazier the solar dragon**. He is somewhat disoriented from his decades long rest, and does not know what changes have wrought upon the City of Brass. Oriazier was Cirrishade's private mount and personal confidant having been with her since her birth, serving as a bodyguard even as she was raised in the Plane of Air. His failure to save her life does not sit well with him, and to him, the pain of her death is still fresh upon his mind. He does not realize friend from foe for the first one or two rounds of the encounter, and depending on the PCs actions, he may decide merely to slay them as tomb robbers, deserving of a quick end. If the PCs hold off battle, or seek to subdue Oriazier and attempt to calm him they may make opposed Diplomacy checks to halt him long enough to talk.

If the PCs succeed in convincing Oriazier that they are enemies of the Sultan, and allies of the Sultana's memory, he may be convinced to give up his "key" to her chambers. This may be a very difficult sell however, and one that no amount of dice rolls may resolve.

Oriazier, Male Great Wyrmsolar Dragon: CR 25; hp 565; see **Appendix 1**.

Treasure: *Oriazier's key* (see sidebar), 3,200 bp, 11,000 gp, fire opal (1,400 gp), 12 green alexandrite (500 gp each), 22 violet garnets (400 gp each), silver brooch (700 gp), 4 bronze statuettes of the Sultana (600 gp each), sapphire and moonstone inlaid chalice (1,200 gp), 4 golden goblets (120 gp each), +5 *light mace*, +4 *siangham*, *holy avenger*, *crystal ball with telepathy*, *cloak of resistance +3*, *potion of neutralize poison*, *scroll of 2 arcane spells (phantom steed and slow)*, *staff of illusion* (31 charges), *staff of defense* (20 charges), *wand of inflict light wounds* (15 charges), *wand of false life* (11 charges).

੬. ਠੀ ਠੀ ਠੀ ਠੀ ਠੀ ਠੀ ਠੀ

The door from **The Silver Dome**, opens into a lavishly appointed chamber of immense size. The room is partitioned by finely painted silk screens, and is complete with a large overstuffed bed designed to look exactly like a triple canopy jungle when it is lain upon. Ladies' vanities of large size are found behind one of the screens, as are trunks filled with jeweled gowns and dancers dresses, all tailored to fit a woman at least 15 feet tall. The wall is hung with beautiful tapestries depicting castles floating amongst pink and yellow clouds, peopled by realistically rendered djinn princes and princesses, making gifts of lotus, pearls, and silk to one another. Steaming baths of

उगोरोडांडकेयुः लुपडे

This beautiful golden grand harp weighs roughly 120 pounds and is six feet tall, with the likeness of an elven maiden making up the soundboard. The string arm is curved behind the maiden in the form of diaphanous wings that curl around to the floor. The elf maid, who calls herself *Muse* opens her eyes and haunting notes begin to chime from her strings. The harp has several magical properties that may be drawn out by a skilled player. *Muse* is however, generally considered to be much too large to take along in an adventuring campaign, unless of course the individual playing her happened to be over 18 feet tall.

- Grants whoever plays the harp a +10 competence bonus on all Perform checks while playing the harp and for 1 hour afterward. This bonus increases to +20 if the character is a bard. Those within 30 feet that hear the music gain a +5 competence bonus on skill checks involving writing and composing music, literature, or Perform (dance) checks for 1 hour. This ability can be used twice per day.

Strong transmutation; CL 20th; Weight 120 lb.

jasmine scented water and highly polished marble floors covered with finely crafted rugs woven from cloth of gold accentuate the femininity of this room.

Set behind a silk screen stands an odd metallic box fitted with a fine clear jewel on one side and a slot in the top. The box is on a tripod and faces the north wall of the chamber. A latch on the side of the box opens it revealing a space large enough for a thick candle. A second box of gold lined with velvet sits next to the first. It contains twenty-four plates of a cool smooth black stone-like material a quarter inch thick. The plaques remain immovable from the box unless the PC declares how many they wish to view. Written upon the side of the box are these words in form of instruction.

“Of plaques there are twenty four to view and see not a number less or more. Twenty two plaques offer blessings and doom, while two alone may gain entry to my tomb. You may draw as many plaques as all and as few as none. Once a number is called the drawing is begun.”

These plaques are none other than a special *deck of many things*, created specifically for the Sultana to guard her tomb. By placing a magical light source within the camera obscura, and then inserting one of the plaques into the camera’s slot the picture upon the card is projected upon the wall. Whoever places the plaque into the slot is thus affected by the action upon that card. Unlike a normal *deck of many things*, this particular deck has two extra cards, but they must be drawn from the deck, like any of the others in order to discover their mystery. For purposes of game play, add a three of diamonds and a three of spades to the cards listed in the DMG.

Drawing the three of diamonds from the deck projects a golden key upon the wall. This key is substantial, and real, and may be taken down from the wall. The key is the only key that allows entry into the **Tomb of the Sultana**. Drawing the three of spades causes a gated doorway to appear before the PCs. The key fits into the lock upon the gate and the doorway opens into a hall that leads to the Tomb of the Sultana, which can only be reached by passing through this magical portal.

Treasure: A thorough Search of the Cirrishade’s Chamber finds the following items of value: 2,300 gp, 10 aquamarines (400 gp each), 6 silver pearls (150 gp each), 3 fire opals (1,200 gp each), platinum decanter (1,100 gp), +4 disruption heavy mace, staff of frost (42 charges), *manual of bodily health* +4, *greater metamagic rod (enlarge)*, *oil of greater magic weapon* +5, *ring of wizardry IV*, *scroll of 2 arcane spells (halt undead and sculpt sound)*.

Note: Stealing items from Cirrishade’s Chamber awakens every restless spirit within the City of the Dead Sultana to the presence of the PCs. They move at their fastest movement rate towards the Palace of the Sultana, and await the thieves with the intent to destroy them when they leave the palace.

7. लुके के सिटी इपुताना (सीह)

Once the key, and the gate are discovered from the *deck of many things*. The PCs are able to open the portal that leads to the actual Tomb of the Sultana hidden beneath the alabaster model of the palace in the center of the lake.

The room beyond the gateway is large and crafted of highly polished marble. Lying on a raised bier in the center of the chamber is the perfectly preserved corpse of a beautiful djinni princess fully 18 feet tall from the tips of her toes to the top of her head. Her eyes stand open and appear to have a life-like glint to them, as if she is staring intently at the swirling pattern of gemstones imbedded in the ceiling above her. Standing stock still on either side of the corpse are two huge men with withered, dried skin the color of mahogany. Each man wears the head-dress of a priest of Anumon, and bears a huge falchion, held point down between its feet.

Unless the corpse is approached by a priest of Anumon, or by an individual bearing the *Ruby Star of Law*, the **Huge mummy priests of Anumon** animate and attack, hurling curses, and wielding their +2 *axiomatic vorpal falchions* with vengeance.

Huge Djinn Mummy Priests of Anumon Clr10 (2): CR 14; hp 130; see **Appendix 1**.

परिचय के साथ सिटी इपुताना के लुके

An individual approaching with the *Ruby Star of Law* may approach the body of the Sultana and summon her spirit to speak. The lilting voice of the Sultana fills the chamber as her spirit blows through the room like a warm spring wind asking:

“Who bears the *Ruby Star of Law* and calls Cirrishade from her eternal slumber?”

ਫਿਓ ਡਿਓਰਿਓ ਓ ਫਾਈਲਿੰਗ

Bringing the *Ruby Star of Law* near the corpse of Cirrishade summons her spirit and allows the PC(s) to *commune* with her spirit similarly to the spell of the same name. Through careful role-play the PCs may be granted a *wish*, granted the *Eyes of the Sultana*, or find advice on any other predicament that they may currently face. For example, PCs asking to be granted her *Eyes* shall be denied and the spirit leaves never to return. Making a case that the *Eyes of the Sultana* could be used as a mighty weapon against her destroyer, on the other hand, may sway her decision if the PCs give some further detail on how they might be used.

None of these things may be granted without clever and intelligent role-play on the part of the PCs. The DM should not make it easy on them to get whatever they wish. If the PCs want something from her, the Sultana's spirit may very well have other quests for them to undertake on her behalf. Such quests could include the destruction of the Great Ziggurat, or the assassination of the Grand Vizier.

Remember, the Sultana is a spirit, she has no love for thieves who would desecrate her burial chamber, but she also has a score to settle with the Sultan of Efreet. Due to the nature of the wound upon her, she may not be raised through any action less than a *true resurrection*. Should the PCs manage to raise the

Sultana through means of *true resurrection*, she seeks to have the PCs help her escape from the City and return to the Plane of Air, where she may seek refuge with her family.

ਫਾਈਲਿੰਗ ਓਊਓ ਫਿਓ ਡਿਓਰਿਓ ਓ ਫਾਈਲਿੰਗ

PCs not having the *Ruby Star of Law* may either stand awestruck at the sight of the perfectly preserved body of Cirrishade, or they may settle down to some serious tomb robbing. After the mummies are dispatched the only thing left protecting the body of the Sultana and her treasures is an *imprisonment trap* set upon her body, triggered by anyone who touches her noble personage.

Imprisonment Trap: CR 10; magic device; touch trigger; automatic reset; spell effect (*imprisonment*, 20th-level wizard, Will DC 25); Search DC 34; Disable Device DC 34.

Treasure: Adorning the body of the Sultana are a *ring of elemental command (air)*, a *rod of thunder and lightning*, *ring of evasion*, *bracers of armor +8*, *brooch of shielding* (80 points remaining), *headband of intellect +6* (fashioned like a queenly crown), and a *cloak of charisma +6*. Most stunning of all these items are the *Eyes of the Sultana*, which appear to be glittering pools of mercury, yet maintain a lifelike aura over them, unglazed by the rigor mortis of death.



Eyes of the Sultana

Gleaming with sadness and tragedy yet possessed of wondrous beauty, the eyes of Cirrishade were enchanted at the death of his beloved sister by Saaid Al Djinn. Further powered by the spirit of the Sultana herself as she slipped into the world of the dead and finally sanctified by the will of Anumon, the glittering eyes of Cirrishade glow forever with an eldritch life.

To use these magnificent Eyes one must first pluck out their own eyes, effectively causing permanent blindness and 1 point of Constitution damage per eye removed. Once the eyes are plucked free, the *Eyes of the Sultana* may be placed within the empty sockets.

Upon placing the Eyes in the sockets the wearer regains his eyesight and the Eyes offer command of great and powerful magic to the user. Many effects are continuous others, many can only be used once per day or week. Both Eyes must be used or the wearer gains none of the benefits. The effects and side effects of wearing the *Eyes of the Sultana* are as follows.

- The wearer sees as if they are under the continuous effect of a *true seeing spell*. Once per month the wearer must succeed on a DC 20 Will save or go insane from constantly seeing things as they truly are.
- Each time one of the Eye's powers is used there is a 50% chance the wearer's alignment changes to chaotic good or lawful neutral (50% chance of either).
- Once per day the wearer may unleash a *prismatic spray* from the Eyes (save DC 22).
- Once per day the wearer may use *greater scrying* (as the spell) with a duration of one hour.
- Three times per day the wearer can use a gaze attack that turns anyone meeting his gaze to stone (as by a *flesh to stone* spell). A DC 22 Fortitude save negates the effect.
- Once per week the wearer may use *eyebite* as the spell of the same name as if cast by a 20th-level caster. Strong (divination, evocation, transmutation); CL 20th.

Completing the City of the Dead Sultana

PCs may have taken many routes in exploring the City of the Dead Sultana. Should they have successful dealings with the spirits here, use the City of the Dead Sultana they may find it a serviceable hideout within the City of Brass, a place where the efreeti fear to tread makes a good base of operations for continuing their campaign. Gaining the *Eyes of the Sultana* and the *Ruby Star of Law* could unlock the very powerful Jade Colossus for their use against the Sultan and his forces. Forays into the City of the Dead Sultana may therefore be repeated, with side quests to the Plane of Molten Skies or other areas of the City of Brass before all of its secrets are uncovered.

Should the PCs follow the path of pure plunderers, the treasures located in the City of the Dead Sultana should make them wildly wealthy or kill them in their tracks depending on the outcomes of their actions.

It may be noted that Tarbish never visits the PCs within the walls of the City of the Dead Sultana, preferring to meet them at a random location of his choosing outside of it. He offers what assistance in the form of information that the PCs may need to further along the quest and keep the plot moving. Once the relics within the City of the Dead Sultana are gained he suggests that the PCs seek the *Maul of Hezoid* from the Circus of Pain, indicating that a combination of freed azer slaves, destroyed burning dervishes and a raging jade colossus could be just what is needed to help dethrone the Sultan. Astute PCs may begin to suspect that Tarbish is not all that he appears to be.

Chapter 16: The Circus of Pain

Dominating the northwestern corner of the Upper City, almost in the shadows of the Palace of the Sultan and lit always by the glow of the curtain of fire stands the Circus of Pain (or Cirque du Pain). This coliseum complex of white marble pillars, floating stages, a molten lead race-track, teleporting arena floor, and rotating stands is a major draw for visitors from the planes of evil as well as visitors from throughout the universe who find themselves drawn into the grandeur and spectacle of the games of death and blood sport played out upon its four floating platforms. Here the PCs will find all sorts of activity and danger to get themselves caught up in. Audience participation is the order of the day and allows for interesting role-play and the chance to win fantastic prizes including the *Maul of Hexoid* from the current Circus Champion of Pain should their adventures in the City of Brass have placed them upon this course. The PCs could easily end up a crisped pile of ashes, but that is for good decisions, exemplary role-play, and the dice to decide.

The Circus of Pain travels from plane to plane every 3,000 years, most often coming to rest on a plane where it may fulfill the needs of a jaded populace. Always the Circus Master, a mysterious character who revels in gambling and combat, has run it. Depending on which plane of existence the Circus is encountered in, it may be as small as a large tent with three rings and a dirt floor. Never in its history has the Circus had such a dominant and opulent incarnation as it has found here in the City of Brass.

After the fashion of a true circus, the stadium seating is arranged in such a manner as to allow viewers a clear glimpse of activities going on in each stadium at once. Main events taking place at any one time are projected by powerful illusions to megalithic size over the center of the stadiums, affording a better view of the highlights of the action taking place below. Stadium announcers hawk like carnival barkers directing the attention of the masses to the various events, giving colorful commentary to the life and death action taking place below.

PCs entering the Circus of Pain as part of an ongoing City of Brass campaign as detailed may have been sent here in search of the *Maul of Hexoid* by Tarbish. PCs adventuring in the City of Brass may have been arrested and sold to slavery at the Circus. Finally the Circus of Pain may be used as an extraplanar arena in any campaign setting, proving a challenging role play adventure for characters of 12th to 18th level.

Security

Fire giants patrol the stands, as do vendors and **efreet** carrying *wands of dispel magic* (in the event that some

The Circus Master

Within the confines of the Circus of Pain, the Circus Master is at his most powerful. He can perceive everything within the confines of the Circus. The Master can extend his senses to three remote locations at once and still sense what's going on nearby. Once the Master chooses a remote location to sense, he automatically receives sensory information from that location until he chooses a new location to sense. This remote sensing is not fooled by *misdirection* or *nondetection* or similar spells, and it does not create a magical sensor that other creatures can detect.

Within the Circus, the Master controls just about every aspect of it. Very little goes on that he is not aware of (or quickly made aware of). He can adjust the landscape, seating, ground, lighting, sounds, etc. at his whim. Some believe even the laws of magic can be bent by the Circus Master in his realm.

errant visiting wizard or cleric starts casting spells that could cause the deaths of an uncomfortably large number of fans). As an *antimagic field* surrounds each of the fighting platforms, they have little concern that fans may disrupt the games.

Fire Giants: CR 10; hp 142.

Efreet: CR 8; hp 65; each carries a *wand of dispel magic* (48 charges).

Vendors

Vendors and bookmakers patrol the stands offering up various snacks, delicacies and rental goggles, which they carry in *bags of holding*. The vendors are usually enslaved **djinn**; however they can be of any race and description. They flee from trouble and notify guards if customers get out of hand.

Djinn Vendor: CR 5; hp 45.

Bookmakers

Licensed bookies, generally **burning dervishes** and **bearded devils**, patrol the stands, soaking up any spare wealth as the announcers work the crowds into a frenzy of blood lust and anticipation. They hand chits to the bettors that indicate the amount of their bet, which may be cashed at the Betting Windows.



Bearded Devil Bookies: CR 5; hp 45.
Burning Dervish Bookie: CR 7; hp 49; see **Appendix 2**.

श्रान्दे त्वाइइवायु (हो 12 वर 14)

A huge heavily pillared gateway of pure white marble leads to a huge, cavernous causeway that affords entrance to the various seating sections that surround the floating stages. A colossal iron statue of a hero impaling his foe on a trident stands before the gateway in a fountain of fire. Broad causeways are lined with posters featuring the various heroes of the Circus, painted in vibrant colors upon sheets of tin. Many of these posters are animated with illusions to repeat famous scenes of the sorts of activities that take place here. Pairs of **fire giant guards** are posted at the main gates and at the foot of the stairwells leading to the stands, acting as stadium security. Beings of every race, size and description make their way to and from the stands, and form long cues before concession stands, betting windows and restrooms.

If trouble breaks out here, or anywhere else in the causeway or stadium **2 fire giants** handle it first. If the problem is too severe for the fire giants to deal with, two more join them every round up to a maximum of 20 fire giants. If they cannot handle the issue at this point, 2

efreeti wizards join them. If the combined force of efreeti wizards and giants cannot quell the problem, the Circus Master is called with his retinue, and city guardsmen eventually join them. Troublemakers are not turned over to imprisonment or sold at the Slaves Bazaar as is normally the case for lawbreakers. Instead they are stripped of their belongings and entered into the games immediately.

Fire Giants (2+): CR 10; hp 142.

Efreeti Wizard, Wiz6: CR 11; hp 92; see **Appendix 1**.

2. betting windows

Like other casino's and gambling houses found in the Bazaar of 1,000 Sins, odds are laid for various events that take place within the Circus of Pain at the betting windows. Each window has **1d2 efreet clerks** working at all times. The Circus Master and his cronies adjust the odds on different events based on the previous successes of a competitor vs. the likelihood that they can conceivably overcome the challenge dreamt up. The only real rule on betting here is that there is **NO LIMIT** to the wager that can be made, and an individual may always put himself up as collateral. Bookmakers in the City of Brass are confident enough in their ability to handicap an event in the Arena, or for that matter anywhere in the City of

Brass and the Plane of Molten Skies to be able to match any wager offered. The bookmakers take any bet no matter how insane or ludicrous it sounds, and since they are virtually immortal, the records of their bets may be held forever, or until the City of Brass and the known planes of existence cease to exist, whichever comes first.

Private, licensed bookmakers take individual bets; however this is generally reserved amongst the high rollers only as the items that they offer in terms of payout are significantly more valuable than physical monetary wealth. The minimum bet for a high roller is 20,000 gp whether that amount is in slaves, magic items, material wealth, or any combination thereof.

The bookmaking and betting licensing is heavily organized through the Grand Bureaucracy and administrated through the Bureau of Organized Gambling, a branch of the Offices of Finance and Trade. Wealth collected here, usually in the excess of five million gp, is magically teleported to the KhizAnah in an amount of 1,000,000 gp wealth every four hours. This coin value is of course converted into bp.

There is no outside access to the drop where monies are collected and dispensed from except the drop slot and lifts. Instead, notes are sent down pneumatic tubes similar to the ones found in the KhizAnah indicating how much wealth in coin and gems need be brought up to pay off lucky bettors. These notes are collected by **homunculi** who use specially crafted permanent *rods of telekinesis* to move the loot into treasure chests and to the lifts. The *rods of telekinesis* are attuned to the counting room and do not work outside of it. The shaft leading to the drop is 50 feet deep and 2 feet by 10 inches wide with a permanent *antimagic field* located 20 foot down the shaft. The drop is shielded from *teleportation* and planar travel into or out of the chamber by anyone save the Circus Master, or the *teleportation* of cash to the KhizAnah. The homunculi were created by the Circus Master and are connected telepathically to him.

Betting Window Clerks, Efreeti: CR 8; hp 65.

Homunculus (10): CR 1; hp 11.

Treasure: 1d6 x 1,000,000 gp in non-magical treasure.

3. CONCESSIONS

Every food and libation imaginable is available at double the market price. Creatures that live off of minerals such as gold and gems generally get their food by exchanging for it at the Betting Windows. Other humanoid types may feast at all you can eat buffet lines featuring roasted yak or camel, side by side with sizzlingslave meat. "Fast Food" usually meaning fruits and vegetables, and meat on a stick, clay pitchers of wine, or bottles of ales and spirits are also available.

4. GATES TO THE LOWER LEVELS (बी 1)

Iron gates lead down to the **Battle Slave Pits** (see **Area 9**, below). The gates are locked but have a smaller door set

in them like a camel's eye to allow passage of up to Large creatures without much difficulty. The gates are guarded by a pair of **fire giants**.

Iron Gates: Hardness 10; hp 120; Break DC 30; Open Lock DC 30.

Fire Giants (2): CR 10; hp 142.

5. THE COMMONER'S STANDS

The outer ring of seats slowly rotates to afford a view of all the various events taking place upon the arena platforms. This can be disorienting to first time visitors, requiring that they make a DC 15 Fortitude save or become sickened for the duration of their visit at the Circus and for 2d6 minutes afterwards. This effect only occurs the first time a visitor comes to the Circus, after which they have become accustomed to the vertigo.

Lesser events, taking place on the various platforms must be viewed with the naked eye, which can be difficult to say the least, requiring a successful DC 20 Spot check to really see what is going on. Stadium goggles, which are no more than *eyes of the eagle*, are rented by hawkers and vendors making their way through the stands offer a better view of activities, but one must be forewarned, the cheaper goggles may become permanently attached to the viewer's eyes, denying them any close up vision. These may only be removed by offering one's self into the Circus as fodder for the various traps, monsters, and combatants in one of the games or by a successful *remove curse* spell. This of course can prove to be a death warrant for those not prepared for the cruel perversity of the games. Goggle rental averages 1d6 x 10 bp and there is a 5% chance that the renter gets a cursed pair. If the *eyes of the eagle* are removed from the stadium they cease functioning.

General seating in the Commoner's Stands averages 1 bp per person. Seating closer to the action averages about 5 bp per person.

6. BALLISTA FIRING DECKS

Huge ballistae mounted on tall firing decks stand at the cardinal points encircling the arena. Four additional ballistae mounted on similar firing decks look out over the Central Stands. Each firing deck is attended 3 **azer slaves** who are chained to the deck. They load and wind the ballista for stadium visitors who wish to take a shot at a combatant or at another ballista operator.

Each firing deck can hold up to 8 Medium creatures plus its azer slaves. A Large creature counts as two Medium creatures; a Huge creature counts as four. For creatures smaller than Medium, two Small creatures count as one Medium creature; four Tiny creatures count as one Medium creature.

A firing deck can be rotated 90-degrees in a single round. A Medium creature firing a ballista takes a -4 penalty on attack rolls; Small creatures take a -6 penalty on attack rolls. It takes three azer slaves one full-round action to

reload a ballista. If less than three load a ballista, it takes two full-round actions.

These oversized ballistae have a range increment of 180 feet, a critical threat range of 19-20, and deal 4d8 points of damage.

For a mere 5 bp, a fan can purchase a single shot with one of the ballistae. For 10 bp, a fan can purchase three shots. Shots can be taken at game participants or other ballista operators.

Each firing deck has a small brass target on its side about the size of a buckler. The target is AC 18. Three successful shots from a crossbow or bow in the same round that hits the target causes the deck to lurch upward and forward, hurling everyone on it into the arena. Individuals falling to the arena floor are instantly *teleported* to the Battle Slave Pins beneath the stadium, stripped of their gear in the process.

A single shot from a firing deck-mounted ballista triggers the platform hurling as well. Only the chained azer slaves avoid being hurled into the arena, and end up dangling from their chains until the platform resets (in 10 rounds).

Chained Azer Slaves: CR 2; hp 11.

7. Central Stands (डी 14)

The central stands are where the high rollers come to watch the games. This slowly rotating deck of stands is pyramid-shaped and has four ballista firing decks on it. The top tier consists of private boxes used by the Sultan (when he deigns to come to the games), the Grand Vizier, and the Circus Master. These boxes may only be entered through *teleportation*, and then only to those who know the proper password as they are guarded by *forbiddance* spells (lawful evil, caster level 20th). The viewing portal to these stands is a permanent *wall of force* (caster level 20th), and the seating is luxurious to say the least.

Below them are private boxes that may be rented by high rollers for 1,000 bp per hour. The doors are guarded by 4 **efreeti guards**, and may only be entered with the proper password. General seating in the central stands averages 20 bp per person.

Doors: Hardness 10; hp 60; Break DC 28; Open Lock DC 40.

Efreeti Elite Guards (4): CR 10; hp 97; see **Appendix 1**.

8. The Platforms

Each of these four platforms is a 500-foot wide disk that floats in a circular pattern around the Central Stands. Each platform is enchanted with powerful magic that lets it morph and change into any sort of terrain upon

which combatants do battle. The platforms float above the racetrack so as not to obstruct the spectators' views.

Each platform is surrounded by a special *antimagic field* that allows magic to take place normally on the platform, but prevents magic from getting into or out of the area. The *antimagic fields* are designed to keep spellcasters from aiding their battle slaves during combat.

A platform generally hovers 60 feet above the molten lead racetrack, but its height can be adjusted by the Circus Master from within his private seating box.

Games and Events

Various games are played upon each of the four floating platforms simultaneously. The platforms are changed magically and combatants placed upon any given platform are generally done so via *teleportation*.

As the City of Brass generally never sleeps, there is a 50% chance that a major event is being held at the Circus of Pain at any given time. Admission to the arena is free for general seating. Individuals seeking more desirable accommodations, such as the private boxes overlooking the arena platforms, pay anywhere from 10 bp to 1,000 bp for the superior seating. When major events are not taking place, standard events such as racing or one-on-one gladiator style combat takes center stage.

Getting into an Event

Most events are closed to the public, meaning that you cannot just sign up and jump right in. Noble Houses and certain extraplanar visitors have their own stables of battle slaves whom they send to the games for profit and amusement.

Being sold to a training facility is the most common way of getting set into the games. Bribes can be made however,

Victory Points and Earnings

Each event offers a reward of Victory Points and brass pieces. Coin is either added to the victor's spoils or, in the case of battle slaves, added to a "pot" that can eventually be used to purchase the slave's freedom.

A combatant that earns enough Victory Points can win his freedom by fighting the Circus Champion. Victory Points are awarded as follows.

Event	VP Award	BP	Winnings
Hit firing deck target with bow or crossbow	1	100 bp	
Win gladiatorial battle	2	1,000 bp	
Win the golem smash	2	1,000 bp	
Win nightmare race	2	1d4 x 5,000 gp	
Win chariot race	2	1d4 x 5,000 gp	
Win Tower of Pain	5	1,000 bp	
Win Fire and Ice	5	1,000 bp	
Win Ballista Blast	7	2,000 bp	
Win Brain Ball	10	3,000 bp	

and simply jumping onto the floor of one of the arenas has the result of an individual giving up any of their rights, gear and freedom. Certain events of course may lead to fans “accidentally” being tossed into the arena by other fans, or hurled their by angry beasts who make their way up into the lower stands on occasion.

Jumping onto the floor or falling from the stands results in the creature being instantly *teleported* to a holding cell without their belongings, and then instantly *teleported* again back to the arena with the proper gear and equipment for the games. If they survive the game, stable owners bid over the creature to decide who gets to keep the new combatant. All former gear becomes the property of the Circus Master, who keeps the items he likes and sells the rest in one of the many Bazaars of the City of Brass. If however a battle slave should win his freedom from the Circus of Pain, he not only claims the prize for the event, but reclaims his equipment as well.

The exception to the rule on entering and joining the games is amongst the racers, both mount and chariot. These games are open to any who can afford a racing chariot or a swift mount capable of riding over the grueling molten lead

track, and are willing to risk their life for the fortune and glory that entails. Most racers are professionals who live for the sport and go for broke on every turn, knowing that the riches they earn are more than the sum of some entire kingdoms on their home worlds. The noble houses, featuring a younger prince of the house as a rider or driver, sponsor several of the racers. For more information on the races and how to run an event, see the section on **Races** below.

To enter a race, one must have 5,000 gp value of purse money to put up for themselves or their racer to cover licenses and buy into the circuit.

the games

Listed here are various games which the DM can use in the event that the PCs wish to battle or compete their way through the games for a chance to face Hezoid, Champion of the Games, and attempt to wrest his *Maul* from him. Also, if the PCs find themselves prisoners of the fighter pits, these games afford their only chance at gaining their freedom from the Circus.

nightmare races

These races are run by jockeys riding nightmares that spiral around the molten lead track in an effort to reach the finish line first. Nightmares are “grounded” in these races and do not fly. Should any rider take to the air, he is automatically disqualified (unless a special stipulation says otherwise).

One variation of the standard nightmare race allows the riders to utilize weapons as they circle the track. Riders that fall suffer the full effects of the arena’s molten lead surface.

Another variation allows the audience to take shots at drivers with one of eight huge ballistae in the stands for 5 bp per shot, three shots for 10 bp. The audience likes this version of the race best as they think it gives them an advantage, by helping their nightmare win. Of course nothing really stops a fan from shooting at the person firing on their nightmare either.

See the sidebar for rules on running races.

Equipment: Many races forbid the use of weapons. As such, the jockeys in these events rarely wear armor. In races where weapons are allowed, jockeys usually wear light armor and carry hand or light crossbows and short swords.

Victory: Prizes for first place usually average 1d4 x 5,000 gp in value of coins, gems, and magic items (specifics can be determined by each DM to suit his or her campaign). The winner earns 2 Victory Points. Prize money either goes to the winner’s purse or (if he is a slave) to a “pot” used to purchase his freedom.

Several sample jockeys are listed below and fully detailed in **Appendix 1**.

Afzal, Male Human Ftr10: CR 10; hp 75; see **Appendix 1**.

battle slaves and racers

It is important to differentiate between battle slaves and racers who participate in games. Battle slaves are generally slaves bought by various training facilities in the City of Brass, with the sole intent of using their combat skills for the amusement of the fans that throng to the Circus. All battle slaves are fitted with a brass collar. The brass collar *geas* of a battle slave dictates that they honor their master, and fight in the arena with the purpose of becoming “Circus Champion”, and upon becoming champion, to remain champion for life. It is of course possible to buy one’s freedom prior to facing the Circus Champion; however this is such a rare circumstance as to be unheard of. Slaves winning their freedom or being freed by their slave master breaks the *geas* and any further magical compulsion to take part in the sport.

A slave can purchase its freedom from the Circus by earning enough brass pieces in winnings equal to twice its slave value. (Remember, a slave’s value is Strength x Charisma x HD; arcane casters multiply this total by 1.5 to arrive at their value.)

Racers, be they nightmare jockeys or charioteers, are commonly free folk. They compete purely for sport and profit and are not bound to the rules that battle slaves must face, unless of course they happen to be owned by a noble house or wealthy visitor who compels them to participate as a form of “honoring their master.” Free-folk racers come from all walks of life and all planes of existence.

molten lead racetrack

The molten lead racetrack circles the entire arena. Iron railing (not unlike like that at dog racing tracks) separates it from the stands and the inner arena floor. Touching the molten raceway deals 3d10 points of fire damage per round of contact. Further, a character contacting the surface is exposed to the deadly fumes given off by the molten lead and must make a DC 18 Fortitude save or take 1d2 points of Constitution damage. All such characters must make a second save 1 minute later or take another 1d6 points of Constitution damage. Note, characters riding nightmares or riding in chariots do not suffer the effects of the fumes unless they fall from their mount or chariot and actually contact the molten lead.

An immunity or resistance to fire serves as an immunity or resistance to molten lead.

conducting the nightmare races

The rules below can be used to conduct the nightmare races. The system is simply a number of opposed Ride checks made by all participants and is for ease of use. (It's much easier than rolling 50 or so Ride checks during combat to get around the track.) The player that wins the most opposed checks wins the race.

To complete one lap around the track requires five Ride checks (one entering each turn, one exiting each turn, and one at the half-way point on the end of the track opposite the starting gate). If a race runs more than one lap, an extra check is needed when the riders cross the starting line each time.

1. Opposed Ride Checks: Each participant makes a Ride check; the highest result wins that portion of the race and is considered to be in the lead. If the results are tied, the rider with the higher skill modifier wins. If these scores are the same, the riders are "neck and neck". On a natural 1 (regardless of modifiers), a rider must make a DC 10 Ride check or be thrown from his mount. He can remount and get back into the race, but takes a -5 penalty on his next two Ride checks made at the designated points in the race.

2. Winning the Race: The winner is the rider who wins the most Ride checks during the race. If two or more riders have an equal number of wins, the one with the highest skill modifier wins. If these scores are tied, each rider in the tie makes another Ride check to break the tie.

conducting the chariot races

Chariot races are conducted just like the nightmare races and use the above rules system substituting Handle Animal checks for Ride checks. Since chariot races are always more than one lap, six checks are needed to completely circle the track.

A charioteer that rolls a natural 1 on his Handle Animal check must immediately make a DC 10 Handle Animal check. On a failed check, he has lost control and the chariot either crashes into a wall or flips over (50% chance for either). The driver and marksmen (and anyone else riding with him) takes 2d6 points of damage from the crash plus fire damage dealt by the molten raceway. A crashed chariot cannot get back into the race. A chariot that flips over can usually be flipped upright and continued in the race, but the chariot team takes a -5 penalty on their next two Handle Animal checks made at the designated points in the race.

Stigandr, Male Babau Rog6: CR 12; hp 117; see Appendix 1.

Nightmare Mounts: CR 5; hp 45.

chariot races

Chariot races pit charioteers in nightmare-drawn chariots against one another on the molten racetrack. Two-person teams (one driver, one marksman) ride the chariots while two nightmares pull each chariot along the raceway. The driver navigates the turns and avoids other chariots and drivers attempting to throw them off the track while the marksman takes aim at the other participants. A variation of this race allows the audience to take shots at drivers with one of eight huge ballistae in the stands for 5 bp per shot, three shots for 10 bp. Remember though, the marksmen can return fire at the stands if he so wishes.

Equipment: Drivers and marksmen usually wear medium armor. Drivers rarely carry weapons, and those that do usually carry nothing more than a short sword or dagger. Marksmen wield a short sword and heavy or light crossbow.

Victory: Three laps around the track wins. Prizes for first place usually average 1d4 x 5,000 gp in value of coins, gems, and magic items (specifics can be determined by each DM to suit his or her campaign). The winner earns 2 Victory Points. See the sidebar for rules on running races. Prize money either goes to the winner's purse or (if he is a slave) to a "pot" used to purchase his freedom.

Listed below are four chariot teams.



for their team's climbers and attempting to pick off the opposing teams' climbers. Climbers may face an additional threat from the firing decks if fans decide to participate.

Climbing the Tower requires a successful DC 15 Climb check. Remember, a climber loses his Dex bonus to AC (if any) and a climber that takes damage falls from his current height and takes appropriate falling damage.

To determine if a climber enters a space with a trap, roll 1d20 on the table below. Searching for and disabling traps follows the standard rules. A character that takes damage from a trap falls.

1d20 Trap

1. **Poison Wall Spikes:** CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21.
2. **Ungol Dust Vapor Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

4. **Fusillade of Spears:** CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20.
5. **Deathblade Wall Scythe:** CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.
6. **Wall Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18.
7. **Fusillade of Darts:** CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25.
8. **Wyvern Arrow Trap:** CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16.
9. **Insanity Mist Vapor Trap:** CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20.

10. **Scything Blade Trap:** CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.
- 11-20. **No trap.**

Equipment: No magic items, except magic weapons. Fighters are usually heavily arrayed, magic weapons are allowed. Snipers tend to wear lighter armor and carry either composite longbows or heavy crossbows. Climbers wear light or no armor and some don't even bother with weapons.

Victory: The first member of a team that reaches and secures the ring wins the game for his team. Each surviving member on the winning team gains 5 Victory Points and 1,000 bp (either in his purse or added to a battle slave's total in order to purchase his freedom).

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A large portion of the platform is converted into an ice maze. Prowling through the ice maze are packs of **winter wolves** and several **frost minotaurs**. A few areas of the maze are trapped as well. At the heart of the maze is a *brazier of commanding fire elementals*. The first team to get a member to the center of the maze and summon a fire elemental wins. When the fire elemental is summoned, the maze, winter wolves, and frost minotaurs vanish. One round later, so does the fire elemental and *brazier*.

This game is played by two opposing teams of two to four members each. Teams start on opposite ends of the maze.

For each four rounds spent in the maze, roll 1d20 on the table below for random encounters.

1d20	Encounter
1-2	1d3+2 winter wolves: CR 5; hp 51.
3-4	1d2+2 frost minotaurs: CR 5; hp 39; as per the MM, except resistance to cold 10 and gore attack deals extra 1d6 cold damage.
5-6	Opposing team member.
7-8	Cone of Cold Trap: CR 6; magic device; proximity trigger; automatic reset; spell effect (cone of cold, 10th-level wizard, 10d6 cold, Ref DC 17 half); Search DC 30; Disable Device DC 30.
9-20	No encounter.

Equipment: Varies; can or cannot include magic items. Fire-based items, effects, and spells are outlawed as are any magic items that grant an immunity or resistance to cold.

Victory: The first team to get a member to the center of the maze and summon a fire elemental (who promptly destroys the maze and its inhabitants) wins. Each surviving member on the winning team gains 5 Victory Points and 1,000 bp (either in his purse or added to a battle slave's total in order to purchase his freedom).

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One team of eight members work together to assemble the pieces of a heavy catapult, all the while being assaulted by the Circus-goers who fire on them from the various firing deck-mounted ballistae located throughout the stands. It takes 10 rounds to fully assemble the heavy catapult and get it into firing order. A team member with ranks in Knowledge (siege engines) or Profession (siege engineer) can reduce the time needed to build the catapult by two rounds. Victory is achieved when the catapult is fully assembled and fired, hitting at least four different ballista firing decks once. (There is a 20% chance that any hit on a firing deck hits the small brass target, thereby launching its occupants into the arena.)

This event is quite popular, not only because it requires crowd participation, but also because it is one of the bloodier events the Circus holds.

To fire a heavy catapult, one person acting as the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, and range increment penalty. If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing 6d6 points of damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count 3 squares away from the target square for every range increment of the attack.

Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult). A typical eight-man crew can reaim the catapult as a move action.

Equipment: Ranged weapons are outlawed. Team members can choose one of the following as protection: +3 *heavy steel shield*, +3 *tower shield*, or +3 *oilshark armor*.

Victory: Victory is achieved when the catapult is fully assembled and fired, hitting all of the ballista firing decks at least once. Each surviving member on the winning team gains 7 Victory Points and 2,000 bp (either in his purse or added to a battle slave's total in order to purchase his freedom).

brain ball

This is a crude game of dodge ball played with the lime-hardened brain of a deceased battle slave. The “ball” has been enhanced to include a special (and permanent) version of a *slay living* spell on it. To win, a team must kill all members of the opposing team. Teams consist of five members each.

The brain ball deals 1d4 points of damage plus the attacker’s Strength modifier on a successful hit. It has a range increment of 10 feet and a critical threat range of 19-20. To hit an opponent with the brain ball requires a successful ranged attack.

To trigger the *slay living* effect an attacker must hit his opponent in the head with the brain ball. To make a head shot, the attacker makes a normal attack roll with a –10 penalty. Note that unless the target is wearing a helmet (or similar protection), he does not get his armor bonus to AC against a head shot. If the attack succeeds, the attacker hits the target’s head with the brain ball. The opponent takes damage and must make a DC 17 Fortitude save or die. Even on a successful save, the opponent takes 3d6+10 points of damage.

Equipment: No magic items allowed, except armor and shields. No weapons are allowed. Generally, non-magical armor is used. Helmets are allowed and are almost always worn (granting a +1 bonus to AC against head shots).

Victory: Victory is achieved when one team kills all members of the opposing team with the brain ball. Each surviving member on the winning team gains 10 Victory Points and 3,000 bp (either in his purse or added to a battle slave’s total in order to purchase his freedom).

the circus champion (the champion of pain)

The goal of many battle slaves and competitors is to become Circus Champion. To do this however, one must defeat the current Champion of Pain: **Hezoid**.

Hezoid, a rather brave and foolhardy titan, came to the City of Brass many years ago and demanded the *Codex of Infinite Planes* from the Sultan of Efreeth, threatening to lay waste to the city unless he was given satisfaction. The Sultan and the Grand Vizier merely laughed at this rather large infidel, and after a lengthy and auspicious, if somewhat lopsided battle, they beat the titan into submission, and promptly bound him with a brass collar, and turned him over to the Circus Master. In the course of the battle, Hezoid was shriven of his memory and has become maddened with battle lust. He is well kept by the Circus Master, and although by the law, he could have demanded his freedom long ago, feels no real reason to give up his current position, and rather enjoys the cheers that go along with it.

Hezoid has no memory of his former life, and now lives only to kill and appease the crowds in the Circus of Pain.

Standing nearly 25 feet tall, the mere sight of him is enough to make the bravest of men cower. Fighting him alone is considered suicidal by most that have seen him, as he enjoys repeatedly smashing an opponent with his massive hammer while peppering them with his magic.

facing hezoid (CR 25)

To face Hezoid in battle, a team or individual must have accumulated at least 50 Victory Points or gone through all the events and won each one at least once. Upon doing so and making the challenge, the individuals or team are transported to one of the platforms with all of their original gear. The stadium announcer calls out that a challenge has been laid down, and the illusion screens above the stadium flicker to life as Hezoid is *teleported* from his chambers to the platform. Hezoid wastes no time and immediately attacks his opponent(s).

Hezoid, Male Titan Ftr4: CR 25; hp 448; see Appendix 1.

defeating hezoid

There are essentially three ways to defeat the Circus Champion of Pain, gain the *Maul of Hezoid*, and escape the Circus of Pain. Clever players will probably invent others.

Restoring Hezoid’s Memory with the Mymr Stone: Though he remembers nothing of his former life, Hezoid’s memory could be restored if his brass collar was removed and the *Mymr Stone* shown to him. Upon viewing the stone, his memories rush back and he becomes angry at his imprisonment, seeking retribution against his enslavers. He immediately steps into the stands and attacks every efreeti, fire giant, and burning dervish in sight, fighting his way out of the Circus. Fire giant guards and efreeti move to battle him. At the same time, **1d4+1 elite efreeti guards** are *teleported* to the PCs location (if they are still on the platform) in order to subdue them. If the PCs do not get off the platform 1d6 rounds after the chaos erupts, the Circus Master *teleports* them to their holding cells.

Further, every single creature in the arena viewing the *Mymr Stone* has a very good chance of being affected by it. Rather than roll several thousand saving throws (though you are free to do so if you wish), the easiest way to deal with it is to make a save when Hezoid or the PCs encounter an opponent. Simply make the opponent’s Will save. On a failed save, the encounter is with a fascinated creature that stands and does nothing (unless attacked).

Should the PCs help Hezoid regain his memory and escape from the Circus of Pain, he grants them the use of his mighty hammer, the *Maul of Hezoid*, for one year and one day, and then returns to Olympus to regain his strength and plot his revenge.

Note: Using the *Mymr Stone* can be dangerous as it reveals to the masses that the PCs are the thieves who conquered the KhizAnah. Burning dervish bands and

efreeti death squads are quickly assembled and the PCs become marked and hunted.

Freeing Hezoid with Wishes or Magic: If the PCs remove Hezoid's brass collar, his madness can be cured with a successful *greater restoration*, *limited wish*, *wish*, or *miracle*. His madness removed, his memories return and he attacks the efreeti as above.

By the letter of the law, Hezoid forfeits the fight to the PCs when he turns on the crowd, thus making them the new Circus Champions, and allowing them to request their freedom.

Slaying Hezoid: Certainly not the easiest way to gain the *Maul of Hezoid*, but it can be done. After defeating Hezoid, as the new Champion, a PC can request his freedom.

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If the PCs defeat Hezoid, they are hailed as the Champions of Pain and can stay on with the Circus, defending their titles, or they can take their winnings and depart. Staying with the Circus grants them several perks. First and foremost, the PCs gains fame and prestige in the eyes of the Circus-goers. Second, they gain wealth by getting a 15% cut of all bets placed on them (if they win).

If the PCs opt to take their winnings and leave, they are hailed as celebrities in the City of Brass, possibly opening new doors for them and perhaps gaining them discounts and perks they normally wouldn't have available to them. Freed PCs collect all of their earnings and get a 5,000 bp bonus from the Circus Master before they depart.

ਭ. ਬਾਟਲ ਸੇਵਾ ਪਿਟ

The Battle Slave Pits are accessed via the Stairway to the Lower levels, and the locked iron gates (see Area 4, above). The gates are only opened for beast and slave traders, stable owners, or those given a pass by the Circus Master.

The Battle Slave Pits are 10-foot-by-10-foot pits dug into the floor. Larger creatures are contained in larger, more accommodating pits. The room is divided into two sections. One contains pens for various beasts that are *teleported* to the fighting platforms; the other is for humanoids, monsters, and outsiders who find themselves sent to this bleak existence. There are literally hundreds of cells, in each section. Each cell is "locked" with a *wall of force* that allows visitors to walk around and view the contents of each pit. The entire area is surrounded with an *antimagic field* (that still allows the *walls of force* to remain active but nullifies all other magic).

Battle slave contained in each cell can be chosen from the NPC Appendix. Monsters in each cell include giant scorpions, giant wasps, manticores, medusas, demons of all types, devils of all types, a frost giant, a gold dragon, two brass dragons, several werewolves, dire animals of all types. The DM is encouraged to expand the list as he sees fit.

10. ਹੇਜ਼ੋਇਡ ਦੀ

Unlike the battle slave cells, this is a finely ornate room full of oversized furniture and weapons. There is a 70% chance at any given time that Hezoid is in his cell.

The door to this cell is made of reinforced iron and locked with a *greater arcane lock*. No guards stand before his cell. Hezoid's brass collar prevents him from smashing the cell door into a heap of iron and escaping.

Hezoid has accumulated the following things over his years as the Circus Champion, but finds little use for any of them, content to drink and fight. Piles of brass, gold, and other loot won in the arena litter the floor. Several 50-gallon casks of wine, both full and empty, line the walls or like broken on the floor.

Reinforced Iron Door: Hardness 15, hp 120; Break DC 50; Open Lock DC 40.

Treasure: 3,000 bp, 12,000 gp, 12 brass mugs (200 gp each), 7 rolls of silk (150 gp each), platinum ruby ring (7,000 gp), *staff of abjuration* (31 charges), *ring of telekinesis*, +5 *greatsword*, +3 *brilliant energy short sword of speed*, *oil of magic vestment* +5, *python rod*, *cloak of charisma* +6, *eyes of charming*.

ਦੇਖਣ ਵਾਲੇ ਖਾਣੇ ਦੇ ਖਾਣੇ

The following areas are the private quarters of the Circus Master.

11. ਖਾਣੇ ਦੇ ਖਾਣੇ (ਫਾਈਟ ਖਾਣੇ)

The portals are made of solid bronze and engraved with the seal of the Circus of Pain: A stylized rendition of the arena above. An ornate bronze gong stands nearby.

A pair of **fire giant guards** stands watch here. One bears a huge mace that he slams into the gong sounding an alarm before wading into combat. After 1d4 rounds, 3 **efreet** appear to assist the fire giants.

Fire Giants (2): CR 10; hp 142.

Efreeti Elite Guards (3): CR 10; hp 97; see Appendix 1.

12. ਕ੍ਰਿਸਟਲ ਪੋਲ (ਫਾਈਟ)

A crystal clear pool of liquid quartz dominates this chamber. Mist and steam fill the chamber, affecting it as if by an *obscuring mist* spell. This chamber is home to a pair of **crystal nymphs** that tend to the Circus Master and his honored guests. Unwanted visitors are attacked and drowned.

Crystal Nymphs (2): CR 7; hp 27; as the MM nymph, but each carries a +2 *keen wounding dagger*; add +2 on attacks and +2 on damage.

Treasure: Three silver and bronze necklaces lay at the bottom of the pool. Each is valued at 350 gp.

13. Audience Chamber (14)

It is here that the Circus Master takes meetings and entertains special guests. The audience chamber is guarded at all times by **4 elite efreeti guards**, granted as gifts to the Circus Master by the Sultan himself. The walls of the chamber are covered from top to bottom with *symbols of pain* that are triggered as soon as a character enters the chamber. The *symbols* are caster level 23rd and have a Fortitude save of DC 23. The efreet know and use the password to avoid triggering the *symbols*. When entertaining guests, the Circus Master either covers the *symbols* or dispels them.

Efreeti Elite Guards (4): CR 10; hp 97; see Appendix 1.

Treasure: Twelve inlaid silver engravings featuring arena combat line the walls here. Each has a value of 2,000 gp, but weighs about 200 pounds. A throne-like chair of onyx sits here (3,000 gp). It weighs about 300 pounds.

14. Treasury

Great iron portals lead to this large chamber containing all of the booty that is stripped from battle slaves when they fall into the arena. By law, this booty is returned if the battle slave ever gains its freedom (this rarely happens). The door to the chamber is triple-locked and protected with a *greater arcane lock* spell.

Once the doors are opened, the party must negotiate the pit trap just beyond the door. In the pit are **3 fiendish yellow cobras**, which attempt to bite anyone who falls in the pit.

The snakes are critical to bypassing the last portion of the Circus Master's devious trap. An odorless, tasteless gas permeates the last 20 feet of the vault room, and the gas is an inhaled form of black lotus extract that is countered by yellow cobra poison. Only if the PCs make their saves or are bitten by the snakes (or happen to have some yellow cobra poison available and consume it) can they safely gather the treasure without suffering the effects of black lotus.

The entire vault area is encapsulated in an *antimagic field*.

Reinforced Iron Doors: Hardness 15, hp 120; Break DC 50; Open Lock DC 40 (must make three successful checks to unlock).

Pit Trap with Fiendish Yellow Cobras: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); filled with fiendish yellow cobras (see below); Search DC 20; Disable Device DC 20.

Fiendish Yellow Cobras (Medium Viper) (6): CR 3; add smite good (1/day, +2 damage), darkvision (60 ft.), resistance to cold and fire 5, SR 7. Replace its poison with the following.

SA—*Poison (Ex)*: Injury—bite; Fort DC 16 (includes +5 racial bonus), 2d4 Str/2d4 Str; suffocation at Str 0 (as per

the DMG, Con check DC = the snake's poison DC).

The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or he suffocates. A *delay poison* spell halts the Constitution checks for the duration of the spell. A successful DC 20 Heal check made before a character suffocates negates any further need for Constitution checks.

Black Lotus Gas Trap: CR 9; mechanical; timed trigger; manual reset; gas; multiple targets (all targets in a 20-ft.-by-20-ft. room); never miss; onset delay (2 rounds); poison (black lotus extract, Fort DC 20, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26.

Treasure: If any of the PCs has become a battle slave, their belongings are found here. Additionally, the following is found here (a lot of this treasure belongs to the sample battle slaves listed in Appendix 3). Gear or treasure not found here is contained in the Circus Master's private chambers.

Potion of darkvision, *potion of climb*, *potion of jump*, 3 *potions of haste*, 3 *potion of cure moderate wounds*, *potion of blur*, *potion of levitation*, *potion of fly*, *potion of spider climb*, *potion of remove paralysis*, *potion of barkskin*, *potion of cure serious wounds*, *potion of cure light wounds*, 2 *amulets of natural armor* +2, 2 *amulets of natural armor* +1, +1 *studded leather armor*, +2 *splint mail*, +1 *full plate armor*, +1 *chainmail*, +2 *chainmail*, +2 *chain shirt*, 2 +2 *leather*, +1 *greataxe*, +3 *maul*, +1 *heavy mace*, +2 *longsword*, +1 *longspear*, +1 *greatsword*, +1 *kama*, +3 *quarterstaff*, +2 *short sword*, +1 *short sword*, +3 *dagger*, *ring of invisibility*, *scroll of 3 divine spells (neutralize poison, slay living, cure serious wounds)*, *scroll of 2 divine spells (cure light wounds [x2])*, *scroll of 2 arcane spells (fireball, lightning bolt)*, *scroll of 3 arcane spells (teleport, fire trap, hold monster)*, *scroll of 2 arcane spells (hold person, cone of cold)*, *horseshoes of speed*, *silversheen*, *bracers of armor* +2, *bracers of armor* +4, *wand of lightning bolt* (22 charges), 10,220 gp, 2,150 pp, 6,100 sp, 4,000 cp, 4 white pearls (300 gp each), 1 green ruby (700 gp), 10 red garnets (15 gp each), 8 amethyst (100 gp each), 2 emeralds (500 gp each), 3 fire opals (150 gp each), fire opal (700 gp), 2 amethyst (150 gp each), 2 sets of masterwork thieves' tools, white gold bracelet (400 gp), silver armband (100 gp), gold idol (600 gp), silver ring (10 gp), masterwork light crossbow, masterwork longsword, masterwork short sword, 2 masterwork sai, masterwork composite longbow (Str +3), masterwork composite longbow (Str +4), masterwork small steel shield, 70 arrows, 8 daggers, 6 cold iron arrows, 30 bolts, 14 shurikens, holy symbol of Muir, unholy symbol of Set.

15. Vault of the Circus of Pain (15)

This chamber serves as the Circus Master's nest and place of rest and meditation. A *greater arcane locked* and trapped chest constructed of mithral contains a *portable hole* filled with a percentage of the Circus Master's great

n'gathau

The n'gathau are a sadistic and cruel race of extraplanar creatures that journey the planes in search of living flesh to further their craft and trade. While demons and devils fight an everlasting war for souls, the n'gathau collect the flesh of their enemies, flay and destroy it, and reconstruct the tortured in blasphemous likenesses of their former selves. Additionally, they sometimes capture the essence of a slain outsider and bring it to their native plane where it remains in eternal torture.

Most horrifying of all, the n'gathau were once humanoids themselves: taken by beings known as the Twelve and transformed via disfiguring tortures. Living creatures are the n'gathau's desire, for the dead serve no purpose; that is, the n'gathau cannot enjoy the suffering of one that cannot scream.

The average n'gathau is a walking collection of bizarre tortures, piercings, chains, flayed skin, and hooks. No two n'gathau are identical in their suffering; the pain endured by each is unique.

Each n'gathau is created through a highly complex and carefully guarded method that the n'gathau themselves do not remember. What is known is that the method consists of the most excruciating and horrible tortures a creature can imagine. A n'gathau remembers nothing of its previous life once the transformation is complete. Only the most powerful, most evil of mortals ever catch the attention of the n'gathau. Such mortals are captured, brought to the Plane of Agony, and given over to the skills and scalpels of Veruard the Razor.

If the PCs are successful and survive the Circus of Pain, Tarbish appears to them, offering them a safe place to hide and recover for the time being until they can proceed to

the next stage of their adventure and take the *Maul of Hezoid* into the heart of the Great Ziggurat, home to the burning dervishes.

Chapter 17: The KhizAnah

The KhizAnah serves as the bank and central depository for the City of Brass. Its reputation for impregnability has not gone unnoticed to denizens of other planes who enjoy the security this place offers and often keep portions of their wealth within the mysterious vaults. PCs attempting to penetrate the stiff defenses of the KhizAnah as part of a City of Brass mega campaign do so seeking the Mymr stone. With this powerful relic the PCs may not only find a way to escape the unbreakable bank, but also use the stone as one of many tools to help them survive even tougher challenges that Tales of Brass has to offer.

The actual structure of the KhizAnah has the appearance of a bank perhaps found in a large wealthy city anywhere. It is comprised of a semi-circular domed structure of pure rose marble topped with a spiraling dome covered in red gold leaf. Finely fluted columns carved to look like stylized date palms offer a fantastic faux support to the front portico. Dates carved from clear blue quartz glitter brilliantly from the finely-chiseled palms. Magical inscriptions cover the entire structure, woven seamlessly into the design of the building.

1. The Portico (बोर्ड)

The entry portal to the KhizAnah is protected by **2 elite efreeti guards** armed with massive masterwork falchions who glare menacingly at all who enter. The portico leads to the **Foyer** (Area 2).

Note: If the guards are attacked, an alarm is automatically sounded throughout the KhizAnah. Two rounds later, the adamantine portal is sealed and a second adamantine door spirals shut, atop the first set, and a *wall of force* spell is triggered. This *wall of force* is sandwiched between the two sets of adamantine doors. One of the guards is dispatched to gather a force to surround the KhizAnah consisting of a dozen more efreeti guards, a half dozen fire giants, an efreeti sorcerer of at least 10th level, and a burning dervish cleric of at least 10th level, who form a protective perimeter around the KhizAnah. This force is readied to blast anyone who forces their way beyond the portals. A second force readies itself to override the defenses, go into the KhizAnah, and hunt down any intruders. **Efreeti Elite Guards (2):** CR 10; hp 97; see **Appendix 1**.

2. The Foyer (बोर्ड)

Like the portico, the foyer is also guarded by **2 efreeti bank guards**. A second set of doors open into

Standard Features

Circular Irising Doors: Unless otherwise noted, all doors are irisng circular doors of solid adamantine, two inches thick and fitted with excellent locks, and protected by a *greater arcane lock* spell. The doors can only be unlocked once the *greater arcane lock* spell is defeated.

KhizAnah Irising Doors: Hardness 20; hp 80; Break DC 60; Open Lock 30.

Shielding: A PC that makes a DC 25 Spellcraft check discovers that the entire structure is under the effects of powerful abjuration magic designed to deny extraplanar travel or teleportation into or out of the structure.

The KhizAnah is shielded against any means of magical transport for anything except inanimate metallic objects (with exception of the teleportation disks on Level 2 that allow teleportation to and from specific locations in the KhizAnah). Spells such as *teleport*, *dimension door*, *plane shift*, *ethereal jaunt*, and so on automatically fail if used within the KhizAnah or if used to attempt to gain entrance to the structure.

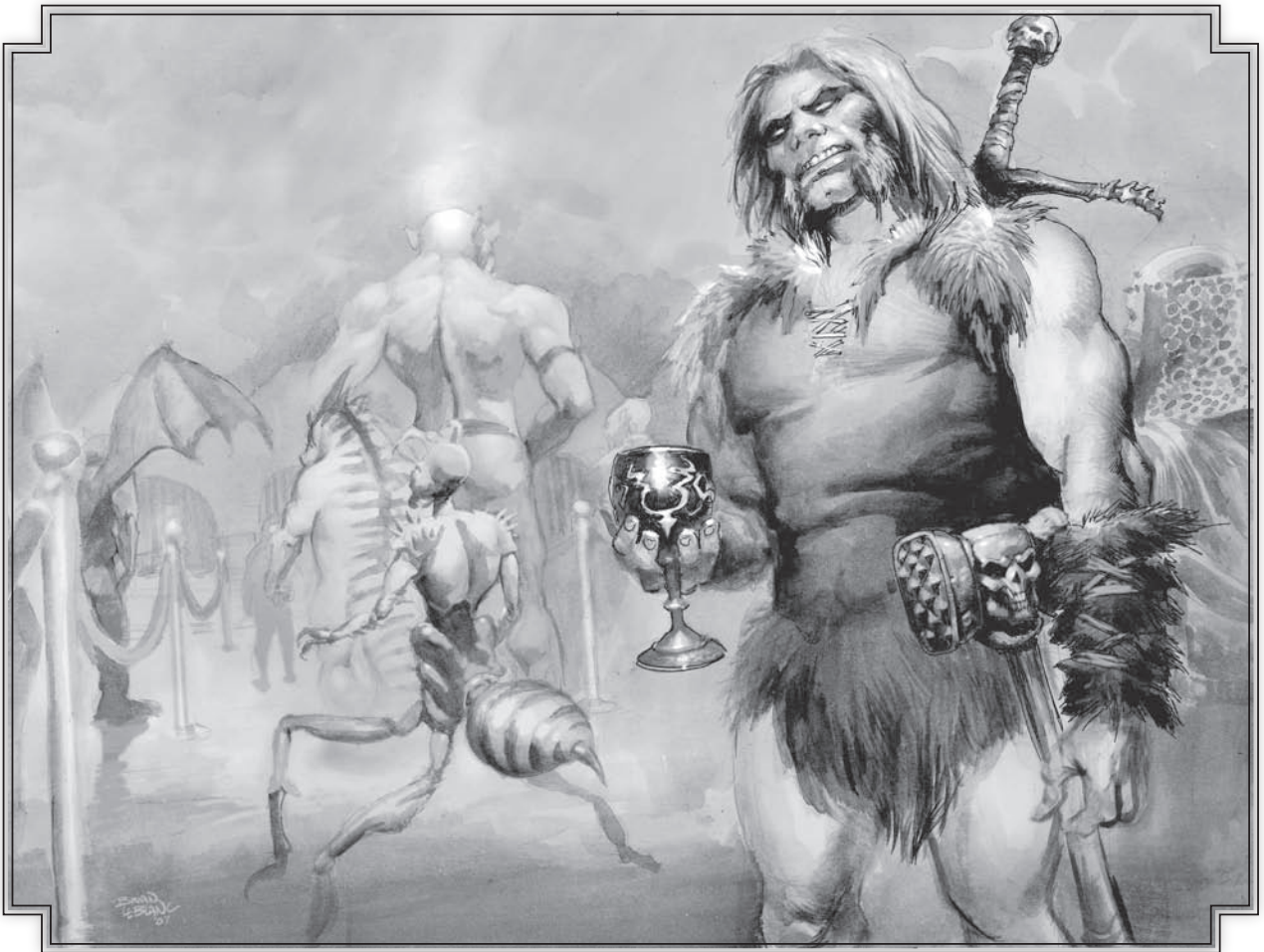
Additionally, no spells or powers involving extraplanar contact, such as *summon monster*, *gate*, or *commune* operate within the KhizAnah. The KhizAnah is further shielded against *clairaudience*, *clairvoyance* and *scrying*.

the **Lobby**. If the guards are attacked or an alarm is sounded, a second pair of adamantine doors and defensive measures as described above spring into effect.

Efreeti Elite Guards (2): CR 10; hp 97; see **Appendix 1**.

3. The Lobby (बोर्ड)

The KhizAnah is nearly always open with the exception of city wide holidays. Its lobby is filled at all hours with bank customers, messengers, and merchants from the city as well as other locales throughout the planes. There are any number of bank customers of varying races, sizes, and planar origins in the lobby at all times. **Efreeti guardsmen** stand in the four corners of the lobby keeping a watchful eye of the comings and goings of the bank customers. There are six teller windows that stand before four counting rooms protected by 1-inch thick adamantine bars.



Adamantine Bars: Hardness 20; hp 40; Break DC 40.

Efreeti Elite Guards (4): CR 10; hp 97; see Appendix

1.

Efreeti Bank Tellers (6): CR 8; hp 65.

banking

Individuals wishing to open an account at the KhizAnah may do so by depositing at least 100 bp. (Though an account has no minimum balance, a minimum deposit is required.) Withdrawals may be done at any time during banking hours, and accounts are kept open indefinitely. Individuals opening a new account are given a numeric code to memorize to collect their cash or valuables from the bank, and need only fill out a deposit slip scribed on a sheet of pure copper, and hand this to the bank teller.

Safety deposit boxes are also available to bank customers. These are key-operated and each is a portable hole allowing the customer to come and go as they wish, and collect their things. The safety deposit boxes cost 50 bp per month to rent, and items inside of them that go uncollected past the time the box has been rented become the property of the KhizAnah. Tellers ask only basic questions of the bank customers, which is one of the reasons for the success of the institution.

There are four doorways leading from the teller area to counting rooms, where the banking canisters are filled with valuables for delivery to the vault.

4. इदतुनोपुरठल, वेदपडो बखडइ (दो 14)

This room is guarded by a pair of large gruff-looking **efreeti**, similar to others found in the KhizAnah. A **clerk** is here as well, and conjures keys for customers coming here to use the deposit boxes. People just milling about are asked to go wait in the lobby. Individuals with serious business pay their coin, are given their key and ushered into the deposit box vault.

Efreeti Elite Guards (2): CR 10; hp 97; see Appendix 1.

Efreeti Bank Clerk: CR 8; hp 65.

5. वेदपडो बख वलुत (दो 11)

The walls of this chamber are lined with safety deposit boxes from the floor to a ceiling that stretches some 50 feet above the ground. Polished bronze plates with minute keyholes eight inches square guard rare treasures for their owners in strictest of confidence. Huge ladders on wheel and track allow access to some of the higher deposit boxes. Customers may optionally, have the efreet clerk fly them to the box, but many turn this down as they would prefer the bankers not know what is in their box.

ਵੀਲਾਨਡੇ ਓ ਵਟਰੀਪੁਡ

These diamonds of diabolical nature appear to be of perfect clarity and glinting with a dazzling brilliance (worth 600 gp). One such diamond spawns six diamonds exactly like it every day for 111 days. After the possessor has accumulated 666 such diamonds, on midnight of the 111th day, all of the diamonds transform into **Large fiendish poisonous snakes** that attack their possessors and anyone else who crosses their path. Only a *true seeing* spell reveals one of the diamonds for what it truly is. The master diamond must be destroyed by dipping it in holy water, and casting *break enchantment* upon it by a lawful good priest of 15th level or higher. Once the master diamond is destroyed, all of the other diamonds (and snakes) ignite with a flash of brimstone and turn to ashes.

Strong transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*; Price 6,000 gp.

ਥੇ ਬਾਨਕਰਸ ਫ਼ੇਸ

All guards, bank employees, and slaves of the KhizAnah are enchanted with the banker's *geas*. This *geas* compels the employees to forget what is in the Vault, or where it is located if they are asked or compelled to tell anyone other than another bank employee. Should someone attempt to read the minds of a bank employee or slave with a *detect thoughts* or similar spell or effect, a *feblemind* spell is triggered that reduces the employee to a gibbering buffoon if the employee fails a DC 20 Will save. Likewise, the mind reader must also succeed on a DC 20 Will save or be affected as by a *feblemind* spell.

Each of the deposit boxes is actually a portable hole, and may only be opened with their specific key. Attempting to pry one of the brass doors from the wall triggers a **crushing ceiling trap** and an alarm begins to chime throughout the KhizAnah, bringing guards from the lobby, the guard barracks and the security room to handle intruders. One round after the ceiling crushes the party and returns to its normal place, **acidic gas** flows into the area to cleanse the floors and walls of the vault. The residual gore seeps out through tiny cracks in the floor.

Crushing Ceiling Trap: CR 10; mechanical; location trigger; automatic reset; ceiling moves down (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. area); never miss; onset delay (1 round); Search DC 25; Disable Device DC 25.

Acid Gas Trap: CR 8; mechanical; timed trigger; automatic reset; gas; never miss; onset delay (1 round after ceiling resets); acid gas (20 points of damage/round, lasts

5 rounds, Fort half DC 25); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 20.

Treasure: The treasures held here are in a specially constructed inter-dimensional space that is inaccessible to anyone not having the corresponding key. If the PCs happen to gain a key through pick pocketing, or by other means, feel free to insert any corresponding treasure you feel appropriate for the deposit box. The deposit boxes may serve as plot seeds for DMs wishing to create their own adventures in the City of Brass.

੬. ਬਾਨਕ ਲਾਨਾਫ਼ਰ 'ਓ ਓਫਿਸ (ਈ ੧)

Thaaman Ikla, the bank manager keeps an office here on the ground floor of the KhizAnah. He alone knows the proper set of staircases to take to get to the vault-servicing chamber. However, he has a *geas* on him to forget this information should he ever be asked or forced to take anyone there. His *geas* further drains any knowledge of how to order treasure up from the vault if forced to do so by would-be robbers. A *contingency* spell placed upon him casts a heightened *slay living* on him should his *geas* ever be broken. Thaaman's office is opulent with a fine onyx desk. His ledger is strangely blank, as the *Mymr Stone* handles all of the processing needs of the bank when it comes to retrieval of treasure from the vaults. His desk is empty, and the books on his shelves are more or less fiction or efreeti interest stories.

Thaaman's actual job is to oversee the upper counting rooms, and make sure that the tellers do not try to sneak any treasure into their own pockets. He also handles the transportation of coin from the betting windows of the **Cirque of Pain**. There is a 30% chance that Thaaman is in his office; otherwise he is found in the **Teleporter Room, Area 8**, or in the **Upper Counting Chambers, Area 7**.

Thaaman is a bureaucrat, and was chosen specifically because he is weak enough to accept the *geas* placed upon him and a big enough ass to abuse the tellers and accountants mercilessly.

Thaaman Ikla, Noble Efreeti: CR 10; hp 102; see Appendix 1.

੭. ਊਪਰ ਕਾਊਨਿੰਗ ਚੈਲੰਬਰ (ਈ ੭)

The four chambers are each guarded by an **iron golem** who moves to slaughter any non-bank employee entering the chamber. There is the unmistakable sound of air being sucked into and spit out of this chamber, seemingly emanating from complex machinery set into the floor of the room cared for by a team of **4 efreeti sorters**.

Nine-inch wide, two-foot long metallic canisters inscribed over their surface with magical wards rise up from 9-1/2 inch-wide pneumatic tubes in the floor of these chambers, coming to rest on well machined racks. The racks are then loaded and unloaded by industrious efreeti. The accountant works an abacus connected to a

golden box set into the floor to enter the account number read from a deposit slip. This magically transmits the account number and amount of a deposit or withdrawal to the *Mymr Stone* in **The Vault** that sends up the proper canister through one of the pneumatic tubes.

Once the canister arrives, the accountant gives a command word, to unseal the lid. The contents are called for and recounted to insure that it is the correct amount, which because of the *Mymr Stone*, it always is. The amount and sort of treasure detailed on the copper deposit slip is then placed in a tray and sent directly to the cashier. The canisters are sealed just as swiftly and sent back to The Vault. Returned canisters are quickly whisked away by some unknown engine in the bowels of the KhizAnah to the safety of The Vault below. Accountants have a *geas* on them causing them to forget any command words to open the canisters if they are “forced” to open them.

The fourth chamber has a doorway leading to the **Teleporter Room**.

Pneumatic Tubes: The pneumatic tubes are 9-1/2 inches wide. One sucks the *canisters* into it with powerful force; the other pushes the *canisters* out with a nearly equal force. Brakes are applied to the *canisters* as they come out of the tube, and they automatically fall onto a special holding rack until they can be processed by one of the accountants. A creature stepping in front of a down tube must succeed on a DC 15 Reflex save or be pulled into the tube (if Tiny or smaller size) or stuck against it (if Small or larger size) as the suction attempts to pull that creature into it. Stuck creatures can make a DC 20 Strength check to pull free. When freed, a creature is likely to have the biggest hickey of its life. A Tiny or smaller creature sucked into a tube takes 4d6 points of damage each round for 1d4 rounds before being deposited in a middle level counting room.

Iron Golem: CR 13; hp 129.

Efreeti Accountant: CR 8; hp 65; as the MM, except replace Craft (any one) +14 with Profession (accountant) +15.

Efreeti Sorters (4): CR 8; hp 65.

४. टेलीपोर्टर रूम (दोत)

This chamber has a permanent *teleportation circle* inscribed on the floor. It is two-way and only allows teleportation to and from the **Vaults of the Cirque of Pain**, and even then, only metallic objects are transferred. Rolling carts of coin and valuables are pulled from the *teleportation* pad and sent to **The Vault**. In the event that someone bets the house and breaks the bank at the Cirque of Pain, *canisters* from the State Treasury are brought up, and coin is matched to pay off the Cirque’s debt.

Thamaan Ilka often observes this process, but the work is done by 4 **efreet sorters** who take full containers to the Counting Chamber adjoining this chamber, for depositing into The Vault.

Efreeti Sorters (4): CR 8; hp 65.

कानिस्टरइ ऑ हॉल्डिंग

The KhizAnah uses specially magicked pneumatic adamantine canisters for delivering and retrieving treasure from The Vault. These *canisters of holding* work exactly as a *bag of holding* (type IV) capable of holding 1,500 pounds of material, and weighing 60 pounds. The difference between a *canister of holding* and a *bag of holding* is that the *canister’s* opening is only 9 inches wide. Nothing wider than that may be placed into a *canister*. Each *canister* is sealed with a special command word and its lid screwed tightly in place.

Once sealed, a *canister* is affected as if it had an *arcane lock* spell cast upon it. Further, a *horrid wilting* trap takes effect on the *canister* so that if tampered with by force or magic without first speaking the second command word, it triggers the trap.

If by some chance or quirk of fate (or really nasty DM), a living creature is enclosed in a *canister*, there is enough air for 10 minutes. After that, refer to the Suffocation rules in the DMG.

Horrid Wilting Trap: CR 9; magic device; touch trigger; automatic reset; spell effect (*horrid wilting*, 17th-level wizard, DC 22 Fortitude half, 18d6 damage); Search DC 33; Disable Device DC 33.

Adamantine Canister of Holding: Hardness 20; hp 60; Break DC 40.

Breaking a *canister* destroys its magic and causes all of its contents to spill out in a rush, instantly filling the space around it.

५. इट्टुएइ अट्टइइ टो रूट्टुएइइ (दोत)

This portion of the main floor of the KhizAnah has the grandeur and security worthy of an extremely advanced and wealthy civilization. Everything about the rotating, vault style entry doors fixed with complex mechanical and magical locking mechanisms lead to this assumption.

The door is a foot thick and made from solid adamantine that weighs over 16,000 pounds. The door is tubular in shape forming a semi-circle that rotates when the proper combination of passwords and dial turns are completed. The doors are time locked however and may only be opened on the sixteenth hour of any given day, and only remain open for fifteen minutes before they seal shut again for another 30 hours. The door is affected by a *greater arcane lock* spell, and the only person who knows the complex passwords for opening the time locked door is Thamaan Ikla. The walls on either side of the door are shielded against *passwall* spells, and the entire structure

as is noted is shielded against *teleportation* or other means of magical egress.

Arcane Locked Adamantine Doors: Hardness 20; hp 480; Break DC 70; Open Lock DC 60.

For all this security, once the door is opened, it reveals a large nearly empty chamber with a spiral staircase leading down. **Four efreeti bank guards** attack any non-bank employee on sight guard the chamber.

Efreeti Elite Guards (4): CR 10; hp 97; see **Appendix 1**.

The staircase leads down to the entry to the false vault.

੧੦. ਏਨਟਰੀ ਟੋ ਥੇ ਫਾਲਸ਼ ਵਾਊਟ (ਏ 10)

The spiral staircase ends in a large chamber that is brilliantly illuminated. The walls of this chamber appear to be covered completely in gold leaf. Relief sculpture depicting bearers carrying burdens of treasure to give as tribute to the Sultan of Efreet decorate these highly polished walls.

Illusions hide secret doors in the eastern and western walls. These doorways lead to **Eastern Barracks (Area 12)** and **Western Barracks (Area 13)**. *Detect magic*, or *detect illusion* may find the hidden alcove, but a DC 25 Search check is required to find the secret doors that lead to the barracks.

A huge double portal stands in the center of the southern wall. Its doors appear to be polished gold and are carved in the likeness of the Sultan sitting upon a throne of fire. The doors have no apparent hinges, or keyholes. A PC making a successful DC 30 Search check discovers a button that releases a four-handled doorknob that must serve as a combination to open the door to the vault beyond.

The handles are coated in **black lotus extract poison**. The door is locked with an *arcane lock* spell that must be circumvented before any attempt to open the lock may be made. Additionally, the door is trapped with an **acid fog trap** that triggers if the lock is tampered with.

Polished Gold Doors: Hardness 10; hp 60; Break DC 38; Open Lock DC 30. The doors are coated with black lotus poison.

Door Handle Smear with Contact Poison: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fort save, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26.

Acid Fog Trap: CR 7; magic device; touch trigger; automatic reset; spell effect (*acid fog*, 17th-level wizard, 2d6 acid damage/round for 17 rounds); Search DC 31; Disable Device DC 31.

11. ਫਾਲਸ਼ ਵਾਊਟ (ਏ 11)

A huge glowing crystal floats in the center of this chamber that seems to draw strong emotions from individuals viewing it. The crystal is actually just a simple quartz crystal the size of a man's head inscribed with a *symbol of discord* trap.

Symbol of Discord Trap: CR 7; magic device; proximity trigger; automatic reset; spell effect (*symbol of discord* [see New Spells Appendix], 17th-level wizard, 170 minutes, Will DC 19); Search DC 31; Disable Device DC 31.

Eight large doorways line the walls east, west and south of this chamber. The doorways, lettered A-H on the map, are all false treasure vaults designed to destroy any would be thief. Unless noted otherwise, each vault door is locked and requires a DC 25 Open Lock check to bypass.

False Treasure Vault A (EL 6): The door to this chamber is double locked (requires two successful Open Lock checks to open). Upon opening the vault door, the party sees a 10-foot by 20-foot room with a bookcase filled with many scrolls and books. A loose sheet of paper near the door shows (false) ledger accounts of various safe deposit boxes.

Located in the central 10-foot by 10-foot area of the room is a grid work of 2-inch holes covering the floor area spaced 6 inches apart. Close examination reveals the each hole is about one foot deep. The trap is actually hidden in the ceiling of this area: sharpened iron rods strike down on anyone passing through the center 10 feet of the room. The books and scrolls are worthless gibberish.

Spiked Iron Rods from Ceiling Trap: CR 6; mechanical; location trigger; automatic reset; Atk +20 melee (6d6, spiked iron rods, 19-20/x2); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 22.

False Treasure Vault B (EL 5): The door to this vault has a complex masterwork dial type lock (Open Lock DC 30). Gaining entrance, the party sees a narrow 10-foot by 30-foot room with many shiny gems embedded in the furthest 15 feet of the room. Handling a gem reveals to the would-be-thief that the gems are covered in a clear version of *sovereign glue*. Unless the party has *universal solvent*, or some other powerful method of dissolving the *glue* (such as a wish or miracle), the thief is stuck. Two rounds after a gem is touched, an *alarm* sounds throughout the KhizAnah, alerting all efreeti guards.

Gems and Glue Trap: CR 5; mechanical; touch trigger; repair reset; glue (*sovereign glue*-covered gems); never misses; Search DC 25; Disable Device DC 25.

False Treasure Vault C (EL 7): Beyond the door of this vault is a brick wall. Carved on the wall opposite the door is a *symbol of stunning*. One round after the *symbol* is activated a 10-foot by 10-foot pit trap opens directly in front of the vault door dropping anyone standing in the area into a large pool of green slime.

Symbol of Stunning Trap: CR 7; magic device; proximity trigger; automatic reset; spell effect (*symbol of stunning*, 17th-level wizard, 170 minutes, Will DC 19, stun 1d6 rounds); Search DC 32; Disable Device DC 32.

Pit Trap with Green Slime: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); green slime (see note); Search DC 20; Disable Device DC 20.

Note: A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours

flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

False Treasure Vault D (EL 8): Beyond this door is a huge pile of brass, copper, gold, and silver coins, appearing to be valued at nearly 10,000 gp. The mound of coins is in fact **2 blade coin swarms**. The swarms lie dormant even allowing the PCs to load several of the coins into their purses, sacks, chests, and so on. After 3 rounds, the coins project their deadly blades, cut their way free of pouches and purses and whirl up with the rest of the coins into a cyclone of whirling bladed coins.

Bladecoin Swarms (2): CR 6; hp 55; see Appendix 2.

False Treasure Vault E (EL 7): This vault door is made of solid silver (22,000 gp approx. value, 4,000 pounds weight). A massive keyhole sits in the center of the door. Anyone inserting any device into the keyhole triggers a *chain lightning* effect. There is nothing in the room.

Chain Lightning Trap: CR 7; magic device; touch trigger; automatic reset; spell effect (*chain lightning*, 17th-level wizard, 17d6 electricity to target nearest center of trigger area plus 8d6 electricity to each of up to seventeen secondary targets, DC 20 Reflex save half); Search DC 31; Disable Device DC 31.

False Treasure Vault F (EL 10): This plain riveted-steel door (Open Lock DC 20) opens into a 10-foot by 25-foot room. The furthest 10 feet of the room is stacked with iron chests and coffers, appearing to be weapons cases and treasure boxes. A character entering the room that succeeds on a DC 15 Spot check notices bits of frost on the containers. Approaching within 5 feet of the containers sets off a pressure plate activated *hold monster and cone of cold* trap that affects everyone in the room.

Mass Hold Monster and Cone of Cold Trap: CR 10; magic device; proximity trigger; automatic reset; spell effect (*mass hold monster*, 18th-level wizard, 18 rounds, Will DC 23), spell effect (*cone of cold*, 18th-level wizard, 15d6 cold, Ref DC 20 half); Search DC 34; Disable Device DC 34.

False Treasure Vault G (EL 5): This red iron door has 3 complex dial locks (requiring three Open Lock checks) on its face. Once the last dial is manipulated, a *phantasmal killer* trap is triggered. The door does not open in any case.

Phantasmal Killer Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*phantasmal killer*, 17th-level wizard, DC 21 Will save for disbelief and DC 21 Fort save for partial effect); Search DC 29; Disable Device DC 29.

False Treasure Vault H (EL 10): This gold- and gem-studded door is covered in many non-magical runes,

seemingly in some long forgotten language. There is no lock, nor is there any type of handle. When someone approaches within 5 feet of the door, a *magic mouth* speaks in a commanding voice, "To be transported to the vault, truthfully speak your name, quote three tasks completed, and touch the door". If a PC complies with the request and touches the door, he is subjected to an **imprisonment trap**. The door does not open. Touching the door activates an *alarm* that notifies all efreeti guards in the KhizAnah.

Imprisonment Trap: CR 10; magic device; touch trigger; automatic reset; spell effect (*imprisonment*, 18th-level wizard, DC 23 Fortitude save); Search DC 34; Disable Device DC 34.

12. दवाइदरान बरगारकेइ (दो 14)

This barracks chamber serves as home for **4 efreeti bank guards**. The guards work in shifts with the guards in the bank above. Their jobs include occasional feeding of the fiendish dire tigers and occasionally patrolling the maze areas. The tigers have been trained to recognize the guards' smell; they do not attack them when they enter the maze. The rest of the guard's time is spent gambling or resting. If an alarm is sounded, they move up to reinforce the guards on the ground floor.

Efreeti Elite Guards (4): CR 10; hp 97; see Appendix 1.

Treasure: Stored in an unlocked wooden chest are 1,100 bp, 8 lapis lazuli (15 gp each), and an *ioun stone* (*incandescent blue sphere*).

13. ँदइदरान बरगारकेइ (दो 14)

The western barracks are identical to the Eastern Barracks.

Efreeti Elite Guards (4): CR 10; hp 97; see Appendix 1.

Treasure: Stored in an unlocked wooden chest are 1,400 bp, small gold statue of the Sultan of Efreet (800 gp), 3 silver bracelets (60 gp each), wand of knock.

14. लोवेवीड लअडे

The middle maze is the lair of eight half starved, **fiendish dire tigers**. Each tiger wears a *collar of invisibility* that functions exactly like a *ring of invisibility*. Owing to the fact that the efreet believe that not every treasure need be guarded with magic and mechanical traps alone, the tigers act as a certain physical piece of insurance for the wealth that the KhizAnah possesses.

For every minute the PCs spend in the Middle Maze, roll 1d6. A roll of 1 indicates that a tiger has caught their scent, and begins tracking them, reaching their location in 1d4 rounds. Continue these rolls in the event that combat breaks out, as other tigers may join in on the feeding frenzy.

The tigers do not roar until after they have slain their prey.

Invisible Fiendish Dire Tigers (8): CR 10; hp 120; add smite good (1/day, +16 damage), darkvision 60 ft., damage reduction (10/magic), resistance to cold and fire 10, SR 21; AL NE.

Note: Each fiendish dire tiger wears a *collar of invisibility* (functions as a *ring of invisibility*).

15. ਟਿੱਝਰ ਪੇਨ (ਈ ਠ+ ਠ ਠ)

These four chambers serve as the lairs of the 8 fiendish dire tigers. If the tigers have not been encountered randomly in the maze, there is a 50% chance that 1d4 are here.

Fiendish Dire Tigers: CR 10; hp 120. See Area 14, above.

Treasure: The tigers have little in the way of treasure due to the fact that they generally feast on blinded slaves who have been brought to the KhizAnah on a weekly basis to fill their bellies. One of the pens however contains the remains of a thief who made it just this far on his journey: 1,200 bp, 500 gp, +3 *scimitar of speed*, +3 *turban of intellect*, *ring of protection +4*, 3 *potions of gaseous form*, *boots of spider climbing*, +3 *gloves of dexterity*, *vest of escape*, and half of a map to the third level of the KhizAnah lie strewn about the floor of this tiger's den.

16. ਗੁਰਗਿਮੇਰਾ ਵੀ ਠ (ਈ 12)

The vault-like door to this chamber appears to be fixed with a complex locking mechanism. The door is trapped with a **prismatic spray trap** that triggers when the door is touched.

Prismatic Spray Trap: CR 8; magic device; touch trigger; automatic reset; spell effect (*prismatic spray*, 17th-level wizard, DC 25 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

An **advanced gorgimera** waits behind this door, maddened in its desire for freedom. It instantly attacks anyone opening the door, starting with its breath weapons before closing in melee. A one-way teleportation disk in the center of the gorgimera's lair brings food to the creature from the teleporters. Six broken statues are all that remains of those who unluckily found themselves in this chamber.

Gorgimera (Advanced): CR 12; hp 230; see **Appendix 1**.

Treasure: 600 bp, *metamagic rod* (*lesser empowerment*).

17. ਟੈਲੇਪੋਰਟਰ

Doors trapped with an **incendiary cloud trap** open to a chamber set with eight teleportation disks engraved into the floor. These disks allow the only teleportation travel other from area to area within the KhizAnah. The teleportation disks are lettered A-H.

Incendiary Cloud Trap: CR 9; magic device; touch trigger; automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

A. Teleports individuals to **Cell A** (Area 22).

B. Teleports individuals to the **Eastern Stairwell** (Area 18).

C. Teleports individuals to **Cell B** (Area 22).

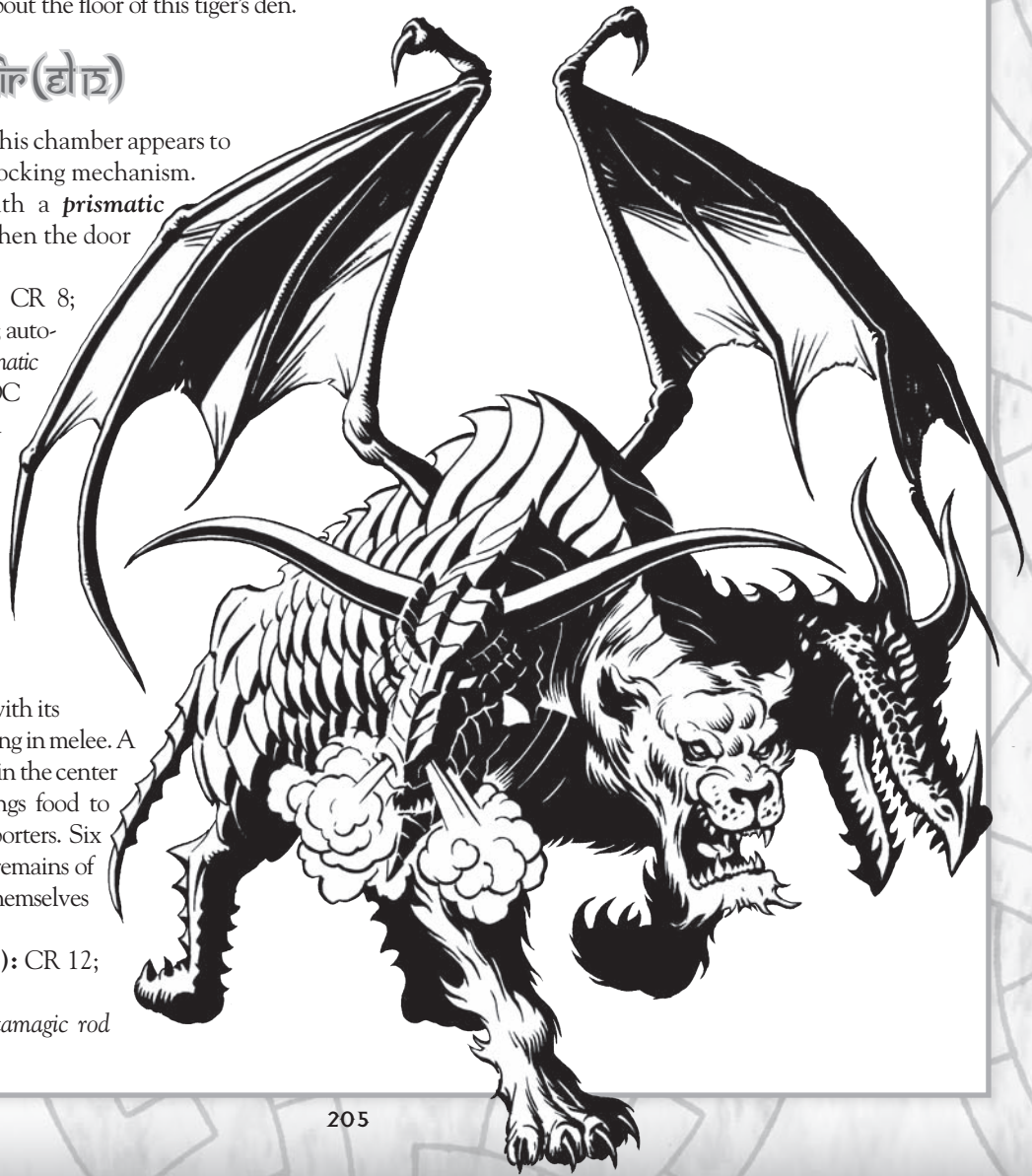
D. Teleports individuals to **Cell C** (Area 22).

E. Teleports individuals to **Cell D** (Area 22).

F. Teleports individuals to the **Western Stairwell** (Area 19).

G. Teleports individuals to the **Gorgimera's Lair** (Area 16).

H. Teleports individuals to the **Central Stairwell** (Area 20).



18. Eastern Stairwell

The eastern stairwell is a long corridor with a set of stairs to the north and the south. These staircases lead to the third level of the KhizAnah and the **Maze of Mindlessness**. A *teleportation circle* set in the center of the stairwell leads to the teleporters.

19. Western Stairwell

As the eastern stairwell, one set of stairs in the northern end of the corridor, one in the southern end, and a *teleportation circle* in the center. Both staircases lead to the **Maze of Mindlessness** on Level 3 of the KhizAnah.

20. Central Stairwell

The central stairwell runs east and west with a *teleportation circle* in the center that leads to the teleporters. The staircases are found in the extreme eastern and western ends of the corridor and both lead to the **Maze of Mindlessness** on Level 3 of the KhizAnah.

21. Maze of Loner's Madness

The entire maze portion of the third level of the KhizAnah is filled with a gas that functions similar to an *obscuring mist* spell. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A strong wind (21+ mph) disperses the gas in 1 round. A *fireball*, *flame strike*, or similar spell burns away the gas in the explosive or fiery spell's area. A *wall of fire* burns away the gas in the area into which it deals damage. The gas, however, refills the cleared area within 1d4 rounds.

The gas slowly drains the Wisdom and Intelligence of living creatures who pass through it. Living creatures must succeed on a DC 20 Fortitude save for every 10 minutes spent wandering the maze. On a failed save, the creature takes 1 point of Intelligence damage and 1 point of Wisdom damage.

Several **brass men** are activated from their stations (Area 23) as soon as living beings set foot in the Maze. See the map for the Maze of Mindlessness for location of the Brass Man Stations. Brass men wander the Maze randomly until they come in contact with a living creature, attacking it until the trespasser is slain or the brass man is destroyed. Brass men do not pursue creatures upstairs if they flee up to the upper levels of the KhizAnah.

Any living creature killed in the Maze of Mindlessness rises as a spectre in 1d4 rounds with a number of Hit Dice equal to its character level (but retains none of the abilities it had in life). If the body is removed from the Maze before this time, it does not rise as a spectre.

22. Cells

The cells (lettered A-D) are 10-foot square holding chambers made of solid stone accessible only via the Teleporter in Area

8. Poor individuals dropped into one of these chambers are afforded no food or water, and are left here until they die. See the DMG for details on starvation hazards.

A trapped creature might be able to chisel its way out through the wall if it has the proper tools or equipment. The walls are reinforced masonry and about two feet thick.

Reinforced Masonry Walls: Hardness 8; hp 360; Break DC 45.

Cells A and C have treasure from an unlucky band of thieves who made it this far into the KhizAnah before starving to death in the cells. The **spectres** of the dead thieves remain in the cells where they were trapped, haunting the area of their demise.

Though incorporeal, the spectres cannot pass through the walls of the Maze or cells due to the various magicks placed on the KhizAnah. When their area is entered, they attack mercilessly, maddened by their hundred years incarceration.

Cell A (EL 8): Touan Ibin Shar, Advanced Spectre (14 HD): CR 8; hp 90; add +4 attack, +4 Fort, +4 Ref, +4 Will, +6 on all skills, Great Fortitude, Lightning Reflexes.

Treasure: *Ring of major elemental resistance (fire)*, *wand of bull's strength* (26 charges), +3 *javelin* (Int 17, Wis 12, Cha 9, Ego 9; communicates by empathy; neutral evil, detect opposing alignment at will; wielder has free use of Combat Reflexes), *potion of delay poison*, +3 *studded leather armor of silent moves*, and 1,100 bp, 1,500 gp.

Cell B: This cell is empty.

Cell C (EL 8): Hawabi Ibin Shar, Advanced Spectre (14 HD): CR 8; hp 93; add +4 attack, +4 Fort, +2 Ref, +4 Will, +6 on all skills, Great Fortitude, Toughness.

Treasure: None.

Cell D: Other than the treasure detailed below, this cell is empty.

Treasure: *Figurine of wondrous power (bronze griffon)*, +5 *bracers of armor*, *wand of lightning bolt* (20 charges), *ring of blinking*, *boots of flying*, a +3 *short sword*, +2 *light crossbow*, 30 masterwork bolts.

23. Brass Men Stations (Box 7)

Each of these areas functions as a guard post for the brass men. Each contains **3 Brass Men**.

The chambers are most likely empty as the brass men are out stalking the Maze looking for intruders.

If the PCs have not encountered a brass man while walking the halls, they find a malfunctioning one here. This **berserk brass man** attacks with a +4 effective Strength bonus due to its malfunction.

There is nothing of value in these rooms.

Brass Men (3): CR 7; SZ hp 85; see **Appendix 2**.

Berserk Brass Man: CR 11; hp 85; add +2 on attacks, +2 damage (slam) or +3 damage (greatsword); see **Appendix 2**.

24. Chamber of Azam al Ghul (Box 8)

Azam al Ghul, a maddened ghul commands the spectres that rise from those who die in the Maze of Mindlessness.

Intensely cruel, he often stalks the corridors of his section of the maze looking for living treats that are occasionally sent down by Thaaman Ikla to keep him satisfied. There is a 50% chance that Azam attacks the PCs on sight, but an equal chance that he sends them off on the wrong direction to the Emergency Vault Access, and then follows them in hopes that they can win the *Mymr Stone*, and somehow help him get his freedom from the KhizAnah. He had a *geas* placed on him by a necromancer using the Necromantic Mind-Touch feat (see the Appendix) that causes him to forget the direction to the vault if asked or forced to reveal its location.

Azam is always accompanied by 3 spectres.

Spectres (3): CR 7; hp 45.

Azam al Ghul, Male Ghul: CR 7; hp 71; see Appendix 1.

੨੫. ਚੇਲੇਬਦ ਓ ਫਿਏ ਏਨਜ਼ਿੰਏਰ (ਈ 11)

This chamber is home to a dozen **gnomish engineers** who work to see that the gears of the vaults and the pneumatic tubes work correctly. The gnomes have special slave collars that make them immune to the effects of the gas in the Maze of Mindlessness. Azam also sees that the spectres and brass men ignore their presence in the Maze. The engineers never actually get any closer to the vault than the engineering hatch.

If the *banker geas* (see the beginning of this chapter) can somehow be lifted from an engineer and its slave collar

removed, it offers to help the PCs get to the vault, as long as the PCs promise the gnome freedom and safe passage to the Dome of Gates, where it can make its way home.

Gnomish Slave Collar: Hardness 10; hp 40; Break DC 30.

Gnome Engineers (12), Male Gnome Exp7: CR 6; hp 31; see Appendix 1.

Treasure: The gnomes have 40 doses of *oil of slipperiness* that they use to oil the gears of the vault mechanisms. Each also owns a set of masterwork engineering tools.

੨੬. ਵੇਏਦਦੰਦੀੰਗੁ ਏ ਡਾਓਰਦਾਏਏ (ਈ 12)

These two staircases, similar to one another, are hidden behind secret doors that require PCs to make a successful DC 25 Search check to locate. The eastern staircase is trapped with a sphere of annihilation trap. After traveling 20 feet on the stairs, they transform into a ramp and dump the PCs directly into a stationary sphere of annihilation. A character that makes his Reflex save to avoid the trap has found a handhold or foothold (or something to grab onto).

Sphere of Annihilation Trap: CR 10; magic device; location trigger; automatic reset; *sphere of annihilation*, Reflex DC 25 avoids; multiple targets (all within a 10-ft. by 20-ft. area); Search DC 25; Disable Device DC 25.

The western staircase descends to the great vault and the engineer vault access.



27. the great vault

An antimagic field exists just above the Great Vault. This is designed to dispel any magical effects of individuals attempting to pass through the pneumatic tubes through use of magic. Such an individual, if naturally of larger than Tiny size, immediately assumes its natural size, and takes 10d6 points of damage and is violently expelled into the Vault.

The *canisters of holding* are shielded from this antimagic effect.

The Great Vault itself is a huge chamber consisting of concentric rings of vaults spun by massive gears. One circle of vaults turns inside another like a gigantic clock. There are literally hundreds of vaults running from the floor to the ceiling some fifty feet above, each filled with *canisters of holding* that possess the non-magical wealth of many who dwell within the City of Brass.

The pneumatic tubes from the main bank floor feed into this chamber and their contents placed with great speed inside the appropriate vault by the magic of the *Mymr Stone* which floats dazzlingly above the central vault cylinder.

Aside from the pneumatic tubes, the chamber may only be entered through the **Vault Access Gear, Area 28A**.

Both the inner and outer chambers (walls and floors) spin at a dizzying pace. Anyone who enters the area without first disabling the gears and halting the spinning is flung against the outer walls and takes 10d6 points of damage. Further, the centrifugal force of the spinning chamber pins a character to the wall (requiring a DC 25 Strength check to break free). A character that breaks free must make a DC 30 Reflex save each round or be flung and pinned to the wall (taking damage as above) each time it fails its Reflex save.

Anyone viewing the *Mymr Stone* upon entering the chamber must make a DC 30 Will save or be fascinated at its beauty and ever changing facets. Fascinated individuals may not move or take any actions as they stare mindlessly at the oddly humming stone. Of course, being flung against the outer vaults breaks this effect. A character that succeeds on his save cannot be affected by the *Mymr Stone's* fascinating effect for one day.

The *Mymr Stone* floats 60 feet above the whirling floor of the Vault and can be commanded to open any vault once it is possessed and its intellect is defeated. The *Mymr Stone* may only be accessed by passing through the inner vault and into the center of the chamber. Otherwise the spinning vaults and antimagic field result in certain doom.

the vaults

Each vault is locked with an ingenious lock (see the sidebar) requiring a DC 50 Open Lock check. The vaults are also sealed with a *greater arcane lock** spell and trapped with *Mord's disjunction traps* that are triggered if anyone casts *knock* or *dispel magic* upon the locks. The *Mymr Stone* is immune to the disjunction effect.

***New Spell**, see the Appendix.

Vault Doors: Hardness 20; hp 600; Break DC 60; Open Lock DC 50.

Morden's Disjunction Trap: CR 10; magic device; location trigger; automatic reset; spell effect (*Mord's disjunction*, 40-ft. burst, Will DC 24 negates); multiple targets (all within 40-ft. area); Search DC 34; Disable Device DC 34.

Each of the 200 vaults contains roughly 500,000 gp worth of non-magical treasures held in *canisters of holding*. Good luck hauling it all out alive.

One of the vaults contains the *Durbakke of Wakefulness* which can be used to rouse a comatose creature that was put in that state by the Whispering Walls of the **Great Repository**.

battling the mymr stone

To command the *Mymr Stone*, the possessor must make a DC 29 Will save to dominate the stone. Dominance lasts for one day and follows the rules for intelligent items described in the DMG. If the *Mymr Stone* gains dominance, it uses its disintegrate ability against the would-be possessor.

28. engineer vault access (doh+)

This chamber leads to an area that accesses the titanic gears that turn the Great Vault. The gnomes from the chamber of the engineers use this one. A quickly whirling gear, 10 feet tall, occupies the northern corner of this chamber, which is filled with many tubes and pipes, levers and wheels. There are **1d4 gnomish engineers** in the vault access at any given time. They oil the gears with *oil of slipperiness* to insure its constant movement from here in the access.

Gnome Engineers (1d4), Male Gnome Exp7: CR 6; hp 31; see **Appendix 1**.

28a. the vault access gear

The vault may only be accessed via passing through one of the sprockets in the vault access gear. A character must make a DC 30 Jump check to leap into the correct sprocket at exactly the right time. On a failed check, the character instead leaps into the gears and takes 20d6 points of crushing damage. On the next round, the character is spit out by the gears back into the Engineer Vault Access room and takes 5d6 points of "falling" damage.

A *slow* spell cast upon the gear reduces the Jump check DC to 25. A *time stop* spell reduces it to 15. Slowing the gears automatically sounds an *alarm* which summons city guardsmen to the outside of the KhizAnah where they await the thieves.

escaping the khiz anah

PCs who successfully gain the *Mymr Stone* may actually be able to walk out of the KhizAnah and not be stopped or

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An ingenious lock requires a DC 50 Open Lock check to unlock. Cost: 300 gp.

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Roughly the size of an apple, this intelligent liquid crystal is said to be a droplet from the pool of wisdom in which the head of the giant Mymr and the eye of Odin float. The stone is capable of the most complex of calculations with the greatest of ease. When set to a task, the mymr stone continues its work until relieved of its duty or set to a new task.

Mymr Stone: neutral; Int 19, Wis 19, Cha 10; speaks Auran, Common, Abyssal, Ignan, Infernal, and Ter-ran; telepathy 100 ft., darkvision 120 ft., blindsense, and hearing; Ego score 29.

- The possessor gains a +4 enhancement bonus to Intelligence and Wisdom so long as it possesses the *Mymr Stone*.
- The possessor can use the following, each once per day, as spell-like abilities: 1/day—*greater scrying* (unlimited range), *legend lore*, *time stop*.
- The possessor may ask one question of the *Mymr Stone* per day as a *commune* spell.
- The possessor must make a DC 30 Fortitude save each time it uses one of the *Mymr Stone*'s powers. On a failed save, the possessor ages one year and takes 1 point of ability drain (the ability is determined randomly by rolling 1d6).
- Those viewing the *Mymr Stone* must make a DC 30 Will save or be fascinated by its beauty, unable to tear their eyes from it and unable to move from its presence. The fascination is broken if they are attacked or threatened. A creature that makes its save cannot be fascinated by the *Mymr Stone* for one day.
- The stone protects itself by disintegrating anyone who would attempt to possess it unless they defeat its Ego. The disintegration effect functions as the spell (caster level 20th, 40d6 points of damage, Fort DC 20 partial).

Strong transmutation; CL 20th.

remembered by any beings who fail their save versus being fascinated by its ever-changing facets. Once gained, the *Mymr Stone* may be used as any relic class magic item or used as a replacement gear to activate the Juggernaut of Kil Kath Kesh. Such weapons may prove useful if any challenge to the Sultan's authority is to be mounted. Upon successfully completing the

heist, Tarbish comes to the PCs. He may guide them to either the Great Ziggurat if they have the *Maul of Hexoid*, the Circus of Pain if they do not, or the Pagoda of Devils in order to topple the alliance between Lucifer's minions and the Sultan; An alliance that casts an unfavorable pall upon the rule of the efreit in their own city.

Chapter 18: The Ziggurat of Flame

This jagged pyramid dominates the City's skyline, its third largest structure and second only to the Palace of the Sultan in awe and splendor. The Ziggurat of Flame (called *As-zug al Nar* in the trilling, musical language of the City's masters) rises out of the Basin not far from the Great Repository, its majesty alone capable of keeping the darkness shed by that abomination from marring the beauty around it. Chained atop the Ziggurat is one of the **Nar al Nar, Lord of the Fire Elementals**, who often howls with torment and rage at his imprisonment. The Ziggurat's walls, which always shine resplendently in the molten light of day, are made from constantly expanding *living brass* forged deep in its bowels by an army of azer slaves. During the evening, when the Nightfall Concordance works its unusual brand of magic, the building seems possessed of a pale, golden light burning from within. Relief impressions depicting the deeds of the Sultan adorn their shimmering surfaces. Careful observation reveals two things: First, the Sultan's face is never shown, but rather is always depicted turning away from the viewer, or it is obfuscated behind a veil, or otherwise somehow obscured; and second, the stories on the wall move slowly, showing the events of the entire story they depict over the course of thirty hours and then beginning again when the cycle ends. Regardless of the tale, the Sultan always stands at least twice as tall as everyone else.

One section of the living bas relief is particularly famous, for it shows the Sultan holding in his left hand the chains of more than 30,000 humanoid slaves. Every day that passes shows an increase in the slave population by anywhere from 20 to 200 people. The slaves are unique individuals, representing those whose souls he now owns. In his right hand, he bears the Scepter of Set, a curiously bent ankh still in Set's possession, as far as anyone knows. What isn't known is why the mural shows the Sultan with it.

Note: The Ziggurat of Flames is a huge location. Indicated below are the areas of "most importance" to the DM. The maps detail general locations and give more specific information on such locations as the Temple of The Sultan, Ash Baths, the Emporium, The Agony Forge, Slave quarters, and detailed maps of a common burning dervish's home and priests' quarters. These maps by no way encompass the entirety of dwellings, homes, shops, parks and locations potentially found within the Ziggurat of Flame which is itself over 3 1/2 miles wide at the base and two miles high, indeed a mountain in the center of the City of Brass. DMs are encouraged to expand the Ziggurat as they see fit to fulfill their campaign needs.

To assist the DM in this endeavor a table has been included to indicate whether a potential random room is a dwelling place of a burning dervish sheikh, priest, guardroom, or a trapped room designed to destroy intruders who would seek to invade the holiest of holies. Details of standard rooms are located within the text. Trap rooms are detailed below for ease of reference.

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Roll 1d20 and consult the table below.

1d20 Random Chamber

- | | |
|--------|--|
| 1–5. | Burning Dervish Sheikh |
| 6–10. | Burning Dervish Priest |
| 11–17. | Fire Giant Guardroom |
| 18–20. | Trapped Room (see Trapped Rooms and Doors sidebar) |

the ziggurat as part of the ongoing campaign

PCs may enter the Ziggurat through various levels and for various reasons. If the PCs have retrieved the *Maul of Hezoid*, Tarbish suggests that they get it to the Diya al Din, who could use it to destroy the Heart of Flame and thus break the stranglehold the cult of the Sultan has upon the City of Brass. If the PCs have not overcome the Cirque of Pain, or the adventures detailed there do not fit your campaign, Tarbish may suggest an assassination contract. In this scenario the PCs have found the true name of the Sultan of Efreeti within the confines of the Great Repository allowing them to pass into the Temple of the Sultan through the Nar al Nar. In this instance the death of the Husam al Din causes political and spiritual upheaval in the City of Brass, effectively taking the burning dervishes out of the picture as the mullahs fight one another for dominance within the spiritual hierarchy of the Cult of the Sultan.

In your own campaign the Ziggurat may be used as a place to retrieve a hidden relic or a rescue mission to free a trapped ally or potential ally from the clutches of the foul burning dervishes. Perhaps the PCs have religious reasons to tackle the challenges of the great ziggurat, being sent by their deity as emissaries or spies. Pure thievery and greed is also a good motivator for entering the Ziggurat of Flame.



Due to its layout the Ziggurat may be accessed through the slave pits on the lower levels if the PCs can somehow manage to circumvent the numerous demon gates. Another entrance to the Ziggurat of Flame is via the Mosque of Light. Neither of these entrances however allows access to the Temple of the Sultan or the City of the Burning Dervishes. These locations may only be accessed via passage through the Nar al Nar himself and that only by those able to glean the true name of the Sultan of Efrete, written in the Words of Creation within the Great Repository or gathered from the prophets entombed in the Kiln of Sorrows (also within the Great Repository).

trapped doors and rooms

If a random roll to determine a particular chamber comes up 18 or higher on the Random Chambers table, the room or door itself is trapped. Roll 1d8 and consult the chart below.

1. Test of the Sword Dance (EL 10): The floor, wall and ceiling of this room are riddled with thrusting sword blades, which maybe heard by an observant listener from at a range of 30 feet (DC 25 Listen check). An observant character (DC 25 Spot check) viewing the area may see a small gap between the blades near the edges of the room that can be used by someone less than 1 foot tall.

The blades spark with electricity, the result of metal and friction against stone continuously. A creature attempting

to move through this area must succeed on a DC 20 Reflex save every 10 feet or take 1d8 points of slashing damage and 4d6 points of electricity damage.

The room is occupied by an **invisible djinni** that attacks anyone attempting to fly across the room (including those in gaseous form).

Invisible Djinni: CR 5; hp 45.

Dancing Swords Trap: CR 9; mechanical device; location trigger (each 10-ft. section of room); automatic reset; Atk +12 melee (4d6 electricity plus 1d4+1 sword blades for 1d8 damage, 19–20/x2); Ref save DC 20 avoids; Search DC 25; Disable Device DC 25.

2. Sonic Door (EL 8): This obsidian door is under great pressure from the room beyond. A character succeeding on a DC 15 Spot check notices a thin film of silvery liquid (mercury) running along the edge of the doorway. An astute character that succeeds on a DC 30 Listen check can hear this door vibrate (the vibrations are otherwise undetectable). When the door is opened, a sonic blast and fine mist of mercury is released in a 20-foot cone affecting all within the area.

The vapor is highly toxic. It causes severe respiratory tract damage. Symptoms include sore throat, coughing, pain, tightness in chest, breathing difficulties, shortness of breath, headache, and muscle weakness, ringing in the ear, liver damage, fever, and bronchitis.

Mercury Mist Trap: CR 8; mechanical device; touch trigger; manual reset; gas; multiple targets (all targets

within a 20-ft. cone); never miss; poison (mercury mist, DC 18 Fort save resists, 2d6 Con/2d6 Con); Search DC 25; Disable Device DC 25.

3. Chamber of the Bronze Lamp (EL 10): The room beyond this door seems bare save for a small bronze lamp. The lamp lies on its side near the wall and any that inspect it notice that it is dented and a bit tarnished. Try not to laugh if they wish to rub it, for it matters not, upon entrance into this room the character(s) have already committed themselves to finding a way out of this trapped room or die trying.

The room is under a continuous magnetic field upon every surface, which pulls upon each other and can literally tear anything apart. This effect is nullified by the presence of the lamp. Anyone that tries to leave the room without the lamp is violently thrust backwards into the room and smashes into the opposite wall taking 3d6 points of bludgeoning damage. When the lamp is picked up, it adopts the first person doing so as its owner in regards to effects that it provides while in this room. An odd sensation is felt by the owner, which allows the owner and lamp to leave the room.

When the lamp has left the room however, all those still trapped inside take 6d6 points of crushing damage each round from the magnetic force pulling them in every direction. A trapped character can attempt to move but must succeed on a DC 35 Strength check each round to do so and can only move 5 feet per round. The only way to counter the effect is by having the owner toss the lamp back into the room for another to then adopt it as owner and escape.

Doing this till all are out of the room still does not free the party from the room. Two rounds after the last owner with the lamp has left the room, the doorway acts as a vortex, drawing anyone within 5 feet of the door and with metal upon them (include those coated by the mercury from the sonic door, if it hasn't been washed off) to be pulled back into the room. Only the last owner tossing the lamp back into the room prevents this from happening. This trap maybe quite deadly if the lamp is dropped outside the room and all party members are drawn in.

4. Hallway of Hot Coals (EL 4+): This chamber appears as if it is a long passage (about 120 feet long) littered with what appear to be warm coals. Partly an illusion, the room beyond is actually covered in brown mold, with sharp rocks upon the floor (treat as caltrops, every 10 feet crossed deals 1d4 points of damage).

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a *cone of cold* instantly destroys it.

5. The Blood Chamber (EL 12): Warm blood coats the floor here, which acts like glue in the caramelizing crimson goop when contacted. Characters moving through the area do so at one-half their normal movement rate.

In the center of the chamber stands a pillar of bronze covered in glyphs and sigils. The pillar is actually a **roper** that attacks as soon as the characters move within range.

Roper: CR 12; hp 85.

6. Within a Lamp (EL 15): This chamber appears to look like the inside of a lamp; every surface is gilded brass, and convexes to the shape of a lamp. Plush cushions abound, as well platters of food covering every surface of the floor. The walls are draped with silk curtains and beaded draperies. To all concerned this room is a paradise from the hells found elsewhere, if you are not a genie. Trapped here by the powerful magic of the room are **13 efreet**. They are not happy with their imprisonment, and are very eager to do something to alleviate their boredom and rage; the characters are just such a distraction.

Efreeti (13): CR 8; hp 65.

The effects of the room are that everything repairs, cleans, and in all regards replenishes anything damaged in this chamber. It is a room the party may relax in if they have cleared out the genies trapped here. Note however, any character that spends more than three days relaxing in the chamber must succeed on a DC 20 Fort save or transform into an outsider. On a successful save, nothing out of the ordinary happens. On a failed save, the character's type changes to outsider (and he gains all the requisite abilities of the outsider type but he can be returned to life [raised or resurrected] normally). If the character leaves the chamber within three days, his type reverts back to its original type. If however, the character remains in the chamber while his type is outsider, after three days he must succeed on a DC 25 Will save or forever be trapped in this chamber. Nothing short of a *wish* or *miracle* can free him. (Killing the character and carrying his corpse out to resurrect it later does not work; the character's form returns to this chamber as soon as it regains life.)

7. Elemental Nails (EL varies): Thirty sharpened spikes rise from the floor of this chamber. Twenty-six of the spikes are engraved with a letter (A thru Z) in Ignan; the last four are engraved with a rune representing each of the four basic elements (air, earth, water, and fire).

To open the door and escape the chamber requires a character to wound himself (for at least 1 point of damage) using each one of the elemental spikes (air, earth, fire, and water). Further, after each wounding, the character (or one of his allies) must *summon* a creature with that elemental subtype and wound that creature with the same spike for at least 1 point of damage. Once this process is complete, the door opens and the characters may leave.

8. Elemental Door (EL 10): The door to this chamber seems to pulsate and glow, slowly changing colors starting with red, moving to brown, then white, then blue. The first creature to touch the door triggers the **elemental trap**. The character feels his body heat up and it quickly (in the same round) bursts into flames. No sooner do the flames extinguish, than the character's form quickly transforms to stone in the next round. In the third round, his form shifts into wispy airy smoke, followed quickly (still in the third round) by his form changing into solid ice before

returning to normal. The character that triggered the trap takes 4d6 points of fire damage, 4d6 points of cold damage, and 6d6 points of damage from the rapid shifting of his body across the four elements. A successful DC 20 Reflex save (only one is needed) halves all of the damage.

Elemental Trap: CR 10; magic device; touch trigger; automatic reset; character touching door takes 4d6 points of fire damage, 4d6 points of cold damage, and 6d6 points of damage, Ref DC 20 for half; Search DC 25; Disable Device DC 25.

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The Boulevard of Sultans runs straight through the upper layers of the Ziggurat. That tunnel is popularly called the Nexus of Purity—a thousand *everburning torches* cling to the walls inside, which reflect their light hundred times stronger. No entrance to the Ziggurat may be had inside the Nexus, merely transit to the other side. Locals believe anyone who passes through the tunnel receives the Sultan's blessing; as such, it is one of the first places new pilgrims to the City visit. In truth, the Sultan commissioned the tunnel to honor his 1,001 greatest conquered enemies. Their names are inscribed in the wall beneath torch. Just one torch does not burn, because the enemy whom it honors is no longer dead. His fate and whereabouts remain unknown. The real purpose of the tunnel is not widely known, as the Sultan does not want anyone mistaking him for a sentimental weakling.

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The section of the Ziggurat above the Nexus of Purity is reserved exclusively for the Sultan and the highest-ranking members of his bureaucracy. This consists primarily of those efreets serving directly below him and the burning dervishes. The dervishes were renowned warriors and assassins in their homelands, many forgotten millennia ago, distinguished because they were the first to sell their souls to the Sultan. In return, the Sultan granted them unparalleled mastery over the sacred elemental flame called 'the Heart of Flame'. Since then, they have been his most fervent and loyal servants, spreading their faith and proclaiming his greatness wherever they travel. They were the ones who brought the priesthood of Anumon to its knees. To this day, they continue to hunt down the remnants of it, obliterating it at every turn. The only way into the Temple of the Sultan is through the elemental prince Nar al Nar. Stepping into the flames of his body and commanding him in the true name of the Sultan allows a person to descend into it (the person speaking the Sultan's true name and any allies with him who join

hands do not take fire damage so long as one speaks the true name of the Sultan; otherwise passage is blocked for them and each character takes 3d10 points of fire damage per round).

Nar al Nar, as you might guess, seethes with hatred for the Sultan and his cronies. The mystic chains binding him are exceptionally strong, so it is unlikely (but not impossible) a party of adventurers will have it within their means to free him. Nor will they be able to con or deceive the elemental because it is just not possible given the strictures of the *geas* forcing him to guard the Temple entrance. To make a long story short: Unless a character knows the Sultan's true name, he cannot enter the Temple.

However, the elemental can be distracted by certain things from his home plane; things that let him experience (albeit indirectly) pleasures and sensations now lost or forbidden to him. If a party of adventurers brings him one of the following items, he will be sufficiently distracted that they can sneak past him:

Mantle of Elemental Friendship: When the Sultan captured him, the Elemental Prince was wearing this liquid cloak. It was a gift given to him by the Elemental Princess *Silishanne*, from the plane of water, as a token of peace when they agreed to end the hostilities between their two peoples. Since his capture and subsequent disappearance, the fire elementals of his home plane assumed water elemental assassins murdered him and renewed the war with increased fervor. The mantle currently hangs in the wardrobe of a high-ranking burning dervish named Raed Zis, given to him by the Sultan as a token of his appreciation for services rendered on a particularly dangerous mission. His residence is in the Ziggurat's middle section. Anyone who dons the mantle is viewed as a friend and ally by all elementals, regardless of alignment.

The Black Blade: This is a weighty longsword that ends in a flat edge rather than a pointed tip. Inscribed along its length are the Runes of the Executioner, which claim the sword's rightful owner is Sovoran, royal high executioner to the Emperor of Fire. Sovoran was like a father to Nar al Nar when the elemental was young, and he was the only human ever allowed to enter the royal palaces of the ruling family much less come with a thousand leagues of it. If Nar al Nar receives the blade, he is overcome with sadness, for the blade could not possibly be taken from Sovoran unless he was dead first. At the moment, the blade is owned by Al Fatik, proprietor of the Executioner's Edge, a weapons shop in one of the City's innumerable bazaars. The blade is a +3 *vorpal blade* (longsword) of *speed*.

The Phoenix's Necklace: A beautiful agate pendant hanging from a sturdy platinum chain, this quaint looking piece of jewelry was once worn by the phoenix *Nu-Shang*, whose acquaintance Nar al Nar made when he was in hiding from the Sultan's hunters. It has no special properties, as far as anyone knows, but it does possess a lot of sentimental value for the prince. There was never a mortal creature more beloved by him than the beautiful

Treasure: Sleeping silks (600 gp), 1,500 gp, 2,000 bp, ceremonial dagger with Sultan's likeness engraved on blade (1,000 gp), fire opal pendant (1,500 gp), bronze flagon with emeralds encrusted on handle (1,100 gp).

ix. Husam al Husam's Chamber

This chamber belongs to the first son of Husam al Din. Husam is currently grieving the disappearance of his Hasam al Husam, who led the strike force which set out to capture Sulymon for the Sultan of Efrete. Unbeknownst to the high priest, his son's bones are found with the flask containing the Spirit of Sulymon, hidden from his fathers view by means of the Grand Vizier's magic. As with his brother Abdalla, his many belongings line the walls and fill chests arranged neatly around the room.

Treasure: Sleeping silks (700 gp), silk vestments (500 gp), bronze chain with ruby pendant (3,000 gp), bronze chalice with lapis lazuli inlay (250 gp), scroll of 2 divine spells (*raise dead*, *commune*), wand of cure light wounds (CL 6th, 30 charges).

x. Chamber of Husam al Husam (Blind Priest)

The blind high priest of the Sultan resides within these chambers when not directly serving the Sultan on some mission or leading the faithful in prayer. The chamber is simply adorned due to the blindness of the high priest who needs no fantastic wall hangings or works of art as he would have no way of enjoying their splendor. Instead the chamber contains merely his wardrobe, sleeping silks and toilet. Unless encountered elsewhere within the Ziggurat, Husam is found here. Should the gongs be sounded to alarm the burning dervishes of intruders, Husam is found in the Worship Hall (Area A), with his mullahs directing the defenses and directing attempts to capture the intruders.

Husam al Din, Male Burning Dervish Clr20: CR 23; hp 188; see Appendix 1.

Treasure: Sleeping silks (1,000 gp), 6 silk and satin pillows (500 gp each), bronze chain with three fire opals (2,500 gp), 4,000 bp, silk vestments (1,200 gp), bronze and emerald bracelet (800 gp), 600 sp.

City of the Burning Dervishes

Below the Nexus of Purity and the Boulevard of the Sultan are the residences of the burning dervishes. At any given time, there are 1,200 members present. Their portion of the Ziggurat is a small city in and of itself, replete with azer-operated food and equipment bazaars, bathhouses, tea and coffee houses, pleasure houses, private parks, and bestiaries filled with all manner of exotic creature imported for training purposes. The individual dwellings are occupied by a burning dervish sheikh (fighter, cleric or wizard level 5) and his family retinue of slaves, guards, wives and children. Most notable of the locations within the City of the Burning Dervishes are the private

residences, the Ash Baths, and the Galleria and its shops. The City of the Burning Dervishes is only accessible through the Temple of the Sultan.

Burning Dervish Residence

See the associated map for details on the layout of a typical burning dervish residence.

a. Entryway

The entry to a burning dervish's quarters is locked with an excellent mechanical lock and an arcane lock whose password is known only to the burning dervish, his family and servants. As the burning dervishes do not know theft from amongst one another the doorway is seldom guarded by any other than an azer servant who escorts appointments to the courtyard which sits in the center of most dwellings.

b. Courtyard

The courtyard of a burning dervish's private quarters has a small shrine to the Sultan of Efrete in the center of it often built beneath a domed gazebo. Tropical plants in magical planters bear fruits such as bananas, dates, and coconuts the year round and need no water to sustain their growth nor any sun to maintain them. The sheikh, his family and retinue take their meals in the gazebo. It is under this same gazebo where they also spend much of their time resting or praying to the glory and greatness of the Sultan.

c. Guard Barracks

Every burning dervish sheikh has a compliment of 1d4+1 burning dervishes to guard his home and protect his family. Normally these guards are relatives of the dervish such as nephews, or first cousins' sons. The barracks usually have several cushions, silks and satins which serve as bedding for the guards. At least one burning dervish is within the barracks taking rest at any given time unless an alarm is sounded. The dervishes keep their weapons and cuirass on racks near their bedding and each has a small iron chest with an excellent lock containing their personal belongings and private wealth which is not stored in the KhizAnah. If the barracks are entered unbidden by an intruder, the dervish attacks should he notice the intruder by means of successful opposed Spot, Listen, or other such checks where necessary.

Burning Dervish: CR 7; hp 49; see Appendix 2.

d. Kitchen (4+)

This large chamber is where azer slaves prepare meals for their burning dervish masters. There are 2d4 azer

slaves within the kitchens from morning to mid-evening keeping busy with such activities as cooking and cleaning. If intruded upon, they ignore the strangers or seek to hide unless attacked. If assaulted, they retaliate with improvised weapons found around the kitchen and fight to the death. The head cook of the sheikh's family keeps a key to the storage chamber where foodstuffs, wines and sundries are kept.

Azer Slaves (2d4): CR 2; hp 11.

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Dried goods, wine, and other materials such as cleaning supplies needed to keep a home in working order are kept in this storage chamber just off of the kitchen.

Treasure: 500 gp worth of saffron, cinnamon, pepper and other spices are kept on shelves along with flour, dried fruits, seasoned meats, barrels of fish and other assorted dried goods. There is also an average of 1d20+5 jugs of fine wine worth 100 gp each as part of the sheikh's private stores.

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These sparsely appointed chambers house the sheikh's various slaves who cook, clean, tend his children and maintain the courtyard gardens. Each of the chambers houses 1d4 azer slaves, however a burning dervish sheikh may also have slaves of other races such as **salamanders**, **fire elementals**, or any of the various humanoid races depending on his own personal wealth and tastes.

Azer Slaves (1d4): CR 2; hp 11.

Salamander Slaves (1d4): CR 6; hp 58.

Fire Elemental Slaves (1d4): CR 3; hp 26 (Medium fire elementals).

ਙ. ਠਾਕੜ (ਏ. ਠਾਕੜ)

The sheikh's lesser **wives** and **concubines** occupy this chamber. A typical burning dervish sheikh has 1d4+1 wives or concubines. Due to the Sultan's law sheikhs may only take female burning dervishes as wives, their concubines, however, may be of any race that suits their tastes. Children born to concubines become slaves within the households of other burning dervishes, while children born to wives become heirs with sons taking precedence over daughters due to the chauvinistic nature of the Sultan and his faith. Concubines are typically guarded by **ogre-mage eunuchs**. The rooms are decorated in the style of a boudoir with silks and satins piled upon the floor. Concubines will not battle intruders however wives and eunuchs attack on sight.

Concubines: Race varies, and can be any race or type, except burning dervish.

Wives, Female Burning Dervishes (1d4+1): CR 7; hp 49; see **Appendix 2**.

Ogre Mage Eunuch: CR 8; hp 37.

Treasure: 2,000 gp worth of silks and satins, 10 vials of exotic perfume (140 gp each), 5 masterwork disguise kits in jeweled makeup cases (300 gp each), each concubine has a courtesan outfit (200 gp each).

ਹ. ਠਾਕੜ (ਏ. ਠਾਕੜ)

The children of the burning dervish occupy these chambers until they are old enough to take service with the Sultan and survive the trials of the ash baths. These chambers are adorned with militaristic toys, sleeping silks and satins, and thin scrolls of burnished copper detailing the deeds and a mythic history of the efreet, Iblis, and the rise of the Sultan and the salvation of the tribes of dervish in his name. There are 1d4 **burning dervish children** who occupy these chambers. They have not yet developed their powers and are considered noncombatants. A lone **burning dervish** usually stands watch over the children.

Burning Dervish Children: CR 1/2; hp 10.

Burning Dervish: CR 7; hp 49; see **Appendix 2**.

ਟ. ਠਾਕੜ (ਏ. ਠਾਕੜ)

This chamber contains many of the trophies of the sheikh and his conquests, deeds and holy reliquaries given him by the Sultan or the Sultan's priesthood. Most are items of decadence captured from infidels within the city during religious purges or the stuffed heads and skins of animals slain on hunting expeditions. The sheikh conducts his private business within this chamber.

Treasure: Silk tapestry (400 gp), 3 bronze urns (200 gp each), finely crafted rug (600 gp), bronze idol of the Sultan (900 gp), stuffed animal heads (1d6 heads, various animals or magical beasts; 1d10 x 100 gp each), animal skins (1d4 skins, various animals or magical beasts, 1d6 x 100 gp each).

ਠ. ਠਾਕੜ (ਏ. ਠਾਕੜ)

This chamber is home to the first wife of the sheikh and her children and is directly attached to the sheikh's own personal chamber. The first wife is always a **burning dervish** and usually has 1d2 **children** who are noncombatants. The first wife attacks any intruder on sight. Ornate carpets, overstuffed cushions, silks, satins, and furs line the sleeping area of the chamber. Heavily carved lapis lazuli and jade chests of drawers and wardrobes hold the first wife's jewelry and heavily beaded and jeweled finery. The first wife is the master of the harem and the household's slaves and guards, ruling the home with an iron fist in the absence of her husband.

First Wife, Female Burning Dervish: CR 7; hp 49; see **Appendix 2**.

Burning Dervish Children: CR 1/2; hp 10; noncombatants.

Treasure: Sleeping silks (400 gp), 1d4 vials of perfume (80 gp each), finely crafted rug (200 gp), 1d3 gold chains

taking up an entire level in and of itself. The burning dervishes get their weapons, armor, and unique magical devices from him, especially before heading off their missions so they can get that special, decidedly deadly edge over their enemies and victims. Qussay has been doing this job for nearly 1,000 years now. Regardless of which ‘knucklehead’ currently occupies the sultan’s chair, he does his job and he does better than anyone else alive, politics be damned. In fact, he’s not afraid to relay such sentiments to the sultan himself when the big schmuck drops in for a surprise inspection. As such, the dervishes hide him in the Agony Forge until the Sultan leaves. Qussay lives only for his craft. He considers the dervishes a bunch of sheep, but they pay well and give him the highest quality materials with which to work. For that, he is slightly grateful (but not much). For their part, the dervishes pay the old man the utmost respect. Those who don’t are likely to wind up with weapons that break at the most inopportune moments.

The armory has over one hundred forges, with approximately 2,000 azer slaves working them. Unlike the slaves in the other parts of the temple, the blacksmith’s assistants are truly loyal to him. He treats them exceptionally well, by modern City of Brass standards, allowing them to have their own beds, lockable chests, and the occasional day off in the city when they perform better than expected. The slaves love old Qussay like a grandfather. He in turn regards them like children—which in fact they are. Nine hundred years earlier he had a torrid affair with their ancestral matriarch (which almost led to marriage). She became pregnant with his twin offspring. Now, ten centuries later, the azer working the forges with him are the descendents of those two infants. They don’t know this, and Qussay is surely not going to tell anyone. As much as the Ziggurat enjoys his services, he’s quite certain the head priest would throw him into the Agony Forge if his little secret escaped.

Qussay’s immortality is a gift from the matriarch he befriended and nearly wed almost nine centuries ago. Though he will never die of old age or natural causes, he can still be killed.

Qussay al Nedjari, Male Human Exp20: CR 19; hp 70; Int 15; Craft (armorsmithing) +28, Craft (blacksmithing) +28, Craft (weaponsmithing) +28; Skill Focus (Craft [armorsmithing]), Skill Focus (Craft [blacksmithing]), Skill Focus (Craft [weaponsmithing]).

Possessions: Robe of fire*. *See **New Magic Items** Appendix.

ब. तीह अगोन्यु तिरुह (दो चारोहइ)

At the center of the Ziggurat’s lower level is a vast foundry designed to transform captured souls into living brass. The mechanics of the forge and ore processors are beyond the ken of mortal minds. Suffice it to say they do their job exceptionally well. Hundreds of tons of brass are produced here on a weekly basis, all of which contributes to

the temple’s continuing growth. **Hundreds of azer slaves** work in the Agony Forge. In the middle, a five-story tall fountain spits out raw magma, which is then channeled into five separate smelting machines. Souls captured by the Sultan or his servants are ‘poured’ from magic jars and soul gems into the magma flows by an army of **fire mephits**, who seem to exist exclusively to deliver them to the Ziggurat (when they’re not sadistically dumping boiling pitch on participants in the Arena). Mundane brass arrives by means of primitive conveyer belt through the twenty-four Demon Gates built in the outside walls; it comes from planes where copper and zinc are plentiful. An especially prized form of brass comes from a world in the midst of a techno-magical revolution; after it is processed, it goes straight to the top of the Ziggurat to be added to the Temple of the Sultan.

The sounds of terrible, unearthly shrieking can be heard just beneath those of the thundering machinery. Souls that get transformed into living brass suffer the worst sort of agony in any of the known worlds.

Efreeti Slave Drivers: CR 10; hp 97; see **Efreeti Elite Guard**, Appendix 1.

Burning Dervishes: CR 7; hp 49; see Appendix 2.

Fire mephits (120): CR 3; hp 13.

Azer Slaves (1,000): CR 2; hp 11.

द. इलावह पेनइ (दो चारोहइ)

Before the reigning Sultan took over lordship of the City, the pens under the Ziggurat held sacrificial lambs and cattle. All that has changed though; with the change in leadership, the pens hold thousands of **azer slaves** whose only purpose is to build the temple ever higher. Slaves are crammed into tiny pens built from magma-reed. Most do not survive six months down here, either succumbing to starvation and thirst (there is *never* enough food or water for even half of their population) or violence (the slaves have a criminal hierarchy overseeing them that rivals the thieves’ guilds of many a mortal city on other worlds), or they give into overwhelming depression and apathy and either wither away to nothing or they commit suicide (though the **efreeti slave drivers** tell them the ones who commit suicide end up in the brass processors first). The warren of pens is so convoluted that the innermost portions have not been seen by the slave masters since the Ziggurat’s earliest days. Not so surprisingly, the azer resistance makes it their home and for the time being there is absolutely nothing the slave masters can do about it. Non-azers who attempt to find the inner pens almost always wind up dead for their efforts. Others find themselves hopelessly lost, or worse, in the Catacombs dug out of the Basin floor.

वे. अजर इलावह पौइ

Those azer forced to labor within the agony forge and the armories of the burning dervishes are separated from

The slave pits each hold 20 **azer slaves**, each affixed with a brass collar. The added security is designed as an extra measure to insure that they do not rise up against their efreeti masters. The azer slaves have no possessions of their own. They are known however to sing and pray to Anumon for release from their bondage.

Azer Slaves (20): CR 2; hp 11.

वे४. इलाह पो रं तेह वीप्रा बो वीन (डो 17+)

An azer priest named **Diya al Din**, a native of the azer homelands and not City-born like the majority of his brethren here, lives in the inner pens and leads a religious resistance movement. Gang boss **Guth Bolixone** and his **army of thugs** protect him as he is the only person alive who understands the *Heart of Flame's* flaw. Given an 'artifact of unmaking' such as the *Maul of Hezoid*, he could bring the Sultan's pride and joy crashing down to its blood-soaked foundation. This reckoning is the moment for which every single azer in the City prays; loyalty to the Sultan notwithstanding.

Azer Slaves: CR 2; hp 11.

Diya al Din's Bodyguards, Male Azer Ftr5 (20): hp 50; see **Appendix 1**.

Guth Bolixone, Male Azer Ftr12: CR 14; hp 117; see **Appendix 1**.

Diya al Din, Male Azer Clr15: CR 17; hp 110; see **Appendix 1**.

The referee should feel free to place the Diya al Din within any of the slave quarters they wish, making the appropriate challenges for the PCs in rescuing the venerable priest of Anumon, should their goal be the destruction of the Great Ziggurat and the foul menace of the burning dervishes. Alternately a party bent on evil could use the opportunity to attempt to assassinate the Diya al Din. Both circumstances result in an azer uprising. See *Finishing adventures in the Great Ziggurat* for details on running and completing whichever quest the PCs choose to take

६. the catacombs

This section of the Ziggurat is thought to be the original building, built centuries ago to house the then ruling Sultan's family after death. In the years since, it has been pushed lower into the bowels of the City by the oppressive weight of the temple above. With the new Sultan's urge to build the Ziggurat clear to the roof of the sky, it has sunk to even more dramatic depths. Like the slave pens above, it is a tangled mess of narrow tunnels, alcoves, and funerary chambers. Living people do not enter the Catacombs unless they have the mad desire to become one of the undead. **Ghosts, ghouls, spectres, dread wraiths, fire phantoms, greater shadows, lavawights, shapes of**

fire, and a few **vampires** make the dank, dark, fetid crypts their home. It is rumored that somewhere deep within the Catacombs, the undead remains of a former efreeti noble rest—as a demilich.

Fire Phantoms: CR 5; hp 39; see **Appendix 2**.

Demilich: CR 14; hp 115; see **Appendix 2**.

Dread Wraiths: CR 11; hp 104.

Ghosts: CR 7; hp 32.

Greater Shadows (1d6): CR 8; hp 58.

Lavawights: CR 23; hp 208; see the *Epic Level Handbook*.

Shapes of Fire: CR 26; hp 227; see the *Epic Level Handbook*.

Spectres: CR 7; hp 45.

Vampires: CR 7; hp 32.

Eventually the catacombs lead to the **Underbasin**, detailed more fully in the *City of Brass Book One*.

Finishing adventures in the Ziggurat of Ilalad

PCs succeeding in the destruction of the Heart of Flame also succeed in the total destruction of the Ziggurat of Flame. The loss of summative loss of the burning dervishes as a force of religious law to the citizens of the City of Brass has great damaging effects to the iron grip that the Sultan has on the city populace. With no religious police force to maintain his total supremacy he has over the nobility and the Grand Bureaucracy. Should the PCs manage to free the fire giant slaves from the Temple of the Sultan an immediate civil war erupts between the mercenary fire giant guards and the efreeti officers who once commanded them. Should the Ziggurat be destroyed and the Azer set free, a general slave uprising begins, where azer slaves assist in the removal of slave collars from any slave they meet, arming them with whatever weapons they can muster, hiding in the basin and under-basin and staging guerilla style attacks on any efreeti they come in contact with.

These events cause chaos and confusion to the otherwise well ordered city of the Efreeti, allowing the players to more easily move from place to place as guard forces and military forces such as the legion of marmalukes and infernal allies from the order of devils being called forth to quell uprisings and fight pitched battles in the streets against rebellious slaves and fire giant mercenaries.

Should the PCs succeed in taking down the Ziggurat of Flame, Lucifer's minions are called upon to take a greater role in establishing law and order within the city. This may offer an opportunity for Tarbish to send the PCs against the masters of the Pagoda of Devils, further destabilizing the Sultan of Efreet. Otherwise Tarbish reveals himself as the Grand Vizier.

Chapter 19; The Pagoda of Devils

The Pagoda of Devils, home to the mysterious Order of Devils stands ominously in the southwestern corner of the City of Brass. Although the curiously carved circular portals of the Pagoda of Devils are open to all comers, there are only two sorts of visitors: those that become members of the ancient sect, and those who are never seen again.

01. Ground floor

Refer to the Pagoda of Devils maps for the following locations.

01. Basin entrance

This huge circular doorway is carved in the likeness of one thousand devils of various caste and power. Their faces and expressions seem to change as they stare forward at any who approaches the vault like doorway. In unison, the devils ask any who approach what business they have in the Pagoda of Devils. Their question is one of amusement for the doors open to any brave enough to enter the chambers beyond.

02. Foyer

This hallway is enclosed in a permanent zone of *deeper darkness*. There is no light that guides those who would seek to pass deeper into the pagoda. The idea is that a monk of substantial skill and power need not rely on their sense of sight to find their way to their challengers. Once travelers have moved 30 feet into the chamber, they find themselves faced with one thousand pairs of red eyes glaring at them. The eyes ask again the business of those who enter the Pagoda of Devils. This time the devil doors are more skeptical. They point out that each of them was once brought to visit the Pagoda of Devils, and none has yet left the shade of its twelve copper roofs. Nonetheless the doors open revealing a huge chamber beyond.

03. Dojo of First Challenges (Dojō Raigō)

Those who know a bit of lore about the Pagoda of Devils call this huge chamber the Dojo of First Challenges. The

Standard features

Entrances and Exits: The Pagoda of Devils may be entered through Area 1 of the First Floor in the Lower City, or through the Devotional Hall on the Tenth Floor, in the Upper City.

Doors: The doors in the Pagoda of Devils are made of kiln dried wood imported from other worlds and are of a circular shape. The doors are however never locked as the monks who call the Pagoda their home are not terribly afraid of anyone or anything. Furthermore the monk's absolute devotion to Lucifer leaves them with little need for material possessions beyond those which they can carry upon their own back or atop their head.

Ceilings: The ceilings of each floor of the Pagoda of Devils are over twenty feet high.

Shielding: *Teleportation* and *plane shifting* is denied to all save full members of the Order of Devils through powerful wards carved into the gargoyle-like devils that adorn the roofs of each floor of the Pagoda. These wards are of an unknown origin and cannot be dispelled or negated.

Further, during the Pagoda's creation, Lucifer infused a portion of the plane of Infernus into its foundation. As such, a lawful evil outsider in the Pagoda cannot be banished or dismissed (such as by a *banishment* or *dismissal* spell), except by the character who summoned it. Similarly, outsiders in the Pagoda gain turn resistance +4 against characters who attempt to turn them (such as by using the Planar Turning feat in the *Epic Level Handbook*).

lowest caste of the Order of Devils keeps its barracks here in the four surrounding chambers. Initiates seeking to join the order and learn their secrets spend their first three levels in the prestige class fighting and taking on new challengers who come to the Pagoda. Surprisingly there are many from the various planes of existence who would seek to gain all of the knowledge that the Order of Devils has to offer. New moves and new technique are always sought by the martial artist, as are new defenses against such moves.

Upon entering this chamber, **6d4 initiates** enter from their barracks and issue the initial challenge to PCs. They demand to know if a “seeker of the path” is among them. If no monk is among the party, the initiates attack the PCs with hellish fury while **1d4 additional initiates** arrive (up to a maximum of 40) and defend the Pagoda of Devils in an almost suicidal fashion. A particularly ugly monk named **Yin Shi Yan** presides over the challenge...and if necessary the subsequent attack.

If there is a monk amongst the PCs, this PC is offered a challenge of single combat against one of the gathered host. Should the PC succeed in easily defeating this opponent they are offered a second challenge. They are given the opportunity to join the Order as an initiate and like the others within the chamber, take on challenges of newcomers and learn the basic tenets of the sect from Yin Shi Yan, or they may take on Yin Shi Yan in a fight to the death. Should the PC succeed in defeating Yin Shi Yan in single combat, the other members of the Order of Devils remain passive and indicate that the challenger may now proceed to the second floor of the Pagoda. If attacked, the monks defend themselves and fight to the death.

A set of double doors in the northern wall reveals a broad staircase leading to the first story.

Initiates, Male Human Mnk6/OoD1: CR 7; hp 45; see Appendix 1.

Yin Shi Yan, Male Human Mnk6/OoD3: CR 9; hp 58; see Appendix 1.

प४. बर्राकडे ऑफ़ दै डेविलेस (दो चबरेडे)

These large chambers each house ten initiates who eat, sleep and train here. Initiates are constantly exercising their skills or testing for advancement in the order and have little time to think of anything else. Even their current Master, Yin Shi Yan, trains for his own advancement up the Pagoda as he seeks to uncover all of the mysteries of the Order of Devils. At any given time there are **2d4 initiates** found within these chambers.

Initiates, Mnk6/OoD1: CR 7; hp 45; see Appendix 1.

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प५. पठरिंग्गुगुणुणुडे (दो चबरेडे)

This pillared and trapped chamber serves as the training ground for four lesser masters of the Order of Devils and their chosen students, hand picked from the initiates of the ground floor. The numerous pillars offer perfect hiding places for the monks who train by stalking one another through the chamber. Various deadly resetting traps insure that initiates who are not up to snuff do not proceed any further in their training by the four masters.

PCs entering this chamber find themselves face to face with one of the four masters and their disciple. As



with the Dojo of First Challenges, monk PCs are offered a chance to first fight a Disciple and then challenge the Master. The disciple attacks PCs with no monk in their party, as the Master rings a bell alerting the other three masters and their disciples to the intruders. These monks arrive in 1d4 rounds and fight to the death.

Central Spikes: These six-foot high spikes occupy a 20-foot-by-20-foot square in the center of the chamber. Masters frequently attempt to hurl their disciples or any intruders onto this bed of spikes. Furthermore masters of upper stories of the Pagoda hurl their victims upon the spikes from above. Anyone falling or hurled atop the spikes is struck by 1d6 of the impaling shafts and takes 1d8 points of damage per spike.

Traps: The following traps are designed to trigger when an opponent steps upon a prescribed plate within the chamber. The DM may change the placement of the traps in the event that more than one encounter occurs within this chamber, or the Pagoda of Devils becomes a greater part of their campaign.

Listed below are four sample traps to use in the Proving Grounds.

A. Floor Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8, scythe, crit x4); Search DC 21; Disable Device 20.

B. Flame Strike Trap: CR 6; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, Reflex half DC 17); Search DC 30; Disable Device DC 30.

C. Deathblade Arrow Trap: CR 8; mechanical; location trigger; manual reset; Atk +16 ranged (1d8 plus poison, arrow, crit x3); poison (deathblade, DC 20 Fort, 1d6/2d6 Con); Search DC 24; Disable Device DC 24.

D. Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10 ft. area); Search DC 26; Disable Device DC 20.

A staircase in the north leads down to the ground floor. A staircase in the south leads up to the Second Story.

੫੬. ਲਾਏਏਰ ਧਾਰਏਂ ਏ ਠਾਠਏਏ (ਏ 14)

Master Qarid, a cheitan, and member of the Order of Devils keeps his quarters in this chamber. Qarid is intensely cruel to his new disciple Olerij and tries at least once per day to impale him upon the spikes in the proving grounds. Qarid desperately waits for the day when he may move up in ranks of the order. Unfortunately it is his own arrogance that keeps him from achieving this goal.

Olerij is a skilled martial artist, given the fact that he has moved up in to a position of training with one of the masters. Olerij constantly plots a way in which he can defeat his master, for he knows now only will his victory advance him to the master status.

Master Qarid, Male Cheitan, Mnk8/OoD3: CR 14; hp 71; see **Appendix 1**.

Olerij, Male Human Mnk7/OoD2: CR 9; hp 49; see **Appendix 1**.

Locked Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25.

Treasure: Contained in the chest are 8,000 cp, and a *divine scroll of 2 spells (make whole, warp wood)*.

੫੭. ਲਾਏਏਏਏ ਏਠੀਠੀਠੀ ਠਾਠਏਏ (ਏ 15)

Mistress Sialia currently has no disciple, having broken her last one for playing too rough. She spends the majority of her time in her chamber meditating, and practicing her skills. Eventually she knows a new petitioner will work his way through the challenges that the other masters offer, and if the newcomer suits her she will take the disciple on to train with her. Mistress Sialia frequently beats her disciple's to 0 hit points as often as she can. If they do not slip below -10, she allows them to heal naturally before beginning again, however she will not lift a finger to save them. Sialia only enters the Proving Grounds if a large force of intruders has made it this far into the Pagoda.

Mistress Sialia, Female Human Mnk7/OoD3: CR 10; hp 65; see **Appendix 1**.

Treasure: A low table in one corner made of polished mahogany is worth 200 gp, due to the quality of its carving. Sitting atop the table are seven platinum ewers worth 200 gp each. The perfume within them is worth 300 gp a dose. If a dropper of each perfume is mixed together it forms a toxin more powerful than black lotus extract. There is enough perfume in each ewer to mix 10 applications of this aromatic poison.

੫੮. ਲਾਏਏਏਰ ਠਾਠਏਏਏਏ ਠਾਠਏਏ (ਏ 15)

Dassar is from a highly civilized world dominated by lizard folk. Dasssar speaks in sibilant tones and is extremely articulate in his questions and his thinking. His disciple Fas'ahad accompanies Dasssar at all times. Fas'ahad is actually an assassin sent to the Pagoda of Devils to recoup a sleight offered to the leader one of the noble houses by Pang Goy. Fas'ahad is unafraid to use any skill and weapon at his disposal to get close enough to Pang Goy to destroy him. If the PCs manage to destroy the masters and disciples on the first story, Fas'ahad may seek to join with them, offering his blade in an assault on the other members of the order. He has gained several levels of Order of Devils prestige class, and has several levels of the assassin prestige class under his belt as well. Fas'ahad's deception is so complete that Dasssar has no idea that there is an enemy in their midst.

Master Dasssar, Male Lizardfolk Mnk7/OoD3: CR 10; hp 77; see **Appendix 1**.

Fas'ahad, Male Human Mnk5/Rog3/Asn3/OoD1: CR 12; hp 60; see **Appendix 1**.

੫੯. ਲਾਏਏਏਰ ਠਾਠਏ ਠਾਠਏਏ (ਏ 15)

Tak, a human monk, and his apprentice, the dwarf called Danrach live and train within these quarters. Danrach only recently moved up and was accepted for training by

Master Tak, who was impressed with the dwarf's cruelty and efficiency. Tak knows that the moving up in the order is difficult at best and seems content to merely train new initiates in the ways of the Order. Tak is more thoroughly interested in his devotion to the teachings of Lucifer and the training of Danrach to worry about much else.

Master Tak, Male Human Mnk7/OoD3: CR 10; hp 65; see **Appendix 1**.

Danrach, Male Dwarf Mnk6/OoD1: CR 7; hp 52; see **Appendix 1**.

Locked Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 25.

Treasure: Contained in the chest is 400 gp, a small brass idol (500 gp), and two bronze candlesticks (200 gp each).

इकठठठ इठठठ

The second story serves as dormitories for masters who continually compete against one another for superiority and the opportunity to challenge one of the masters in the floor above. The central dojo is like the floor below, contain dangerous traps designed to hone the skills of the monks who train here as well as to slay any not worthy of the title of master. Any monk of lower caste and thus stationed on a lower floor must face down and slay one of the four current masters who live on this floor. It should be noted that all of the masters of the second story are **wang liang fiends**. Each of the wang liang masters are virtually identical in skill and power, and for this reason none has mastered the other and made their way to the Third Story and new challenges. All have chosen to refrain from speaking or using their names until one is strong enough to defeat the others and challenge the masters of the level above. For this reason they are referred to as the unnamed ones.

When new challengers arrive from the lower stories they draw lots to decide which of their number shall accept the challenge from an iron cauldron hanging on a chain near the northern staircase. They are of course aware of any challenges coming from the lower levels, likely due to the sounds of battle and powerful *ki* strikes wafting up from the pit in the center of the dojo that leads to the central spikes in the first floor. If PCs are completely silent, and using the utmost of stealth to work their way up the Pagoda, allow the wang liang monk's Listen checks opposed by the PCs' Move Silently checks. If the monks fail, they are found individually in their own apartments.

Staircases leading to the second and fifth stories are found in the northern and southern ends of the dojo.

Large areas of the floor are trapped with pressure sensitive, sound sensitive, and heat sensitive traps that trigger when passed or moved across. These traps like the ones on the second story help hone the skills of the monks and insure that those not equipped to be a master move up in the hierarchy.

Traps: Listed below are four sample traps that may be moved or placed on the map as the DM wishes. If the traps listed below are too challenging or not challenging enough a DM may feel free to substitute any traps that they feel appropriate to properly challenge the players.

A. Fusillade of Acidic Darts: CR 7; mechanical; location trigger, manual reset; Atk +18 ranged (1d4+1 plus 1d6 acid, dart); acid (1d6, acid); multiple targets (1d8 darts per target in a 10 ft.-by-10 ft. area); Search DC 25; Disable Device DC 25.

B. Blade Barrier Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, Reflex half DC 19); Search DC 31; Disable Device DC 31.

C. Shock Spear Floor Trap: CR 4; mechanical; touch trigger; automatic reset; Atk +20 melee (+1 *shocking spear*, 1d8 plus 1d6 electricity, spear, crit x3); Search DC 24; Disable Device DC 24.

D. Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, Reflex half DC 14); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Central Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); pit spikes (Atk +15 melee, 1d6 spikes per target for 1d8 each); Search DC 20; Disable Device DC 20.

Wang Liang Monks, Mnk7/OoD4 (4): CR 13; hp 76; see **Appendix 1** (see **Appendix 2** for the wang liang).

ठठ. वठठठठ ठठठठठठ

These chambers that flank the northern staircase are used for training with monk weapons. At least two fantastically crafted masterwork monk weapons of every style and made from every imaginable weapons grade metal, including mithril, adamantine, brass, steel and silver line the walls.

ठठ. ठठठ ठठठठठठ (ठठठ)

This chamber contains four mud baths filled with scalding hot mud. Each mud bath is also home to a variety of **mudmen** that are immune to heat and fire. The mudmen massage the monks who take a dip in this bath to relax from their furious training regimen. Non-Order of Devils creatures who enter this chamber are attacked by the mudmen, unless accompanied by an Order of Devils member.

Mudmen (Advanced, 6 HD) (4): CR 3; hp 39; add +3 on attacks and grapple, +2 on saves, +2 to mud bomb DCs; these variant mudmen are immune to heat and fire; see **Appendix 2**.

ठठ. ठठठठ ठठठठठठ (ठठठ)

This chamber contains four huge pots filled with searing hot sand. Where monks of normal sects commonly stuff their hands and feet into the hot sand to toughen them, the masters of the third story have a bit different take. Each of the pots is also home to a **sandling**. The unnamed ones like nothing more than to beat the sandlings into submission as a form of therapeutic rest.

Sandlings (Advanced, 8 HD) (4): CR 3; hp 44; add +4 on attacks, +3 grapple, +2 Fort, +1 Ref and Will, +2 Listen and Spot, Weapon Focus (bite); see **Appendix 2**.

પા. પ્રાણેશ્વર ગુણાંશ્વર ઠાણેશ્વરનાં ગોળાં

These chambers in the southern end of the second story serve as the quarters for the Unnamed. Each of the monks maintains his own quarters. Found here are: a chest of drawers, a floor mat and neck board, and a small central fire pit with cook pot. Chained to the wall are humanoid slaves whom the Unnamed feast upon. Any given chamber has 1d4 such slaves, most of which are commoners purchased in the Slavers Bazaar.

There is little of value other than the slaves within these quarters as the Unnamed tend to keep their gear on their persons.

Human Slaves, Male or Female Com4: CR 3; hp 10.

ઠાણેશ્વરનાં ગોળાં

પા. વેળેશ્વર ઠાણેશ્વરનાં ગોળાં (દો ૩)

This entire floor is laden with pressure sensitive plates that trigger spears, heavy crossbows, and ballista to rise from hidden platforms in the floor and fire upon those passing through it. Currently it is used as the training facility for **Bagra, a weretiger** member of the Order of Devils. There is a 50% chance that Bagra is here. Otherwise he is found in one of the levels above or meditating in his chamber on the Eighth Story. Bagra challenges any single monk amongst groups of PCs. If a large party attacks him, he attempts to escape the chamber moving up to gather more allies from the dojos above. Stairwells in the north and south of the chamber lead to the Second and Fourth Stories.

Bagra spends most all of his time in hybrid form and is encountered in this form.

Bagra, Male Human Weretiger Mnk8/OoD5: CR 17; hp 144; see **Appendix 1**.

Traps: The traps are lettered with a B, H or S on the map.

(B) Ballista Trap: CR 5; mechanical; location trigger; manual reset; Atk +20 ranged (3d8, ballista bolt, 19-20/x2); Search DC 25; Disable Device DC 25.

(H) Heavy Crossbow Trap: CR 4; mechanical; location trigger; manual reset; Atk +18 ranged (1d10, crossbow bolt, 19-20/x2); Search DC 25; Disable Device DC 25.

(S) Poisoned Spear Trap: CR 4; mechanical; location trigger; manual reset; Atk +16 ranged (1d8+3 plus poison, spear, crit x3); poison (greenblood oil, Fort DC 13, 1 Con/1d2 Con); Search DC 25; Disable Device DC 25. *Note:* 200-ft. max range, target determined randomly from those in its path.

The pit in the middle of the floor in this chamber is detailed below.

Central Pit Trap: CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); pit spikes (Atk +15 melee, 1d6 spikes per target for 1d8 each); Search DC 20; Disable Device DC 20.

ઠાણેશ્વરનાં ગોળાં

પા. વેળેશ્વર ઠાણેશ્વરનાં ગોળાં (દો ૩)

Much of the floor of this chamber is covered with 1-inch tall needles that glisten with some greenish poisonous ichor. The ichor is **greenblood oil** (1/1d2 Con, Fort DC 13). A character can move through this chamber at one-quarter its normal speed and avoid contact with the needles. A character moving faster than this contacts 1d8 needles (each dealing 1 point of damage plus poison). Additionally, a character contacting the needles has its movement reduced by one-half for 24 hours or until the wounds are healed (DC 20 Heal check or until it receives 1 point of magical healing). Monks and acrobatic PCs find movement easier as they can tumble and leap through the chamber avoiding most of the needles. This is all fine and good until they come face to face with **Dagova Nix**, who trains here in the Dojo of Needles.

Dagova is a minotaur who has trained in the Pagoda of Devils since he was a calf and was raised by Pang Goy himself. For obvious reasons he is thoroughly evil and particularly malevolent. Many would-be recruits and lesser masters of the Pagoda of Devils have fallen victim to Dagova's bestial lusts for sport and death. Although Dagova has only recently begun training in the Order of Devils, he makes up for that in sheer brute strength and deadly skill. Dagova attacks any who enter the chamber from below, unless they come with special permission from Pang Goy (with the exception of Bagra). If faced with overwhelming odds he makes a fighting withdrawal to the upper stories to warn others and seek reinforcements. He is loath to do this, but is under orders after all.

Dagova can move normally through this area without contacting the needles. This is his "playground" after all.

Dagova has a private chamber on the Eighth Story of the Pagoda.

Dagova Nix, Male Minotaur Mnk11/OoD1: CR 13; hp 135; see **Appendix 1**.

Poison Floor Needles Trap: CR 5; mechanical; touch trigger; manual reset; no attack roll necessary (1 plus poison, needle); poison (greenblood oil, DC 13 Fort resists, 1 and 1d2 Con); Search DC 10; Disable Device DC 20.

ઠાણેશ્વરનાં ગોળાં

પા. વેળેશ્વર ઠાણેશ્વરનાં ગોળાં (દો ૪)

The narrow catwalks of this dojo suspend over the needles on the floor below. Anyone falling off one of these catwalks is surely impaled upon the millions of needles 20 feet below, taking 3d6 points of damage and must save against the *greenblood oil* coating the needles. Four huge sets of whirling blades running on well

greased iron poles from floor to ceiling make passing through their sections of the catwalk treacherous at best. These blades appear to be from many different types of swords, axes and edged weapons. Great flames rise from a 10-foot deep trench in the center of the chamber giving off waves of heat. Anyone falling into the flames that is not immune to fire or resistance to fire immediately catches on fire, taking 2d10 points of fire damage each round until the fire is extinguished.

A small platform stands in the center of the chamber. A pit trap on the platform drops 80 feet down the central shaft of the pagoda onto the impaling spikes on the first story.

Whirling Blades Trap: CR 5; mechanical; location trigger; automatic reset; Atk +20 melee (2d6+6, blades); creatures struck must make a DC 20 Reflex save or fall into the fire or the needles below (50% chance for either); Search DC 20; Disable Device DC 20.

Central Pit Trap: CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); pit spikes (Atk +15 melee, 1d6 spikes per target for 1d8 each); Search DC 20; Disable Device DC 20.

इशेते इतरपु

प१. वेगेठ व अङ्गुपेइतेवे इरुपेइ (हो १२)

The dominant feature of this chamber is a vortex of fire surrounded by lesser flames rising from the story below. Swirling within the vortex are the tortured souls of 100 lemures. The lemures cannot leave the flaming central portion of this chamber. Individually the lemures are very weak, however through an unholy pact with Lucifer, one time per day the lemures can morph together into one gigantic beast of rubbery flesh and screaming mouths. The lemures ignore full members of the Order of Devils, but may morph in one round into a **lemure mass** and attack any other entrant to the Pagoda. Anyone killed by the gigantic lemure mass becomes a lemure and is absorbed into the mass.

Characters coming within 5 feet of the vortex must succeed on a DC 20 Fortitude save or be sucked into it, taking 4d6 points of damage and 2d6 points of fire damage each round. After 1d10 rounds, a trapped character is sucked down the central shaft, falling 100 feet to the impaling spikes on the Pagoda's First Story.

Lemure Mass: CR 12; hp 150; see **Appendix 1**.

Central Pit Trap: CR 6; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +15 melee, 1d6 spikes per target for 1d8 each); Search DC 20; Disable Device DC 20.

इएएतेते इतरपु

प११. वेगेठ व लवडेए लठ रेप (हो १३)

This story consists of a large training chamber that is almost completely bare except for the two large flaming pits which lead to the Sixth Story of the Pagoda. Creatures

falling into the flames suffer 2d6 points of fire damage and must succeed on a DC 20 Fortitude save or be sucked into the vortex on the Sixth Story. On a successful save they instead fall 30 feet to the Fifth Story.

There is a 40% chance that Mo Zhu is training in this chamber or has been warned of the PCs approach by one of the other Masters. In this event he hangs from the ceiling prepared for their arrival. Mo Zhu is a Drider and the entire ceiling of his chamber houses the webbed husks of his prey. Mo Zhu lies in wait for the PCs, attempting to ensnare as many as he can with webs to reduce the numbers that oppose him. If pressed with incredible odds he attempts to escape to the Eighth Story and alert the other masters.

A locked and trapped chest in this room contains Master Zhu's personal treasure.

Master Mo Zhu, Male Drider Mnk8/OoD7: CR 19; hp 178; see **Appendix 1**.

Locked Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 30. The chest is trapped.

Poison Needle Trap: CR 3; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 35); Atk +20 melee (1 plus poison, needle); poison (drider poison, Fort DC 17, 1d6/1d6 Str); Search DC 22; Disable Device 20.

Treasure: The chest contains 2,900 gp and 3 fire sea pearls (500 gp each).

इशेतेते इतरपु

प१२. हली व लवडेए

This story of the Pagoda holds the apartments of four of the masters of the Order of Devils. Two huge tree trunk battering rams hang from chains located on the ceiling of the room facing a huge bronze bell in the center of the chamber. The peal of this bell is so loud that it may be heard throughout the entire City, but is rung only when a new master of the Order of Devils is chosen from amongst the ranks.

Any creature without proper hearing protection (such as wax ear plugs or being under the effect of a *silence* spell) who is in the chamber when the bell is rung must make a DC 20 Fortitude save or be deafened for 1d4+1 days.

There are four chambers on this floor are the Masters' dwellings.

प२०. लोइएइइ ताङ्गइ तेहलेए (हो १३)

This simple chamber is home of Tang, the highest ranking pure human in the Order of Devils. Tang is most frequently found in deep meditation or intense training on the Tenth Story of the Pagoda of Devils. There is a 40% chance that Tang is in her chamber. Tang is highly intelligent and is sought after by many of the rulers of noble houses in an advisory capacity or to serve as a temporary bodyguard, should any of them choose to travel abroad.

Tang's few belongings are kept within an unlocked chest in her chamber, or carried upon her person. Tang has become

quite rich over the last several years working as bodyguard and advisor, but the material wealth means little to her.

Mistress Tang, Female Human Mnk11/OoD8: CR 19; hp 142; see **Appendix 1**.

Treasure: 2,000 bp, 6 gold bars (1,000 gp each), platinum necklace with fire sea ruby inlay (7,000 gp), 4 white emeralds (1,500 gp each).

ਪੜ. ਲਾਡੇਏਰ ਠਾਗੋਵਾ ਨੇਘੇਠੀ ਠੇਠਾਲੇਏਰ

Dagova's chamber matches his bestial nature, consisting of a straw covered floor. Dagova's walls are covered with intricate mazes which he draws upon the walls as a form of meditative reflection. If not encountered on the lower levels, most of Dagova's belongings lie strewn about the floor. PCs making a successful DC 20 Search check find 6 fire sea pearls (500 gp each) and 10 *potions of cure moderate wounds*.

ਪੜ. ਲਾਡੇਏਰ ਠਾਗਰਾਠੀ ਠੇਠਾਲੇਏਰ

Bagra's chamber is decorated in the style of a big game hunter. Heads and skins of huge beasts ranging from young dragons to oliphants hang from ceiling and walls and line the walls, as well as monk weapons of various sorts. An unlocked chest contains his belongings.

Treasure: 1,000 bp, a pair of white dragon-skin gauntlets (700 gp), 3 brass mugs with jeweled inlay (600 gp each), six doses of black lotus extract poison, 2 fire sea opals (100 gp each).

ਪੜ. ਲਾਡੇਏਰ ਠਾਈ ਠ'ਠੇਠਾਠੀ ਠੇਠਾਲੇਏਰ (ਈ ਠ)

Cael is an unusual Master of the Order of Devils, as he is a quickling whose natural speed and cruelty found an aptitude for the martial arts form. Cael is much sought after as an assassin as he is quite literally quicker than the eye can see, and deadly to the touch. Cael's chamber is filled with bouquets of flowers. There is a 70% chance that Cael is in the Pagoda of Devils. If in the Pagoda of Devils there is a 50% chance that he is in his chamber; otherwise, he may be found on the 11th story of the Pagoda.

A locked and trapped chest holds Cael's personal belongings.

Cael O'Day, Male Quickling Mnk8/OoD8: CR 19; hp 100; see **Appendix 1**.

Locked Chest: Hardness 5; hp 15; Break DC 23; Open Lock DC 30. The chest is trapped.

Poison Needle Trap: CR 3; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +20 melee (1 plus poison, needle); poison (kava leaf poison, sleep 1 hour, no secondary, Fort DC 15); Search DC 22; Disable Device 22.

Treasure: 1,000 bp, amethyst pendant (200 gp), platinum eating utensils (500 gp), solid bronze egg (800 gp), electrum earrings (100 gp), 700 cp.

Kava Leaf Poison: Ingestion or injury, Fortitude DC 15; initial damage is sleep for 1 hour (as the spell of the same name); no secondary damage.

ਨੇਘੇਠੀ ਈਠੋਠੀ

ਪੜ. ਆਠੇਏਠੀ ਠੀ ਲੁਠੀਏਰ

A pair of golden arches afford passage into the Hall of Devils through what are referred to as the Arches of Lucifer. The arches act as a permanent *unhallow* spell on the Hall of Devils. Further, two effects befall good-aligned creatures passing through the arches. First, several lacerations appear on the creature's body, as if cut by an invisible razor. An affected character takes 2d4 points of damage each time he passes through the arches (no save). Secondly, any liquids (other than potions) the character is carrying automatically foul and become poisonous (characters won't notice this change until the liquid is examined or consumed). A character that consumes such liquid must succeed on a DC 20 Fortitude save or take 1d4 points of Constitution damage. One minute later, the character must succeed on another DC 20 Fortitude save or take another 1d4 points of Constitution damage.

ਪੜ. ਠਾਲੀ ਠੀ ਠੇਠੇਠੀਠੀ (ਈ ਠਾਗੇਏਠੀ)

Although this hall is open to all visitors it affords no direct entrance to the Pagoda compound itself, as the stairwells are sealed from the rest of the building. The Ninth Story offers a glimpse into the world of the Order of Devils for common citizens and visitors to the City of Brass, containing a huge open hall lined with statuary and murals depicting the various Masters of the Order of Devils since the founding of the Pagoda 1,000 years ago. The great hall is well traveled by those seeking passage to the Infernal Chapterhouse of Lucifer in the Upper City. There are frequently **1d4+1 initiates** meditating and keeping the peace in the Hall of Devils.

A huge statue of gleaming solid steel dominates the center of the chamber. The statue features a horned humanoid being of obvious great physique and lithe grace. This is a statue of Pang Goy the current Master of Devils, and a chosen champion of Lucifer. The Hall is cursed so that if any lawful good paladin, cleric, or monk enters, they are instantly attacked by **1d4 ghosts** of previous masters. These ghosts attack the lawful good clerics, monks, and paladins mercilessly ignoring any other targets until turned or destroyed.

Initiates, Male Human Mnk6/OoD1 (1d4+1): CR 7; hp 45; see **Appendix 1**.

Ghost of a Master, Male Ghost Mnk7/OoD3: CR 12; hp 68; see **Appendix 1**.

The 10th Zolaryu

Room 26: The Chamber of the Spikes and the Giantess (304)

This large chamber serves as the training hall for Master Cael and the home of Mistress Harthain Gursh. Spikes line the walls but the majority of the chamber consists merely of a simple wide, open space with a lofty 40-foot high ceiling. Sitting cross-legged in the center of this chamber is the large form of a powerfully built giantess.

Two conical tower sized shields of solid gold, a quarter inch thick hang from a hook on the wall. Curiously, the shields are attached together with four massive chains of burnished iron. The shields have no hand or arm straps attached, but could likely fetch 5,000 gp on the open market.

The giantess issues a challenge to anyone who enters the chamber, offering monks an opportunity to face her in single combat. She is the personal bodyguard of Pang Goy, despite the fact that he may not need her help at all. Master Cael frequently trains with Harthain, where they work Cael's speed versus Harthain's eleven odd feet of size and strength. There is a good chance that Master Cael is also in this chamber with Mistress Harthain Gursh.

Mistress Harthain Gursh, Female Fire Giant Mnk7/OoD7: CR 17; hp 304; see Appendix 1.

Tactics: Mistress Harthain's favored tactic is to grapple foes and hurl them into the spikes upon the walls of the chamber. A foe thrown into the spikes hits 1d4 of them; each spike deals 1d8 points of damage.

When working in concert with Master Cael, Harthain uses her prodigious strength to pummel fighter types, while Cael rushes through enemies to interrupt spellcasters.

The 11th Zolaryu

Room 27: The Chamber of Pang Goy (307)

This large chamber is hung with silk curtains that hang from the 40 foot ceiling to the floor. The rich odor of incense and perfumes fills the air with multicolored smokes.

It is in this chamber that the Master of Devils makes his home, where he rules absolutely. The various smokes and odors have a mildly hypnotic effect, requiring anyone breathing them to make a DC 25 Fortitude save or have their mind filled with illusions and hallucinations. Such creatures have a 20% miss chance on attack rolls each round as long as they remain in this chamber and for 1d4 rounds after leaving it. A character that succeeds on its Fortitude save by 5 or more, gains a +2 alchemical bonus to Wisdom while within this chamber. (Note that Pang Goy is immune to the effects of the smoke.)

As the PCs begin to explore the chamber they are challenged by the tall, proud handsome figure of Pang Goy (who looks exactly like the steel statue below). The figure appears as a human male, about 8 feet tall with dark hair

and dark eyes, and small ivory horns on his brow. The most notable part of his body is his hands. They appear to be made of a gleaming greenish metal.

Pang Goy, Male Half-Fiend Mnk15/Ood9: CR 27; hp 234; see Appendix 1.

Pang Goy can transform his *Hands* into any weapon he is proficient with. His favorite transformations and adjusted attack and damage bonuses are listed below.

+5 *flaming kama*: Atk +26 (1d6+10 plus 1d6 fire, +5 *flaming kama*); Full Atk +26/+21/+16 melee (1d6+10 plus 1d6 fire, +5 *flaming kama*) or +26/+26/+26/+21/+16 melee (1d6+10 plus 1d6 fire, +5 *flaming kama*).

+1 *vorpal kama*: Atk +22 (1d6+6, +1 *vorpal kama*); Full Atk +22/+17/+12 melee (1d6+6, +1 *vorpal kama*) or +22/+22/+22/+17/+12 melee (1d6+6, +1 *vorpal kama*).

+1 *unholy speed nunchaku*: Atk +22 melee (1d6+6, +1 *unholy speed nunchaku*); Full Atk +22/+22/+17/+12 melee (1d6+6, +1 *unholy speed nunchaku*) or +22/+22/+22/+22/+17/+12 melee (1d6+6, +1 *unholy speed nunchaku*).

+4 *corrosive ki focus kama* and +4 *keen shock kama*: Atk +25 melee (1d6+9 plus 1d6 corrosive, +4 *corrosive ki focus kama*); Full Atk +25/+20/+15 melee (1d6+9 plus 1d6 corrosive, +4 *corrosive ki focus kama*) or +25/+25 melee (1d6+9 plus 1d6 corrosive, +4 *corrosive ki focus kama*) and +25/+20/+15 melee (1d6+9 plus 1d6 electricity, +4 *keen shock kama*, 19-20/x2).

+2 *brilliant energy siangham* and +5 *corrosive kama*: +23 melee (1d6+7, +2 *brilliant energy siangham*); Full Atk +26/+21/+16 melee (1d6+10 plus 1d6 corrosive, +5 *corrosive kama*) or +23/+23/+23 melee (1d6+7, +2 *brilliant energy siangham*) and +21/+16 melee (1d6+10 plus 1d6 corrosive, +5 *corrosive kama*).

A locked and trapped chest contains Pang Goy's personal belongings.

Locked Iron Chest: Hardness 10; hp 90; Break DC 30; Open Lock DC 35. The chest is trapped.

Unholy Energy Drain Trap: CR 10; magic device; touch trigger; automatic reset; Atk +20 ranged touch; spell effect that targets any cleric or paladin within 50 feet (energy drain, 20th-level wizard, 2d4 negative levels for 24 hours, Fort DC 23); Search DC 34; Disable Device DC 34.

Treasure: 10,000 bp, 6 fire sea pearls (1,000 gp each), brass inlaid platinum idol of Lucifer (3,500 gp), jeweled sacrificial dagger (2,700 gp).

Pang Goy has an amicable relationship with the Sultan of Efrete and is frequently sought for his wise counsel. Pang Goy's devotion to Lucifer's will is absolute however and for this Pang Goy has been greatly rewarded by his master. Pang Goy sacrificed his own natural hands to Lucifer to show his faith and was given a pair of magical hands fashioned from an unearthly gleaming green metal. These hands, often referred to as the *Hands of Pang Goy*, function as well as if not better than any natural hand could.

In the event that the PCs have reached the Dojo of Pang Goy, there is a strong likelihood that Pang Goy is not alone, as one of the lesser masters may have joined him, or at very least given him warning before. Any member of the Order of Devils with more than five levels of Order of Devils prestige class who has successfully fled from the PCs is found here. Those with less than five levels who fled are killed by Pang Goy on sight for their cowardice, their bodies hurled from the window of the Pagoda to be dashed on the streets of the Basin.

Due to his devilish heritage, Pang Goy has a plethora of spell-like abilities at his disposal to use in combat. However he prefers to engage foes with his monk and prestige skills.

लवणिक हथियारों की विशेष क्षमता

Corrosive: Upon command, an acid weapon is sheathed in caustic acid. The acid does not harm the wielder. The effect remains until another command is given. An acid weapon deals an extra 1d6 points of acid damage on a successful hit. Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *Mel's acid arrow or acid fog*; Price +1 bonus.

हाथों का ब्रह्म

These appear as metal gauntlets shaped for humanoid hands. They are a powerful artifact with the ability to transform into any non-artifact magic melee weapon found in the DMG whose total enhancement bonus is +6 or less and that is a one-handed weapon for your size. (The Hands never grant more than a +5 bonus on attack and damage rolls.) For example, the hands could transform into a pair of +3 *vicious unholy sai* (total enhancement bonus +6) or a pair of +5 *sai* (total enhancement bonus +5). This ability can be used up to three times per day per Hand and the Hands maintain each transformation for up to one hour (unless transformed again). The Hands can always be transformed back into hands/gauntlets (so a character isn't stuck "carrying" around weapons all day). The Hands can only transform into a weapon in which the wielder has proficiency.

Each Hand can be transformed individually (meaning each hand can have a different enhancement configuration). A character using both Hands as weapons uses the standard two-weapon fighting rules for fighting with two weapons. The Hands must always have at least a +1 enhancement bonus and function as +1 *gauntlets* when not transformed (granting a +1 bonus on attack and damage rolls with unarmed or natural attacks).

Additionally, the Hands grant the wearer a +4 enhancement bonus to Dexterity (but see below). In order to use the Hands of Pang Goy, the wearer must first cut off his own hands. Doing so deals 2 points of Dexterity drain and 1 point of Constitution damage per hand removed. The enhancement bonus gained by the Hands of Pang Goy offsets the Dexterity drain, and lost Constitution points can be restored normally. The blood of the wearer infuses with the eldritch hands making them a permanent part of the wearer, only removable upon his death.

The Hands are dependent on one another and must be used together to function. Possessing does nothing; it simply appears and functions similar to a normal metal gauntlet.

Strong Transmutation; CL 20th; Weight 2 lb.

Chapter 20: Tower of the Grand Vizier

Stretching from the basin to just below the height of the Palace of the Sultan, it is whispered that dark magic and ancient arcane experiments take place within the lofty spires of the hellish minaret fortress of the Grand Vizier of the City of Brass. The roots of the cursed tower find themselves in the basin, where stout walls of white-hot bronze surround the base of the tower. A smaller tower stands in each corner of the four walls. Each of these towers is an identical replica of the central tower but is in miniature. A single demon gate opens into the tower compound from the basin.

The Central Tower houses the Vizier's private chambers, his laboratory, harem, and a pocket dimension of clouds guarded by the Cloud Giant Norl. The upper levels of the central spire require passage through this area and the acquisition of a magical key (from Norl's chambers) to open the doors that lead to the topmost parts of the spire. The Conjuring Chamber, the place the Vizier is most likely to be encountered, is accessible only by teleportation from a location within the Central Tower.

PCs seeking to defeat the Sultan of Efreet or follow the outlined Tales of Brass suggested campaign chronology would do best to face the Grand Vizier last. The dangers within his tower are deadly but none deadlier than the Grand Vizier himself. In order to defeat the Grand Vizier the PCs may find that they must become him, an ordeal too gruesome to mention (were it not fully detailed later in this text.) Much is revealed through the completion of the campaign portion of this Area of Adventure as the PCs learn (if they haven't already) that Rahib al Tabish Zafir was the one who had the Sultan's Assassination Squad which set out to imprison Sulymon ambushed somewhere in the Plane of Molten Skies. Here they discover that the strange benefactor who has set them on the course of retrieving the fell relics hidden throughout the city was none other than al Tabish Zafir the Grand Vizier himself, who has been using the PCs for his own purposes, but has now discovered that they are perhaps more powerful than he had bargained for. The outcome of this meeting may well determine the fates of the PCs and the City of Brass itself! Draw closed the blinds to hide the rays of the rising sun so that the tale may continue uninterrupted.

For the following locations refer to The Grand Vizier Map.

a. the demon gate

Like other Demon Gates in the city this demon gate is bound with the trapped spirit of a balor. The demon, like other demon gates, is reduced to pure essence of evil, contorted and conformed into a massive horned head upon a thickly

Standard Features

Doors: The doors of the Tower of the Grand Vizier are living brass and are locked with fantastic locks.

Living Brass Doors: Hardness 15; hp 60; Break DC 35; Open Lock DC 30. Living brass doors self-repair damage at the rate of 1 point per minute (treat this as fast healing). A door reduced to 0 or less hit points cannot self-repair.

Arcane Locked Doors and Chests: Some doors and chests in the Vizier's tower are *arcane locked*. Even after the *arcane lock* spell is dispelled, the door or chest must be unlocked. Most are protected with masterwork locks constructed by some of the best locksmiths the City of Brass has to offer.

Shielding: The Tower of the Grand Vizier is shielded against any *scrying*. Extraplanar travel and *teleportation* into and out of the tower may only be achieved if the password is known or if the traveler is in possession of a special amulet bearing the Vizier's personal seal. The Grand Vizier grants these amulets only to his special servants. Creatures attempting to fly into the compound are set upon by **1d4 barbed devils**.

Barbed Devils: CR 11; hp 126 each.

corded neck. A demon gate is immobile and strikes with its wickedly long tongue. A character grabbed is reeled in and bitten by the demonic visage of the gate.

The demon gates may only be passed by someone bearing the Demon Key, which is currently in the keep of the Grand Vizier of Efreet. Otherwise the gates must be defeated in order to gain passage. A defeated demon gate reforms itself into a new demon gate within 24 hours.

Demon Gate: CR 20; hp 140; see Appendix 1.

b. walls

The walls surrounding the tower are 50 feet tall and made of blistering hot bronze. A creature touching the walls takes 2d6 points of fire damage each round and must make a DC 20 Reflex save or become stuck to the wall as the heat burns away flesh. A stuck character takes 2d6 points of fire damage each round and can break free with a DC 20 Strength check. Creatures immune to fire are unaffected.

Invisible walls of force encircle the compound from the tops of the bronze walls to the pinnacle of the central tower.



ਟ. ਠਾਕੜੇ ਪੁਰਵੇ (ਈਫ)

The courtyard is patrolled by 4 barbed devils. The barbed devils instantly attack anyone who enters the courtyard without permission of the Grand Vizier himself.

Barbed Devils (4): CR 11; hp 126.

ਵੀ. ਈਫਟੀ ਠਾਕੜੇ

The lesser towers have no visible entryway and may only be accessed through the teleportation portals inside the Central Tower of the Vizier. They serve as prison to the afya, or shades. These once great sorcerers were each in turn trapped or captured by the Grand Vizier and imprisoned in one of these towers. They now serve as “batteries” of raw magical energy that the Vizier uses to command his most powerful magic without expending any of his own spells. The afya are bound with a permanent Otluke’s resilient sphere spell (not subject to a rod of cancellation or rod of negation; can be broken by a disintegrate or dispel magic spell, either cast by a spellcaster of 27th level or higher), and under the effects of a permanent sequester and spell siphon (both at CL 27th). See the New Spells Appendix for details on spell siphon.

Each of these towers is a hollow spire 80 feet tall containing a single chamber at the top of its crystal-domed tower. Trapped within each chamber is one of the Afya. Rippling cords of magical energy knot and braid from a crystalline dome atop

each tower as the magic of the sorcerers trapped within feed the mystic energies of the Conjuring Chamber (Area 10) at the top of the Tower of the Vizier. Anyone touching one of these rays of pure magical energy must succeed on a DC 25 Fortitude saving throw or instantly die as his body is flooded with raw magical energy. A creature that successfully saves gains the ability to manipulate magic or cast spells, dependent on its character class. See the sidebar for details.

ਫਿਫਟੀਐਂਗ ਠਾਕੜੇ

If the afya are somehow freed from their imprisonment, they readily and gladly offer their services in the PCs cause if of course they see the PCs cause as just and especially if that means the destruction of the Grand Vizier. Each broken connection with one of the afya forces the Grand Vizier to succeed on a DC 25 Fortitude save or take 1d6 points of Intelligence damage. To break the connection with the Vizier, the spells holding each afya must each be successfully dispelled.

ਠਾਕੜੇ ਠਾਕੜੇ

The following beings are currently imprisoned in the towers and subjected to the spell siphoning of the Grand Vizier.

Johora the Lovely, Female Afya (Elf) Sor20: CR 22; hp 73; see Appendix 1.

Background: Johora was an elven sorcerer princess who was long coveted by the Grand Vizier who observed her rise

Characters that make their Fortitude saving throw

A character that makes its Fortitude save against an energy ray from one of the towers gains one of the benefits below. A character can only gain one of these benefits at a time. Touching the energy ray while still affected by one of the benefits does not bestow anything on the character (though he still has to make a Fortitude save or die each time the ray is touched). Multi-class characters use their highest class level to determine the benefit gained. If one or more class levels are equal, the DM (or player) decides which benefit is gained. Characters without class levels (monsters for example) are affected as non-casters.

Arcane caster: Spells per day are doubled for one (80% chance) or two (20% chance) spell levels similar to the effects of a *ring of wizardry* for 48 hours. You can randomly determine the level(s) of spells affected. Roll 1d10: 1-4, 1st-level spells; 5-7, 2nd-level spells; 8-9, 3rd-level spells; 10, 4th-level spells.

Divine caster: A divine caster gains the ability to cast arcane spells of up to 4th level for the next 24 hours by substituting arcane spells for divine spells. When preparing spells, the divine caster can freely substitute spells from the arcane spell list for divine spells on a 1-for-1 basis up to a maximum of one-half of her spells for a given spell level. For example, a 10th-level cleric can cast four 1st-level spells. Up to two of her 1st-level spells can be selected from the arcane spell list for that day. Arcane spells use the caster's Wisdom modifier (just like other divine spells).

Non-spellcasters: Non-spellcasters (barbarians, rogues, fighters) gain the ability to cast arcane spells up to 3rd level as a caster of one-quarter their character level for 24 hours. For example, a 10th-level fighter could cast arcane spells as a 2nd-level sorcerer. The non-caster must have a Charisma score equal to 10 + the spell's level or he cannot cast spells of that level. Non-spellcasters use their Charisma modifier for spell effects (save DC for example). They do not gain bonus spells per day, regardless of their Charisma score.

to power from afar. When she rebuked his entreaties of love, he turned his wrath upon her, making her the first prisoner of his tower. She sleeps ever within her containment sphere as the Vizier turns her powers, once used for justice and light, to evil and destruction.

Humam, Male Afya (Human) Sor20: CR 22; hp 93; see Appendix 1.

Background: Humam was a human sorcerer and follower of the teachings of Anumon. He sided with the forces of the Sultana and was imprisoned by the Vizier rather than slain outright as were many who joined her cause. Since then Humam has languished in fitful sleep as the Grand Vizier siphons his magic off on a daily basis.

Sirajha the Brilliant One, Female Afya (Azer) Sor18: CR 21; hp 74; see Appendix 1.

Background: Sirajha was an azer sorceress who was renowned amongst her folk for her ability to bend and wield fire and light, and to shape metal alongside her husband the Diya Al Din. When she was captured by the Grand Vizier, he placed an ancient curse on her, condemning her to the form of an afya. It is her imprisonment here in the tower that has kept Diya Al Din from openly leading a revolt against the Sultan's forces from the Basin that would rock the City of Brass to its very foundations.

Mus'ad Camel Face, Male Sage Camel Sor11: CR 20; hp 131; see Appendix 1.

Background: Mus'ad, a sage camel, was sought by many denizens of his desert home plane as a keeper of secrets and speaker of lore. Tricked into slavery by an efreeti, Mus'ad was quickly snatched up by the Grand Vizier who saw the benefit of one as powerful as he. The Vizier uses Mus'ad's oracular skills when scrying the planes for relics of power and to further his command of all things arcane.

The camel sage is detailed in Creature Collection Revised by Sword & Sorcery Studios.

E. The Central Tower

There is no visible entrance to the Tower of the Grand Vizier as his means of egress and exit are achieved through the use of magic. PCs should somehow come across one of the Vizier's amulets or gain the secret password "Ain Al Nar." The password may be acquired from former agents of the Grand Vizier, who would see him destroyed. Or, it may be set as a trap for PCs by the Vizier himself to get them into his lair where he can slay them at his leisure. A legend lore spell or a DC 30 Bardic Knowledge check may be used to figure out the password.

1. Bottom Floor (बोड)

Any entrant other than those brought into the tower by the Vizier himself finds themselves in a huge circular chamber of exquisite beauty. The ceiling of the chamber reaches a hundred feet above the ground, doorways and a platform can be seen there indicating that those who seek admission to the upper floors must do so by flight as there is no obvious staircase or lift to reach them from the bottom floor. Located in the center of the chamber is a mosaic of a huge eye set in the center of an arabesque fire motif. Images of the Grand Vizier and the Sultan of Efrete destroying their enemies and having them forged into living brass adorn the walls. The faces of both the Sultan and the turbaned Vizier are veiled.

As the PCs enter, 3 adamantite wasp swarms circling in the tower swoop down to attack in 1d4 rounds. Allow PCs Listen and Spot checks to notice the metallic insects descending on them.

Adamantine Wasp Swarm (3): CR 10; hp 82; see Appendix 2.

2. Platform (प्लेटफॉर्म)

A platform suspended in the center of the tower stretching the diameter of the shaft leads to two sets of staircases that follow the curve of the tower and lead to highly polished living brass doors. Each of the doors is locked as detailed in

the Standard Features sidebar and is further trapped with a wail of the banshee trap.

Living Brass Doors: Hardness 15; hp 60; Break DC 35; Open Lock DC 30.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (wail of the banshee, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

੩. ਫੋਰਟ ਓ ਫੋਰਟ

The door to the eastern chamber opens to reveal a wide open space that appears to be filled with nothing but great grey storm clouds. A large stone castle-like structure floats in the center of the chamber. The clouds appear to have some firmness to them, as if they are spongy ground. Because of the highly charged nature of the cloud cover and the unusual terrain of cloud, this area acts similar to a solid fog spell.

Movement across the cloud cover is at 5 feet per round no matter what the character's normal movement rate is. Once the clouds are entered, vision is reduced so that objects beyond 10 feet gain 20% concealment. Some areas of the cloud cover are thinner than others, and some are so charged with static that they may unleash an electrical arc upon when a creature walks across them.

੪. ਫੋਰਟ ਓ ਨੋਰਲ ਫੋਰਟ ਫੋਰਟ

In the midst of the great cloud stands this huge structure of stone and earth. From high atop its bastion, Norl rules his tiny world of cloud and wind. Norl acts as guardian and protector of the Grand Vizier's personal library, but not by his choice. The Vizier sees that Norl is properly charmed and well stocked with wine, food, treasure and slaves whom he uses, tortures, and hurls from the fortress when he becomes bored with them.

Norl is a priest of the Demon Lord Pazuzu, and as such still gains access to his spells. Although his servant is a prisoner, the winged god of the skies sees the benefit of having someone "within" the Tower of the Vizier.

Once PCs come within 140 feet of Norl's fortress, allow both he and the PCs Spot checks, to notice one another, remembering that the 20% concealment applies until the PCs set foot upon the island of earth from which the fortress rises. If Norl succeeds on his Spot check he lets out a howl and a bellow and begins hurling stones at the PCs.

੪a. ਗੋਲਡ

Huge iron bars protect Norl's property and keep his playthings from escaping. In the courtyard beyond the portcullis are several giant oxen.

Huge Iron Bars: Hardness 10; hp 120; Break DC 34; Open Lock DC 30.

੪b. ਕੋਰਟਯਾਰਡ (ਓਕਸ)

The courtyard contains 12 giant oxen, and enough fodder to feed them all. If a running battle is taking place, the oxen

ਫੋਰਟ ਓ ਫੋਰਟ ਈਵੈਂਟਸ

Roll 1d8 for each minute the PCs spend traversing this pocket dimension and consult the table in the sidebar to determine what effects occur from crossing the clouds.

1. **Static Electric Discharge:** A creature takes 6d6 points of electricity damage (Reflex half DC 25).
2. **Wind Shear:** A massive gust of vertical wind lifts creatures of under 300 pounds total weight (including equipment) into the air hurling them 1d6 x 50 feet in a random direction. (Roll 1d12; 12 is due north, 6 is due south, everything else is in between.) If a PC lands on the **Fortress of Norl** or back on one of the platforms flanking this area they take falling damage. If they fall upon a cloud, they take no damage but are disoriented for 1d4 rounds from their ordeal and are unable to take any other actions as they catch their breath.
3. **Thin Spot:** A PC must succeed on a DC 20 Reflex save or fall through a thin spot in the clouds. A PC falling through the cloud cover is sucked through a vortex of wind and fire taking 4d6 points of damage (one-half bludgeoning, one-half fire) and spit out over the Bazaar of Beggars in the Plane of Molten Skies.
4. **Belkers:** 1d4+2 belkers rise from the clouds and attack the PCs.
Belkers: CR 6; hp 38.
5. **Air Elemental:** A greater air elemental rises from the clouds and demands tribute from the PCs equal to 10,000 gp worth of magical items to escort them to the doorway on the other side of the cloudbank. Should they refuse, it attacks.
Greater Air Elemental: CR 9; hp 178.
- 6-8: No encounter or occurrence.

are likely agitated, especially if magic is involved, and may trample folk who get in their way. Broad stairs with each step being 5 feet high lead to the ramparts of the fortress. Climbing the stairs requires a successful DC 5 Climb check.

A keep-like structure stands in the center of the courtyard and has a thick wooden door nearly 20 feet high. The door is barred from the inside and trapped with a glyph of warding.

20-Ft. Tall Wooden Door: Hardness 5; hp 40; Break DC 28; Open Lock DC 30.

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Giant Oxen (12): CR 6; hp 94; see Appendix 2.

੪c. ਰਾਮਪਾਰਟ

Norl spends most of his time standing upon his ramparts surveying his tiny pocket domain. There is an 80% chance he is on the ramparts at any given time. If not there, he is within his keep. The ramparts are stocked with many piles of stones for Norl to hurl, and afford him 50% cover as he stands behind the huge crenellations.

4d. Norl's Keep

The interior of Norl's massive keep consists of just two chambers, one, upon the ground floor, and a sleeping chamber on the upper floor. The ground floor chamber is filled with loot that has been granted him over the years by the Grand Vizier to keep him appeased. A huge dining table is covered with plates made of solid gold and silverware of pure platinum. Golden goblets as large as soup tureens, and keg sized bottles of wine pile high upon Norl's dining board. Tapestries depicting beautiful cloud giantesses in exotic poses hang from the walls of the place. A large cage occupies one corner of the chamber.

The cage is used by Norl to keep his slaves, whom he lets out when the mood strikes him. His current slave is Zabihsha, a halfling dancing girl snatched from the Bazaar of 1000 Sins. Zabihsha was once in a band of adventurers who ran afoul of an efreeti, landing her and her companions in the slave pens. Zabihsha has been Norl's prisoner for a little over three months and is in desperate fear for her life. Norl forces her to dance atop his table while he eats and keeps her leg chained with a golden chain while she dances, jerking her to and fro if her moves displease him.

Zabihsha's cage is locked with a magical lock that can only be opened with one of the keys on the key ring Norl wears about his neck. She pleads to be freed from her bondage if possible. Zabihsha knows of the other key (the silver key) that Norl keeps in a hidden compartment beneath his bed that opens the doorway on the far side of the clouds, but has no idea what lies beyond it.

In the northern wall is a huge spit capable of roasting an entire ox upon it and a chimney leading up and out of the fortress.

Zabihsha's Cage Door: Hardness 10; hp 100; Break DC 30; Open Lock (magically sealed; requires a key that Norl carries).

Zabihsha, Female Halfling Brd8: CR 8; hp 36; see Appendix 1.

Treasure: The 20 golden plates and goblets are worth 200 gp each. The golden chain used to tie Zabihsha's ankle is also worth 100 gp. The platinum silverware setting is worth 500 gp. Each of the ten massive bottles of wine holds 20 gallons, and holds 1,000 gp worth of fine wine. Each of the tapestries weighs 300 pounds and is worth 2,000 gp.

4e. Norl's Loft (Box)

Norl sleeps in a loft-like chamber built over his dining hall. His gigantic bed is covered with various silks, satins, and furs to keep him warm at night. A 14-foot tall chest of drawers holds his many suits of clothing, and a weapon's rack holds his spare armor and weapons, all of sized just for him. The ceiling is painted with the realistically rendered image of a feathered demon of immense size, with two pairs of wings, one pointing up and the other down. The crotch of the figure is shown covered with maggots, blisters, and pustules. An altar cut in the shape of the same creature stands in one corner of the loft, it is covered in fresh and dried blood, and emanates the effects of an unhallow spell.

PCs making a successful DC 25 Search check discover a secret panel hidden beneath the bed. Inside the panel is a velvet-lined lacquer box containing a silver key. The key itself is over a foot long and made of solid polished silver; its handle is covered in

diamonds, and radiates a strong magical aura of abjuration magic. The silver key may be used to open The Silver Door in the western end of the Chamber of Clouds.

Norl wears a key ring around his neck that holds the key to Zabihsha's cage in Area 4D.

Norl, Male Cloud Giant Clr9 (Pazuzu): CR 15; hp 298; see Appendix 1.

Treasure: The bedclothes of silks, furs, and satins weigh 10 to 50 pounds each and are valued at 1d4 x 100 gp each. There are 20 such silks and furs lying about. The lacquer box that holds the key is worth 200 gp. Ten potions of cure critical wounds (CL 5th) sit upon a nightstand.

5. The Silver Door

This magical door stands at the far end of the cloudbank. It is a freestanding door that one can walk around and look at from both sides. It glows magically, and detects as highly magical. The door may only be opened with the silver key hidden in Norl's Loft (Area 4E). Characters approaching with the silver key can unlock the door and step through the portal. Doing so deposits them into Area 6, The Brass Menagerie.

If the characters come within 10 feet of the door without the silver key in their possession, each character within the area must make a DC 25 Reflex save or be sucked through the door and dumped onto the Astral Plane at a random location 1d10 miles away from the door. The exact nature of what happens to a PC on the Astral Plane and his means of locating the door from that plane are left up to each individual DM.

6. The Brazen Dragon Statue (Box)

This chamber is lined with row upon row of brass statues, most being lifelike representations of various creatures including humanoids, giants, centaurs, sphinxes and chimera, and most impressively a huge dragon (resembles a blue dragon though it is formed of brass) that stands before a large door in the northern end of the chamber. There are exactly 100 such statues in the chamber. A PC making a successful DC 20 Search check notices that all of the statues are hollow, except the statue of the dragon and a statue of a man in full plate mail, whose armor shows the markings of Muir.

The dragon statue animates after 1d6 rounds unless it is touched before hand.

Brazen Dragon Statue: CR 16; hp 271; see Appendix 1.

Tactics: The dragon breathes its antimagic breath upon the PCs every 1d4 rounds and attacks anyone who come near the doorway.

The solid statue of the man in full plate is actually Sir Leobilus, a paladin who was turned to brass by a flesh to brass spell, when questing to destroy the evil of the Grand Vizier. Sir Leobilus may be turned back to flesh by means of a brass to flesh*, limited wish, or wish. See the New Spells Appendix.

Sir Leobilus, Male Human Pal14: CR 14; hp 105; see Appendix 1.

Leobilus is eager to return to his quest but is unaware that nearly 50 years have passed since his imprisonment.

The exit from this chamber is a huge red-hot iron portal, trapped with a burnt other vapor trap. Touching the portal deals 2d10

points of fire damage per round of contact and triggers the trap (unless it has been disabled or discharged). Stepping through the portal triggers the trap (unless disabled or discharged) and deposits a character into Area 7, The Harem of the Six and Sixty-Six.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. area); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

੭. ਠੀ ਠੀਕੜ ਠੀ ਠੀ ਝੜ ਠੀਠੀ ਝੜੜ-ਝੜ (ਠੀਠੀ)

This large circular chamber is littered with various divans, rugs, silks, furs, and pillows. Lounging about the chamber are 72 luscious female figures, in various modes of dress and undress. These 72 creatures make up the demonic concubines of the Grand Vizier and consist of 6 succubi and 66 alu-demons. The succubi and alu-demons immediately turn the charm on to anyone entering the chamber, as it has been a long time since they have feasted upon any fresh souls. Virtual prisoners, they may not necessarily attempt to kill the PCs as they despise the Grand Vizier and would have their freedom from him so that they might go back to their former pastimes of snaring mortals and eating their soul. Overt attempts to harm them in any way result in a massive attack by the alu-demons and succubi with claw and fang.

Succubus (6): CR 7; hp 33.

Alu-Demons (66): CR 5; hp 39; see Appendix 2.

Treasure: The demons are draped with golden, platinum, and brass chains studded with precious jewels that make up the majority of their harness and girdle. Their arms and fingers drip with rings. Roll 1d20 x 100 gp to determine the total value of jewelry upon each defeated demon.

A spiral staircase in the center of the chamber leads to Area 8, The Grand Vizier's Bedchamber. The door to the Area 8 is trapped with an energy drain trap.

Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (energy drain, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

੮. ਠੀ ਝੜਠੀ ਝੜੜਠੀ ਠੀਠੀਠੀਠੀਠੀ (ਠੀਠੀ)

This chamber radiates immense heat and is occupied by a bed of pure flame which acts like a permanent wall of fire (caster level 20th) upon the floor. Characters walking upon or touching the floor take 2d6+20 points of fire damage each round.

At the foot of the bed is a chest of pure gold. Curtains surrounding the chamber are made of woven gold and steel wire. A brass brazier stands in the center of a magic circle, a book on a golden stand before it. The book is called the Quarto Draconium of the Seven Flames. It describes the admixture of seven alchemical elements which, when mixed in the brazier, may be used to summon and command one of the race of elemental dragons of fire.

ਠੀ ਝੜਠੀ ਝੜੜਠੀਠੀ ਠੀ ਝੜਠੀ ਝੜੜਠੀ

This ancient tome, whose words are acid-etched upon beaten sheets of copper, contains great lore for the summoning and command of an elemental fire dragon. Much of the book details the collection and refinement of the seven alchemical elements used in the conjuring. The elements include carbon, magnesium, sodium, sulfur, iron, copper, and tin. An ounce of each element, powdered and refined through alchemical means is required for the summoning, and costs 1,000 gp per ounce to create, requiring the use of the Brew Potion feat and a successful DC 25 Craft (alchemy) check. To fully comprehend the remainder of the book and perform the summoning requires a successful DC 35 Spellcraft check. If the check succeeds, an elemental fire dragon appears under control of the summoner and remains for 1 minute per level of the summoner. If the check fails, no summoning is made, and the summoner must start the process anew. If the check fails by 5 or more, an elemental fire dragon appears for 1 round per level of the summoner. The dragon is completely out of control, attacking all creatures within sight, especially the summoner who the dragon attempts to destroy.

The chest of pure gold standing at the foot of the bed of fire is trapped with a chain lightning trap.

An illusion over one wall of the chamber hides a locked door that leads to Area 9, The Grand Vizier's Laboratory.

Arcane Locked Chest: Hardness 10; hp 40; Break DC 35; Open Lock DC 35.

Chain Lightning Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (chain lightning, 20th-level wizard, 20d6 electricity to target nearest center of trigger area plus 10d6 electricity to each of up to twenty secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Treasure: In the chest is a sack filled with brimstone, 10,000 bp, and enough expensive material components to use the quarto draconium two times.

੯. ਠੀ ਝੜਠੀ ਝੜੜਠੀ ਠੀਠੀਠੀਠੀਠੀ (ਠੀਠੀ)

Alchemical and arcane equipment of a design both eldritch and unusual packs this bizarre chamber. Four huge crystalline tanks fitted with hoses of braided steel occupy the corners of the chamber. Half-formed figures appear to grow within the tanks, many misshapen but one near perfect in every way, skin gleaming like molten metal, its eyes closed in a death-like slumber. Arcane writing lines the walls, ceiling and floor, but is written down in a haphazard fashion with some magical equations overlapping others. A large naked burning figure of an efreeti sits in the center of the runes. His body is perfectly sculpted but his eyes show signs of madness. When the PCs enter the chamber, he giggles maniacally, and continues to draw strange sigils upon the floor. He suggests they stay where they are as he does not remember

what is written upon the floor, giggling that approaching him “could be dangerous.” The figure is Zanabar, a failed clone of the Grand Vizier, who was awakened when his mind was only partially formed. The Vizier uses Zanabar as an assistant and guardian, abusing the clone constantly.

Other Features: PCs making a successful DC 30 Search check find a formulae written upon the wall by Zanabar which contains intricate details of how the wards protecting the Conjuring Chamber of the Grand Vizier may only be breached by the Vizier himself. A cosmic loophole that Zanabar realized in a maddened state ventures that since Zanabar is made from the flesh of the Grand Vizier himself that he may enter the chamber without being destroyed. Zanabar would try to wrest control of the Conjuring Chamber and steal the powers that the *afya* grant to the Vizier were it not for the fact that whenever he attempts such a ploy he is struck with fits of madness or long periods of forgetfulness.

Zanabar knows how to get into the Conjuring Chamber, but is forbidden to go into the chamber himself on pain of death. If questioned as to how to get upstairs, Zanabar immediately falls into a catatonic state brought on by a *geas* laid upon him by the Vizier, gurgling, “only his flesh...only his flesh”.

Zanabar is filled with hatred and fear of the Grand Vizier who created him in his own image, but found him lacking in his initial experiments into creating a perfect clone of himself. If attacked, Zanabar possesses a portion of his creator’s powers but uses his abilities in a random and chaotic manner. Roll randomly every round to determine who Zanabar targets for his attacks. Unless fully engaged in melee, Zanabar uses spells and spell-like abilities to attack foes.

The distance between the PCs and Zanabar is scribed with runes that may trigger deadly magical traps. Suggested spell traps are listed below. Each such trap is caster level 15th.

Acid Fog Trap: CR 7; magic device; location trigger; automatic reset; spell effect (acid fog, 15th-level wizard, 2d6/round acid for 15 rounds); Search DC 31; Disable Device DC 31.

Chain Lightning Trap: CR 8; magic device; location trigger; automatic reset; spell effect (chain lightning, 15th-level wizard, 15d6 electricity to target nearest center of trigger area plus 7d6 electricity to each of up to fifteen secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Evar’s Black Tentacles Trap: CR 8; magic device; location trigger; no reset; spell effect (Evar’s black tentacles, 15th-level wizard, 1d4+15 tentacles, Atk +15 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29.

Summon Monster VIII Trap: CR 9; magic device; location trigger; no reset; spell effect (summon monster VIII, 15th-level wizard), Search DC 31; Disable Device DC 31. Note: This trap typically summons a vrock demon or 1d3 Huge fire elementals, but the exact summoning is left up to each individual DM (to suit his or her campaign).

Zanabar the Failed Clone, Male Efreeti Wiz10: CR 13; hp 145; see Appendix 1.

Treasure: The entire chamber is a fully operational cloning facility used by the Grand Vizier to protect himself in the event he would be destroyed by the Sultan, or through some magical experiment gone awry. The four tanks are of exceptional quality, valued at 10,000 gp each with another 2,000 gp worth of fluids and cloning materials located in the chamber as well. Although the cloning machinery is of a magical fabrication, its quasi-scientific components reach far beyond the skein of normal PCs

experience. Any bit of flesh placed into one of the canisters grows within 1d4 days into a perfect replica of the original, lacking only the spark of life, life which to the PCs knowledge can only be sparked through the use of a clone spell. The bits of flesh currently forming in the various containers are exact replicates of the Grand Vizier. If the flesh were somehow grafted to the PCs, or even consumed by them, they would be able to teleport into the Conjuring Chamber above thereby circumventing the Vizier’s wards against intruders.

Grafting a Vizier to Your PC

Pieces of the Vizier may be grafted to a PC by use of a regeneration spell. An incision placed upon the flesh of a willing subject followed by the placing of a piece of one of the Vizier’s clone parts on the wound and the casting of a regenerate spell allows the grafting of a portion of the Grand Vizier to that PC.

Eating of the Flesh: Eating a piece of the Vizier’s flesh is enough to allow the PCs to fake out the Vizier’s wards, but requires a successful DC 20 Fortitude save. On a failed save, the PC is nauseated for 5 minutes. Whether the save succeeds or not, the character must wait 30 minutes for the effects to take (in other words, a PC must wait 30 minutes before being able to avoid the Vizier’s protective wards).

Grafting to the Flesh: Individuals grafting a piece of the Grand Vizier to them must make a DC 20 Fortitude save. On a failed save, the piece of the Vizier retains a memory of the Vizier and may have one of the effects listed in the sidebar. On a successful save, the PC has no ill effects from the graft. Whether the save succeeds or not, a graft eventually falls off in 1d4 days as the body finally rejects it. Any benefits or hindrances resulting from a graft disappear at this time as well.

To the Conjuring Chamber (1032)

This chamber which sits atop the lofty pinnacle of the Tower of the Grand Vizier is only accessible through teleportation from any location within the Central Tower. Entry into this chamber is denied to all save the Grand Vizier himself, unless an individual is brought here by the Vizier or has figured out Zanabar’s work around.

Attempted teleportation from a location outside the Central Tower into the Conjuring Chamber (even by those that are grafted or have eaten the flesh of a clone) automatically fails for all except the Grand Vizier, those with him, or those that have been given a special “key” by the Vizier (the “key” being a wound dealt by the Vizier’s burning claws, willingly accepted, on the person’s arm that leaves a permanent scar and deals 2d6 points of permanent hit point drain).

Entering the Conjuring Chamber

PCs that have eaten a portion of a clone and waited for 30 minutes or PCs that have grafted a bit of a clone to their own body can access the Conjuring Chamber by teleporting into it.

Those that haven’t eaten the flesh of a clone or grafted a portion of a clone onto their body, or those attempting to

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Roll 1d8 on the following table for each graft placed on a PC.

1d8	Effect
1.	The subject grows an extra arm in 1 hour that constantly attempts to strangle or otherwise murder the host. The arm has a base attack bonus equal to the PC's base attack bonus, Strength 23, and deals 1d6+9 points of damage.
2.	The subject grows an extra leg in 1 hour that constantly tries to drag the owner off of cliffs, or into dangerous situations, kicking strangers in inappropriate places. Movement is either increased by 5 feet or decreased by 5 feet; purely at random.
3.	The subject immediately grows a mouth in the affected area which constantly hurls insults at the host, yelling constantly and so on, thus making hiding and moving silently pretty much impossible. Additionally, the mouth attempts to bite anything and anyone within 5 feet of it, except efreet. The mouth has an attack bonus equal to the host's attack bonus, Strength 17, and deals 1d4+4 points of damage. If the host is a spellcaster, the mouth randomly depletes the caster's spells (purposefully miscasting beneficial spells so no benefit is gained; damage-dealing spells on the other hand can be cast normally by the grafted mouth). Only spells with a verbal component (and no material or somatic component) can be cast by the mouth. The grafted mouth can use spells that have an XP component by burning the host's XP.
4.	The subject grows an extra ear in the affected area. The Vizier is able to hear whatever the subject hears.
5.	The subject grows an eye in the affected area. The Vizier is able to see whatever the subject sees.
6.	The subject's skin becomes scaled and a metallic-reddish hue in color. The subject gains resistance to fire 5 but takes a -4 penalty on all Charisma-based checks due to the oddity of his skin.
7.	The subject grows horns and gains a gore attack. The subject takes 2 points of permanent Charisma drain (which returns once the graft is removed or falls off).
8.	Roll twice and select any 2 or DM option.

Note: A graft can be hacked or burned off. A graft has 1/10th the hit points of the host. Damaging a graft does not deal hit point damage to the host, but does deal 1d6 points of Constitution damage when the graft is removed or destroyed in this way.

teleport into the Chamber from a location other than inside the Central Tower suffer certain effects when trying to access the Conjuring Chamber. Each failed attempt results in increasingly "bad things" happening.

Attempt	Result
1st	Teleport fails; teleporting creatures take 10d6 points of fire damage.
2nd	Teleport fails; teleporting creatures take 6d6 points of damage and 2d6 points of Intelligence damage.
3rd	Teleport fails; teleporting creatures diverted and arrive outside the demon gate (Area A).
4th	Teleport fails; teleporting creatures diverted and arrive mid-air; falling about 5,000 feet into the Basin (20d6 falling damage).

The chamber is 80 feet in diameter and is topped with a crystal dome. A golden throne which rotates at the whim of

the vizier sits in the center of the chamber in the midst of a great magic circle 50 feet across which acts as a *magic circle against good, evil, law, and chaos*. Four glowing portals generate an arcane light at the cardinal points of the chamber. The portals are permanent *teleportation* portals that lead to the four prison chambers of the afya (**Area D**, the **Lesser Towers**).

Unless the PCs have some unknown information as to the whereabouts of the Grand Vizier there is a 50% chance he is in the Conjuring Chamber, unless they have taken no precautions to hide their identity and presence in the tower in which case there is a 100% chance he is here.

the vizier's throne

The throne is attuned to the Grand Vizier and is permanently enchanted with true seeing and greater scrying, and allows him to trigger a prismatic sphere once per day at will (caster level 20th). Anyone other than the Grand Vizier touching his throne takes 10d10 points of damage with no saving throw.

Further, the throne acts as a conduit to the afya prisoners that empowers the Vizier's spell siphon spell. While seated on his throne, he drains half again as many spell slots as normal each round (roll 1d6 and multiply the result by 1.5) up to a maximum of 40 levels (normal 27 levels x 1.5) that are siphoned from the prisoners. Also while seated on his throne, he can maintain concentration on the spell siphon as a standard action (rather than as a full-round action normally required by the spell.) See the New Spells Appendix for details on the spell siphon spell.

The Vizier's Throne: Hardness 20; hp 200; Break DC 50. The Vizier's Throne is constructed of living brass. It self-repairs 3 points of damage per minute.

Rahib al Tabish Zafir, The Grand Vizier of Efreet, Male Noble Efreeti Wiz22/Archmage5: CR 32; hp 500; see Appendix 1.

Bonus Spell Levels: The Vizier has a total of 40 bonus spell levels (drained from the afya imprisoned in the towers). He uses these to cast his spells, metamagic his spells, increase the caster level of a spell, or increase the save DC of a spell. See the spell siphon spell in the New Spells Appendix for details.

Tactics: The Vizier remains upon his throne for as long as possible, hurling magic upon intruders, using his bonus spell levels (drained from the afya) to supplement his assault. He uses time stop, meteor swarm, imprisonment and whatever else he can to destroy foes he feels most threatened by, binding others with charms and suggestions to use them as he sees fit.

The Vizier also enjoys converting magic into arcane fire (an ability of the archmage prestige class). By converting an existing spell (or bonus spell levels drained from the afya), he can release it as a bolt of arcane fire to a range of 600 feet that deals 5d6 + 1d6 per level of the spell (or bonus spell level) used to create the effect.

If given the chance, and if his bonus spell levels are depleted, the Vizier uses his spell siphon to drain the prisoners and replenish his supply. Remember, while seated on his throne the spell acts as if empowered (allowing him to drain

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A gift from the Sultan, this weapon was specially constructed for Rahib in the forges and factories of the City of Brass. It is exquisite in design, the blade forged of living brass. The hilt is wrapped in the blackened skin of a slain demon lord. It is a Huge +5 axiomatic flaming burst brilliant energy falchion.

The weapon is Hardness 25; hp 45. Because the weapon is forged of living brass, it self-repairs any damage (similar to fast healing) at the rate of 3 point per 1 minute.

Strong evocation (evil); CL 23rd.

half again as many slots as normal and allowing him to store up to 40 bonus spell levels), and he can concentrate on the spell siphon as a standard action (rather than a full-round action).

Treasure: The Grand Vizier keeps his magic books hidden in a Lemund's tiny chest. Each page of his books is covered in illusory script. Readers of his books must succeed on a DC 27 Will save or be driven mad as per the insanity spell.

the vizier and his tower

While within the tower and sitting upon his throne, the Vizier may view any room or chamber with his compound. The Vizier attempts to deal with intruders by using monster summoning spells to thwart foes, intending that the summoned monsters deal with fools while he goes about the important business of creating new and powerful spells to aid his master, the Sultan. To conserve his power, the summoning spells are usually powered by spell slots drained from the *afya*. The Vizier may be somewhat shocked and entertained by the PCs as his tower has never been successfully infiltrated by foes.

Should the Vizier ever be pressed to the point of death, he does everything in his power to escape, including teleporting to the Palace of the Sultan to heal and gather reinforcements. Should the Vizier find escape impossible, he may attempt to halt combat and drop a bombshell on the PCs. He reveals that he secretly detests the Sultan of Efreet. Individuals powerful enough to defeat him are surely powerful enough to slay the Sultan of Efreet—and he is willing to give them the keys to the Sultan's undoing! The Vizier has become increasingly uncomfortable with the presence of minions of Set and Lucifer at court and throughout the city, finding them an insult to pure efreet. Rahib sees himself as better suited to rule, and more or less the architect of the Sultan's rise to power.

The PCs are of course unlikely to trust the Vizier's bargain, and the DM may choose to run this side plot any number of ways.

The Grand Vizier is Truthful: Rahib grants the PCs access to previously un-attainable areas of the city, possibly assisting them in secret with magic spells or weapons and items with which to do battle with the Sultan. Of course if the PCs rat the Vizier out to the Sultan, he denies it as skillfully as pos-

the demon key

This key, crafted from the essence of 666 bound demons, was created by the Grand Vizier himself and is among one of his most valuable possessions. The Demon Key is large, easily the size of a magical rod, its handle in the shape of a balor's face with two murky red rubies taking the place of eyes. Good-aligned creatures touching the key gain four negative levels and must make a DC 25 Fortitude save or be stunned for 2d6 rounds. The save DC to remove a negative level is 25. Further, a lawful good creature that fails its Fortitude saving throw by 5 or more is slain instantly, its soul consumed by the demonic key (such a creature can only be restored to life by true resurrection, wish, or miracle).

Neutral-aligned creatures touching the key gain two negative levels. The save DC to remove a negative level is 25.

The demon key may unlock any lock, or open any gate to which it is set against. Magical barriers (such as those affected by hold portal and arcane lock) may also be unlocked so long as the magical lock is of caster level 27th or less.

Strong transmutation (evil); CL 20th.

sible, claiming to have been “setting the PCs up” all along. Furthermore, if the PCs are losing in battle against the Sultan, he is more apt to throw in with the Sultan. Likewise, if the Sultan is losing to the PCs, the Vizier may secretly use magic to deny the Sultan's ability to escape the PCs.

Should the PCs defeat the Sultan with or without the Vizier's help, the Vizier offers the PCs a chance to work for him for up to a year and a day, battling off members of the noble houses of efreet and consolidating his control over the City of Brass. After their year and a day of service, they are given vast riches (as determined by the DM) and asked politely to leave the City of Brass.

The Grand Vizier is Lying: The Grand Vizier would do or say anything to save his neck. He grants the PCs numerous magic items to show that he is “keeping his word” and immediately turns them over to the Sultan's forces at the earliest convenience.

the end

Should the PCs manage to defeat Rahib and have completed any number of the previous adventure locations within Tales of Brass, the PCs have likely gathered sufficient allies and mighty artifacts to challenge the Sultan of Efreet. If they choose this route (and who's kidding who right?) and make a last great heroic stand versus the Sultan's remaining loyal legions the outcome could very well create a great shift in the Cosmic Balance and place the heroes on a path of legends. How this turns out is entirely up to you. The Palace of the Sultan of Efreet is detailed in the City of Brass, as are his statistics, and a good summary of his entourage.

(100 gp each), 1d4 gold rings (100 gp each), 1d2 bracelets or anklets (70 gp each).

18. The Sheikh's Bedchamber (507+)

This bedroom is where the sheikh takes his rest when not out patrolling the city looking for those who break religious law unless encountered elsewhere or out of the home within the Ziggurat or the city proper, the sheikh may be found here. The sheikh of a burning dervish household's private bedchamber is opulent in the extreme and is often guarded by a **fiend** who dwells within a large brazier of burning coals.

Sheikh: Burning Dervish Priest, Male Burning Dervish Clr5: CR 9; hp 76; see Appendix 1.

Fiend: CR 7; hp 60; see Appendix 2.

19. The Galleria

The Galleria is a gathering of shops which surround the ash baths in the center of this level of the Ziggurat. These shops tend to the needs of the thousands of burning dervishes living within the Ziggurat and are exclusive to the ziggurat itself. It is left for the referee to flesh out the shops with appropriate goods and proprietors for this section of the Ziggurat. The majority of shops and markets within The Galleria are maintained by burning dervish sheikhs whose dwellings are located in the ring of homes directly outside the galleria itself and staffed and guarded by their collared slaves.

19a. Fruit and Vegetable Shops (Levantine Souk)

The fruit and vegetable shops. Levantine stuffed vegetables. More distinctly local are muhammara, a spicy paste eaten like hummus but made of the renowned Calidis hot pepper, pomegranate juice, and ground walnuts. Pistachios are creatively deployed in many sweets—rolled in dough and smothered with syrup, or embedded in sweet gelatin.

19b. Lahma wa Samak Souk

Lahma wa Samak Souk is a market restaurant serving many dishes popular to the burning dervishes. The cooks serve particularly tasty versions of kebab, kibbe (ground cracked wheat and lamb), mezze (appetizers), and a seasonal kebab in a sauce of stewed fresh cherries, called kababbi-karaz, and varieties of kibbe made with sumac and quince.

The traditional dishes draw upon that which can be summoned: flocks of hardy fiendish dire sheep being a common meat source as well as having uses in textiles, or created upon this Plane: orchards of fire treated olive, nut and fruit trees being most common.

20. The Salleh Souk (Leather Market)

The Salleh Souk carries a wide range of items; from tools, spices, kitchenware, towels, shoes, fabrics, watches and various other commodities. This souq is also well known as a place to get shoe and other leather repairs carried out. The Salleh Souk specializes in fabrics ranging from the incredibly cheap artificial fibers to the more expensive silks, linens and cottons. A huge range of patterns and types of fabric is available.

Buyers can purchase souvenirs like khanjars and coffee pots, bedouin jewelry, clothing (dishdashas, kummas (caps), massar (turban) and khanjar for the men; dishdashas, surwal (trousers), lihaff (shawl) for the women).

Wallets to antique jars, frankincense, silverware, antiques and garments are most sought after items.

21. The Gold Souk (Gold Market)

This souk is a cluster of shops selling masses of gold jewelry. Designs tend to be rather traditional, either devilish or in the efreeti style. There are plenty of chains, earrings, bracelets and rings can be found in comparatively plain styles. The gold used is a fiery metal from the plane of fire and is quite dense, valued at double the standard price in gold pieces.

22. The Infirmary (Devil's Poison)

This market is a good place to find a tools that can inflict pleasure or pain, as well as second hand slaves who have more likely than not lost their souls to their devilish masters.

23. The Ash Baths (The Chamber)

The floor of this chamber is subdivided into hundreds of discrete 'pools', all of them filled with white-hot smoldering ash. As part of their daily ritual, burning dervishes submerge themselves in the ash baths for up to 1 hour. Likewise, burning dervishes who have been away from the city, come here and purify their bodies so they might reconnect with the Sultan's power.

The baths themselves are extremely hot, dealing 2d6 points of fire damage each round to any creature touching the ash. Since burning dervishes are resistant to fire, they take no damage from the ash.

The top edges of the walls dividing the pools can be used for walking, requiring a DC 15 Balance check every 5 rounds. The air is thick with drifting ash and smoke, and the stench of burnt flesh is overpowering. The baths' sandstone walls depict the assault on the Necropolis of Amun Ra by an army of burning dervishes. The figures are carved in relief and are well worn from the erosion of time.

Buried at the bottom one bath is a *rod of embassy*. It used to belong a high-ranking assassin who defected to

SWORD & SORCERY

secrets of the
**brazen
throne**



book three of three

Appendix 1: NPCs, Classed Monsters, and Advanced Monsters Statistics

This appendix details all the NPCs, classed or templated monsters, and advanced monsters that appear in this adventure. The NPCs and monsters are organized alphabetically by the chapter in which they first appear. Common and non-unique monsters such as classed versions of normal monsters appear at the beginning of the chapter they appear in. New monsters appear in **Appendix 2**.

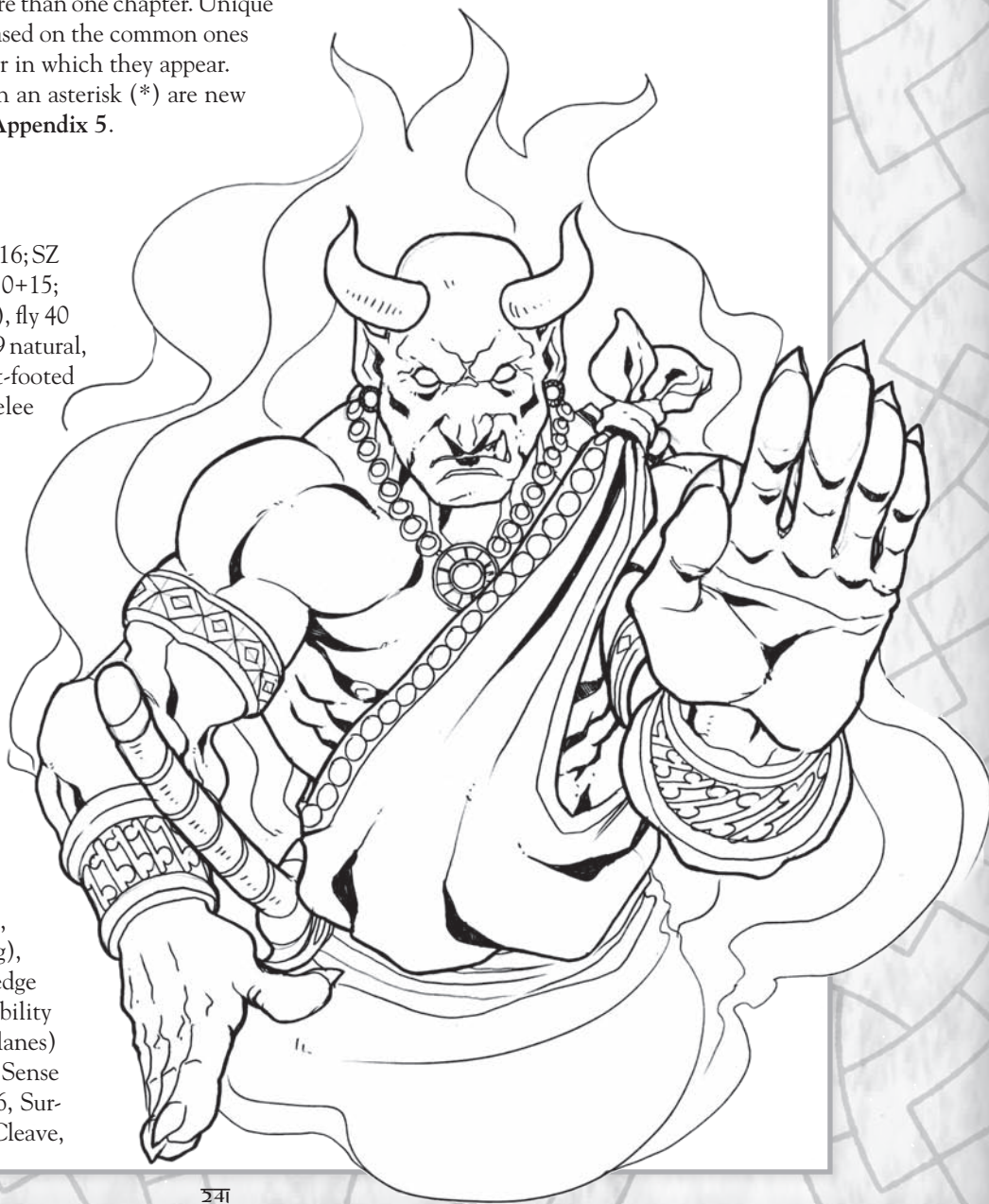
Appearing first is a listing of various common efreeti types (soldiers, guards, maliks, amirs, and so on). We list them first because they are referenced in more than one chapter. Unique and named efreeti (including those based on the common ones listed here) are detailed in the chapter in which they appear.

Feats, items, and spells marked with an asterisk (*) are new and are detailed in **Appendix 4** and **Appendix 5**.

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Amir, Male Noble Efreeti Ftr5: CR 16; SZ H Outsider [Fire]; HD 16d8+48 plus 5d10+15; hp 152; Init +7; Spd 15 ft. (base 20 ft.), fly 40 ft. (perfect); AC 25 (-2 size, +3 Dex, +9 natural, +5 living brass cuirass), touch 11, flat-footed 22; BAB/Grp +21/+39; Atk +32 melee (3d6+19 plus 1d8 fire, +2 *falchion*, 18-20/x2) or +29 melee (2d6+10 plus 1d8 fire, slam); Full Atk +32/+27/+22/+17 melee (3d6+19 plus 1d8 fire, +2 *falchion*, 18-20/x2) or +29 melee (2d6+10 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +17, Ref +14, Will +13; Str 31, Dex 17, Con 16, Int 14, Wis 15, Cha 15.

Skills: Bluff +17, Climb +18, Craft (any one) +16, Concentration +18, Diplomacy +22, Disguise +7 (+9 acting), Intimidate +19, Jump +18, Knowledge (military tactics) +10, Knowledge (nobility and royalty) +10, Knowledge (the planes) +16, Listen +16, Move Silently +14, Sense Motive +16, Spellcraft +16, Spot +16, Survival +15 (+17 on other planes). **Feats:** Cleave,



Combat Casting, Combat Reflexes, Dodge, Great Cleave, Improved Initiative^B, Improved Sunder, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (falchion), Weapon Specialization (falchion).

SA—*Spell-Like Abilities*: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 13), *fireball* (DC 15), *fire storm* (DC 19), *invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongenies only), *fire shield*, *gaseous form*, *permanent image* (DC 18), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

Possessions: +2 *falchion*, living brass cuirass, brass armbands (600 gp each), fire sea black pearl earrings (500 gp each), 2d10 x 10 bp.

Bey, Male Noble Efreeti Ari10: CR 16; SZ H Outsider [Fire]; HD 16d8+48 plus 10d8+30; hp 195; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 20 (-2 size, +3 Dex, +9 natural), touch 11, flat-footed 17; BAB/Grp +23/+41; Atk +32 melee (3d6+11 plus 1d8 fire, +1 *scimitar*, 18-20/x2) or +31 melee (2d6+10 plus 1d8 fire, slam); Full Atk +32/+27/+22/+17 melee (3d6+11 plus 1d8 fire, +1 *scimitar*, 18-20/x2) or +31 melee (2d6+10 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +18, Ref +18, Will +19; Str 31, Dex 17, Con 16, Int 14, Wis 15, Cha 19.

Skills: Appraise +12, Bluff +19, Craft (any one) +16, Concentration +18, Diplomacy +35, Disguise +9 (+11 acting), Gather Information +14, Intimidate +21, Knowledge (nobility and royalty) +18, Knowledge (the planes) +16, Listen +26, Move Silently +16, Sense Motive +28, Spellcraft +16, Spot +26, Survival +15 (+17 on other planes). *Feats*: Cleave, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative^B, Lightning Reflexes, Negotiator, Power Attack, Quicken Spell-Like Ability (*scorching ray*).

SA—*Spell-Like Abilities*: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 15), *fireball* (DC 17), *fire storm* (DC 21), *invisibility*, *wall of fire* (DC 18); 1/day—grant up to three *wishes* (to nongenies only), *fire shield*, *gaseous form*, *permanent image* (DC 20), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

Possessions: +1 *scimitar*, 8,000 gp total in coins, gems, and jewelry.

Efreeti Guard or Soldier, Male Efreeti: CR 8; SZ L Outsider [Fire]; HD 10d8+20; hp 75; Init +7; Spd 15 ft. (base 20 ft.), fly 40 ft. (perfect); AC 23 (-1 size, +3 Dex, +6 natural, +5 brass cuirass), touch 12, flat-footed 20; BAB/Grp +10/+20; Atk +15 melee (1d8+6 plus 1d6 fire, slam) or +16 melee (2d6+9, falchion, 18-20/x2); Full Atk +15 melee (1d8+6 plus 1d6 fire [x2], slams) or +16/+11 melee (2d6+9, falchion, 18-20/x2); 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 15.

Skills: Bluff +15, Concentration +15, Craft (any one) +14, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +13, Sense Motive +15, Spellcraft +15, Spot +15. *Feats*: Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Weapon Focus (falchion).

Possessions: Falchion, brass cuirass, brass armbands (300 gp each), 2d10 x 2 bp.

Efreeti Elite Guard, Male Efreeti: CR 10; SZ L Outsider [Fire]; HD 15d8+30; hp 97; Init +7; Spd 15 ft. (base 20 ft.), fly 40 ft. (perfect); AC 23 (-1 size, +3 Dex, +6 natural, +5 brass cuirass), touch 12, flat-footed 20; BAB/Grp +15/+25; Atk +22 melee (2d6+9 plus 1d6 fire, masterwork falchion, 18-20/x2) or +20 melee (1d8+6 plus 1d6 fire, slam); Full Atk +22/+17/+12 melee (2d6+9 plus 1d6 fire, masterwork falchion, 18-20/x2) or +20 melee (1d8+6 plus 1d6 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA *change size* (Fort DC 13), heat, spell-like abilities; SQ darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +11, Ref +12, Will +11; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills: Bluff +19, Craft (any one) +18, Concentration +19, Diplomacy +12, Disguise +10 (+12 acting), Intimidate +20, Listen +20, Move Silently +15, Sense Motive +19, Spellcraft +17, Spot +20. *Feats*: Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Power Attack, Weapon Focus (falchion).

Possessions: Masterwork falchion, masterwork brass cuirass, brass armbands (400 gp each), 2d10 x 4 bp.

Efreeti Eunuch, Male Efreeti: CR 10; SZ L Outsider [Fire]; HD 15d8+18; hp 85; Init +7; Spd 15 ft. (base 20 ft.), fly 40 ft. (perfect); AC 23 (-1 size, +3 Dex, +6 natural, +5 brass cuirass), touch 12, flat-footed 20; BAB/Grp +15/+25; Atk +22 melee (2d6+9 plus 1d6 fire, masterwork falchion, 18-20/x2) or +20 melee (1d8+6 plus 1d6 fire, slam); Full Atk +22/+17/+12 melee (2d6+9 plus 1d6 fire, masterwork falchion, 18-20/x2) or +20 melee (1d8+6 plus 1d6 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA *change size* (Fort DC 13), heat, spell-like abilities; SQ darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +11, Ref +12, Will +11; Str 23, Dex 17, Con 13, Int 12, Wis 15, Cha 15.

Skills: Bluff +19, Craft (any one) +18, Concentration +18, Diplomacy +12, Disguise +10 (+12 acting), Intimidate +20, Listen +18, Move Silently +15, Sense Motive +19, Spellcraft +17, Spot +18. *Feats*: Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Power Attack, Toughness, Weapon Focus (falchion).

Possessions: Masterwork falchion, masterwork brass cuirass, brass armbands (400 gp each), 2d10 x 3 bp.

Malik, Male Efreeti Ftr5: CR 13; SZ L Outsider [Fire]; HD 10d8+20 plus 5d10+10; hp 110; Init +7; Spd 15 ft.

(base 20 ft.), fly 40 ft. (perfect); AC 23 (-1 size, +3 Dex, +6 natural, +5 brass cuirass), touch 12, flat-footed 20; BAB/Grp +15/+25; Atk +22 melee (2d6+12 plus 1d6 fire, +1 *falchion*, 18-20/x2) or +20 melee (1d8+6 plus 1d6 fire, slam); Full Atk +22/+17/+12 melee (2d6+12 plus 1d6 fire, +1 *falchion*, 18-20/x2) or +20 melee (1d8+6 plus 1d6 fire [x2], slams); 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 +13, Ref +11, Will +10; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills: Bluff +15, Climb +14, Concentration +15, Craft (any one) +14, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Jump +8, Knowledge (military tactics) +5, Listen +17, Move Silently +14, Sense Motive +15, Spellcraft +15, Spot +17. **Feats:** Alertness, Cleave, Combat Casting, Combat Reflexes, Dodge, Improved Disarm, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (*falchion*), Weapon Specialization (*falchion*).

Possessions: +1 *falchion*, masterwork brass cuirass, brass armbands (500 gp each), silver pearl earrings (100 gp) or amber stone necklace (100 gp), 2d10 x 4 bp.

Efreeti Noble, Male or Female Noble Efreeti: CR 11; SZ H Outsider [Fire]; HD 16d8+48; hp 120; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 20 (-2 size, +3 Dex, +9 natural), touch 11, flat-footed 17; BAB/Grp +16/+34; Atk +24 melee (2d6+10 plus 1d8 fire, slam); Full Atk +24 melee (2d6+10 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +13, Ref +13, Will +12; Str 31, Dex 17, Con 16, Int 14, Wis 15, Cha 17.

Skills: Bluff +18, Craft (any one) +16, Concentration +18, Diplomacy +23, Disguise +8 (+10 acting), Intimidate +20, Knowledge (nobility and royalty) +18, Knowledge (the planes) +16, Listen +16, Move Silently +16, Sense Motive +16, Spellcraft +16, Spot +16, Survival +15 (+17 on other planes). **Feats:** Cleave, Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*scorching ray*).

SA—Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 14), *fireball* (DC 16), *fire storm* (DC 20), *invisibility*, *wall of fire* (DC 17); 1/day—grant up to three *wishes* (to nongenies only), *fire shield*, *gaseous form*, *permanent image* (DC 19), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

Possessions: 6,000 gp total value in coins, gems, and jewelry.

Efreeti Sardar (General), Male Noble Efreeti Ftr10: CR 21; SZ H Outsider [Fire]; HD 16d8+48 plus 10d10+30; hp 205; Init +7; Spd 15 ft. (base 20 ft.), fly 40 ft. (perfect); AC 27 (-2 size, +3 Dex, +9 natural, +7 +2 *living brass*

cuirass), touch 11, flat-footed 24; BAB/Grp +26/+44; Atk +39 melee (3d6+21 plus 1d8 fire, +4 *falchion*, 15-20/x2) or +34 melee (2d6+10 plus 1d8 fire, slam); Full Atk +39/+34/+29/+24 melee (3d6+21 plus 1d8 fire, +4 *falchion*, 15-20/x2) or +34 melee (2d6+10 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +20, Ref +16, Will +17; Str 31, Dex 17, Con 16, Int 18, Wis 18, Cha 18.

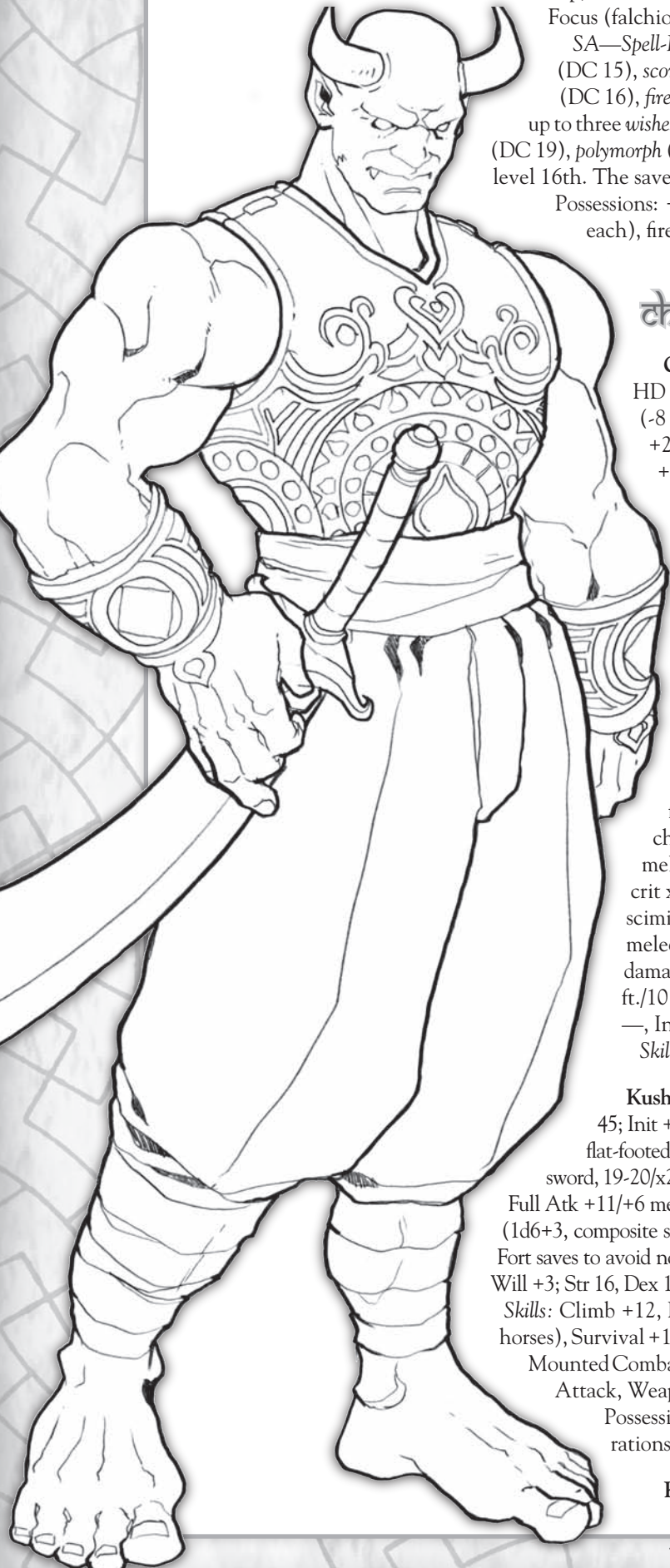
Skills: Bluff +22, Climb +21, Craft (any one) +21, Concentration +24, Diplomacy +27, Disguise +14 (+16 acting), Intimidate +24, Jump +21, Knowledge (military tactics) +30, Knowledge (nobility and royalty) +23, Knowledge (the planes) +21, Listen +20, Move Silently +18, Sense Motive +22, Spellcraft +19, Spot +20, Survival +21 (+23 on other planes). **Feats:** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Critical (*falchion*), Improved Disarm, Improved Initiative^B, Improved Sunder, Leadership, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (*falchion*), Weapon Specialization (*falchion*).

SA—Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 15), *fireball* (DC 17), *fire storm* (DC 21), *invisibility*, *wall of fire* (DC 18); 1/day—grant up to three *wishes* (to nongenies only), *fire shield*, *gaseous form*, *permanent image* (DC 20), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

Possessions: +4 *falchion*, +2 living brass cuirass, brass armbands (1,000 gp each), fire sea black pearl earrings (800 gp each), 5d10 x 10 bp.

Efreeti Sarhang (Colonel), Male Noble Efreeti Ftr7: CR 18; SZ H Outsider [Fire]; HD 16d8+48 plus 7d10+21; hp 179; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 26 (-2 size, +3 Dex, +9 natural, +6 +1 *living brass cuirass*), touch 11, flat-footed 23; BAB/Grp +23/+41; Atk +35 melee (3d6+20 plus 1d8 fire, +3 *falchion*, 18-20/x2) or +31 melee (2d6+10 plus 1d8 fire, slam); Full Atk +35/+30/+25/+20 melee (3d6+20 plus 1d8 fire, +3 *falchion*, 18-20/x2) or +31 melee (2d6+10 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +18, Ref +15, Will +15; Str 31, Dex 17, Con 16, Int 16, Wis 16, Cha 17.

Skills: Bluff +19, Climb +18, Craft (any one) +18, Concentration +19, Diplomacy +24, Disguise +10 (+12 acting), Intimidate +21, Jump +18, Knowledge (military tactics) +18, Knowledge (nobility and royalty) +21, Knowledge (the planes) +18, Listen +19, Move Silently +15, Sense Motive +18, Spellcraft +18, Spot +19, Survival +18 (+20 on other planes). **Feats:** Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Initiative^B, Improved Sunder, Leader-



ship, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (*falchion*), Weapon Specialization (*falchion*).

SA—*Spell-Like Abilities*: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 14), *fireball* (DC 16), *fire storm* (DC 20), *invisibility*, *wall of fire* (DC 17); 1/day—grant up to three *wishes* (to nongenies only), *fire shield*, *gaseous form*, *permanent image* (DC 19), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

Possessions: +3 falchion, +1 living brass cuirass, brass armbands (800 gp each), fire sea black pearl earrings (650 gp each), 3d10 x 10 bp.

chapter 1: the plane of water

Colossal Water Elemental: CR 16; SZ C Elemental [Water]; HD 36d8+324; hp 486; Init +10; Spd 30 ft., swim 120 ft.; AC 26 (-8 size, +6 Dex, +18 natural), touch 8, flat-footed 20; BAB/Grp +27/+60; Atk +37 melee (4d10+17, slam, 19-20/x2); Full Atk +37 melee (4d10+17 [x2], slams, 19-20/x2); Space/Reach 15 ft./15 ft.; SA water mastery, drench, vortex; SQ damage reduction (10/-), darkvision (60 ft.), elemental traits; AL N; SV Fort +29, Ref +20, Will +14; Str 44, Dex 22, Con 29, Int 10, Wis 11, Cha 11.

Skills: Listen +41, Spot +41. *Feats*: Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam).

Janni Skeleton: CR 5; SZ L Undead; HD 10d12; hp 65; Init +6; Spd 20 ft., fly 15 ft. (perfect) in armor, base 30 ft., base fly 20 ft. (perfect); AC 24 (+2 Dex, +7 natural, +5 chainmail), touch 12, flat-footed 22; BAB/Grp +5/+16; Atk +11 melee (1d6+7, scimitar, 18-20/x2) or +5 ranged (1d8, longbow, crit x3) or +11 melee (1d6+7, claw); Full Atk +11 melee (1d6+7, scimitar, 18-20/x2) or +5 ranged (1d8, longbow, crit x3) or +11 melee (1d6+7 [x2], claws); SQ darkvision (60 ft.), immunity to cold, damage reduction (5/bludgeoning), undead traits; Space/Reach 10 ft./10 ft.; AL N; SV Fort +3, Ref +5, Will +7; Str 24, Dex 15, Con —, Int —, Wis 10, Cha 1.

Skills: —. *Feats*: Improved Initiative.

Kush Horse Lord, Male Human Ftr6: CR 6; SZ M; HD 6d10+12; hp 45; Init +5; Spd 30 ft.; AC 14 (+1 Dex, +2 leather, +1 buckler), touch 11, flat-footed 13; BAB/Grp +6/+9; Atk +11 melee (1d6+3, masterwork short sword, 19-20/x2) or +7 ranged (1d6+3, composite shortbow, crit x3, range 70 ft.); Full Atk +11/+6 melee (1d6+3, masterwork short sword, 19-20/x2) or +7/+2 ranged (1d6+3, composite shortbow, crit x3, range 70 ft.); SQ heat resistance (+4 bonus on Fort saves to avoid nonlethal damage from heat dangers); AL N; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 15, Int 12, Wis 13, Cha 12.

Skills: Climb +12, Handle Animal +10 (+13 with horses), Ride +10 (+13 with horses), Survival +10. *Feats*: Horse Lord*, Improved Initiative, Mounted Archery, Mounted Combat, Nomadic Rider*, Point Blank Shot, Power Attack, Ride-By Attack, Weapon Focus (short sword).

Possessions: Masterwork short sword, leather armor, 3 full waterskins, rations, composite shortbow (Str +3), 30 arrows.

Kush Nomad, Male Human War3: CR 2; SZ M; HD 3d8+6;

hp 19; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 leather, +1 buckler), touch 11, flat-footed 13; BAB/Grp +3/+5; Atk +5 melee (1d6+2, short sword, 19-20/x2) or +4 ranged (1d6+2, composite shortbow, crit x3, range 70 ft.); Full Atk +5 melee (1d6+2, short sword, 19-20/x2) or +4 ranged (1d6+2, composite shortbow, crit x3, range 70 ft.); SQ heat resistance (+4 bonus on Fort saves to avoid nonlethal damage from heat dangers); AL N; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 14, Int 11, Wis 10, Cha 11.

Skills: Handle Animal +5, Intimidate +2, Ride +6, Survival +6. *Feats:* Mounted Archery, Mounted Combat, Nomadic Rider*.

Possessions: Leather armor, 3 full waterskins, rations, short sword, 2 daggers, buckler, composite shortbow (Str +2), 20 arrows.

Qadir Nizar Archer, Male or Female Fandir, Rgr10: CR 10; SZ M [Fandir]; HD 10d8+20; hp 65; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +6 +1 mithral breastplate), touch 13, flat-footed 16; BAB/Grp +10/+11; Atk +12 melee (1d8+1, masterwork longsword, 19-20/x2) or +14 ranged (1d8+2, +1 composite longbow, crit x3); Full Atk +12/+7 melee (1d8+1, masterwork longsword, 19-20/x2) or +14/+9 ranged (1d8+2, +1 composite longbow, crit x3) or +12/+12/+7 ranged (1d8+2, +1 composite longbow, crit x3); SA favored enemy (+4 against salamanders, +4 against efreet, +2 against elementals); SQ improved combat style (archery, Rapid Shot, Manyshot), fandir traits, resistance to fire 10, woodland stride, swift tracker, evasion, wild empathy; AL CN; SV Fort +9, Ref +10, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills: Climb +8 (+10 climbing ropes), Craft (metalworking) +4, Heal +9, Hide +10, Jump +2, Knowledge (geography) +8, Listen +11, Move Silently +10, Search +10, Spot +11, Survival +9 (+11 following tracks, +11 keep from getting lost or avoiding hazards), Use Rope +7. *Feats:* Endurance, Improved Initiative, Point Blank Shot, (Rapid Shot), (Manyshot), Precise Shot, Shot on the Run, Track.

Typical Ranger Spells Prepared (1/1; save DC 11 + spell level): 1st—*entangle*; 2nd—*cat's grace*.

Typical Animal Companions: Cheetah, leopard, hawk, horse (heavy or light), or wolf.

Possessions: +1 composite longbow, 30 arrows, masterwork longsword, +1 mithral breastplate (treated as light armor).

Qadir Nizar Swordsman, Male or Female Fandir Ftr10: CR 10; SZ M [Fandir]; HD 10d10+20; hp 75; Init +6; Spd 30 ft.; AC 19 (+2 Dex, +7 +2 mithral breastplate), touch 12, flat-footed 17; BAB/Grp +10/+13; Atk +15 melee (1d8+6, +1 longsword, 17-20/x2) or +13 ranged (1d8+3, masterwork composite longbow, crit x3); Full Atk +15/+10 melee (1d8+6, +1 longsword, 17-20/x2) or +13/+8 ranged (1d8+3, masterwork composite longbow, crit x3); SQ fandir traits, resistance to fire 10; AL CN; SV Fort +9, Ref +5, Will +4; Str 17, Dex 14, Con 14, Int

10, Wis 12, Cha 10.

Skills: Climb +8, Craft (metalworking) +4, Hide +4, Intimidate +5, Listen +5, Jump +7, Move Silently +3, Search +2, Spot +5. *Feats:* Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (longsword), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, +2 mithral breastplate, masterwork composite longbow, 30 arrows.

Qadir Nizar Spellcaster, Male or Female Fandir Drd10: CR 10; SZ M [Fandir]; HD 10d8+10; hp 55; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 +2 leather), touch 12, flat-footed 14; BAB/Grp +7/+8; Atk +9 melee (1d6+2, +1 scimitar, 18-20/x2) or +10 ranged (1d6+1, masterwork shortspear); Full Atk +9 melee (1d6+2, +1 scimitar, 18-20/x2) or +10 ranged (1d6+1, masterwork shortspear); SA spells; SQ animal companion, nature sense, resist nature's lure, wild empathy (+2 from Handle Animal), woodland stride, trackless step, venom immunity, wild shape (Large, 4/day); AL CN; SV Fort +8, Ref +5, Will +10; Str 12, Dex 14, Con 13, Int 10, Wis 16, Cha 12.

Skills: Concentration +9, Craft (metalworking) +4, Diplomacy +9, Handle Animal +9, Heal +11, Knowledge (nature) +13, Listen +5, Search +2, Spot +5, Survival +10 (+12 above ground). *Feats:* Brew Potion, Improved Initiative, Multiattack, Scribe Scroll.

Typical Druid Spells Prepared (6/5/5/4/3/2; save DC 13 + spell level): 0—*detect poison, flare, guidance, know direction, mending, read magic*; 1st—*calm animals, entangle, goodberry, magic stone, produce flame*; 2nd—*barkskin, chill metal, flame blade, heat metal, hold animal*; 3rd—*call lightning, poison, protection from energy, snare*; 4th—*dispel magic, flame strike, rusting grasp*; 5th—*call lightning storm, summon nature's ally V*.

Typical Animal Companions: Brown bear, dire ape, dire lion, dire wolf, or tiger.

Possessions: +1 scimitar, +2 leather.

Seeker of the Ebony Moon, Male Human Clr5/Wiz3 (Hecate): CR 8; SZ M; HD 5d8+10 plus 3d4+6; hp 45; Init +0; Spd 30 ft.; AC 13 (+2 masterwork leather, +1 small shield), touch 10, flat-footed 12; BAB +4/+4; Atk +5 melee (1d8, masterwork heavy mace) or +5 melee (1d4+1, +1 dagger, 19-20/x2); Full Atk +5 melee (1d8, masterwork heavy mace) or +5 melee (1d4+1, +1 dagger, 19-20/x2); SA rebuke undead (5/day), spells; SQ aura (evil, lawful), cast evil spells at +1 caster level, use spell completion/trigger items as Wiz5; AL LE; SV Fort +7, Ref +2, Will +10; Str 10, Dex 10, Con 14, Int 13, Wis 17, Cha 15.

Skills: Concentration +11, Knowledge (arcana) +12, Knowledge (religion) +9, Knowledge (the planes) +10, Spellcraft +10. *Feats:* Blind-Fight, Brew Potion, Combat Casting, Extend Spell, Scribe Scroll.

Unholy Spells Prepared (5/4/3/2; save DC 13 + spell level): 0—*create water, detect magic, light, read magic, resistance*; 1st—*curse water, cure light wounds, divine favor, protection from good*; 2nd—*align weapon, bull's strength, desecrate*; 3rd—*animate dead, prayer*.

Domains Spells (Evil, Magic): 1st—*Nystal's magic aura*; 2nd—*identify*; 3rd—*magic circle against good*.

Wizard Spells Prepared (4/3/1; save DC 11 + spell level): 0—*daze, flare, mage hand, touch of fatigue*; 1st—*magic missile, jump, magic weapon*; 2nd—*summon monster II*.

Possessions: Masterwork leather, masterwork heavy mace, small steel shield, unholy symbol, +1 dagger, scroll of 2 arcane spells (silent image, true strike), scroll of 1 arcane spell (web), 3 potions of cure light wounds, 4d10 gp, 1d3 gems (1d4 x 50 gp value).

Xill Leader, Advanced Xills: CR 8; SZ L Outsider [Extraplanar]; HD 10d8+20; hp 65; Init +6; Spd 40 ft.; AC 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18; BAB/Grp +10/+20; Atk +15 melee (1d6+6, short sword, 19-20/x2) or +15 melee (1d4+6, claw) or +11 ranged (1d8, longbow, crit x3); Full Atk +13 melee (1d6+6 [x2], short swords, 19-20/x2) and +13 melee (1d4+6 [x2], claws) or +13 melee (1d4+6 [x2], 1d4+3 [x2], claws) or +7 ranged (1d8 [x2], longbows, crit x3); Space/Reach 10 ft./10 ft.; SA implant, improved grab, paralysis (Fort DC 19, 1d4 hours); SQ darkvision (60 ft.), planewalk, outsider traits, SR 21; AL LE; SV Fort +11, Ref +9, Will +8; Str 23, Dex 15, Con 19, Int 12, Wis 12, Cha 11.

Skills: Balance +17, Climb +15, Diplomacy +7, Escape Artist +15, Intimidate +13, Listen +16, Move Silently +13, Sense Motive +13, Spot +16, Tumble +10, Use Rope +4 (+6 with bindings). *Feats*: Alertness, Dodge, Improved Initiative, Multiattack^B, Multiweapon Fighting.

Abul al'Hazrad the Mad Wizard, Male Human Wiz20: CR 20; SZ M; HD 20d4+20; hp 70; Init +5; Spd 30 ft.; AC 22 (+1 Dex, +3 ring, +8 bracers), touch 14, flat-footed 21; BAB/Grp +10/+11; Atk +13 melee (1d6+3, *staff of power*); Full Atk +13 melee (1d6+3, *staff of power*); SA spells; AL CN; SV Fort +7, Ref +7, Will +15; Str 12, Dex 13, Con 13, Int 18, Wis 16, Cha 14.

Skills: Concentration +18, Decipher Script +18, Diplomacy +9, Knowledge (arcana) +22, Knowledge (local) +19, Knowledge (history) +18, Knowledge (the planes) +22, Spellcraft +20, Spot +6, Survival +7 (+9 on other planes). *Feats*: Augment Summoning, Brew Potion, Craft Wondrous Item, Improved Initiative, Empower Spell, Forge Ring, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (conjuration), Still Spell, Widen Spell.

Wizard Spells Prepared (4/5/5/5/4/4/4/4/4; save DC 14 + spell level): 0—*dancing lights, daze, flare, ghost sound*; 1st—*burning hands, charm person, hold portal, protection from law, spider climb*; 2nd—*blindness/deafness, bull's strength, rope trick, see invisibility, summon monster II*; 3rd—*hold person, lightning bolt, magic circle against law, protection from elements, stinking cloud*; 4th—*bestow curse, confusion, dimension door, ice storm, scrying*; 5th—*cloudkill, dismissal, lesser planar binding, summon monster V*; 6th—*acid fog, geas/quest, planar binding, true seeing*; 7th—*finger of death,*

greater teleport, mass hold person, prismatic spray; 8th—*binding, greater planar binding, mass charm monster, summon monster VIII*; 9th—*gate, power word kill, meteor swarm, weird*.

Spellbooks: 0—all; 1st—*animate rope, burning hands, charm person, chill touch, color spray, disguise self, expeditious retreat, hold portal, obscuring mist, protection from law, ray of enfeeblement, sleep, spider climb*; 2nd—*blindness/deafness, bull's strength, misdirection, resist elements, rope trick, see invisibility, shatter, summon monster II, web*; 3rd—*dispel magic, gaseous form, hold person, lightning bolt, magic circle against evil, magic circle against good, magic circle against law, protection from elements, sleet storm, stinking cloud, summon monster III, water breathing*; 4th—*bestow curse, confusion, dimension door, dimensional anchor, fire trap, ice storm, lesser geas, phantasmal killer, scrying, summon monster IV, wall of fire*; 5th—*cloudkill, dismissal, lesser planar binding, passwall, summon monster V, transmute rock to mud*; 6th—*acid fog, chain lightning, control weather, flesh to stone, geas/quest, legend lore, planar binding, repulsion, true seeing*; 7th—*banishment, finger of death, limited wish, mass hold person, plane shift, prismatic spray, shadow walk*; 8th—*binding, discern location, etherealness, greater planar binding, mass charm monster, summon monster VIII, sympathy*; 9th—*gate, mass hold monster, meteor swarm, power word kill, prismatic sphere, weird*.


Possessions: Ring of protection +3, amulet of the planes, dimensional shackles, ring of minor elemental resistance (fire), staff of power (50 charges), rope of climbing, potion of hiding, rod of withering, bracers of armor +8, figurine of wondrous power (obsidian steed).

Ahi Mau Haka, Chieftain, Male Volcano Giant Ftr10: CR 24; SZ H Giant [Earth, Fire, Extraplanar]; HD 17d8+102 plus 10d10+60; hp 293; Init +5; Spd 40 ft.; AC 26 (-2 size, +1 Dex, +12 natural, +5 +2 hide), touch 9, flat-footed 25; BAB/Grp +22/+43; Atk +36 melee (4d6+21, +2 *longspear*, 19-20/x3) or +22 ranged (2d8+13 plus 1d6 fire, rock); Full Atk +36/+31/+26/+21 melee (4d6+21, +2 *longspear*, 19-20/x3) or +22 ranged (2d8+13 plus 1d6 fire, rock); Space/Reach 15 ft./15 ft.; SA breath weapon (3/day, 30-ft. cone, Fort DC 24, -4 on attacks, checks, and saves for 1 min.), rock throwing, trample (2d6+16); SQ immunity to fire, low-light vision, oversized weapon, rock catching, stone shape, vulnerability to cold; AL CN; SV Fort +23, Ref +9, Will +12; Str 37, Dex 12, Con 22, Int 10, Wis 14, Cha 14.

Skills: Climb +26, Intimidate +20, Jump +28, Knowledge (volcanism) +10, Listen +4, Spot +9. *Feats*: Alertness, Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (longspear), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Quick Draw, Skill Focus (Intimidate), Thump, Weapon Focus (longspear), Weapon Specialization (longspear).

Possessions: +2 hide armor, +2 longspear, 2 potions of cure moderate wounds.

Secrets of the Brazen Throne



Dahish al'Aamash, Male Efreeti, Ftr10: CR 18; SZ L Outsider [Fire]; HD 10d8+50 plus 10d10+50; hp 200; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +20/+33; Atk +32 melee (2d6+16 plus 1d6 fire, +3 *falchion*, 18-20/x2) or +29 melee (1d8+9 plus 1d6 fire, slam); Full Atk +28/+23/+18/+13 melee (2d6+16 plus 1d6 fire, +3 *falchion*, 18-20/x2) and +28 melee (2d6+16 plus 1d6 fire, +3 *falchion*, 18-20/x2) or +29 melee (1d8+9 plus 1d6 fire [x4], slams); 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 LN; SV Fort +19, Ref +13, Will +14; Str 29, Dex 17, Con 20, Int 12, Wis 15, Cha 15.

Skills: Bluff +15, Climb +19, Craft (any one) +14, Concentration +18, Diplomacy +11, Disguise +2 (+4 acting), Intimidate +27, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15.

Feats: Cleave, Great Cleave, Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Improved Overrun, Improved Sunder, Iron Will, Multiweapon Fighting, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (*falchion*), Weapon Focus (slam).

Possessions: +3 *falchion*.

Durb, Male Human Com5:

CR 4; SZ M; HD 5d4+3; hp 15; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +2/+2; Atk +2 (1d4, dagger, 19-20/x2); AL NG; SV Fort +1, Ref +1, Will +3; Str 10, Dex 11, Con 10, Int 12, Wis 14, Cha 11.

Skills: Handle Animal +8, Listen +8, Profession (stablemaster) +13, Ride +4, Spot +8, Use Rope +4.

Feats: Alertness, Skill Focus (Profession [stablemaster]), Toughness.

Dryzyxxl, Formian Queen, Advanced Formian: CR 23; SZ G Outsider [Lawful, Extraplanar]; HD 32d8+288; hp 432; Init -5; Spd 0 ft.; AC 27 (-4 size, +21 natural), touch 6, flat-footed 27; BAB/Grp +20/+24; Atk —; Full Atk —; Space/Reach 20 ft./15 ft.; SA spell-like abilities, spells; SQ fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity (10), fire (10), and sonic (10), SR 30, telepathy (100 ft.); AL LN; SV Fort +27, Ref —, Will +23; Str —, Dex —, Con 28, Int 20, Wis 20, Cha 25.

Skills: Appraise +40, Bluff +42, Concentration +32, Diplomacy +34, Disguise +31 (+33 acting), Intimidate +44, Knowledge (arcana) +40, Knowledge (the planes) +40, Knowledge (religion) +40, Listen +42, Sense Motive +40, Spellcraft +42 (+44 scrolls), Spot +42, Use Magic Device +40 (+42 scrolls). **Feats:** Alertness, Craft Wondrous Item, Eschew Materials^B, Enlarge Spell, Extend Spell, Great Fortitude, Heighten Spell, Improved Counterspell, Iron Will, Maximize Spell, Spell Focus (enchantment).

Sorcerer Spells Known (Cast per Day 6/8/8/8/7/7/7/6/6; save DC 17 + spell level; CL 23rd): 0—*acid splash, arcane mark, daze, detect magic, light, mage hand, read magic, resistance, touch of fatigue*; 1st—*comprehend languages, identify, mage armor, magic missile, shield*; 2nd—*hypnotic pattern, invisibility, protection from arrows, resist energy, scorching ray*; 3rd—*dispel magic, heroism, nondetection, slow*; 4th—*confusion, detect scrying, Evar's black tentacles, scrying*; 5th—*cone of cold, dismissal, teleport, wall of force*; 6th—*analyze dweomer, geas/quest, repulsion*; 7th—*summon monster VII, vision, waves of exhaustion*; 8th—*horrid wilting, prismatic wall, temporal stasis*; 9th—*imprisonment, mass hold monster, meteor swarm*.

Glaen, Female Sand Giant Clr8 (Loki): CR 18; SZ H Giant [Earth]; HD 17d8+102 plus 8d8+48; hp 262; Init +5; Spd 30 ft. in armor, base 40 ft.; AC 30 (-2 size, +0 Dex [armor], +8 +1 *half-plate*, +2 heavy steel shield, +12 natural), touch 9, flat-footed 30; BAB/Grp +18/+38; Atk +31 melee (3d6+14, +2 *heavy mace*) or +28 melee (1d8+12, slam); Full Atk +31/+26/+21/+16 melee (3d6+14, +2 *heavy mace*) or +28 melee (1d8+12 [x2] slams); Space/Reach 15 ft./15 ft.; SA rebuke undead (6/day), shape earth, spell-like abilities, spells; SQ aura (evil), low-light vision, rock catching, scent, cast evil spells at +1 caster level; AL NE; SV Fort +22, Ref +8, Will +16; Str 34, Dex 13, Con 23, Int 12, Wis 16, Cha 16.

Skills: Concentration +14, Jump +21, Knowledge (religion) +9, Listen +16, Spellcraft +9, Spot +16, Survival +16. **Feats:** Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Extend Spell, Iron Will, Maximize Spell, Power Attack, Weapon Focus (heavy mace).

Unholy Spells Prepared (6/5/4/4/2; save DC 13 + spell level): 0—*create water, inflict light wounds (x2), mending, resistance, virtue*; 1st—*bane, divine favor, doom, magic stone, sanctuary*; 2nd—*align weapon, cure moderate wounds, inflict moderate wounds, sound burst*; 3rd—*bestow curse, dispel magic, inflict serious wounds, protection from energy*; 4th—*lesser planar ally, summon monster IV*.

Domain Spells (Evil, Trickery): 1st—*disguise self*; 2nd—*invisibility*; 3rd—*magic circle against good*; 4th—*unholy blight*.

Possessions: +1 half-plate, +2 heavy mace, heavy steel shield, unholy symbol.

Hasan bin Hamani, Male Burning Dervish Ftr5: CR 12; SZ M Outsider; HD 9d8+9 plus 5d10+5; hp 30 [normally 81]; Init +7; Spd 30 ft., fly 20 ft. (perfect); AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; BAB/Grp +14/+18; Atk +18 melee (1d3+4 nonlethal, unarmed strike); Full Atk +18 melee (1d3+4 nonlethal, unarmed strike); SA flame form, spell-like abilities; SQ darkvision (60 ft.), elemental endurance, resistance to fire 15, outsider traits, plane shift; AL LN; SV Fort +11, Ref +10, Will +9; Str 18, Dex 16, Con 13, Int 13, Wis 15, Cha 15.

Skills: Appraise +6, Bluff +13, Climb +9, Concentration +12, Escape Artist +14, Knowledge (the planes) +12, Listen +15, Move Silently +14, Search +10, Sense Motive

+13, Spot +15, Survival +13 (+15 on other planes, +15 following tracks). **Feats:** Alertness, Combat Expertise, Dodge^B, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (falchion), Whirlwind Attack.

Ilgomaxag, Ancient Dust Dragon: CR 23; SZ H Dragon [Air, Earth]; HD 32d12+224; hp 432; Init +4; Spd 40 ft., burrow 30 ft., fly 150 ft. (poor); AC 39 (-2 size, +31 natural), touch 8, flat-footed 39; BAB/Grp +32/+51; Atk +41 melee (2d8+11, bite); Full Atk +41 melee (2d8+11, bite) and +39 melee (2d6+5 [x2], claws) and +39 melee (1d8+5 [x2], wings) and +39 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA destroy water, frightful presence (Will DC 31), sandstorm, spells, spell-like abilities; SQ blindsense (60 ft.), keen senses, darkvision (120 ft.), damage reduction (15/magic), earth glide, dragon traits, SR 28; AL NE; SV Fort +25, Ref +18, Will +23; Str 33, Dex 10, Con 25, Int 20, Wis 21, Cha 20.

Skills: Bluff +40, Concentration +42, Diplomacy +44, Escape Artist +35, Intimidate +42, Knowledge (arcana) +40, Listen +42, Search +40, Sense Motive +40, Spellcraft +42, Spot +42. **Feats:** Alertness, Blind-Fight, Cleave, Enlarge Spell, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Wingover.

SA—Breath Weapon (Su): Ilgomaxag has one type of breath weapon, a cone of piercing sand and chunks of earth. Once every 1d4 rounds, he can unleash it in a 50-foot cone that deals 20d6 points of damage to all creatures in the area (DC 33 Reflex save for half).

SA—Destroy Water (Sp): Three times per day, Ilgomaxag can destroy water. This ability works like the *create water* spell, except that Ilgomaxag can destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a DC 31 Will save or be ruined. This ability is the equivalent of a 1st-level spell.

SA—Sandstorm (Ex): Ilgomaxag can, as a standard action, create a swirling storm of sand and earth in a 140-foot radius centered on itself. Creatures caught within the sandstorm must succeed on a DC 33 Fortitude save or be blinded for 8 rounds. This ability only functions in an area covered with dust, sand, or loose earth (such as desert terrain).

SA—Spell-Like Abilities: 2/day—*soften earth and stone*; 1/day—*transmute rock to mud* or *mud to rock, move earth*. Caster level 15th.

Sorcerer Spells Known (Cast per Day 6/8/7/7/7/6/4; save DC 15 + spell level; CL 15th): 0—*arcane mark, dancing lights, daze, detect magic, flare, ghost sound, open/close, read magic, touch of fatigue*; 1st—*comprehend languages, disguise self, ray of enfeeblement, reduce person, true strike*; 2nd—*fog cloud, mirror image, scorching ray, see invisibility, web*; 3rd—*dispel magic, fireball, rage, ray of exhaustion*; 4th—*bestow curse, enervation, stonewall, wall of fire*; 5th—*cloudkill, mind fog, lesser planar binding, wall of stone*; 6th—*acid fog, chain lightning, flesh to stone*; 7th—*greater teleport, mass hold person*.

Macyn, Haidar Chieftain, Male Sand Giant Bbn10: CR 24; SZH Giant [Earth]; HD 17d8+119 plus 10d12+70; hp 330; Init +5; Spd 30 ft. in armor, base 40 ft.; AC 29 (-2 size, +1 Dex, +8 +2 *banded mail*, +12 natural), touch 9, flat-footed 28; BAB/Grp +22/+45; Atk +38 melee (4d6+24, +2 *greatsword*, 17-20/x2) or +35 melee (1d8+15, slam); Full Atk +38/+33/+28/+23 melee (4d6+24, +2 *greatsword*, 17-20/x2) or +35 melee (1d8+15 [x2] slams); Space/Reach 15 ft./15 ft.; SA shape earth, spell-like abilities; SQ low-light vision, rock catching, scent, rage (3/day), improved uncanny dodge, trap sense (+3), damage reduction (2/—); AL NE; SV Fort +24, Ref +11, Will +10; Str 41, Dex 13, Con 25, Int 12, Wis 10, Cha 17.

Skills: Climb +22, Intimidate +16, Jump +35, Listen +18, Spot +15, Survival +25. *Feats:* Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword).

Possessions: +2 banded mail, +2 greatsword.

Mossknee, Splinter-Rock Shaman, Male Stone Giant, Sor5: CR 14; SZL Giant [Earth]; HD 14d8+56 plus 5d4+20; hp 151; Init +2; Spd 40 ft.; AC 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20; BAB/Grp +12/+22; Atk +17 melee (2d8+9, greatclub) or +17 melee (1d4+6, slam) or +13 ranged (2d8+9, rock); Full Atk +17 melee (2d8+9, greatclub) or +17 melee (1d4+6 [x2], slams) or +13 ranged (2d8+9, rock); Space/Reach 10 ft./10 ft.; SA rock throwing, spell-like abilities, spells; SQ darkvision (60 ft.), low-light vision, rock catching; AL N; SV Fort +14, Ref +7, Will +11; Str 22, Dex 15, Con 19, Int 10, Wis 12, Cha 17.

Skills: Climb +11, Concentration +9, Hide +6, Jump +11, Spellcraft +5, Spot +12. *Feats:* Combat Reflexes, Iron Will, Enlarge Spell, Extend Spell, Point Blank Shot, Power Attack, Precise Shot.

Spell-Like Abilities: 1/day—*stone shape*, *stone tell*, *transmute mud to rock*, *transmute rock to mud* (DC 18). Caster level 10th. The save DC is Charisma-based.

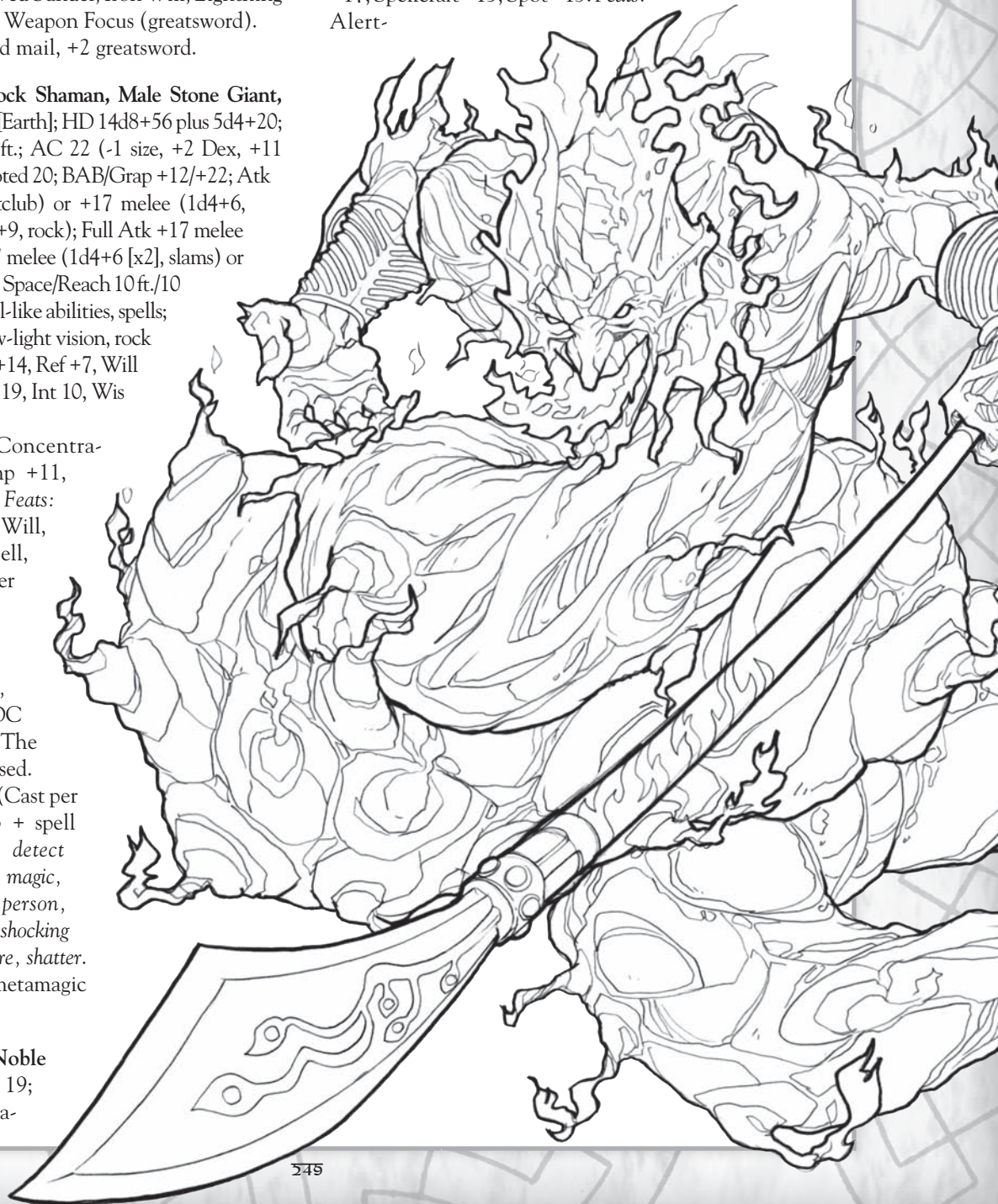
Sorcerer Spells Known (Cast per Day 6/7/5; save DC 13 + spell level): 0—*acid splash*, *detect magic*, *daze*, *flare*, *read magic*, *resistance*; 1st—*charm person*, *mage armor*, *magic missile*, *shocking grasp*; 2nd—*flaming sphere*, *shatter*.

Possessions: Rod of metamagic (quicken).

Prince Asmyr, Male Noble Salamander Sor9: CR 19; SZL Outsider [Fire, Extra-

planar]; HD 15d8+45 plus 9d4+27; hp 161; Init +1; Spd 20 ft.; AC 22 (-1 size, +1 Dex, +8 natural, +4 *bracers*), touch 10, flat-footed 21; BAB/Grp +19/+29; Atk +27 melee (1d8+9 plus 1d8 fire, +3 *longspear*, crit x3); Full Atk +27/+22/+17/+12 melee (1d8+9 plus 1d8 fire, +3 *longspear*, crit x3) and +22 melee (2d8+3 plus 1d8 fire, tail slap); Space/Reach 10 ft./10 ft. (*longspear* 20 ft.); SA constrict (2d8+3 plus 1d8 fire), heat, improved grab, spell-like abilities, spells; SQ damage reduction (15/magic), darkvision (60 ft.), immunity to fire, vulnerability to cold; AL NE; SV Fort +15, Ref +13, Will +17; Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 19.

Skills: Bluff +28, Concentration +15, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Knowledge (arcana) +15, Listen +13, Move Silently +17, Spellcraft +15, Spot +13. *Feats:* Alert-



ness, Cleave, Craft Magic Arms and Armor, Great Cleave, Empower Spell, Heighten Spell, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing]).

Sorcerer Spells Known (Cast per Day 6/7/7/7/5; save DC 14 + spell level): 0—*acid splash, arcane mark, daze, detect magic, flare, ghost sound, read magic, touch of fatigue*; 1st—*charm person, magic missile, protection from good, ray of enfeeblement, true strike*; 2nd—*alter self, pyrotechnics, resist energy, scorching ray*; 3rd—*fireball, ray of exhaustion, suggestion*; 4th—*confusion, shout*.

Possessions: +3 longspear, bracers of armor +4.

Qadir Nizar Steel Queen, Sunthelia, Female Fandir Drd20: CR 20; SZ M [Fandir]; HD 20d8+40; hp 130; Init +3; Spd 20 ft. in armor, base 30 ft.; AC 27 (+3 Dex, +2 amulet, +2 ring, +6 +3 hide armor, +4 +2 heavy wooden shield), touch 15, flat-footed 24; BAB/Grp +15/+17; Atk +17 melee (1d6+4, +2 scimitar, 18-20/x2) or +19 ranged (1d8+2, masterwork composite longbow, crit x3); Full Atk +17/+12/+7 melee (1d6+4, +2 scimitar, 18-20/x2) or +19/+14/+9 ranged (1d8+2, masterwork composite longbow, crit x3); SA spells; SQ fandir traits, resistance to fire 10, a thousand faces, animal companion, nature sense, resist nature's lure, timeless body, trackless step, venom immunity, wild empathy (+2 from Handle Animal), wild shape (Huge 5/day, elemental 3/day), woodland stride; AL CN; SV Fort +14, Ref +9, Will +19; Str 14, Dex 16, Con 14, Int 14, Wis 24, Cha 18.

Skills: Concentration +17, Craft (metalworking) +6, Diplomacy +11, Handle Animal +15, Heal +18, Hide +6, Knowledge (nature) +22, Knowledge (the planes) +7, Listen +21, Ride +11, Search +4, Spellcraft +22, Spot +21, Survival +15 (+17 above ground, +17 on other planes). *Feats:* Alertness, Craft Wand, Craft Wondrous Item, Enlarge Spell, Multiattack, Power Attack, Scribe Scroll.

Druid Spells Prepared (6/7/7/6/6/5/5/4/4; save DC 17 + spell level): 0—*create water, detect magic, flare, guidance, purify food and drink, read magic*; 1st—*charm animal, cure light wounds (x2), faerie fire, jump, longstrider, magic fang*; 2nd—*barkskin, bear's endurance, chill metal, delay poison, gust of wind, hold animal, spider climb*; 3rd—*cure moderate wounds, poison, protection from energy (x2), sleet storm, snare, wind wall*; 4th—*cure serious wounds, dispel magic, flame strike (x2), ice storm, spike stones*; 5th—*baleful polymorph, call lightning storm, insect plague, summon nature's ally V, wall of fire, wall of thorns*; 6th—*greater dispel magic, fire seeds, iron wood, mass cat's grace, spellstaff*; 7th—*control weather, fire storm, mass cure moderate wounds, heal, sunbeam*; 8th—*earthquake, finger of death (x2), whirlwind*; 9th—*elemental swarm, foresight, shambler, summon nature's ally IX*.

Sunthelia's Animal Companion: Sunthelia's animal companion is a dire tiger named Steelfang. He is by her side at all times.

Possessions: +3 hide armor, +2 heavy wooden shield, amulet of natural armor +2, ring of protection +2, +2 scimitar, periapt of Wisdom +6, divine scroll of 3 spells

(flame strike, command plants, neutralize poison), wand of cure moderate wounds (37 charges), elixir of fire breath, masterwork composite shortbow, 30 arrows.

Steelfang, Male Dire Tiger: CR 8; SZ L Animal; HD 18d8+54; hp 135; Init +3; Spd 40 ft.; AC 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17; BAB/Grp +12/+25; Atk +21 melee (2d4+9, claw); Full Atk +21 melee (2d4+9 [x2], claws) and +18 melee (2d6+4, bite); Space 10 ft; SA improved grab, pounce, rake (2d4+4); SQ low-light vision, scent; AL N; SV Fort +13, Ref +13, Will +11; Str 28, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +8*, Jump +15, Listen +8, Move Silently +12, Spot +7, Swim +11. *Feats:* Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Multiattack, Run, Stealthy, Weapon Focus (claw).

Link with Companion (Ex): Sunthelia can handle Steelfang as a free action, or push him as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with him.

Share Spells (Ex): Sunthelia can, at her option, have any spell she casts upon herself also affect Steelfang. He must be within 5 feet of her at the time of the casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting him if he moves farther than 5 feet away and will not affect him again, even if he returns to Sunthelia before the duration expires. Additionally, Sunthelia can cast a spell with a target of "You" on Steelfang (as a ranged touch spell) instead of on herself. Sunthelia and Steelfang can share spells even if they do not normally affect animals.

Evasion (Ex): If Steelfang is subjected to an attack that allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw.

Queen Widushka, Noble Drider Spider-Queen, Clr7 (The Spider Goddess): CR 14; SZ L Aberration; HD 6d8+18 plus 7d8+21; hp 97; Init +2; Spd 30 ft., climb 15 ft.; AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; BAB/Grp +9/+17; Atk +12 melee (1d6+4, dagger, 19-20/x2) or +13 melee (1d4+2 plus poison, bite) or +10 ranged (1d8+4, composite shortbow, crit x3, range 60 ft.); Full Atk +12 melee (1d6+4 [x2], daggers, 19-20/x2) and +13 melee (1d4+2 plus poison, bite) or +10 ranged (1d8+4, composite shortbow, crit x3, range 60 ft.); Space 10 ft.; SA poison (bite, Fort DC 16, 1d6/1d6 Str), rebuke undead (7/day), smite (1/day, +4 attack, +7 damage), spells, spell-like abilities; SQ aura (chaotic, evil), darkvision (60 ft.), SR 17, cast evil spells at +1 caster level; AL CE; SV Fort +10, Ref +6, Will +14; Str 18, Dex 15, Con 16, Int 15, Wis 18, Cha 18.

Skills: Climb +16, Concentration +15, Diplomacy +12, Hide +10, Knowledge (religion) +9, Listen +10, Move Silently +12, Spellcraft +9, Spot +10. *Feats:* Combat Casting, Extend Spell, Maximize Spell, Two-Weapon Fighting, Weapon Focus (bite).

Spell-Like Abilities: 1/day—*dancing lights* (DC 14), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 17).

Caster level 6th. The save DCs are Charisma-based.

Unholy Spells Prepared (6/6/6/5/5/3/2/1; save DC 13 + spell level): 0—*guidance, inflict minor wounds* (x3), *read magic, virtue*; 1st—*bane, doom* (x2), *endure elements, obscuring mist, shield of faith*; 2nd—*align weapon, bull's strength, death knell, inflict moderate wounds* (x2), *hold person*; 3rd—*bestow curse, contagion, cure serious wounds, inflict serious wounds, searing light*; 4th—*divine power, greater magic weapon, lesser planar ally, poison, spell immunity*; 5th—*dispel good, insect plague, righteous might*; 6th—*harm, planar ally*; 7th—*blasphemy*. Because of her cleric levels from the drider “class”, Widushka casts spells as a 13th-level cleric.

Domain Spells (Destruction, Evil): 1st—*protection from good*; 2nd—*shatter*; 3rd—*magic circle against good*; 4th—*unholy blight*; 5th—*mass inflict light wounds*; 6th—*create undead*; 7th—*disintegrate*.

Rannyn, Male Sand Giant Sor8: CR 18; SZ H Giant [Earth]; HD 17d8+102 plus 8d4+48; hp 246; Init +1; Spd 40 ft.; AC 21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20; BAB/Grp +16/+34; Atk +25 melee (2d6+10, quarterstaff) or +24 melee (1d8+13, slam); Full Atk +25/+20/+15 melee (2d6+10, quarterstaff) or +24 melee (1d8+13 [x2] slams); Space/Reach 15 ft./15 ft.; SA shape earth, spell-like abilities, spells; SQ low-light vision, rock catching, scent; AL NE; SV Fort +18, Ref +8, Will +15; Str 30, Dex 13, Con 23, Int 17, Wis 14, Cha 16.

Skills: Bluff +11, Concentration +14, Diplomacy +9, Intimidate +15, Jump +30, Knowledge (arcana) +11, Listen +22, Search +13, Spellcraft +13, Spot +22, Survival +22 (+24 following tracks). *Feats:* Awesome Blow, Cleave, Craft Wand, Enlarge Spell, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (quarterstaff), Widen Spell.

Sorcerer Spells Known (Cast per Day 6/7/7/6/3; save DC 13 + spell level): 0—*acid splash, arcane mark, detect magic, daze, light, mage hand, read magic, resistance*; 1st—*burning hands, protection from good, enlarge person, mage armor, ventriloquism*; 2nd—*flaming sphere, fog cloud, web*; 3rd—*fireball, gaseous form*; 4th—*enervation*.

Possessions: Wand of stinking cloud (20 charges), wand of blindness (12 charges), potion of cure moderate wounds.

Sabir Qudamah, Male Noble Salamander Ftr8: CR 18; SZ L Outsider [Extraplanar, Fire]; HD 15d8+45 plus 8d10+24; hp 180; Init +5; Spd 20 ft.; AC 23 (-1 size, +1 Dex, +8 natural +5 +2 *studded leather*), touch 10, flat-footed 22; BAB/Grp +23/+34; Atk +33 melee (1d8+12 plus 1d8 fire, +3 *longspear*, crit x3); Full Atk +33/+28/+23/+18 melee (1d8+12 plus 1d8 fire, +3 *longspear*, crit x3) and +27 melee (2d8+3 plus 1d8 fire, tail slap); Space/Reach 10 ft./10 ft. (20 ft. with *longspear*); SA constrict (2d8+3 plus 1d8 fire), heat (1d8), improved grab, spell-like abilities; SQ damage reduction (15/magic), darkvision (60 ft.), immunity to fire, vulnerability to cold; AL LE; SV Fort +18, Ref +12, Will +13; Str 24, Dex 13, Con 17, Int 16, Wis 15, Cha 15.

Skills: Bluff +19, Climb +16, Craft (blacksmithing) +30, Diplomacy +4, Hide +14, Intimidate +15, Jump

+18, Listen +14, Move Silently +16, Spot +13. *Feats:* Alertness, Cleave, Combat Expertise, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Improved Trip, Multiattack, Power Attack, Skill Focus (blacksmithing), Weapon Focus (*longspear*), Weapon Specialization (*longspear*).

Possessions: +3 *longspear*, +2 *studded leather*, ring of invisibility, potion of remove paralysis, potion of blur, dust of dryness, necklace of fireballs (type III).

Thane Brihnda, Daughter of Surtur, Female Fire Giant Demigoddess Bbn7/Sor7: CR 20; SZ L Outsider [Fire]; HD 15d8+75 plus 7d12+35 plus 7d4+35; hp 274; Init +2; Spd 50 ft.; AC 25 (-1 size, +2 Dex, +8 natural, +6 *bracers*), touch 11, flat-footed 23; BAB/Grp +25/+39; Atk +35 melee (2d6+15 plus 1d6 fire, +2 *flaming greatsword*, 19-20/x2) or +34 melee (1d4+10, slam) or +26 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +35/+30/+25/+20 melee (2d6+15 plus 1d6 fire, +2 *flaming greatsword*, 19-20/x2) or +34 melee (1d4+10 [x2], slams) or +26 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing, spells, spell-like abilities; SQ damage reduction (20/magic), immunity to fire, darkvision (60 ft.), outsider traits, rock catching, vulnerability to cold, fast movement, rage (2/day), improved uncanny dodge, trap sense (+2); AL LE; SV Fort +21, Ref +15, Will +20; Str 31, Dex 15, Con 21, Int 16, Wis 14, Cha 20.

Skills: Bluff +27, Climb +35, Concentration +30, Craft (weaponsmithing) +28, Diplomacy +19, Intimidate +32, Knowledge (arcana) +28, Knowledge (the planes) +21, Jump +35, Listen +11, Spellcraft +28, Spot +22, Survival +21 (+23 on other planes). *Feats:* Alertness, Cleave, Enlarge Spell, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (*greatsword*), Widen Spell.

Spell-Like Abilities: At will—*burning hands* (DC 16), *fireball* (DC 18), *flare* (DC 15), *produce flame*; 1/day—*fire storm* (DC 23). Caster level 20th. The save DCs are Charisma-based.

Sorcerer Spells Known (Cast per Day 6/8/7/5; save DC 15 + spell level): 0—*arcane mark, dancing lights, daze, detect magic, flare, ghost sound, read magic*; 1st—*grease, identify, magic missile, protection from good, true strike*; 2nd—*continual flame, scorching ray, touch of idiocy*; 3rd—*hold person, lightning bolt*.

Possessions: +2 *flaming greatsword*, *bracers of armor* +6, greater ring of energy resistance (cold).

Thunderhead, Splinter-Rock Chieftain, Male Stone Giant, Drd6: CR 15; SZ L Giant [Earth]; HD 14d8+56 plus 6d8+24; hp 170; Init +2; Spd 30 ft.; AC 27 (-1 size, +2 Dex, +11 natural, +5 +2 *hide*), touch 11, flat-footed 25; BAB/Grp +14/+26; Atk +25 melee (2d8+16, +4 *greatclub*) or +21 melee (1d4+8, slam) or +15 ranged (2d8+12, rock); Full Atk +25/+20/+15 melee (2d8+16, +4 *greatclub*) or +21 melee (1d4+8 [x2], slams) or +15 ranged (2d8+12, rock); Space/Reach 10 ft./10 ft.; SA rock throwing, spell-like abilities; SQ darkvision (60 ft.), low-light vision, rock

catching, nature sense, resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride; AL N; SV Fort +18, Ref +8, Will +14; Str 27, Dex 15, Con 19, Int 10, Wis 16, Cha 15.

Skills: Climb +11, Concentration +10, Heal +9, Hide +6*, Jump +11, Knowledge (nature) +6, Listen +5, Spellcraft +6, Spot +16. *Feats:* Alertness, Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Quicken Spell.

Spell-Like Abilities: 1/day—*stone shape, stone tell, transmute rock to mud* (DC 17). Caster level 10th. The save DC is Charisma-based.

Druid Spells (5/4/4/3; save DC 13 + spell level): 0—*create water, flare, know direction, light, mending*; 1st—*cure light wounds, longstrider, magic stone, summon nature's ally I*; 2nd—*bull's strength, heat metal, gust of wind, soften earth and stone*; 3rd—*meld into stone, quench, summon nature's ally III*.

Possessions: +4 greatclub, +2 hide armor.

Xilyat Xaygon Xill, Male Xill Clr 10: CR 16; SZ M Outsider [Extraplanar]; HD 5d8+10 plus 10d8+20; hp 97; Init +7; Spd 40 ft.; AC 20 (+3 Dex, +7 natural), touch 13, flat-footed 17; BAB/Grp +12/+15; Atk +15 melee (1d6+3, short sword, 19-20/x2) or +15 melee (1d4+3, claw) or +15 ranged (1d8, longbow, crit x3); Full Atk +13 melee (1d6+3 [x2], short swords, 19-20/x2) and +13 melee (1d4+3 [x2], claws) or +13 melee (1d4+3 [x2], 1d4+1 [x2], claws) or +11 ranged (1d8 [x2], longbows, crit x3); SA implant, improved grab, paralysis (Fort DC 14, 1d4 hours), spells, rebuke undead (7/day); SQ aura (evil, lawful), darkvision (60 ft.), planewalk, SR 21, feat of strength (1/day), cast evil spells at +1 caster level; AL LE; SV Fort +13, Ref +10, Will +15; Str 16, Dex 16, Con 15, Int 12, Wis 18, Cha 18.

Skills: Balance +13, Climb +10, Concentration +12, Diplomacy +6, Escape Artist +11, Intimidate +12, Knowledge (religion) +11, Listen +12, Move Silently +11, Sense Motive +11, Spellcraft +11, Spot +12, Tumble +11, Use Rope +3 (+5 with bindings). *Feats:* Improved Initiative, Multiattack^B, Multiweapon Fighting.

Unholy Spells Prepared (6/5/5/4/4/2; save DC 14 + spell level): 0—*cure minor wounds* (x2), *guidance, light, read magic, virtue*; 1st—*bane, divine favor, doom, endure elements, shield of faith*; 2nd—*align weapon, cure moderate wounds, death knell, inflict moderate wounds, spiritual weapon*; 3rd—*dispel magic, inflict serious wounds* (x2), *searing light*; 4th—*poison, spell immunity, tongues, summon monster IV*; 5th—*flame strike, slay living*.

Domain Spells (Evil, Strength): 1st—*protection from good*; 2nd—*bull's strength*; 3rd—*contagion*; 4th—*inflict critical wounds*; 5th—*righteous might*.

Y'Cart Chi'Namk the Eternal, Large Hunefer: CR 25; SZ M Undead; HD 50d12+3; hp 603; Init +16; Spd 100 ft.; AC 52 (+12 Dex, +20 natural, +10 insight), touch 32, flat-footed 40; BAB/Grp +25/+43; Atk +44 (3d6+18 plus hunefer rot, slam, 19-20/x2, +1d6); Full Atk +44 (3d6+18 plus hunefer rot [x2], slams, 19-20/x2, +1d6);

SA despair (paralysis 1d4 rounds, Will DC 48), hunefer rot, spell-like abilities; SQ blindsight (300 ft.), damage reduction (10/—), fast healing (30), SR 37, undead traits, vulnerability to fire; AL LE; Fort +18, Ref +30, Will +41; Str 47, Dex 35, Con —, Int 18, Wis 38, Cha 36.

Skills: Concentration +66, Jump +46, Knowledge (religion, the planes) +57, Listen +67, Search +57, Sense Motive +67, Spellcraft +57, Spot +67. *Feats:* Blind-Fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Disarm^B, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Toughness, Weapon Focus (slam).

Epic Feats: Devastating Critical (slam), Overwhelming Critical (slam), Spell Stowaway (*greater teleport*)

SA—*Hunefer Rot (Su)*: Supernatural disease—slam, Fort save (DC 35), incubation period instantaneous; Damage 1d6 temporary Con. Unlike normal diseases, hunefer rot requires a victim to make a successful saving throw every round or take another 1d6 points of temporary Constitution Damage. The rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature that dies shrivels away into sand unless both *remove disease* and *raise dead* (or better) are cast on the remains within 2 rounds. If the remains are not so treated, on the third round the dust swirls and forms an 18 HD mummy with the dead foe's equipment under the hunefer's command. (The *mummy dust* epic spell has statistics for an 18 HD mummy.)

SA—*Spell-Like Abilities:* At will—*chain lightning, displacement, haste, knock, greater dispel magic, passwall, scrying, greater teleport, true seeing, unholy aura, weird*; 1/day—*ruin* (epic spell). Caster level 27th; save DC 23 + spell level. The DC is Charisma-based.

chapter 2: the bazaar of beggars

Beyanni Clansman, Male or Female Human Rog8: CR 8; SZ M; HD 8d6+8; hp 36; Init +6; Spd 30 ft.; AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; BAB/Grp +6/+7; Atk +10 melee (1d6+2, +1 short sword, 19-20/x2) or +9 ranged (1d6, masterwork shortbow, crit x3, range 60 ft.); Full Atk +10/+5 melee (1d6+2, +1 short sword, 19-20/x2) or +9/+4 ranged (1d6, masterwork shortbow, crit x3, range 60 ft.); SA sneak attack (+4d6); SQ improved uncanny dodge, evasion, trap sense (+2); AL CN; SV Fort +3, Ref +8, Will +3; Str 13, Dex 15, Con 13, Int 11, Wis 13, Cha 13.

Skills: Bluff +8, Climb +6, Disable Device +11, Disguise +10 (+12 acting), Gather Information +11, Hide +11, Intimidate +12, Listen +12, Move Silently +11, Open Lock +11, Sleight of Hand +12, Spot +7. *Feats:* Alertness, Improved Initiative, Weapon Focus (short sword), Weapon Finesse.

Possessions: +1 short sword, potion of spider climb, leather armor, masterwork shortbow, 30 arrows.

Half-Ogre Mercenary: CR 1; SZ M [Ogre]; HD 2d8+4; hp 13; Init +0; Spd 20 ft. in armor, base 30 ft. AC 15 (+2

natural, +3 hide), touch 10, flat-footed 15; BAB/Grp +1/+4; Atk +5 melee (2d6+4, greatsword, 19-20/x2) or +4 melee (1d8+4, longsword, crit x3); Full Atk +5 melee (2d6+4, greatsword, 19-20/x2) or +4 melee (1d8+4, longsword, crit x3); Reach 10 ft. with longsword; SQ darkvision (60 ft.), ogre blood; AL N; SV Fort +5, Ref +0, Will +0; Str 17, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills: Climb +4, Listen +3, Spot +3. **Feats:** Weapon Focus (greatsword).

Possessions: Hide armor, greatsword, 2d10 gp.

Ambiresh Kelgalla, Male Elf Ill17: CR 17; SZ M; HD 17d4+17; hp 59; Init +6; Spd 30 ft.; AC 17 (+2 Dex, +5 bracers), touch 12, flat-footed 15; BAB/Grp +8/+9; Atk +12 melee (1d6+4, +3 quarterstaff); Full Atk +12/+7 melee (1d6+4, +3 quarterstaff); SA spells; SQ elf traits, low-light vision; AL CN; SV Fort +6, Ref +7, Will +14 (+16 against enchantment effects); Str 12, Dex 15, Con 13, Int 22, Wis 18, Cha 18.

Skills: Bluff +19, Concentration +21, Decipher Script +26, Diplomacy +23, Intimidate +8, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +6, Search +8, Spellcraft +28 (+30 to learn illusionist spells), Spot +6. **Feats:** Craft Staff, Craft Wondrous Item, Enlarge Spell, Eschew Materials, Improved Initiative, Maximize Spell, Persuasive, Quicken Spell, Scribe Scroll, Widen Spell.

Illusionist Spells per Day (4/6/6/5/5/5/5/3/2/1; save DC 16 + spell level): 0—*arcane mark, daze, detect magic, ghost sound¹, read magic*; 1st—*burning hands, color spray, disguise self¹, identify, magic missile, protection from evil, ventriloquism*; 2nd—*blur¹, flaming sphere, fog cloud, invisibility, mirror image, misdirection, touch of idiocy*; 3rd—*deep slumber, displacement, illusory script¹, invisibility sphere, lightning bolt, major image*; 4th—*charm monster, Evar's black tentacles, lesser geas, lesser globe of invulnerability, phantasmal killer¹, shadow conjuration*; 5th—*dream, false vision, mirage arcana¹, nightmare, quickened magic missile, summon monster V*; 6th—*acid fog, chain lightning, geas/quest, mislead¹, shadow walk, veil*; 7th—*prismatic spray, project image, simulacrum¹, summon monster VII*; 8th—*greater shadow evocation¹, maximized cone of cold, polar ray*; 9th—*energy drain, weird¹*.

¹Bonus illusionist spell (specialist wizard). Prohibited schools: Necromancy, transmutation.

Possessions: Staff of illusion (40 charges), bracers of armor +5, periapt of proof against poison, deck of illusions, 3 potions of cure moderate wounds, +3 quarterstaff.

Ambiresh's Assistant, Male or Female Elf Wiz10: CR 10; SZ M; HD 10d4+10; hp 35; Init +6; Spd 30 ft.; AC 13 (+2 Dex, +1 ring), touch 13, flat-footed 11; BAB/Grp +5/+5; Atk +7 melee (1d6, masterwork quarterstaff); Full Atk +7 melee (1d6, masterwork quarterstaff); SA spells; SQ elf traits, low-light vision; AL CN; SV Fort +4, Ref +5, Will +9 (+11 against enchantment effects); Str 11, Dex 15, Con 13, Int 17, Wis 15, Cha 13.

Skills: Concentration +13, Knowledge (arcana) +13, Listen +9, Search +4, Spellcraft +13, Spot +8. **Feats:** Brew Potion, Craft Wand, Energy Exchange*, Eschew Materials,

Extend Spell, Improved Initiative, Scribe Scroll, Weapon Focus (quarterstaff).

Wizard Spells per Day (4/5/5/4/3/2; save DC 13 + spell level): 0—*detect magic, flare, read magic, touch of fatigue*; 1st—*burning hands, charm person, hypnotism, magic weapon, ray of enfeeblement*; 2nd—*arcane lock, blindness/deafness, darkness, resist energy, see invisibility*; 3rd—*energy exchanged fireball (cold damage), haste, sleet storm, slow*; 4th—*dimension door, shout, wall of ice*; 5th—*Bigby's interposing hand, cloudkill*.

Possessions: Potion of cure light wounds, wand of magic missile (26 charges), ring of protection +1, brazen amulet.

Burgundy Rose, Female Half-Ogre Ftr8: CR 9; SZ M [Ogre]; HD 2d8+4 plus 8d10+16; hp 65; Init +5; Spd 20 ft. in armor, base 30 ft.; AC 19 (+1 Dex, +2 natural, +6 +1 chainmail), touch 11, flat-footed 18; BAB/Grp +9/+13; Atk +15 melee (2d6+7, +1 greatsword, 17-20/x2) or +13 melee (1d8+6, longsword, crit x3); Full Atk +15/+10 melee (2d6+7, +1 greatsword, 17-20/x2) or +13/+8 melee (1d8+6, longsword, crit x3); Reach 10 ft. with longsword; SQ darkvision (60 ft.), ogre blood; AL NE; SV Fort +11, Ref +5, Will +4; Str 19, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills: Climb +3, Intimidate +9, Jump +7, Listen +5, Spot +5. **Feats:** Alertness, Cleave, Great Cleave, Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword).

Possessions: +1 chainmail, +1 greatsword, potion of cure moderate wounds, brazen amulet.

Gordon the Mouse, Male Halfling Rog10: CR 10; SZ S [Halfling]; HD 10d6+20; hp 55; Init +4; Spd 20 ft.; AC 19 (+1 size, +4 Dex, +4 +2 leather), touch 15, flat-footed 15; BAB/Grp +7/+7; Atk +12 melee (1d4+1, +1 short sword, 19-20/x2) or +13 ranged (1d4, masterwork shortbow, crit x3, range 60 ft.); Full Atk +12/+7 melee (1d4+1, +1 short sword, 19-20/x2) or +13/+8 ranged (1d4, masterwork shortbow, crit x3, range 60 ft.); SA sneak attack (+5d6); SQ blindsight (60 ft.)*, halfling traits, trap sense (+3), improved uncanny dodge, slippery mind; AL NE; SV Fort +6, Ref +12, Will +5; Str 11, Dex 19, Con 15, Int 12, Wis 12, Cha 14.

Skills: Balance +12, Bluff +12, Climb +7 (+9 climbing ropes), Decipher Script +8, Diplomacy +6, Disable Device +11, Disguise +15 (+17 acting), Escape Artist +9 (+11 with ropes), Forgery +6, Gather Information +11, Jump +7, Knowledge (local) +8, Hide +11, Listen +12, Move Silently +13, Open Lock +11, Sleight of Hand +11, Sense Motive +6, Spot +10, Use Rope +9 (+11 with bindings). **Feats:** Alertness, Blind-Fight, Stealthy, Weapon Finesse.

Possessions: +2 leather armor, +1 short sword, potion of cure light wounds, masterwork short bow, 30 arrows, 2 masterwork daggers, masterwork thieves' tools, brazen amulet.

*Gordon has the blindsight extraordinary ability to help him deal with his blindness (thus he fights as well as a sighted creature and invisibility, darkness, and most kinds of concealment are irrelevant). He says he developed it through natural (and rigorous) training. Most people believe it was bestowed on him by a spellcaster.

Haru Yoro, Female Human Brd9: CR 9; SZ M; HD 9d6+9; hp 45; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +3 +1 *leather*, +1 *ring*), touch 14, flat-footed 14; BAB/Grp +6/+7; Atk +9 melee (1d8+1 +1 *longsword*, 19-20/x2) or +11 ranged (1d6, masterwork shortbow, crit x3, range 60 ft.); Full Atk +9/+4 melee (1d8+1 +1 *longsword*, 19-20/x2) or +11/+6 ranged (1d6, masterwork shortbow, crit x3, range 60 ft.); SA *fascinate*, *suggestion*; SQ bardic music, bardic knowledge, countersong, inspire courage (+2), inspire competence, inspire greatness; AL NE; SV Fort +6, Ref +10, Will +7; Str 13, Dex 17, Con 13, Int 13, Wis 11, Cha 15.

Skills: Balance +8, Bluff +10, Climb +5, Concentration +7, Disguise +14 (+16 acting), Escape Artist +9, Gather Information +12, Hide +11, Knowledge (local) +7, Listen +10, Move Silently +7, Perform (lute) +14, Spellcraft +6 (+8 scrolls), Spot +2, Use Magic Device +6 (+8 scrolls). *Feats:* Alertness, Great Fortitude, Improved Initiative, Quick Draw, Weapon Focus (longsword).

Bard Spells Known (Cast per Day 3/4/4/2; save DC 12 + spell level): 0—*daze*, *detect magic*, *flare*, *know direction*, *read magic*, *summon instrument*; 1st—*comprehend languages*, *expeditious retreat*, *Tashaa's hideous laughter*, *ventriloquism*; 2nd—*blur*, *enthrall*, *hold person*, *sound burst*; 3rd—*gaseous form*, *haste*, *crushing despair*.

Possessions: +1 leather armor, +1 longsword, ring of protection +1, brazen amulet.

Ibrahim Fuwaad, Male Human Rog15: CR 15; SZ M; HD 15d6+15; hp 67; Init +8; Spd 30 ft.; AC 16 (+4 Dex, +2 *bracers*), touch 14, flat-footed 12; BAB/Grp +11/+12; Atk +17 melee (1d6+3, +2 *short sword*, 19-20/x2) or +16 ranged (1d6+1, +1 *composite shortbow*, crit x3, range 60 ft.); Full Atk +17/+12/+7 melee (1d6+3, +2 *short sword*, 19-20/x2) or +16/+11/+6 ranged (1d6+1, +1 *composite shortbow*, crit x3, range 60 ft.); SA sneak attack (+8d6), opportunist, crippling strike; SQ trap sense (+5), improved uncanny dodge, evasion; AL CN; SV Fort +7, Ref +13, Will +8; Str 12, Dex 19, Con 15, Int 13, Wis 13, Cha 15.

Skills: Appraise +9, Balance +16, Bluff +14, Climb +56, Diplomacy +17, Disable Device +14, Disguise +12 (+14 acting), Escape Artist +11, Forgery +7, Gather Information +12, Hide +14, Intimidate +14, Jump +3, Listen +11, Move Silently +16, Open Lock +14, Sense Motive +11, Sleight of Hand +14, Spot +11, Tumble +13. *Feats:* Diehard, Endurance, Improved Initiative, Iron Will, Quick Draw, Run, Weapon Finesse.

Possessions: +2 short sword, bracers of armor +2, ring of jumping, potion of invisibility, potion of resist energy (fire), rope of climbing, +1 composite shortbow, 40 arrows, brazen amulet.

Kanbatsu Ieyau, Male Human Ftr6/Sor6: CR 12; SZ M; HD 6d10+12 plus 6d4+12; hp 72; Init +5; Spd 30 ft.; AC 16 (+1 Dex, +5 +3 *leather*), touch 11, flat-footed 15; BAB/Grp +9/+12; Atk +15 melee (1d8+7, +2 *longsword*, 19-20/x2); Full Atk +15/+10 melee (1d8+7, +2 *longsword*, 19-20/x2); SA spells; AL NG; SV Fort +9, Ref +7, Will +8; Str 17, Dex 13, Con 14, Int 15, Wis 12, Cha 15.

Skills: Bluff +8, Climb +12, Concentration +8, Craft (tattoo) +14, Handle Animal +8, Intimidate +8, Knowledge (arcana) +8, Listen +4, Ride +7, Spellcraft +10, Spot +4. *Feats:* Cleave, Extend Spell, Improved Initiative, Inscribe Magic Tattoo, Lightning Reflexes, Maximize Spell, Power Attack, Silent Spell, Weapon Focus (longsword), Weapon Specialization (longsword).

Spells Known (Cast per Day 6/7/6/3; save DC 12 + spell level; arcane spell failure 10%): 0—*acid splash*, *arcane mark*, *detect magic*, *light*, *open/close*, *read magic*, *touch of fatigue*; 1st—*jump*, *magic missile*, *silent image*, *true strike*; 2nd—*resist energy*, *scorching ray*; 3rd—*lightning bolt*.

Magic Tattoos: *lightning bolt* (chest), *magic missile* (x2) (one on each arm).

Possessions: +3 leather armor, brazen amulet, full plate armor (stored in his sleeping quarters), +2 longsword, wand of bull's strength (23 charges), 5,000 gp (stored in trunk in sleeping quarters).

Lady Fatima Umaw, Female Cheitan Ari14: CR 16; SZ M Outsider; HD 14d8+28; hp 91; Init +8; Spd 30 ft., fly 40 ft. (perfect); AC 22 (+4 Dex, +3 natural, +5 +3 *leather*), touch 14, flat-footed 18; BAB/Grp +10/+14; Atk +16 melee (1d8+6 plus 1d6 fire, +2 *flaming longsword*, 19-20/x2) or +16 melee (1d6+4 plus 1d3 fire, slam); Full Atk +16/+11 melee (1d8+6 plus 1d6 fire, +2 *flaming longsword*, 19-20/x2) or +14 melee (1d6+4 [x2] plus 1d3 fire, slams); SA heat (1d3 fire), spell-like abilities; SQ darkvision (60 ft.), outsider traits, resistance to fire 20; AL LE; SV Fort +6, Ref +8, Will +12; Str 18, Dex 18, Con 15, Int 14, Wis 16, Cha 18.

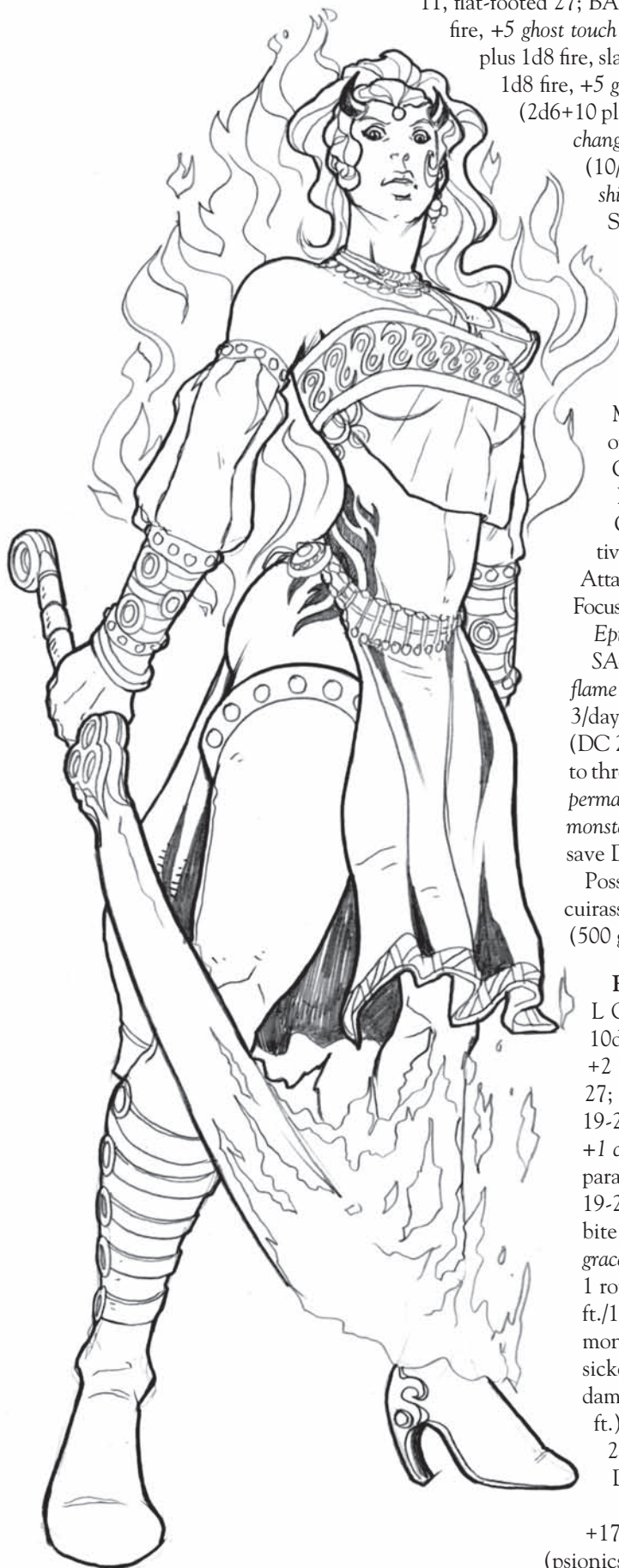
Skills: Appraise +12, Bluff +14, Concentration +14, Diplomacy +23, Disguise +14 (+16 acting), Forgery +14, Gather Information +26, Intimidate +26, Knowledge (local) +19, Knowledge (the planes) +12, Listen +15, Sense Motive +13, Spot +15, Survival +10 (+12 on other planes). *Feats:* Alertness, Blind-Fight, Improved Initiative, Skill Focus (Gather Information), Skill Focus (Intimidate).

Spell-Like Abilities: 3/day—*detect magic*, *produce flame*, *scorching ray* (1 ray); 1/day—*gaseous form*, *plane shift*, *pyrotechnics* (DC 16), *wall of fire*. Caster level 14th. The save DC is Charisma-based.

Possessions: +3 leather armor, +2 flaming longsword.

chapter 6: the upper city

Khan Jihadi, Male Noble Efreeti Ftr16: CR 25; SZ H Outsider [Fire]; HD 16d8+64 plus 16d10+84; hp 320; Init +7; Spd 15 ft. (base 20 ft.), fly 40 ft. (perfect); AC 30 (-2 size, +3 Dex, +9 natural, +10 +5 *living brass cuirass*), touch



11, flat-footed 27; BAB/Grp +32/+50; Atk +46 melee (3d6+22 plus 1d8 fire, +5 *ghost touch falchion*, 15-20/x2 plus 1d6) or +40 melee (2d6+10 plus 1d8 fire, slam); Full Atk +46/+41/+36/+31 melee (3d6+22 plus 1d8 fire, +5 *ghost touch falchion*, 15-20/x2 plus 1d6) or +40 melee (2d6+10 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +24, Ref +18, Will +19; Str 31, Dex 17, Con 18, Int 14, Wis 15, Cha 20.

Skills: Bluff +20, Climb +24, Craft (metalworking) +32, Concentration +19, Diplomacy +25, Disguise +10 (+12 acting), Intimidate +38, Jump +24, Knowledge (nobility and royalty) +18, Knowledge (the planes) +16, Listen +18, Move Silently +14, Sense Motive +16, Spellcraft +16, Spot +18, Survival +15 (+17 on other planes). *Feats*: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (falchion), Improved Disarm, Improved Initiative^B, Improved Sunder, Improved Trip, Iron Will, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (falchion), Weapon Specialization (falchion).

Epic Feats: Epic Toughness, Overwhelming Critical.

SA—*Spell-Like Abilities*: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 17), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 16), *fireball* (DC 18), *fire storm* (DC 22), *invisibility*, *wall of fire* (DC 19); 1/day—grant up to three wishes (to nongenies only), *fire shield*, *gaseous form*, *permanent image* (DC 21), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

Possessions: +5 *ghost touch falchion*, +5 living brass cuirass, brass armbands (1,500 gp), fire sea pearl earrings (500 gp pair), sapphire pendant (5,000 gp).

Rylon the Cruel, Flayer Devil PsyW10: CR 16; SZ L Outsider [Evil, Lawful, Psionic]; HD 12d8+108 plus 10d8+90; hp 297; Init +6; Spd 40 ft.; AC 29 (-1 size, +2 Dex, +16 natural, +2 *bracers*), touch 11, flat-footed 27; BAB/Grp +19/+32; Atk +28 melee (1d6+9, claw, 19-20/x2 plus 1d3 Con drain) or +28 melee (2d8+10, +1 *coup de grace longsword*, 19-20/x2 plus Will DC 27 or paralysis 1 round); Full Atk +28 melee (1d6+9 [x2], claws, 19-20/x2 plus 1d3 Con drain) and +23 melee (1d8+4, bite) or +28/+23/+18/+13 melee (2d8+10, +1 *coup de grace longsword*, 19-20/x2 plus Will DC 27 or paralysis 1 round) and +23 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA flensing, psionics, spell-like abilities, summon devils, unholy burst 3/day, 30-ft. cone, Fort DC 25, sickened 1d6 rounds, 3d6 unholy to good-aligned); SQ damage reduction (10/silver and good), darkvision (60 ft.), devils traits, outsider traits, regeneration (5), SR 24; AL LE; SV Fort +24, Ref +13, Will +18; Str 29, Dex 15, Con 29, Int 14, Wis 20, Cha 14.

Skills: Climb +24, Concentration +34, Escape Artist +17, Hide +13, Intimidate +17, Jump +28, Knowledge (psionics) +17, Listen +20, Move Silently +17, Search +10,

Sense Motive +12, Spot +20, Survival +20 (+22 following tracks). *Feats*: Align Spell-Like Ability (evil, *scorching ray*), Body Fuel^P, Cleave^B, Deep Impact^P, Great Cleave, Improved Critical (claw), Improved Initiative, Iron Will, Overchannel^P, Power Attack, Talented^P, Weapon Focus (bite, claw).

^PDenotes a psionic feat.

SA—*Spell-Like Abilities*: At will—*detect good*, *greater teleport* (self plus 50 pounds of objects), *scorching ray* (3 rays); 1/day—*wall of fire*, *unholy aura* (DC 20). Caster level 12th. The save DCs are Charisma-based.

Psionic Powers Known (power points 52; save DC 15 + power level): 1st—*claws of the beast*, *dissipating touch*, *expansion*, *prevenom*; 2nd—*strength of my enemy*; 3rd—*claws of the vampire*, *hostile empathic transfer*, *exhalation of the black dragon*; 4th—*claw of energy*, *truevenom*. Manifest level 10th. The save DCs are Wisdom-based.

Possessions: +1 coup de grace longsword (see the revised Psionics Handbook), 4 potions of cure moderate wounds, bracers of armor +2, 570 bp, silver ring with emerald (1,600 gp), jet pendant on silver chain (400 gp).

Sargon the Bearer, Male Half Fiend/Human Clr16 (Pazuzu): CR 19; SZ M Outsider; HD 16d8+48; hp 120; Init +2; Spd 20 ft. (base 30 ft.), fly 30 ft. (average); AC 20 (+2 Dex, +1 natural, +6 +1 *chainmail*, +1 *ring*), touch 13, flat-footed 18; BAB/Grp +12/+17; Atk +24 melee (2d6+10, +3 *anarchic greatsword*, 19-20/x2) or +20 melee (1d4+5, claw); Full Atk +24/+19/+14 melee (2d6+10, +3 *anarchic greatsword*, 19-20/x2) and +15 melee (1d6+2, bite) or +20 melee (1d4+5 [x2], claws) and +15 melee (1d6+2, bite); SA rebuke undead (6/day), smite good (1/day, +16 damage), spell-like abilities, spells; SQ aura (chaotic, evil), cast evil spells +1 caster level, cast chaos spells +1 caster level, damage reduction (10/magic), darkvision (60 ft.), resistances (acid, cold, electricity, fire 10), SR 26; AL CE; SV Fort +13, Ref +7, Will +15; Str 20, Dex 15, Con 16, Int 14, Wis 20, Cha 16.

Skills: Concentration +18, Knowledge (arcana) +8, Knowledge (the planes) +11, Knowledge (religion) +17, Spellcraft +17; *Feats*: Cleave, Combat Casting, Enlarge Spell, Power Attack, Silent Spell, Skill Focus (Knowledge [the planes]), Weapon Focus (greatsword).

SA—*Spell-Like Abilities*: 3/day—*darkness*, *poison* (DC 17), *unholy aura*; 1/day—*blasphemy*, *contagion* (DC 16), *desecrate*, *horrid wilting* (DC 21), *unhallow*, *unholy blight* (DC 17). Caster level 16th. The save DCs are Charisma-based.

Unholy Spells Prepared (6/7/6/6/5/5/3/3/2; save DC 15 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *inflict minor wounds*, *read magic*, *virtue*; 1st—*bane*, *cure light wounds*, *doom*, *entropic shield*, *inflict light wounds*, *shield of faith*, *summon monster I*; 2nd—*aid*, *cure moderate wounds*, *darkness*, *death knell*, *shatter*, *sound burst*; 3rd—*bestow curse*, *contagion*, *deeper darkness*, *dispel magic*, *invisibility purge*, *wind wall*; 4th—*dismissal*, *inflict critical wounds*, *poison*, *spell immunity*, *summon monster IV*; 5th—*flame strike* (x2), *insect plague*, *raise dead*, *unhallow*; 6th—*blade barrier*, *planar ally*, *word of recall*;

7th—*ethereal jaunt*, *regenerate*, *word of chaos*; 8th—*fire storm*, *mass inflict critical wounds*.

Domain Spells (Chaos, Evil): 1st—*protection from law*; 2nd—*desecrate*; 3rd—*magic circle against law*; 4th—*chaos hammer*; 5th—*dispel law*; 6th—*animate objects*; 7th—*blasphemy*; 8th—*unholy aura*.

Possessions: +1 chainmail, +3 anarchic greatsword, ring of protection +1, 2 potions of cure moderate wounds, brazen amulet, unholy symbol.

Sinsurab, the Bey of Keys, Male Noble Efreeti, Ftr10: CR 21; SZ H Outsider [Fire]; HD 16d8+48 plus 10d10+30; hp 205; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 28 (-2 size, +3 Dex, +9 natural, +8 +4 *chain shirt*), touch 11, flat-footed 25; BAB/Grp +26/+44; Atk +38 melee (3d6+20 plus 1d8 fire, +3 *falchion*, 15-20/x2) or +34 melee (2d6+10 plus 1d8 fire, slam); Full Atk +38/+33/+28/+23 melee (3d6+20 plus 1d8 fire, +3 *falchion*, 15-20/x2) or +34 melee (2d6+10 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +20, Ref +16, Will +17; Str 31, Dex 17, Con 16, Int 14, Wis 15, Cha 17.

Skills: Bluff +18, Climb +18, Craft (metalworking) +16, Concentration +18, Diplomacy +23, Disguise +8 (+10 acting), Intimidate +30, Knowledge (nobility and royalty) +18, Knowledge (the planes) +16, Jump +18, Listen +16, Move Silently +16, Ride +11, Sense Motive +16, Spellcraft +16, Spot +16, Survival +15 (+17 on other planes). *Feats*: Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (falchion), Improved Initiative^B, Improved Sunder, Iron Will, Mobility, Power Attack, Quick Draw, Quicken Spell-Like Ability (*scorchingray*), Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: +3 falchion, stone of alarm, +4 chain shirt, 3 potions of cure serious wounds.

The Warden, Male Burning Dervish Wiz10: CR 12; SZ M Outsider; HD 9d8+9 plus 10d4+10; hp 84; Init +3; Spd 30 ft., fly 20 ft. (perfect); AC 20 (+3 Dex, +3 natural, +3 *bracers*, +1 *ring*), touch 14, flat-footed 17; BAB/Grp +14/+18; Atk +21 melee (2d4+8, +2 *falchion*, 18-20/x2) or +18 melee (1d6+4 plus 1d6 fire, slam [flame form]); Full Atk +21/+16/+11 melee (2d4+8, +2 *falchion*, 18-20/x2) or +18 melee (1d6+4 plus 1d6 fire [x2], slams [flame form]); SA flame form, spell-like abilities; SQ darkvision (60 ft.), elemental endurance, resistance to fire (15), outsider traits, *plane shift*; AL LE; SV Fort +10, Ref +12, Will +15; Str 18, Dex 16, Con 13, Int 16, Wis 15, Cha 15.

Skills: Bluff +13, Craft (alchemy) +13, Concentration +22, Escape Artist +14, Knowledge (arcana) +18, Knowledge (the planes) +14, Listen +13, Move Silently +14, Profession (torturer) +12, Search +12, Sense Motive +13, Spellcraft +18, Spot +13, Survival +13 (+15 on other planes, +15 following tracks). *Feats*: Brew Potion, Combat Expertise, Craft Wondrous Item, Dodge^B, Empower Spell, Maximize Spell, Mobility, Scribe Scroll, Spring Attack, Weapon Focus (falchion), Whirlwind Attack.

SA—*Spell-Like Abilities*: 3/day—*invisibility* (self only), *pyrotechnics* (DC 14); 2/day—*enlarge person* (DC 13) or *reduce person* (DC 13) (either can be used on the burning dervish), *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Wizard Spells Prepared (4/5/5/4/3/2; save DC 13 + spell level): 0—*acid splash* (x2), *daze*, *touch of fatigue*; 1st—*burning hands*, *chill touch*, *shocking grasp* (x2), *ray of enfeeblement*; 2nd—*daze monster*, *ghoul touch*, *scorching ray*, *summon swarm*, *touch of idiocy*; 3rd—*keen edge* (x2), *rage*, *ray of exhaustion*; 4th—*animate dead*, *crushing despair*, *ervation*; 5th—*feblemind*, *magic jar*.

Possessions: +2 falchion, bracers of armor +3, ring of protection +1, scroll of 3 arcane spells (fireball, Mel's acid arrow, sleep), 225 bp, black brass chain mask inlaid with rubies (2,000 gp), 600 sp.

chapter 7: the middle city

Nyissa, Female Elf Exp 10/Clr 3 (?unknown?): CR 12; HD 9d6 plus 3d8; hp 45; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 +1 *leather armor*), touch 12, flat-footed 13; BAB/Grp +9/+9; Atk +12 melee (1d4+1, +1 *dagger*, 19-20/x2); Full Atk +12/+7 melee (1d4+1, +1 *dagger*, 19-20/x2); SA spells, rebuke undead (4/day); SQ aura (chaotic, evil), low-light vision, elf traits, cast evil and chaos spells at +1 caster level; AL CE; SV Fort +6, Ref +6, Will +10; Str 10, Dex 15, Con 10, Int 14, Wis 13, Cha 12.

Skills: Bluff +17, Concentration +4, Diplomacy +14, Gather Information +16, Hide +15, Knowledge (local) +18, Knowledge (religion) +6, Listen +7, Search +15, Sense Motive +14, Sleight of Hand +9, Spellcraft +6, Spot +7. *Feats*: Alertness, Skill Focus (Bluff), Skill Focus (Knowledge [local]), Weapon Finesse.

Unholy Spells Prepared (4/3/1; save DC 11 + spell level): 0—*detect magic*, *inflict minor wounds* (x3); 1st—*divine favor*, *protection from good*, *shield of faith*; 2nd—*align weapon*.

Domains (Chaos, Evil): 1st—*protection from law*; 2nd—*shatter*.

Possessions: +1 leather armor, +1 dagger, unholy symbol.

chapter 8: the lower city

Azer Guard War 10: CR 12; SZ M Outsider [Extraplanar, Fire]; HD 2d8+2 plus 10d8+10; hp 66; Init +1; Spd 20 ft., base 30 ft.; AC 23 (+1 Dex, +6 natural, +4 scale mail, +2 heavy shield), touch 11, flat-footed 22; BAB/Grp +12/+14; Atk +16 melee (1d8+2 plus 1 fire, warhammer, crit x3) or +14 ranged (1d6+2 plus 1 fire, shortspear, range 20 ft.); Full Atk +16/+11/+6 melee (1d8+2 plus 1 fire, warhammer, crit x3) or +14 ranged (1d6+2 plus 1 fire, shortspear, range 20 ft.); SA heat; SQ darkvision (60 ft.), immunity to fire, SR 13, vulnerability to cold; AL LN; SV Fort +11, Ref +7, Will +7; Str 15, Dex 13, Con 13, Int 13, Wis 12, Cha 10.

Skills: Appraise +9, Climb +11, Craft (any two) +6, Hide +0, Intimidate +10, Jump +5, Listen +8, Search +6, Spot +8. *Feats*: Alertness, Cleave, Combat Expertise, Power Attack, Weapon Focus (warhammer).

Possessions: Masterwork warhammer, masterwork shortspear, 2d10 bp.

Demon Gate: CR 20; SZ L Construct [Chaotic, Evil]; HD 20d10+30; hp 140; Init +11; Spd 0 ft.; AC 41 (–1 size, +7 Dex, +25 natural), touch 16, flat-footed 34; BAB/Grp +15/+31; Atk +27 melee (2d6+12, tongue slash); Full Atk +27 melee (2d6+12, tongue slash) and +22 melee (2d8+6 bite); Space/Reach 10 ft./10 ft.; SA constrict (2d8+24), death throes, improved grab, spell-like abilities, *vorpal tongue*; SQ damage reduction (20/cold iron and good), darkvision (60 ft.), burn, immunities (electricity, fire, and poison), resistances (acid, cold 10), SR 28, telepathy (100 ft.), true seeing; AL CE; SV Fort +8, Ref +13, Will +15; Str 35, Dex 25, Con—, Int 24, Wis 24, Cha 26.

Skills: Bluff +30, Concentration +20, Diplomacy +28, Intimidate +31, Knowledge (any two) +27, Listen +35, Sense Motive +29, Spellcraft +27, Spot +35. Demon gates have a +8 racial bonus on Listen and Spot checks. *Feats*: Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Weapon Focus (tongue).

SA—*Burn* (Su): As a free action, a demon gate can wreath its body in demonic fire. Anyone touching the gate takes 6d6 points of fire damage each round.

SA—*Constrict* (Ex): A demon gate deals 2d6+12 points of damage with a successful grapple check with its tongue attack.

SA—*Death Throes* (Ex): When destroyed, a demon gate releases a blast of demonic energy in a 100-foot radius. A character caught in the area takes 10d10 points of damage (Reflex DC 28 half). The save DC is Charisma-based.

SA—*Spell-Like Abilities*: At will—*blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day—*fire storm* (DC 26), *implosion* (DC 27). Caster level 20th. The save DCs are Charisma-based.

SA—*Vorpal Tongue* (Ex): Every demon gate's tongue has the *vorpal* special ability. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the tongue severs the opponent's head (if it has one) from its body.

SQ—*True Seeing* (Su): Demon gates have a continuous true seeing ability, as the spell (caster level 20th).

Typical Phoenix Warrior, Female Human Pal 6: CR 6; SZ M; HD 6d10+6; hp 39; Init +4; Spd 20 ft., base 30 ft.; AC 20 (+8 full plate, +2 large shield), touch 10, flat-footed 20; BAB/Grp +6/+9; Atk +10 melee (1d8+4, +1 *longsword*, 19-20/x2) or +10 melee (1d6+3, masterwork short sword, 19-20/x2); Full Atk +10/+5 melee (1d8+4, +1 *longsword*, 19-20/x2) or +10/+5 melee (1d6+3, masterwork short sword, 19-20/x2); SA smite evil (2/day +3 attack, +6 damage), turn undead (3rd level, 6/day); SQ

aura of courage, aura of good, *detect evil*, divine health, lay on hands (18 hp/day), *remove disease* (1/week); AL LG; SV Fort +8, Ref +5, Will +6; Str 16, Dex 10, Con 12, Int 10, Wis 12, Cha 16.

Skills: Concentration +7, Diplomacy +7, Heal +7, Knowledge (religion) +7, Sense Motive +5. **Feats:** Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword).

Paladin Spells Prepared (2; save DC 13 + spell level): 1st—*bless weapon*, *create water*.

Possessions: +1 longsword, masterwork short sword, full plate armor (magically cooled inside so wearer doesn't suffer the effects of environmental heat while wearing it), large steel shield, brazen amulet.

Aruj Khayr, Male Noble Salamander Ftr6: CR 16; SZ L Outsider [Fire]; HD 15d8+45 plus 6d10+30; hp 175; Init +5; Spd 20 ft.; AC 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; BAB/Grp +21/+31; Atk +30 melee (1d8+11 plus 1d8 fire, +3 *longspear*, crit x3); Full Atk +30/+25/+20/+15 melee (1d8+11 plus 1d8 fire, +3 *longspear*, crit x3) and +24 melee (2d8+3 plus 1d8 fire, tail slap); Space/Reach 10 ft./10 ft.; SA constrict (2d8+3 plus 1d8 fire), heat, improved grab, spell-like abilities; SQ damage reduction (15/magic), darkvision (60 ft.), immunity to fire, vulnerability to cold; AL NE; SV Fort +17, Ref +12, Will +15; Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15.

Skills: Bluff +19, Climb +15, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +14, Jump +17, Listen +13, Move Silently +17, Spot +13. **Feats:** Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing]), Weapon Focus (longspear), Weapon Specialization (longspear).

Possessions: +3 longspear, 2 potions of bear's endurance, elixir of hiding, bag of trick (gray), 300 bp, 4 red garnets (100 gp each).

Ephesius, Male Human Adp8/Ari4: CR 11; SZ M; HD 8d6 plus 4d8+3; hp 52; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +2 *ring*, +1 *amulet*), touch 14, flat-footed 13; BAB/Grp +7/+7; Atk +8 melee (1d6, masterwork short sword, 19-20/x2); Full Atk +8/+3 melee (1d6, masterwork short sword, 19-20/x2); SA spells; AL NE; SV Fort +5, Ref +5, Will +11; Str 10, Dex 14, Con 11, Int 10, Wis 17, Cha 10.

Skills: Concentration +10, Disguise +2, Forgery +4, Gather Information +15, Heal +11, Listen +10, Spellcraft +15, Spot +5. **Feats:** Alertness, Brew Potion, Deceitful, Great Fortitude, Iron Will, Toughness.

Adept Spells Prepared (3/4/3/1; save DC 13 + spell level): 0—*create water*, *ghost sound*, *touch of fatigue*; 1st—*detect good*, *obscuring mist*, *protection from good*, *sleep*; 2nd—*invisibility*, *see invisibility*, *web*; 3rd—*cure serious wounds*.

Possessions: Ring of protection +2, amulet of natural armor +1, ring of fire resistance 10.

Chufa um Sofanie, Female Cheitan Pal12: CR 15; SZ M Outsider; HD 12d10+36; hp 108; Init +8; Spd 10 ft., (base 30 ft.), fly 40 ft. (perfect); AC 29 (+4 Dex, +10 +2 *full plate*, +2 large shield, +3 natural), touch 14, flat-footed 25; BAB/Grp +12/+18; Atk +22 melee (1d8+9 plus 1d3 fire, +3 *longsword*, 17-20/x2) or +18 melee (1d6+6 plus 1d3 fire, slam); Full Atk +22/+17/+12 melee (1d8+9 plus 1d3 fire, +3 *longsword*, 17-20/x2) or +15 melee (1d6+6 plus 1d3 fire [x2], slams); SA heat, smite evil (3/day, +3 attack, +12 damage), spell-like abilities, spells, turn undead (9th level, 6/day); SQ aura of courage, aura of good, darkvision (60 ft.), *detect evil*, divine grace, divine health, lay on hands (36 hp/day), outsider traits, resistance to fire (20), *remove disease* (3/week); AL LG; SV Fort +14, Ref +11, Will +10; Str 23, Dex 18, Con 17, Int 13, Wis 17, Cha 17.

Skills: Concentration +15, Heal +15, Knowledge (nobility and royalty) +13, Knowledge (religion) +13, Listen +5, Sense Motive +15, Spot +5. **Feats:** Alertness, Cleave, Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword).

Spell-Like Abilities: 3/day—*detect magic*, *produce flame*, *scorching ray* (1 ray); 1/day—*gaseous form*, *pyrotechnics* (DC 15), *wall of fire*.

Paladin Spells Prepared (2/2/2; save DC 13 + spell level): 1st—*bless weapon*, *cure light wounds*; 2nd—*owl's wisdom*, *shield other*; 3rd—*cure moderate wounds*, *magic circle against evil*.

Possessions: +3 longsword, +2 full plate armor (magically cooled inside so wearer doesn't suffer the effects of environmental heat while wearing it), masterwork short sword, large steel shield.

Livesha, Female Half-Fiend Djinni Clr20/Hie5 (Or-cus): CR 30; SZ L Undead; HD 32d12; hp 208; Init +10; Spd 20 ft., fly 60 ft. (perfect); AC 29 (-1 size, +6 Dex, +5 natural, +6 *bracers*, +3 *ring*), touch 18, flat-footed 23; BAB/Grp +25/+35; Atk +30 melee (1d8+6, slam) or +30 melee (1d6+6, claw) or +30 melee touch (1d8+5 plus negative energy plus paralysis, touch) or +32 melee (2d6+8, *sword of life stealing*, 19-20/x2 plus negative level); Full Atk +30 melee (1d8+6 [x2], slams) and +25 melee (1d8+3, bite) or +30 melee (1d6+6 [x2], claws) and +25 melee (1d8+3, bite) or +30 melee touch (1d8+5 plus negative energy plus paralysis, touch) or +32/+27/+22/+17 melee (2d6+8, *sword of life stealing*, 19-20/x2 plus negative level); Space/Reach 10 ft./10 ft.; SA air mastery, death touch (1/day, 20d6), fear aura (Will DC 30), negative energy touch (Will DC 30), paralyzing touch (Fort DC 30), smite good (1/day, +32 damage), rebuke undead (6/day), spell-like abilities, spells, whirlwind; SQ aura (chaotic, evil), damage reduction (15/bludgeoning and magic), darkvision (60 ft.), immunities (acid, cold, electricity, polymorph, poison, mind-affecting attacks), *plane shift*, resistance to fire 10, SR 35, telepathy (100 ft.), turn resistance (+4), undead traits, cast evil spells at +1 caster level; AL CE; SV Fort +22, Ref +20, Will +25; Str 22, Dex 23, Con 16, Int 20, Wis 23, Cha 19.

Skills: Appraise +15, Concentration +33, Craft (alchemy) +25, Craft (poisonmaking) +15, Diplomacy +26, Escape Artist +16, Heal +26, Hide +14, Knowledge (the planes) +15, Knowledge (religion) +25, Listen +24, Move Silently +24, Search +13, Sense Motive +24, Spellcraft +35, Spot +24, Use Rope +6 (+8 with bindings). **Feats:** Brew Potion, Combat Casting, Combat Reflexes, Craft Staff, Craft Wondrous Item, Dodge, Empower Spell, Extend Spell, Improved Initiative^B, Silent Spell.

Epic Feats: Spectral Strike, Spellcasting Harrier.

SA—Spell-Like Abilities: At will—*invisibility* (self only); 3/day—*darkness*, *poison* (DC 17), *unholy aura* (DC 22); 1/day—*blasphemy* (DC 21), *contagion* (DC 17), *create food and water*, *create wine* (as *create water*, but wine instead), *desecrate*, *destruction* (DC 21), *horrid wilting* (DC 22), *major creation* (created vegetable matter is permanent), *persistent image* (DC 19), *summon monster IX* (fiends only), *unhallow*, *unholy blight* (DC 18), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Hierophant Abilities: Blast infidel (lawful good), divine reach, faith healing (chaotic evil), spell power (x2); see the DMG.

Unholy Spells Prepared (6/7/7/6/6/6/5/4/4/4; save DC 16 + spell level): 0—*detect magic*, *guidance*, *inflict minor wounds* (x2), *light*, *read magic*; 1st—*bane* (x2), *bless*, *curse water*, *doom*, *protection from good*, *shield of faith*; 2nd—*align weapon*, *darkness*, *death knell*, *desecrate*, *inflict moderate wounds* (x2), *sound burst*; 3rd—*animate dead*, *bestow curse*, *contagion*, *deeper darkness*, *dispel magic*, *meld into stone*; 4th—*cure critical wounds* (x2), *dismissal*, *giant vermin*, *inflict critical wounds*, *lesser planar ally*; 5th—*greater command*, *flame strike* (x2), *insect plague*, *slay living*, *unhallow*; 6th—*blade barrier* (x2), *geas/quest*, *harm* (x2); 7th—*blasphemy*, *destruction*, *mass inflict serious wounds*, *word of chaos*; 8th—*antimagic field*, *create greater undead*, *fire storm* (x2); 9th—*astral projection*, *gate*, *miracle*, *soul bind*.

Domain Spells (Chaos, Death): 1st—*protection from law*; 2nd—*shatter*; 3rd—*magic circle against law*; 4th—*chaos hammer*; 5th—*dispellaw*; 6th—*create undead*; 7th—*destruction*; 8th—*cloak of chaos*; 9th—*wail of the banshee*.

Possessions: Staff of necromancy, bracers of armor +6, amulet of proof against detection and location, sword of life stealing, ring of protection +3, oil of daylight, potion of remove blindness/deafness, 6 sapphires (2,000 gp each), unholy symbol.

Malazgirt, Male Salamander Clr8 (Ymmx): CR 14; SZ M Outsider [Fire]; HD 9d8+18 plus 8d8+16; hp 110; Init +1; Spd 20 ft.; AC 19 (+1 Dex, +7 natural, +1 ring), touch 12, flat-footed 18; BAB/Grp +15/+17; Atk +20 melee (1d8+5 plus 1d6 fire, +2 *spear*, crit x3); Full Atk +20/+15/+10 melee (1d8+5 plus 1d6 fire, +2 *spear*, crit x3) and +15 melee (2d6+1 plus 1d6 fire, tail slap); SA constrict (2d6+1 plus 1d6 fire), heat, improved grab, spells, rebuke undead (5/day), turn water creatures (5/day), rebuke fire creatures (5/day); SQ aura (evil), damage reduction (10/magic), darkvision (60 ft.), immunity to fire, vulnerability to cold, cast evil spells at +1 caster level; AL NE;

SV Fort +14, Ref +9, Will +15; Str 14, Dex 13, Con 14, Int 14, Wis 17, Cha 15.

Skills: Bluff +12, Concentration +10, Craft (blacksmithing) +19, Diplomacy +4, Disguise +2 (+4 acting), Hide +11, Intimidate +4, Knowledge (the planes) +10, Knowledge (religion) +10, Listen +9, Move Silently +11, Search +12, Spellcraft +10, Spot +9. **Feats:** Alertness, Brew Potion, Maximize Spell, Multiattack, Power Attack, Weapon Focus (spear).

Unholy Spells Prepared (6/5/4/4/2; save DC 13 + spell level): 0—*detect magic*, *inflict minor wounds* (x2), *light*, *read magic*, *resistance*; 1st—*bane*, *bless*, *command*, *doom*, *summon monster I*; 2nd—*align weapon*, *darkness*, *death knell*, *hold person*; 3rd—*blindness/deafness*, *dispel magic*, *searing light*, *summon monster II*; 4th—*divine power*, *inflict critical wounds*.

Domain Spells (Evil, Fire): 1st—*burning hands*; 2nd—*desecrate*; 3rd—*magic circle against good*; 4th—*wall of fire*.

Possessions: +2 spear, ring of protection +1, scroll of 3 divine spells (flame strike, raise dead, cure serious wounds) (fire-proof), 100 bp, 200 gp, unholy symbol.

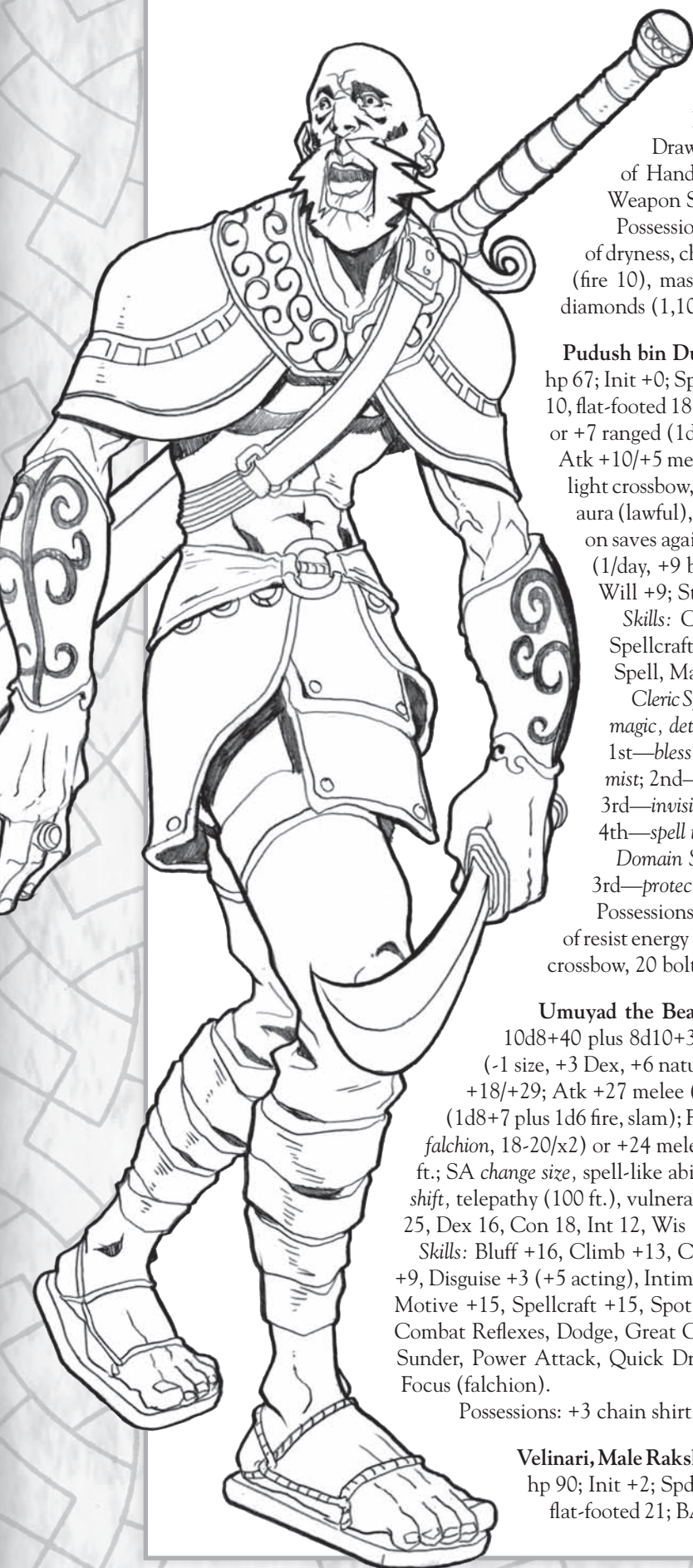
Malikshah, Male Flamebrother Salamander Rog8: CR 9; SZ S Outsider [Fire]; HD 4d8+8 plus 8d6+16; hp 70; Init +7; Spd 20 ft.; AC 21 (+1 size, +3 Dex, +7 natural), touch 14, flat-footed 18; BAB/Grp +10/+7; Atk +17 melee (1d4+4 plus 1d6 fire, +3 *short sword*, 19-20/x2) or +14 ranged (1d6+1, *spear*, crit x3, range 30 ft.); Full Atk +17/+12 melee (1d6+1 plus 1d6 fire, +3 *short sword*, 19-20/x2) and +12 melee (1d4 plus 1d6 fire, tail slap) or +14 ranged (1d6+1, *spear*, crit x3, range 30 ft.); SA constrict (1d4 plus 1d6 fire), heat, improved grab, sneak attack (+4d6); SQ darkvision (60 ft.), evasion, improved uncanny dodge, immunity to fire, trapfinding, trap sense (+2), vulnerability to cold; AL NE; SV Fort +7, Ref +10, Will +8; Str 12, Dex 16, Con 14, Int 11, Wis 15, Cha 13.

Skills: Balance +18, Climb +16, Craft (blacksmithing) +11, Disable Device +15, Escape Artist +18, Hide +22, Listen +19, Move Silently +18, Search +10, Spot +19. **Feats:** Alertness, Dodge, Improved Initiative, Multiattack, Weapon Finesse.

Possessions: +3 short sword, elixir of fire breath, spear.

Morhidd, Male Half-Hill Giant, Ftr14/Rog6: CR 23; SZ M Giant; HD 6d8+6 plus 14d10+14 plus 6d6+6; hp 180; Init +4; Spd 30 ft.; AC 21 (+3 Dex, +4 natural, +4 +2 *leather*), touch 13, flat-footed 18; BAB/Grp +22/+27; Atk +32 melee (1d4+11, +4 *brilliant energy wounding dagger*, 19-20/x2) or +29 melee (1d8+5, masterwork longsword, 17-20/x2); Full Atk +32/+27/+22/+17 melee (1d4+11, +4 *brilliant energy wounding dagger*, 19-20/x2) or +29/+24/+19/+14 melee (1d8+5, masterwork longsword, 17-20/x2) SA sneak attack (+3d6); SQ evasion, low-light vision, trapfinding, trap sense (+2), uncanny dodge; AL NE; SV Fort +17, Ref +14, Will +10; Str 20, Dex 16, Con 12, Int 8, Wis 10, Cha 10.

Skills: Appraise +5, Climb +12, Disguise +2, Forgery +4, Hide +9, Intimidate +7, Jump +11, Move Silently +9,



Listen +4, Open Lock +9, Search +5, Sense Motive +6, Sleight of Hand +12, Spot +4. *Feats:* Alertness, Cleave, Deceitful, Diehard, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Improved Sunder, Iron Will, Quick Draw, Power Attack, Skill Focus (Forgery), Skill Focus (Sleight of Hand), Weapon Focus (dagger), Weapon Focus (longsword), Weapon Specialization (dagger).

Possessions: +4 brilliant energy wounding dagger, potion of blur, dust of dryness, chime of opening, +2 leather armor, ring of energy resistance (fire 10), masterwork longsword, 3 pieces of jacinth (500 gp each), 2 diamonds (1,100 gp each), 1,000 bp hidden in trunk under the bar.

Pudush bin Duba, Male Dwarf Clr9 (Muir): CR 9; SZ M; HD 9d8+27; hp 67; Init +0; Spd 20 ft.; AC 18 (+6 +1 chainmail, +2 +1 small shield), touch 10, flat-footed 18; BAB/Grp +6/+8; Atk +10 melee (1d8+4, +2 heavy mace) or +7 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); Full Atk +10/+5 melee (1d8+4, +2 heavy mace) or +7 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); SA spells, turn undead (4/day); SQ aura (lawful), darkvision (60 ft.), dwarf traits, stonecunning, stability, +2 on saves against spells, cast law spells at +1 caster level, protective ward (1/day, +9 bonus); AL LN; SV Fort +9 (+11 against poison), Ref +3, Will +9; Str 15, Dex 10, Con 16, Int 11, Wis 16, Cha 12.

Skills: Concentration +11, Knowledge (religion) +8, Listen +5, Spellcraft +8, Spot +5. *Feats:* Alertness, Brew Potion, Heighten Spell, Maximize Spell.

Cleric Spells Prepared (6/5/5/4/2/1; save DC 13 + spell level): 0—*detect magic, detect poison, mending, purify food and drink, resistance, virtue*; 1st—*bless water, cure light wounds, divine favor, magic stone, obscuring mist*; 2nd—*align weapon, eagle's splendor, enthrall, resist energy, silence*; 3rd—*invisibility purge, magic circle against chaos, searing light, stone shape*; 4th—*spell immunity, summon monster IV*; 5th—*righteous might*.

Domain Spells (Law, Protection): 1st—*sanctuary*; 2nd—*shield other*; 3rd—*protection from energy*; 4th—*order's wrath*; 5th—*dispel chaos*.

Possessions: +1 chainmail, +1 small steel shield, +2 heavy mace, potion of resist energy (fire), potion of cat's grace, brazen amulet, masterwork light crossbow, 20 bolts, holy symbol.

Umuyad the Beast, Male Efreeti Ftr8: CR 16; SZ L Outsider [Fire]; HD 10d8+40 plus 8d10+32; hp 161; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 25 (-1 size, +3 Dex, +6 natural, +7 +3 chain shirt), touch 12, flat-footed 22; BAB/Grp +18/+29; Atk +27 melee (2d6+12 plus 1d6 fire, +2 falchion, 18-20/x2) or +24 melee (1d8+7 plus 1d6 fire, slam); Full Atk +27/+22/+17/+12 melee (2d6+12 plus 1d6 fire, +2 falchion, 18-20/x2) or +24 melee (1d8+7 plus 1d6 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA *change size*, spell-like abilities, heat; SQ darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +17, Ref +12, Will +11; Str 25, Dex 16, Con 18, Int 12, Wis 14, Cha 16.

Skills: Bluff +16, Climb +13, Concentration +17, Craft (metalworking) +14, Diplomacy +9, Disguise +3 (+5 acting), Intimidate +26, Jump +9, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +15, Spot +15. *Feats:* Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Disarm, Improved Initiative^B, Improved Sunder, Power Attack, Quick Draw, Quickened Spell-Like Ability (*scorching ray*), Weapon Focus (falchion).

Possessions: +3 chain shirt, +2 falchion, ring of freedom of movement.

Velinari, Male Rakshasa Sor7: CR 17; SZ M Outsider; HD 7d8+21 plus 7d4+21; hp 90; Init +2; Spd 40 ft.; AC 23 (+2 Dex, +9 natural, +2 bracers), touch 12, flat-footed 21; BAB/Grp +10/+11; Atk +11 melee (1d4+1, claw); Full Atk

+11 melee (1d4+1 [x2], claws) and +6 melee (1d6); SA detect thoughts, spells; SQ change shape, damage reduction (15/good and piercing), darkvision (60 ft.), SR 27; AL LE; SV Fort +10, Ref +9, Will +12; Str 13, Dex 14, Con 16, Int 13, Wis 15, Cha 20.

Skills: Bluff +19*, Concentration +18, Diplomacy +9, Disguise +19 (+21 acting)*, Intimidate +7, Knowledge (arcana) +11, Listen +14, Move Silently +13, Perform (oratory) +15, Sense Motive +12, Spellcraft +17, Spot +12. **Feats:** Alertness, Combat Casting, Empower Spell, Extend Spell, Dodge.

Sorcerer Spells Known (Cast per Day 6/8/7/7/7/6/6/6/6; save DC 15 + spell level): 0—*dancing lights, detect magic, flare, light, mage hand, message, read magic, resistance, touch of fatigue*; 1st—*charm person, mage armor, magic missile, shield, silent image*; 2nd—*arcane lock, bear's endurance, invisibility, Mel's acid arrow, shatter*; 3rd—*haste, rage, stinking cloud, suggestion*; 4th—*Evar's black tentacles, greater invisibility, polymorph, shout*; 5th—*cloudkill, dominate person, lesser planar binding, wall of force*; 6th—*antimagic field, eyebite, planar binding*; 7th—*finger of death, greater teleport, plane shift*; 8th—*demand, power word stun, summon monster VIII*; 9th—*dominate monster, shades, weird*.

Possessions: bracers of armor +2, wand of shocking grasp (28 charges), amulet of fire resistance (10; functions as a ring of fire resistance), 6 silver pearls (150 gp each).

Chapter 9: The Palace of the Sultan

Assassin Vine (30HD): CR 9; SZG Plant; HD 30d8+210; hp 345; Init -1; Spd 5 ft.; AC 18 (-4 size, -1 Dex, +13 natural), touch 5, flat-footed 18; BAB/Grp +22/+47; Atk +31 melee (2d6+19, slam); Full Atk +31 melee (2d6+19, slam); Space/Reach 20 ft./20 ft. (40 ft. with vine); SA constrict (2d6+19), entangle, improved grab; SQ blindsight (30 ft.), camouflage, immunities (electricity and fire), low-light vision, plant traits, resistance to cold 10; AL N; SV Fort +24, Ref +9, Will +11; Str 36, Dex 8, Con 24, Int —, Wis 13, Cha 9.

Skills: —.

Feats: —.

Burning Dervish Assassin Priest, Clr5/Asn5 (The Sultan): CR 13; SZM Outsider; HD 9d8+9 plus 5d8+5 plus 5d6+5; hp 98; Init +3; Spd 30 ft., fly 20 ft. (perfect); AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; BAB/Grp +15/+19; Atk +21 melee (1d6+5, +1 scimitar, 18-20/x2) or +19 melee (1d6+4 plus 1d6 fire, slam [flame form]) or +19 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); Full Atk +21/+16/+11 melee (1d6+4, +1 scimitar, 18-20/x2) or +19 melee (1d6+4 plus 1d6 fire [x2], slams [flame form]) or +19 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); SA assassin spells, death attack, flame form, poison use, spell-like abilities, spells, rebuke undead (5/day), sneak attack (+3d6); SQ aura (evil, lawful), darkvision 60 ft., elemental endurance, improved uncanny dodge, resistance to fire (15), outsider traits, *plane shift*, cast evil spells at +1 caster level; AL LE; SV Fort +12 (+14 poison), Ref +14, Will +13; Str 18, Dex 16, Con 13, Int 13, Wis 15, Cha 15.

Skills: Bluff +13, Climb +9, Concentration +12, Disguise +9 (+11 acting), Escape Artist +14, Hide +11, Intimidate +7, Knowledge (religion) +6, Knowledge (the planes) +12, Listen +13, Move Silently +14, Open Lock +8, Search +10, Sense Motive +13, Sleight of Hand +8, Spot +13, Survival +13 (+15 on other planes, +15 following tracks). **Feats:** Combat Expertise, Dodge^B, Improved Initiative, Mobility, Point Blank Shot, Spring Attack, Whirlwind Attack, Weapon Focus (scimitar).

SA—Spell-Like Abilities: 3/day—*invisibility* (self only), *pyrotechnics* (DC 14); 2/day—*enlarge person* (DC 13) or *reduce person* (DC 13) (either can be used on the burning dervish), *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Assassin Spells Known (Cast per Day 3/2; save DC 11 + spell level): 1st—*obscuring mist, sleep, true strike*; 2nd—*pass without trace, undetectable alignment*.

Unholy Spells Prepared (5/4/3/1; save DC 12 + spell level): 0—*detect magic, read magic, resistance, virtue* (x2); 1st—*cure light wounds, deathwatch, detect good, entropic shield*; 2nd—*darkness, delay poison, spiritual weapon*; 3rd—*cure serious wounds*.

Domain Spells (Evil, Trickery): 1st—*disguise self*; 2nd—*desecrate*; 3rd—*non-detection*.

Possessions: +1 scimitar, 2 potions of cure light wounds, masterwork light crossbow, 30 bolts, 3d10 bp, unholy symbol.

Drow Fighter/Cleric, Male Drow Ftr4/Clr4 (The Spider Goddess) (3): CR 8; SZ M; HD 4d10+4 plus 4d8+4; hp 48; Init +2; Spd 20 ft. in armor (30 ft. base); AC 21 (+1 Dex, +8 full plate, +2 heavy steel shield), touch 11, flat-footed 20; BAB/Grp +7/+9; Atk +13 melee (1d8+4, masterwork heavy mace); Full Atk +13/+8 melee (1d8+4, masterwork heavy mace); SA spell-like abilities, spells, rebuke undead (4/day); SQ aura (chaotic, evil), cast chaotic spells and evil spells at +1 caster level, darkvision (120 ft.), drow traits, light blindness, SR 19; AL CE; SV Fort +9, Ref +6, Will +7 (+9 against spells and spell-like abilities); Str 15, Dex 14, Con 12, Int 10, Wis 14, Cha 14.

Skills: Climb +1, Concentration +5, Intimidate +9, Knowledge (religion) +4, Jump +1, Ride +9; **Feats:** Blind-Fight, Cleave, Lightning Reflexes, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

SA—Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 8th.

Unholy Spells Prepared (5/4/3; save DC 12 + spell level): 0—*detect magic, read magic, resistance* (x2), *virtue*; 1st—*bane, cure light wounds, doom, protection from good*; 2nd—*align weapon, hold person* (x2).

Domain Spells (Chaotic, Evil): 1st—*protection from law*; 2nd—*desecrate*.

Possessions: Heavy steel shield, full plate, masterwork heavy mace, 3 potions of cure moderate wounds, brazen amulet, unholy symbol.

Drow Fighter/Wizard, Male Drow Ftr4/Wiz4: CR 8; SZ M; HD 4d10+8 plus 4d4+8; hp 48; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +3 studded leather, +2 heavy shield), touch 12, flat-footed 15; BAB/Grp +6/+8; Atk +9 melee (1d8+4, masterwork longsword, 19-20/x2); Full Atk +9/+4 melee (1d8+4, masterwork longsword, 19-20/x2); SA spell-like abilities, spells; SQ darkvision (120 ft.), drow traits, light blindness, SR 19; AL CE; SV Fort +7, Ref +4, Will +5 (+7 against spells and spell-like abilities); Str 15, Dex 14, Con 14, Int 14, Wis 10, Cha 12.

Skills: Climb +6, Concentration +10, Handle Animal +8, Jump +6, Knowledge (arcana) +10, Listen +2, Ride +9, Spot +2. **Feats:** Alertness, Brew Potion, Cleave, Power Attack, Scribe Scroll, Weapon Focus (longsword), Weapon Specialization (longsword).

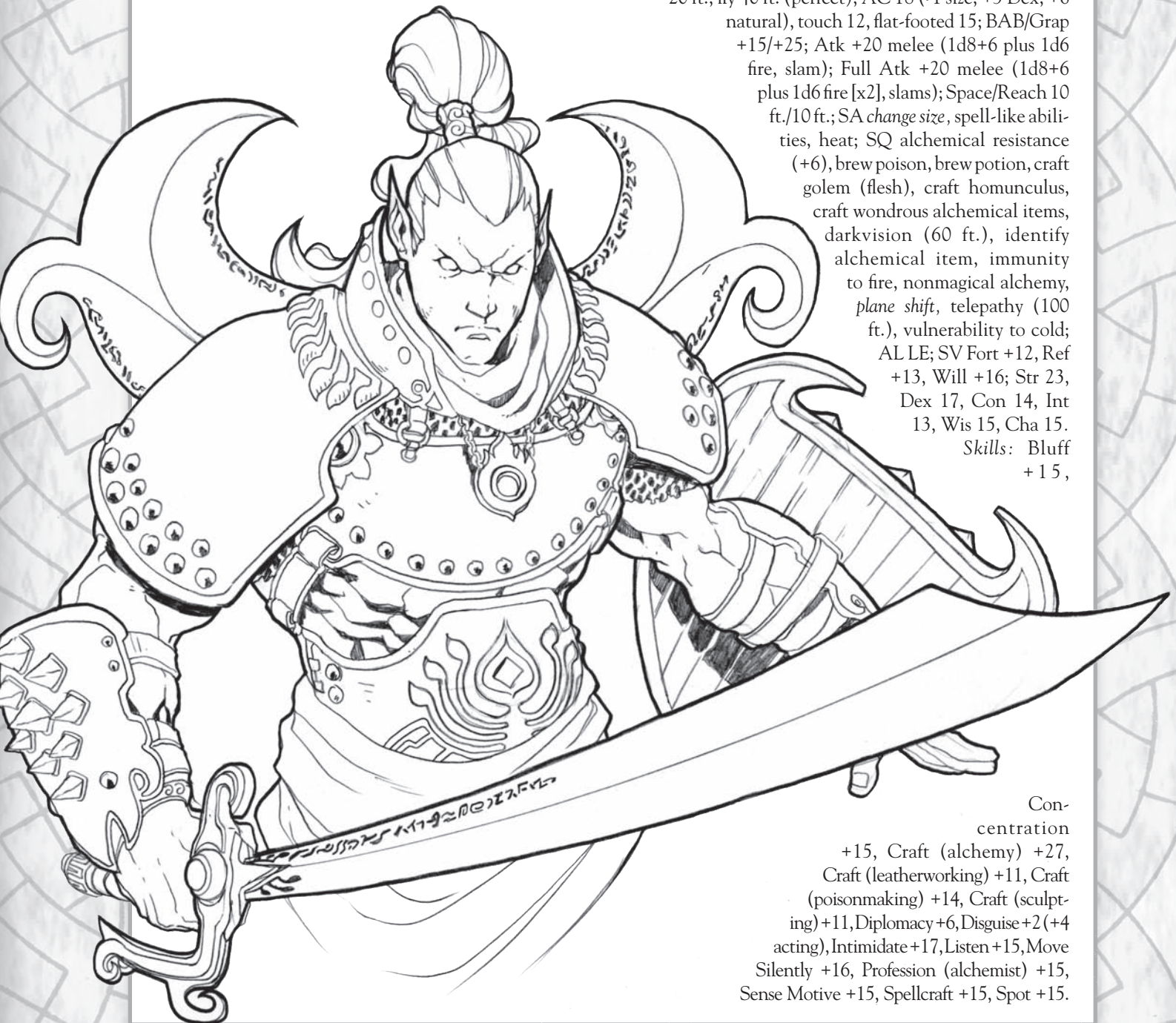
SA—Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 8th.

Wizard Spells Prepared (4/4/3; save DC 12 + spell level, 30% arcane spell failure): 0—*acid splash, daze, flare, ghost sound*; 1st—*charm person, grease, magic weapon, ray of enfeeblement*; 2nd—*darkness, ghoul touch, invisibility*.

Possessions: Heavy steel shield, studded leather, masterwork longsword, potion of cure moderate wounds, potion of endurance, brazen amulet.

Efreeti Alchemists, Male Alch10: CR 13; SZ L Outsider [Fire]; HD 10d8+20 plus 10d4+20; hp 110; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +15/+25; Atk +20 melee (1d8+6 plus 1d6 fire, slam); Full Atk +20 melee (1d8+6 plus 1d6 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA *change size*, spell-like abilities, heat; SQ alchemical resistance (+6), brew poison, brew potion, craft golem (flesh), craft homunculus, craft wondrous alchemical items, darkvision (60 ft.), identify alchemical item, immunity to fire, nonmagical alchemy, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +12, Ref +13, Will +16; Str 23, Dex 17, Con 14, Int 13, Wis 15, Cha 15.

Skills: Bluff +15,



Concentration +15, Craft (alchemy) +27, Craft (leatherworking) +11, Craft (poisonmaking) +14, Craft (sculpting) +11, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Profession (alchemist) +15, Sense Motive +15, Spellcraft +15, Spot +15.

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*), Skill Focus (Craft [alchemy]), Skill Focus (Craft [poisonmaking]), Skill Focus (Profession [alchemist]).

Efreeti Wizard, Male Efreeti Wiz10: CR 13; SZ L Outsider [Fire]; HD 10d8+20 plus 10d4+20; hp 110; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 22 (-1 size, +3 Dex, +6 natural, +3 *bracers*, +1 *ring*), touch 13, flat-footed 19; BAB/Grp +15/+25; Atk +20 melee (1d8+6 plus 1d6 fire, slam); Full Atk +20 melee (1d8+6 plus 1d6 fire [x2], slams); 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 +12, Ref +13, Will +16; Str 23, Dex 17, Con 14, Int 17, Wis 15, Cha 15.

Skills: Bluff +15, Concentration +25, Craft (alchemy) +16, Diplomacy +15, Disguise +15 (+17 acting), Intimidate +15, Knowledge (arcana) +23, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +28, Spot +15. *Feats:* Brew Potion, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wand, Dodge, Extend Spell, Improved Initiative^B, Maximize Spell, Quicken Spell-Like Ability (*scorching ray*), Scribe Scroll.

Wizard Spells Prepared (4/5/5/4/3/2; save DC 13 + spell level): 0—*dancing lights*, *daze*, *read magic*, *touch of fatigue*; 1st—*burning hands*, *magic missile* (x2), *protection from good*, *true strike*; 2nd—*glitterdust*, *resist energy* (x2), *touch of idiocy*, *web*; 3rd—*displacement*, *fireball* (x2), *wind wall*; 4th—*dimensional anchor*, *shout*, *wall of fire*; 5th—*feblemind*, *summon monster V*.

Possessions: Bracers +3, ring of protection +1, staff of fire (40 charges), 3,400 gp in coins, gems, and jewels.

Forester's Bane (15 HD): CR 7; SZ H Plant; HD 15d8+120; hp 187; Init -1; Spd 0 ft.; AC 19 (-2 size, +11 natural), touch 8, flat-footed 19; BAB/Grp +11/+29; Atk +19 melee (1d6+10, stalk); Full Atk +19 melee (1d6+10 [x6], stalks); Space/Reach 10 ft./10 ft.; SA engulf; SQ blindsight (30 ft.), plant traits, immunity to fire; AL N; SV Fort +17, Ref +4, Will +6; Str 30, Dex 8, Con 26, Int —, Wis 13, Cha 9.

Skills: —. *Feats:* —.

Hangman Tree (24 HD): CR 11; SZ G Plant; HD 24d8+171; hp 279; Init +3; Spd 10 ft.; AC 22 (-4 size, -1 Dex, +17 natural), touch 7, flat-footed 22; BAB/Grp +18/+42; Atk +27 melee (1d8+12, vine); Full Atk +27 melee (1d8+12 [x4], vines); Space/Reach 20 ft./20 ft.; SA constrict (1d8+12), improved grab, swallow whole; SQ blindsight (60 ft.), hallucinatory spores (Will DC 29), immunity to fire, plant traits, SR 19, vulnerabilities; AL NE; SV Fort +23, Ref +9, Will +11; Str 35, Dex 8, Con 24, Int 6, Wis 12, Cha 10.

Skills: Hide -4*, Listen +11, Spot +11. *A hangman tree has a +16 racial bonus on Hide checks made in forested areas. *Feats:* Alertness, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (vine).

Al-Batani the Machine: CR 18; SZ C Construct; HD 30d10+80; hp 245; Init +4; Spd 0 ft.; AC 36 (-8 size, +4 Dex, +30 natural), touch 6, flat-footed 32; BAB/Grp +22/+53; Atk +29 melee (4d8+22, slam) or +19 ranged (40d6 disintegration, ray); Full Atk +29 melee (4d8+22, slam) or +19 ranged (40d6 disintegration, ray); Space/Reach 30 ft./30 ft.; SA disintegration ray; SQ construct traits, damage reduction (20/adamantine), SR 50; AL N; SV Fort +12, Ref +14, Will +18; Str 40, Dex 18, Con —, Int 25, Wis 22, Cha 25.

Skills: Knowledge (arcana) +43, Knowledge (architecture) +43, Knowledge (history) +43, Knowledge (local) +43, Knowledge (nature) +43, Knowledge (the planes) +43, Knowledge (religion) +43, Listen +41, Spot +41. *Feats:* Alertness, Great Fortitude, Iron Will, Skill Focus (Knowledge [arcana, architecture, history, local, nature, the planes, religion]), Weapon Focus (disintegration ray).

SA—*Disintegration Ray (Su)*: Once per round as a standard action, the Machine can release a bluish ray of energy in a 100-foot line. This requires a successful ranged touch attack. A target struck takes 40d6 points of damage (Reflex DC 25 half). A creature reduced to 0 or less hit points is disintegrated (as the spell of the same name).

Al-Jabeer, Male Efreeti Alch20: CR 23; SZ L Outsider [Fire]; HD 10d8+20 plus 20d4+40; hp 155; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +20/+30; Atk +25 melee (1d8+6 plus 1d6 fire, slam); Full Atk +25 melee (1d8+6 plus 1d6 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA *change size*, spell-like abilities, heat; SQ alchemical resistance (+10), brew poison, brew potion, craft golem (clay, flesh, iron, stone), craft homunculus, craft wondrous alchemical items, *create philosopher's stone*, darkvision (60 ft.), identify alchemical item, immunities (fire, poison), nonmagical alchemy, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +15, Ref +16, Will +21; Str 23, Dex 17, Con 14, Int 14, Wis 15, Cha 15.

Skills: Bluff +15, Concentration +15, Craft (alchemy) +38, Craft (leatherworking) +22, Craft (metalworking) +22, Craft (poisonmaking) +25, Craft (pottery) +15, Craft (sculpting) +22, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +17, Move Silently +16, Profession (alchemist) +25, Sense Motive +15, Spellcraft +16, Spot +17. *Feats:* Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*), Skill Focus (Craft [alchemy]), Skill Focus (Craft [poisonmaking]), Skill Focus (Profession [alchemist]).

Apalla the Blistered One, Female Demon: CR 16; SZ L Outsider [Chaotic, Evil, Extraplanar]; HD 18d8+144; hp 225; Init +6; Spd 40 ft., fly 80 ft. (good); AC 31 (-1 size, +6 Dex, +16 natural), touch 15, flat-footed 25; BAB/Grp +18/+28; Atk +24 melee (1d6+6, claw); Full Atk +24 melee (1d6+6 plus 1d6 acid, 2 claws) and +19 melee (1d8+3 plus disease, bite); Space/Reach 10 ft./10 ft.; SA acid, disease (bite, *demon fever*, Fort DC 27), spell-like abilities, summon demon; SQ

DR 15/cold iron and good, immunities (electricity, poison), outsider traits, resistances (acid, cold, fire 10), SR 33, telepathy (100 ft.); AL CE; SV Fort +19, Ref +17, Will +16; Str 22, Dex 22, Con 26, Int 21, Wis 21, Cha 25.

Skills: Bluff +28, Concentration +29, Diplomacy +9, Disguise +28, Escape Artist +27, Forgery +7, Gather Information +28, Hide +23, Intimidate +9, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +26, Move Silently +28, Sense Motive +26, Sleight of Hand +8, Spellcraft +7, Spot +26, Survival +26. **Feats:** Blind-Fight, Combat Casting, Combat Expertise, Deceitful, Power Attack, Weapon Focus (claw), Weapon Focus (bite).

Spell-Like Abilities: At will—*chaos hammer* (DC 21), *confusion* (DC 21), *contagion* (DC 21), *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 21); 1/day—*mass contagion* (as *contagion*, but she can affect up to 18 creatures at one time) (DC 23). Caster level 18th. The DCs are Charisma-based.

SA—Acid (Ex): Apalla's blistered and boil-covered body constantly oozes a caustic ichor. Any melee hit deals acid damage.

Summon Demon (Sp): Twice per day, Apalla can automatically summon 1d4 vrocks or hezrous, 1d3 glabrezus or nalfeshnees, or one balor. This is the equivalent of an 8th-level spell.

Ar the Groundskeeper, Male Noble Efreeti: CR 10; SZ H Outsider [Fire]; HD 16d8+48; hp 120; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 20 (-2 size, +3 Dex, +9 natural), touch 11, flat-footed 17; BAB/Grp +16/+34; Atk +24 melee (2d6+10 plus 1d8 fire, slam); Full Atk +24 melee (2d6+10 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA *change size*, heat, spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LN; SV Fort +13, Ref +13, Will +12; Str 31, Dex 17, Con 16, Int 5, Wis 15, Cha 12.

Skills: Bluff +10, Craft (any one) +7, Concentration +12, Diplomacy +8, Disguise +0 (+2 acting), Intimidate +9, Knowledge (nobility and royalty) +4, Knowledge (the planes) +5, Listen +10, Move Silently +10, Sense Motive +10, Spellcraft +7, Spot +10, Survival +9 (+11 on other planes). **Feats:** Cleave, Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*scorching ray*).

SA—Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 13), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 12), *fireball* (DC 14), *fire storm* (DC 18), *invisibility*, *wall of fire* (DC 15); 1/day—grant up to three *wishes* (to nongenies only), *fire shield*, *gaseous form*, *permanent image* (DC 17), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

Ashazarade, Female Hawanar Ari2: CR 10; SZ L Outsider [Air, Extraplanar, Fire]; HD 15d8+30; hp 97; Init +8; Spd 20 ft., fly 50 ft. (perfect); AC 20 (-1 size, +4 Dex, +7 natural), touch 13, flat-footed 16; BAB/Grp +14/+26;

Atk +21 melee (1d8+8 plus 1d8 fire, slam); Full Atk +21 melee (1d8+8 plus 1d8 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA air mastery, heat, holocone, spell-like abilities; SQ darkvision (60 ft.), immunity to acid, immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LN; SV Fort +10, Ref +12, Will +13; Str 27, Dex 18, Con 14, Int 14, Wis 15, Cha 15.

Skills: Bluff +18, Concentration +18, Craft (alchemy) +18, Diplomacy +22, Gather Information +8, Knowledge (nobility and royalty) +18, Listen +18, Move Silently +20, Perform (dance) +10, Sense Motive +18, Spellcraft +18, Spot +18. **Feats:** Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Mobility, Quicken Spell-Like Ability (*scorching ray*).

SA—Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*burning hands* (DC 13), *create food and water*, *create wine* (as *create water*, but wine instead), *fireball* (DC 15), *gaseous form*, *invisibility*, *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *scorching ray* (1 ray only), *wall of fire* (DC 16), *wind walk*. Once per day, a hawanar can grant up to three *wishes* (to nongenies only). Caster level 20th. The save DCs are Charisma-based.

Atalia the Black Satin, Female Human Rog18: CR 18; SZ M; HD 18d6+18; hp 81; Init +8; Spd 30 ft.; AC 21 (+4 Dex, +4 +2 *leather*, +3 *amulet*), touch 14, flat-footed 17; BAB/Grp +13/+14; Atk +21 melee (1d6+1, +3 *short sword*, 19-20/x2) or +18 ranged (1d8+1, +1 *light crossbow*, 19-20/x2, range 80 ft.); Full Atk +21/+16/+11 melee (1d6+1, +3 *short sword*, 19-20/x2) or +18 ranged (1d8+1, +1 *light crossbow*, 19-20/x2, range 80 ft.); SA crippling strike, sneak attack (+9d6); SQ defensive roll, improved evasion, improved uncanny dodge, trap sense (+6), trapfinding; AL NE; SV Fort +9, Ref +15, Will +10; Str 13, Dex 19, Con 13, Int 14, Wis 14, Cha 14.

Skills: Appraise +25, Balance +25, Bluff +21, Climb +22, Disable Device +23, Hide +25, Listen +24, Move Silently +25, Open Lock +25, Sleight of Hand +25, Spot +24. **Feats:** Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Weapon Focus (short sword), Weapon Finesse.

Possessions: +3 short sword, +1 light crossbow, 2 potions of cure serious wounds, +2 leather, brazen amulet, amulet of natural armor +3, 30 bolts.

Baatina the Ghost, Female Efreeti: CR 10; SZ L Undead [Fire, Incorporeal]; HD 10d12; hp 65; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 16 (-1 size, +3 Dex, +4 deflection), touch 16, flat-footed 13 or 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +10/+20; Atk +12 melee (1d8 or 1d8+6 against ethereal foes) or +15 melee (1d8+6 plus 1d6 fire, slam) or +15 melee (2d6+9 plus 1d6 fire, falchion, 18-20/x2); Full Atk +12 melee (1d8 or 1d8+6 against ethereal foes) or +15 melee (1d8+6 plus 1d6 fire [x2], slams) or +15/+10 melee (2d6+9 plus 1d6 fire, falchion, 18-20/x2); Space/Reach 10 ft./10 ft.; SA *change size*, corrupting gaze (Fort DC 19), malevolence,

manifestation, spell-like abilities, heat; SQ darkvision (60 ft.), immunity to fire, *plane shift*, rejuvenation, telepathy (100 ft.), turn resistance (+4), undead traits, vulnerability to cold; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con —, Int 12, Wis 15, Cha 19.

Skills: Bluff +17, Concentration +13, Craft, Diplomacy +8, Disguise +4 (+6 acting), Hide +7, Intimidate +19, Knowledge (history) +14, Listen +23, Move Silently +16, Search +9, Sense Motive +15, Spellcraft +15, Spot +23. **Feats:** Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*).

SA—Spell-Like Abilities: At will—*detect magic*, *produce flame* (DC 16), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 18); 1/day—grant up to three wishes (to nongenies only), *gaseous form*, *permanent image* (DC 20), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Bal-Shabiri, Female Lamia Sor10: CR 16; SZ L Magical Beast; HD 9d10+9 plus 10d4+10; hp 93; Init +2; Spd 60 ft.; AC 22 (-1 size, +2 Dex, +7 natural, +3 bracers, +1 ring), touch 12, flat-footed 20; BAB/Grp +14/+22; Atk +17 melee (1d4 Wis drain, touch) or +20 melee (1d6+7, +3 dagger, 19-20/x2) or +17 melee (1d4+4, claw); Full Atk +17 melee (1d4 Wis drain, touch) or +20/+15/+10 melee (1d6+7, +3 dagger, 19-20/x2) and +12 melee (1d4+2 [x2], claws); Space 10 ft.; SA spell-like abilities, Wisdom drain (touch, 1d4); SQ darkvision (60 ft.), low-light vision; AL CE; SV Fort +12, Ref +11, Will +14; Str 18, Dex 15, Con 12, Int 15, Wis 15, Cha 18.

Skills: Bluff +17, Concentration +22, Diplomacy +9, Disguise +7 (+9 acting), Hide +12, Intimidate +9, Knowledge (arcana) +17, Spellcraft +19, Spot +11. **Feats:** Craft Wondrous Item, Dodge, Empower Spell, Great Fortitude, Iron Will, Mobility, Spring Attack.

SA—Spell-Like Abilities: At will—*disguise self*, *ventriloquism*; 3/day—*charm monster* (DC 18), *major image* (DC 17), *mirror image*, *suggestion* (DC 17); 1/day—*deep slumber* (DC 17). Caster level 9th. The save DCs are Charisma-based.

Sorcerer Spells Known (Cast per Day 6/7/7/6/3; save DC 14 + spell level): 0—*arcane mark*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st—*alarm*, *burning hands*, *erase*, *magic missile*, *ray of enfeeblement*; 2nd—*blur*, *fog cloud*, *resist energy*, *see invisibility*; 3rd—*dispel magic*, *hold person*, *sleet storm*; 4th—*bestow curse*, *phantasmal killer*; 5th—*cloudkill*.

Possessions: +3 dagger, bracers of armor +3, ring of protection +1, potion of resist energy (fire 10), 250 bp, jasper bracelet (700 gp), blue diamond ring (900 gp).

Ban Oook, Male Ogre Mage Mnk8/OoD8: CR 21; SZ L Giant; HD 5d8+15 plus 8d8+24 plus 8d8+24; hp 157; Init +7; Spd 90 ft., fly 40 ft. (good); AC 22 (-1 size, +3 Dex, +5 natural, +3 mnk, +2 Wis), touch 17, flat-footed 19; BAB/Grp +15/+30; Atk +23 melee (1d8+8, +1 *axiomatic kama*) or +17 ranged (2d6, longbow, crit x3, range 100 ft.); Full Atk +23/+18 melee (1d8+8, +1

axiomatic kama) or +17 ranged (2d6, longbow, crit x3, range 100 ft.) or +21/+21/+21/+16/+11 (3d8+7, flurry) or +23/+23/+23/+18/+13 (1d8+8, +1 *axiomatic kama*); Space/Reach 10 ft./10 ft.; SA dark *ki* strike (evil, silver), essence drain (16 hp, 4 Str), fists of flame (1/day, 6 rounds, 1d6 fire), flurry of blows, hell blast (1/day, 30-ft. cone, 4d6 fire, Fort DC 21), *ki* strike (magic), spell-like abilities, unarmed strike, unholy strike (2/day, +4 attack, +2d6 vs. good); SQ damage reduction (5/silver), darkvision (135 ft.), evasion, flame walk, low-light vision, purity of body, regeneration (5), resistances (acid, cold, fire 10), slow fall (40 ft.), SR 19, still mind, wholeness of body; AL LE; SV Fort +19, Ref +18, Will +15; Str 25, Dex 16, Con 17, Int 14, Wis 14, Cha 17.

Skills: Balance +18, Concentration +11, Escape Artist +18, Hide +14, Intimidate +11, Jump +20, Knowledge (religion) +10, Knowledge (the planes) +4, Listen +12, Move Silently +11, Spellcraft +10, Spot +12, Tumble +18. **Feats:** Alertness, Blind-Fight, Combat Expertise, Deflect Arrows^B, Endurance, Improved Disarm^B, Improved Grapple, Improved Initiative, Improved Unarmed Strike^B, Lightning Reflexes, Stunning Fist^B, Weapon Focus (*kama*)

Possessions: +1 *axiomatic kama*, +1 *siangham*, ring of jumping, amulet of mighty fists +1, minor circlet of blasting, 6 potions of cure moderate wounds, 3 potions of barkskin, 3,000 bp, longbow, 30 arrows, jacinth pendant on platinum chain (8,000 gp).

Fadi Al Naifa, Female Human Rog6/Sor6/Asn6: CR 18; SZ M; HD 6d6+6 plus 6d4+6 plus 6d6+9; hp 78; Init +9; Spd 30 ft.; AC 17 (+5 Dex, +2 leather), touch 15, flat-footed 12; BAB/Grp +11/+11; Atk +12 melee (1d6, short sword, 19-20/x2) or +16 ranged (1d4, dagger, 19-20/x2); Full Atk +12/+7/+2 melee (1d6, short sword, 19-20/x2) or +16 ranged (1d4, dagger, 19-20/x2); SA assassin spells, death attack, poison use, sneak attack (+6d6), spells; SQ evasion, trap sense (+2), trapfinding, improved uncanny dodge, +3 save against poison; AL LE; SV Fort +6 (+9 against poison), Ref +12, Will +9; Str 11, Dex 21, Con 13, Int 15, Wis 11, Cha 14.

Skills: Balance +14, Bluff +11, Concentration +10, Diplomacy +11, Disable Device +14, Disguise +6 (+8 acting), Gather Information +20, Hide +13, Intimidate +11, Knowledge (anatomy) +12, Knowledge (arcana) +11, Listen +8, Move Silently +14, Open Lock +11, Profession (executioner) +14, Sense Motive +9, Spellcraft +13, Spot +11, Use Rope +14. **Feats:** Alertness, Blind-Fight, Brew Potion, Craft Wondrous Item, Improved Initiative, Maximize Spell, Skill Focus (Profession [executioner]), Toughness, Weapon Focus (short sword).

Assassin Spells Known (4/4/1; save DC 12 + spell level): 1st—*detect poison*, *disguise self*, *obscuring mist*, *true strike*; 2nd—*alter self*, *invisibility*, *pass without trace*, *spider climb*; 3rd—*deeper darkness*, *magic circle against good*, *nondetection*.

Sorcerer Spells Known (6/7/6/3; save DC 12 + spell level): 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *flare*, *ghost sound*, *read magic*; 1st—*alarm*, *burning hands*, *expeditious retreat*, *shocking grasp*; 2nd—*bull's strength*, *shatter*; 3rd—*lightning bolt*.

Possessions: +3, short sword, 4 +1 daggers, +2 leather armor, potion of heroism, potion of cat's grace, scroll of 3 arcane spells (magic missile [x3]) ring of energy resistance (fire 20), 3 doses of deathblade poison, 3 doses of dragon bile poison.

Fatavdra, Female Drow Clr15/Thaumaturgist5: CR 20; SZ M; HD 15d8+15 plus 5d4+5; hp 101; Init +7; Spd 20 ft. (base 30 ft.); AC 26 (+2 Dex, +9 +4 chainmail, +5 +3 large shield), touch 12, flat-footed 24; BAB/Grp +13/+14; Atk +18 melee (1d8+5 plus 1d6 electricity, +4 keen shock longsword, 17-20/x2) or +18 ranged (1d8+2, +2 light crossbow, 19-20/x2); Full Atk +18/+13/+8 melee (1d8+5 plus 1d6 electricity, +4 keen shock longsword, 17-20/x2) or +18/+13/+8 ranged (1d8+2, +2 light crossbow, 19-20/x2, range 80 ft.); SA spell-like abilities, spells, rebuke undead (8/day); SQ cast chaotic spells and evil spells at +1 caster level, darkvision (120 ft.), drow traits, light blindness, SR 26, improved ally, augment summoning, extended summoning, contingent conjuration, planar cohort; AL CE; SV Fort +11, Ref +12, Will +18 (+20 against spells and spell-like abilities); Str 13, Dex 16, Con 12, Int 18, Wis 21, Cha 21.

Skills: Concentration +24, Diplomacy +20, Heal +23, Knowledge (arcana) +22, Knowledge (religion) +22, Knowledge (the planes) +25, Spellcraft +29. *Feats:* Brew Potion, Combat Casting, Craft Rod, Craft Wand, Improved Initiative, Power Attack, Spell Focus (conjuration).

SA—Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 15th.

Unholy Spells Prepared (6/7/6/6/6/6/4/4/4/4; save DC 15 + spell level, DC 16 + spell level conjuration): 0—*create water, cure minor wounds, detect magic, read magic, resistance* (x2); 1st—*bane* (x2), *cause fear, command, comprehend languages, detect good, divine favor*; 2nd—*augury, bull's strength, cure moderate wounds* (x2), *darkness, sound burst*; 3rd—*animate dead, bestow curse, blindness/deafness, dispel magic, searing light, wind wall*; 4th—*control water, cure critical wounds, divine power, lesser planar ally* (x2), *summon monster IV*; 5th—*break enchantment, commune, flame strike, insect plague, mass cure light wounds, summon monster V*; 6th—*blade barrier, greater dispel magic, harm* (x2); 7th—*blasphemy, destruction, repulsion, resurrection*; 8th—*antimagic field, greater planar ally* (x2), *unholy aura*; 9th—*astral projection, etherealness, implosion, storm of vengeance.*

Domain Spells (Chaos, Evil): 1st—*protection from good*; 2nd—*desecrate*; 3rd—*magic circle against good*; 4th—*chaos hammer*; 5th—*dispel good*; 6th—*create undead*; 7th—*word of chaos*; 8th—*cloak of chaos*; 9th—*summon monster IX* (evil spell).

Possessions: +4 keen shock longsword, ring of fire immunity, eyes of petrification, staff of conjuration (50 charges), +4 chainmail, +5 +3 large steel shield, +2 light crossbow, 30 bolts, gold ring with spider-shaped diamond (3,000 gp), 2,000 bp, emerald earrings (1,000 gp pair), unholy symbol.

Ha'Fiez Al-Sultan, Male Efreeti Ftr15: CR 23; SZ L Outsider [Fire]; HD 10d8+20 plus 15d10+30; hp 200; Init +7; Spd 15 ft. (base 20 ft.), fly 40 ft. (perfect); AC 27 (-1 size, +3 Dex, +6 natural, +9 improved cold resistance living cuirass), touch 12, flat-footed 24; BAB/Grp +25/+38; Atk +38 melee (2d6+19 plus 1d6 fire, +4 axiomatic keen wounding falchion, 18-20/x2) or +33 melee (1d8+9 plus 1d6 fire, slam); Full Atk +38/+34/+28/+24 melee (2d6+19 plus 1d6 fire, +4 axiomatic keen wounding falchion, 18-20/x2) or +33 melee (1d8+9 plus 1d6 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA *change size*, spell-like abilities, heat; SQ darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +18, Ref +15, Will +16; Str 29, Dex 17, Con 15, Int 13, Wis 15, Cha 16.

Skills: Bluff +16, Climb +24, Concentration +15, Craft (metalworking) +14, Diplomacy +7, Disguise +3 (+7 acting), Handle Animal +18, Intimidate +33, Jump +24, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +15, Spot +15. *Feats:* Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Improved Initiative^B, Improved Sunder, Improved Trip, Iron Will, Mobility, Power Attack, Quick Draw, Quicken Spell-Like Ability (*scorching ray*), Spring Attack, Weapon Focus (falchion), Weapon Specialization (falchion), Whirlwind Attack.

SA—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 15th. The save DCs are Charisma-based.

Possessions: +4 axiomatic keen wounding falchion, +4 improved cold resistance living cuirass, ring of invisibility, boots of speed, 1,500 bp, living brass armbands (1,200 gp), living brass earrings with rubies (2,000 gp), gold dragon-scaled cape (6,000 gp).

Hilak of Hillhigh, Male Half-Elf Drd15: CR 15; M; HD 15d8+30; hp 101; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; BAB/Grp +11/+11; Atk +11 melee (1d6, quarterstaff); Full Atk +11/+6/+1 melee (1d6, quarterstaff); SA spells; SQ a thousand faces, immunities (poison, sleep effects), low-light vision, +2 saves against enchantment effects, elven blood, resist nature's lure, nature sense, timeless body, trackless step, wild empathy, wild shape (Huge), woodland stride; AL NG; SV Fort +11, Ref +6, Will +13; Str 10, Dex 12, Con 14, Int 11, Wis 18, Cha 12.

Skills: Concentration +12, Diplomacy +3, Gather Information +3, Heal +22, Knowledge (nature) +20, Listen +5, Profession (gardener) +22, Search +1, Spot +5, Survival +16. *Feats:* Brew Potion, Craft Wand, Endurance, Enlarge Spell, Extend Spell, Silent Spell.

Druid Spells Prepared (6/6/6/6/5/4/3/2/1): 0—*mending, read magic, resistance* (x2), *virtue* (x2); 1st—*detect animals or plants, faerie fire, goodberry, produce flame, speak with animals*; 2nd—*lesser restoration*; 3rd—*diminish plants, plant growth* (x3); 4th—*repel vermin* (x2); 5th—*awaken*; 6th—*find the path*; 7th—*animate plants* (x2); 8th—*control plants.*

*These are the only spells Hilak has prepared at the moment. While he can use some of his magic while tending to the gardens, his masters severely limit the spells he can prepare.

Possessions: Quarterstaff.

Ka-Shareech Air Lord of Pazuzu, Male Vrock Clr10 (Pazuzu): CR 14; SZ L Outsider [Chaotic, Evil]; HD 10d8+70 plus 10d8+70; hp 230; Init +2; Spd 30 ft., fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20; BAB/Grp +17/+27; Atk +22 melee (2d6+6, claw); Full Atk +22 melee (2d6+6 [x2], claws) and +20 melee (1d8+3, bite) and +20 melee (1d6+3 [x2], talons); Space/Reach 10 ft./10 ft.; SA dance of ruin, spell-like abilities, spores, stunning screech, summon demons, spells, rebuke undead (6/day), turn earth creatures (6/day), rebuke air creatures (6/day); SQ aura (chaotic, evil), damage reduction (10/good), darkvision (60 ft.), immunities (electricity, poison), resistances (acid, cold, fire 10), SR 17, telepathy (100 ft.), cast evil spells at +1 caster level; AL CE; SV Fort +21, Ref +12, Will +17; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills: Concentration +30, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (religion) +25, Knowledge (the planes) +12, Listen +26, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +25, Spot +26, Survival +3 (+5 on other planes, +5 following tracks). *Feats:* Alertness, Cleave, Combat Casting, Combat Reflexes, Craft Wondrous Item, Multiattack, Power Attack.

Unholy Spells Prepared (6/5/5/4/3/2; save DC 13 + spell level): 0—*detect magic, detect poison, inflict minor wounds, read magic, resistance, virtue*; 1st—*cause fear, command, deathwatch, detect good, entropic shield, shield of faith*; 2nd—*desecrate, make whole, shatter, status, summon monster II*; 3rd—*animate dead, blindness/deafness, dispel magic, glyph of warding*; 4th—*giant vermin, poison, tongues*; 5th—*insect plague, slay living*.

Domain Spells (Air, Evil): 1st—*obscuring mist*; 2nd—*wind wall*; 3rd—*gaseous form*; 4th—*unholy blight*; 5th—*control winds*.

Possessions: Rod of cancellation, potion of remove paralysis, potion of water breathing, scroll of 3 divine spells (magic fang, pass without trace, divine favor), scroll of 2 divine spells (deeper darkness, speak with dead), dust of illusion, stone salve, unholy symbol.

Mad Guardians (Eriel, Jaylan, Dharis), Fallen Human Pal10/Blk2 (3): CR 12; SZ M; HD 10d10+30 2d10+6; hp 102; Init +1; Spd 20 ft., base 30 ft.; AC 20 (+1 Dex, +6 banded mail, +3 +1 heavy shield), touch 11, flat-footed 19; BAB/Grp +12/+15; Atk +18 melee (1d8+5, +2 longsword, 19-20/x2) or +14 ranged (1d8+3, masterwork longbow, crit x3, range 110 ft.); Full Atk +18/+13/+8 melee (1d8+5, +2 longsword, 19-20/x2) or +14/+9/+4 ranged (1d8+3, masterwork longbow, crit x3, range 110 ft.); SA dark blessing, fiendish summoning (1/day, CL 4th), smite good (4/day, +2 attack, +2 damage), sneak attack (+1d6); SQ aura of evil, *detect good*, lay on hands (1/day, 20 points), poison use, undead companion; AL CE; SV Fort +15, Ref +6, Will +2; Str 17, Dex 12, Con 16, Int 11, Wis 4, Cha 14.

Skills: Concentration +12, Heal +3, Hide +6, Knowledge (religion) +9, Listen -1, Sense Motive +6, Spot -1. *Feats:* Alertness, Cleave, Improved Sunder, Power Attack, Weapon Focus (longsword).

Possessions: Masterwork banded mail, masterwork composite longbow [Str +3], 30 arrows, +1 heavy steel shield, +2 longsword, 2 potions of cure light wounds, 2 potions of cure serious wounds, brazen amulet.

Master Qarid, Male Cheitan, Mnk8/OoD3: CR 14; SZ M Outsider; HD 11d8+22; hp 71; Init +4; Spd 60 ft.; AC 24 (+4 Dex, +3 natural, +2 mnk, +3 Wis, +2 bracers), touch 19, flat-footed 20; BAB/Grp +8/+13; Atk +15 melee (1d6+7, +2 kama) or +13 melee (1d10+5 plus 1d3 fire, unarmed strike); Full Atk +15/+10 melee (1d6+7, +2 kama) or +15/+15/+15/+10 melee (1d6+7, +2 kama) or +13/+13/+13/+8 melee (1d10+5 plus 1d3 fire, unarmed strike); SA dark *ki* strike (silver), fists of flame (1/day, 5 rounds, 1d6 fire), flurry of blows, heat (1d3 fire), *ki* strike (magic), spell-like abilities, unarmed strike; SQ damage reduction (5/silver), darkvision (90 ft.), evasion, outsider traits, purity of body, resistance to fire (20), slow fall (40 ft.), still mind, wholeness of body; AL LE; SV Fort +11, Ref +13, Will +12; Str 21, Dex 19, Con 15, Int 14, Wis 16, Cha 15.

Skills: Balance +10, Concentration +10, Diplomacy +4, Escape Artist +10, Hide +12, Intimidate +8, Jump +16, Knowledge (religion) +9, Knowledge (the planes) +4, Listen +11, Sense Motive +9, Spot +9, Tumble +14. *Feats:* Blind-Fight, Combat Reflexes^B, Improved Grapple^B, Improved Trip^B, Improved Unarmed Strike^B, Power Attack, Quick Draw, Stunning Fist.

SA—*Spell-Like Abilities:* 3/day—*detect magic, produce flame, scorching ray* (1 ray); 1/day—*gaseous form, pyrotechnics* (DC 14), *wall of fire*. Caster level 11th. The save DCs are Charisma-based.

Possessions: bracers of armor +2, +2 kama, 3 potions of heroism.

Masud the Fool, Male Gnome Rog4: CR 4; SZ S [Gnome]; HD 4d6+4; hp 18; Init +2; Spd 20 ft.; AC 13 (+1 size, +2 Dex), touch 13, flat-footed 11; BAB/Grp +3/-1; Atk +6 melee (1d2, unarmed); Full Atk +6 melee (1d2, unarmed); SA sneak attack (+2d6), spell-like abilities; SQ evasion, gnome traits, trapfinding, trap sense (+1), uncanny dodge; AL CN; SV Fort +2, Ref +6, Will +1; Str 10, Dex 15, Con 12, Int 11, Wis 10, Cha 15.

Skills: Balance +11, Bluff +9, Craft (alchemy) +2, Gather Information +4, Hide +13, Knowledge (local) +7, Listen +4, Move Silently +9, Search +7, Sleight of Hand +9, Spot +2, Tumble +9. *Feats:* Alertness, Weapon Finesse.

SA—*Spell-Like Abilities:* 1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing mammals only, duration 1 min.).

Possessions: Ring of energy resistance (fire 20), rod of wonder.

Princess Jheelish, Female Human Ari5: CR 4; SZ M; HD 5d8; hp 22; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +3/+3; Atk +3 melee

(1d3, unarmed); Full Atk +3 melee (1d3, unarmed); AL LN; SV Fort +1, Ref +2, Will +7; Str 11, Dex 12, Con 10, Int 16, Wis 16, Cha 17.

Skills: Appraise +11, Bluff +14, Diplomacy +11, Disguise +11, Gather Information +11, Knowledge (nobility and royalty) +14, Sense Motive +11. *Feats:* Alertness, Skill Focus (Bluff), Skill Focus (Knowledge [nobility and royalty]).

Rahib al Tabish Zafir, The Grand Vizier of Efreet, Male Noble Efreeti Wiz22/Archmage5: CR 32; SZ H Outsider [Fire]; HD 16d8+144 plus 27d4+243; hp 500; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 32 (-2 size, +3 Dex, +9 natural, +8 *bracers*, +4 *ring*), touch 15, flat-footed 29; BAB/Grap +30/+50; Atk +45 melee (3d6+23 plus 1d8 fire, +5 *axiomatic flaming burst brilliant energy falchion*, 15-20/x2) or +40 melee (2d6+12 plus 1d8 fire, slam); Full Atk +45/+40/+35/+30 melee (3d6+23 plus 1d8 fire, +5 *axiomatic flaming burst brilliant energy falchion*, 15-20/x2) or +40 melee (2d6+12 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA arcane fire, *change size*, heat, spell-like abilities, spells; SQ damage reduction (10/magic), darkvision (60 ft.), fast healing (3, from epic feat), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +28, Ref +22, Will +31; Str 34, Dex 17, Con 29, Int 26, Wis 22, Cha 24.

Skills: Bluff +26, Craft (alchemy) +54, Concentration +55, Decipher Script +38, Diplomacy +40, Disguise +26 (+28 acting), Intimidate +42, Knowledge (arcana) +54, Knowledge (history) +44, Knowledge (local) +39, Knowledge (nobility and royalty) +51, Knowledge (the planes) +54, Knowledge (religion) +33, Listen +30, Move Silently +22, Search +16, Sense Motive +33, Spellcraft +59, Spot +30, Survival +25 (+27 on other planes, +27 following tracks). *Feats:* Brew Potion, Cleave, Combat Casting, Combat Reflexes, Craft Staff, Craft Wondrous Item, Dodge, Empower Spell, Forge Ring, Extend Spell, Improved Critical (*falchion*), Improved Initiative^B, Maximize Spell, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*scorching ray*), Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (enchantment), Spell Focus (evocation).

Epic Feats: Enhance Spell, Fast Healing, Improved Metamagic.

SA—*Arcane Fire (Su)*: The Vizier gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (600 feet) that deals 5d6 points of damage plus 1d6 points of damage per level of the spell used to create the effect.

SA—*Spell-Like Abilities*: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 19), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 18), *fireball* (DC 20), *fire storm* (DC 24), *invisibility*, *wall of fire* (DC 21); 1/day—grant up to three *wishes* (to non-genies only), *fire shield*, *gaseous form*, *permanent image* (DC 23), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

SQ—*Mastery of Counterspelling*: When the Vizier counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning*, then it is merely counterspelled.

SQ—*Mastery of Shaping*: The Vizier can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet.

Wizard Spells Prepared (4/6/6/6/6/5/5/5/4; save DC 18 + spell level, save DC 19 + spell level evocation and enchantment): 0—*detect magic*, *flare*, *mage hand*, *message*; 1st—*burning hands*, *charm person*, *expeditious retreat*, *grease*, *magic missile*, *true strike*; 2nd—*blindness/deafness*, *darkness*, *flaming sphere*, *gust of wind*, *summon swarm*, *Tashaa's hideous laughter*; 3rd—*daylight*, *dispel magic*, *fireball*, *magic circle against good*, *slow*, *stinking cloud*; 4th—*charm monster*, *confusion*, *Evar's black tentacles*, *fire shield*, *greater invisibility*, *solid fog*; 5th—*baleful polymorph*, *dominate person*, *feeblemind*, *mind fog*, *wall of force*; 6th—*disintegrate*, *flesh to brass**, *geas/quest*, *mass suggestion*, [used for mastery of shaping]; 7th—*greater teleport*, *mass hold person*, *power word blind*, *spell siphon**, [used for mastery of counterspelling]; 8th—*greater shout*, *horrid wilting*, *incendiary cloud*, *scintillating pattern*, *trap the soul*; 9th—*imprisonment*, *meteor swarm*, *time stop*, [used for arcane fire].

Possessions: Munir Seif al Shihab*, *bracers of armor* +8, *ring of protection* +4, *figurine of wondrous power* (brass serpent)*, *staff of conjuration* (42 charges).

The Great Sultan of Efreeti, Male Aspect of Sulymon Wiz25/Archmage5: CR 35; SZ H Outsider [Air, Fire, Water]; HD 20d8+220 plus 30d4+330; hp 715; Init +7; Spd 20 ft., fly 60 ft. (perfect); AC 45 (-2 size, +3 Dex, +12 natural, +8 *bracers*, +5 *ring*, +9 deflection), touch 37, flat-footed 42; BAB/Grap +35/+57; Atk +54 melee (2d6+20 plus 1d8 fire, +6 *flaming burst axiomatic unholy vorpal scimitar*) or +47 melee (2d6+14 plus 1d8 fire, slam); Full Atk +54/+49/+44/+39 melee (2d6+20 plus 1d8 fire, +6 *flaming burst axiomatic unholy vorpal scimitar*) or +47 melee (2d6+14 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA air mastery, arcane fire, *change size*, heat (1d8 fire), *holocone*, mastery of elements, spell-like abilities, spells; SQ damage reduction (10/epic), darkvision (60 ft.), immunity to acid, immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +34, Ref +26, Will +38; Str 38, Dex 17, Con 32, Int 26, Wis 28, Cha 28.

Skills: Appraise +21, Bluff +57, Craft (alchemy) +56, Concentration +59, Decipher Script +56, Diplomacy +63, Disguise +19, Escape Artist +13, Intimidate +67, Knowledge (arcana) +64, Knowledge (nobility and royalty) +31, Knowledge (religion) +64, Knowledge (the planes)

+64, Listen +37, Move Silently +16, Sense Motive +40, Spellcraft +58, Spot +37. *Feats*: Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Empower Spell, Extend Spell, Forge Ring, Improved Initiative^B, Maximize Spell, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Spell Focus (abjuration), Spell Focus (enchantment), Spell Focus (evocation), Weapon Focus (scimitar), Widen Spell.

Epic Feats: Enhance Spell, Improved Metamagic (x2).

SA—*Spell-Like Abilities*: At will—*detect evil*, *detect good*, *detect magic*, *produce flame*, *pyrotechnics* (DC 21), *scorching ray* (1 ray only), *see invisibility*; 3/day—*burning hands* (DC 20), *fireball* (DC 22), *fire storm* (DC 26), *invisibility*, *speak with animals*, *wall of fire* (DC 23); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *fire shield*, *gaseous form*, *major creation* (created vegetable matter is permanent), *permanent image* (DC 25), *persistent image* (DC 24), *polymorph* (self only), *summon monster VII* (Huge fire elemental), *wind walk*, *grant* up to three *wishes* (to non-genies only). Caster level 20th. The save DCs are Charisma-based.

SA—*Arcane Fire* (Su): The Sultan gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (600 feet) that deals 5d6 points of damage plus 1d6 points of damage per level of the spell used to create the effect.

SA—*Mastery of Elements*: The Sultan can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting.

SA—*Holocone* (Su): The Sultan can transform itself into a whirlwind of embers and white-hot fire once every 10 minutes and remain in that form for up to 20 rounds. In this form, it can move through the air or along a surface at its fly speed.

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

The Sultan's movement while in whirlwind form does not provoke attacks of opportunity, even if the Sultan enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the Sultan moves into or through the creature's space.



Creatures one or more size categories smaller than the Sultan might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 37 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage and 5d6 points of fire damage. It must also succeed on a second DC 37 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage and 2d8 points of fire damage each round. A creature with a fly speed is allowed a DC 37 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the Sultan carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The Sultan can have only as many trapped inside a whirlwind at one time as will fit inside the holocone's volume.

The Sultan can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the Sultan and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

The Sultan in whirlwind form cannot make melee attacks and does not threaten the area around it.

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

Spells: The Sultan casts spells as a 30th-level wizard (from his class levels). He can select his spells from the cleric list and from the domains of Air, Evil, Fire, and Trickery. As the aspect of Sulymon, he can grant cleric spells to his followers (most all of which are burning dervishes).

Wizard Spells Prepared (4/6/6/6/6/5/5/5/4; save DC 18 + spell level, save DC 19 + spell level abjuration, enchantment, evocation): 0—*detect magic, flare, inflict minor wounds, read magic*; 1st—*doom, inflict light wounds, magic missile, protection from good, true strike (x2)*; 2nd—*blindness/deafness, blur, darkness, flaming sphere, scorching ray, shatter*; 3rd—*dispel magic, fireball (x2), hold person, lightning bolt, magic circle against good*; 4th—*charm monster, confusion, crushing despair, fire shield, lesser planar ally, poison*; 5th—*break enchantment, cloudkill, feblemind, flame strike, hold monster*; 6th—*acid fog, antimagic field, chain lightning, forbiddance, greater dispel magic*; 7th—*control weather, dictum, greater teleport, mass hold person, waves of*

exhaustion; 8th—*dimensional lock, prismatic wall, mass charm monster, mass inflict critical wounds*, [used for mastery of elements]; 9th—*imprisonment, prismatic sphere, power word kill*, [used for arcane fire].

Possessions: The Brazen Scimitar*, bracers of armor +8, ring of protection +5, staff of the magi (50 charges), brazier of commanding fire elementals, amulet of the planes, cubic gate, 10 potions of cure serious wounds, wand of lightning bolts (30 charges, CL 10th), wand of fireball (35 charges, 10th), living brass armbands (5,000 gp each), fire sapphire earrings (3,000 gp pair), living brass ruby ring (5,000 gp), living brass emerald bracelet (5,000 gp).

Sulymon, Male Human (venerable) Clr20/Hierophant3: CR 23; SZ M; HD 23d8; hp 103; Init +0; Spd 30 ft.; AC 18 (+8 bracers), touch 10, flat-footed 18; BAB/Grp +16/+16; Atk +17 melee (1d6, masterwork light mace); Full Atk +17/+12/+7/+2 melee (1d6, light mace); SA blast infidel (opposed CE), spells, turn undead (8/day), cast law spells at +1 caster level; SQ aura (lawful, good), divine reach, faith healing, protective ward (1/day, +20 bonus); AL LG; SV Fort +15, Ref +9, Will +22; Str 8, Dex 10, Con 10, Int 18, Wis 24, Cha 20.

Skills: Concentration +29, Diplomacy +28, Heal +33, Knowledge (arcana) +27, Knowledge (religion) +33, Knowledge (the planes) +27, Search +14, Spellcraft +33, Spot +17.

Feats: Craft Staff, Empower Spell, Extend Spell, Heighten Spell, Lightning Reflexes, Maximize Spell, Quicken Spell, Widen Spell.

Epic Feats: Epic Spellcasting.

Cleric Spells Prepared (6/7/7/7/6/6/5/5/4/4; save DC 17 + spell level): 0—*create water (x2), cure minor wounds, light, mending, virtue*; 1st—*bles, command, deathwatch, detect evil, divine favor, entropic shield, magic weapon*; 2nd—*align weapon, bull's strength, consecrate, death knell, shield other, status, summon monster II*; 3rd—*continual flame, create food and water, dispel magic, magic circle against evil, magic vestment, prayer, searing light*; 4th—*air walk, death ward, divine power, imbue with spell ability, lesser planar ally, restoration*; 5th—*dispel evil, flame strike (x2), raise dead, righteous might, summon monster V*; 6th—*blade barrier (x2), greater dispel magic, heal, mass inflict moderate wounds*; 7th—*ethereal jaunt, greater scrying, holy word (x2), resurrection*; 8th—*antimagic field, earthquake, greater spell immunity, holy aura*; 9th—*astral projection, energy drain, implosion, storm of vengeance*.

Domain Spells (Law, Protection): 1st—*sanctuary*; 2nd—*calm emotions*; 3rd—*protection from energy*; 4th—*order's wrath*; 5th—*spell resistance*; 6th—*hold monster*; 7th—*repulsion*; 8th—*shield of law*; 9th—*prismatic sphere*.

Possessions: bracers +8, robe of eyes, carpet of flying (6 ft. by 9 ft.), staff of defense (50 charges), potion of cure serious wounds, potion of tongues, scroll of 3 divine spells (gate, summon monster VIII [x2]), masterwork light mace.

Taleeb al Zaair, Male Halfling Rog18: CR 18; SZ S; HD 18d6+21; hp 84; Init +8; Spd 20 ft.; AC 22 (+1 size, +4 Dex, +7 +5 leather), touch 15, flat-footed 18; BAB/Grp +13/+10; Atk +18 melee (1d4+4, +3 ghost touch short sword, 19-20/x2)

or +18 ranged (1d3+2, +1 *dagger*, 19-20/x2, range 20 ft.); Full Atk +18/+13/+8 melee (1d4+4, +3 *ghost touch short sword*, 19-20/x2) or +18/+13/+8 ranged (1d3+2, +1 *dagger*, 19-20/x2, range 20 ft.); SA sneak attack (+9d6); SQ defensive roll, evasion, improved uncanny dodge, opportunist, slippery mind, trap sense (+6); AL NE; SV Fort +7, Ref +15, Will +8; Str 13, Dex 19, Con 13, Int 14, Wis 14, Cha 12.

Skills: Appraise +23, Balance +27, Climb +12, Disable Device +25, Escape Artist +27, Forgery +23, Hide +29, Listen +16, Move Silently +25, Open Lock +25, Sleight of Hand +15, Spot +14. **Feats:** Agile, Alertness, Dodge, Improved Initiative, Skill Focus (Disable Device), Toughness, Weapon Focus (short sword).

Possessions: +3 ghost touch short sword, 3 +1 daggers, +5 leather armor, ring of fire immunity, 52,000 gp in various coins, gems, and jewelry stashed in his chambers.

Tatho the Mindwrack, Male Human Psion 18 (Telepath): CR 18; SZ M [Psionic]; HD 18d4; hp 45; Init +2; Spd 30 ft.; AC 20 (+2 Dex, +3 *amulet*, +5 *bracers*), touch 12, flat-footed 18; BAB/Grp +9/+10; Atk +14 melee (1d6+5, +4 *quarterstaff*) or +12 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); Full Atk +14/+9 melee (1d6+5, +4 *quarterstaff*) or +12 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); SA psionics; SQ discipline (telepathy); AL LE; SV Fort +6, Ref +8, Will +14; Str 13, Dex 15, Con 11, Int 22, Wis 16, Cha 16.

Skills: Bluff +24, Concentration +21, Diplomacy +26, Gather Information +24, Intimidate +5, Knowledge (anatomy) +27, Knowledge (psionics) +27, Profession (torturer) +27, Psicraft +27, Sense Motive +24. **Feats:** Body Fuel, Burrowing Power, Ghost Attack, Inquisitor, Overchannel, Quicken Power, Talented, Wounding Attack.

Psionic Powers (power points 334; save DC 16 + power level): 1st—*déjà vu*, *force screen*, *mindlink*, *psionic charm*, *sense link*; 2nd—*brain lock*, *ego whip*, *energy stun*, *read thoughts*, *recall agony*, *share pain*; 3rd—*crisis of breath*, *energy bolt*, *hostile empathic transfer*, *mental barrier*; 4th—*mindwipe*, *psionic modify memory*, *schism*, *thieving mindlink*; 5th—*mind probe*, *psychic crush*; 6th—*breath of the black dragon*, *fuse flesh*, *psionic disintegrate*; 7th—*decerebrate*, *crisis of life*, *insanity*, *ultrablast*; 8th—*mind seed*, *recall death*; 9th—*apopsi*, *psychic chirurgery*, *true mind switch*.

Possessions: +4 quarterstaff, amulet of natural armor +3, bracers of armor +5, potion of cure moderate wounds, eyes of power leech, gloves of titan's grip, ring of energy resistance (fire 20), figurine of wondrous power (marble elephant), masterwork light crossbow, 30 bolts, flensing knives.

Thessal-Titan: CR 29; SZ G Outsider [Chaotic, Evil, Extraplanar]; HD 34d8+544; hp 697; Init +5; Spd 40 ft. (base 50 ft.); AC 41 (-4 size, +23 natural, +12 +5 *half-plate armor*), touch 6, flat-footed 41; BAB/Grp +34/+66; Atk +50 melee (2d6+20, slam); Full Atk +50 melee (2d6+20 [x4], slams) and +45 melee (1d8+10 plus 1d6 acid [x7], bites); Space/Reach 20 ft./20 ft.; SA acid, spell-like abilities, spit acid (1/day, 40-ft. line, 4d6 acid, Ref DC 43 half); SQ damage reduction (15/lawful),

darkvision (60 ft.), fast healing (5), immunity to acid, multiple heads, SR 32; AL CE; SV Fort +35, Ref +22, Will +30; Str 51, Dex 12, Con 43, Int 21, Wis 28, Cha 24.

Skills: Balance +21, Bluff +24, Climb +27, Concentration +42, Craft (any one) +33, Diplomacy +36, Disguise +14 (+16 acting), Heal +25, Intimidate +37, Jump +52, Knowledge (any one) +33, Listen +50, Perform (oratory) +35, Sense Motive +37, Search +42, Spellcraft +22, Spot +50, Survival +34 (+36 following tracks), Swim +21. **Feats:** The thessal-titan has a +2 racial bonus on Listen and Spot checks. Alertness, Awesome Blow, Blind-Fight, Cleave, Combat ReflexesSM, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*chain lightning*).

*The thessal-titan gains Combat Reflexes as a bonus feat. This allows it to use all seven heads for attacks of opportunity.

SA—Spell-Like Abilities: At will—*bestow curse* (DC 21), *chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *deeper darkness*, *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22), *polymorph* (humanoid forms only, duration 1 hour), *unholy blight* (DC 21); 3/day—*etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1/day—*Bigby's crushing hand* (DC 26), *gate*, *maze*, *meteor swarm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

SQ—Multiple Heads (Ex): Each of a thessal-titan's seven heads has 99 hit points. Losing a head deals 49 points of damage to the body. A natural reflex seals the neck shut to prevent further blood loss. A thessal-titan can no longer attack with a severed head but takes no other penalties.

To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a thessal-titan's heads from any position in which he could strike at the thessal-titan itself, because the thessal-titan's serpentine heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a thessal-titan's head when the creature bites at him.

Yasiel, Herald of the Lightbringer, Fallen Planetary Male Fiendish Planetary: CR 18; SZ L Outsider [Extraplanar, Evil]; HD 14d8+98; hp 210; Init +8; Spd 30 ft., fly 90 ft. (good); AC 32 (-1 size, +3 Dex, +19 natural), touch 13, flat-footed 28; BAB/Grp +14/+25; Atk +23 melee (3d6+13, +3 *unholy greatsword*, 19-20/x2) or +20 melee (2d8+10, slam); Full Atk +23/+18/+13 melee (3d6+13, +3 *unholy greatsword*, 19-20/x2) or +20 melee (2d8+10, slam); Space/Reach 10 ft./10 ft.; SA smite good (1/day, +14 damage), spell-like abilities, spells; SQ damage reduction (10/magic and evil), darkvision (60 ft.), low-light vision, immunities (acid, cold, petrification), protective aura (protects against good-aligned creatures), regeneration (10), resistances (electricity, fire 10), SR 30, tongues, cast evil spells at +1 caster level, cast law spells at +1 caster level; AL LE; SV Fort +16 (+20 against poison), Ref +13, Will +15; Str 25, Dex 19, Con 24, Int 22, Wis 23, Cha 22.

Skills: Concentration +24, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Search +23, Sense Motive +23, Spot +23, Use Rope +4 (+6 with bindings).
Feats: Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack.

SA—Spell-Like Abilities: At will—*bestow curse* (DC 19), *cause fear* (DC 17), *contagion* (DC 19), *continual flame*, *dispel magic*, *invisibility* (self only), *lesser restoration* (DC 18), *speak with dead* (DC 19), *unholy blight* (DC 20); 3/day—*blade barrier* (DC 22), *flame strike* (DC 21), *polymorph* (self only), *power word stun*, *raise dead*, *waves of fatigue*; 1/day—*earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetar's person, as the spells (caster level 17th): *detect good*, *detect snares and pits*, *discern lies* (DC 20), *see invisibility*, and *true seeing*. They can be dispelled, but the planetar can reactivate them as a free action.

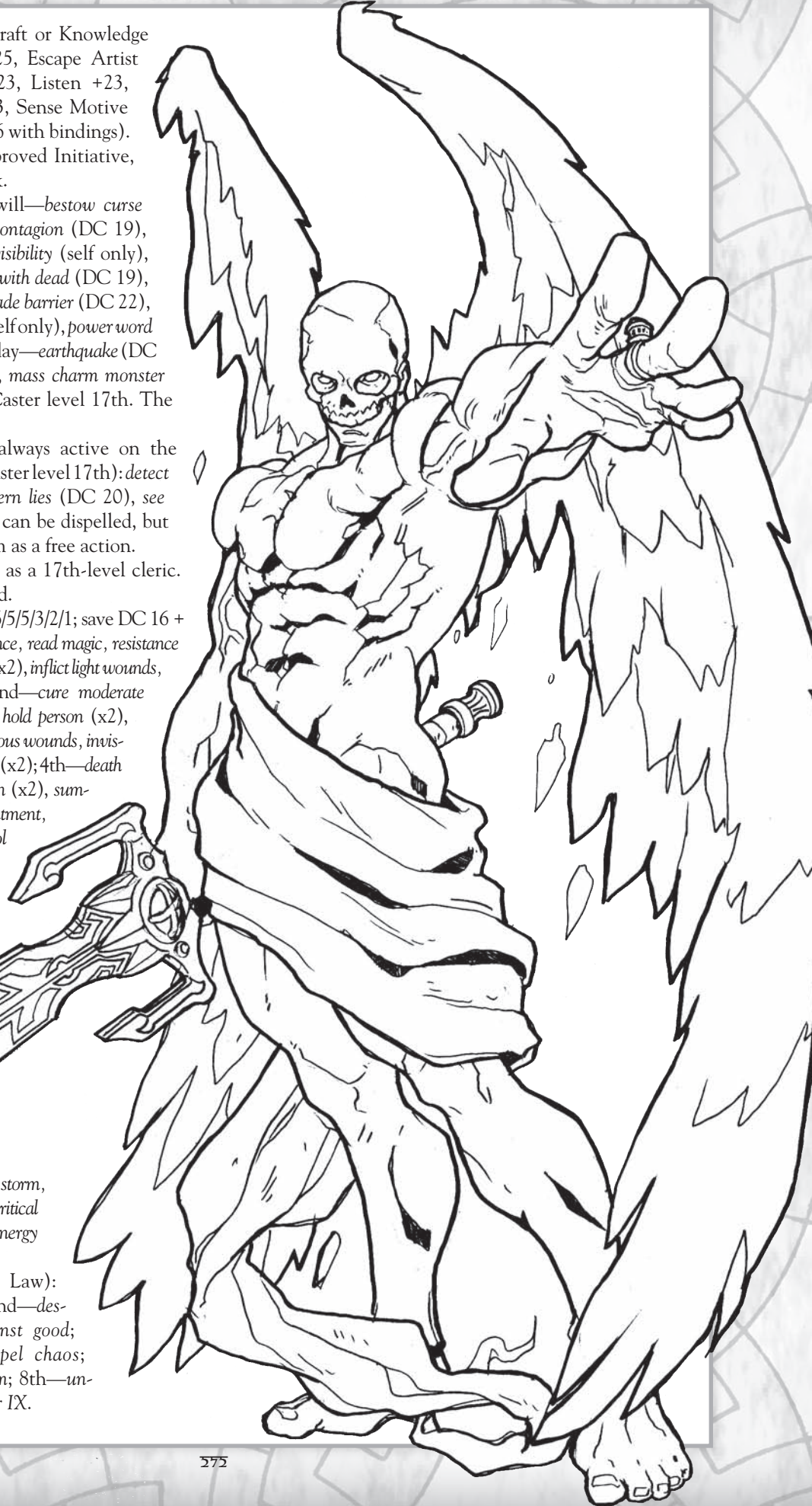
SA—Spells: Yasiel casts spells as a 17th-level cleric. The save DCs are Wisdom-based.

Unholy Spells Prepared (6/7/7/6/6/5/5/3/2/1; save DC 16 + spell level): 0—*detect magic*, *guidance*, *read magic*, *resistance* (x2), *virtue*; 1st—*bane* (x2), *doom* (x2), *inflict light wounds*, *sanctuary*, *summon monster I*; 2nd—*cure moderate wounds*, *death knell* (x2), *enthrall*, *hold person* (x2), *silence*; 3rd—*animate dead*, *cure serious wounds*, *invisibility purge*, *locate object*, *searing light* (x2); 4th—*death ward*, *dismissal*, *divine power*, *poison* (x2), *summon monster IV*; 5th—*break enchantment*, *righteous might*, *slay living* (x2), *symbol of pain*; 6th—*banishment*, *greater dispel magic*, *harm*, *heal*, *planar ally*; 7th—*blasphemy*, *destruction* (x2);

8th—*fire storm*, *mass inflict critical wounds*; 9th—*energy drain*.

Domain Spells (Evil, Law):

1st—*protection from chaos*; 2nd—*desecrate*; 3rd—*magic circle against good*; 4th—*order's wrath*; 5th—*dispel chaos*; 6th—*create undead*; 7th—*dictum*; 8th—*unholy aura*; 9th—*summon monster IX*.



Possessions: +3 unholy greatsword, ring of fire immunity, mask of the skull, decanter of endless water, potion of protection from arrows (10), potion of cure serious wounds.

Zists N'urdo, Male Drow Rgr10/Duelist5: CR 15; SZ M; HD 15d8 plus 5d10; hp 94; Init +10; Spd 30 ft.; AC 24 (+4 Dex, +1 Int, +5 bracers, +4 amulet), touch 15, flat-footed 20; BAB/Grp +15/+16; Atk +23 melee (1d6+5, +4 short sword, 19-20/x2); Full Atk +23/+18/+13 melee (1d6+5, +4 short sword, 19-20/x2) or +21/+16/+11 melee (1d6+5, +4 shortsword, 19-20/x2) and +21/+16/+11 melee (1d6+4, +4 short sword, 19-20/x2); SA combat style mastery (greater two-weapon fighting), improved combat style (two-weapon combat, improved two-weapon fighting), favored enemy (good outsiders [+4], fey [+4], animals [+4], plants [+2]), precise strike (+1d6); SQ animal companion, camouflage, canny defense, enhanced mobility, evasion, grace, improved reaction, swift tracker, wild empathy, woodland stride; AL CE; SV Fort +10, Ref +19, Will +7; Str 12, Dex 19, Con 10, Int 13, Wis 13, Cha 13.

Skills: Bluff +1 (+5 against good outsiders, fey, animals, +3 against plants), Concentration +13, Hide +17, Jump +16, Knowledge (nature) +14, Listen +3 (+7 against good outsiders, fey, animals, +5 against plant), Move Silently +17, Perform (comedy) +4, Ride +14, Sense Motive +1 (+5 against good outsiders, fey, animals, +3 against plants), Spot +3 (+7 against good outsiders, fey, animals, +5 against plants), Tumble +11. *Feats:* Alertness, Combat Expertise, Dodge, Endurance^B, Improved Initiative, Mobility, Spring Attack, Track^B, Weapon Finesse.

Ranger Spells (2/1; save DC 11 + spell level): 1st—*charm animal*, *entangle*; 2nd—*snare*.

Possessions: 2 +4 short swords, potion of cure moderate wounds, potion of fly, ring of invisibility, ring of fire immunity, bracers of armor +5, amulet of natural armor +4.

chapter II: the path of the prophet

Desert Bandit, Male Human War4: CR 3; SZ M; HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 12 (+1 leather, +1 buckler), touch 10, flat-footed 12; BAB/Grp +4/+6; Atk +7 melee (1d6+2, masterwork scimitar, 18-20/x2) or +4 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); Full Atk +7 melee (1d6+2, masterwork scimitar, 18-20/x2) or +4 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); AL NE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10.

Skills: Handle Animal +2, Ride +5. *Feats:* Mounted Combat, Skill Focus (Ride).

Possessions: Leather, masterwork scimitar, buckler, light crossbow, 30 bolts, 2d10 gp.

Desert Bandit Leader, Male Human Ftr8: CR 8; SZ M; HD 8d10+16; hp 64; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +3 +1 leather, +1 small shield), touch 11, flat-footed 14; BAB/Grp +8/+11; Atk +13 melee (1d6+6, +1 scimitar, 18-20/x2) or +9 ranged (1d8, light crossbow, 19-20/x2,

range 80 ft.); Full Atk +13/+8 melee (1d6+6, +1 scimitar, 18-20/x2) or +9 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); AL NE; SV Fort +8, Ref +3, Will +2; Str 17, Dex 12, Con 14, Int 11, Wis 10, Cha 12.

Skills: Climb +14, Handle Animal +12, Ride +12. *Feats:* Cleave, Endurance, Improved Initiative, Mounted Archery, Mounted Combat, Power Attack, Rapid Reload, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +1 leather, +1 scimitar, potion of cure moderate wounds, light crossbow, 30 bolts, pouch with 1 fire opal (200 gp), 2 full waterskins.

Djinn Prince, Male Noble Djinni: CR 10; SZ L Outsider [Air, Extraplanar]; HD 10d8+20; hp 65; Init +2; Spd 40 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +10/+20; Atk +16 melee (1d8+6, slam); Full Atk +16 melee (1d8+6 [x2], slams); SA air mastery, spell-like abilities (as standard djinni, plus grant 3 wishes to non-genies), whirlwind; SQ darkvision (60 ft.), immunity to acid, *plane shift*, telepathy (100 ft.); AL CG; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 14, Wis 15, Cha 15.

Skills: Appraise +12, Concentration +13, Craft (alchemy) +13, Diplomacy +13, Escape Artist +14, Intimidate +13, Knowledge (nobility and royalty) +12, Listen +13, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +13, Use Rope +8 (+10 with bindings). *Feats:* Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Weapon Focus (slam).

Lotus Eater, Male Human Bbn4: CR 4; SZ M; HD 4d12+4; hp 30; Init +1; Spd 40 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; BAB/Grp +4/+6; Atk +7 melee (2d4+3, falchion, 18-20/x2) or +5 ranged (1d8+2, spear, crit x3, range 20 ft.); Full Atk +7 melee (2d4+3, falchion, 18-20/x2) or +5 ranged (1d8+2, spear, crit x3, range 20 ft.); SA rage (2/day); SQ fast movement, trap sense (+1), uncanny dodge; AL NE; SV Fort +5, Ref +2, Will +3; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills: Climb +9, Handle Animal +8, Intimidate +8, Survival +7. *Feats:* Iron Will, Power Attack, Weapon Focus (falchion).

Possessions: Falchion, spear.

Refugee Camp Youth, Male Human War1: CR 1/2; SZ M; HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+2; Atk +2 melee (1d6+1, scimitar, 18-20/x2) or +2 ranged (1d8+1, spear, crit x3, range 20 ft.); Full Atk +2 melee (1d6+1, scimitar, 18-20/x2) or +2 ranged (1d8+1, spear, crit x3, range 20 ft.); AL N; SV Fort +3, Ref +2, Will +2; Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills: Climb +5, Handle Animal +4, Ride +4. *Feats:* Iron Will, Lightning Reflexes.

Possessions: Scimitar, spear.

Ranmaash the Elder, Male Human Ari4: CR 3; SZ M; HD 3d8; hp 13; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +2/+2; Atk +2 melee (1d6, scimitar, 18-20/x2); Full Atk +2 melee (1d6+1, scimitar, 18-20/x2); AL N; SV Fort +3, Ref +1, Will +5; Str 11, Dex 11, Con 10, Int 14, Wis 14, Cha 13.

Skills: Bluff +5, Diplomacy +8, Gather Information +8, Handle Animal +4, Intimidate +4, Knowledge (local) +9, Knowledge (history) +12, Listen +5, Sense Motive +9, Spot +7. **Feats:** Alertness, Great Fortitude, Skill Focus (Knowledge [history]).

Possessions: Scimitar, 31 gp.

Shameek, Male Burning Dervish Bbn6: CR 13; SZ M Outsider [Extraplanar]; HD 9d8+27 plus 6d12+18; hp 124; Init +3; Spd 40 ft., fly 20 ft. (perfect); AC 19 (+3 Dex, +3 natural, +3 +1 leather), touch 13, flat-footed 16; BAB/Grp +15/+19; Atk +21 melee (2d4+7, +1 falchion, 18-20/x2) or +19 melee (1d6+4 plus 1d6 fire, slam [flame form]) or +19 ranged (1d10, masterwork heavy crossbow, 19-20/x2, range 120 ft.); Full Atk +21/+16/+11 melee (2d4+7, +1 falchion, 18-20/x2) or +19 melee (1d6+4 plus 1d6 fire [x2], slams [flame form]) or +19 ranged (1d10, masterwork heavy crossbow, 19-20/x2, range 120 ft.); SA flame form, rage (2/day), spell-like abilities; SQ darkvision (60 ft.), elemental endurance, fast movement, improved uncanny dodge, resistance to fire 15, outsider traits, *plane shift*, trap sense (+2); AL LE; SV Fort +14, Ref +11, Will +10; Str 18, Dex 16, Con 16, Int 13, Wis 15, Cha 15.

Skills: Bluff +13, Climb +10, Concentration +14, Escape Artist +14, Handle Animal +8, Intimidate +8, Knowledge (the planes) +12, Listen +19, Move Silently +14, Search +10, Sense Motive +13, Spot +19, Survival +13 (+15 on other planes, +15 following tracks). **Feats:** Combat Expertise, Dodge^B, Mobility, Power Attack, Spring Attack, Weapon Focus (falchion), Whirlwind Attack.

Possessions: +2 leather, +1 falchion, potion of invisibility, masterwork heavy crossbow, 30 bolts.

chapter 12: the shining pyramids of egypt

Fiendish Large Vipers: CR 2; SZ L Magical Beast (Augmented Animal); HD 3d8; hp 13; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; BAB/Grp +2/+6; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison (Fort DC 11, 1d6 Con/1d6 Con), smite good (1/day, +3 damage); SQ darkvision (60 ft.), resistances (cold and fire 5), SR 8, low-light vision, scent; AL LE; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8. **Feats:** Improved Initiative, Weapon Finesse.

Acolytes of Set, Male or Female Jackalwere (hybrid form) Clr5 (Set): CR 7; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 5d8+10; hp 54; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +3 natural, +2 leather), touch 13, flat-footed 15; BAB/Grp +5/+6; Atk +6 melee (1d8+1, longsword, 19–20/x2); Full Atk +6 melee (1d8+1, longsword, 19–20/

x2) and +2 melee (1d6, bite); SA sleep gaze (30 ft., sleep for 3 min., Will DC 12), spells, rebuke undead (4/day), death touch (1/day, 5d6, domain power), improved evil spells (+1 caster level, domain power); SQ alternate form, damage reduction (5/cold iron), darkvision (60 ft.), low-light vision, scent; AL LE; SV Fort +9, Ref +7, Will +7; Str 13, Dex 17, Con 15, Int 12, Wis 15, Cha 13.

Skills: Concentration +8, Jump +9, Knowledge (religion) +7, Listen +8, Spellcraft +7, Spot +8, Survival +5*. A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form). **Feats:** Alertness, Enlarge Spell, Track^B, Weapon Focus (bite).

Typical Unholy Spells Prepared (5/4/3/1; save DC 12 + spell level): 0—*cure minor wounds, detect magic, inflict minor wounds (x2), read magic*; 1st—*bane, command, doom, sanctuary*; 2nd—*desecrate, enthrall, silence*; 3rd—*dispel magic*.

Domain Spells (Death, Evil): 1st—*cause fear*; 2nd—*death knell*; 3rd—*magic circle against good*.

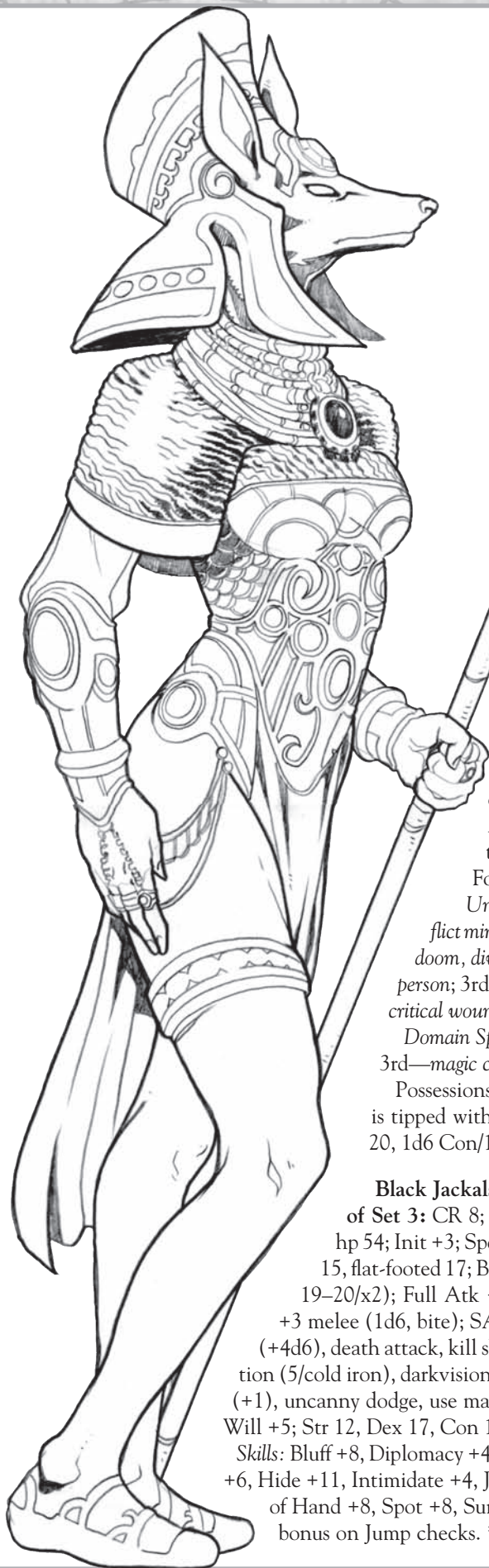
Possessions: Leather armor, longsword, potion of cure moderate wounds, 2 daggers, unholy symbol of Set, 2d20 gp, 4d10 sp.

Ak'Ton Val'tary, Female Jackalwere High Priestess of Set, Clr13 (Set): CR 15; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 13d8+26; hp 106; Init +3; Spd 30 ft.; AC 25 (+3 Dex, +3 natural, +4 chain shirt, +1 shield, +4 ankh), touch 17, flat-footed 22; BAB/Grp +11/+14; Atk +16 melee (1d8+3, +2 spear, crit x3); Full Atk +16 melee (1d8+3, +2 spear, crit x3) and +10 melee (1d6+1, bite); SA death touch (1/day, 13d6, domain power), rebuke undead (7/day), sleep gaze (30 ft., sleep for 3 min., Will DC 15); SQ alternate form, damage reduction (5/cold iron), darkvision (60 ft.), low-light vision, scent, improved evil spells (+1 caster level, domain power); AL LE; SV Fort +13 (+15 against poison), Ref +10, Will +12; Str 16, Dex 17, Con 15, Int 14, Wis 17, Cha 18.

Skills: Concentration +21, Heal +12, Jump +8, Knowledge (religion) +17, Knowledge (the planes) +10, Listen +8, Spellcraft +14, Spot +8, Survival +6* (+8 on other planes), Swim –3. A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form). **Feats:** Alertness, Combat Casting, Craft Magic Arms and Armor, Enlarge Spell, Maximize Spell, Weapon Focus (bite).

Unholy Spells Prepared (6/6/6/5/4/3/2/1; save DC 13 + spell level): 0—*create water, detect magic, detect poison, inflict minor wounds (x2), read magic*; 1st—*bane, bless, cause fear, divine favor, inflict light wounds, obscuring mist*; 2nd—*aid, align weapon, bull's strength, hold person, shatter, spiritual weapon*; 3rd—*animate dead, bestow curse, contagion, invisibility purge, meld into stone*; 4th—*cure critical wounds, dismissal, poison (x2)*; 5th—*break enchantment, insect plague, slay living*; 6th—*forbiddance, harm*; 7th—*unholy word*.

Domain Spells (Death, Evil): 1st—*protection from good*; 2nd—*death knell*; 3rd—*magic circle against good*; 4th—*unholy blight*; 5th—*dispel good*; 6th—*create undead*; 7th—*destruction*.



Possessions: Chain shirt, light wooden shield, black ankh of Set (+4 AC, +2 saves against poison), +2 spear, potion of cure moderate wounds, minor circlet of blasting.

Aspect of Set, Male Outsider

Ftr6/Clr7: CR 15; SZ L Outsider

[Extraplanar]; HD 2d8+8 plus

6d10+24 plus 7d8+28; hp 133;

Init +6; Spd 30 ft.; AC 27 (-1 size, +2

Dex, +7 natural, +5 +2 *studded leather*,

+3 profane), touch 16, flat-footed 24;

BAB/Grp +13/+22; Atk +21 melee

(1d8+12, +3 *spear*, crit x3) or +17 melee

(1d6+7 plus poison, *cobra-staff*); Full Atk

+21/+16/+11 melee (1d8+12, +3 *spear*,

crit x3) or +17/+12/+7 melee (1d6+7 plus

poison, *cobra-staff*); Space/Reach 10 ft./10

ft.; SA spells, improved evil spells (+1 caster

level, domain power), improved law spells

(+1 caster level, domain power); SQ damage

reduction (10/cold iron), darkvision (60 ft.), outsider traits,

scent, SR 25; AL LE; SV Fort +17, Ref +11, Will +14; Str

20, Dex 15, Con 18, Int 15, Wis 19, Cha 16.

Skills: Balance +1, Bluff +15, Climb +4, Diplomacy +17,

Disguise +3 (+5 acting), Escape Artist +13, Hide -3, Intimidate

+17, Knowledge (arcana) +14, Knowledge (the planes) +14,

Listen +14, Move Silently +13, Spot +14, Survival +6 (+8 on

other planes), Swim +3, Use Rope +2 (+4 with bindings). **Feats:**

Alertness, Blind-Fight, Cleave, Extend Spell, Improved Initia-

tive, Lightning Reflexes, Maximize Spell, Power Attack, Weapon

Focus (spear), Weapon Specialization (spear).

Unholy Spells Prepared (6/5/4/3/2/; save DC 14 + spell level): 0—

inflict minor wounds (x2), resistance (x2), virtue (x2); 1st—bane, command,

doom, divine favor, sanctuary; 2nd—align weapon, darkness, desecrate, hold

person; 3rd—bestow curse, invisibility purge, inflict serious wounds; 4th—cure

critical wounds, poison.

Domain Spells (Evil, Law): 1st—protection from good; 2nd—calm emotions;

3rd—magic circle against chaos; 4th—unholy blight.

Possessions: +2 *studded leather*, +3 *spear*, *cobra-staff* (+2 quarterstaff, head

is tipped with cobra head and fangs which constantly drip poison: Fort DC

20, 1d6 Con/1d6 Con).

Black Jackals of Set, Female Jackalwere (hybrid form) Rog3/Black Jackal

of Set 3: CR 8; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 6d6+12;

hp 54; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +3 natural, +2 *leather*, +2 *ankh*), touch

15, flat-footed 17; BAB/Grp +6/+7; Atk +7 melee (1d6+1 plus poison, short sword,

19-20/x2); Full Atk +7/+2 melee (1d6+1 plus poison, short sword, 19-20/x2) and

+3 melee (1d6, bite); SA sleep gaze (30 ft., sleep for 3 min., Will DC 13), sneak attack

(+4d6), death attack, kill shot, poison use, poison focus; SQ alternate form, damage reduc-

tion (5/cold iron), darkvision (60 ft.), evasion, low-light vision, scent, trapfinding, trap sense

(+1), uncanny dodge, use magic device; AL LE; SV Fort +7 (+10 against poison), Ref +12,

Will +5; Str 12, Dex 17, Con 14, Int 12, Wis 14, Cha 15.

Skills: Bluff +8, Diplomacy +4, Disguise +2 (+4 acting), Escape Artist +6, Gather Information

+6, Hide +11, Intimidate +4, Jump +9, Listen +8, Move Silently +11, Open Lock +8, Sleight

of Hand +8, Spot +8, Survival +5*, Use Magic Device +8. A jackalwere has a +4 racial

bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by

scent (in hybrid or jackal form). *Feats*: Alertness, Combat Reflexes, Dodge, Track^B, Weapon Focus (bite).

Possessions: Leather armor, short sword, black ankh of Set (+2 AC, +2 saves against poison), 4 doses of deathblade poison (specially made by the black jackals; Fort DC 22, 1d6 Con/2d6 Con), 3 daggers, 1d4 x 10 bp.

Black Jackals of Set, Male or Female Jackalwere (hybrid form) Rog5/Black Jackal of Set 5: CR 12; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 5d6+10 plus 5d6+10; hp 73; Init +4; Spd 30 ft.; AC 21 (+4 Dex, +3 natural, +2 leather, +2 *ankh*), touch 16, flat-footed 17; BAB/Grp +8/+10; Atk +11 melee (1d6+3, +1 *short sword*, 19–20/x2); Full Atk +11 melee (1d6+3, +1 *short sword*, 19–20/x2) and +6 melee (1d6+1, bite); SA sleep gaze (30 ft., sleep for 3 min., Will DC 12), sneak attack (+6d6), death attack, poison use, poison focus, kill shot; SQ alternate form, blessing of Set (1/day; heals 13 hp when changing forms), damage reduction (5/cold iron), darkvision (60 ft.), low-light vision, scent, trapfinding, evasion, trap sense (+1), uncanny dodge, use magic device; AL LE; SV Fort +7 (+11 against poison), Ref +15, Will +5; Str 15, Dex 19, Con 15, Int 13, Wis 15, Cha 13.

Skills: Bluff +9, Climb +4, Diplomacy +11, Disable Device +9, Disguise +6 (+8 acting), Escape Artist +12 (+14 bonds), Hide +14, Intimidate +3, Jump +10, Listen +9, Move Silently +14, Open Lock +12, Search +8, Sleight of Hand +12, Spot +9, Survival +6 (+8 following tracks)*, Use Magic Device +2, Use Rope +9 (+11 with bindings). A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form). *Feats*: Alertness, Blind-Fight, Dodge, Stealthy, Track^B, Weapon Focus (bite).

Possessions: +1 short sword, leather armor, black ankh of Set (+2 AC, +2 saves against poison), 4 doses of deathblade poison (specially made by the black jackals; Fort DC 22, 1d6 Con/2d6 Con), 3 daggers, 1d10 x 10 bp, 1d6 x 10 gp.

Brides of Set, Female Human Clr8 (Set): CR 8; SZ M; HD 8d8+16; hp 53; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +3 studded leather, +1 shield, +2 *ankh*), touch 14, flat-footed 16; BAB/Grp +6/+7; Atk +8 melee (1d8+2, +1 *longsword*, 19–20/x2) or +7 melee (1d4+1 plus poison, dagger, 19–20/x2); Full Atk +8/+3 melee (1d8+2, +1 *longsword*, 19–20/x2) or +7/+2 melee (1d4+1 plus poison, dagger, 19–20/x2); SA spells, rebuke undead (6/day), death touch (1/day, 8d6, domain power), improved evil spells (+1 caster level, domain power); AL LE; SV Fort +8 (+10 against poison), Ref +6, Will +9; Str 13, Dex 15, Con 15, Int 14, Wis 16, Cha 17.

Skills: Bluff +8, Climb –1, Concentration +13, Diplomacy +11, Disguise +5, Forgery +4, Heal +11, Intimidate +5, Knowledge (religion) +10, Perform (sing) +5, Spellcraft +10, Swim –3. *Feats*: Combat Casting, Deceitful, Lightning Reflexes, Skill Focus (Bluff).

Typical Unholy Spells Prepared (6/5/4/4/2; save DC 13 + spell level): 0—create water, guidance, inflict minor wounds

(x2), light, virtue; 1st—bane, command, doom, divine favor, entropic shield; 2nd—aid, darkness, desecrate, hold person; 3rd—inflict serious wounds, prayer, searing light, summon monster III; 4th—poison, spell immunity.

Domain Spells (Death, Evil): 1st—protection from good; 2nd—death knell; 3rd—animate dead; 4th—death ward.

Possessions: Studded leather armor, light wooden shield, +1 longsword, 2 daggers, 3 doses of deathblade poison (DC 20, 1d6 Con/2d6 Con), black ankh of Set (+2 AC, +2 saves against poison).

Brides of Set, Female Jackalwere (hybrid form) Clr5 (Set): CR 7; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 5d8+10; hp 54; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +3 natural, +2 leather, +2 *ankh*), touch 15, flat-footed 17; BAB/Grp +5/+6; Atk +6 melee (1d8+1, longsword, 19–20/x2); Full Atk +6 melee (1d8+1, longsword, 19–20/x2) and +2 melee (1d6, bite); SA sleep gaze (30 ft., sleep for 3 min., Will DC 14), spells, rebuke undead (6/day), death touch (1/day, 5d6, domain power), improved evil spells (+1 caster level, domain power); SQ alternate form, damage reduction (5/cold iron), darkvision (60 ft.), low-light vision, scent; AL LE; SV Fort +9 (+11 against poison), Ref +7, Will +7; Str 13, Dex 17, Con 15, Int 12, Wis 15, Cha 16.

Skills: Bluff +6, Concentration +8, Jump +5, Knowledge (religion) +7, Listen +7, Spellcraft +7, Spot +7, Survival +5*. A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form). *Feats*: Alertness,Enlarge Spell, Track^B, Weapon Focus (bite).

Typical Unholy Spells Prepared (5/4/3/1; save DC 12 + spell level): 0—cure minor wounds, detect magic, inflict minor wounds (x2), read magic; 1st—bane, command, doom, sanctuary; 2nd—desecrate, resist energy, spiritual weapon; 3rd—bestow curse.

Domain Spells (Death, Evil): 1st—protection from good; 2nd—death knell; 3rd—animate dead.

Possessions: Leather armor, longsword, black ankh of Set (+2 AC, +2 saves against poison), 2 daggers, 3 doses of deathblade poison (DC 20, 1d6 Con/2d6 Con).

Chuadak the Knife, Male Kobold Rog5/Asn5: CR 10; SZ S; HD 10d6+10; hp 46; Init +3; Spd 30 ft.; AC 16 (+1 size, +3 Dex, +2 leather), touch 14, flat-footed 13; BAB/Grp +6/+2; Atk +12 melee (1d3+2, +2 *dagger*, 19–20/x2) or +10 ranged (1d3, dagger, 19–20/x2, range 10 ft.); Full Atk +12/+7 melee (1d3+2, +2 *dagger*, 19–20/x2) or +10/+5 ranged (1d3, dagger, 19–20/x2, range 10 ft.); SA death attack, poison use, spells, sneak attack (+6d6), improved uncanny dodge, trap sense +1, evasion, trapfinding; SQ darkvision (60 ft.), light sensitivity; AL LE; SV Fort +5 (+7 against poison), Ref +11, Will +5; Str 10, Dex 16, Con 12, Int 11, Wis 13, Cha 10.

Skills: Appraise +4, Balance +9, Craft (cooking) +10, Craft (trapmaking) +2, Disguise +4, Escape Artist +8, Hide +15, Listen +7, Move Silently +11, Open Lock +8, Profession (miner) +2, Search +6, Sleight of Hand +11,

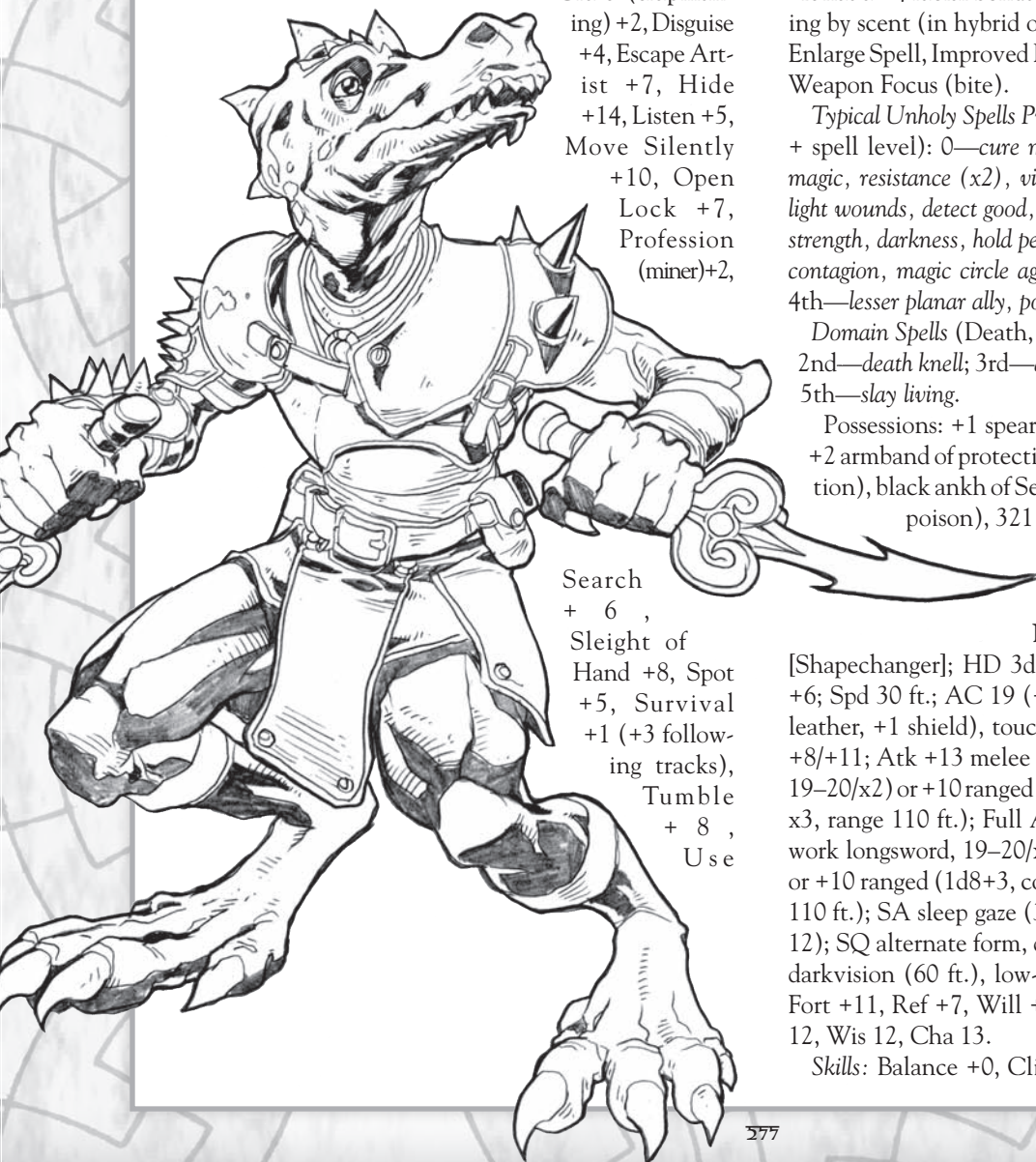
Spot +7, Survival +1 (+3 following tracks), Tumble +10, Use Rope +7 (+9 with bindings). *Feats*: Dodge, Great Fortitude, Iron Will, Weapon Finesse.

Assassin Spells Known (Cast per Day 3/—/—; save DC 10+ spell level): 1st—*disguise self*, *ghost sound*, *jump*, *true strike*.

Possessions: +2 dagger, 4 daggers, potion of invisibility, rope of entanglement.

Chuadak's Assistants, Male Kobold Rog5/Asn2: CR 7; SZ S; HD 7d6; hp 26; Init +2; Spd 30 ft.; AC 15 (+1 size, +2 Dex, +2 leather), touch 13, flat-footed 13; BAB/Grp +4/+0; Atk +7 melee (1d3, dagger, 19–20/x2) or +7 ranged (1d3, dagger, 19–20/x2, range 10 ft.); Full Atk +7 melee (1d3, dagger, 19–20/x2) or +7 ranged (1d3, dagger, 19–20/x2, range 10 ft.); SA death attack, poison use, spells, sneak attack (+4d6), improved uncanny dodge, trap sense (+1), evasion, trapfinding; SQ darkvision (60 ft.), light sensitivity; AL LE; SV Fort +3 (+4 against poison), Ref +9, Will +2; Str 10, Dex 15, Con 11, Int 10, Wis 12, Cha 10.

Skills: Appraise +4, Balance +8, Craft (cooking) +5, Craft (trapmaking) +2, Disguise +4, Escape Artist +7, Hide +14, Listen +5, Move Silently +10, Open Lock +7, Profession (miner)+2,



Search +6, Sleight of Hand +8, Spot +5, Survival +1 (+3 following tracks), Tumble +8, Use

Rope +6 (+8 with bindings). *Feats*: Dodge, Great Fortitude, Weapon Finesse.

Assassin Spells Known (Cast per Day 1; save DC 10 + spell level): 1st—*disguise self*, *feather fall*, *sleep*.

Possessions: Leather armor, 4 daggers.

High Priest of Set, Male Jackalwere (hybrid form) Clr9 (Set): CR 11; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 9d8+18; hp 80; Init +7; Spd 30 ft.; AC 21 (+3 Dex, +3 natural, +2 *armband*, +3 *black ankh*), touch 18, flat-footed 18; BAB/Grp +9/+10; Atk +9 melee (1d8+2, +1 *spear*, crit x3); Full Atk +9/+4 melee (1d8+2, +1 *spear*, crit x3) and +5 melee (1d6, bite); SA sleep gaze (30 ft., sleep for 3 min., Will DC 13), spells, rebuke undead (5/day), death touch (1/day, 9d6, domain power), improved evil spells (+1 caster level, domain power); SQ alternate form, damage reduction (5/cold iron), darkvision (60 ft.), low-light vision, scent; AL LE; SV Fort +11 (+13 against poison), Ref +9, Will +10; Str 13, Dex 17, Con 15, Int 12, Wis 17, Cha 15.

Skills: Concentration +12, Jump +9, Knowledge (religion) +11, Listen +9, Spellcraft +11, Spot +9, Survival +6*. A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form). *Feats*: Alertness, Enlarge Spell, Improved Initiative, Power Attack, Track^B, Weapon Focus (bite).

Typical Unholy Spells Prepared (6/5/5/4/2/1; save DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *read magic*, *resistance* (x2), *virtue*; 1st—*bane*, *cause fear*, *cure light wounds*, *detect good*, *doom*; 2nd—*align weapon*, *bull's strength*, *darkness*, *hold person*, *shatter*; 3rd—*bestow curse*, *contagion*, *magic circle against good*, *summon monster III*; 4th—*lesser planar ally*, *poison*; 5th—*flame strike*.

Domain Spells (Death, Evil): 1st—*protection from good*; 2nd—*death knell*; 3rd—*animate dead*; 4th—*unholy blight*; 5th—*slay living*.

Possessions: +1 spear, potion of cure serious wounds, +2 armband of protection (functions as a ring of protection), black ankh of Set (+3 AC bonus, +2 save against poison), 321 pp, 133 bp, light steel shield.

Jackalwere Guard, Male Jackalwere (hybrid form) Ftr6: CR 8; SZ M Magical Beast

[Shapechanger]; HD 3d8+9 plus 6d10+18; hp 71; Init +6; Spd 30 ft.; AC 19 (+2 Dex, +3 natural, +3 studded leather, +1 shield), touch 12, flat-footed 17; BAB/Grp +8/+11; Atk +13 melee (1d8+3, masterwork longsword, 19–20/x2) or +10 ranged (1d8+3, composite longbow, crit x3, range 110 ft.); Full Atk +13 melee (1d8+3, masterwork longsword, 19–20/x2) and +6 melee (1d6+1, bite) or +10 ranged (1d8+3, composite longbow, crit x3, range 110 ft.); SA sleep gaze (30 ft., sleep for 3 min., Will DC 12); SQ alternate form, damage reduction (5/cold iron), darkvision (60 ft.), low-light vision, scent; AL LE; SV Fort +11, Ref +7, Will +6; Str 17, Dex 15, Con 16, Int 12, Wis 12, Cha 13.

Skills: Balance +0, Climb +5, Escape Artist +0, Hide

death's blessing [general]

The undead creature gains bonus hit points.

Prerequisite: Undead, Cha 13+.

Benefit: The undead creature gains a number of bonus hit points equal to its Charisma bonus times its Hit Dice. This feat can only be taken once.

+0, Intimidate +9, Jump +11, Listen +9, Move Silently +0, Spot +9, Survival +4*, Swim +2. A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form). *Feats:* Alertness, Blind-Fight, Cleave, Improved Initiative, Iron Will, Power Attack, Track^B, Weapon Focus (longsword).

Possessions: Studded leather armor, light wooden shield, masterwork longsword, unholy symbol of Set, composite longbow (Str +3), 20 arrows.

Retep Inkusad, the Viceroy of Set, Male Mummy C1r13 (Set): CR 18; SZ M Undead; HD 8d12+27 plus 13d8+39; hp 176; Init +5; Spd 20 ft.; AC 26 (+1 Dex, +10 natural, +5 *ankh*), touch 16, flat-footed 25; BAB/Grp +13/+20; Atk +20 melee (1d6+10 plus mummy rot, slam); Full Atk +20 melee (1d6+10 plus mummy rot, slam); SA despair (paralyzed 1d4 rounds, Will DC 17), mummy rot, spells, rebuke undead (6/day), improved evil spells (+1 caster level, domain power), improved law spells (+1 caster level, domain power); SQ damage reduction (5/—), darkvision (60 ft.), undead traits, vulnerability to fire; AL LE; SV Fort +12 (+14 against poison), Ref +7, Will +19; Str 24, Dex 12, Con —, Int 10, Wis 21, Cha 17.

Skills: Concentration +12, Diplomacy +15, Hide +8, Knowledge (religion) +12, Knowledge (the planes) +6, Listen +14, Move Silently +8, Spot +14, Survival +5 (+7 on other planes). *Feats:* Alertness, Combat Casting, Death's Blessing*, Empower Spell, Great Fortitude, Improved Initiative, Power Attack, Toughness.

Unholy Spells Prepared (6/7/6/5/5/4/2/1; save DC 15 + spell level): 0—*cure minor wounds, detect magic, guidance, mending, resistance* (x2); 1st—*bane, bless, comprehend languages, deathwatch, divine favor, obscuring mist, sanctuary*; 2nd—*align weapon, bull's strength, death knell, desecrate, resist energy, sound burst*; 3rd—*animate dead, blindness/deafness, dispel magic, invisibility purge, searing light*; 4th—*dismissal, divine power, inflict critical wounds, poison, lesser planar ally*; 5th—*greater command, flame strike, righteous might, slay living*; 6th—*create undead, harm*; 7th—*repulsion*.

Domain Spells Prepared (Evil, Law): 1st—*protection from good*; 2nd—*calm emotions*; 3rd—*magic circle against good*; 4th—*unholy blight*; 5th—*dispel chaos*; 6th—*hold monster*; 7th—*dictum*.

Possessions: Black ankh of Set (+5 AC), Mask of Ancev, staff of necromancy (37 charges).

Scribes of Set, Male Jackalwere (hybrid form) C1r5 (Set): CR 7; SZ M Magical Beast [Shapechanger]; HD 3d8+6 plus 5d8+10; hp 54; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +3 natural, +2 leather), touch 13, flat-footed 15; BAB/Grp +5/+6; Atk +6 melee (1d8+1, spear, crit x3); Full Atk +6 melee (1d8+1, spear, crit x3) and +2 melee (1d6, bite); SA sleep gaze (30 ft., sleep for 3 min., Will DC 14), spells, rebuke undead (6/day), death touch (1/day, 5d6, domain power), improved evil spells (+1 caster level, domain power); SQ alternate form, damage reduction (5/cold iron), darkvision (60 ft.), low-light vision, scent; AL LE; SV Fort +9 (+11 against poison), Ref +7, Will +7; Str 13, Dex 17, Con 15, Int 12, Wis 15, Cha 16.

Skills: Bluff +6, Concentration +8, Jump +5, Knowledge (religion) +7, Listen +7, Spellcraft +7, Spot +7, Survival +5*. A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form). *Feats:* Alertness, Enlarge Spell, Track^B, Weapon Focus (bite).

Typical Unholy Spells Prepared (5/4/3/1; save DC 12 + spell level): 0—*cure minor wounds, detect magic, inflict minor wounds* (x2), *read magic*; 1st—*bane, command, doom, sanctuary*; 2nd—*desecrate, resist energy, spiritual weapon*; 3rd—*bestow curse*.

Domain Spells (Death, Evil): 1st—*protection from good*; 2nd—*death knell*; 3rd—*animate dead*.

Possessions: Leather armor, spear, unholy symbol of Set, 2 daggers, scroll of inflict serious wounds, scroll of inflict light wounds.

Sss'ashisth, Male Ha-Naga: CR 22; hp 310; see the *Epic Level Handbook* and **Appendix 2**. Note that Sss'ashisth is lawful evil (rather than chaotic evil) and has access to the domains of Law and Evil rather than Chaos and Evil.

SA—*Spells:* Sss'ashisth casts spells as a 21st-level sorcerer and can cast cleric spells and spells from the domains of Law and Evil as arcane spells (save DC 23 + spell level).

Spells Known (6/9/9/9/8/8/8/7/7; save DC 23 + spell level): 0—*arcane mark, dancing lights, daze, detect magic, purify food and drink, read magic, resistance, touch of fatigue, virtue*; 1st—*burning hands, inflict light wounds, magic missile, ray of enfeeblement, shocking grasp*; 2nd—*arcane lock, blur, inflict moderate wounds, scorching ray, see invisibility*; 3rd—*inflict serious wounds, lightning bolt, meld into stone, slow*; 4th—*Evar's black tentacles, inflict critical wounds, order's wrath, wall of fire*; 5th—*dispel chaos, flame strike, magic jar, plane shift*; 6th—*acid fog, blade barrier, planar ally*; 7th—*phase door, greater teleport, dictum*; 8th—*mass charm monster, prismatic wall, symbol of insanity*; 9th—*power word kill, soul bind, wish*.

chapter 13: the domain of israfel

Advanced Gray Ooze: CR 5; SZ L Ooze; HD 9d10+63; hp 112; Init -5; Spd 10 ft.; AC 4 (-1 size, -5 Dex), touch 4, flat-footed 4; BAB/Grp +6/+15; Atk +10 melee (1d8+7, slam); Full Atk +10 melee (1d8+7, slam); Space/Reach

Secrets of the Brazen Throne

10 ft./5 ft.; SA acid, constrict 1d8+7, improved grab; SQ blindsight (60 ft.), immunity to fire and cold, ooze traits, transparent; AL N; SV Fort +10, Ref -2, Will -2; Str 20, Dex 1, Con 25, Int —, Wis 1, Cha 1.

Advanced Ochre Jelly: CR 6; SZ H Ooze; HD 10d10+80; hp 135; Init -5; Spd 10 ft., climb 10 ft.; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; BAB/Grp +7/+21; Atk +11 melee (2d6+9 plus 1d4 acid, slam); Full Atk +11 melee (2d6+9 plus 1d4 acid, slam); Space/Reach 15 ft./10 ft.; SA acid 1d4, constrict 2d6+9, improved grab; SQ blindsight 60 ft., ooze traits; AL N; SV Fort +11, Ref -2, Will -2; Str 23, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills: Climb +14.

Madmen (8), Male Human Com5: CR 4; SZ M; HD 5d4+10; hp 23; Init +1; Spd 30 ft.; AC 12 (+1 Dex, +1 natural), touch 11, flat-footed 11; BAB/Grp +2/+4; Atk +4 melee (1d4+2, unarmed strike); Full Atk +4 melee (1d4+2, unarmed strike); AL N; SV Fort +3, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 3, Wis 6, Cha 6.

Skills: Climb +10, Jump +10, Listen +0, Spot +0. *Feats:* Alertness, Endurance, Iron Will.

Madmen, Male Half-Orc War6 (4d4): CR 5; SZ M; HD 6d8+12; hp 41; Init +5; Spd 30 ft.; AC 12 (+1 Dex, +1 natural), touch 11, flat-footed 11; BAB/Grp +6/+10; Atk +10 melee (1d4+4, unarmed strike); Full Atk +10 melee (1d4+4, unarmed strike); SQ darkvision (60 ft.); AL CN; SV Fort +7, Ref +3, Will +0; Str 18, Dex 12, Con 14, Int 4, Wis 6, Cha 6.

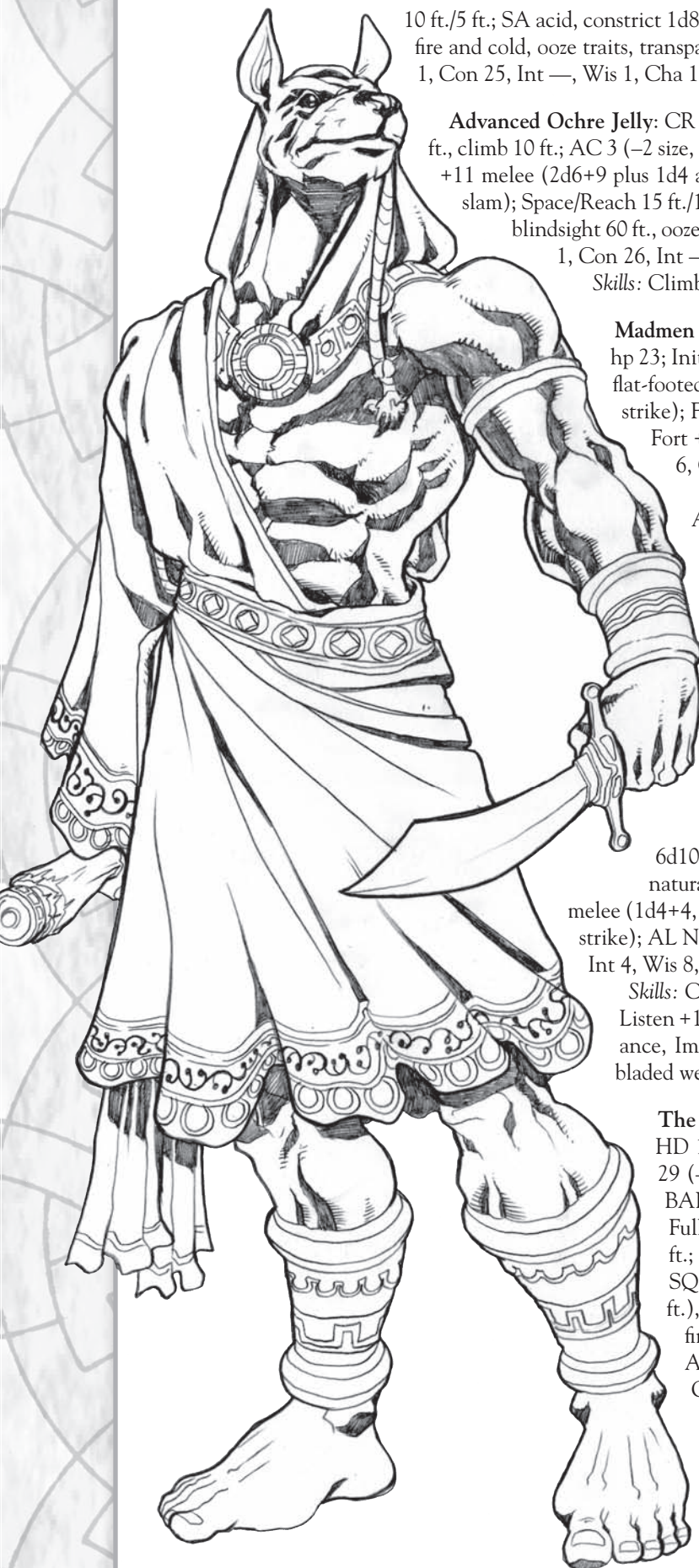
Skills: Climb +9, Intimidate +2, Listen +0, Spot +0. *Feats:* Alertness, Improved Initiative, Power Attack.

Madmen, Male Human Ftr6 (4): CR 6; SZ M; HD 6d10+18; hp 54; Init +5; Spd 30 ft.; AC 12 (+1 Dex, +1 natural), touch 11, flat-footed 11; BAB/Grp +6/+10; Atk +10 melee (1d4+4, unarmed strike); Full Atk +10 melee (1d4+4, unarmed strike); AL N; SV Fort +8, Ref +3, Will +1; Str 18, Dex 13, Con 16, Int 4, Wis 8, Cha 4.

Skills: Climb +9, Craft (any one) +1, Intimidate +1, Jump +9, Listen +1, Spot +1. *Feats:* Alertness, Blind-Fight, Cleave, Endurance, Improved Initiative, Power Attack, Weapon Focus (any bladed weapon), Weapon Specialization (any bladed weapon).

The Heart of Nyal'oz: CR 17; SZ G Aberration [Psionic]; HD 18d8+108; hp 189; Init +7; Spd 0 ft. (immobile); AC 29 (-4 size, +3 Dex, +20 natural), touch 9, flat-footed 26; BAB/Grp +13/+29; Atk +15 melee (2d6+4 [x6], tendrils); Full Atk +15 melee (2d6+4, tendrils); Space/Reach 20 ft./20 ft.; SA psi-like abilities, improved grab, constrict (2d6+4); SQ damage reduction (10/good and silver), darkvision (60 ft.), immunity to acid and electricity, resistance to cold and fire 10, SR 27, telepathy (120 ft.), tremorsense (120 ft.); AL LE; SV Fort +14, Ref +11, Will +20; Str 18, Dex 17, Con 22, Int 24, Wis 24, Cha 24.

Skills: Bluff +28, Concentration +27, Diplomacy +11, Disguise +7 (+9 acting), Gather Information +9, Intimidate +9, Knowledge (psionics) +28, Knowledge (history) +28, Knowledge (local) +28, Knowledge (religion) +28, Knowledge (the planes) +28, Listen +9, Sense Motive +28, Spot +9, Survival +28 (+30 on



other planes). *Feats*: Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (tendrils).

SA—*Improved Grab (Ex)*: Nyal'oz must hit with a tendrill attack. If successful, he can attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he can constrict.

SA—*Constrict (Ex)*: Nyal'oz deals 2d6+4 points of damage with a successful grapple check.

SA—*Psi-Like Abilities*: At will—*brain lock* (DC 19*, any non-mindless), *cloud mind* (DC 19), *ego whip* (DC 25, 4d4*), *read thoughts* (DC 19), *thought shield* (13 rounds, PR 25*); 3/day—*apopsi* (DC 26), *catapsi* (DC 22, range 35 ft., 35-ft. radius*), *mind thrust* (DC 25, 15d10*), *psychic crush* (DC 22, 6d6*), *reddopsi*, *ultrablast* (DC 24, 15d6*); 1/day—*baleful teleport* (DC 25, 15d6; manifester level 18th for overcoming resistance*). Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for Nyal'oz's manifester level.

Rylon the Cruel, Flayer Devil PsyW10: CR 16; SZ L Outsider [Evil, Lawful, Psionic]; HD 12d8+108 plus 10d8+90; hp 297; Init +6; Spd 40 ft.; AC 29 (–1 size, +2 Dex, +16 natural, +2 bracers), touch 11, flat-footed 27; BAB/Grp +19/+32; Atk +28 melee (1d6+9, claw, 19-20/x2 plus 1d3 Con drain) or +28 melee (2d8+10, +1 coup de grace longsword, 19-20/x2 plus Will DC 27 or paralysis 1 round); Full Atk +28 melee (1d6+9[x2], claws, 19-20/x2 plus 1d3 Con drain) and +23 melee (1d8+4, bite) or +28/+23/+18/+13 melee (2d8+10, +1 coup de grace longsword, 19-20/x2 plus Will DC 27 or paralysis 1 round) and +23 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA flensing, psionics, spell-like abilities, summon devils, unholy burst 3/day, 30-ft. cone, Fort DC 25, sickened 1d6 rounds, 3d6 unholy to good-aligned); SQ damage reduction (10/silver and good), darkvision (60 ft.), devils traits, outsider traits, regeneration (5), SR 24; AL LE; SV Fort +24, Ref +13, Will +18; Str 29, Dex 15, Con 29, Int 14, Wis 20, Cha 14.

Skills: Climb +24, Concentration +34, Escape Artist +17, Hide +13, Intimidate +17, Jump +28, Knowledge (psionics) +17, Listen +20, Move Silently +17, Search +10, Sense Motive +12, Spot +20, Survival +20 (+22 following tracks). *Feats*: Align Spell-Like Ability (evil, *scorching ray*), Body Fuel^P, Cleave^B, Deep Impact^P, Great Cleave, Improved Critical (claw), Improved Initiative, Iron Will, Overchannel^P, Power Attack, Talented^P, Weapon Focus (bite, claw).

^PDenotes a psionic feat.

SA—*Spell-Like Abilities*: At will—*detect good*, *greater teleport* (self plus 50 pounds of objects), *scorching ray* (3 rays); 1/day—*wall of fire*, *unholy aura* (DC 20). Caster level 12th. The save DCs are Charisma-based.

Psionic Powers Known (power points 52; save DC 15 + power level): 1st—*claws of the beast*, *dissipating touch*, *expansion*, *prevenom*; 2nd—*strength of my enemy*; 3rd—*claws of the vampire*, *hostile empathic transfer*, *exhalation of the black dragon*; 4th—*claw of energy*, *truevenom*. Manifester level 10th. The save DCs are Wisdom-based.

Possessions: +1 coup de grace longsword (see the revised Psionics Handbook), 4 potions of cure moderate wounds, bracers of armor +2, 570 bp, silver ring with emerald (1,600 gp), jet pendant on silver chain (400 gp).

Samij the Unclean, Male Human Clr12 (Jubilex): CR 12; SZ M; HD 12d8+36; hp 90; Init +1; Spd 20 ft. (armor), base speed 30 ft.; AC 19 (+1 Dex, +6 +3 *hide*, +2 +1 *shield*), touch 11, flat-footed 18; BAB/Grp +9/+11; Atk +13 melee (1d8+4, +2 *heavy mace*); Full Atk +13/+8 melee (1d8+4, +2 *heavy mace*); SA spells, rebuke undead (7/day), improved chaos spells (+1 caster level, domain power), improved evil spells (+1 caster level, domain power); AL CE; SV Fort +11, Ref +5, Will +13; Str 14, Dex 12, Con 16, Int 15, Wis 21, Cha 18.

Skills: Balance –3, Bluff +7, Climb –2, Concentration +18, Craft (poisonmaking) +7, Diplomacy +6, Disguise +4 (+6 acting), Escape Artist –3, Heal +15, Hide –3, Intimidate +6, Knowledge (religion) +17, Listen +9, Move Silently –3, Ride +8 (includes +4 bonus from *saddle of ooze riding*), Spellcraft +12, Spot +9, Swim –6. *Feats*: Alertness, Combat Casting, Craft Wondrous Item, Maximize Spell, Mounted Combat, Quicken Spell.

Unholy Spells Prepared (6/7/5/5/4/4/2; save DC 15 + spell level): 0—*create water*, *detect magic*, *guidance*, *inflict minor wounds*, *read magic*, *resistance*; 1st—*bane*, *bless*, *command*, *detect good*, *divine favor*, *entropic shield*, *summon monster I*; 2nd—*align weapon*, *bull's strength*, *darkness*, *death knell*, *resist energy*; 3rd—*animate dead*, *contagion*, *dispel magic*, *obscure object*, *searing light*; 4th—*death ward*, *dismissal*, *divine power*, *lesser planar ally*; 5th—*greater command*, *commune*, *flame strike*, *righteous might*; 6th—*blade barrier*, *summon monster VI*.

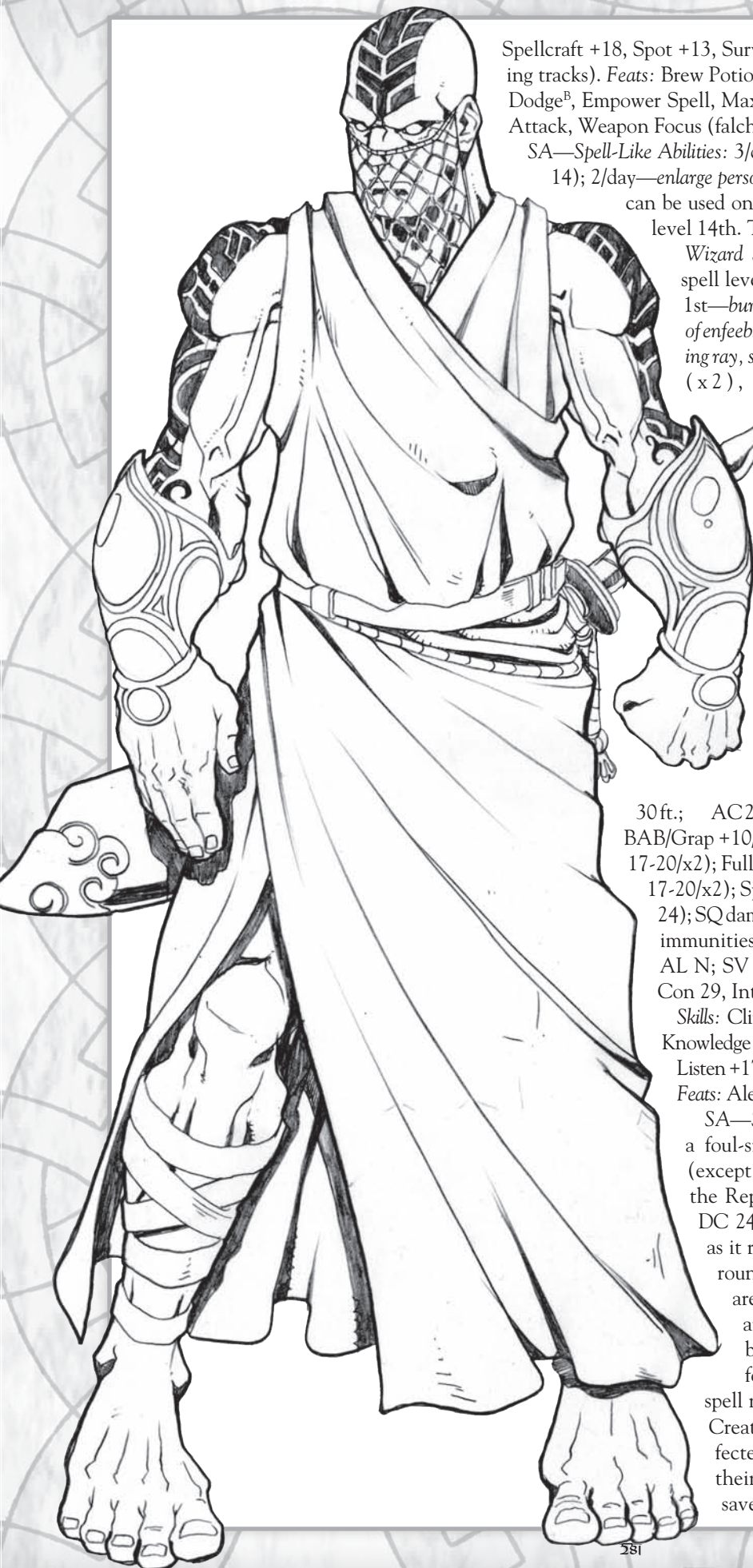
Domain Spells (Chaos*, Evil): 1st—*protection from law*; 2nd—*shatter*; 3rd—*magic circle against good*; 4th—*chaos hammer*; 5th—*dispel good*; 6th—*animate objects*.

*If you are using *Eldritch Sorcery* (by *Necromancer Games*) you can give Samij access to the Slime domain by substituting it for the Chaos domain.

Possessions: +3 hide armor, +1 light wooden shield, unholy symbol of Jubilex, +2 heavy mace, potion of rage, potion of barkskin (+5), eversmoking bottle, dust of illusion.

The Warden, Male Burning Dervish Wiz10: CR 12; SZ M Outsider; HD 9d8+9 plus 10d4+10; hp 84; Init +3; Spd 30 ft., fly 20 ft. (perfect); AC 20 (+3 Dex, +3 natural, +3 bracers, +1 ring), touch 14, flat-footed 17; BAB/Grp +14/+18; Atk +21 melee (2d4+8, +2 *falchion*, 18-20/x2) or +18 melee (1d6+4 plus 1d6 fire, slam [flame form]); Full Atk +21/+16/+11 melee (2d4+8, +2 *falchion*, 18-20/x2) or +18 melee (1d6+4 plus 1d6 fire [x2], slams [flame form]); SA flame form, spell-like abilities; SQ darkvision (60 ft.), elemental endurance, resistance to fire (15), outsider traits, *plane shift*; AL LE; SV Fort +10, Ref +12, Will +15; Str 18, Dex 16, Con 13, Int 16, Wis 15, Cha 15.

Skills: Bluff +13, Craft (alchemy) +13, Concentration +22, Escape Artist +14, Knowledge (arcana) +18, Knowledge (the planes) +14, Listen +13, Move Silently +14, Profession (torturer) +12, Search +12, Sense Motive +13,



Spellcraft +18, Spot +13, Survival +13 (+15 on other planes, +15 following tracks). *Feats*: Brew Potion, Combat Expertise, Craft Wondrous Item, Dodge^B, Empower Spell, Maximize Spell, Mobility, Scribe Scroll, Spring Attack, Weapon Focus (falchion), Whirlwind Attack.

SA—Spell-Like Abilities: 3/day—invisibility (self only), pyrotechnics (DC 14); 2/day—enlarge person (DC 13) or reduce person (DC 13) (either can be used on the burning dervish), produce flame. Caster level 14th. The save DCs are Charisma-based.

Wizard Spells Prepared (4/5/5/4/3/2; save DC 13 + spell level): 0—acid splash (x2), daze, touch of fatigue; 1st—burning hands, chill touch, shocking grasp (x2), ray of enfeeblement; 2nd—daze monster, ghoul touch, scorching ray, summon swarm, touch of idiocy; 3rd—keen edge (x2), rage, ray of exhaustion; 4th—animate dead, crushing despair, enervation; 5th—feeblemind, magic jar.

Possessions: +2 falchion, bracers of armor +3, ring of protection +1, scroll of 3 arcane spells (fireball, Mel's acid arrow, sleep), 225 bp, black brass chain mask inlaid with rubies (2,000 gp), 600 sp.

chapter 14: the great repository

Corpulent Attendants: CR 10; SZ L Outsider; HD 10d8+93; hp 138; Init +0; Spd 30 ft.; AC 23 (-1 size, +14 natural), touch 9, flat-footed 23; BAB/Grp +10/+19; Atk +17 melee (1d6+5, +3 keen dagger, 17-20/x2); Full Atk +17/+12 melee (1d6+5, +3 keen dagger, 17-20/x2); Space/Reach 10 ft./10 ft.; SA stench (Fort DC 24); SQ damage reduction (10/good), darkvision (60ft.), immunities (electricity and fire), outsider traits, SR 10; AL N; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 12, Wis 14, Cha 18.

Skills: Climb +18, Concentration +22, Intimidate +17, Knowledge (any two) +14, Knowledge (the planes) +14, Listen +17, Spot +17, Survival +15 (+17 on other planes). *Feats*: Alertness, Blind-Fight, Power Attack, Toughness.

SA—Stench (Ex): An attendant's skin produces a foul-smelling, toxic liquid. Any living creature (except other corpulent attendants and scholars of the Repository) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same attendant's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Exsul, Male Div10/Loremaster 1o: CR 20; SZ M Outsider; HD 20d4+23; hp 73; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 12, flat-footed 12; BAB/Grp +10/+10; Atk +10 melee (1d6, quarterstaff); Full Atk +10/+5 melee (1d6, quarterstaff); SA spells; SQ darkvision (60 ft.), greater lore, immunity to the whispering walls, lore (+27 check modifier), outsider traits, resistance to fire (10), secret (instant mastery, lore of true stamina, newfound arcana [2nd], secret health, secret knowledge of avoidance), true lore; AL N; SV Fort +9, Ref +8, Will +17; Str 10, Dex 10, Con 12, Int 24, Wis 16, Cha 11.

Skills: Concentration +24, Decipher Script +33, Gather Information +6, Knowledge (any four) +30, Knowledge (any two) +33, Listen +5, Speak Language (Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon), Spellcraft +30 (+32 divination), Spot +5, Use Magic Device +4, (+8 scrolls). *Feats:* Alertness, Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Extend Spell, Maximize Spell, Scribe Scroll, Skill Focus (Decipher Script), Skill Focus (Knowledge [any one]), Skill Focus (Knowledge [any one]), Spell Focus (divination).

Diviner Spells Prepared (4/6/6/6/5/5/5/4/4; save DC 17 + spell level): 0—*daze, detect magic, detect poison¹, flare, read magic*; 1st—*color spray, comprehend languages, detect secret doors, detect undead, identify, magic missile, true strike¹*; 2nd—*blur, bull's strength, detect thoughts¹, locate object, misdirection, see invisibility, spider climb, touch of idiocy*; 3rd—*arcane sight, blink, clairaudience/clairvoyance, dispel magic, illusory script, shrink item, tongues¹*; 4th—*arcane eye, detect scrying, dimension door, locate creature, rainbow pattern, scrying¹*; 5th—*contact other plane¹, dream, nightmare, prying eyes, Rarey's telepathic bond, telekinesis*; 6th—*acid fog, analyze dweomer¹, chain lightning, legend lore, true seeing, wall of iron*; 7th—*greater arcane sight, greater scrying, insanity, mass hold person, prismatic spray, vision¹*; 8th—*discern location, greater prying eyes, moment of prescience¹, protection from spells, sunburst*; 9th—*foresight¹, imprisonment, shades, time stop, wish*.

¹Bonus diviner spell; *Prohibited School Necromancy*.

Possessions: Leather armor, quarterstaff.

Repository Scholar, Male Div10/Loremaster 10: CR 20; SZ M Outsider; HD 20d4+23; hp 73; Init +0; Spd 30 ft.; AC 22 (+3 ring, +6 bracers, +3 amulet), touch 13, flat-footed 22; BAB/Grp +10/+10; Atk +10 melee (1d6, quarterstaff); Full Atk +10/+5 melee (1d6, quarterstaff); SA spells; SQ darkvision (60 ft.), greater lore, immunity to the whispering walls, lore (+27 check modifier), outsider traits, resistance to fire (10), secret (instant mastery, lore of true stamina, newfound arcana [2nd], secret health, secret knowledge of avoidance), true lore; AL N; SV Fort +9, Ref +8, Will +17; Str 10, Dex 10, Con 12, Int 24, Wis 16, Cha 11.

Skills: Concentration +24, Decipher Script +33, Gather Information +6, Knowledge (any four) +30, Knowledge (any two) +33, Listen +5, Speak Language (Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon),

Spellcraft +30 (+32 divination), Spot +5, Use Magic Device +4, (+8 scrolls). *Feats:* Alertness, Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Extend Spell, Maximize Spell, Scribe Scroll, Skill Focus (Decipher Script), Skill Focus (Knowledge [any one]), Skill Focus (Knowledge [any one]), Spell Focus (divination).

Diviner Spells Prepared (4/6/6/6/5/5/5/4/4; save DC 17 + spell level): 0—*daze, detect magic, detect poison¹, flare, read magic*; 1st—*color spray, comprehend languages, detect secret doors, detect undead, identify, magic missile, true strike¹*; 2nd—*blur, bull's strength, detect thoughts¹, locate object, misdirection, see invisibility, spider climb, touch of idiocy*; 3rd—*arcane sight, blink, clairaudience/clairvoyance, dispel magic, illusory script, shrink item, tongues¹*; 4th—*arcane eye, detect scrying, dimension door, locate creature, rainbow pattern, scrying¹*; 5th—*contact other plane¹, dream, nightmare, prying eyes, Rarey's telepathic bond, telekinesis*; 6th—*acid fog, analyze dweomer¹, chain lightning, legend lore, true seeing, wall of iron*; 7th—*greater arcane sight, greater scrying, insanity, mass hold person, prismatic spray, vision¹*; 8th—*discern location, greater prying eyes, moment of prescience¹, protection from spells, sunburst*; 9th—*foresight¹, imprisonment, shades, time stop, wish*.

¹Bonus diviner spell; *Prohibited School Necromancy*.

Possessions: Ring of protection +3, bracers of armor +6, amulet of natural armor +3, quarterstaff.

Fayyad Mazin, Male Human Clr15 (Arden): CR 15; SZ M; HD 15d8+30; hp 97; Init +0; Spd 20 ft., base 30 ft.; AC 20 (+7 +2 chainmail, +3 +1 heavy steel shield), touch 10, flat-footed 20; BAB/Grp +11/+12; Atk +14 melee (1d6+3, +2 short sword, 19-20/x2) or +11 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.); Full Atk +14/+9/+4 melee (1d6+3, +2 short sword, 19-20/x2) or +11 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.); SA spells, turn undead (5/day); AL NG; SV Fort +13, Ref +7, Will +13; Str 12, Dex 11, Con 15, Int 16, Wis 18, Cha 14.

Skills: Concentration +20, Diplomacy +20, Heal +22, Knowledge (history) +21, Knowledge (religion) +21, Spellcraft +21. *Feats:* Brew Potion, Craft Wand, Empower Spell, Great Fortitude, Lightning Reflexes, Scribe Scroll, Still Spell.

Cleric Spells Prepared (6/6/6/6/5/4/3/2/1; save DC 14 + spell level): 0—*detect magic, guidance, light, purify food and drink, read magic (x2)*; 1st—*command, cure light wounds, divine favor, endure elements, protection from evil, shield of faith*; 2nd—*aid, align weapon, augury, hold person (x2), silence*; 3rd—*continual flame, daylight, searing light (x2), summon monster III, wind wall*; 4th—*cure critical wounds, divination, freedom of movement, lesser planar ally, restoration*; 5th—*break enchantment, flame strike (x2), spell resistance*; 6th—*blade barrier, geas/quest, heal*; 7th—*dictum, summon monster VII*; 8th—*holy aura*.

Domain Spells (Good, Sun): 1st—*protection from evil*; 2nd—*heat metal*; 3rd—*searing light*; 4th—*fire shield*; 5th—*dispel evil*; 6th—*blade barrier*; 7th—*sunbeam*; 8th—*sunburst*.

Possessions: +2 chainmail, +1 heavy steel shield, +2 short sword, wand of dispel magic (21 charges), potion of fly, heavy crossbow, 30 bolts, ring of comfort.

Chapter 13: The City of the Dead Iultana

Ghoulish Hyaenodons: CR 5; SZL Undead; HD 5d12; hp 32; Init +2; Spd 50 ft.; AC 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16; BAB/Grp +2/+14; Atk +9 melee (1d8+12 plus ghoul fever and paralysis, bite); Full Atk +9 melee (1d8+12 plus ghoul fever and paralysis, bite); Space/Reach 10 ft.; SA ghoul fever (Fort DC 12, incubation 1 day, 1d3 Con and 1d3 Dex), paralysis (1d4+1 rounds, Fort DC 12), trip (+12 check modifier); SQ darkvision (60 ft.), low-light vision, scent, undead traits; AL NE; SV Fort +3, Ref +3, Will +5; Str 26, Dex 15, Con —, Int 2, Wis 13, Cha 10.

Skills: Hide +0*, Listen +5, Spot +5, Survival +7*. *Ghoulish hyaenodons have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth, and a +4 bonus on Survival checks. This bonus increases to +8 when tracking by scent. **Feats:** Alertness, Great Fortitude.

Ghoulish Merfolk: CR 6; SZ M Undead; HD 6d12; hp 39; Init +3; Spd 5 ft., swim 50 ft.; AC 17 (+3 Dex, +2 natural, +2 leather), touch 15, flat-footed 14; BAB/Grp +3/+5; Atk +6 melee (1d6+2 plus paralysis, bite); Full Atk +6 melee (1d6+2 plus paralysis, bite) and +4 melee (1d3 plus paralysis [x2], claws); SA ghoul fever (bite, incubation 1 day, damage 1d3 Con and 1d3 Dex, Fort DC 15), paralysis (1d4+1 rounds, Fort DC 15); SQ amphibious, darkvision (60 ft.), low-light vision, undead traits, turn resistance (+2); AL CE; SV Fort +2, Ref +5, Will +7; Str 15, Dex 17, Con —, Int 13, Wis 14, Cha 14.

Skills: Balance +8, Climb +11, Hide +12, Jump +7, Listen +4, Move Silently +12, Spot +12, Swim +10. **Feats:** Alertness, Multiattack, Weapon Finesse.

Ghul Prince or Princess, Ari10: CR 12; SZL Undead; HD 7d12 plus 10d12; hp 110; Init +8; Spd 30 ft.; AC 22 (-1 size, +2 Dex, +6 natural, +5 chainmail), touch 11, flat-footed 20; BAB/Grp +10/+18; Atk +16 melee (1d8+6, +2 scimitar, 18-20/x2) or +13 melee (1d8+4 plus paralysis, claw) or +13 ranged touch (paralysis, paralyzing spittle); Full Atk +16/+11 melee (1d8+6, +2 scimitar, 18-20/x2) and +11 melee (1d8+2, bite) or +13 melee (1d8+4 plus paralysis [x2], claws) and +11 melee (1d8+2, bite) or +13 ranged touch (paralysis, paralyzing spittle); Space/Reach 10 ft./10 ft.; SA create spawn (genies only), paralysis (1d6+2 rounds, Fort DC 16), paralyzing spittle (30 ft., 1d6+2 rounds, Fort DC 16), spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to acid, telepathy (100 ft.), turn resistance (+6 [+4 from pendant]), undead traits; AL CE; SV Fort +4, Ref +8, Will +13; Str 18, Dex 19, Con —, Int 16, Wis 17, Cha 17.

Skills: Bluff +13, Concentration +10, Craft (woodworking) +9, Diplomacy +13, Disguise +13, Escape Artist +7, Intimidate +22, Knowledge (nobility and royalty) +10, Listen +11, Move Silently +5, Ride +14, Sense Motive +19, Spot +11, Survival +13. **Feats:** Cleave, Combat

Reflexes, Improved Initiative, Power Attack, Multiattack, Weapon Focus (scimitar).

SA—*Spell-Like Abilities:* At will—*invisibility* (self only); *curse water*, *persistent image* (DC 18), *wind walk*. Caster level 20th. The save DC is Charisma-based.

Possessions: +2 scimitar, pendant of turn resistance +4.

Hawanari Guardsmen: CR 10; SZ L Outsider [Air, Extraplanar]; HD 10d8+30; hp 75; Init +10; Spd 20 ft., 60 ft. (perfect); AC 21 (-1 size, +6 Dex, +6 natural), touch 15, flat-footed 15; BAB/Grp +10/+21; Atk +17 melee (2d6+11, +1 falchion, 18-20/x2) or +16 melee (1d8+7, slam); Full Atk +17/+12 melee (2d6+11, +1 falchion, 18-20/x2) or +16 melee (1d8+7 [x2], slams); Space/Reach 10 ft./10 ft.; SA air mastery, heat, spell-like abilities, whirlwind; SQ darkvision (60 ft.), immunity to acid, outsider traits, *plane shift*, resistance to fire (20), telepathy (100 ft.); AL CG; SV Fort +10, Ref +13, Will +10; Str 24, Dex 23, Con 16, Int 14, Wis 17, Cha 17.

Skills: Appraise +15, Concentration +16, Craft (any one) +15, Diplomacy +5, Escape Artist +19, Knowledge (any one) +15, Listen +16, Move Silently +19, Sense Motive +16, Spellcraft +15, Spot +16, Use Rope +6 (+8 with bindings). **Feats:** Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Mobility.

SA—*Spell-Like Abilities:* At will—*invisibility* (self only); 3/day—*detect magic* (CL 6th), *produce flame* (CL 6th), *scorching ray* (1 ray), grant three *wishes* (to non-genies only); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *pyrotechnics* (CL 6th, DC 15), *wall of fire* (CL 6th, DC 17), *wind walk*. Once per day a hawanari can assume *gaseous form* (as the spell) for up to one hour. Caster level 20th (unless otherwise specified). The save DCs are Charisma-based.

Possessions: +1 falchion.

Huge Djinn Mummy Priests of Anumon Clr10 (Anumon): CR 14; SZ H Undead; HD 10d12 plus 10d12; hp 130; Init +7; Spd 20 ft., fly 60 ft. (perfect); AC 29 (-2 size, +3 Dex, +10 natural, +8 +3 chainmail), touch 11, flat-footed 26; BAB/Grp +17/+35; Atk +27 melee (3d6+17, +2 axiomatic vorpal falchion, 18-20/x2) or +25 melee (2d6+15, slam); Full Atk +27/+22/+17/+12 melee (3d6+17, +2 axiomatic vorpal falchion, 18-20/x2) or +25 melee (2d6+15, slam); Space/Reach 15 ft./15 ft.; SA air mastery, despair (Will DC 18), mummy rot (Fort DC 18), spell-like abilities, whirlwind, turn undead (6/day); SQ cast law spells (+1 caster level), damage reduction (5/—), darkvision (60 ft.), immunity to acid, *plane shift*, protective ward (Protection domain, +10), telepathy (100 ft.), undead traits, vulnerability to fire; AL LN; SV Fort +14, Ref +13, Will +16; Str 31, Dex 17, Con —, Int 14, Wis 20, Cha 17.

Skills: Appraise +15, Concentration +18, Craft (any one) +15, Diplomacy +7, Escape Artist +16, Heal +15, Knowledge (any one) +15, Knowledge (religion) +12,

Knowledge (the planes) +12, Listen +18, Move Silently +11, Sense Motive +18, Spellcraft +20, Spot +18, Use Rope +3 (+5 with bindings). *Feats*: Cleave, Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Improved Sunder, Mobility, Power Attack.

Cleric Spells Prepared (6/6/5/4/4/3; save DC 15 + spell level): 0—*create water* (x2), *detect magic*, *guidance*, *mending*, *resistance*; 1st—*detect evil*, *divine favor*, *entropic shield*, *obscuring mist*, *protection from evil*, *sanctuary*; 2nd—*darkness*, *death knell*, *hold person*, *shatter*, *silence*; 3rd—*bestow curse*, *contagion*, *inflict serious wounds*, *magic circle against evil*; 4th—*discern lies*, *divine power*, *inflict critical wounds*, *summon monster IV*; 5th—*flame strike*, *insect plague*, *mark of justice*.

Domain Spells (Law, Protection): 1st—*protection from chaos*; 2nd—*calm emotions*; 3rd—*protection from energy*; 4th—*order's wrath*; 5th—*spell resistance*.

Possessions: +2 axiomatic vorpal falchion, +3 chainmail, necklace of elemental resistance (fire) (functions as a ring of minor elemental resistance [fire]).

Jade Colossus of the Sultana: CR 23; SZ C Construct; HD 60d10+80; hp 410; Init +4; Spd 40 ft.; AC 45 (-8 size, +43 natural), touch 2, flat-footed 45; BAB/Grp +45/+83; Atk +59 melee (4d8+22, slam, 19-20/x2); Full Atk +59 melee (4d8+22 [x2], slams, 19-20/x2); Space/Reach 30 ft./30 ft.; SA breath weapon; SQ construct traits, damage reduction (15/epic), darkvision (60 ft.), immunity to fire, immunity to magic, light reflection, low-light vision; AL CG; SV Fort +22, Ref +22, Will +25; Str 55, Dex 10, Con —, Int 16, Wis 16, Cha 20.

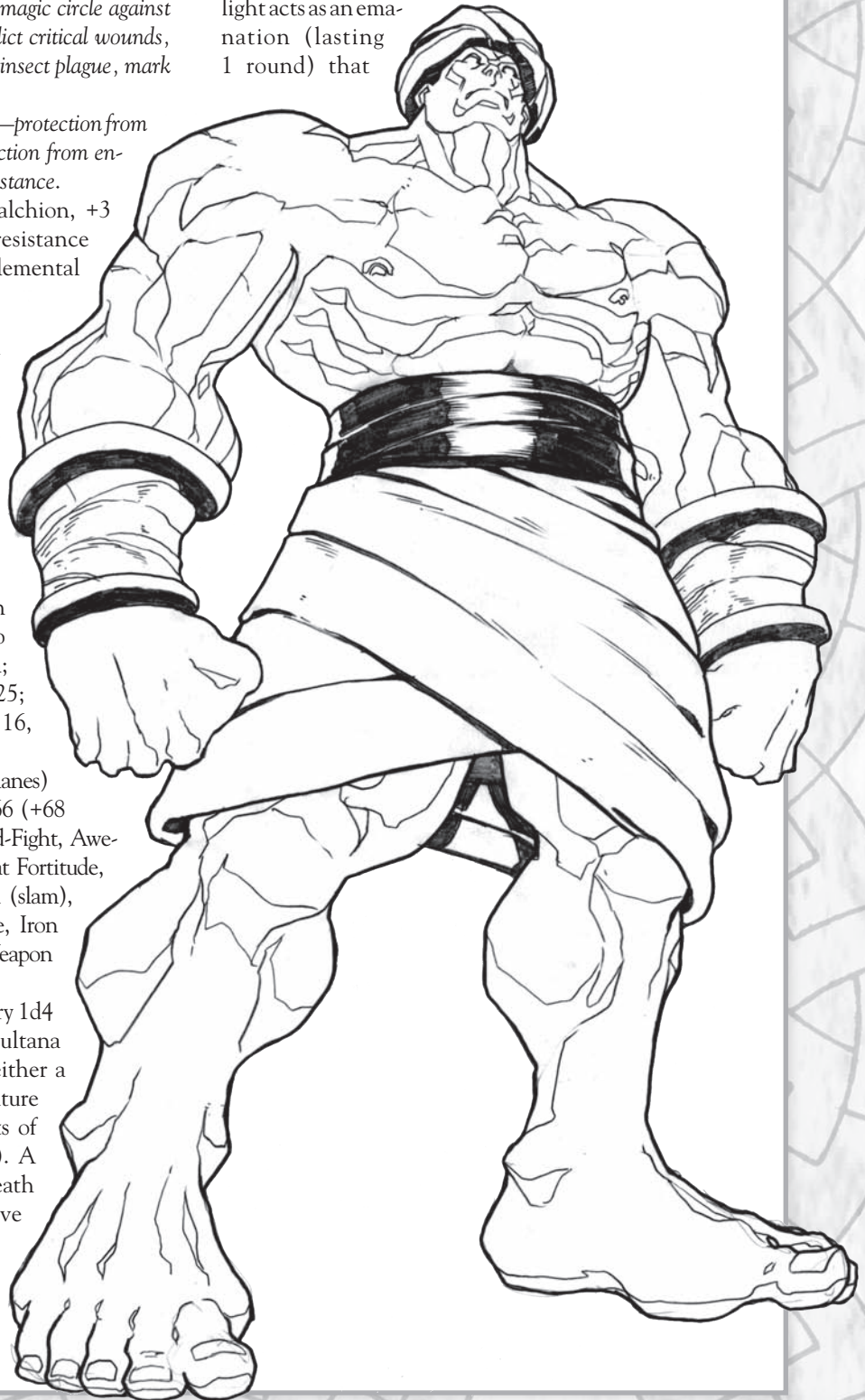
Skills: Intimidate +68, Knowledge (the planes) +66, Listen +68, Spot +68, Survival +66 (+68 on other planes). *Feats*: Alertness, Blind-Fight, Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam).

SA—*Breath Weapon* (Su): Once every 1d4 rounds, as a standard action, the Jade Sultana can spray a blast of green energy in either a 60-foot cone or a 120-foot line. A creature in the affected area takes 15d6 points of damage (Reflex save DC 40 for half). A creature slain as the result of this breath weapon transforms into jade. The save DC is Constitution-based.

A creature turned to jade has Hardness 6, hp 40. This effect can be reversed by casting *stone to flesh*, *wish*, or *miracle*. This restores the creature's

body to flesh; afterwards, it may be raised or resurrected normally. A jade creature that suffers 40 or more points of damage, or is subjected to a *shatter* or *disintegrate* spell is immediately destroyed. A destroyed creature can be restored only through the successful casting of a *miracle* or *wish* spell.

SQ—*Light Reflection* (Ex): The angles that make up the Jade Sultana's form allow her to reflect any light-based attacks or effects (she cannot reflect natural sunlight however). Reflected light acts as an emanation (lasting 1 round) that



blinds all creatures (as the *blindness* spell) within 40 feet for 2d4 rounds. Affected creatures that succeed on a DC 40 Reflex save are not blinded. Undead and similar creatures to whom sunlight is harmful take 6d6 points of damage (a successful DC 40 Reflex save halves the damage).

SQ—Immunity to Magic (Ex): The Jade Sultana is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against her, as noted below.

A *disintegrate* spell slows her (as the *slow* spell) for 1d6 rounds, with no saving throw.

A *shatter* spell deals 3d12 points of damage to her, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the Jade Sultana and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause her to exceed her full normal hit points, she gains any excess as temporary hit points. She receives no saving throw against fire effects.

Magical Monkey: CR 1; SZ T Magical Beast; HD 2d10; hp 11; Init +2; Spd 30 ft., climb 30 ft.; AC 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13; BAB/Grp +2/-10; Atk +6 melee (1d3-2, bite) or +6 ranged (2d8, exploding fruit); Full Atk +6 melee (1d3-2, bite) or +6 ranged (2d8, exploding fruit); Space/Reach 2-1/2 ft./0 ft.; SA sneak attack (+1d6); SA exploding fruit; SQ darkvision (60 ft.), scent; AL N; SV Fort +3, Ref +5, Will +1; Str 6, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +11, Climb +11, Hide +11, Listen +2, Spot +2. Magical monkeys have a +8 racial bonus on Balance and Climb checks and a +4 bonus on Hide checks. They use their Dexterity modifier instead of their Strength modifier for Climb checks. **Feats:** Weapon Finesse.

SA—Exploding Fruit (Ex): The magical monkeys here throw the gem-like fruit from the trees. A fruit has a range increment of 20 feet. Each fruit explodes upon striking a solid surface, dealing 2d8 points of damage to all within a 20-foot radius. A DC 16 Reflex save avoids the damage. (The save DC is a property of the fruit not of the monkey's ability to wield it.)

Skeleton Warrior, Ftr9: CR 11; SZ M Undead; HD 9d12+3; hp 61; Init +5; Spd 20 ft., base 30 ft.; AC 24 (+1 Dex, +4 natural, +7 +1 *banded mail*, +2 heavy steel shield), touch 11, flat-footed 23; BAB/Grp +9/+15; Atk +18 melee (2d4+13, +2 *falchion*, 18-20/x2); Full Atk +18/+13 melee (2d4+13, +2 *falchion*, 18-20/x2); SA fear aura (*fear*, CL 9th, Will DC 15); SQ damage reduction (10/magic and bludgeoning), darkvision (60 ft.), immunity to turning, SR 24, undead traits; AL LE; SV Fort +8, Ref +4, Will +5; Str 22, Dex 12, Con —, Int 10, Wis 14, Cha 12.

Skills: Climb +8, Intimidate +17, Jump +8, Listen +4 Ride +9, Sense Motive +8, Spot +10, Swim -2. **Feats:** Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Power Attack, Toughness, Weapon Focus (*falchion*), Weapon Specialization (*falchion*).

Possessions: +2 falchion, +1 banded mail, heavy steel shield.

Vampiric Treant: CR 10; SZ H Undead; HD 7d12; hp 45; Init +5; Spd 30 ft.; AC 28 (-2 size, +1 Dex, +19 natural), touch 9, flat-footed 27; BAB/Grp +5/+25; Atk +15 melee (2d6+18 plus energy drain, slam); Full Atk +15 melee (2d6+18 plus energy drain, slam); Space/Reach 15 ft./15 ft.; SA animate plants (animates up to two assassin vines, similar to treant's animate trees), blood drain (1d4 Con), children of the night, create spawn (only works against other tree-like plant creatures), dominate (30 ft., Will DC 16), double damage against objects, energy drain (2 negative levels, Fort DC 16), trample (2d6+18); SQ damage reduction (10/slashing and magic and silver), fast healing (5), gaseous form, low-light vision, plant traits, resistances (cold and electricity 10), turn resistance (+4), vulnerability to fire; AL NE; SV Fort +5, Ref +5, Will +10; Str 35, Dex 12, Con —, Int 14, Wis 18, Cha 16.

Skills: Bluff +11, Diplomacy +5, Hide +1*, Intimidate +6, Knowledge (nature) +7, Listen +19, Move Silently +9, Search +10, Sense Motive +17, Spot +19, Survival +9 (+11 aboveground). **Feats:** Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Oriazier, Male Great Wyrmsolar Dragon: CR 25; SZ G Dragon; HD 39d12+312; hp 565; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 44 (-4 size, +38 natural), touch 6, flat-footed 44; BAB/Grp +39/+65; Atk +50 melee (4d6+14, bite); Full Atk +50 melee (4d6+14, bite) and +47 melee (2d8+7 [x2], claws) and +47 melee (2d6+7 [x2], wings) and (2d8+21, tail slap) or +49 melee (4d6+21, crush) or +49 melee (2d6+21, tail sweep); Space/Reach 20 ft./15 ft. (20 ft. bite); SA breath weapon (120-ft. line, 24d8, Fort DC 37), frightful presence, spell-like abilities, spells; SQ damage reduction (15/magic and evil), darkvision (120 ft.), immunity to blinding effects, *sleep* and paralysis, low-light vision, SR 31; AL CG; SV Fort +29, Ref +23, Will +29; Str 39, Dex 10, Con 27, Int 22, Wis 23, Cha 22.

Skills: Bluff +48, Concentration +50, Diplomacy +52, Escape Artist +42, Intimidate +50, Knowledge (arcana) +48, Knowledge (the planes) +48, Listen +48, Search +48, Sense Motive +48, Spellcraft +50, Spot +48. **Feats:** Awesome Blow, Flyby Attack, Cleave, Great Cleave, Hover, Improved Bull Rush, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Power Attack, Snatch, Weapon Focus (bite), Wingover.

SA—Breath Weapon (Su): Oriazier has two breath weapons, a line of heat and a cone of blinding light. Creatures within a cone of blinding light must succeed on a Fortitude save or be blinded for 2d4 rounds.

SA—Spell-Like Abilities: At will—*daylight*; 3/day—*searing light*, *sunbeam* (DC 23); 1/day—*flame strike* (DC 21), *sunburst* (DC 24), *prismatic sphere* (DC 25). Caster level 20th. The save DCs are Charisma-based.

SA—Spells: Casts as a 17th-level sorcerer. The save DCs are Charisma-based.

Sorcerer Spells Known (Cast per Day 6/8/8/7/7/7/6/4; save DC 16 + spell level): 0—*acid splash, arcane mark, detect poison, detect magic, daze, dancing lights, flare, light, touch of fatigue*; 1st—*alarm, burning hands, magic weapon, shield, shocking grasp*; 2nd—*arcane lock, blur, fog cloud, scorching ray, summon swarm*; 3rd—*daylight, dispel magic, fireball, haste, slow*; 4th—*dimensional anchor, enervation, fire trap, wall of fire*; 5th—*break enchantment, cloudkill, hold monster, transmute rock to mud*; 6th—*antimagic field, chain lightning, planar binding*; 7th—*control weather, delayed blast fireball, mass hold person*; 8th—*greater shout, prismatic wall*.

Saaid al Djinn, Male Noble Djinn Salt Lich Wiz20: CR 24; SZ L Undead [Incorporeal]; HD 10d12 plus 20d12; hp 175; Init +8; Spd 60 ft. (perfect); AC 17 (-1 size, +4 Dex, +4 deflection), touch 17, flat-footed 13; BAB/Grp +20/—; Atk +23 melee (1d8+5 plus desiccating touch, incorporeal touch) or +25 melee (2d6+2, +2 *anarchic ghost touch falchion*, 18-20/x2); Full Atk +23 melee (1d8+5 plus desiccating touch, incorporeal touch) or +25/+20/+15/+10 melee (2d6+2, +2 *anarchic ghost touch falchion*, 18-20/x2); Space/Reach 10 ft./10 ft.; SA air mastery, chirracco (27 rounds), fear aura (Will DC 27, CL 27th), spell-like abilities, spells, whirlwind; SQ absorb fire, darkvision (60 ft.), immunities (acid, cold, and electricity), incorporeal traits, *plane shift*, telepathy (100 ft.), undead traits; AL CG; SV Fort +11, Ref +15, Will +20; Str —, Dex 19, Con —, Int 21, Wis 16, Cha 19.

Skills: Appraise +18, Concentration +36, Craft (armor-smithing) +38, Decipher Script +28, Diplomacy +8, Escape Artist +17 (+19 with ropes), Hide +12, Knowledge (arcana) +28, Knowledge (the planes) +41, Knowledge (nobility and royalty) +13, Listen +26, Move Silently +17, Search +13, Sense Motive +24, Spellcraft +43, Spot +26, Survival +3 (+5 on other planes), Use Rope +4 (+6 with bindings). *Feats:* Alertness, Combat Casting, Combat Reflexes, Craft Staff, Craft Wondrous Item, Dodge, Enlarge Spell, Greater Spell Penetration, Improved Counterspell, Improved Initiative^B, Maximize Spell, Mobility, Quicken Spell, Scribe Scroll, Spell Penetration, Still Spell, Widen Spell.

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

Spells Prepared (4/6/5/5/5/4/4/4/4; save DC 15 + spell level): 0—*acid splash, flare, dancing lights, ray of frost*; 1st—*expeditious retreat, magic missile (x2), ray of enfeeblement, shocking grasp (x2)*; 2nd—*fog cloud, protection from law, scorching ray, touch of idiocy, web*; 3rd—*blink, dispel magic, fireball, haste, lightning bolt*; 4th—*confusion, crushing despair, dimensional anchor, enervation, wall of fire*; 5th—*baleful polymorph, break enchantment, cone of cold, lesser planar binding, waves of fatigue*; 6th—*antimagic field, disintegrate, stone to flesh, wall of iron*; 7th—*prismatic spray (x2), statue, waves of exhaustion*; 8th—*power word stun (x2), prismatic wall, sunburst*; 9th—*energy drain, imprisonment, mass hold monster, meteor swarm*.

Possessions: +2 anarchic ghost touch falchion.

Saaid al Djinn (living form), Male Noble Djinni Wiz10: CR 14; SZ L Outsider [Air]; HD 10d8+20 plus 10d4+20; hp 110; Init +8; Spd 20 ft., fly 60 ft. (perfect); AC 16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12; BAB/Grp +15/+25; Atk +20 melee (1d8+6, slam) or +22 melee (2d6+11, +2 *anarchic ghost touch falchion*); Full Atk +20 melee (1d8+6 [x2], slams) or +22/+17/+12 melee (2d6+11, +2 *anarchic ghost touch falchion*); Space/Reach 10 ft./10 ft.; SA air mastery, spell-like abilities, spells, whirlwind; SQ darkvision (60 ft.), immunity to acid, *plane shift*, telepathy (100 ft.); AL CG; SV Fort +12, Ref +14, Will +16; Str 23, Dex 19, Con 14, Int 19, Wis 14, Cha 15.

SA—*Spell-Like Abilities:* At will—*invisibility* (self only); 1/day—*create food and water, create wine* (as *create water*, but wine instead), grant up to three *wishes* (to non-genies only), *major creation* (vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Once per day, Saaid can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Skills: Appraise +17, Concentration +25, Craft (armor-smithing) +27, Decipher Script +14, Diplomacy +4, Escape Artist +17 (+19 with ropes), Knowledge (arcana) +14, Knowledge (the planes) +27, Listen +17, Move Silently +17, Sense Motive +15, Spellcraft +29, Spot +17, Survival +4 (+6 on other planes), Use Rope +4 (+6 with bindings). *Feats:* Alertness, Combat Casting, Combat Reflexes, Craft Staff, Craft Wondrous Item, Dodge, Improved Initiative^B, Maximize Spell, Mobility, Scribe Scroll, Spell Penetration, Still Spell.

Spells Prepared (4/5/5/4/4/2; save DC 14 + spell level): 0—*acid splash, flare, dancing lights, ray of frost*; 1st—*expeditious retreat, magic missile (x2), ray of enfeeblement, shocking grasp*; 2nd—*fog cloud, protection from law, scorching ray, touch of idiocy, web*; 3rd—*blink, dispel magic, fireball, haste*; 4th—*crushing despair, dimensional anchor, enervation, wall of fire*; 5th—*cone of cold, waves of fatigue*.

Saaid al Djinn's Spellbook: 0—all; 1st—*alarm, comprehend languages, expeditious retreat, grease, magic missile, protection from law, ray of enfeeblement, shocking grasp, sleep*; 2nd—*arcane lock, detect thoughts, fog cloud, mirror image, protection from arrow, scorching ray, spectral hand, touch of idiocy, web*; 3rd—*arcane sight, blink, deep slumber, dispel magic, fireball, gaseous form, haste, lightning bolt, magic circle against law, protection from energy, vampiric touch*; 4th—*arcane eye, crushing despair, confusion, dimensional anchor, enervation, fear, ice storm, shout, wall of fire, wall of ice*; 5th—*baleful polymorph, break enchantment, cloudkill, cone of cold, lesser planar binding, magic jar, teleport, wall of stone, waves of fatigue*; 6th—*antimagic field, disintegrate, greater dispel magic, planar binding, stone to flesh, true seeing, wall of iron*; 7th—*banishment, greater teleport, phase door, prismatic spray, statue, waves of exhaustion*; 8th—*binding, bronze guardian*, dimensional lock, greater planar binding, power word stun, prismatic wall, sunburst*; 9th—*energy drain, freedom, imprisonment, mass hold monster, meteor swarm, soul bind*.

Possessions: +2 anarchic ghost touch falchion.

Chapter 16: The Circus of Pain

Efreeti Wizard, Wiz6: CR 11; SZL Outsider [Fire]; HD 10d8+20 plus 6d4+12; hp 92; Init +7; Spd 20 ft., fly 40 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +13/+23; Atk +18 melee (1d8+6 plus 1d6 fire, slam); Full Atk +18 melee (1d8+6 plus 1d6 fire [x2], slams); 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 +11, Ref +12, Will +14; Str 23, Dex 17, Con 14, Int 15, Wis 15, Cha 15.

Skills: Bluff +15, Craft (any one) +15, Concentration +17, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Knowledge (arcana) +10, Knowledge (the planes) +10, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +17, Spot +15. *Feats:* Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*).

Wizard Spells Prepared (4/4/4/2; save DC 12 + spell level): 0—*acid splash*, *daze*, *flare*, *touch of fatigue*; 1st—*charm person*, *grease*, *magic missile*, *ray of enfeeblement*; 2nd—*flaming sphere*, *fog cloud*, *summon swarm*, *web*; 3rd—*fireball*, *hold person*.

Human Charioteer, Male Human Ftr8: CR 8; SZ M; HD 8d10+16; hp 61; Init +5; Spd 30 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; BAB/Grp +8/+11; Atk +12 melee (1d6+3, short sword, 19-20/x2); Full Atk +12/+7 melee (1d6+3, short sword, 19-20/x2); AL NG; SV Fort +8, Ref +3, Will +2; Str 16, Dex 13, Con 15, Int 11, Wis 10, Cha 11.

Skills: Climb +14, Handle Animal +14, Listen +2, Ride +12, Spot +2. *Feats:* Alertness, Cleave, Endurance, Improved Initiative, Mounted Combat, Power Attack, Skill Focus (Handle Animal), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: Leather armor, short sword, ring of comfort.

Human Marksmen, Male Rog8: CR 8; SZ M; HD 8d6+8; hp 36; Init +8; Spd 30 ft.; AC 15 (+3 Dex, +2 leather), touch 13, flat-footed 12; BAB/Grp +6/+7; Atk +7 melee (1d6+1, short sword, 19-20/x2) or +11 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.); Full Atk +7 melee (1d6+1, short sword, 19-20/x2) or +11 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.); SA sneak attack (+4d6); SQ evasion, improved uncanny dodge, trapfinding, trap sense (+2); AL N; SV Fort +2, Ref +7, Will +2; Str 12, Dex 18, Con 13, Int 11, Wis 10, Cha 12.

Skills: Balance +15, Climb +12, Disable Device +11, Escape Artist +15, Hide +15, Listen +11, Move Silently +15, Spot +11. *Feats:* Improved Initiative, Rapid Reload, Weapon Focus (heavy crossbow).

Possessions: Short sword, leather armor, heavy crossbow, 30 bolts, ring of comfort.

Afzal, Male Human Ftr10: CR 10; SZ M; HD 10d10+20; hp 75; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +2 leather, +1 buckler), touch 13, flat-footed 13; BAB/Grp +10/+12; Atk +15 melee (1d6+2, masterwork short sword,

19-20/x2) or +14 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); Full Atk +15/+10 melee (1d6+2, masterwork short sword, 19-20/x2) or +14 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); AL NE; SV Fort +9, Ref +6, Will +5; Str 14, Dex 16, Con 15, Int 11, Wis 10, Cha 13.

Skills: Climb +14, Jump +14, Ride +19. *Feats:* Blind-Fight, Combat Reflexes, Iron Will, Mounted Combat, Quick Draw, Rapid Reload, Ride-By Attack, Skill Focus (Ride), Trample, Weapon Finesse, Weapon Focus (short sword).

Possessions: Masterwork short sword, masterwork light crossbow, 25 bolts, leather armor, buckler, ring of comfort.

Faa'Thasht the Circus Master: CR 25; SZ M Outsider; HD 23d8+230; hp 333; Init +11; Spd 40 ft.; AC 43 (+7 Dex, +15 natural, +8 bracers, +3 ring), touch 20, flat-footed 36; BAB/Grp +23/+34; Atk +41 melee (1d8+17, *Harmonious Lash*) or +38 melee (2d6+20 plus 1d6 acid, +4 *corrosive wounding greatsword*, 19-20/x2); Full Atk +41/+36/+31/+26 melee (1d8+17, *Harmonious Lash*) or +38/+33/+28/+23 melee (2d6+20 plus 1d6 acid, +4 *corrosive wounding greatsword*, 19-20/x2); Reach 15 ft. (with *Harmonious Lash*); SA cruelty's bliss, delicious agony, exquisite suffering, horrifying appearance, spell-like abilities, spells; SQ damage reduction (15/epic and good), n'gathau traits, darkvision (60 ft.), outsider traits, SR 35; AL NE; SV Fort +23, Ref +20, Will +21; Str 33, Dex 24, Con 31, Int 26, Wis 26, Cha 28.

Skills: Balance +33, Climb +37, Concentration +36, Decipher Script +34, Diplomacy +35, Escape Artist +33, Hide +33, Intimidate +35, Knowledge (anatomy) +37, Knowledge (arcana) +34, Knowledge (the planes) +34, Listen +34, Profession (torturer) +34, Search +34, Spot +34, Survival +34. *Feats:* Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Power Attack, Skill Focus (Knowledge [anatomy]), Weapon Focus (whip).

SA—*Cruelty's Bliss (Su)*: If Faa'Thasht scores a critical hit against an opponent, he/she gains a +2 competence bonus on attack rolls, saves, and checks against that opponent for the rest of the encounter. This bonus can only be gained once per opponent per encounter.

SA—*Delicious Agony (Su)*: To use this ability, Faa'Thasht must succeed on a grapple check against a Large or smaller opponent. If successful, he/she can claw away a portion of the victim's flesh (using claws or a piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. He/she heals 5 points of damage each time he/she drains Constitution (regardless of the number of points drained).

SA—*Exquisite Suffering (Su)*: By making a melee touch attack, Faa'Thasht allows an opponent to share in the sensations of agony and suffering. This overloads the opponent's senses who must succeed on a DC 31 Will save or be stunned for 1 round. Creatures with 23 HD or more are immune to this effect. This is a mind-affecting attack and whether the save succeeds or not, that opponent is immune to his/her touch for one day.

SA—*Horrifying Appearance (Su)*: The sight of Faa'Thasht is so disturbing that any intelligence creature looking upon him/her must succeed on a DC 30 Will save or be shaken for 1d6 rounds. Creatures with 23 HD or more are unaffected. On a successful save, that opponent is immune to his/her horrifying appearance for one day.

SA—*Spell-Like Abilities*: At will—*greater dispel magic*, *invisibility* (self only), *greater teleport* (self plus 50 pounds of objects only), *polymorph*, *power word stun*; 3/day—*symbol of pain*. Three times per day, Faa'Thasht can create a *wave of pain* in a 40-foot cone. Affected creatures must succeed on a DC 30 Fortitude save or be stunned for 5 rounds. Even on a successful save, the opponent is shaken for 5 rounds. Caster level 20th. The save DCs are Charisma-based.

SA—*Spells*: Faa'Thasht casts spells as a 20th-level wizard. He/she chooses his/her spells from the sorcerer/wizard and cleric spell lists. All spells are cast as arcane spells.

Wizard Spells Prepared (4/7/6/6/6/6/5/5/5/5; save DC 18 + spell level): 0—*acid splash* (x2), *tough of fatigue* (x2); 1st—*burning hands*, *doom*, *entropic shield*, *inflict light wounds*, *protection from good*, *shocking grasp*, *true strike*; 2nd—*death knell*, *delay poison*, *inflict moderate wounds*, *Mel's acid arrow*, *scorching ray*, *shatter*; 3rd—*blindness/deafness*, *deep slumber*, *displacement*, *fly*, *inflict serious wounds*, *lightning bolt*; 4th—*bestow curse*, *charm monster*, *confusion*, *inflict critical wounds*, *tongues*, *wall of fire*; 5th—*dispel law*, *mass inflict light wounds*, *mind fog*, *plane shift*, *symbol of pain*, *wall of force*; 6th—*antimagic field*, *blade barrier*, *globe of invulnerability*, *harm*, *mass suggestion*; 7th—*insanity*, *mass inflict serious wounds*, *sequester*, *teleport object*, *waves of exhaustion*; 8th—*binding*, *greater shout*, *horrid wilting*, *iron body*, *mass inflict critical wounds*; 9th—*imprisonment*, *mass hold monster*, *moment of prescience*, *Morden's disjunction*, *prismatic sphere*.

Possessions: Harmonious Lash, +4 acid wounding greatsword, bracers of armor +8, ring of protection +3.

Hezoid, Male Titan Ftr4: CR 25; SZ H Outsider [Chaotic, Extraplanar]; HD 20d8+280 plus 4d10+56; hp 448; Init +2; Spd 40 ft., base 60 ft.; AC 38 (-2 size, +19 natural, +11 +4 *half-plate armor*), touch 8, flat-footed 38; BAB/Grp +24/+48; Atk +42 melee (4d6+29, +3 *adamantine warhammer*, crit x3) or +38 melee (1d8+16, slam) or +27 ranged (2d6+19, +3 *javelin*, range 30 ft.); Full Atk +42/+37/+32/+27 melee (4d6+29, +3 *adamantine warhammer*, crit x3) or +38 melee (1d8+16, slam) or +27 ranged (2d6+19, +3 *javelin*, range 30 ft.); Space/Reach 15 ft./15 ft.; SA oversized weapon, spell-like abilities; SQ damage reduction (15/lawful), darkvision (60 ft.), SR 32; AL CN; SV Fort +30, Ref +17, Will +24; Str 43, Dex 14, Con 39, Int 21, Wis 28, Cha 25.

Skills: Balance +7, Bluff +19, Climb +29, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise +7 (+9 acting), Heal +20, Intimidate +39, Jump +45, Knowledge (the planes) +28, Listen +32, Perform (oratory) +30, Sense Motive +32, Search +28, Spellcraft +17, Spot +32, Survival +9 (+11 on other planes, +11 following tracks), Swim +23. *Feats*: Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like

Ability (*chain lightning*), Weapon Focus (warhammer), Weapon Specialization (warhammer).

SA—*Spell-Like Abilities*: At will—*chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *daylight*, *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *holy smite* (DC 21), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22), *polymorph* (humanoid forms only, duration 1 hour), *remove curse* (DC 21); 3/day—*etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1/day—*gate*, *greater restoration*, *maze*, *meteor swarm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Possessions: +3 adamantite warhammer, +3 javelin, +4 half-plate armor, ring of fire resistance (10).

Stigandr, Male Babau Rog6: CR 12; SZ M Outsider [Chaotic, Extraplanar, Evil]; HD 7d8+35 plus 6d6+30; hp 117; Init +3; Spd 30 ft.; AC 21 (+3 Dex, +8 natural), touch 13, flat-footed 18; BAB/Grp +11/+16; Atk +16 melee (1d6+5, claw) or +16 melee (1d8+5, masterwork longspear, crit x3) or +14 ranged (1d6+5, shortspear, range 20 ft.); Full Atk +16 melee (1d6+5 [x2], claws) and +11 melee (1d6+2, bite) or +16/+11/+6 melee (1d8+5, masterwork longspear, crit x3) and +11 melee (1d6+2, bite) or +14 melee (1d6+5, shortspear, range 20 ft.); SA sneak attack (+5d6), spell-like abilities, *summon demons*; SQ damage reduction (10/cold iron or good), darkvision (60 ft.), evasion, immunity to electricity and poison, protective slime, resistances (acid, cold, fire 10), SR 14, telepathy (100 ft.), trapfinding, trap sense (+2), uncanny dodge; AL CE; SV Fort +12, Ref +13, Will +8; Str 21, Dex 16, Con 20, Int 14, Wis 13, Cha 16.

Skills: Balance +17, Climb +15, Disable Device +13, Disguise +13, Escape Artist +13, Hide +21, Intimidate +9, Jump +12, Listen +21, Move Silently +21, Open Lock +13, Ride +22, Search +20, Sleight of Hand +13, Spot +3, Survival +8 (+10 following tracks), Use Rope +10 (+12 with bindings). *Feats*: Alertness, Cleave, Multiattack, Power Attack, Skill Focus (Ride).

Possessions: 2 shortspears, leather armor, masterwork longspear.

chapter 17: the khizanah

Gnome Engineers, Male Gnome Exp7: CR 6; SZ S [Gnome]; HD 7d6+7; hp 31; Init +0; Spd 20 ft.; AC 13 (+1 size, +2 leather), touch 11, flat-footed 13; BAB/Grp +5/+1; Atk +7 melee (1d4, masterwork dagger, 19-20/x2); Full Atk +7 melee (1d4, masterwork dagger, 19-20/x2); SQ gnome traits, low-light vision; AL LE; SV Fort +3, Ref +2, Will +7 (+9 against illusions); Str 10, Dex 11, Con 13, Int 15, Wis 14, Cha 11.

Skills: Craft (alchemy) +9, Craft (metalworking) +12, Hide +9, Jump +4, Knowledge (metalworking) +12, Knowledge (gears) +15, Knowledge (engineering) +12, Listen +11, Profession (engineer) +15, Spot +9. *Feats*: Alertness, Skill Focus (Knowledge [gears]), Skill Focus (Profession [engineer]).

SA—*Spell-Like Abilities*: 1/day—*dancing lights*, *ghost sound* (DC 10), *prestidigitation*, *speak with animals* (burrrowing animals only, duration 1 minute). Caster level 1st. The save DC is Charisma-based.

Possessions: Masterwork dagger, ring of comfort.

Gorgimera (Advanced): CR 12; SZ H Magical Beast; HD 20d10+120; hp 230; Init +4; Spd 40 ft., fly 50 ft. (poor); AC 18 (-2 size, +10 natural), touch 8, flat-footed 18; BAB/Grp +20/+36; Atk +27 melee (3d6+8, bite); Full Atk +27 melee (3d6+8, bite) and +25 melee (2d6+8, bite) and +24 melee (2d6+8, butt) and +24 melee (1d8+4[x2], claws); Space/Reach 15 ft./10 ft.; SA breath weapon (dragon head: 40-ft. line, 3d8 electricity, Ref DC 26 half; gorgon head: 30-ft. cone, turn to stone, Fort DC 26); SQ darkvision (60 ft.), low-light vision, scent; AL N; SV Fort +18, Ref +14, Will +7; Str 27, Dex 11, Con 23, Int 4, Wis 13, Cha 10.

Skills: Hide -1, Listen +13, Spot +13. *Feats*: Alertness, Hover, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite).

SA—*Breath Weapon (Su)*: A gorgimera has two breath weapons, each of which can be used independently of the other (thus it can breathe twice in a given round as a standard action).

Dragon: A gorgimera's blue dragon head can spit a 40-foot line of lightning once every 1d4 rounds that deals 3d8 points of electricity damage (Reflex DC 26 half). The save DC is Constitution-based.

Gorgon: A gorgimera's gorgon head breath weapon is usable once every 1d4 rounds (no more than twice per day), turns a creature to stone permanently, and allows a DC 26 Fortitude save to avoid. The save DC is Constitution-based. The breath weapon is a 30-foot cone.

Azamal Ghul, Male Ghul: CR 7; SZ H Undead; HD 11d12; hp 71; Init +8; Spd 30 ft.; AC 21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17; BAB/Grp +5/+21; Atk +12 melee (3d6+13, +1 vorpal falchion, 18-20/x2) or +11 melee (1d8+8 plus paralysis, claw) or +7 ranged touch (paralysis, paralyzing spittle); Full Atk +12 melee (3d6+13, +1 vorpal falchion, 18-20/x2) and +9 melee (1d8+4, bite) or +11 melee (1d8+8 plus paralysis [x2], claws) and +9 melee (1d8+4, bite) or +7 ranged touch (paralysis, paralyzing spittle); Space/Reach 15 ft./15 ft.; SA create spawn (genies only), paralysis (1d6+2 rounds, Fort DC 17), paralyzing spittle (30 ft., 1d6+2 rounds, Fort DC 17), spell-like abilities; SQ damage reduction (10/magic), darkvision (60 ft.), immunity to acid, telepathy (100 ft.), turn resistance (+2), undead traits; AL CE; SV Fort +3, Ref +7, Will +10; Str 26, Dex 19, Con —, Int 14, Wis 17, Cha 15.

Skills: Concentration +9, Craft (stonemasonry) +11, Escape Artist +14, Intimidate +11, Knowledge (the planes) +11, Listen +13, Move Silently +13, Sense Motive +12, Spot +13. *Feats*: Combat Reflexes, Improved Initiative, Multiattack, Power Attack.

SA—*Spell-Like Abilities*: At will—*invisibility* (self only); *curse water*, *persistent image* (DC 17), *wind walk*. Caster level 20th. The save DC is Charisma-based.

Possessions: Rod of absorption, minor ring of resistance (fire), wand of vampiric touch (30 charges), +1 vorpal falchion.

Thaaman Ikla, Male Efreeti: CR 10; SZ L Outsider [Fire]; HD 15d8+30; hp 102; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +15/+25; Atk +20 melee (1d8+6 plus 1d6 fire, slam); Full Atk +20 melee (1d8+6 plus 1d6 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA *change size* (Fort DC 13), heat, spell-like abilities; SQ darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +11, Ref +12, Will +9; Str 23, Dex 16, Con 15, Int 13, Wis 10, Cha 14.

Skills: Bluff +19, Concentration +19, Diplomacy +12, Disguise +10 (+12 acting), Intimidate +20, Listen +16, Move Silently +19, Profession (bank manager) +20, Sense Motive +17, Spellcraft +17, Spot +16. *Feats*: Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Skill Focus (Profession [bank manager]).

Possessions: Minor ring of resistance (cold), elixir of fire breath, potion of lesser restoration.

Chapter 18: The Ziggurat of Ilalad

Efreeti Overseer, Male Efreeti Ftr5: CR 13; SZ L Outsider [Fire]; HD 10d8+20 plus 5d10+10; hp 110; Init +7; Spd 15 ft. (base 20 ft.), fly 40 ft. (perfect); AC 23 (-1 size, +3 Dex, +6 natural, +5 brass cuirass), touch 12, flat-footed 20; BAB/Grp +15/+25; Atk +22 melee (2d6+12 plus 1d6 fire, +1 falchion, 18-20/x2) or +20 melee (1d8+6 plus 1d6 fire, slam); Full Atk +22/+17/+12 melee (2d6+12 plus 1d6 fire, +1 falchion, 18-20/x2) or +20 melee (1d8+6 plus 1d6 fire [x2], slams); 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 +13, Ref +11, Will +10; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills: Bluff +15, Climb +14, Concentration +15, Craft (any one) +14, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Jump +8, Knowledge (military tactics) +5, Listen +17, Move Silently +14, Sense Motive +15, Spellcraft +15, Spot +17. *Feats*: Alertness, Cleave, Combat Casting, Combat Reflexes, Dodge, Improved Disarm, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*), Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: +1 falchion, masterwork brass cuirass, brass armbands (500 gp each), silver pearl earrings (100 gp) or amber stone necklace (100 gp), 2d10 x 4 bp.

Abdalla al Husam, Male Burning Dervish Clr12 (Sultan of Efreet): CR 15; SZ M Outsider; HD 9d8+9 plus 12d8+12; hp 115; Init +3; Spd 30 ft., fly 20 ft. (perfect); AC 18 (+3

Dex, +3 natural, +2 ring), touch 15, flat-footed 15; BAB/Grp +18/+22; Atk +22 melee (2d4+6, falchion, 18–20/x2) or +24 melee (2d4+8 plus 1d6 cold, +2 frost falchion, 18–20/x2) or +22 melee (1d6+4 plus 1d6 fire, slam [flame form]); Full Atk +22/+17/+12/+7 melee (2d4+6, falchion, 18–20/x2) or +24/+19/+14/+9 melee (2d4+8 plus 1d6 cold, +2 frost falchion, 18–20/x2) or +22 melee (1d6+4 plus 1d6 fire [x2], slams [flame form]); SA flame form, spell-like abilities, spells, rebuke undead (7/day), turn water creatures or rebuke fire creatures (7/day); SQ improved evil spells (+1 caster level, domain power), darkvision (60 ft.), elemental endurance, resistance to fire (15), outsider traits, plane shift; AL LE; SV Fort +15, Ref +13, Will +18; Str 18, Dex 16, Con 13, Int 13, Wis 18, Cha 18.

Skills: Bluff +15, Concentration +21, Diplomacy +8, Disguise +4 (+6 acting), Escape Artist +14, Heal +11, Intimidate +6, Knowledge (religion) +21, Knowledge (the planes) +12, Listen +15, Move Silently +14, Search +10, Sense Motive +15, Spot +15, Survival +15 (+17 on other planes) (+17 following tracks), Use Rope +3 (+5 with bindings). **Feats:** Cleave, Combat Expertise, Dodge^B, Empower Spell, Enlarge Spell, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

SA—Spell-Like Abilities: 3/day—*invisibility* (self only), *pyrotechnics* (DC 16); 2/day—*enlarge person* (DC 15) or *reduce person* (DC 15) either can be used on the burning dervish or an opponent, *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Unholy Spells Prepared (6/6/5/5/4/3/2; save DC 14 + spell level): 0—*cure minor wounds*, *detect magic* (x2), *guidance* (x2), *resistance*; 1st—*bane*, *bless*, *divine power*, *deathwatch*, *inflict light wounds*, *protection from good* (x2); 2nd—*align weapon*, *darkness*, *death knell*, *hold person*, *shatter*; 3rd—*continual flame*, *dispel magic*, *meld into stone*, *searing light*, *stone shape*; 4th—*dimensional anchor*, *freedom of movement*, *greater magic weapon*, *poison*; 5th—*disrupting weapon*, *slay living*, *unhallow*; 6th—*forbiddance*, *harm*.

Domain Spells (Evil, Fire): 1st—*burning hands*; 2nd—*desecrate*; 3rd—*resist energy*; 4th—*unholy blight*; 5th—*fire shield*; 6th—*create undead*.

Possessions: Ring of protection +2, +2 frost falchion, potion of cure moderate wounds, scroll of 3 divine spells (contagion, blindness/deafness, invisibility purge), scroll of 2 divine spells (bull's strength, calm emotions), falchion, 2 daggers, unholy symbol.

Burning Dervish Priest, Male Burning Dervish Clr5 (Sultan of Efreest): CR 9; SZ M Outsider; HD 9d8+9 plus 5d8+5; hp 76; Init +3; Spd 30 ft., fly 20 ft. (perfect); AC 18 (+3 Dex, +3 natural, +2 leather), touch 13, flat-footed 15; BAB/Grp +12/+16; Atk +17 melee (2d4+6, masterwork falchion, 18–20/x2) or +16 melee (1d6+4 plus 1d6 fire, slam [flame form]); Full Atk +17/+12/+7 melee (2d4+6, masterwork falchion, 18–20/x2) or +16 melee (1d6+4 plus 1d6 fire [x2], slams [flame form]); SA flame form, spell-like abilities, spells, rebuke undead (5/day), turn water creatures or rebuke fire creatures (5/day); SQ improved evil spells (+1 caster level, domain power), darkvision (60

ft.), elemental endurance, resistance to fire (15), outsider traits, plane shift; AL LE; SV Fort +11, Ref +10, Will +14; Str 18, Dex 16, Con 13, Int 13, Wis 18, Cha 15.

Skills: Bluff +13, Concentration +11, Diplomacy +6, Disguise +2 (+4 acting), Escape Artist +14, Heal +10, Intimidate +4, Knowledge (religion) +11, Knowledge (the planes) +12, Listen +15, Move Silently +14, Search +10, Sense Motive +15, Spot +15, Survival +15 (+17 on other planes) (+17 following tracks), Use Rope +3 (+5 with bindings). **Feats:** Combat Expertise, Dodge^B, Empower Spell, Mobility, Spring Attack, Whirlwind Attack.

SA—Spell-Like Abilities: 3/day—*invisibility* (self only), *pyrotechnics* (DC 14); 2/day—*enlarge person* (DC 13) or *reduce person* (DC 13) (either can be used on the burning dervish), *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Unholy Spells Prepared (5/4/3/2; save DC 14 + spell level): 0—*create water*, *detect magic*, *purify food and drink*, *read magic*, *virtue*; 1st—*bane*, *curse water*, *detect good*, *magic weapon*; 2nd—*enthrall*, *silence*, *sound burst*; 3rd—*deeper darkness*, *magic vestment*.

Domain Spells (Evil, Fire): 1st—*protection from good*; 2nd—*desecrate*; 3rd—*resist energy*.

Possessions: Masterwork falchion, leather armor, unholy symbol, dagger, 1d10 x 100 bp, scroll of 2 divine spells (cure serious wounds, cure serious wounds), scroll of lesser restoration.

Burning Dervish Lesser Priest, Male Burning Dervish,

Clr1 (Sultan of Efreest): CR 7; SZ M Outsider; HD 9d8+9 plus 1d8+1; hp 54; Init +3; Spd 30 ft., fly 20 ft. (perfect); AC 18 (+3 Dex, +3 natural, +2 leather), touch 13, flat-footed 15; BAB/Grp +9/+13; Atk +13 melee (2d4+6, falchion, 18–20/x2) or +13 melee (1d6+4 plus 1d6 fire, slam [flame form]); Full Atk +13/+8 melee (2d4+6, falchion, 18–20/x2) or +13 melee (1d6+4 plus 1d6 fire [x2], slams); SA flame form, spell-like abilities, spells, rebuke undead (5/day), turn water creatures or rebuke fire creatures (5/day); SQ improved evil spells (+1 caster level, domain power), darkvision (60 ft.), elemental endurance, resistance to fire (15), outsider traits, plane shift; AL LE; SV Fort +9, Ref +9, Will +10; Str 18, Dex 16, Con 13, Int 13, Wis 15, Cha 15.

SA—Spell-Like Abilities: 3/day—*invisibility* (self only), *pyrotechnics* (DC 14); 2/day—*enlarge person* (DC 13) or *reduce person* (DC 13) (either can be used on the burning dervish), *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Skills: Bluff +13, Concentration +6, Diplomacy +6, Disguise +2 (+4 acting), Escape Artist +14, Heal +6, Intimidate +4, Knowledge (religion) +6, Knowledge (the planes) +12, Listen +13, Move Silently +14, Search +10, Sense Motive +13, Spot +13, Survival +13 (+15 on other planes) (+15 following tracks), Use Rope +3 (+5 with bindings). **Feats:** Combat Expertise, Dodge (b), Mobility, Spring Attack, Whirlwind Attack.

Unholy Spells Prepared (3/2; save DC 12 + spell level): 0—*cure minor wounds*, *detect magic*, *read magic*; 1st—*divine power*, *summon monster I*.

Domain Spells (Evil, Fire): 1st—*burning hands*.

Possessions: Falchion, leather armor, unholy symbol, 1d6 x 10 bp.

Diya al Din, Male Azer Clr15 (Ymmx): CR 17; SZ M Outsider [Extraplanar, Fire]; HD 2d8+4 plus 15d8+30; hp 110; Init +2; Spd 20 ft.; base 30 ft.; AC 24 (+2 Dex, +6 natural, +4 scale mail, +2 heavy shield), touch 12, flat-footed 22; BAB/Grp +13/+16; Atk +18 melee (1d8+5 plus 1 fire, +2 *axiomatic warhammer*, crit x3) or +15 ranged (1d6+3 plus 1 fire, shortspear, range 20 ft.); Full Atk +18/+13/+8 melee (1d8+5 plus 1 fire, +2 *axiomatic warhammer*, crit x3) or +15 ranged (1d6+3 plus 1 fire, shortspear, range 20 ft.); SA heat, spells, turn undead (5/day); SQ darkvision (60 ft.), immunity to fire, SR 13, vulnerability to cold; AL LN; SV Fort +14, Ref +12, Will +16; Str 16, Dex 14, Con 14, Int 12, Wis 18, Cha 14.

Skills: Appraise +6, Climb +2, Concentration +17, Craft (metalworking) +6, Craft (stonemasonry) +6, Hide +1, Jump -4, Knowledge (religion) +16, Listen +11, Search +6, Spellcraft +16, Spot +11. *Feats:* Alertness, Craft Staff, Craft Wondrous Item, Lightning Reflexes, Maximize Spell, Power Attack.

Cleric Spells Prepared (6/6/6/6/5/4/3/2/1; save DC 14 + spell level): 0—*create water* (x2), *detect magic*, *inflict minor wounds* (x2), *read magic*; 1st—*bless*, *cause fear*, *divine favor*, *entropic shield*, *obscuring mist*, *protection from evil*; 2nd—*bull's strength*, *death knell*, *gentle repose*, *hold person* (x2), *spiritual weapon*; 3rd—*cure serious wounds* (x2), *deeper darkness*, *inflict serious wounds*, *obscure object*, *searing light*; 4th—*dimensional anchor*, *divine power*, *inflict critical wounds*, *restoration*, *summon monster IV*; 5th—*flame strike* (x2), *righteous might*, *true seeing*; 6th—*blade barrier*, *geas/quest*, *greater dispel magic*; 7th—*dictum*, *greater scrying*; 8th—*fire storm*.

Domain Spells (Fire, Law): 1st—*burning hands*; 2nd—*calm emotions*; 3rd—*magic circle against chaos*; 4th—*wall of fire*; 5th—*fire shield*; 6th—*hold monster*; 7th—*fire storm*; 8th—*shield of law*.

Possessions: +2 *axiomatic warhammer*, incense of meditation, lens of detection, potion of fly, potion of displacement, scroll of 2 divine spells (lesser planar ally and rusting grasp) (on fireproof scroll), 2 blue sapphires (1,200 gp each), 1,000 bp, holy symbol.

Diya al Din's Bodyguards, Male Azer Ftr5 (20): CR 7; SZ M Outsider [Extraplanar, Fire]; HD 2d8+4 plus 5d10+10; hp 50; Init +5; Spd 20 ft. (in armor), base 30 ft.; AC 23 (+1 Dex, +6 natural, +4 scale mail, +2 shield), touch 11, flat-footed 22; BAB/Grp +7/+10; Atk +11 melee (1d8+3 plus 1 fire, warhammer, crit x3) or +8 ranged (1d6+3 plus 1 fire, shortspear); Full Atk +11/+6 melee (1d8+3 plus 1 fire, warhammer, crit x3) or +8 ranged

(1d6+3 plus 1 fire, shortspear); SA heat; SQ darkvision (60 ft.), immunity to fire, outsider traits, SR 13, vulnerability to cold; AL LN; SV Fort +9, Ref +5, Will +7; Str 16, Dex 13, Con 14, Int 12, Wis 12, Cha 10.

Skills: Appraise +6, Balance -5, Climb +7, Craft (any one) +6, Craft (any one) +6, Escape Artist -5, Hide +0, Intimidate +5, Jump +2, Listen +6, Move Silently -5, Search +6, Spot +6, Survival +1 (+3 following tracks), Swim -4. *Feats:* Blind-Fight, Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (warhammer).

Possessions: Warhammer, scale mail armor, heavy steel shield, 2d20 bp.

Guth Bolixone, Male Azer Ftr12: CR 14; SZ M Outsider [Extraplanar, Fire]; HD 2d8+6 plus 12d10+36; hp 117; Init +6; Spd 20 ft. (in armor), base 30 ft.; AC 29 (+2 Dex, +6 natural, +7 +2 *chainmail*, +4 +2 *shield*), touch 12, flat-footed 27; BAB/Grp +14/+18; Atk +21 melee (1d8+8 plus 1 fire, +2 *warhammer*, crit x3) or +16 ranged (1d6+4 plus 1 fire, shortspear, range 20 ft.); Full Atk +21/+16/+11 melee (1d8+8 plus 1 fire, +2 *warhammer*, crit x3) or +16 ranged (1d6+4 plus 1 fire, shortspear, range 20 ft.); SA heat; SQ darkvision (60 ft.), immunity to fire, outsider traits, SR 13, vulnerability to cold; AL LN; SV Fort +14, Ref +9, Will +11; Str 18, Dex 14, Con 16, Int 12, Wis 14, Cha 12.



Skills: Appraise +6, Balance -5, Climb +12, Craft (armor-smithing) +11, Craft (weaponsmithing) +11, Escape Artist -5, Hide +0, Intimidate +7, Jump +7, Listen +7, Move Silently -5, Search +6, Spot +7, Survival +2 (+4 following tracks), Swim -5. *Feats:* Blind-Fight, Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: +2 chain mail, +2 heavy steel shield, +2 warhammer, 500 bp, 1,000 gp, jeweled pendant (300 gp).

Husam al Din, Male Burning Dervish Clr20 (Sultan of Efreet): CR 23; SZ M Outsider; HD 9d8+18 plus 20d8+40; hp 188; Init +4; Spd 30 ft., fly 20 ft. (perfect); AC 26 (+4 Dex, +3 natural, +7 +5 *leather*, +2 *ring*), touch 16, flat-footed 23; BAB/Grp +24/+28; Atk +30 melee (1d6+6, +2 *quarterstaff of striking*) or +28 melee (1d6+4 plus 1d6 fire, slam [flame form]); Full Atk +30/+25/+20/+15 melee (1d6+6, +2 *quarterstaff of striking*) or +28 melee (1d6+4 plus 1d6 fire [x2], slams [flame form]); SA flame form, spell-like abilities, spells, rebuke undead (7/day), turn water creatures or rebuke fire creatures (7/day); SQ improved evil spells (+1 caster level, domain power), darkvision (60 ft.), elemental endurance, resistance to fire (15), outsider traits, plane shift; AL LE; SV Fort +20, Ref +16, Will +23; Str 18, Dex 18, Con 15, Int 16, Wis 21, Cha 18.

Skills: Bluff +15, Concentration +22, Diplomacy +16, Disguise +4 (+6 acting), Escape Artist +15, Gather Information +6, Heal +25, Intimidate +6, Knowledge (history) +18, Knowledge (local) +18, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +20, Move Silently +15, Search +12, Sense Motive +16, Spellcraft +23, Spot +20, Survival +16 (+18 on other planes) (+18 following tracks), Use Rope +4 (+6 with bindings). *Feats:* Blind-Fight, Combat Expertise, Craft Staff, Craft Wondrous Item, Dodge^B, Enlarge Spell, Extend Spell, Maximize Spell, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

SA—*Spell-Like Abilities:* 3/day—*invisibility* (self only), *pyrotechnics* (DC 16); 2/day—*enlarge person* (DC 15) or *reduce person* (DC 15) either can be used on the burning dervish or an opponent, *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Unholy Spells Prepared (6/7/6/6/6/6/4/4/4/4; save DC 15 + spell level): 0—*create water*, *cure minor wounds*, *detect magic*, *inflict light wounds* (x2), *read magic*; 1st—*bane*, *curse water*, *detect good*, *divine favor*, *doom*, *endure elements*, *obscuring mist*; 2nd—*align weapon*, *darkness*, *death knell*, *desecrate*, *hold person* (x2); 3rd—*animate dead*, *bestow curse*, *blindness/deafness*, *continual flame*, *protection from energy*, *searing light*; 4th—*dismissal*, *divine power*, *inflict critical wounds* (x2), *lesser planar ally*, *poison*; 5th—*greater command*, *flame strike* (x2) (CL 21st), *raise dead*, *righteous might*, *spell resistance*; 6th—*antilife shell*, *geas/quest*, *planar ally*, *word of recall*; 7th—*destruction*, *greater scrying*, *summon monster VII* (x2); 8th—*greater planar ally*, *greater spell immunity*, *mass inflict critical wounds*, *unholy aura*; 9th—*energy drain*, *implosion*, *soul bind*, *true resurrection*.

Domain Spells (Evil, Fire): 1st—*burning hands* (CL 21st); 2nd—*produce flame* (CL 21st); 3rd—*magic circle*

against good; 4th—*wall of fire* (CL 21st); 5th—*dispel good*; 6th—*fire seeds* (CL 21st); 7th—*blasphemy*; 8th—*incendiary cloud* (CL 21st); 9th—*summon monster IX*.

Possessions: Ring of protection +2, +2 quarterstaff of striking*, +5 leather armor, potion of cure moderate wounds, potion of bull's strength, elemental diamond*, unholy symbol.

Mullah, Male Burning Dervish Clr9 (Sultan of Efreet): CR 11; SZ M Outsider; HD 9d8+9 plus 9d8+9; hp 98; Init +3; Spd 30 ft., fly 20 ft. (perfect); AC 22 (+3 Dex, +3 natural, +5 +3 *leather*, +1 *ring*), touch 17, flat-footed 19; BAB/Grp +15/+19; Atk +20 melee (2d4+7, +1 *falchion*, 18–20/x2) or +19 melee (1d6+4 plus 1d6 fire, slam); Full Atk +20/+15 melee (2d4+6, +1 *falchion*, 18–20/x2) or +19 melee (1d6+4 plus 1d6 fire [x2], slams); SA flame form, spell-like abilities, spells, rebuke undead (6/day), turn water creatures or rebuke fire creatures (6/day); SQ improved evil spells (+1 caster level, domain power), darkvision (60 ft.), elemental endurance, resistance to fire (15), outsider traits, plane shift; AL LE; SV Fort +13, Ref +12, Will +15; Str 18, Dex 16, Con 13, Int 13, Wis 16, Cha 16.

Skills: Bluff +14, Concentration +11, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +14, Heal +12, Intimidate +5, Knowledge (any one) +10, Knowledge (religion) +11, Knowledge (the planes) +12, Listen +14, Move Silently +14, Search +10, Sense Motive +14, Spot +14, Survival +14 (+16 on other planes) (+16 following tracks), Use Rope +3 (+5 with bindings). *Feats:* Cleave, Combat Expertise, Dodge^B, Maximize Spell, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

SA—*Spell-Like Abilities:* 3/day—*invisibility* (self only), *pyrotechnics* (DC 15); 2/day—*enlarge person* (DC 14) or *reduce person* (DC 14) either can be used on the burning dervish or an opponent, *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Typical Unholy Spells Prepared (6/5/5/4/2/1; save DC 13 + spell level): 0—*create water*, *detect magic*, *guidance*, *light*, *purify food and drink*, *read magic*; 1st—*bane*, *bless*, *curse water*, *divine favor*, *remove fear*; 2nd—*align weapon*, *death knell*, *enthrall*, *shatter*, *status*; 3rd—*bestow curse*, *glyph of warding*, *prayer*, *wind wall*; 4th—*divine power*, *summon monster IV*; 5th—*insect plague*.

Domain Spells (Evil, Fire): 1st—*burning hands*; 2nd—*produce flame*; 3rd—*magic circle against good*; 4th—*unholy blight*; 5th—*dispel good*.

Possessions: +3 leather armor, ring of protection +1, +1 falchion, divine scroll of 3 spells (hold person, resist energy, silence), wand of burning hands (CL 3rd, 26 charges), 2 daggers, unholy symbol, 1d10 x 60 bp.

Nar al Nar, Prince of Fire Elementals: CR 17; SZ G Elemental [Fire]; HD 32d8+192; hp 336; Init +13; Spd 60 ft.; AC 31 (-4 size, +9 Dex, +16 natural), touch 15, flat-footed 22; BAB/Grp +24/+47; Atk +32 melee (5d6+11 plus 2d8 fire, slam, 19–20/x2); Full Atk +32 melee (5d6+11 plus 2d8 fire [x2], slams, 19–20/x2); Space/Reach 20 ft./20 ft.; SA burn (Fort DC 32); SQ damage reduction (15/—), darkvision (60 ft.), elemental traits, immunity to fire,

vulnerability to cold; AL NE; SV Fort +18, Ref +27, Will +14; Str 32, Dex 29, Con 22, Int 13, Wis 14, Cha 16.

Skills: Diplomacy +20, Intimidate +18, Knowledge (the planes) +16, Listen +29, Sense Motive +12, Spot +29, Survival +2 (+4 on other planes). *Feats:* Alertness, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative^B, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (slam).

Chapter 19: The Pagoda of Devoid

Ghost of a Master, Male Ghost Mnk7/OoD3: CR 12; SZ M Undead [Incorporeal]; HD 10d12+3; hp 68; Init +6; Spd fly 30 ft. (perfect); AC 21 (+2 Dex, +2 Wis, +2 mnk, +5 deflection), touch 21, flat-footed 19 or 16 (+2 Dex, +2 Wis, +2 mnk), touch 16, flat-footed 14; BAB/Grp +7/+9; Atk +9 melee (1d6 [or 1d6+3 against ethereal foes], incorporeal touch) or +12 melee (1d6+4, +2 *ghost touch kama*) or +9 melee (1d10+2, unarmed strike); Full Atk +12/+7 melee (1d6+4, +2 *ghost touch kama*) or +12/+12/+7 melee (1d6+4, +2 *ghost touch kama*) or +9/+9/+4 melee (1d10+2, unarmed strike); SA dark *ki* strike (silver), fists of flame (1/day, 3 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), unarmed strike, malevolence, manifestation, corrupting touch; SQ damage reduction (5/silver), darkvision (60 ft.), evasion, purity of body, resistance to fire (10), slow fall (30 ft.), still mind, wholeness of body, rejuvenation, turn resistance (+4); AL LE; SV Fort +11, Ref +11, Will +11; Str 15, Dex 15, Con —, Int 12, Wis 15, Cha 20.

Skills: Balance +12, Concentration +9, Escape Artist +12, Hide +18, Intimidate +8, Jump +4, Knowledge (religion) +10, Knowledge (the planes) +3, Listen +18, Spot +18, Tumble +9. Ghosts have a +8 racial bonus on Hide, Listen, and Spot checks. *Feats:* Combat Reflexes^B, Deflect Arrows, Great Fortitude, Improved Initiative, Improved Trip^B, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B, Toughness.

Possessions: +2 ghost touch kama.

Initiates, Male Human Mnk6/OoD1: CR 7; SZ M; HD 7d8+14; hp 45; Init +3; Spd 50 ft.; AC 16 (+3 Dex, +1 mnk, +2 Wis), touch 16, flat-footed 13; BAB/Grp +4/+6; Atk +6 melee (1d6+2, *siangham*) or +6 melee (1d8+2, unarmed strike); Full Atk +6/+6 melee (1d6+2, *siangham*) or +6/+6 (1d8+2, unarmed strike); SA fists of flame (1/day, 5 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), unarmed strike; SQ darkvision (60 ft.), evasion, purity of body, slow fall (30 ft.), still mind; AL LE; SV Fort +9, Ref +10, Will +11; Str 14, Dex 16, Con 14, Int 13, Wis 15, Cha 12.

Skills: Balance +9, Climb +5, Concentration +8, Escape Artist +9, Hide +7, Jump +10, Knowledge (religion) +6, Knowledge (the planes) +3, Listen +7, Move Silently +9, Spot +6, Tumble +10. *Feats:* Combat Reflexes^B, Deflect Arrows, Improved Disarm^B, Improved Unarmed Strike^B, Iron Will, Power Attack, Run, Stunning Fist^B.

Possessions: *Siangham*, ring of comfort.

Lemure Mass: CR 12; SZ H Outsider [Evil, Extraplanar, Lawful]; HD 20d8+60; hp 150; Init +0; Spd 20 ft.; AC 16 (-2 size, +8 natural), touch 8, flat-footed 16; BAB/Grp +20/+28; Atk +18 melee (1d8, claw); Full Atk +18 melee (1d8 [x2], claws) and +13 melee (1d6 [x6], bites); Space/Reach 15 ft./15 ft.; SA create spawn; SQ damage reduction (5/good or silver), darkvision (60 ft.), immunity to fire and poison, mindless, resistances (acid, cold 10), see in darkness; AL LE; SV Fort +15, Ref +12, Will +12; Str 26, Dex 10, Con 16, Int —, Wis 11, Cha 5.

SA—*Create Spawn (Su)*: A creature killed by the lemure mass rises as a lemure under control of its killer in 1d4 rounds. A spawn possesses none of the abilities it had in life.

Wang Liang Monks, Mnk7/OoD4: CR 13; SZ M Outsider [Extraplanar, Evil, Lawful]; HD 3d8+3 plus 1d8+11; hp 76; Init +2; Spd 60 ft.; AC 19 (+2 Dex, +4 natural, +2 mnk, +1 Wis), touch 15, flat-footed 17; BAB/Grp +11/+12; Atk +13 melee (1d6+1 plus poison, claw) or +13 melee (1d10+1, unarmed strike) or +14 melee (1d6+2, +1 *sianghami*) or +14 ranged (1d4+1, masterwork sai, range 10 ft.); Full Atk +13 melee (1d6+1 plus poison [x2], claws) and +11 melee (1d6 plus poison, bite) or +13/+13/+13/+8 melee (1d10+1, unarmed strike) or +14/+14/+14/+9 melee (1d6+2, +1 *siangham*) or +14/+9/+4 melee (1d6+2, +1 *siangham*) or +14 ranged (1d4+1, masterwork sai, range 10 ft.); SA dark *ki* strike (silver), fists of flame (1/day, 4 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), poison (bite, Fort DC 12, 1d4/1d4 Str), spell-like abilities, unarmed strike; SQ damage reduction (5/silver), darkvision (90 ft.), evasion, fast healing (2), flame walk, immunity to poison, purity of body, resistance to fire (10), slow fall (30 ft.), still mind, wholeness of body; AL LE; SV Fort +12, Ref +13, Will +12; Str 12, Dex 15, Con 13, Int 10, Wis 12, Cha 12.

Skills: Balance +6, Bluff +7, Climb +10, Concentration +7, Escape Artist +9, Intimidate +12, Knowledge (religion) +7, Knowledge (the planes) +10, Listen +14, Sense Motive +7, Spot +14, Survival +7 (+9 on other planes), Tumble +8. *Feats:* Alertness, Cleave, Deflect Arrows^B, Improved Unarmed Strike^B, Improved Trip^B, Multiattack, Power Attack, Stunning Fist^B, Weapon Finesse.

SA—*Spell-Like Abilities*: At will—*detect good*; 3/day—*curse water*, *darkness*; 1/day—*invisibility* (self only). Caster level 14th.

Possessions: +1 *siangham*, masterwork sai, pouch with 3 yellow emeralds (900 gp each), 600 bp.

Bagra, Male Human Weretiger Mnk8/OoD5: CR 17; SZ L [Shapechanger]; HD 13d8+29 plus 6d8+30; hp 144; Init +4; Spd 70 ft.; AC 25 (-1 size, +4 Dex, +2 mnk, +2 Wis, +5 natural, +3 *bracers*), touch 17, flat-footed 21; BAB/Grp +13/+24; Atk +23 melee (1d6+10, +3 *kama*) or +19 melee (1d8+7, claw) or +19 melee (2d6+7, unarmed strike) or +16 ranged (1d4+9, +2 *sai*, range 10 ft.); Full Atk +23/+18/+13 melee (1d6+10, +3 *kama*) or +19 melee (1d8+7 [x2], claws) and +14 melee (2d6+3, bite) or +19/+19/+19/+14 melee (2d6+7, unarmed strike) or +23/+23/+23/+18 melee (1d6+10, +3 *kama*) or +16 ranged (1d4+9, +2 *sai*, range 10 ft.); Space/Reach 10 ft./10 ft.; SA curse of lycanthropy (bite, Fort DC 15), dark *ki* strike (silver, evil), fists of flame (1/day, 8 rounds, 1d6 fire), flurry of

blows, *ki* strike (magic), unarmed strike; SQ alternate form, damage reduction (10/silver), darkvision (60ft.), evasion, flame walk, low-light vision, lycanthropic empathy, purity of body, resistances (acid, cold, and fire 10), scent, slow fall (40 ft.), wholeness of body, still mind; AL LE; SV Fort +20, Ref +19, Will +14; Str 24, Dex 19, Con 20, Int 11, Wis 14, Cha 13.

Skills: Balance +14, Climb +13, Concentration +11, Escape Artist +12, Hide +10*, Intimidate +7, Jump +17, Knowledge (religion) +8, Knowledge (the planes) +4, Listen +10, Move Silently +12, Spot +10, Swim +13, Tumble +14. Bagra has a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8. *Feats:* Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Deflect Arrows^B, Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Trip^B, Improved Unarmed Strike^B, Stunning Fist^B, Toughness, Weapon Focus (kama).

Possessions: +3 kama, +2 sai, bracers of armor +3, potion of fly.

Cael O'Day, Male Quickling Mnk8/OoD8: CR 19; SZ S Fey; HD 2d6+2 plus 16d8+19; hp 100; Init +7; Spd 170 ft.; AC 24 (+1 size, +7 Dex, +1 natural, +3 mnk, +2 Wis), touch 23, flat-footed 17; BAB/Grp +13/+9; Atk +25 melee (1d4+3, +3 *kama*) or +21 melee (2d6, unarmed); Full Atk +25/+20/+15 melee (1d4+3, +3 *kama*) or +21/+21/+21/+16/+11 (2d6, unarmed) or +25/+25/+25/+20/+15 (1d4+3 +3 *kama*); SA dark *ki* strike (evil, silver), essence drain (16 hp, 4 Str), fists of flame (1/day, 2 rounds, 1d6 fire), flurry of blows, hell blast (2/day, 30-ft. cone, 4d6 fire, Ref DC 19 half), *ki* strike (magic), poison, spell-like abilities, unarmed strike, unholy strike (1/day, +4 attack, +2d6 vs. good); SQ blur, damage reduction (5/cold iron or silver), darkvision (60ft.), flame walk, improved evasion, natural invisibility, low-light vision, purity of body, resistances (acid, cold, and fire 10), slow fall (40 ft.), still mind, uncanny dodge, wholeness of body; AL LE; SV Fort +13, Ref +22, Will +17; Str 10, Dex 24, Con 12, Int 15, Wis 15, Cha 14.

Skills: Balance +17, Bluff +13, Concentration +5, Craft (any one) +7, Escape Artist +25, Hide +25*, Knowledge (religion) +13, Knowledge (the planes) +6, Listen +16, Move Silently +18, Search +12, Sense Motive +14, Spot +16, Survival +9 (+11 on other planes, +11 following tracks), Tumble +18. *Feats:* Combat Expertise, Combat Reflexes^B, Deflect Arrows, Dodge, Improved Disarm^B, Improved Feint, Improved Unarmed Strike^B, Mobility^B, Spring Attack^B, Stunning Fist^B, Toughness, Weapon Focus (kama), Weapon Finesse^B, Whirlwind Attack.

SA—*Spell-Like Abilities:* 1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13). Caster level 6th. The save DCs are Charisma-based.

Possessions: +3 kama, ring of invisibility, eversmoking bottle, slippers of spider climbing, potion of heroism, potion of cat's grace.

Dagova Nix, Male Minotaur Mnk11/OoD1: CR 13; SZ L Monstrous Humanoid; HD 6d8+18 plus 12d8+36; hp 135; Init +3; Spd 70 ft.; AC 23 (-1 size, +3 Dex, +5 natural, +2 mnk, +2 Wis, +2 *necklace*), touch 18, flat-

footed—; BAB/Grp +14/+22; Atk +19 melee (3d6+8, +2 *greataxe*, crit x3) or +17 melee (1d8+4, gore) or +17 melee (2d6+4, unarmed strike); Full Atk +19/+14/+9 melee (3d6+8, +2 *greataxe*, crit x3) and +12 melee (1d8+2, gore) or +18/+18/+18/+13 melee (2d6+4, unarmed strike) or +19/+19/+19/+14 melee (1d8+5, +1 *kama*); Space/Reach 10ft./10ft.; SA fists of flame (1/day, 5 rounds, 1d6 fire), flurry of blows, greater flurry, *ki* strike (magic, lawful), powerful charge (4d6+6), unarmed strike; SQ darkvision (90 ft.), diamond body, improved evasion, natural cunning, purity of body, scent, slow fall (50 ft.), still mind, wholeness of body; AL LE; SV Fort +16, Ref +17, Will +18; Str 19, Dex 16, Con 16, Int 10, Wis 14, Cha 12.

Skills: Balance +11, Climb +10, Concentration +7, Intimidate +12, Jump +7, Knowledge (religion) +8, Knowledge (the planes) +2, Listen +16, Search +4, Sense Motive +8, Spot +16, Tumble +11. *Feats:* Cleave, Combat Reflexes^B, Great Fortitude, Improved Grapple, Improved Sunder, Improved Trip^B, Improved Unarmed Strike^B, Iron Will, Power Attack, Stunning Fist^B, Track.

Possessions: +2 *greataxe*, +1 *kama*, potion of fly, potion of resist energy (fire), necklace of protection +2, ring of comfort.

Danrach, Male Dwarf Mnk6/OoD1: CR 7; SZ M; HD 7d8+21; hp 52; Init +3; Spd 50 ft.; AC 16 (+3 Dex, +1 mnk, +2 Wis), touch 16, flat-footed 13; BAB/Grp +4/+6; Atk +7 melee (1d6+2, masterwork siangham) or +6 melee (1d8+2, unarmed strike); Full Atk +7/+7 melee (1d6+2, masterwork siangham) or +6/+6 (1d8+2, unarmed strike); SA fists of flame (1/day, 5 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), unarmed strike; SQ darkvision (90 ft.), evasion, purity of body, slow fall (30 ft.), still mind, stonecunning, dwarf traits; AL LE; SV Fort +10 (+12 vs. poison), Ref +10, Will +9; Str 14, Dex 16, Con 16, Int 13, Wis 15, Cha 12.

Skills: Balance +7, Climb +6, Escape Artist +8, Hide +6, Jump +9, Knowledge (religion) +6, Knowledge (the planes) +3, Listen +6, Spot +6, Swim +6, Tumble +7. *Feats:* Cleave, Combat Reflexes^B, Deflect Arrows, Improved Disarm^B, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B.

Possessions: 2 potions of cure moderate wounds, masterwork siangham, ring of comfort.

Fas'ahad, Male Human Mnk5/Rog3/Asn3/OoD1: CR 12; SZ M; HD 6d8+6 plus 6d6+6; hp 60; Init +3; Spd 50 ft.; AC 16 (+3 Dex, +1 mnk, +2 Wis), touch 16, flat-footed 13; BAB/Grp +7/+9; Atk +11 melee (1d6+3, +1 *kama*) or +9 melee (1d8+2, unarmed strike); Full Atk +11/+6 melee (1d6+3, +1 *kama*) or +9/+9 (1d8+2, unarmed strike) or +11/+11 melee (1d6+3, +1 *kama*); SA death attack, fists of flame (1/day, 4 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), poison use, sneak attack (+4d6), unarmed strike; SQ darkvision (60 ft.), evasion, purity of body, save vs. poison (+1), slow fall (20 ft.), still mind, trapfinding, trap sense (+1), uncanny dodge; AL LE; SV Fort +9, Ref +15, Will +10; Str 14, Dex 16, Con 13, Int

15, Wis 15, Cha 13.

Skills: Balance +11, Climb +9, Concentration +8, Disable Device +8, Disguise +7, Escape Artist +10, Forgery +9, Gather Information +7, Hide +16, Intimidate +7, Jump +8, Knowledge (the planes) +6, Listen +10, Move Silently +12, Open Lock +9, Sleight of Hand +9, Spot +8, Tumble +11. **Feats:** Alertness, Blind-Fight, Deflect Arrows^B, Improved Unarmed Strike^B, Power Attack, Skill Focus (Hide), Snatch Arrows, Stunning Fist^B, Weapon Focus (kama).

Assassin Spells Known (Cast per Day 1; save DC 12 + spell level): 1st—*feather fall*, *true strike*.

Possessions: +1 kama, 2 masterwork daggers, ring of comfort, 3 vials of black lotus poison, potion of cure moderate wounds, dust of disappearance.

Master Dassar, Male Lizardfolk Mnk7/OoD3: CR 10; SZ M [Reptilian]; HD 2d8+4 plus 10d8+20; hp 77; Init +2; Spd 60 ft.; AC 20 (+2 Dex, +5 natural, +2 mnk, +1 Wis), touch 15, flat-footed 18; BAB/Grp +8/+10; Atk +12 melee (1d6+4, +2 *quarterstaff*) or +10 melee (1d4+2, claw) or +10 melee (1d10+2, unarmed strike); Full Atk +12/+7 melee (1d6+4, +2 *quarterstaff*) or +10 melee (1d4+2 [x2], claws) and +8 melee (1d4+1, bite) or +10/+10/+5 melee (1d10+2, unarmed strike) or +12/+12/+7 melee (1d6+4, +2 *quarterstaff*); SA dark *ki* strike (silver), fists of flames (1/day, 5 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), unarmed strike; SQ damage reduction (5/silver), darkvision (60 ft.), evasion, hold breath, purity of body, resistance to fire (10), slow fall (30 ft.), still mind, wholeness of body; AL LE; SV Fort +10, Ref +13, Will +9; Str 15, Dex 15, Con 15, Int 11, Wis 13, Cha 10.

Skills: Balance +10, Concentration +8, Hide +10, Intimidate +6, Jump +11, Knowledge (the planes) +4, Listen +5, Spot +5, Swim +9, Survival +5. **Feats:** Blind-Fight, Combat Reflexes^B, Improved Disarm^B, Improved Grapple^B, Improved Unarmed Strike^B, Multiattack, Power Attack, Stunning Fist.

Possessions: +2 *quarterstaff*, ring of jumping, potion of blur, vest of escape.

Master Mo Zhu, Male Drider Mnk8/OoD7: CR 19; SZ L Aberration; HD 6d8+24 plus 15d8+60; hp 178; Init +3; Spd 80 ft., climb 15 ft.; AC 27 (-1 size, +3 Dex, +6 natural, +1 two-weapon defense, +3 mnk, +5 Wis), touch 20, flat-footed 24; BAB/Grp +15/+23; Atk +22 melee (1d8+8, +4 *unholy thundering quarterstaff*) or +18 melee (1d6+4, dagger, 19-20/x2) or +19 melee (1d4+2 plus poison, bite) or +17 ranged (1d8, shortbow, crit x3, range 60 ft.); Full Atk +22/+17/+12 melee (1d8+8, +4 *unholy thundering quarterstaff*) or +16 melee (1d6+4 [x2], daggers, 19-20/x2) and +14 melee (1d4+2 plus poison, bite) or +17 ranged (1d8, shortbow, crit x3, range 60 ft.) or +18/+18/+18/+13/+8 (3d6+4, unarmed strike) or +22/+22/+22/+17/+12 (1d8+8, +4 *unholy thundering quarterstaff*) Space/Reach 10 ft.; SA dark *ki* strike (evil, silver), fists of flame (1/day, 7 rounds, 1d6 fire), flurry of blows, hell blast (1/day, 5d6 fire, Ref DC 21 half), *ki* strike (magic), spells, spell-like abilities, poison (Fort DC 17, 1d6/1d6 Str), unarmed strike, unholy strike (3/day, +4 attack, +2d6 vs. good); SQ damage reduction (5/silver),

darkvision (90 ft.), evasion, flame walk, purity of body, resistances (acid, cold, fire 10), still mind, slow fall (40 ft.), SR 17, wholeness of body; AL LE; SV Fort +17, Ref +16, Will +21; Str 18, Dex 16, Con 18, Int 15, Wis 20, Cha 18.

Skills: Balance +13, Climb +16, Concentration +20, Diplomacy +14, Escape Artist +11, Hide +11, Intimidate +16, Jump +17, Knowledge (religion) +13, Knowledge (the planes) +6, Listen +19, Move Silently +14, Sense Motive +13, Spot +19, Tumble +9. **Feats:** Blind-Fight, Cleave, Combat Casting, Combat Reflexes^B, Deflect Arrows, Improved Trip^B, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (bite).

SA—Spell-Like Abilities: 1/day—*dancing lights* (DC 14), *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 17). Caster level 6th. The save DCs are Charisma-based.

SA—Sorcerer Spells Known (Cast per Day 6/7/6/4; base save DC 13 + spell level, CL 6th): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st—*grease*, *magic missile*, *protection from good*, *ray of enfeeblement*; 2nd—*invisibility*, *web*; 3rd—*lightning bolt*.

Possessions: +4 unholy thundering *quarterstaff*, ring of jumping, horn of evil.

Master Qarid, Male Cheitan, Mnk8/OoD3: CR 14; SZ M Outsider; HD 11d8+22; hp 71; Init +4; Spd 60 ft.; AC 24 (+4 Dex, +3 natural, +2 mnk, +3 Wis, +2 *bracers*), touch 19, flat-footed 20; BAB/Grp +8/+13; Atk +15 melee (1d6+7, +2 *kama*) or +13 melee (1d10+5 plus 1d3 fire, unarmed strike); Full Atk +15/+10 melee (1d6+7, +2 *kama*) or +15/+15/+15/+10 melee (1d6+7, +2 *kama*) or +13/+13/+13/+8 melee (1d10+5 plus 1d3 fire, unarmed strike); SA dark *ki* strike (silver), fists of flame (1/day, 5 rounds, 1d6 fire), flurry of blows, heat (1d3 fire), *ki* strike (magic), spell-like abilities, unarmed strike; SQ damage reduction (5/silver), darkvision (90 ft.), evasion, outsider traits, purity of body, resistance to fire (20), slow fall (40 ft.), still mind, wholeness of body; AL LE; SV Fort +11, Ref +13, Will +12; Str 21, Dex 19, Con 15, Int 14, Wis 16, Cha 15.

Skills: Balance +10, Concentration +10, Diplomacy +4, Escape Artist +10, Hide +12, Intimidate +8, Jump +16, Knowledge (religion) +9, Knowledge (the planes) +4, Listen +11, Sense Motive +9, Spot +9, Tumble +14. **Feats:** Blind-Fight, Combat Reflexes^B, Improved Grapple^B, Improved Trip^B, Improved Unarmed Strike^B, Power Attack, Quick Draw, Stunning Fist.

SA—Spell-Like Abilities: 3/day—*detect magic*, *produce flame*, *scorching ray* (1 ray); 1/day—*gaseous form*, *pyrotechnics* (DC 14), *wall of fire*. Caster level 11th. The save DCs are Charisma-based.

Possessions: *bracers* of armor +2, +2 *kama*, 3 potions of heroism.

Master Tak, Male Human Mnk7/OoD3: CR 10; SZ M; HD 10d8+20; hp 65; Init +6; Spd 60 ft.; AC 18 (+2 Dex, +2 Wis, +2 mnk, +2 *bracers*), touch 16, flat-footed 16; BAB/Grp +7/+10; Atk +12 melee (1d6+5, +2 *kama*) or +10 melee (1d10+3, unarmed strike) or +9 ranged (1d6+3, javelin, range 30 ft.); Full Atk +12/+7

melee (1d6+5, +2 *kama*) or +12/+12/+7 melee (1d6+5, +2 *kama*) or +10/+10/+5 melee (1d10+3, unarmed strike); SA dark *ki* strike (silver), fists of flame (1/day, 5 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), unarmed strike; SQ damage reduction (5/silver), darkvision (60 ft.), evasion, purity of body, resistance to fire (10), slow fall (30 ft.), still mind, wholeness of body; AL LE; SV Fort +10, Ref +10, Will +10; Str 17, Dex 15, Con 14, Int 12, Wis 15, Cha 13.

Skills: Balance +9, Climb +8, Concentration +7, Diplomacy +5, Escape Artist +10, Hide +6, Intimidate +7, Jump +14, Knowledge (religion) +8, Knowledge (the planes) +3, Listen +8, Spot +8, Tumble +11. **Feats:** Combat Reflexes^B, Deflect Arrows, Diehard, Endurance, Improved Initiative, Improved Trip^B, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B.

Possessions: bracers of armor +2, +2 *kama*, ring of invisibility, potion of cure serious wounds.

Mistress Harthain Gursh, Female Fire Giant Mnk7/OoD7: CR 17; SZL Giant [Fire]; HD 15d8+90 plus 14d8+84; hp 304; Init +1; Spd 80 ft.; AC 22 (-1 size, +1 Dex, +8 natural, +2 mnk, +2 *ring*), touch 14, flat-footed 21; BAB/Grp +21/+39; Atk +34 melee (3d6+19, +4 *greatsword*, 19-20/x2) or +32 melee (1d4+12, slam) or +21 ranged (2d6+10 plus 2d6 fire, rock, range 120 ft.) or +32 melee (3d6+12, unarmed strike) or +33 melee (1d8+13, +3 *nunchaku*); Full Atk +34/+29/+24/+19 melee (3d6+19, +4 *greatsword*, 19-20/x2) or +32 melee (1d4+12 [x2], slams) or +21 ranged (2d6+10 plus 2d6 fire, rock, range 120 ft.) or +32/+32/+32/+27 melee (3d6+12, unarmed) or +33/+33/+33/+28 melee (1d8+13, +3 *nunchaku*); Space/Reach 10 ft./10 ft.; SA dark *ki* strike (evil, silver), fists of flame (1/day, 9 rounds, 1d6 fire), flurry of blows, hell blast (1/day, 30-ft. cone, 3d6 fire, Fort DC 23 half), *ki* strike (magic), rock throwing, unholy strike (1/day, +4 attack, +2d6 vs. good), unarmed strike; SQ damage reduction (5/silver), darkvision (60 ft.), evasion, flame walk, rock catching, low-light vision, immunity to fire, purity of body, resistances (cold, acid 10), slow fall (30 ft.), still mind, vulnerability to cold, wholeness of body; AL LE; SV Fort +25, Ref +18, Will +17; Str 30, Dex 13, Con 23, Int 13, Wis 10, Cha 16.

Skills: Balance +11, Climb +14, Concentration +16, Intimidate +14, Escape Artist +8, Jump +22, Knowledge (religion) +11, Knowledge (the planes) +7, Listen +8, Move Silently +9, Sense Motive +10, Spot +14. **Feats:** Blind-Fight, Cleave, Combat Reflexes^B, Improved Bull Rush, Improved Grapple, Improved Overrun, Improved Trip^B, Improved Unarmed Strike^B, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Stunning Fist^B.

Possessions: +4 *greatsword*, +3 *nunchaku*, amulet of might fists +2, ring of protection +2, 2 potions of cure serious wounds, elemental gem (fire).

Mistress Sialia, Female Human Mnk7/OoD3: CR 10; SZ M; HD 10d8+20; hp 65; Init +6; Spd 60 ft.; AC 17 (+2 Dex, +2 Wis, +2 mnk, +1 *ring*), touch 17, flat-footed 15; BAB/Grp +7/+9; Atk +12 melee (1d6+4, +2 *kama*) or +9 melee (1d10+2, unarmed strike) or +9 ranged (1d2+2, shuriken, range 10 ft.); Full Atk +12/+7 melee (1d6+4, +2 *kama*) or +12/+12/+7 melee (1d6+4, +2 *kama*) or +9/+9/+4

melee (1d10+2, unarmed strike) or +8/+8 ranged (1d2+2, shuriken, range 10 ft.); SA dark *ki* strike (silver), fists of flame (1/day, 5 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), unarmed strike; SQ damage reduction (5/silver), darkvision (60 ft.), evasion, purity of body, resistance to fire (10), slow fall (30 ft.), still mind, wholeness of body; AL LE; SV Fort +11, Ref +13, Will +11; Str 14, Dex 15, Con 14, Int 13, Wis 14, Cha 16.

Skills: Balance +16, Concentration +8, Escape Artist +13, Hide +10, Intimidate +6, Jump +6, Knowledge (religion) +8, Knowledge (the planes) +3, Listen +10, Spot +10, Tumble +11. **Feats:** Agile, Combat Reflexes^B, Deflect Arrows, Improved Initiative, Improved Trip^B, Improved Unarmed Strike^B, Lightning Reflexes, Power Attack, Stunning Fist^B.

Possessions: +2 *kama*, 5 shurikens, cloak of resistance +1, hat of disguise, ring of protection +1, potion of fire breath, potion of cure moderate wounds.

Mistress Tang, Female Human Mnk11/OoD8: CR 19; SZ M; HD 19d8+57; hp 142; Init +7; Spd 90 ft.; AC 24 (+3 Dex, +3 mnk, +2 Wis, +4 *bracers*, +2 *amulet*), touch 18, flat-footed 21; BAB/Grp +14/+15; Atk +21 melee (1d6+4, +3 *nunchaku*) or +20 ranged (1d2+4 plus 1d6 fire, +3 *flaming burst shuriken*, range 10 ft.); Full Atk +21/+16/+11 melee (1d6+4, +3 *nunchaku*) or +20/+15/+10 ranged (1d2+4 plus 1d6 fire, +3 *flaming burst shuriken*, range 10 ft.) or +21/+21/+21/+16/+11 (1d6+4, +3 *nunchaku*) or +20/+20/+20/+15/+10 (1d2+4 plus 1d6 fire, +3 *flaming burst shuriken*, range 10 ft.) or +17/+17/+17/+12/+7 (2d8+1, unarmed); SA dark *ki* strike (evil, silver), essence drain (1/day, 16 hp, 4 Str), fists of flame (1/day, 6 rounds, 1d6 fire), greater flurry of blows, hell blast (1/day, 30-ft. cone, 4d6 fire, Ref DC 21 half), *ki* strike (lawful, magic), unarmed strike, unholy strike (2/day, +4 attack, +2d6 vs. good); SQ damage reduction (5/silver), darkvision (60 ft.), diamond body, flame walk, improved evasion, purity of body, resistances (acid, cold, and fire 10), slow fall (50 ft.), still mind, wholeness of body; AL LE; SV Fort +16, Ref +16, Will +15; Str 13, Dex 17, Con 16, Int 17, Wis 15, Cha 15.

Skills: Balance +20, Concentration +19, Diplomacy +12, Escape Artist +19, Intimidate +11, Jump +17, Knowledge (religion) +19, Knowledge (the planes) +7, Listen +15, Move Silently +14, Sense Motive +14, Spot +15, Tumble +20. **Feats:** Blind-Fight, Combat Reflexes^B, Deflect Arrows, Dodge, Improved Disarm^B, Improved Initiative, Improved Unarmed Strike^B, Mobility, Power Attack, Stunning Fist^B, Weapon Focus (*nunchaku*), Weapon Finesse.

Possessions: +3 *nunchaku*, 10 +3 *flaming burst shurikens*, bracers of armor +4, 3 potions of cure serious wounds, amulet of natural armor +2.

Olerij, Male Human Mnk7/OoD2: CR 9; SZ M; HD 9d8+9; hp 49; Init +7; Spd 60 ft.; AC 19 (+3 Dex, +1 mnk, +3 Wis, +1 *ring*, +1 *bracers*), touch 19, flat-footed 16; BAB/Grp +6/+8; Atk +10 melee (1d6+3, +1 *siangham*) or +8 melee (1d10+2, unarmed strike); Full Atk +10/+5 melee (1d6+3, +1 *siangham*) or +10/+10/+5 melee (1d6+3, +1 *siangham*) or +8/+8/+3 melee (1d10+2, unarmed strike); SA dark *ki* strike

(silver), fists of flame (1/day, 4 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), unarmed strike; SQ darkvision (60 ft.), evasion, purity of body, resistance to fire (10), slow fall (30 ft.), still mind, wholeness of body; AL LE; SV Fort +9, Ref +11, Will +11; Str 15, Dex 17, Con 12, Int 12, Wis 16, Cha 13.

Skills: Balance +11, Climb +9, Concentration +8, Escape Artist +11, Hide +8, Jump +13, Knowledge (religion) +6, Knowledge (the planes) +3, Listen +9, Spot +7, Tumble +14. **Feats:** Blind-Fight, Combat Reflexes^B, Deflect Arrows, Improved Initiative, Improved Trip^B, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B, Weapon Focus (siangham).

Possessions: +1 siangham, bracers of armor +1, ring of protection +1.

Pang Goy, Male Half-Fiend Mnk15/Ood9: CR 27; SZ M Outsider; HD 24d8+126; hp 234; Init +10; Spd 110 ft., fly 110 ft. (average); AC 33 (+6 Dex, +4 mnk, +5 Wis, +1 natural, +7 bracers), touch 25, flat-footed 27; BAB/Grp +16/+21; Atk +22 melee (1d4+6, claw) or +22 melee (2d6+6, unarmed strike) or see below; Full Atk +22 melee (1d4+6 [x2], claws) and +16 melee (1d6+2, bite) or +22/+22/+22/+17/+12 melee (2d10+6, unarmed strike) or see below; SA dark *ki* strike (evil, silver), essence drain (18 hp, 4 Str), fists of flame (1/day, 7 rounds, 1d6 fire), greater flurry of blows, hell blast (1/day, 30-ft. cone, 4d6 fire, Ref DC 23), *ki* strike (lawful, magic), smite good (1/day, +15 damage), spell-like abilities, unarmed strike, unholy strike (3/day, +4 attack, +2d6 vs. good); SQ abundant step, damage reduction (10/magic and silver), darkvision (90 ft.), diamond body, diamond soul, flame walk, immunity to poison, improved evasion, purity of body, quivering palm, resistances (acid, cold, electricity, and fire 10), slow fall (70 ft.), still mind, SR 34, wholeness of body; AL LE; SV Fort +21, Ref +19, Will +22; Str 20, Dex 22, Con 18, Int 16, Wis 21, Cha 20.

Skills: Balance +15, Climb +14, Concentration +28, Diplomacy +25, Escape Artist +24, Hide +18, Intimidate +17, Jump +23, Knowledge (religion) +18, Knowledge (the planes) +7, Listen +15, Move Silently +19, Sense Motive +15, Spot +15, Tumble +25. **Feats:** Cleave, Combat Reflexes^B, Deflect Arrows, Epic Toughness¹, Great Cleave, Improved Disarm^B, Improved Grapple, Improved Initiative, Improved Stunning Fist¹, Improved Unarmed Strike^B, Iron Will, Power Attack, Snatch Arrows, Stunning Fist^B.

¹Denotes epic feat.

SA—**Spell-Like Abilities:** 3/day—darkness, poison (DC 19), unholy aura (DC 23); 1/day—blasphemy (DC 22), contagion (DC 18), desecrate, horrid wilting (DC 23), unhallow, unholy blight (DC 19). Caster level 15th. The save DCs are Charisma-based.

Possessions: Hands of Pang Goy (see sidebar), bracers of armor +7, eyes of petrification, 6 potions of cure serious wounds, cubic gate (attuned to Material Plane, Plane of Molten Skies, Elemental Plane of Fire, Infernus, Astral Plane, and the Ethereal Plane), gem of seeing.

Yin Shi Yan, Male Human Mnk6/OoD3: CR 9; SZ M; HD 9d8+18; hp 58; Init +3; Spd 60 ft.; AC 17 (+3 Dex, +1 mnk, +2 Wis, +1 ring), touch 17, flat-footed 14; BAB/Grp

+6/+9; Atk +11 melee (1d6+4, +1 *nunchaku*) or +9 melee (1d10+3, unarmed strike); Full Atk +11/+11/+6 melee (1d6+4, +1 *nunchaku*) or +9/+9/+4 (1d10+3, unarmed strike); SA dark *ki* strike (silver), fists of flame (1/day, 5 rounds, 1d6 fire), flurry of blows, *ki* strike (magic), unarmed strike; SQ damage reduction (5/silver), darkvision (60 ft.), evasion, purity of body, resistance to fire (10), slow fall (30 ft.), still mind; AL LE; SV Fort +10, Ref +11, Will +10; Str 16, Dex 16, Con 15, Int 14, Wis 15, Cha 14.

Skills: Balance +7, Climb +8, Concentration +9, Diplomacy +8, Escape Artist +6, Hide +9, Jump +16, Knowledge (religion) +8, Knowledge (the planes) +4, Listen +7, Move Silently +10, Sense Motive +5, Spot +8, Tumble +16. **Feats:** Combat Reflexes, Deflect Arrows^B, Improved Disarm^B, Improved Unarmed Strike^B, Power Attack, Run, Snatch Arrows, Stunning Fist^B, Weapon Focus (nunchaku).

Possessions: Ring of protection +1, +1 *nunchaku*.

chapter 20: the tower of the grand vizier

Brazen Dragon Statue: CR 16; SZ H Construct [Fire]; HD 42d10+40; hp 271; Init +0; Spd 30 ft., fly 75 ft. (poor); AC 28 (–2 size, +20 natural), touch 8, flat-footed 28; BAB/Grp +31/+51; Atk +41 melee (2d8+12, bite); Full Atk +41 melee (2d8+12 plus 1d6 fire, bite) and +36 melee (2d6+6 plus 1d6 fire [x2], claws) and +36 melee (1d8+6 plus 1d6 fire [x2] wings) and +36 melee (2d8+18 plus 1d6 fire, tail slap) or +41 melee (2d8+18 plus 1d6 fire, crush); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon (50-ft. cone, antimagic), heat (1d6); SQ damage reduction (15/—), immunity to fire, vulnerability to cold; AL N; SV Fort +14, Ref +14, Will +14; Str 35, Dex 10, Con —, Int —, Wis 11, Cha 1.

SA—**Breath Weapon (Su):** Once every 1d4 rounds, the brazen dragon statue can breathe a cone of antimagic energy to a range of 50 feet. An affected creature can attempt a DC 20 Reflex save. On a failed save, all magical effects on the creature are suppressed for 1 minute. Likewise magic weapons are suppressed for 1 minute (but still work as masterwork weapons). Summoned creatures and incorporeal undead that fail their save wink out of existence for 1 minute. This is otherwise similar to an antimagic field spell.

Demon Gate: CR 20; SZ L Construct [Chaotic, Evil]; HD 20d10+30; hp 140; Init +11; Spd 0 ft.; AC 41 (–1 size, +7 Dex, +25 natural), touch 16, flat-footed 34; BAB/Grp +15/+31; Atk +27 melee (2d6+12, tongue slash); Full Atk +27 melee (2d6+12, tongue slash) and +22 melee (2d8+6 bite); Space/Reach 10 ft./10 ft.; SA constrict (2d8+24), death throes, improved grab, spell-like abilities, *vorpal tongue*; SQ damage reduction (20/cold iron and good), darkvision (60 ft.), burn, immunities (electricity, fire, and poison), resistances (acid, cold 10), SR 28, telepathy (100 ft.), true seeing; AL CE; SV Fort +8, Ref +13, Will +15;

Str 35, Dex 25, Con—, Int 24, Wis 24, Cha 26.

Skills: Bluff +30, Concentration +20, Diplomacy +28, Intimidate +31, Knowledge (any two) +27, Listen +35, Sense Motive +29, Spellcraft +27, Spot +35. Demon gates have a +8 racial bonus on Listen and Spot checks. *Feats:* Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Weapon Focus (tongue).

SA—*Burn (Su)*: As a free action, a demon gate can wreath its body in demonic fire. Anyone touching the gate takes 6d6 points of fire damage each round.

SA—*Constrict (Ex)*: A demon gate deals 2d6+12 points of damage with a successful grapple check with its tongue attack.

SA—*Death Throes (Ex)*: When destroyed, a demon gate releases a blast of demonic energy in a 100-foot radius. A character caught in the area takes 10d10 points of damage (Reflex DC 28 half). The save DC is Charisma-based.

SA—*Spell-Like Abilities*: At will—*blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day—*fire storm* (DC 26), *implosion* (DC 27). Caster level 20th. The save DCs are Charisma-based.

SA—*Vorpal Tongue (Ex)*: Every demon gate's tongue has the *vorpal* special ability. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the tongue severs the opponent's head (if it has one) from its body.

SQ—*True Seeing (Su)*: Demon gates have a continuous true seeing ability, as the spell (caster level 20th).

Humam, Male Afya (Human) Sor20: CR 22; SZ M Outsider [Extraplanar]; HD 20d4+43; hp 93; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +10/+11; Atk +11 melee (1d3+1, unarmed); Full Atk +13 melee (1d3+1, unarmed); SA spells; SQ fast healing (1), light blindness, see in darkness, shadow images, shadow walk, SR 25; AL LN; SV Fort +8, Ref +8, Will +14; Str 12, Dex 14, Con 14, Int 15, Wis 15, Cha 20.

Skills: Bluff +28, Craft (metalworking) +8, Concentration +25, Knowledge (arcana) +25, Knowledge (the planes) +9, Knowledge (religion) +7, Spellcraft +25. *Feats:* Combat Casting, Craft Staff, Craft Wondrous Item, Dodge, Enlarge Spell, Maximize Spell, Scribe Scroll, Toughness.

Sorcerer Spells Known (Cast per Day 6/8/7/7/7/6/6/6/6; save DC 15 + spell level): 0—*arcane mark*, *detect magic*, *detect poison*, *mending*, *message*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*cause fear*, *charm person*, *feather fall*, *hold portal*, *magic missile*; 2nd—*continual flame*, *darkvision*, *invisibility*, *knock*, *Mel's acid arrow*; 3rd—*fireball*, *haste*, *hold person*, *magic circle against evil*; 4th—*dimension door*, *globe of invulnerability*, *lesser stonewalk*, *wall of fire*; 5th—*feblemind*, *Rarey's telepathic bond*, *summon monster V*, *teleport*; 6th—*dispel magic*, *greater globe of invulnerability*, *stone to flesh*; 7th—*forcecage*, *greater teleport*, *reverse gravity*; 8th—*maze*, *prismatic wall*, *symbol of death*; 9th—*meteor swarm*, *teleportation circle*, *time stop*.

Johora the Lovely, Female Afya (Elf) Sor20: CR 22;

SZ M Outsider [Extraplanar]; HD 20d4+23; hp 73; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +10/+10; Atk +10 melee (1d3, unarmed); Full Atk +10 melee (1d3, unarmed); SA spells; SQ fast healing (1), immunity to magic sleep effects, light blindness, low-light vision, see in darkness, shadow images, shadow walk, SR 25; AL CN; SV Fort +7, Ref +8, Will +15 (+14 against enchantment effects); Str 11, Dex 15, Con 12, Int 18, Wis 16, Cha 18.

Skills: Bluff +26, Concentration +24, Craft (book-binding) +5, Diplomacy +8, Knowledge (arcana) +27, Knowledge (the planes) +27, Listen +10, Search +6, Spellcraft +27, Spot +0. *Feats:* Alertness, Brew Potion, Enlarge Spell, Extend Spell, Improved Counterspell, Maximize Spell, Toughness.

Sorcerer Spells Known (Cast per Day 6/7/7/7/7/6/6/6/6/6; save DC 14 + spell level): 0—*arcane mark*, *daze*, *dancing lights*, *detect magic*, *ghost sound*, *mending*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*alarm*, *charm person*, *grease*, *mage armor*, *reduce person*; 2nd—*arcane lock*, *cat's grace*, *darkness*, *fog cloud*, *Mel's acid arrow*; 3rd—*dispel magic*, *lightning bolt*, *protection from energy*, *sleet storm*; 4th—*enervation*, *shadow conjuration*, *solid fog*, *stonewalk*; 5th—*break enchantment*, *cloudkill*, *hold monster*, *shadow evocation*; 6th—*acid fog*, *flesh to stone*, *mislead*; 7th—*control weather*, *greater shadow conjuration*, *plane shift*; 8th—*greater shadow evocation*, *mind blank*, *mass charm monster*; 9th—*gate*, *shades*, *summon monster IX*.

Mus'ad Camel Face, Male Sage Camel Sor11: CR 20; SZ L Magical Beast [Extraplanar]; HD 11d10+22 plus 11d4+22; hp 131; Init +3; Spd 30 ft.; AC 10 (-1 size, +1 natural), touch 9, flat-footed 10; BAB/Grp +16/+21; Atk +16 melee (1d6+1, kick) or +15 ranged (blindness, spit); Full Atk +16 melee (1d6+1, kick) or +15 ranged (blindness, spit); Space/Reach 10 ft./5 ft.; SA blinding spit (every other round, 30-ft. line, Fort DC 17, blindness 1d4+5 rounds), spells; SQ immunities (cannot become lost in desert), spell-like abilities; AL LG; SV Fort +12, Ref +12, Will +17; Str 12, Dex 10, Con 14, Int 20, Wis 20, Cha 20.

Skills: Bluff +20, Concentration +30, Diplomacy +19, Knowledge (arcana) +33, Knowledge (nature) +19, Listen +29, Sense Motive +19, Spellcraft +33, Spot +10. *Feats:* Combat Casting, Endurance, Enlarge Spell, Extend Spell, Improved Initiative, Iron Will, Lightning Reflexes, Run, Spell Focus (divination)^B.

SA—*Spell-Like Abilities*: At will—*comprehend languages*; 6/day—*detect thoughts* (DC 17), *identify*; 5/day—*locate object*, *tongues*; 4/day—*detect scrying*, *locate creature*, *scrying* (DC 19); 3/day—*analyze dweomer*, *contact other plane*; 2/day—*legendlore*, *true seeing*; 1/day—*greater scrying* (DC 22), *vision*. Caster level 15th. The save DCs are Charisma-based.

SA—*Spells*: Mus'ad casts spells as a 16th-level sorcerer.

Sorcerer Spells Known (Cast per Day 6/8/7/7/7/6/5/3; save DC 15 + spell level, save DC 16 + spell level divination): 0—*arcane mark*, *detect poison*, *detect magic*, *ghost sound*, *mending*, *prestidigitation*, *ray of frost*, *read magic*,

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resistance; 1st—*color spray*, *detect undead*, *mage armor*, *magic missile*, *true strike*; 2nd—*arcane lock*, *fog cloud*, *gust of wind*, *spectral hand*, *touch of idiocy*; 3rd—*clairaudience/clairvoyance*, *dispel magic*, *halt undead*, *slow*; 4th—*arcane eye*, *charm monster*, *lesser geas*, *stone shape*; 5th—*dominate person*, *major creation*, *passwall*, *waves of fatigue*; 6th—*globe of invulnerability*, *summon monster VI*, *wall of iron*; 7th—*summon monster VII*, *waves of exhaustion*; 8th—*discern location*.

Norl, Male Cloud Giant Clr9 (Pazuzu): CR 15; SZ H Giant [Air, Extraplanar]; HD 17d8+119 plus 9d8+63; hp 298; Init +1; Spd 50 ft.; AC 27 (-2 size, +1 Dex, +12 natural, +6 +2 *chain shirt*), touch 9, flat-footed 26; BAB/Grp +18/+38; Atk +30 melee (4d6+18, Gargantuan morningstar) or +28 melee (1d6+12, slam) or +18 ranged (2d8+12, rock); Full Atk +30/+25/+20/+15 melee (4d6+18, Gargantuan morningstar) or +28 melee (1d6+12 [x2], slams) or +18 ranged (2d8+12, rock); Space/Reach 15 ft./15 ft.; SA rock throwing (range increment 140 ft.), spell-like abilities, rebuke undead (6/day); SQ cast evil spells +1 level, low-light vision, oversized weapon, rock catching, scent; AL CE; SV Fort +23, Ref +11, Will +16; Str 35, Dex 13, Con 24, Int 13, Wis 16, Cha 15.

Skills: Climb +19, Concentration +12, Craft (any one) +11, Diplomacy +4, Intimidate +12, Knowledge (religion) +9, Knowledge (the planes) +10, Listen +15, Perform (stringed instruments) +3, Sense Motive +9, Spellcraft +6, Spot +15. **Feats:** Awesome Blow, Cleave, Empower Spell, Improved Bull Rush, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (morningstar).

SA—Spell-Like Abilities: 3/day—*levitate* (self plus 2,000 pounds), *obscuring mist*; 1/day—*fog cloud*. Caster level 15th.

Unholy Spells Prepared (6/5/5/4/2/1; save DC 13 + spell level): 0—*create water*, *detect magic*, *detect poison*, *light*, *read magic*, *resistance*; 1st—*bane*, *curse water*, *detect good*, *divine favor*, *doom*; 2nd—*bull's strength*, *darkness*, *death knell*, *hold person*, *spiritual weapon*; 3rd—*blindness/deafness*, *deeper darkness*, *inflict serious wounds*, *searing light*; 4th—*air walk*, *lesser planar ally*; 5th—*summon monster V*.

Domain Spells (Evil, Trickery): 1st—*protection from good*; 2nd—*invisibility*; 3rd—*nondetection*; 4th—*confusion*; 5th—*dispel good*.

Possessions: +2 chain shirt, Gargantuan masterwork morningstar.

Rahib al Tabish Zafir, The Grand Vizier of Efreet, Male Noble Efreeti
Wiz22/Archmage5: CR 32; SZ H

Outsider [Fire]; HD 16d8+144 plus 27d4+243; hp 500; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 32 (-2 size, +3 Dex, +9 natural, +8 *bracers*, +4 *ring*), touch 11, flat-footed 29; BAB/Grp +30/+50; Atk +45 melee (3d6+23 plus 1d8 fire, +5 *axiomatic flaming burst brilliant energy falchion*, 15-20/x2) or +40 melee (2d6+12 plus 1d8 fire, slam); Full Atk +45/+40/+35/+30 melee (3d6+23 plus 1d8 fire, +5 *axiomatic flaming burst brilliant energy falchion*, 15-20/x2) or +40 melee (2d6+12 plus 1d8 fire [x2], slams); Space/Reach 15 ft./15 ft.; SA arcane fire, *change size*,



heat, spell-like abilities, spells; SQ damage reduction (10/magic), darkvision (60 ft.), fast healing (3, from epic feat), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +28, Ref +22, Will +31; Str 34, Dex 17, Con 29, Int 26, Wis 22, Cha 24.

Skills: Bluff +26, Craft (alchemy) +54, Concentration +55, Decipher Script +38, Diplomacy +40, Disguise +26 (+28 acting), Intimidate +42, Knowledge (arcana) +54, Knowledge (history) +44, Knowledge (local) +39, Knowledge (nobility and royalty) +51, Knowledge (the planes) +54, Knowledge (religion) +33, Listen +30, Move Silently +22, Search +16, Sense Motive +33, Spellcraft +59, Spot +30, Survival +25 (+27 on other planes, +27 following tracks). **Feats:** Brew Potion, Cleave, Combat Casting, Combat Reflexes, Craft Staff, Craft Wondrous Item, Dodge, Empower Spell, Forge Ring, Extend Spell, Improved Critical (falchion), Improved Initiative^B, Maximize Spell, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*scorching ray*), Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (enchantment), Spell Focus (evocation).

Epic Feats: Enhance Spell, Fast Healing, Improved Metamagic.

SA—Arcane Fire (Su): The Vizier gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (600 feet) that deals 5d6 points of damage plus 1d6 points of damage per level of the spell used to create the effect.

SA—Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 19), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 18), *fireball* (DC 20), *fire storm* (DC 24), *invisibility*, *wall of fire* (DC 21); 1/day—grant up to three *wishes* (to non-genies only), *fire shield*, *gaseous form*, *permanent image* (DC 23), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

SQ—Mastery of Counterspelling: When the Vizier counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning*, then it is merely counterspelled.

SQ—Mastery of Shaping: The Vizier can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet.

Wizard Spells Prepared (4/6/6/6/6/5/5/5/5/4; save DC 18 + spell level, save DC 19 + spell level evocation and enchantment): 0—*detect magic*, *flare*, *mage hand*, *message*; 1st—*burning hands*, *charm person*, *expeditious retreat*, *grease*, *magic missile*, *true strike*; 2nd—*blindness/deafness*, *darkness*, *flaming sphere*, *gust of wind*, *summon swarm*, *Tashaa's hideous laughter*; 3rd—*daylight*, *dispel magic*, *fireball*, *magic circle against good*, *slow*, *stinking cloud*; 4th—*charm monster*, *confusion*, *Evar's black tentacles*, *fire shield*, *greater invisibility*, *solid fog*; 5th—*baleful polymorph*, *dominate person*, *feeblemind*, *mind fog*, *wall of force*; 6th—*disintegrate*, *flesh to brass**, *geas/quest*, *mass suggestion*, [used for mastery of shaping]; 7th—*greater teleport*, *mass hold person*, *power word blind*, *spell siphon**, [used for mastery of counterspelling]; 8th—*greater shout*, *horrid wilting*, *incendiary cloud*, *scintillating pattern*, *trap the soul*; 9th—*imprisonment*, *meteor swarm*, *time stop*, [used for arcane fire].

Possessions: Munir Seif al Shihab, bracers of armor +8, ring of protection +4, figurine of wondrous power (brass serpent)*, staff of conjuration (42 charges).



Sir Leobilus, Male Human Pal14: CR 14; SZM; HD 14d10+28; hp 105; Init +0; Spd 20 ft., base 30 ft.; AC 25 (+11 +3 full plate, +4 +2 heavy steel shield), touch 10, flat-footed 25; BAB/Grp +14/+16; Atk +19 melee (1d8+5, +3 longsword, 19-20/x2) or +14 ranged (1d8+2, composite longbow, crit x3, range 110 ft.); Full Atk +19/+14/+9 melee (1d8+5, +3 longsword, 19-20/x2) or +14/+9/+4 ranged (1d8+2, composite longbow, crit x3, range 110 ft.); SA smite evil (3/day; +4 attack, +14 damage), turn undead (11/day, 12th level); SQ aura of good, *detect evil*, divine grace, lay on hands (56 hp/day), aura of courage, divine health, remove disease (3/week), special mount; AL LG; SV Fort +15, Ref +10, Will +12; Str 14, Dex 10, Con 15, Int 10, Wis 15, Cha 18.

Skills: Concentration +4, Diplomacy +7, Handle Animal +9, Heal +21, Knowledge (nobility and royalty) +4, Ride +19, Sense Motive +5, Survival +4. **Feats:** Extra Turning, Improved Turning, Iron Will, Lightning Reflexes, Mounted Combat, Quick Draw, Self Sufficient.

Possessions: +3 full plate armor, +3 longsword, +2 heavy steel shield, 4 potions of cure serious wounds, potion of divine favor, 2 divine scrolls of 1 spell (resist energy), 6 flasks of holy water, dagger, composite longbow (Str +2), 30 cold iron arrows.

Paladin Spells Prepared (3/2/1; save DC 12 + spell level): 1st—*bless water, create water, detect undead*; 2nd—*resist energy, shield other*; 3rd—*magic circle against evil*.

Sirajha the Brilliant One, Female Afya (Azer) Sor18: CR 21; SZ M Outsider [Extraplanar, Fire]; HD 2d8+2 plus 18d4+18; hp 74; Init +1; Spd 30 ft.; AC 17 (+1 Dex, +6 natural), touch 11, flat-footed 16; BAB/Grp +11/+13; Atk +13 melee (1d3+2 plus 1 fire, unarmed); Full Atk +13 melee (1d3+2 plus 1 fire, unarmed); SA heat, spells; SQ darkvision (60 ft.), fast healing (1), immunity to fire, light blindness, see in darkness, shadow images, shadow walk, SR 25, vulnerability to cold; AL LN; SV Fort +10, Ref +10, Will +16; Str 14, Dex 13, Con 13, Int 13, Wis 14, Cha 19.

Skills: Appraise +6, Climb +7, Concentration +19, Craft (armorsmithing) +6, Craft (weaponsmithing) +6, Hide +6, Jump +1, Knowledge (arcana) +19, Listen +7, Search +6, Spellcraft +19, Spot +7. **Feats:** Combat Casting, Craft Wand, Maximize Spell, Spell Focus (evocation), Spell Penetration, Power Attack, Widen Spell.

Sorcerer Spells Known (Cast per Day 6/7/7/7/6/6/6/5/3; save DC 14 + spell level, DC 15 + spell level evocation): 0—*arcane mark, dancing lights, daze, detect magic, flare, light, open/close, read magic, resistance*; 1st—*burning hands, cause fear, magic missile, protection from chaos, true strike*; 2nd—*blur, continual flame, flaming sphere, pyrotechnics, scorching ray*; 3rd—*daylight, fireball, flame arrow, gaseous form*; 4th—*charm monster, fire shield, fire trap, wall of fire*; 5th—*break enchantment, dominate person, shadow*

evocation, summon monster V; 6th—*antimagic field, chain lightning, disintegrate*; 7th—*delayed blast fireball, phase door, prismatic spray*; 8th—*incendiary cloud, sunburst*; 9th—*meteor swarm*.

Zabihsha, Female Halfling Brd8: CR 8; SZ S; HD 8d6+8; hp 36; Init +7; Spd 20 ft.; AC 14 (+1 size, +3 Dex), touch 14, flat-footed 11; BAB/Grp +6/+2; Atk +6 melee (1d2, unarmed); Full Atk +6 melee (1d2, unarmed); SA bardic music, bardic knowledge, countersong, fascinate, inspire courage (+2), inspire competence, *suggestion*; SQ halfling traits; AL CG; SV Fort +4, Ref +10, Will +10 (+12 against fear); Str 11, Dex 16, Con 13, Int 12, Wis 16, Cha 18.

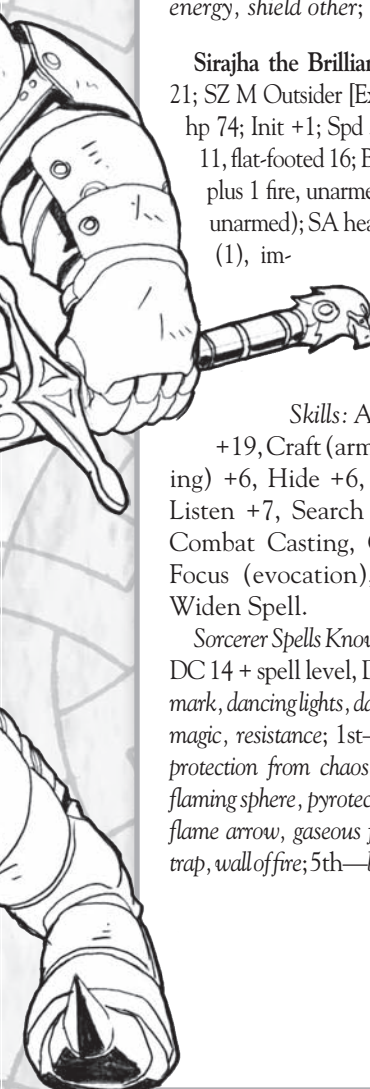
Skills: Appraise +3, Balance +8, Bluff +10, Climb +2, Concentration +6, Decipher Script +6, Disguise +7 (+9 acting), Escape Artist +5, Gather Information +12, Hide +13, Jump +2, Knowledge (local) +4, Listen +8, Move Silently +7, Perform (dance) +18, Perform (oratory) +5, Perform (string instruments) +15, Use Magic Device +10 (+12 scrolls). **Feats:** Dodge, Improved Initiative, Skill Focus (Perform [dance]).

Bard Spells Known (3/4/4/2; save DC 14 + spell level): 0—*dancing light, detect magic, ghost sound, know direction, lullaby, mage hand*; 1st—*feather fall, lesser confusion, sleep, unseen servant*; 2nd—*blur, cat's grace, hold person, misdirection*; 3rd—*deep slumber, haste, see invisibility*.

Zanabar the Failed Clone, Male Efreeti Wiz10: CR 13; SZ L Outsider [Fire]; HD 10d8+20 plus 10d4+20; hp 145; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +15/+25; Atk +20 melee (1d8+6 plus 1d6 fire, slam); Full Atk +20 melee (1d8+6 plus 1d6 fire [x2], slams); Space/Reach 10 ft./10 ft.; SA *change size*, spell-like abilities, spells, heat (1d6 fire); SQ darkvision (60 ft.), immunity to fire, *plane shift*, telepathy (100 ft.), vulnerability to cold; AL LE; SV Fort +12, Ref +13, Will +13; Str 23, Dex 16, Con 14, Int 16, Wis 8, Cha 15.

Skills: Bluff +15, Concentration +25, Craft (metalworking) +16, Decipher Script +13, Diplomacy +12, Disguise +10 (+12 acting), Intimidate +17, Knowledge (arcana) +13, Knowledge (the planes) +25, Listen +12, Move Silently +16, Sense Motive +12, Spellcraft +27, Spot +12. **Feats:** Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Heighten Spell, Improved Initiative^B, Quicken Spell, Quicken Spell-Like Ability (*scorching ray*), Scribe Scroll, Widen Spell.

Wizard Spells Prepared (4/5/5/4/3/2; save DC 13 + spell level): 0—*acid splash, daze, flare, touch of fatigue*; 1st—*burning hands, magic missile (x2), ray of enfeeblement, reduce person*; 2nd—*flaming sphere, fog cloud, Mel's acid arrow, resist energy, summon swarm*; 3rd—*fireball (x2), hold person, lightning bolt*; 4th—*enervation, lesser globe of invulnerability, wall of fire*; 5th—*Mord's faithful hound, summon monster V*.



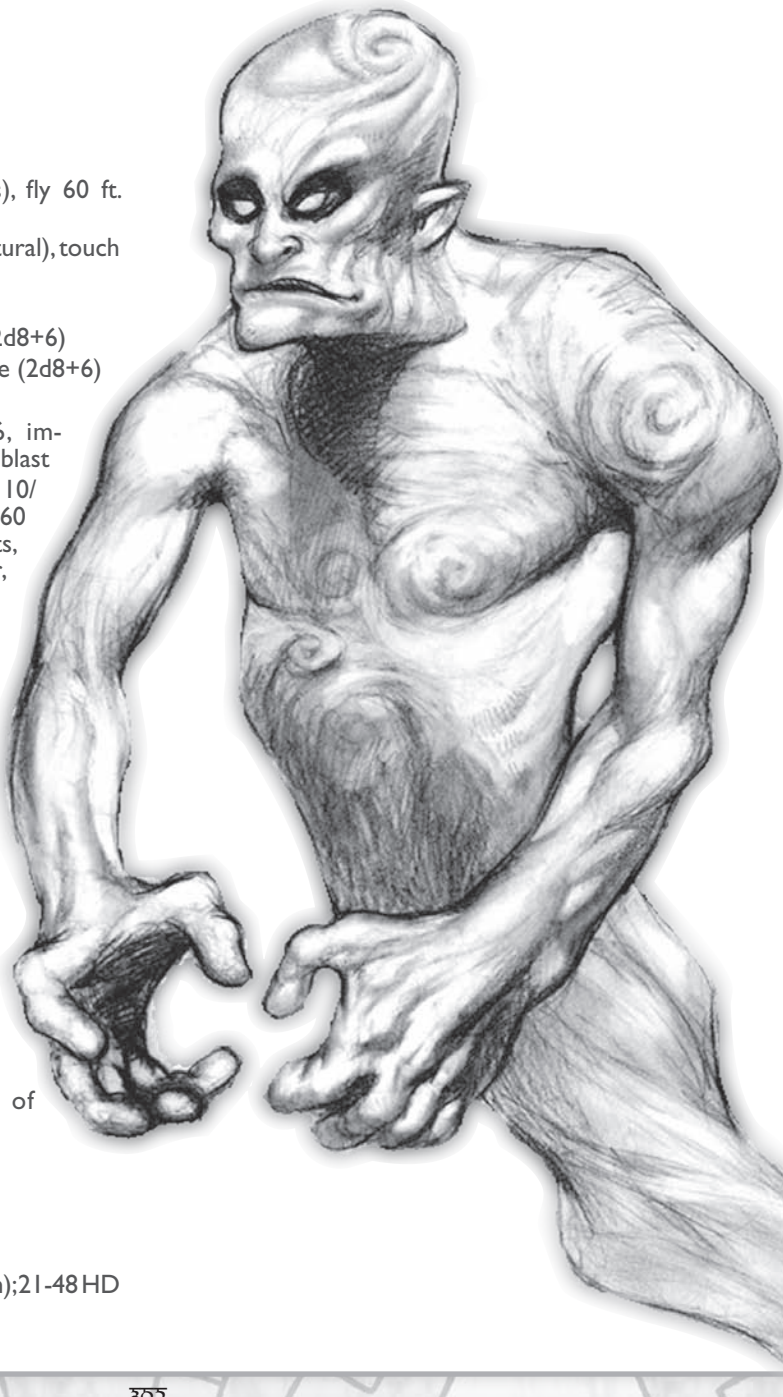
Appendix 2: New Monsters

A listing of new monsters found in this book. Monsters found in the MM are not detailed here unless they differ significantly from that version. Some monsters are updated versions of monsters that appeared in the original Tome of Horrors. They have been updated for use with the Revised Third Edition Rules. Some monsters appeared in Tome of Horrors 2 and are reprinted here for ease of reference. One monster, the ha-naga, appears in the Epic Level Handbook and is reprinted here for ease of reference.

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Medium Elemental (Air, Extraplanar)

Hit Dice:	16d8+64 (136 hp)
Initiative:	+9
Speed:	60 ft. (12 squares), fly 60 ft. (perfect)
Armor Class:	19 (+5 Dex, +4 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+12/+18
Attack:	Slam +19 melee (2d8+6)
Full Attack:	2 slams + 19 melee (2d8+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 2d8+6, improved grab, wind blast
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., elemental traits, link with caster, natural invisibility
Saves:	Fort +9, Ref +15, Will +7
Abilities:	Str 23, Dex 21, Con 18, Int 4, Wis 10, Cha 11
Skills:	Listen +6, Move Silently +8, Search +1, Spot +6, Survival +4
Feats:	Alertness, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	17-20 HD (Medium); 21-48 HD (Large)
Level Adjustment:	—



This creature appears as a man-sized humanoid composed of grayish-white vapor. No facial features can be discerned.

Aerial servants are semi-intelligent creatures from the Elemental Plane of Air that often roam the Astral and Ethereal planes. They normally are only found on the Material Plane as a result of being summoned by a cleric (or, less frequently, a wizard) using the *greater planar ally* or *greater planar binding* spell and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. Though an aerial servant performs whatever task is asked of it, it resents being summoned and forced to do another's bidding; therefore, it attempts to pervert the conditions of the summoning and its mission. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it, either killing the caster or carrying the caster back to the Elemental Plane of Air with it.

Aerial servants are *invisible* on the Elemental Plane of Air. On other planes, they can be seen, though only vaguely, and appear as humanoids composed of whitish-gray vapor. Sometimes eyes, a nose, and a small mouth form in the vapor.

Aerial servants speak Auran. They understand Common, but do not speak it.

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Aerial servants attack by using a shearing blast of wind as a weapon or by grabbing an opponent and crushing it within their powerful grasp. Aerial servants can only be killed on their native plane. If slain elsewhere, they simply dissolve into wisps of vapor and return to their home plane.

An aerial servant's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): An aerial servant deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an aerial servant must hit an opponent of up to one size larger with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the aerial servant can constrict.

Wind Blast (Su): Once every 1d4 rounds, as a standard action, an aerial servant can release a blast of wind in an 80-foot line. A creature struck takes 4d8 points of damage and those up to the aerial servant's size or smaller are knocked down and back 2d10 feet. An affected creature can attempt a DC 22 Reflex save to reduce the damage by half and avoid being knocked down. The save DC is Constitution-based.

Link with Caster (Ex): When summoned, an aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as they both are on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reestablished and the aerial servant moves at full speed toward the caster's current location. Only when the aerial servant or caster is destroyed, is the link permanently broken.

Natural Invisibility (Su): This ability is constant, allowing an aerial servant to remain *invisible* even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell. This ability does not function when an aerial servant is on the Astral Plane or Ethereal Plane, but instead grants the creature concealment (20% miss chance).

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Large Vermin

Hit Dice:	8d8+24 (60 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	19 (-1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (2d8+7)
Full Attack:	Bite +10 melee (2d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +9, Ref +2, Will +2
Abilities:	Str 20, Dex 11, Con 17, Int —, Wis 11, Cha 11
Skills:	—
Feats:	—
Environment:	Warm deserts
Organization:	Solitary or nest (mated pair and 1-4 noncombatant young)
Challenge Rating:	6
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	9-12HD(Large); 13-24 HD (Huge)
Level Adjustment:	—

This creature resembles a giant gray or brown ant with leathery skin covered in coarse, black bristles. Its deep, inset eyes are black and its mouth is filled with rows of jagged teeth. Two large silver mandibles protrude just above its mouth. Each mandible has a barb on its inside midway between the creature's mouth and the end point of the mandible.

The ant lion is a vicious insect-like creature that lurks in the bottom of pits and holes feeding on those unfortunates that fall in.

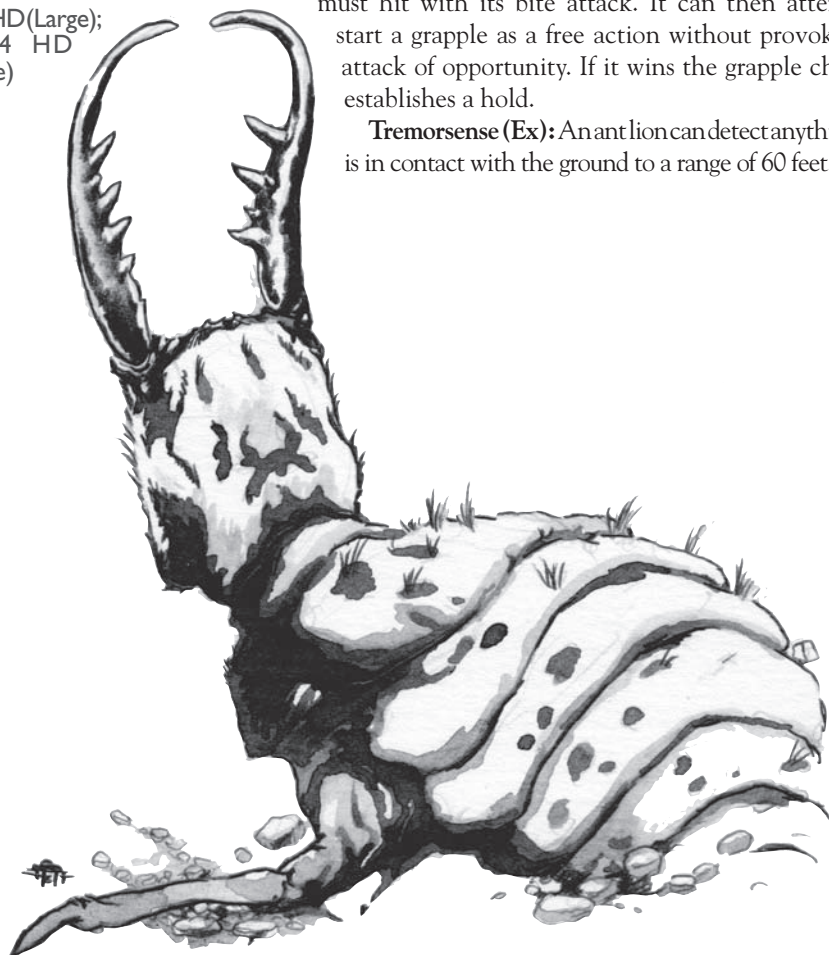
An ant lion is about 9 feet long and weighs nearly 700 pounds.

corbat

Ant lions dig deep, funnel-shaped pits in which to trap their prey. An ant lion pit is about 60 feet across and about 20 feet deep. A creature that steps on the pit must succeed at a Balance check (DC 20) or slip and fall down into the center of the funnel. It is there the ant lion waits, buried just under the surface of the ground. When prey falls to the center of the funnel, the ant lion surfaces and attacks, using its mandibles to grab and tear its prey. An ant lion that gets a hold does not release its prey until either it or the prey is dead.

Improved Grab (Ex): To use this ability, an ant lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Tremorsense (Ex): An ant lion can detect anything that is in contact with the ground to a range of 60 feet.



arcanoplasm

Large Aberration
Hit Dice: 7d8+42 (73 hp)
Initiative: +4
Speed: 30 ft. (6 squares), climb 10 ft.
Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +5/+11
Attack: Slam +7 melee (2d4+3 plus 1 d6 acid)
Full Attack: Slam +7 melee (2d4+3 plus 1 d6 acid)
Space/Reach: 10 ft./5 ft.
Special Attacks: Constrict 2d4+3 plus 1 d6 acid, improved grab, arcane spell mimicry
Special Qualities: Absorb arcane magic, amorphous, arcanesense 100 ft., blindsight 60 ft., immunities
Saves: Fort +8, Ref +2, Will +7
Abilities: Str 15, Dex 11, Con 22, Int 10, Wis 14, Cha 14
Skills: Climb +18, Hide +2, Move Silently +6
Feats: Combat Casting, Improved Initiative, Weapon Focus (slam)
Environment: Underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 8-15 HD (Large); 16-21 HD (Huge)
Level Adjustment: —

This creature resembles a giant, pale amoeba shot through with stripes of dark gray. Caught within its protoplasmic form are half-digested creatures of various types and sizes.

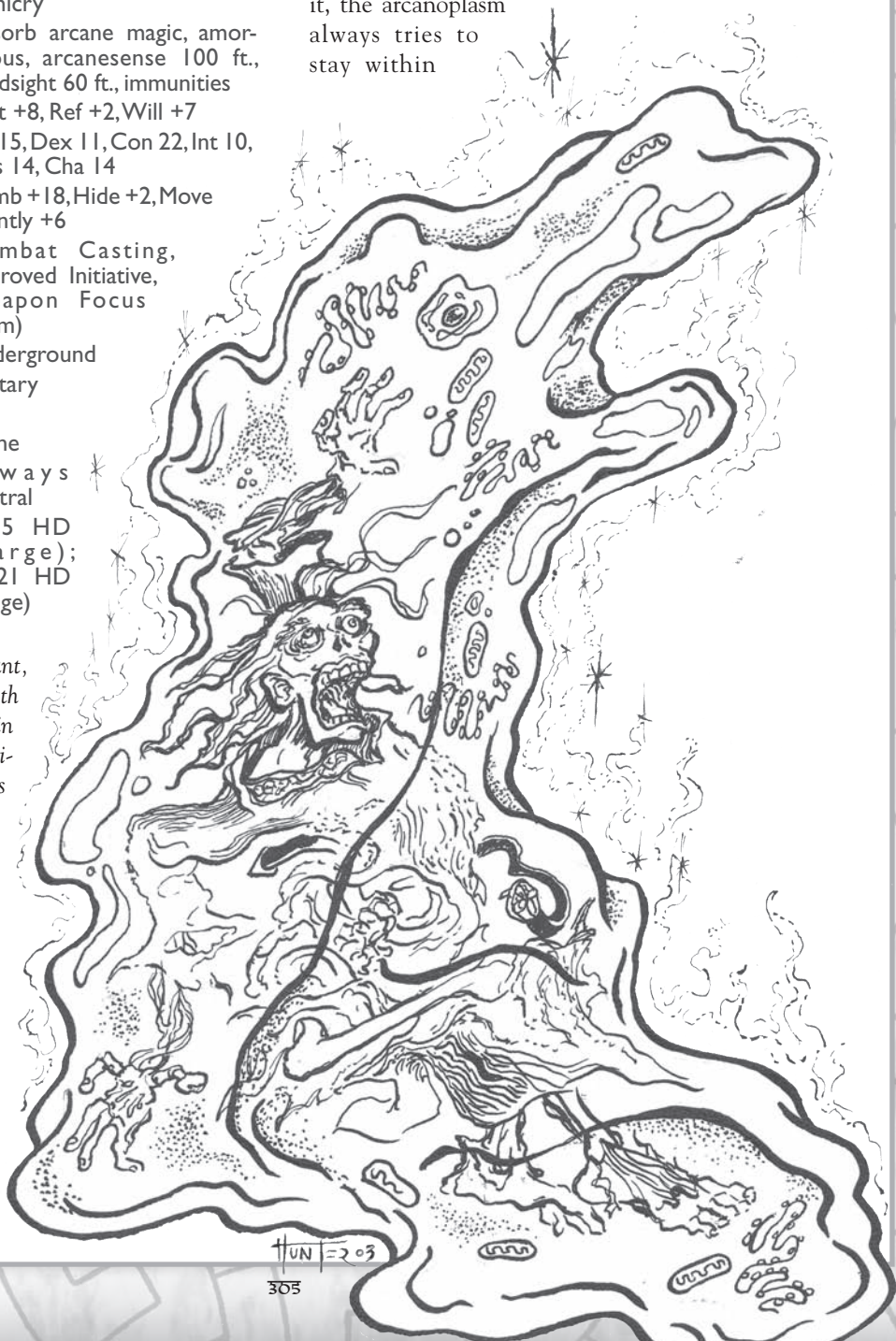
Thought to be the result of a failed magic experiment, wizards and sorcerers alike have tried for years to gather information on this alien creature, but thus far such information has eluded even the most resourceful of casters.

Arcanoplasms are found in areas where the residual energies of arcane magic linger. Such areas include ruined wizard towers, keeps,

dungeons, and so forth. Here they feed and remain until disturbed. Most encounters with these monsters take place in such locations as the arcanoplasm rarely travels far from its lair. And since it lairs in ruins and other such adventurer-attracting places, it rarely has to wait long between meals.

colobat

Arcanoplasms always target arcane spellcasting creatures first. Their innate ability to detect such creatures allows them to do so with precision accuracy. Because of its ability to replicate spells cast near it, the arcanoplasm always tries to stay within



30 feet of an arcane caster. Mimicked spells are cast at the foe deemed most threatening.

Acid (Ex): An arcanoplasm secretes a highly corrosive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): An arcanoplasm deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcanoplasm must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Arcane Spell Mimicry (Ex): An arcanoplasm can mimic any arcane spell of 4th level or lower that is cast within 30 feet of it. The spell takes effect on the arcanoplasm's next action, has a caster level of 7th, and does not require any components. The save against a mimicked spell has a DC of 12 + the level of the spell. The save DC is Charisma-based.

Absorb Arcane Magic (Ex): Any arcane spell cast at an arcanoplasm is automatically absorbed. This cures 1 point of

damage per 3 points of damage the spell would otherwise deal (non-damaging spells cure 1 point of damage per spell level of the spell). Spells that affect an area are not absorbed, but neither do they affect an arcanoplasm. An arcanoplasm cannot absorb divine magic and is affected by it normally.

Amorphous (Ex): Arcanoplasms have no discernable front or back and are not subject to critical hits. They cannot be flanked.

Arcanesense (Su): An arcanoplasm can automatically detect the location of any arcane spellcaster within 100 feet. This functions as a *detect evil* spell but there is no chance the arcanoplasm is stunned and it is not blocked by stone, lead, or other material.

Blindsight (Ex): An arcanoplasm's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

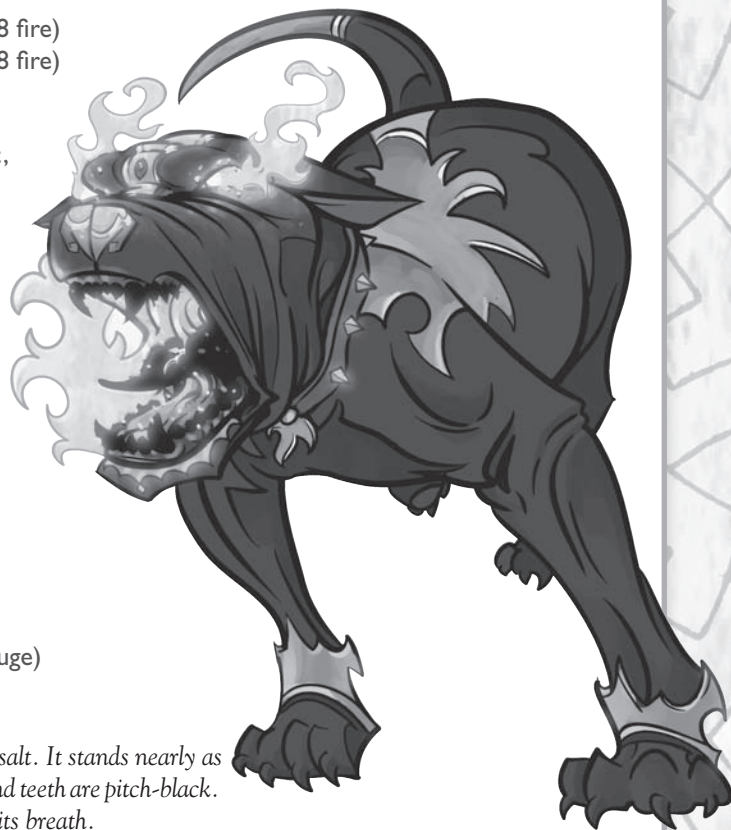
Immunities (Ex): Arcanoplasms are immune to poison, *sleep* effects, paralysis, polymorph, and stunning.

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

basalt warhound

Large Magical Beast (Extraplanar, Fire)

Hit Dice:	8d10+24 (68 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+8/+16
Attack:	Bite +12 melee (1d8+6 plus 1d8 fire)
Full Attack:	Bite +12 melee (1d8+6 plus 1d8 fire)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Death throes, fiery bite, trip
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., fast healing 2, immunity to fire, scent, vulnerability to cold
Saves:	Fort +9, Ref +8, Will +5
Abilities:	Str 19, Dex 15, Con 16, Int 6, Wis 14, Cha 9
Skills:	Listen +4, Spot +4, Survival +13*
Feats:	Alertness, Track, Weapon Focus (bite)
Environment:	Elemental Plane of Fire or Plane of Molten Skies
Organization:	Solitary or hunting pack (4-7)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	9-12 HD (Large); 13-16 HD (Huge)
Level Adjustment:	+3 (cohort)



This large hound looks like it is formed of living brass and basalt. It stands nearly as tall as a human and its eyes burn with yellow flame. Its tongue and teeth are pitch-black. As it edges forward and growls, flames flicker and dance with its breath.

Basalt hounds are the hunting and war dogs of the efreeti of the City of Brass. Several noble efreeti keep huge kennels of these creatures within the City itself. They are used in times of war and when the nobles engage in hunting expeditions (whether for food or sport).

These monsters are thought to be the creation of an ancient efreeti sorcerer, but most are unsure as to their exact origin. What is known is that should a basalt warhound pick up a creature's scent, it rarely ever loses it. They are excellent hunters, some say the best across the planes, and fetch a handsome price at the bazaars within the City.

A basalt warhound is about 8 feet long and about 4-1/2 feet tall. It weighs about 500 pounds. Basalt hounds cannot speak but they do understand Ignan and Common.

they use pack tactics to overwhelm and bring their target down. Unless ordered not to, a pack of basalt warhounds tears the opponent to pieces in short order.

Death Throes (Ex): A basalt warhound reduced to 0 hit points or less explodes in a blast of fire that deals 4d6 points of fire damage to all creatures within a 10-foot radius. A successful DC 17 Reflex save reduces the damage by half. The save DC is Constitution-based.

Fiery Bite (Ex): A basalt warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Trip (Ex): A basalt warhound that hits with a bite attack can attempt to trip the opponent (+8 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 basalt warhound.

Skills: *A basalt warhound has a +12 racial bonus on Survival checks when tracking by scent.

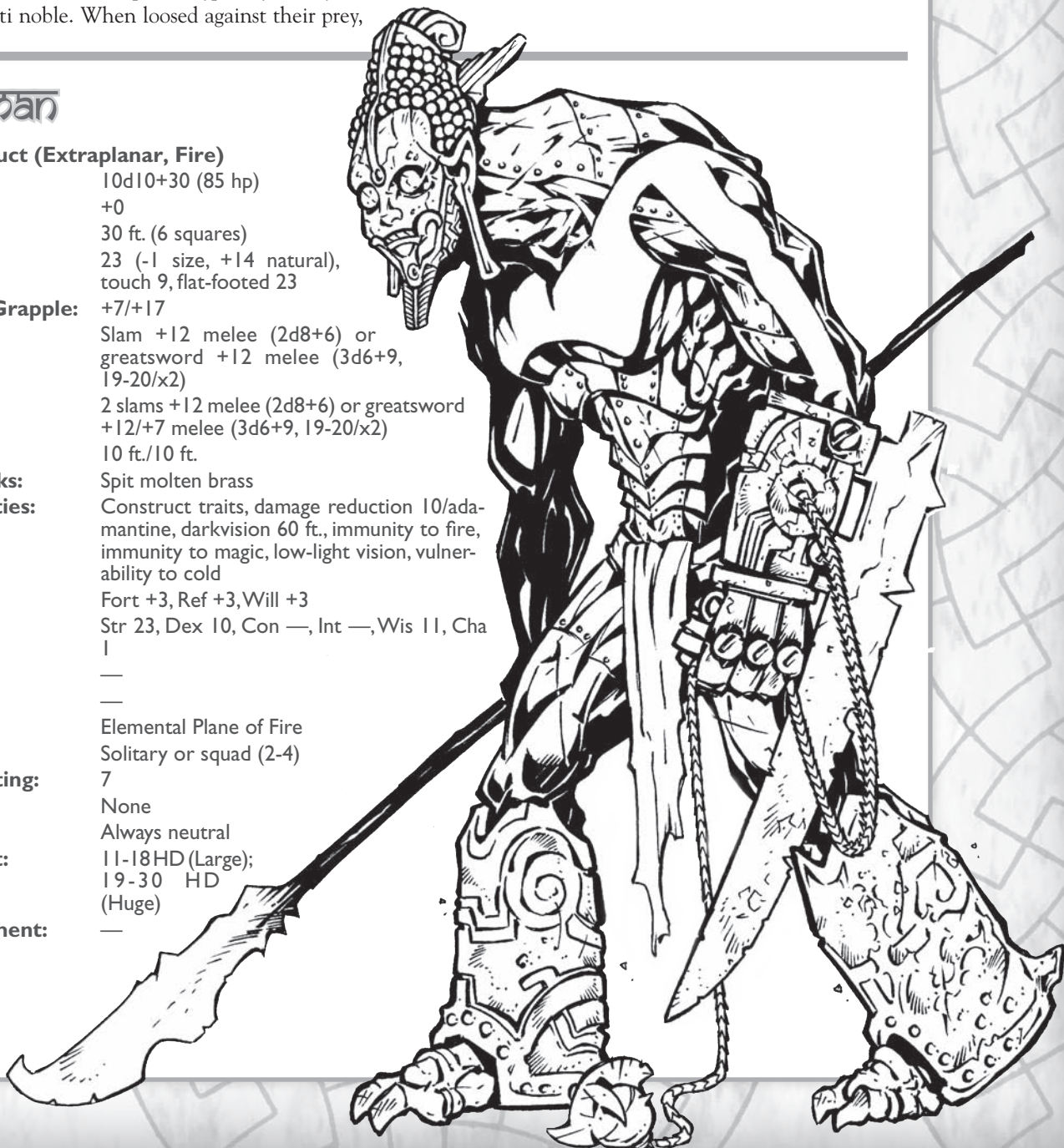
تولبات

Basalt warhounds hunt in packs, typically led by an efreeti or efreeti noble. When loosed against their prey,

براسد مان

Large Construct (Extraplanar, Fire)

Hit Dice:	10d10+30 (85 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	23 (-1 size, +14 natural), touch 9, flat-footed 23
Base Attack/Grapple:	+7/+17
Attack:	Slam +12 melee (2d8+6) or greatsword +12 melee (3d6+9, 19-20/x2)
Full Attack:	2 slams +12 melee (2d8+6) or greatsword +12/+7 melee (3d6+9, 19-20/x2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spit molten brass
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to fire, immunity to magic, low-light vision, vulnerability to cold
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 23, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Elemental Plane of Fire
Organization:	Solitary or squad (2-4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-18 HD (Large); 19-30 HD (Huge)
Level Adjustment:	—



This creature resembles a humanoid constructed of brass. Its features are exquisite and delicate, and ancient runes and symbols adorn its body.

Brass men are humanoid-shaped constructs built by the powerful efreet of the City of Brass. They are created for the sole purpose of guarding some efreeti secret within the walls of the City. Some are created as battle allies and aid the efreet in battle against their enemies. They are rarely encountered elsewhere, though on occasion one is sent to the Material Plane by its efreet creator to retrieve an object or creature.

combat

Brass men are very tough physical opponents and difficult to stop. Typically a brass man begins combat by spitting molten brass on the closest opponent before moving into melee where it attacks with its greatsword or its powerful fists.

Spit Molten Brass (Su): Once every 1d4 rounds (and no more than five times per day), a brass man can spit a stream of molten brass in a 30-foot line; damage 6d6 fire, Reflex DC 15 half. The save DC is Constitution-based.

Immunity to Magic (Ex): A brass man 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 magical attack that deals electricity damage slows a brass man (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the brass man and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A brass man gets no saving throw against fire effects.

construction

The construction of the brass men is a highly guarded secret among the efreet race. All that is known (and this is perhaps conjecture among the sages as well) is that the *molten blood* spell plays a role in the construction of a brass man. Otherwise, none outside the City of Brass have ever discovered the proper method of constructing a brass man, and the efreet aren't telling.

burning dervish

Medium Outsider (Extraplanar)

Hit Dice: 9d8+9 (49 hp)
Initiative: +3
Speed: 30 ft. (6 squares), fly 20 ft. (perfect)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +9/+13

Attack: Falchion +13 melee (2d4+6) or slam +13 melee (1d6+4 plus 1d6 fire) (flame form)

Full Attack: Falchion +13/+8 melee (2d4+6) or 2 slams +13 melee (1d6+4 plus 1d6 fire) (flame form)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flame form, spell-like abilities

Special Qualities: Darkvision 60 ft., elemental endurance, resistance to fire 15, outsider traits, plane shift

Saves: Fort +7, Ref +9, Will +8

Abilities: Str 18, Dex 16, Con 13, Int 13, Wis 15, Cha 15

Skills: Bluff +13, Concentration +12, Escape Artist +14, Knowledge (the planes) +12, Listen +13, Move Silently +14, Search +10, Sense Motive +13, Spot +13, Survival +13 (+15 on other planes, +15 following tracks)

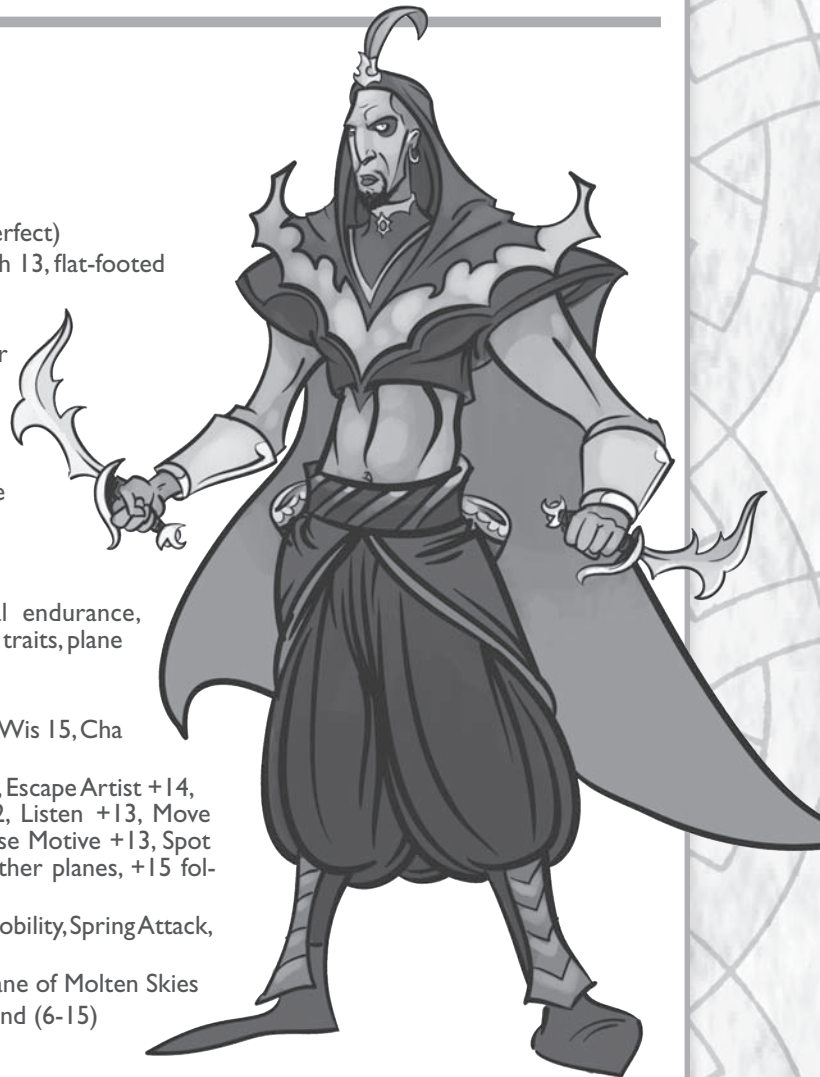
Feats: Combat Expertise, Dodge^B, Mobility, Spring Attack, Whirlwind Attack

Environment: Elemental Plane of Fire or Plane of Molten Skies

Organization: Solitary, company (2-4), or band (6-15)

Challenge Rating: 7

Treasure: Standard



Alignment: Usually lawful evil
Advancement: 10-15 HD (Medium); 16-27 HD (Large)
Level Adjustment: +5

This creature looks like a normal human with symbols and tattoos of alien design covering most all of its body.

Burning dervishes are the fanatical minions of the Sultan of the Efreet. It is said that the burning dervishes were once a noble tribe of jann who sold their souls to the Sultan of Efreet in exchange for greater power over the Elemental Plane of Fire.

Burning dervishes are virtually indistinguishable from human beings, and indeed spend a great amount of time in the Material Plane as agents of the Sultan of Efreet, seeking to spread worship of the Sultan as true God of Elemental Fire. Other tasks of the burning dervishes are as assassins and spies, often leading daring sneak attacks against foes of the Sultan or procuring powerful relics for his pleasure.

The burning dervishes have a citadel atop the Great Ziggurat of the City of Brass which serves as the central temple to their zealous faith. It is from this ziggurat that the Sultan communes with his worshippers, sending them out on jihads throughout the planes to further his name and power.

Burning Dervishes speak Ignan, Common, and Infernal.

تولبات

Burning dervishes usually turn themselves invisible before attacking in an attempt to catch their foes by

surprise. In combat, the burning dervish attacks with its falchion. Depending on the power of its opponent, a burning dervish either uses *enlarge person* on itself or *reduce person* on its opponent. A burning dervish that is outclassed or overmatched either takes to the air and flees or attempts to *plane shift* to escape.

Flame Form (Su): Three times per day, as a standard action, a burning dervish can change its form to that of a column of fire. In this form it gains two slam attacks and deals 1d6 points of fire damage each time it hits or grapples an opponent. Additionally, a foe must succeed on a DC 15 Reflex save or catch fire. Creatures hitting a burning dervish in flame form with natural weapons or unarmed attacks take fire damage as though hit by the burning dervish's attack, and also catch on fire unless they make a successful Reflex save.

Spell-Like Abilities: 3/day—*invisibility* (self only), *pyrotechnics* (DC 14); 2/day—*enlarge person* (DC 13) or *reduce person* (DC 13) (either can be used on the burning dervish), *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Elemental Endurance (Ex): Burning dervishes can survive on the Elemental Planes of Air or Earth for up to 48 hours and on the Elemental Plane of Water for up to 12 hours. Failure to return to the Elemental Plane of Fire or Plane of Molten Skies after that time deals 1 point of damage per hour to a burning dervish until it dies or returns to the Elemental Plane of Fire.

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

تولبات رپدر

تولبات

Medium Magical Beast
(Extraplanar)

Hit Dice: 5d8+5 (27 hp)
Initiative: +7
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple: +5/+6
Attack: Bite +9 melee (1d6+1 plus poison)
Full Attack: Bite +9 melee (1d6+1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison, poison aura
Special Qualities: Darkvision 60 ft, scent
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 12, Dex 17, Con 13, Int 3, Wis 12, Cha 10

گھانٹ تولبات رپدر

Large Magical Beast
(Extraplanar)

Hit Dice: 11d8+33 (82 hp)
Initiative: +7
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple: +11/+19
Attack: Bite +15 melee (1d8+6 plus poison)
Full Attack: Bite +15 melee (1d8+6 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, poison aura
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +10, Ref +10, Will +4
Abilities: Str 18, Dex 17, Con 17, Int 3, Wis 12, Cha 2

Skills:	Balance +13, Climb +11, Hide +9, Listen +7, Spot +7	Balance +13, Climb +14, Hide +10, Listen +10, Spot +10
Feats:	Improved Initiative, Weapon Finesse, Weapon Focus (bite)	Alertness, Improved Initiative, Skill Focus (Hide), Weapon Focus (bite)
Environment:	Plane of Molten Skies	Plane of Molten Skies
Organization:	Solitary or group (3-5)	Solitary
Challenge Rating:	3	6
Advancement:	6-10 HD (Medium)	12-22 HD (Large)
Level Adjustment:	—	—

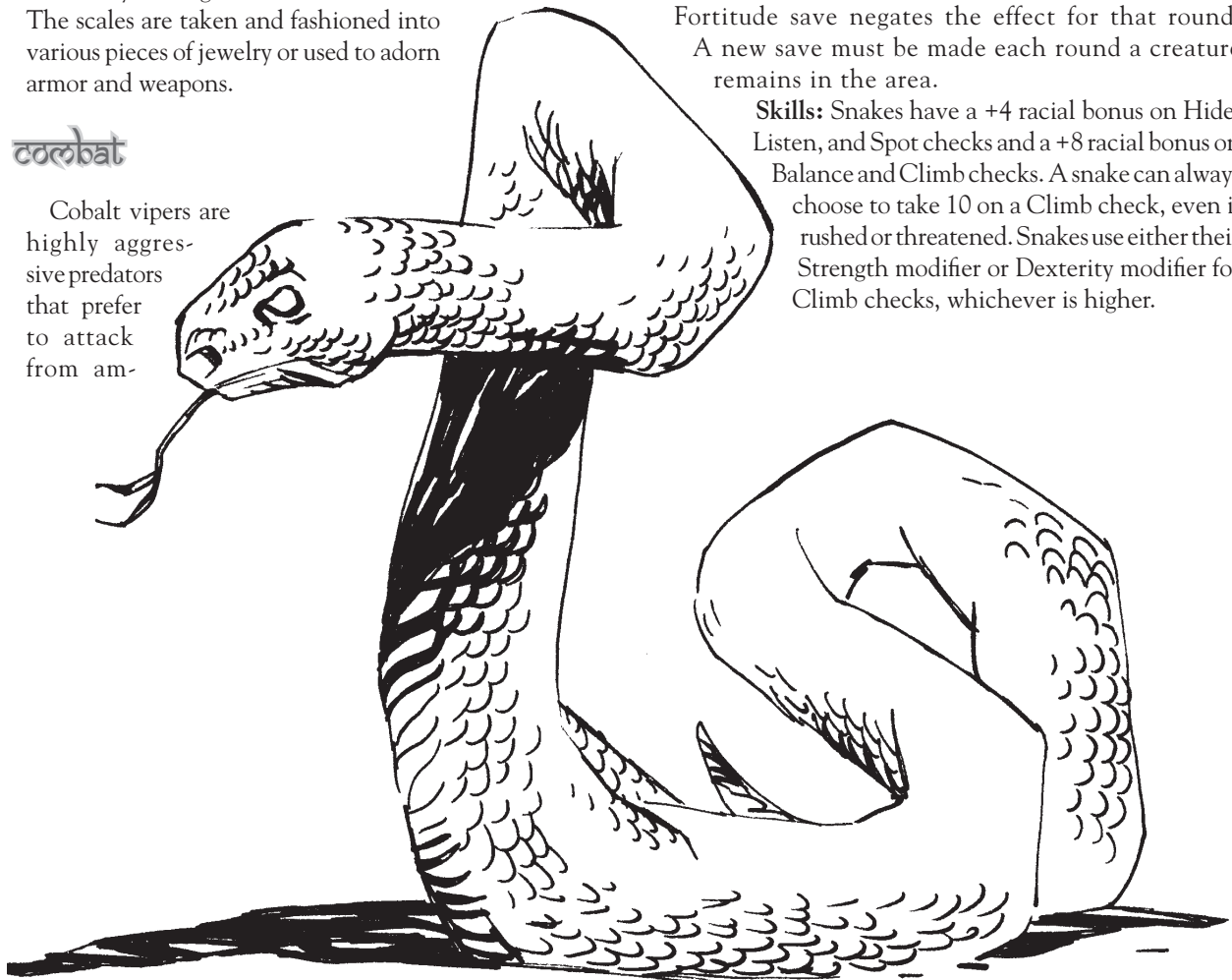
This creature appears as a metallic blue scaled snake with crystal-clear eyes. A forked red tongue flickers around its mouth.

Cobalt vipers are poisonous snakes found on the Plane of Molten Skies. Whatever magic transported the Steel Garden to that realm is thought to have brought the vipers here as well. They are indigenous to the Garden and are virtually unknown outside of it.

A cobalt viper appears to be constructed of metal; in fact its scales are actually a composite of the steel found within the Steel Garden and normal snake scales. How these creatures came to exist is not known. A typical cobalt viper is about 5 feet long though species up to 12 feet long or more have been reported. Cobalt vipers are sometimes hunted by intelligent races for their scales. The scales are taken and fashioned into various pieces of jewelry or used to adorn armor and weapons.

cobalt

Cobalt vipers are highly aggressive predators that prefer to attack from am-



bush. Normally, a cobalt viper trails its prey allowing its poison aura to sap the target's strength. After its prey is sufficiently weakened, the cobalt viper lunges from its hiding place and strikes.

Poison (Ex): A cobalt viper delivers a debilitating poison with its bite attack. The save DC is Constitution-based.

Cobalt Viper Venom: Injury, Fortitude DC 13 (DC 18 for giant cobalt viper), initial and secondary damage 1d6 Constitution.

Poison Aura (Ex): A cobalt viper's poison is so potent that it actually exudes it in a 10-foot radius around its body. Creatures within the area take 1d2 points of Strength damage each round they remain in the area. A DC 13 (DC 18 for giant cobalt viper) Fortitude save negates the effect for that round.

A new save must be made each round a creature remains in the area.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

daemon: cacodaemon

Medium Outsider (Evil, Extraplanar)

Hit Dice:	12d8+96 (150 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	28 (+4 Dex, +14 natural), touch 14, flat-footed 24
Base Attack/Grapple:	+12/+20
Attack:	+1 longsword +22 melee (1d8+9, 19-20/x2) or claw +20 melee (1d6+8)
Full Attack:	+1 longsword +22/+17/+12 melee (1d8+9, 19-20/x2) or 2 claws +20 melee (1d6+8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rend 2d6+12, spell-like abilities, <i>summon daemons</i>
Special Qualities:	Alter self, damage reduction 10/cold iron or silver, darkvision 60 ft., immunity to poison and acid, outsider traits, resistance to cold 10, electricity 10, and fire 10, SR 22, telepathy 100 ft.
Saves:	Fort +16, Ref +12, Will +10
Abilities:	Str 27, Dex 18, Con 27, Int 14, Wis 14, Cha 16
Skills:	Climb +23, Gather Information +9, Intimidate +18, Jump +20, Knowledge (the planes) +17, Listen +17, Move Silently +19, Search +14, Sense Motive +17, Spot +17, Survival +15 (+17 on other planes, +17 following tracks)
Feats:	Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (longsword)
Environment:	Gehenna, Hades, or Tarterus
Organization:	Solitary, team (2-4), or squad (6-10)
Challenge Rating:	12
Treasure:	Standard plus +1 longsword
Alignment:	Always neutral evil
Advancement:	13-18 HD (Medium); 19-36 HD (Large)
Level Adjustment:	—

This creature is a tall, sleek, ebony humanoid with long thick arms that end in powerful claws. Its head is sleek and hairless. Its eyes are bright fiery red, and its mouth is lined with sharpened teeth and fangs.

The dreaded and feared cacodaemons are employed as guards and soldiers in the Oinodaemon's palace. A select few are used as the Oinodaemon's personal assassins and can be found wandering the planes (usually on a mission for the Oinodaemon). Cacodaemons are completely loyal to the Oinodaemon and never question their position or authority; they do not take orders from any other daemon. Even the mighty arcanadaemons hold no power over the cacodaemons.



A cacodaemon stands about 7 feet tall and weighs about 800 pounds. Cacodaemons speak Daemonic, Abyssal, Infernal, and Common.

combat

Cacodaemons are relentless combatants and never back down from a fight. They often begin combat by changing forms and appearing as a race friendly to their potential opponents. Once an opponent is lured close to the cacodaemon, it changes to its natural form and attacks. Opponents are first subjected to the cacodaemon's *hold person* ability and those affected are usually killed rather quickly. An unarmed cacodaemon attacks with its claws. They do not hesitate to summon other daemons to their aid if needed.

A cacodaemon's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Rend (Ex): If a cacodaemon hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Spell-Like Abilities: At will—*cause fear* (DC 13), *deeper darkness*, *desecrate*, *detect magic*, *detect thoughts* (DC 14), *see invisibility*; 3/day—*greater teleport* (self plus 50 pounds of objects only); 2/day—*hold person* (DC 15), *protection from good*. Caster level 12th. The save DCs are Charisma-based.

Summon Daemons (Sp): Once per day, a cacodaemon can attempt to summon 1d3 derghodaemons or another cacodaemon with a 35% chance of success. This ability is the equivalent of a 6th-level spell.

Alter Self (Su): A cacodaemon can assume the shape of any Small or Medium outsider as a standard action. This supernatural ability works like the *alter self* spell (caster level 12th), but the cacodaemon can remain in the chosen form indefinitely. It can assume a new form as a standard action or return to its own as a free action.

daemon: charonadaemon

Medium Outsider (Evil, Extraplanar)

Hit Dice:	10d8+50 (95 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	24 (+3 Dex, +11 natural), touch 13, flat-footed 21
Base Attack/Grapple:	+10/+15
Attack:	Quarterstaff +15 melee (1d6+5)
Full Attack:	Quarterstaff +15/+10 melee (1d6+5)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear gaze, spell-like abilities, <i>summon daemons</i>
Special Qualities:	Damage reduction 10/cold iron or silver, darkvision 60 ft., immunity to acid and poison, outsider traits, resistance to cold 10, electricity 10, and fire 10, <i>plane shift</i> , SR 19, telepathy 100 ft.
Saves:	Fort +12, Ref +10, Will +9
Abilities:	Str 21, Dex 16, Con 21, Int 15, Wis 15, Cha 18
Skills:	Bluff +17, Concentration +18, Diplomacy +21, Hide +14, Knowledge (the planes) +15, Listen +12, Move Silently +16, Search +12, Sense Motive +15, Spot +12, Survival +15 (+17 on other planes, +17 following tracks)
Feats:	Improved Initiative, Improved Sunder, Negotiator, Power Attack
Environment:	Abyss, Gehenna, Hades, Nine Hells, or Tarterus
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard coins; 50% goods; 50% items
Alignment:	Always neutral evil
Advancement:	11-22 HD (Medium); 23-30 HD (Large)
Level Adjustment:	—

This creature appears as a skeletal humanoid shrouded in a dark hooded robe. Small pinpoint of crimson light burn in its eye sockets and seem to function as its eyes.

Charonadaemons resemble their master, Charon, the Boatman of the Lower Planes, and are often mistaken for him. Unlike their master, they care nothing for ferrying souls across the River Styx and seek to murder or



steal from those that request passage. Travel across the River Styx by a charonadaemon costs a single magic item, 50 pp, or 2 gems (total value of both gems must be at least 100 gp). Even if the price is paid, the charonadaemon usually betrays his passengers, attempting to dump them into the River Styx or kill them outright. If more money or fare is offered, the charonadaemon can be persuaded not to attack. A charonadaemon can be summoned to the banks of the River Styx by casting *blasphemy*, *holy word*, *planar ally*, *planar binding*, *summon monster IX*, or *symbol* (any).

Charonadaemons appear as 6-foot tall skeletal humanoids dressed in black hooded robes. Charonadaemons speak Daemonic, Abyssal, Infernal, and Common.

Combat

Charonadaemons avoid combat, choosing to teleport away if attacked. If forced into combat, the charonadaemon attacks with its staff and spell-like abilities.

A charonadaemon's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *detect magic*, *fear* (DC 18), *greater teleport* (self plus skiff only), *see invisibility*. Caster level 10th. The save DC is Charisma-based.

Fear Gaze (Su): Those within 30 feet meeting the gaze of a charonadaemon must succeed on a DC 19 Will save or be affected as by a *fear* spell (caster level 10th). A creature that successfully saves cannot be affected by that same charonadaemon's fear gaze for one day. The save DC is Charisma-based.

Summon Daemons (Sp): Once per day, a charonadaemon can attempt to summon 1d4 hydrodaemons or another charonadaemon with a 35% of success. This ability is the equivalent of a 4th-level spell.

Plane Shift (Sp): A charonadaemon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports the charonadaemon and its skiff only. It is otherwise similar to the spell of the same name.

Daemon: Derghodaemon

Large Outsider (Evil, Extraplanar)

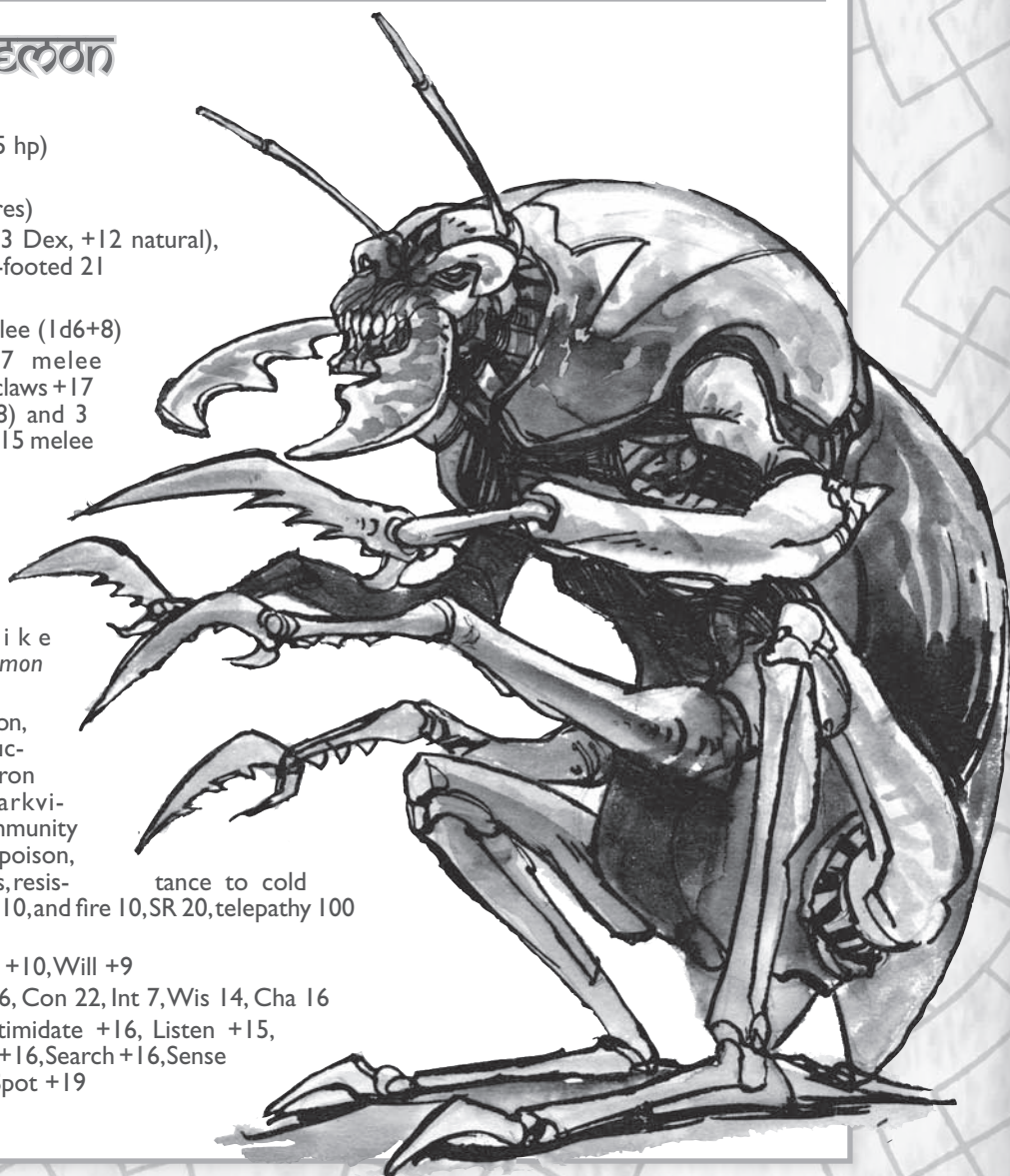
Hit Dice: 10d8+60 (105 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
Armor Class: 24 (-1 size, +3 Dex, +12 natural), touch 12, flat-footed 21

Base Attack/Grapple: +10/+22
Attack: Claw +17 melee (1d6+8)
Full Attack: 5 claws +17 melee (1d6+8) or 2 claws +17 melee (1d6+8) and 3 longswords +15 melee (2d6+4)

Space/Reach: 10 ft./10 ft.
Special Attacks: Feeblemind, rend 2d6+12, spell-like abilities, *summon daemons*

Special Qualities: All-around vision, damage reduction 10/cold iron or silver, darkvision 60 ft., immunity to acid and poison, outsider traits, resistance to cold 10, electricity 10, and fire 10, SR 20, telepathy 100 ft.

Saves: Fort +13, Ref +10, Will +9
Abilities: Str 26, Dex 16, Con 22, Int 7, Wis 14, Cha 16
Skills: Hide +12, Intimidate +16, Listen +15, Move Silently +16, Search +16, Sense Motive +15, Spot +19



Feats:	Improved Initiative, Multiattack, Multiweapon Fighting, Power Attack
Environment:	Gehenna, Hades, or Tarterus
Organization:	Solitary or team (2-4)
Challenge Rating:	10
Treasure:	Standard, plus 1d3 gems (100 gp value) in gizzard
Alignment:	Always neutral evil
Advancement:	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	—

This creature is a tall, bloated, insect-like creature with five arms and three legs. Each of its arms ends in a sharpened, clawed hand. Its legs end in four-toed feet. Its flesh is mottled green and black and its eyes are large and black with no pupils.

The derghodaemon is one of the strongest of the daemon races, but its low intelligence has relegated it to a position of brute warrior and little more.

A derghodaemon stands 8 feet tall and weighs about 800 pounds. Derghodaemons speak Daemonic.

combat

A derghodaemon's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Feeblemind (Su): By clicking its mandibles, a derghodaemon can affect all creatures within 30 feet as if by a *feeblemind* spell (caster level 10th). Affected creatures that succeed on a DC 18 Will save are unaffected. A creature that successfully saves cannot be affected by that same derghodaemon's feeblemind ability for one day. The save DC is Charisma-based. A derghodaemon can use this ability twice per day.

Rend (Ex): If a derghodaemon hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Spell-Like Abilities: At will—*cause fear* (DC 14), *deeper darkness*, *desecrate*, *detect magic*, *see invisibility*; 2/day—*sleep* (DC 14), *greater teleport* (self plus 50 pounds of objects only). Caster level 8th. The save DCs are Charisma-based.

Summon Daemons (Sp): Once per day, a derghodaemon can attempt to summon 1d3 piscodaemons or another derghodaemon with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

All-Around Vision (Ex): A derghodaemon's head can rotate 360 degrees. It gains a +4 racial bonus on Search and Spot checks. A derghodaemon cannot be flanked.

Feats: In combination with its natural abilities, a derghodaemon's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

daemon: hydrodaemon

Large Outsider (Aquatic, Evil, Extraplanar)	
Hit Dice:	7d8+28 (59 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 60 ft., fly 40 ft. (see text)
Armor Class:	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+7/+15
Attack:	Claw +10 melee (1d4+4) or sleep spittle +8 ranged touch (sleep)
Full Attack:	2 claws +10 melee (1d4+4) and bite +8 melee (2d6+2) or sleep spittle +8 ranged touch (sleep)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Glide, rake 1d4+2, sleep spittle, spell-like abilities, <i>summon daemons</i>
Special Qualities:	Amphibious, damage reduction 10/cold iron or silver, darkvision 60 ft., glide, immunity to acid and poison, outsider traits, resistance to cold 10, electricity 10, and fire 10, SR 17, telepathy 100 ft.
Saves:	Fort +9, Ref +7, Will +5

Abilities:	Str 18, Dex 14, Con 18, Int 8, Wis 10, Cha 14
Skills:	Hide +8, Intimidate +12, Listen +10, Move Silently +12, Search +9, Spot +10, Swim +22
Feats:	Cleave, Multiattack, Power Attack
Environment:	Gehenna, Hades, or Tarterus
Organization:	Solitary, gang (2-4), swarm (5-8), mob (9-14)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	8-11 HD (Large); 12-21 HD (Huge)
Level Adjustment:	—

This massive frog-like creature stands nearly 10 feet tall. Its flesh is warty and dark green and its eyes are sickly yellow. It has large flaps of skin under its arms that seemingly function as wings.

Hydrodaemons are frog-like daemons that swim the River Styx. They are the only known creatures in existence that can touch the waters of the Styx without suffering any ill effects. Hydrodaemons are 10 feet tall and weigh about 4,000 pounds. They move by leaping

in a manner akin to a frog. Large flaps of skin under their arms allow them seemingly to glide when leaping. The flesh of a hydrodaemon is warty and green. Its eyes are a sickly yellow in color.

Hydrodaemons speak Daemonic and Common.

combat

When combat is first engaged, a hydrodaemon uses its sleep spittle on an opponent. It then leaps at a foe and slashes and bites. A favored tactic of the hydrodaemon is to *dimension door* away from its opponents so it can take maximum advantage of its leaping ability.

A hydrodaemon's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Glide (Ex): A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet and average maneuverability. A gliding hydrodaemon can move at full speed (40 feet) and make a full attack, including two rakes.

Rake (Ex): Attack bonus +10 melee, damage 1d4+2.

Sleep Spittle (Ex): Once per round, and no more than five times per day, a hydrodaemon can fire a line of spittle to a range of 20 feet (no range increment). This requires a ranged touch attack. If successful, a target must succeed on a DC 17 Will save or fall asleep (as the *sleep* spell, caster level 9th) for 6 rounds. Sleeping creatures can only be awakened through magical means such as *dispel magic*. There is no HD limit to this effect.

Spell-Like Abilities: At will—*cause fear* (DC 13), *create water*, *deeper darkness*, *detect magic*, *desecrate*, *water walk*; 2/day—*dimension door*, *greater teleport* (self plus 50 pounds of objects only), *summon monster VI* (only a Large 8 HD water elemental). Caster level 9th. The save DC is Charisma-based.

Summon Daemons (Sp): Once per day, a hydrodaemon can attempt to summon another hydrodaemon with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

Amphibious (Ex): Hydrodaemons breathe both air and water and can survive indefinitely on land.

Skills: A hydrodaemon 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.



death worm

Large Magical Beast

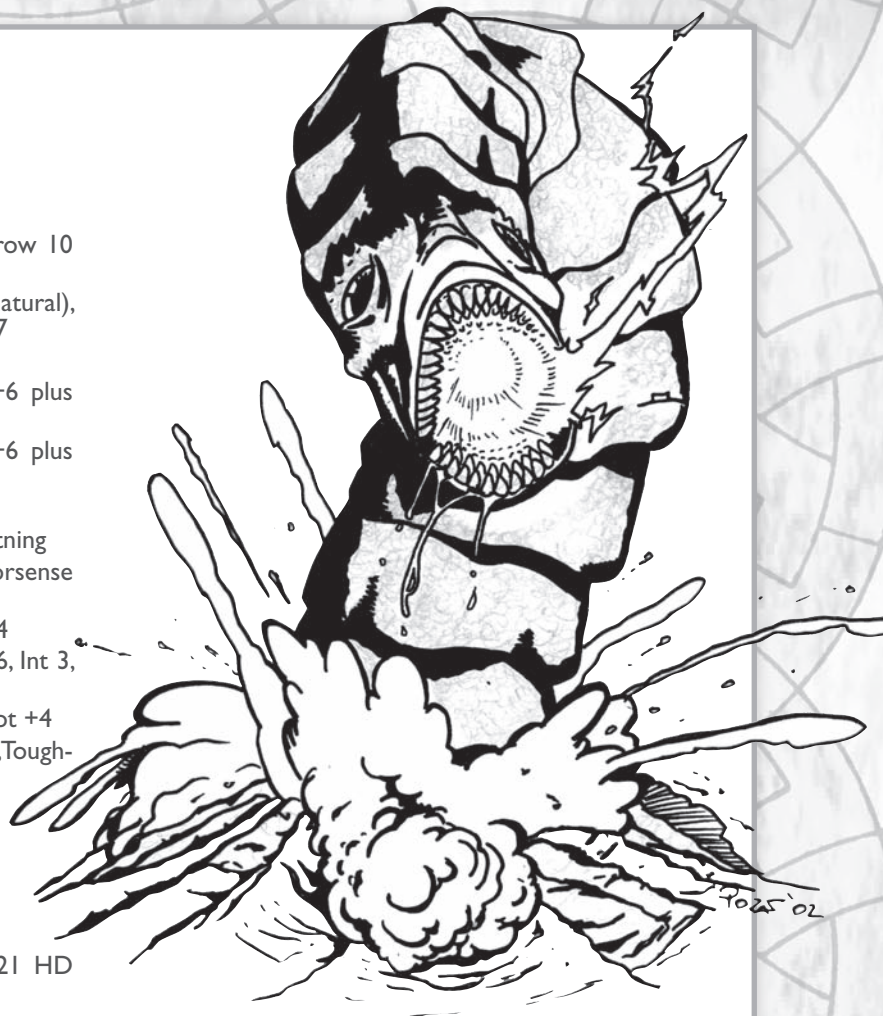
Hit Dice:	7d8+24 (55 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), burrow 10 ft.
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+7/+15
Attack:	Bite +10 melee (1d8+6 plus 1d6 acid)
Full Attack:	Bite +10 melee (1d8+6 plus 1d6 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid, spit acid, spit lightning
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft.
Saves:	Fort +8, Ref +6, Will +4
Abilities:	Str 18, Dex 13, Con 16, Int 3, Wis 11, Cha 5
Skills:	Hide -1*, Listen +4, Spot +4
Feats:	Iron Will, Power Attack, Toughness
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8-12 HD (Large); 13-21 HD (Huge)
Level Adjustment:	—

This creature is a long, slender, reddish-brown monster. Its skin is mottled yellow across its back, tapering off as the colors near its head. Its mouth is huge and lined with rock hard teeth that allow it to break rocks and earth as it burrows underground.

The death worm is a reclusive, desert-dwelling creature content to spend its life burrowing beneath the ground and sustaining itself on a diet of sand and earth. On occasion, it surfaces to devour more substantial prey (animals such as moose, deer, bison, and humans). Death worms lay their eggs far beneath the surface of the earth. Newborn death worms live on a diet of sand and earth; only when they reach maturity (2-5 years after hatching) do they surface and devour their first living prey.

combat

A death worm lurks under sand or loose earth, waiting for its prey to move close where it then ambushes its target.



It begins combat by spitting a stream of acid and then attacking with its lightning blast and powerful bite.

Acid (Ex): A death worm's mouth constantly drips highly corrosive saliva. Any melee hit deals acid damage.

Spit Acid (Ex): Once every 1d4 rounds, a death worm can spit a stream of acid in a 30-foot line; damage 4d6 acid, Reflex DC 16 half. The save DC is Constitution-based. Death worms are immune to their own acid and that of other death worms.

Spit Lightning (Ex): Once per minute, and on any round in which it does not spit acid, a death worm can spit a stroke of lightning in a 20-foot line; damage 3d6 electricity, Reflex DC 16 half. The save DC is Constitution-based.

Tremorsense (Ex): A death worm can automatically detect the location of anything within 60 feet that is in contact with the ground.

Skills: *Due to their coloration, death worms have a +8 racial bonus on Hide checks in their natural environment.

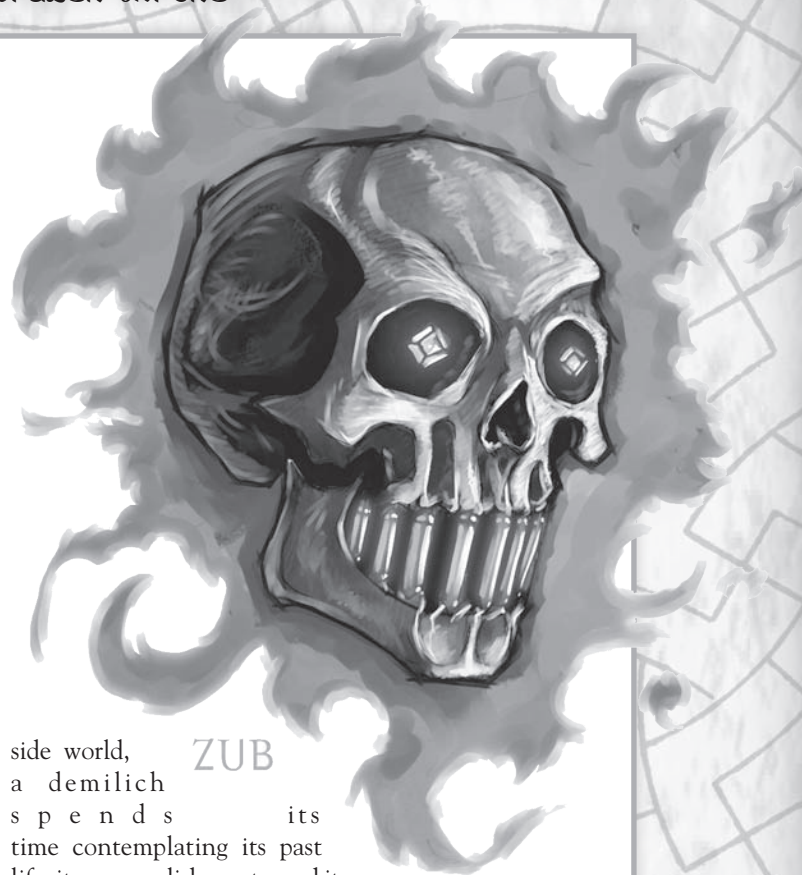
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Tiny Undead	
Hit Dice:	10d12+50 (115 hp)
Initiative:	+4
Speed:	Fly 30 ft. (6 squares) (perfect)
Armor Class:	21 (+2 size, +4 natural, +5 profane), touch 12, flat-footed 21
Base Attack/Grapple:	+5/—
Attack:	—
Full Attack:	—
Space/Reach:	2–1/2 ft./0 ft.
Special Attacks:	Spell-like abilities, trap the soul
Special Qualities:	Damage reduction 20/— (see below), darkvision 60 ft., immunity to magic, immunity to turning, immunity to acid, electricity, cold, and polymorph, rejuvenation, undead traits, unholy grace
Saves:	Fort +10, Ref +8, Will +17
Abilities:	Str 10, Dex 10, Con —, Int 20, Wis 20, Cha 20
Skills:	Bluff +12, Concentration +13, Diplomacy +16, Disguise +5 (+7 acting), Intimidate +7, Knowledge (any one) +18, Knowledge (arcana) +24, Listen +18, Move Silently +13, Sense Motive +18, Spellcraft +26, Spot +18
Feats:	Ability Focus (trap the soul), Death's Blessing, Great Fortitude, Improved Initiative
Environment:	Any (usually underground)
Organization:	Solitary
Challenge Rating:	14
Treasure:	Double standard
Alignment:	Any evil
Advancement:	11–20 HD (Tiny); 21–30 HD (Small)
Level Adjustment:	—

What at first appears to be a simple uninteresting humanoid skull suddenly rises from its resting place, turning slowly in your direction, and releasing a maniacal cackle.

A demilich is an advanced lich of great power. When the life force of a lich ceases to exist and the material body finally decays (often after centuries of undeath), the soul lingers in the area and slowly over time possesses all that remains of the lich—its skull. The eye sockets and teeth of a demilich-possessed skull transform into clear gemstones (each worth 1,000 gp). The skull contains a single gemstone in each eye socket and eight gems in place of its teeth.

A demilich rarely if ever wanders from its place of origin (i.e., the final resting place of its body when it was a true lich). Content to remain hidden and oblivious to the out-



side world, **ZUB** a demilich spends its time contemplating its past life, its accomplishments, and its yet unachieved goals. These creatures are solitary by nature and rarely associate with other creatures, including other undead, unless it is employing such creatures to further some unfinished goal.

Demilich lairs are usually well-hidden dungeons and caverns consisting of winding corridors, deadly pitfalls, and intricate traps (some that would even bring a tear to Grimmy's eye).

A demilich appears as a simple humanoid skull seated amid a pile of bones and dust. In each eye socket is a single gemstone, and in its mouth, in place of its teeth, are eight more gemstones.

A demilich speaks Common and at least five other languages.

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A demilich sits idly in its lair until touched or bothered at which point it rises vertically and uses its *wail of the banshee* power against the opponent it deems most threatening. On its next turn, the demilich uses its *trap the soul* ability against an opponent. It spends the remainder of combat alternating between its *wail of the banshee*, *bestow curse*, and *trap the soul* abilities.

Spell-Like Abilities: At will—*greater bestow curse* (as *bestow curse*, but –12 to one ability score, –6 to two ability scores, –8 penalty on attack rolls, saves, and checks, or 25% to act normally) (DC 21), *wail of the banshee* (20-ft.-radius spread centered on demilich, DC 24). Caster level 20th. The save DCs are Charisma-based.

Trap the Soul (Su): A demilich can trap the souls of

up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a DC 22 Fortitude saving throw. If the target makes its saving throw, it gains three negative levels (this does not count as a use of *trap the soul*). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's mouth. The gem gleams for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of *resurrection*, *true resurrection*, *clone*, or *miracle*. A potential victim protected by a *death ward* spell is not immune to *trap the soul*, but receives a +5 bonus on its Fortitude save and is effective against the level loss on a successful save. The DC is Charisma-based and includes a +2 bonus from the demilich's Ability Focus feat.

Damage Reduction (Su): A demilich has damage reduction 20/—. Vorpal weapons, no matter their enhancement

bonus, ignore this damage reduction but do only half damage to a demilich (demiliches cannot be beheaded).

Immunity to Magic (Ex): A demilich 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 *shatter* spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

A *power word kill* spell cast by an ethereal caster deals 50 points of damage to it if it fails a Fortitude save (DC 19 + caster's relevant ability score modifier). (Note, *power word kill* does not normally allow a save.)

A *holy smite* spell affects the demilich normally.

A *dispel evil* spell deals 2d6 points of damage, with no saving throw.

Rejuvenation (Su): Unless holy water is poured over the destroyed remains of a demilich, the creature reforms in 1d10 days with a successful level check (1d20 + demilich's HD) against DC 16.

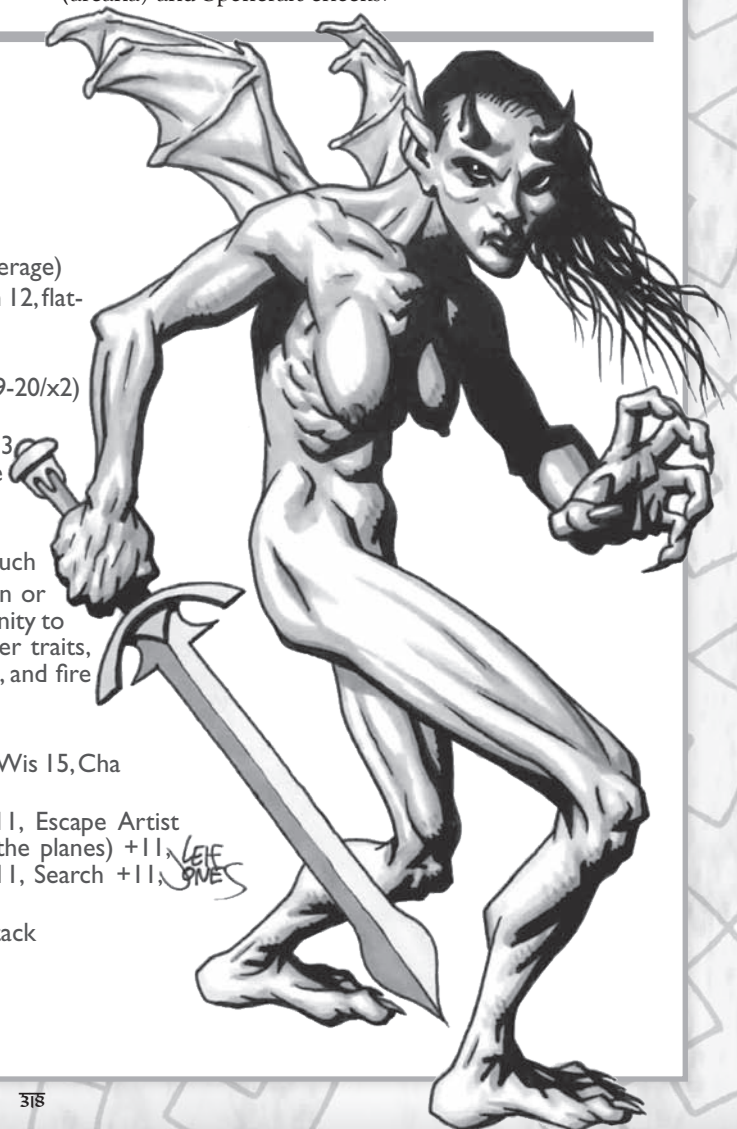
Unholy Grace (Su): A demilich adds its Charisma modifier as a bonus on its saving throws and as a profane bonus to its Armor Class. (The statistics block already reflects these bonuses.)

Skills: A demilich has a +6 racial bonus on Knowledge (arcana) and Spellcraft checks.

demilich, *alu-*

Medium Outsider (Evil, Extraplanar)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+9
Attack:	Longsword +9 melee (1d8+3, 19-20/x2) or claw +9 melee (1d4+3)
Full Attack:	Longsword +9/+4 melee (1d8+3, 19-20/x2) or 2 claws +9 melee (1d4+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, vampiric touch
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 120 ft., immunity to electricity and poison, outsider traits, resistance to acid 10, cold 10, and fire 10, SR 13, telepathy 100 ft.
Saves:	Fort +7, Ref +7, Will +7
Abilities:	Str 17, Dex 15, Con 15, Int 15, Wis 15, Cha 16
Skills:	Bluff +12, Concentration +11, Escape Artist +11, Hide +11, Knowledge (the planes) +11, Listen +15, Move Silently +11, Search +11, Spot +15
Feats:	Blind-Fight, Cleave, Power Attack
Environment:	The Abyss
Organization:	Solitary
Challenge Rating:	5



Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+6

This shapely female humanoid has dark hair, dark eyes, and a pair of small black horns just above her eyes. Small, black, leathery wings protrude from her shoulders.

The alu-demon is the female demonic offspring of a succubus and human. Though part demon, not all alu-demons are inherently evil (although good-aligned alu-demons are extremely rare). The typical alu-demon has black or brown hair and dark green, brown, or black eyes. Alu-demons are always female.

Alu-demons are often sent to the Material Plane to seduce mortals. When on such missions they typically arrange their flowing hair so it hides their horns and also fold their wings against their backs (and tuck them under their robe, shirt, or whatever garment of clothing one happens to be wearing at the time).

Alu-demons speak Common and Abyssal.

Combat

Alu-demons attack with weapons (preferring longswords or maces) or with claws. The alu-demon mixes in her spell-like abilities regardless of the method of attack utilized.

An alu-demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned (for the standard chaotic evil alu-demon) for the purpose of overcoming damage reduction.

Spell-Like Abilities: 3/day—*charm person* (DC 14), *detect thoughts* (DC 15), *disguise self*, *suggestion* (DC 16); 1/day—*dimension door*. Caster level 8th. The save DCs are Charisma-based.

Vampiric Touch (Su): An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points +10, which is enough to kill that opponent. The temporary hit points disappear in one hour.

Skills: Alu-demons have a +4 racial bonus on Listen and Spot checks.

Demonic Knight

Medium Outsider (Chaotic, Evil, Extraplanar)	
Hit Dice:	9d8+45 (85 hp)
Initiative:	+1
Speed:	20 ft. (4 squares); base 30 ft. without armor
Armor Class:	23 (+0 Dex, +7 half plate, +6 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+9/+15
Attack:	+1 anarchic longsword +17 melee (1d8+7) or slam +15 melee (1d6+6)
Full Attack:	+1 anarchic longsword +17/+12 melee (1d8+7) or 2 slams +15 melee (1d6+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath of unlife, create spawn, fear, spell-like abilities, summon demons
Special Qualities:	Damage reduction 10/cold iron or magic, darkvision 60 ft., outsider traits, SR 19
Saves:	Fort +11, Ref +7, Will +10
Abilities:	Str 22, Dex 13, Con 20, Int 18, Wis 18, Cha 18
Skills:	Bluff +16, Climb +11*, Concentration +17, Diplomacy +16, Hide +6*, Intimidate +16, Knowledge (the planes) +16, Listen +16, Move Silently +6*, Search +16, Spellcraft +16, Spot +16
Feats:	Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword)
Environment:	The Abyss

Organization:	Solitary or troupe (demonic knight plus 2-4 shadow demons)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	10-27 HD (Medium)
Level Adjustment:	—

This creature appears as a 6-foot tall humanoid dressed in black iron half-plate armor. Its head is completely hidden beneath a helmet. A black iron longsword is slung at its hip.

The demonic knight—known by some as a death knight—is rumored to be the creation of the great demon prince Orcus, the Prince of the Undead. Some sages doubt the validity of such a claim, since the demonic knights are not undead. Though no link has been proven, however, it is known that three of the most powerful demonic knights (Baruliis, Caines, and Arrunes) make their home in the shadow of Orcus's great citadel. The true origins of the demonic knight lay hidden deep in the stinking pits of the Abyss, and those brave few who have dared search for these secrets have never returned. The demonic knights serve their master (whoever it may be) with unswerving loyalty. They never question their orders or station. They are often sent to the Material Plane to recruit new bodies for their master's next plot or deception, or to punish those that have offended their lord. On some occasions, they are simply sent to another plane to corrupt and slay those that are just and good (to the delight of their master).

Some demonic knights don capes and other decorations as a badge of station. It is unknown exactly how many demonic knights exist, but they are believed to number no more than nine.

Demonic knights speak Common, Abyssal, Undercommon, Terran, and Infernal.

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A demonic knight attacks with its longsword (or fists, if unarmed). Against powerful opponents, it attempts to use its breath of unlife to weaken its foes before slaying them. If melee goes against the demonic knight, it summons demons to aid it or cover its escape.

A demonic knight's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. A demonic knight's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*detect magic*, see *invisibility*, *wall of ice* (DC 18); 2/day—*dispel magic*; 1/day—*fireball* (DC 17), *symbol of pain* (DC 19), *sym-*

bol of fear (DC 20).

Caster level 20th. The save DCs are Charisma-based.

Fear (Su): A demonic knight generates fear with but a word. Those within 30 feet that hear the knight speak must succeed on a DC 18 Will save or flee in terror for 2d4 rounds. A creature that makes a successful save is immune to the fear effect of that demonic knight for one day. The save DC is Charisma-based.

Breath of Unlife (Su): Once every 1d4 rounds, a demonic knight can exhale a blast of negative energy

in a 10-foot cone. Creatures in the area must succeed on a DC 19 Reflex save or take 2d4 points of Strength damage. A creature reduced to Strength 0 by a demonic knight dies. The save DC is Constitution-based.

Create Spawn (Su): Any humanoid slain by a demonic knight's breath of unlife becomes a shadow demon (see that entry) in 2d4 rounds. Spawn are under the command of the demonic knight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Summon Demons (Sp): Once per day, a demonic knight can attempt to summon 1d4 shadow demons, 2 babaus, or 1 vrook or hezrou with a 50% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: The demonic knight's skills include a -7 armor check penalty.



वेदचौ, flayer (मारzache)

Large Outsider (Evil, Extraplanar, Lawful)	
Hit Dice:	12d8+108 (162 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	27 (-1 size, +2 Dex, +16 natural), touch 11, flat-footed 25
Base Attack/Grapple:	+12/+25
Attack:	Claw +21 melee (1d6+9, 19-20/x2)
Full Attack:	2 claws +21 melee (1d6+9, 19-20/x2) and bite +16 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Flensing, spell-like abilities, summon devils, unholy burst
Special Qualities:	Damage reduction 10/silver and good, darkvision 60 ft., devil traits, outsider traits, regeneration 5, SR 24
Saves:	Fort +17, Ref +10, Will +10
Abilities:	Str 29, Dex 15, Con 29, Int 14, Wis 14, Cha 14
Skills:	Climb +24, Escape Artist +17, Hide +13, Intimidate +17, Jump +28, Listen +17, Move Silently +17, Search +10, Sense Motive +9, Spot +17, Survival +17 (+19 following tracks)
Feats:	Align Spell-Like Ability (evil, <i>scorching ray</i>), Cleave ^B , Improved Critical (claw), Power Attack, Weapon Focus (bite, claw)
Environment:	Nine Hells or Infernus
Organization:	Gang (2-4) or pack (6-11)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	13-24 HD (Large); 25-36 HD (Huge)
Level Adjustment:	—

This hulking brute has leathery, crimson skin, and a large mouth filled with razor-sharp teeth. Large, round horns protrude from the sides of its head. Its hands and feet end in claws, and its eyes are slitted and bronze.

Flayer devils are employed by several arch devils as trackers and hunters because of their brutal and sadistic mindset. These nightmarish creatures delight in catching their prey and ripping the flesh from their bones. The flesh is devoured and the bones cast aside. Many of these brutes served under Lucifer and were ousted with him when Asmodeus cast him out of Hell.

They now reside in Infernus where they perfect their craft against those that stumble into the fiery realm. Others can still be found roaming the Hells. Flayer

devils sometimes hunt weaker devils, such as bearded devils, hellstokers (see their entry in this book), and lemures; the latter of whose flesh they thoroughly enjoy.

The typical flayer devil stands 13 feet tall and weighs in excess of 800 pounds.

Flayer devils speak Infernal, Common, and at least one other language.

दरलbat

Flayer devils are ferocious in battle, employing simple, brutal tactics. Given the chance, they always make a full attack, striking with both claws and a bite attempting to rip an opponent's flesh from its bones. On rounds they do not attack with their natural weapons, they release an unholy burst to sicken those around them before striking again with claws and bite.

A flayer devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Flensing (Ex): A flayer devil that scores a critical hit with a claw attack rips



the flesh from its opponent's body. This attack deals 1d3 points of Constitution drain.

Spell-Like Abilities: At will—*detect good*, *greater teleport* (self plus 50 pounds of objects), *scorching ray* (3 rays); 1/day—*wall of fire*, *unholy aura* (DC 20). Caster level 12th. The save DCs are Charisma-based.

Summon Devils (Sp): Once per day, a flayer devil can attempt to summon 1d4 bearded devils or barbed devils or another flayer devil with a 35% chance of success.

Unholy Burst (Su): Three times per day, a flayer devil can release a burst of hellish black vapor in a 30-foot radius. Those caught within the area must succeed at a DC 25 Fortitude save or be sickened for 1d6 rounds. Additionally, good-aligned creatures suffer 3d6 points of unholy damage from the vapors if they fail their save. The save DC is Constitution-based.

Regeneration (Ex): A flayer devil takes normal damage from god-aligned silvered weapons, and from spells or effects with the good descriptor.

द्विरे

Huge Animal (Dire)

Hit Dice:	9d8+54 (94 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	17 (-2 size, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+6/+24
Attack:	Butt +14 melee (2d6+15)
Full Attack:	Butt +14 melee (2d6+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Stampede, trample 2d6+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +14, Ref +6, Will +6
Abilities:	Str 30, Dex 10, Con 22, Int 2, Wis 11, Cha 5
Skills:	Listen +8, Spot +8
Feats:	Alertness, Endurance, Great Fortitude, Power Attack
Environment:	Temperate plains
Organization:	Solitary or herd (3–10)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	10–18 HD (Huge); 19–27 HD (Gargantuan)
Level Adjustment:	—

This giant ox is as long as at least three humans are tall. Its fur is black and unkempt. Long up-curving horns jut from its head.

Dire oxen resemble their smaller normal-sized relatives. They can grow to a length of 20 feet and weigh up to 6,000 pounds.

Humanoids often hunt dire ox for the value of their pelts as well as the copious amounts of meat they can provide. A single dire ox can feed a village for weeks.

द्विरे

Dire oxen are herbivores, and unlike their smaller relatives, rarely run when confronted.

Stampede (Ex): A frightened herd of dire ox flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Huge size or smaller that gets in their way, dealing 2d12 points of damage per each 5 dire ox in the herd (Reflex save DC 24 half). The save DC is Strength based.

Trample (Ex): Reflex half DC 24. The save DC is Strength based.

द्विरे-गोब्लिन

Medium Aberration

Hit Dice:	4d8+12 (30 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+3/+4
Attack:	Morningstar +4 melee (1d8+1) or bite +4 melee (1d3) or javelin +5 ranged (1d6+1)
Full Attack:	Morningstar +4 melee (1d8+1) and bite -1 melee (1d3) or javelin +5 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells, spell-like abilities, poison

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Darkvision 60 ft., SR 15

Fort +4, Ref +3, Will +5

Str 13, Dex 15, Con 16, Int 12, Wis 13, Cha 12

Climb +12, Concentration +7, Hide +8, Listen +6, Move Silently +10, Spot +6

Alertness, Combat Casting
Underground

Solitary, pair, or troupe (1–2 plus 5–8 Small monstrous spiders)

4

Standard

Usually chaotic evil

By character class

+4

This creature has the upper torso of a goblin and the lower torso of a giant monstrous spider.

Drider-goblins are a mix of goblins and driders. Like their relatives, they are malevolent, creatures that delight in killing living creatures and drinking their blood and dining on their liquefied organs.

Drider-goblins are found underground, and their lair consists of a tangled maze of webs and bones. They are often found in the employ of common driders, and being weaker than their “parent” race, they are easily pushed around and commanded by common driders.

Drider-goblins speak Goblin and Undercommon.

Combat

A drider-goblin is a bloodthirsty adversary and rarely, if ever, flees combat once begun. It wades into battle and smashes an opponent with its morningstar before moving in and biting. Many drider-goblins employ stealth and ambush tactics, lurking in their webs until prey passes close by, and then dropping quickly on the unsuspecting opponent.

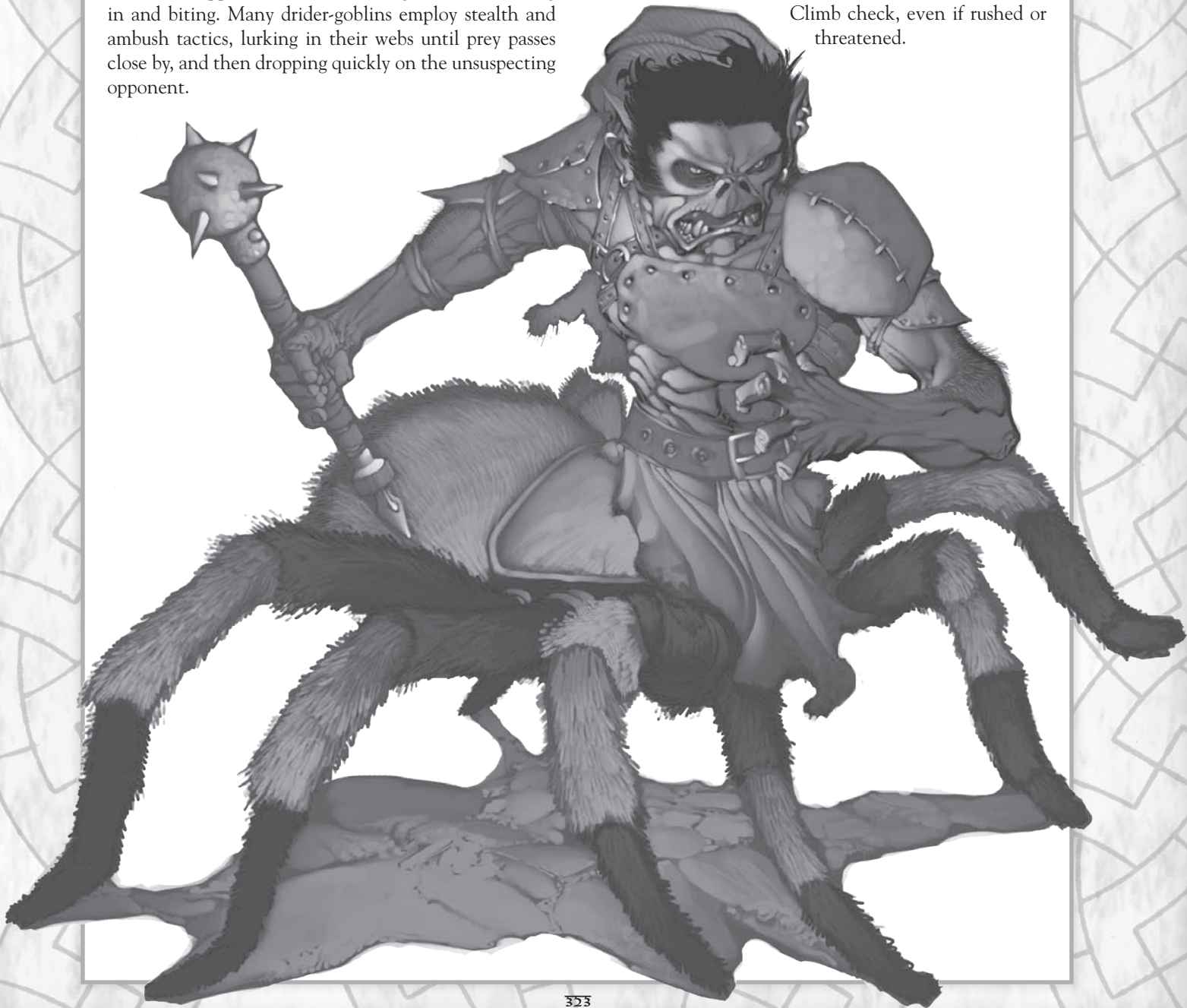
Poison (Ex): A drider-goblin delivers a debilitating poison with a successful bite attack. The save DC is Constitution-based.

Drider-Goblin Poison: Injury, Fortitude DC 15, initial and secondary damage 1d4 Strength.

Spells: Fifty percent of all drider-goblins cast spells as 4th-level clerics, wizards, or sorcerers. Drider-goblin clerics choose from the following domains: Chaos, Destruction, Evil, and Trickery.

Spell-Like Abilities: 1/day—*dancing lights* (DC 10), *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 13). Caster level 4th. The save DCs are Charisma-based.

Skills: A drider-goblin has a +2 racial bonus on Hide checks and a +4 racial bonus on Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.



Elemental Dragon, Fire

Huge Elemental (Extraplanar, Fire)

Hit Dice: 24d8+120 (228 hp)

Initiative: +10

Speed: 40 ft. (8 squares), fly 100 ft. (poor)

Armor Class: 30 (-2 size, +6 Dex, +16 natural), touch 14, flat-footed 24

Base Attack/Grapple: +18/+35

Attack: Bite +26 melee (2d8+9 plus 2d8 fire)

Full Attack: Bite +26 melee (2d8+9 plus 2d8 fire) and 2 claws +24 melee (2d6+4 plus 2d8 fire) and 2 wings +23 melee (1d8+4 plus 2d8 fire); or tail slap +25 melee (2d6+13 plus 2d8 fire); or crush +25 melee (2d8+13 plus 2d8 fire)

Space/Reach: 15 ft./10 ft. (bite 15 ft.)

Special Attacks: Breath weapon, fire, fiery aura, rain of fire

Special Qualities: Damage reduction 10/epic and silver, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

Saves: Fort +13, Ref +20, Will +10

Abilities: Str 28, Dex 23, Con 21, Int 12, Wis 15, Cha 12

Skills: Knowledge (the planes) +17, Listen +19, Search +16, Spot +19, Survival +18 (+20 on other planes, +20 following tracks)

Feats: Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite, claw)

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 22

Treasure: Double standard

Alignment: Always evil (any)

Advancement: 25-36HD (Huge); 37-72 (Gargantuan)

Level Adjustment: —

This creature appears as a 30-foot long dragon composed of fire. Its eyes burn with a white-hot flame and flames lick the dragon's great mouth as it roars. As it flies overhead, its wings send sheets of flame roaring into the sky and crashing into the ground.

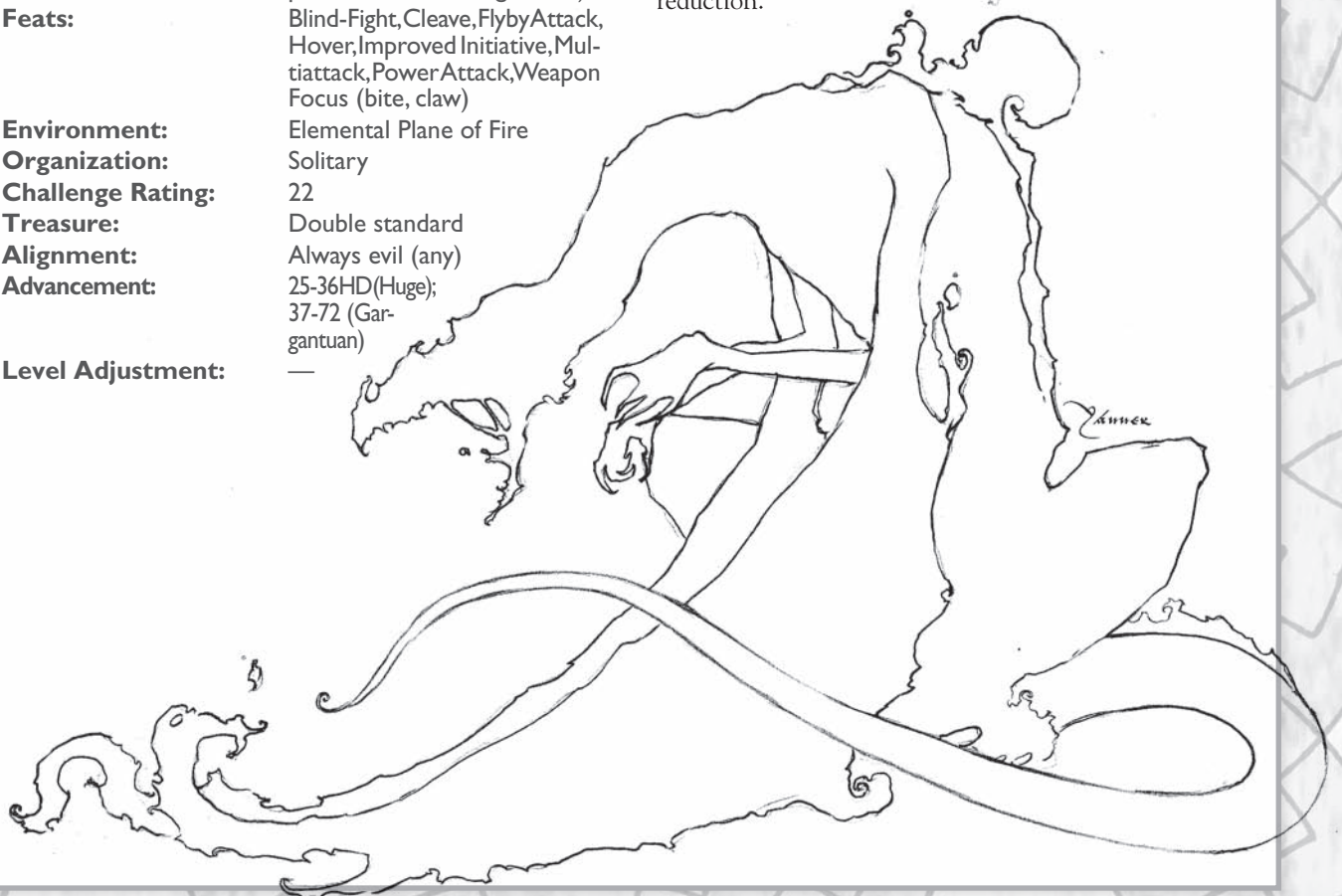
One of the most feared creatures from the Elemental Plane of Fire is the dreaded elemental fire dragon. They make their homes in the heart of the many volcanoes that dot the elemental landscape. Composed entirely of flames, these magnificent creatures fear little and are respected and feared by those that have encountered them. Elemental fire dragons are malign, vicious, and thoroughly evil. They delight in killing and torturing others, especially magmin (whom they relish as a delicacy). They often employ salamanders to aid them in their adventures, but once they have accomplished their goals, any surviving salamanders are usually devoured. Elemental fire dragons cannot enter water or any other nonflammable liquid, but they can fly or step over it.

The typical elemental fire dragon is at least 30 feet long. Elemental fire dragons speak Common and Ignan.

combat

Elemental fire dragons are ruthless adversaries. They care nothing for treasure or anything of value. An elemental fire dragon attempts to annihilate its opponents using any means possible.

An elemental fire dragon's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.



Breath Weapon (Su): Cone of elemental fire, 50 feet, every 1d4 rounds; 16d10 points of fire damage, Reflex save DC 27 halves. The save DC is Constitution-based.

Fire (Ex): An elemental fire dragon's body generates intense heat and flames, causing opponents to take an extra 2d8 points of fire damage every time the creature succeeds on a melee attack. Creatures attacking an elemental fire dragon unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Combustibles automatically catch fire if they contact an elemental fire dragon.

Fiery Aura (Ex): Anyone within 60 feet of an elemental fire dragon must succeed on a DC 27 Fortitude

save or take 2d8 points of fire damage from the intense heat. Treat this effect as an emanation. The save DC is Constitution-based.

Rain of Fire (Ex): As a standard action, an elemental fire dragon can hover and rapidly beat its wings causing fire to rain down on an area in a 100-foot radius. Creatures within the area must succeed on a DC 27 Reflex save or take 2d8 points of fire damage as clothes catch fire or armor and weapons become searing hot. The damage continues for another 1d8 rounds after the attack or until the flames are extinguished. Combustibles in the area automatically catch on fire.

फान्दिर (इट्टो डी)

Fandir, 1st-Level Warrior

Medium Humanoid (Fandir, Extraplanar)

Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or longbow +3 ranged (1d8/x3)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or longbow +3 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Fandir traits, resistance to fire 10
Saves:	Fort +2, Ref +1, Will +0
Abilities:	Str 13, Dex 13, Con 10, Int 10, Wis 11, Cha 10
Skills:	Craft (metalworking) +4, Hide +1, Listen +3, Search +3, Spot +3
Feats:	Weapon Focus (longbow)
Environment:	Plane of Molten Skies (Steel Garden)
Organization:	Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	+1



This humanoid resembles an elf with silver skin, light hair, and deep bronze eyes. Its armor is fashioned of polished metal and the workmanship is exquisite.

Fandirs are an offshoot of the Elven race. Hence, they are sometimes referred to as “steel elves”, a name they don’t particularly like. The fandir dwell on the Plane of Molten Skies and rarely venture forth from their home in the Steel Garden (a jungle composed of living metal plants).

Fandirs average 5 feet tall and typically weigh just over 100 pounds. Their skin is glossy silver and their hair ranges from silver to bronze to brass to gold. Eye color varies, though most tend to be a shade of bronze or brass. Fandirs are hunters and live on what they catch and kill. Fandirs prefer brightly-colored clothes, usually with silver, gold, brass, or bronze being the dominant color.

Fandirs speak Fandir, and most also know Common and Ignan.

Most fandirs encountered outside their homes are warriors; the information presented here is for one of 1st level.

combat

Fandirs are cautious warriors and strike swiftly and mercilessly, maximizing their advantage by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead.

They prefer longbows, shortbows, longswords, and longspears. In melee, fandirs strike with great ferocity and rarely, if ever, retreat.

Fandir Traits (Ex): Fandirs possess the following racial traits.

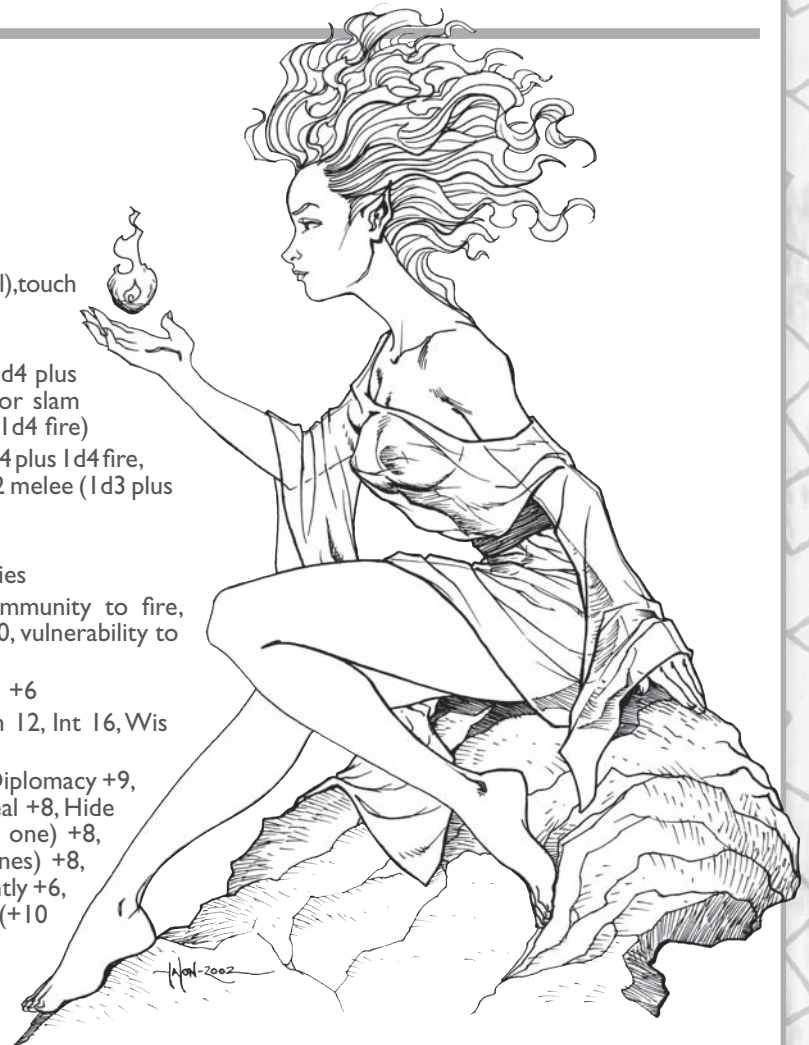
- +2 Dexterity, -2 Constitution, +2 Wisdom, +2 Charisma.
- Medium size.
- A fandir's base land speed is 30 feet.
- Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects. (Not reflected in the saving throw modifiers given here.)
- Low-light vision.
- **Weapon Proficiency:** Fandirs are automatically proficient with the longsword, longspear, longbow, composite longbow, shortbow, and composite shortbow.
- +2 racial bonus on Listen, Search, and Spot checks. A fandir who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- +4 racial bonus on Craft (metalworking) checks.
- **Special Qualities** (see above): Resistance to fire 10.
- **Automatic Languages:** Common, Fandir. **Bonus Languages:** Draconic, Elven, Ignan, Terran, Sylvan.
- **Favored Class:** Druid.
- **Level Adjustment** +1.

The fandir warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

fire nymph

Medium Outsider (Extraplanar, Fire)

Hit Dice:	2d8+2 (12 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+2/+2
Attack:	Dagger +2 melee (1d4 plus 1d4 fire, 19-20/x2) or slam +2 melee (1d3 plus 1d4 fire)
Full Attack:	Dagger +2 melee (1d4 plus 1d4 fire, 19-20/x2) or slam +2 melee (1d3 plus 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to fire, outsider traits, SR 10, vulnerability to cold
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 10, Dex 13, Con 12, Int 16, Wis 17, Cha 19
Skills:	Concentration +6, Diplomacy +9, Escape Artist +6, Heal +8, Hide +6, Knowledge (any one) +8, Knowledge (the planes) +8, Listen +8, Move Silently +6, Spot +8, Survival +8 (+10 on other planes)
Feats:	Dodge
Environment:	Elemental Plane of Fire



Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic neutral (good tendencies)
Advancement:	3-6 HD (Medium)
Level Adjustment:	—

This creature appears as a very attractive and beautiful female with long, flowing fiery-red hair. Her eyes are pale blue and her skin is lightly colored with a cinnamon hint to it.

A fire nymph is a very beautiful creature that dwells on the Elemental Plane of Fire. It is akin to the nymph and dryad, though its origins obviously lie elsewhere. Fire nymphs rarely visit the Material Plane, though mages are known to request their company on occasion. A fire nymph usually wears translucent robes of white or ash. Fire nymphs speak Common and Ignan.

टल्लेबत

Fire nymphs avoid combat if at all possible, but if pressed into action they rely on their spell-like abilities and seek escape as soon as possible.

Spell-Like Abilities: At will—*burning hands* (DC 15), *flame blade*, *flaming sphere* (DC 16), *produce flame*; 1/day—*fire shield*. Caster level 7th. The save DCs are Charisma-based.

Fire nymphs can replicate divine spells with the fire descriptor as 7th-level druids.

Heat (Ex): A fire nymph's body generates intense heat, causing opponents to take an extra 1d4 points of fire damage every time the creature succeeds on a touch attack. Creatures attacking a fire nymph unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

A fire nymph's metallic weapons also conduct this heat.

फिरे व्हाले (burning leviathan)

Huge Magical Beast (Extraplanar, Fire)	
Hit Dice:	12d10+75 (139 hp)
Initiative:	+1
Speed:	Swim 40 ft. (8 squares)
Armor Class:	19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+12/+32
Attack:	Bite +22 melee (3d6+12)
Full Attack:	Bite +22 melee (3d6+12) and tail slap +17 melee (1d8+6)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Scalding blast
Special Qualities:	Blindsight 120 ft., hold breath, immunity to fire, vulnerability to cold
Saves:	Fort +14, Ref +11, Will +9
Abilities:	Str 35, Dex 13, Con 23, Int 2, Wis 12, Cha 6
Skills:	Listen +8, Spot +8, Swim +21
Feats:	Alertness, Diehard, Endurance, Iron Will, Toughness
Environment:	Sea of Fire (Elemental Plane of Fire or Plane of Molten Skies)
Organization:	Solitary or pod (4-9)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	13-20 HD (Huge); 21-36 HD (Gargantuan)
Level Adjustment:	—

This giant crimson whale-like creature has a hide mottled with yellow and orange spots. Its underbelly is lighter red and its eyes are white. It has a short, curved dorsal fin and a wide angular mouth.

A fire whale is about 30 feet long, though specimens as long as 60 feet have been seen swimming the fiery seas.

All manner of fiery aquatic life swims the Sea of Fire, including the majestic fire whales. These 30-foot long creatures are relatively peaceful creatures, though if provoked they quickly become deadly adversaries.

Fire whales generally spend their time feeding on elemental invertebrates that move along the bottom of the Sea of Fire. When feeding, the fire whale dives to the bottom, flips on its side, and swims along, running its head through the fiery and oily sea floor scooping food into its mouth. Fire whales generally take in enough food to sustain themselves for 4 months (during breeding season).

Late in the year (by Material Plane standards) fire whales gather for their mating ritual. During this time as many as 7 fire whales can be encountered together. Sages are unsure as to the purpose of the “extra” fire whales, but each spends its share rolling and milling with the others during this ritual. Gestation for fire whales is generally 11 months after which time the mother gives birth to 1d2 calves. While the calves are growing, both they and the mother spend most of their time in the shallower ends of the Sea of Fire. After nearly 7 months, they migrate to deeper waters and most calves swim away and become independent. Young reach maturity around 6 years of age.

Fire whales are hunted by various races for their meat, blubber, and oil. Of the races that hunt them the most are the salamanders, volcano giants (see their entry in this book), and the efreet of the City of Brass.

टल्लेबत

Fire whales are generally peaceful creatures and rarely attack unless threatened. If forced into combat, a fire

whale attacks with its bite and tail slap. Surface creatures that threaten a fire whale are subjected to its scalding blast attack.

Scalding Blast (Su): As a full round action, a fire whale can release a blast of superheated air from its blowhole. This blast of air mixes with the cooler (well, slightly cooler in the case of the planes of fire) ambient air producing condensation that scalds or burns those contacting it.

The blast from a fire whale is a cone 5 feet long per two HD of the fire whale that deals 1d6 points of damage per HD of the fire whale to all creatures within the area. The resulting fallout covers a radius equal to the length of the cone. A successful Reflex save halves the damage.

Thus, a typical 12 HD fire whale releases a blow 30 feet long that covers a radius of 30 feet around it and deals 12d6 points of damage. Affected creatures can make a successful DC 22 Reflex save to halve the damage. The save DC is Constitution-based.

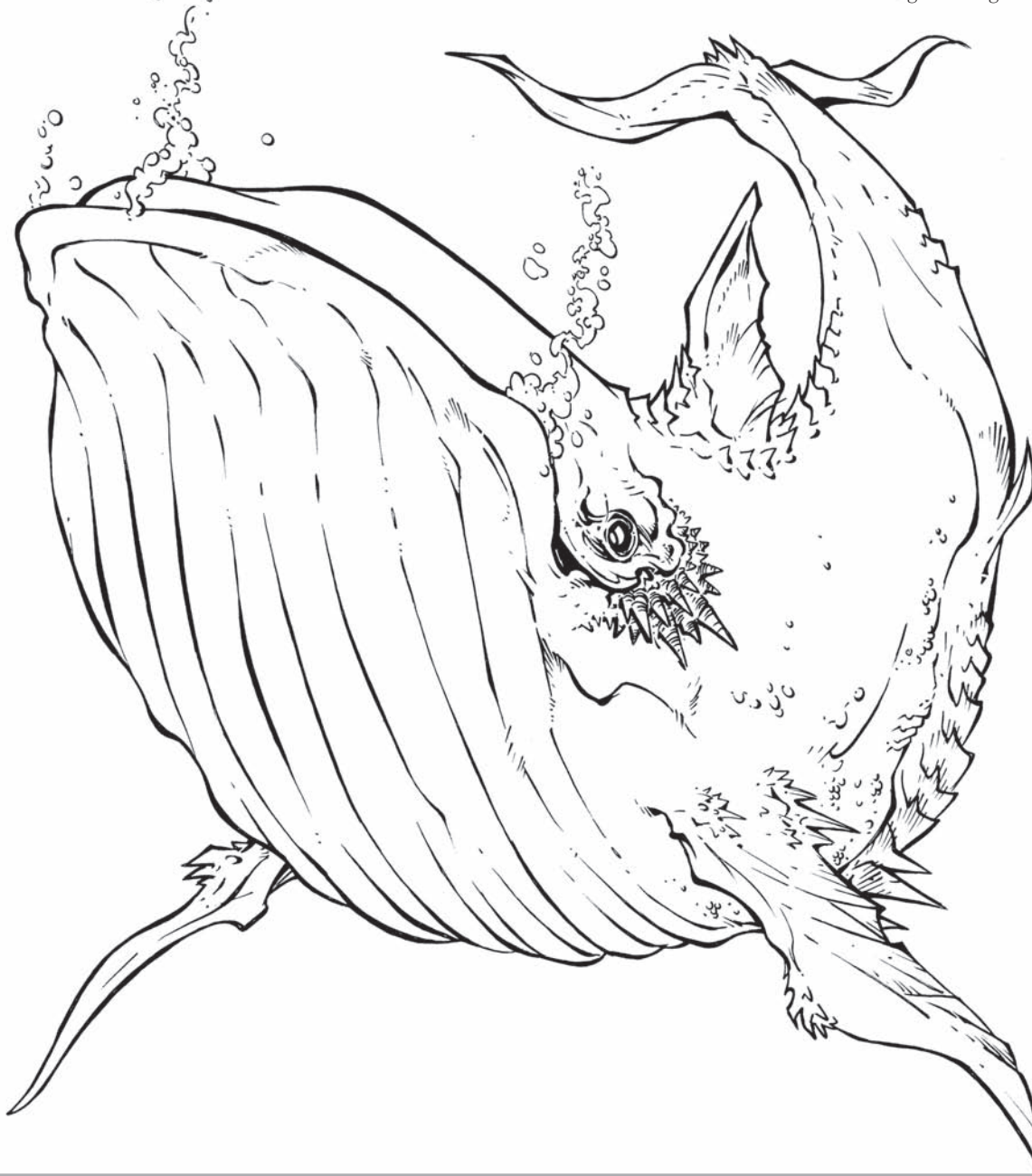
Once a fire whale uses this ability, it must wait 1d4 rounds before using it again. After using this ability four times, the fire whale must submerge for at least two full rounds before it can use it again.

Blindsight (Ex): Fire whales “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A fire whale can hold its breath for 8 x its Constitution score before it risks drowning.

Skills: A fire whale 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.

A fire whale has a +4 racial bonus to Spot and Listen checks. These bonuses are lost if blindsight is negated.



फिर्दीएन्दे

Medium Elemental (Extraplanar, Fire)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+6/+10
Attack:	Longsword +11 melee (1d8+4 plus 1d6 fire, 19-20/x2)
Full Attack:	Longsword +11/+6 melee (1d8+4 plus 1d6 fire, 19-20/x2) and 2 longswords +11 melee (1d8+4 plus 1d6 fire, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spit
Special Qualities:	All-around vision, damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 8
Skills:	Listen +4, Move Silently +4, Spot +4
Feats:	Multiweapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	9-16 HD (Medium)
Level Adjustment:	—

A three-sided column of yellow-orange fire sports a single arm, leg, and face. In each arm, the creature carries a flaming longsword. Each face seems to be identical and all are twisted in terrifying grimaces and constant spout obscenities in a strange language. Each face has glowing red eyes.

A firefiend is a rare creature from the Elemental Plane of Fire that takes the form of a roughly human-sized pillar of flame. Upon first glance, a firefiend strongly resembles a fire elemental of the same size, but beyond that the resemblance ends. Its three faces constantly scowl and scream at opponents, cursing them in Ignan. If an opponent understands this language, he will comprehend only incoherent babbling and cursing.

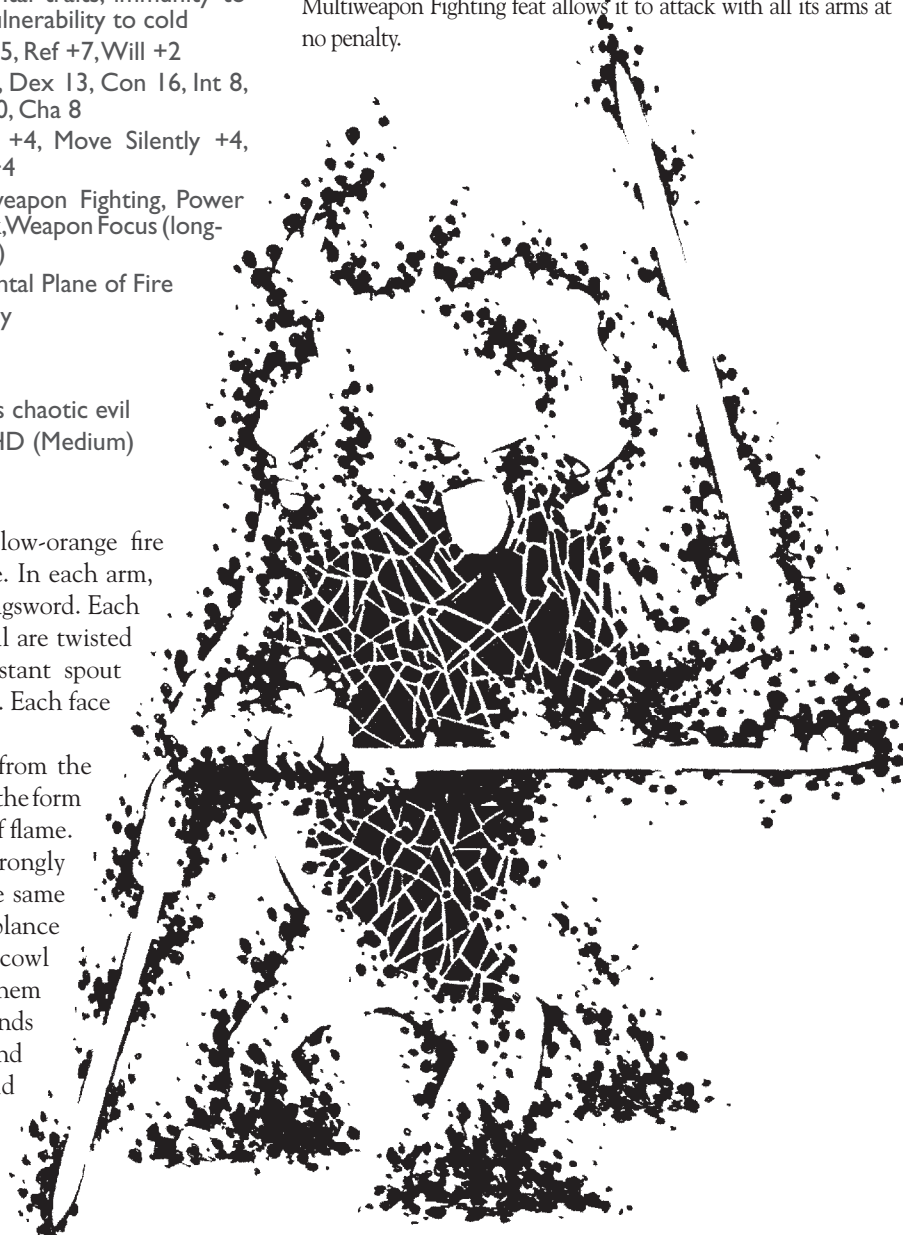
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A firefiend attacks primarily with its longswords, positioning itself in such a way as to bring as many swords to bear on a single opponent as it can. Even with two of its swords engaged on a single foe, the firefiend can still attack to its rear with its remaining longsword. Likewise, a firefiend can battle three different opponents. A firefiend cannot, however, battle a single opponent with more than two of its swords.

Spit (Su): Once every other round, each of the firefiend's faces can spit a fiery cinder to a range of 10 feet at one opponent directly in front of it. A target takes 1 point of fire damage and must succeed on a DC 15 Reflex save or catch on fire (see the *DMG* for catching on fire).

All-Around Vision: A firefiend has a +4 racial bonus to Spot and Search checks.

Feats: In combination with its natural abilities, a firefiend's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.



forester's bane (snapper jaw)

Large Plant	
Hit Dice:	5d8+30 (52 hp)
Initiative:	+0
Speed:	0 ft. (immobile)
Armor Class:	17 (-1 size, +8 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+3/+13
Attack:	Stalk +8 melee (1d4+6)
Full Attack:	6 stalks +8 melee (1d4+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Engulf
Special Qualities:	Blindsight 30 ft., plant traits
Saves:	Fort +10, Ref +1, Will +2
Abilities:	Str 22, Dex 10, Con 22, Int —, Wis 13, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate plains
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adjustment:	—

This creature resembles a huge, dark green shrub.

The forester's bane is a huge, immobile, and carnivorous shrub. Closer inspection reveals large, tough leaves radiating from its central stalk. These dark green leaves hide six purple serrated stalks inside its body. At the center of this low-growing shrub is a 3-foot diameter yellowish orb from which sprout many small green branches. Each branch has small, sweet smelling (and tasting) berries of various colors growing from it.

combat

When a living creature moves near a forester's bane's leaves, it attempts to grab the creature. Trapped creatures are subjected to attacks by 1-6 serrated stalks that slash and cut until the opponent escapes. The forester's bane releases a trapped victim when either it or the victim is dead, or the leaf holding the victim is destroyed.

Engulf (Ex): A forest-

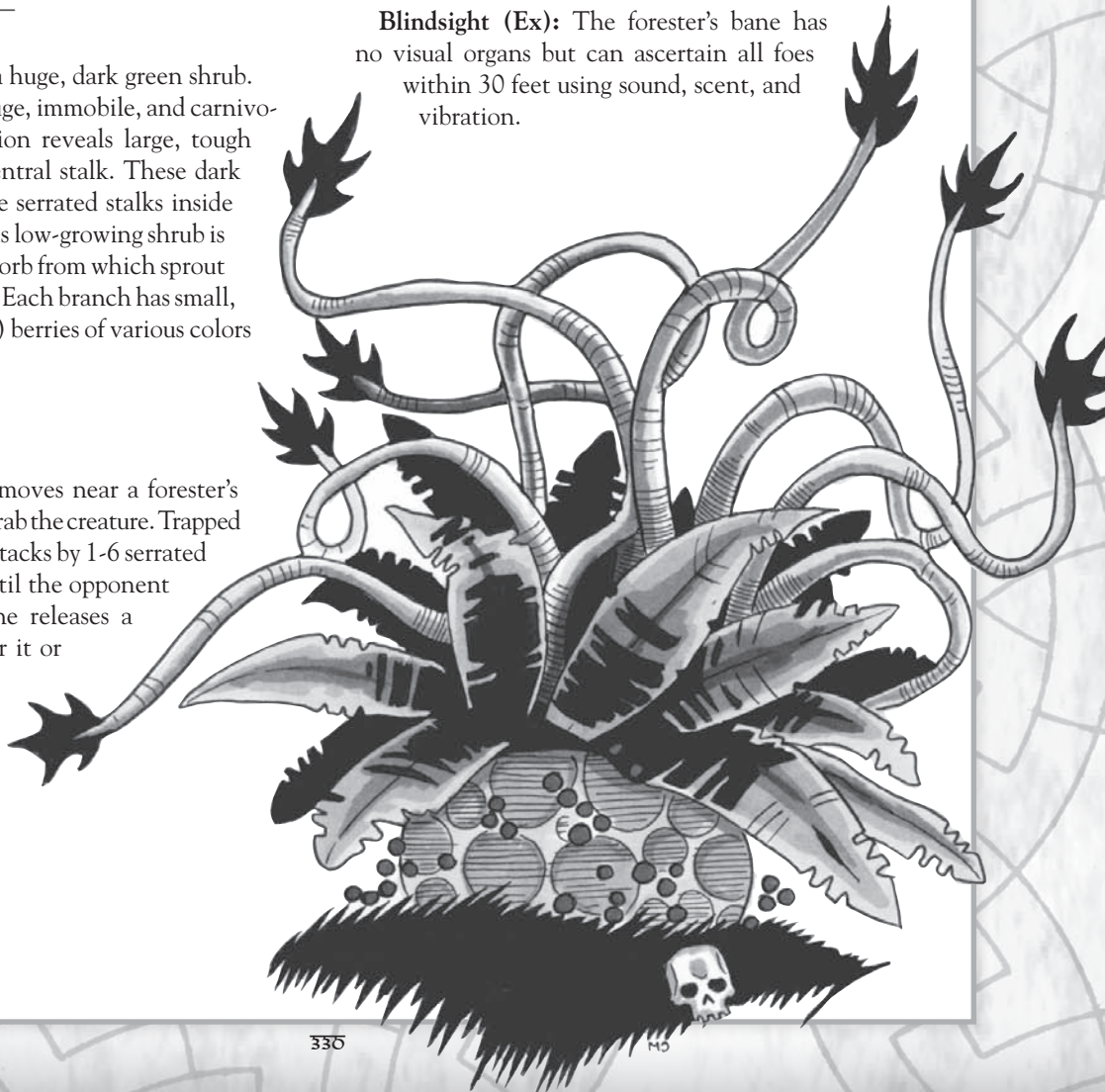
ers' bane 4 leaves radiate from its central body and lie motionless on the ground. When a creature of up to one size smaller than the forester's bane comes within 5 feet of a leaf, the forester's bane can try to wrap it in a leaf as a standard action. The forester's bane attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and slashes the trapped victim with its serrated stalks with a +4 bonus on the attack roll.

Because of its four leaves, it can grapple up to four different opponents at one time. By taking a full-attack action, it can attack with each leaf once per round if a foe is within range.

Both leaves and stalks each have 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a forester's bane's leaf or stalk does not provoke an attack of opportunity. If the leaf is currently grappling a target, the forester's bane takes a -4 penalty on its opposed roll to resist the sunder attempt. Severing a leaf or stalk deals no damage to a forester's bane. Attacks that hit a leaf deal half their damage to the monster and half to the trapped victim.

Destroyed leaves and stalks grow back in 2d4 weeks if the forester's bane is not killed.

Blindsight (Ex): The forester's bane has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.



ḡenīḡ, hawānar

Large Outsider (Air, Extraplanar, Fire)

Hit Dice: 13d8+26 (84 hp)

Initiative: +8

Speed: 20 ft. (4 squares), fly 50 ft. (perfect)

Armor Class: 20 (-1 size, +4 Dex, +7 natural), touch 13, flat-footed 16

Base Attack/Grapple: +13/+25

Attack: Slam +20 melee (1d8+8 plus 1d8 fire)

Full Attack: 2 slams +20 melee (1d8+8 plus 1d8 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Air mastery, heat, holocone, spell-like abilities

Special Qualities: Darkvision 60 ft., immunity to acid, immunity to fire, plane shift, telepathy 100 ft., vulnerability to cold

Saves: Fort +10, Ref +12, Will +10

Abilities: Str 27, Dex 18, Con 14, Int 14, Wis 15, Cha 15

Skills: Bluff +18, Concentration +18, Craft (any one) +18, Diplomacy +22, Knowledge (any one) +18, Listen +18, Move Silently +20, Sense Motive +18, Spellcraft +18, Spot +18

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Quicken Spell-Like Ability (scorching ray)

Environment: Elemental Plane of or Elemental Plane of

Organization: Solitary, company (2-4), or band (6-15)

Challenge Rating: 9

Treasure: Standard

Alignment: Usually law-
fully neutral

Advancement: 14-21 HD
(Large);
22-39 (Huge)

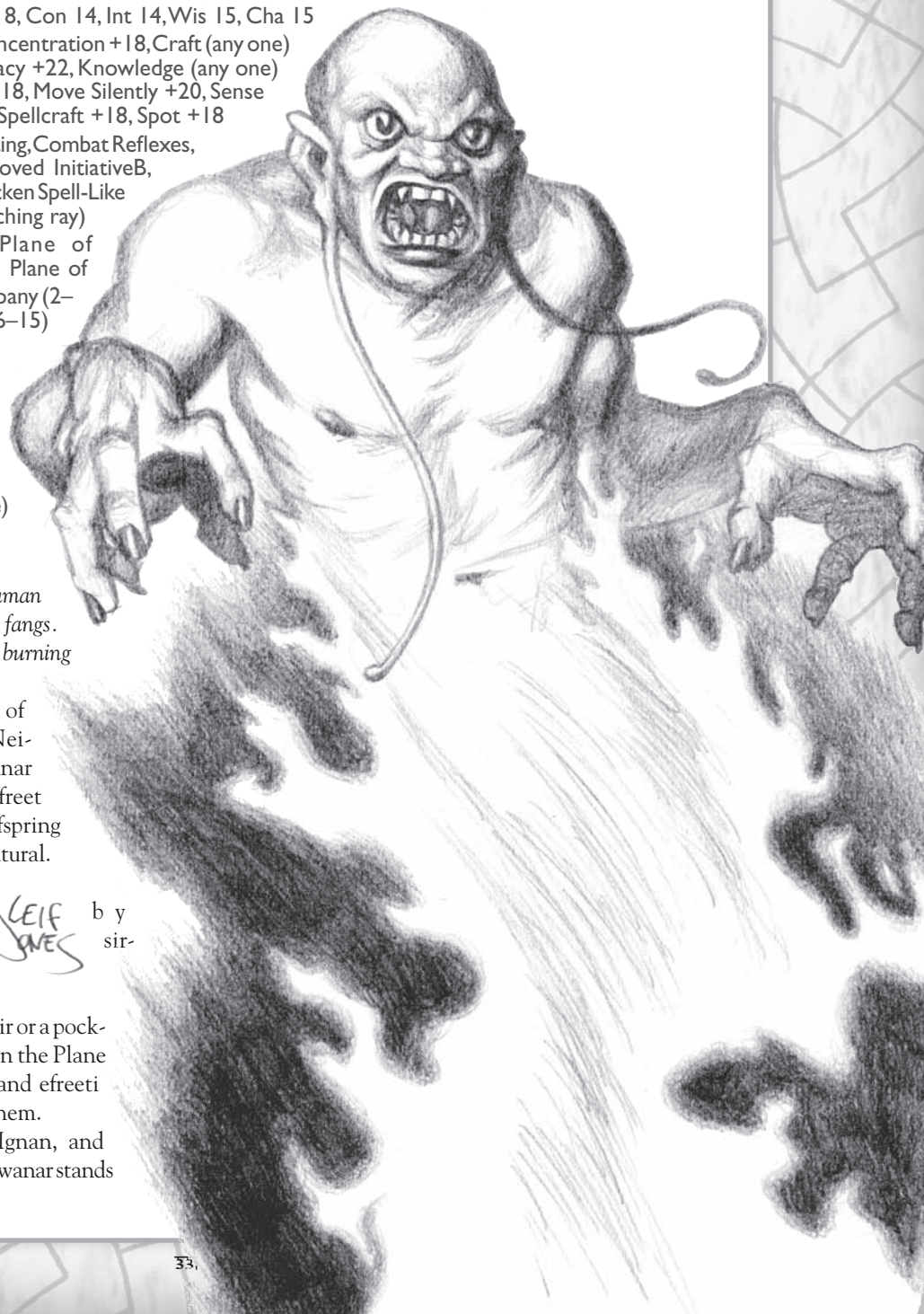
Level Adjustment: +6

This being is twice as tall as a normal human and has reddish skin, no hair, and small fangs. lower torso is shrouded in a cyclone of burning flame.

Hawānar are the unlikely union of efreeti noble and a djinni noble. Neither parent race truly accepts the hawānar the djinn are more tolerant while the efreet usually execute or enslave hawānar offspring sight, viewing them as something unnatural.

Hawānar society is ruled by a Rajah who is served by multitude of beys, sheiks, sahibs, and ^{LEIF JAMES} sir-dars. The hawānar race has no home and can be found spread throughout the planes (most dwell on the Plane of Air or a pocket-plane of air and fire). Those that dwell on the Plane of Fire generally avoid the City of Brass and efreeti due to the disdain the efreet have for them.

Hawānar speak Auran, Common, Ignan, and language (usually Celestial). A typical hawānar stands weighs about 1,100 pounds.



combat

Hawonar wade into battle in a hail of fire and wind, relying on their spell-like abilities and holocone form to dissuade and vanquish its opponents. If combat goes against it, a hawonar assumes either gaseous form or holocone form and attempts to flee.

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

Heat (Ex): A hawonar can surround its fists in white-hot fire that deals 1d8 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling. The hawonar's metallic weapons conduct this heat.

Holocone (Su): A hawonar can transform itself into a whirlwind of embers and white-hot fire once every 10 minutes and remain in that form for up to 13 rounds. In this form, it can move through the air or along a surface at its fly speed.

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

A hawonar's movement while in whirlwind form does not provoke attacks of opportunity, even if the hawonar enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the hawonar moves into or through the creature's space.

Creatures one or more size categories smaller than the hawonar might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 27 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage and 3d6 points of fire damage. It must also succeed on a second DC 27 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage and 1d8 points of fire damage each round. A creature with a fly speed is allowed a DC 27 Reflex save each round to escape the whirlwind.

The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the hawonar carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The hawonar can have only as many trapped inside a whirlwind at one time as will fit inside the holocone's volume.

The hawonar can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the hawonar and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A hawonar in whirlwind form cannot make melee attacks and does not threaten the area around it.

Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*burning hands* (DC 13), *create food and water*, *create wine* (as *create water*, but wine instead), *fireball* (DC 15), *gaseous form*, *invisibility*, *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *scorching ray* (1 ray only), *wall of fire* (DC 16), *wind walk*. Once per day, a hawonar can grant up to three *wishes* (to nongenies only). Caster level 20th. The save DCs are Charisma-based.

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

मरिदे, लरिदे

Large Outsider (Extraplanar, Water)	
Hit Dice:	12d8+24 (78 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), swim 60 ft.
Armor Class:	19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+12/+22
Attack:	Slam +17 melee (1d8+6)
Full Attack:	2 slams +17 melee (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, water's fury, water mastery, vortex
Special Qualities:	Darkvision 60 ft., plane shift, telepathy 100 ft.
Saves:	Fort +10, Ref +12, Will +10
Abilities:	Str 23, Dex 19, Con 14, Int 14, Wis 15, Cha 16
Skills:	Concentration +17, Craft (any one) +17, Diplomacy +18, Escape Artist +19, Knowledge (any one) +17, Listen +19, Move Silently +19, Sense Motive +17, Spellcraft +17, Spot +19, Swim +14
Feats:	Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B , Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary, company (2-4), or band (6-15)
Challenge Rating:	9
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic neutral
Advancement:	13-18 HD (Large); 19-36 HD (Huge)
Level Adjustment:	—

This being appears as a powerful and muscled humanoid with bluish-green skin. It is hairless, save for its dark eyebrows. Its hands end in powerful hands complete with elongated nails, and a wicked smile curls from its lips. It stands nearly three times taller than a normal human.

Of the common genies, the marid is the strongest and most powerful. They hail from the Elemental Plane of Water and rarely leave that plane unless called by a spell-caster or at the request of the marid ruler. They are generally friendly toward most other genie races, except efreeti—whom they hate and attack on sight.

LEIF JONES

Marid society centers on a great Caliph whose citadel sits at the very center of the Elemental Plane of Water (a neat trick considering the infinite dimensions of the plane). The Great Caliph rules all marid and often sends them on missions into the other Elemental Planes or material planes on his behalf.

A marid stands about 16 feet tall nearly 2,500 pounds. A marid speaks Auran, Aquan, Common, and one other language (usually Celestial or Ignan).

कलकत

Marid generally avoid combat, preferring not to waste their time with such trivial things. If cornered or forced into battle, a marid uses its spell-like abilities as well as its water fury attack to disperse its foes. In melee, a marid pummels its foes with its powerful fists.

Spell-Like Abilities: At will—create water, detect evil, detect good, detect magic, invisibility, polymorph (self only), purify food and drink (liquids only), quench, water walk; 5/day—control water, gaseous form, o b -



scuring mist, water breathing (other creatures only); 3/day—see invisibility; 1/day—persistent

image (DC 18); 1/year—*wish* (to non-genies only). Caster level 15th. The save DCs are Charisma-based.

Water's Fury (Su): As a standard action, a marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 18 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Water Mastery (Ex): A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the marid is touching the ground, the marid takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A marid can be a serious threat to a ship that crosses its path. A marid can easily overturn small craft less than 60 feet long and stop larger vessels up to 120 feet long. Even large ships up to 240 feet long can be slowed to half speed.

Vortex (Su): The marid can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 6 rounds. In vortex form, the marid can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and up to 40 feet tall. The marid controls the exact height, but it must be at least 10 feet.

The marid's movement while in vortex form does not provoke attacks of opportunity, even if the marid enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the marid moves into or through the creature's space.

Creatures one or more size categories smaller than the marid might take damage if caught in the vortex and may be swept up by it. An affected creature must succeed on a DC 22 Reflex save when it comes into contact with the vortex or take 2d6 points of damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the marid carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The marid can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The marid can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned marid always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the marid and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

A marid in vortex form cannot make slam attacks and does not threaten the area around it.

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

Skills: A marid 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.

नरुने लरुने

Noble marids are the princes and pashas of the marid homeland. Noble marid have at least 15 HD and gain the following spell-like abilities in addition to the ones listed above: 3/day—*cone of cold*, *ice storm*; 1/day—*elemental swarm* (water elementals only), *permanent image*. A noble marid's caster level for its spell-like abilities is 20th. Noble marid are CR 11.

ਬੁਢਾਨੇ, ਨਾਮੀਏ ਈਫ਼ਰੇਟੀ

Huge Outsider (Extraplanar, Fire)

Hit Dice: 16d8+48 (120 hp)
Initiative: +7
Speed: 20 ft. (4 squares), fly 40 ft. (perfect)
Armor Class: 20 (-2 size, +3 Dex, +9 natural), touch 11, flat-footed 17
Base Attack/Grapple: +16/+34
Attack: +1 falchion +25 melee (3d6+16 plus 1d8 fire, 18-20/x2) or slam +24 melee (2d6+10 plus 1d8 fire)
Full Attack: +1 falchion +25/+20/+15/+10 melee (3d6+16 plus 1d8 fire, 18-20/x2) or 2 slams +24 melee (2d6+10 plus 1d8 fire)
Space/Reach: 15 ft./15 ft.
Special Attacks: Changesize, heat, spell-like abilities
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to fire, plane shift, telepathy 100 ft., vulnerability to cold
Saves: Fort +13, Ref +13, Will +12
Abilities: Str 31, Dex 17, Con 16, Int 14, Wis 15, Cha 17
Skills: Bluff +18, Craft (any one) +16, Concentration +18, Di-

plomacy +23, Disguise +8 (+10 acting), Intimidate +20, Knowledge (nobility and royalty) +18, Knowledge (the planes) +16, Listen +16, Move Silently +16, Sense Motive +16, Spellcraft +16, Spot +16, Survival +15 (+17 on other planes)

Feats: Cleave, Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (scorching ray)

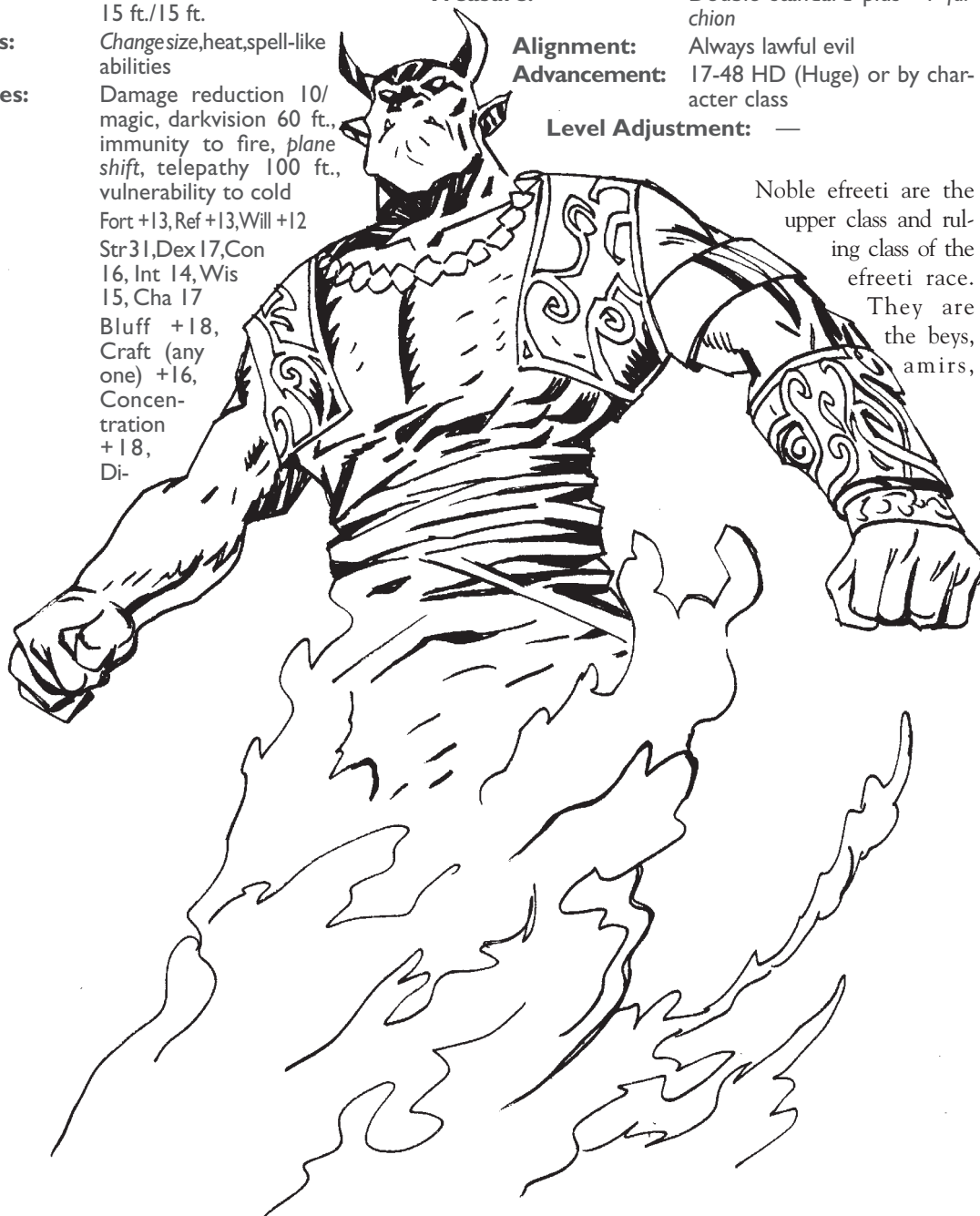
Environment: Elemental Plane of Fire
Organization: Solitary, company (noble plus 2-4 efreeti), or band (1-2 nobles plus 4-8 efreeti)

Challenge Rating: 11
Treasure: Double standard plus +1 falchion

Alignment: Always lawful evil
Advancement: 17-48 HD (Huge) or by character class

Level Adjustment: —

Noble efreeti are the upper class and ruling class of the efreeti race. They are the beys, amirs,



and pashas who hold dominion over the efreeti outposts within the Elemental Plane of Fire and Plane of Molten Skies (as well as the outposts set up on the Material Plane).

A noble efreeti stands 16 feet tall and weighs about 2,500 pounds. Noble efreet speak Auran, Common, Ignan, and Infernal.

colbat

Noble efreeti are even more sadistic than their common counterparts. They enjoy misleading and confusing their opponents as much as other efreeti, but in the end, when a noble has finished toying with an opponent it usually slays it. Particularly troublesome foes are often subjected to the noble's *fire storm* or *fireball* attack.

Change Size (Sp): Twice per day, a noble efreeti can magically change a creature's size. This works just like

an *enlarge person* or *reduce person* spell (the noble efreeti chooses when using the ability), except that the ability can work on the noble efreeti. A DC 14 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

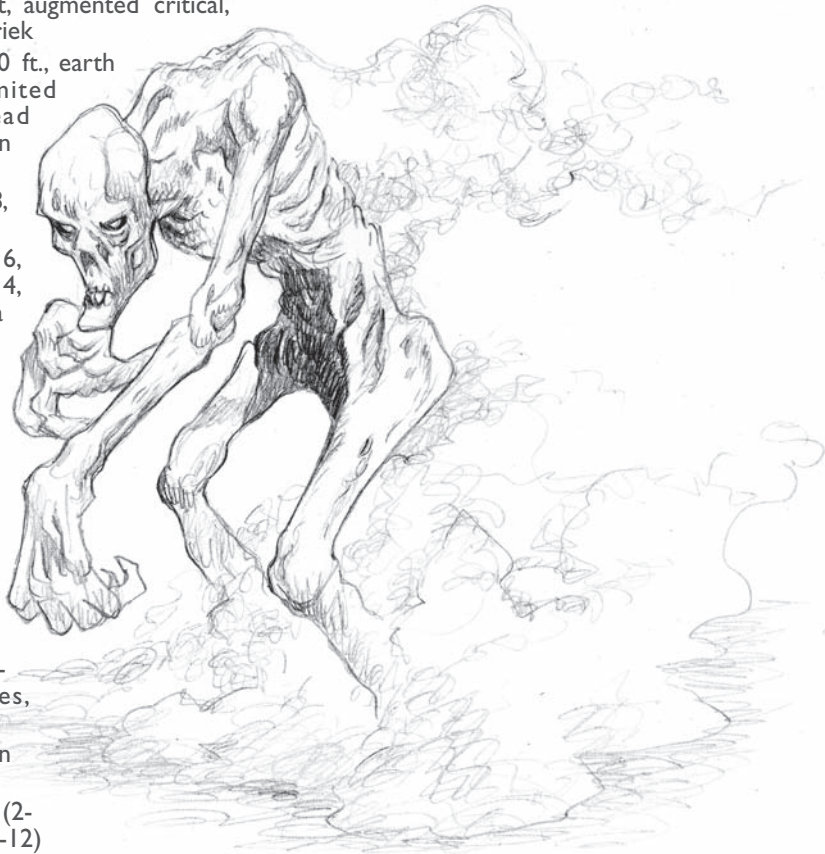
Heat (Ex): A noble efreeti's red-hot body deals 1d8 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling. Noble efreet metallic weapons conduct this heat.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (1 ray only); 3/day—*burning hands* (DC 14), *fireball* (DC 16), *fire storm* (DC 20), *invisibility*, *wall of fire* (DC 17); 1/day—grant up to three *wishes* (to nongenies only), *fire shield*, *gaseous form*, *permanent image* (DC 19), *polymorph* (self only), *summon monster VII* (Huge fire elemental). Caster level 16th. The save DCs are Charisma-based.

ghoul, dust

Medium Undead (Air, Earth, Extraplanar)

Hit Dice:	10d12 (65 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 40 ft. (perfect), burrow 20 ft.
Armor Class:	21 (+3 Dex, +8 natural), touch 13, flat-footed 18
Base Attack/Grapple:	+5/+11
Attack:	Claw +11 melee (1d6+6, 19-20/x3)
Full Attack:	2 claws +11 melee (1d6+6, 19-20/x3) and bite +9 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate dust, augmented critical, paralyzing shriek
Special Qualities:	Darkvision 60 ft., earth mastery, limited flight, undead traits, +4 turn resistance
Saves:	Fort +5, Ref +8, Will +9
Abilities:	Str 22, Dex 16, Con —, Int 14, Wis 14, Cha 16
Skills:	Balance +16, Climb +16, Hide +15, Jump +20, Listen +13, Move Silently +14, Spot +13
Feats:	Great Fortitude, Improved Initiative, Lightning Reflexes, Multiattack
Environment:	Plane of Molten Skies
Organization:	Solitary, gang (2-5), or pack (6-12)
Challenge Rating:	8



Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11-15 HD (Medium); 16-20 HD (Large)
Level Adjustment:	—

This monster appears as a dust-covered creature with decaying flesh pulled tight over its humanoid frame. Its teeth are pointed fangs and its hands end in wicked, dirt-covered and blood-soaked claws.

When a humanoid creature dies on the Parched Expanse on the Plane of Molten Skies, there is a good chance it returns from the afterlife as a dust ghoul—an undead flesh-eating creature composed of dust and earth.

Dust ghouls haunt the Parched Expanse, preying on unwary travelers that linger too long in their hunting grounds. These creatures savor the taste of human flesh and devour such a kill with great ferocity.

corbat

Dust ghouls predicate their arrival by animating dust into ghostly humanoids that immediately move to grapple potential prey. Dust ghouls then move in (often swooping in from above) and attempt to paralyze their foes with their shriek. Prey is then torn to pieces by the dust ghouls using its claws and fangs. If a dust ghoul is slain, it crumbles into a pile of dust.

Animate Dust (Su): Once per day, a dust ghoul can cause 1d4 ghostly humanoid-shaped creatures to material-

ize from an area of dust and earth within 100 feet. The dust ghoul can control and direct these creatures as long as it is “alive” and within 100 feet. The dust creatures have a speed of 10 feet and each has only one attack; a grapple. Each has a grapple bonus equal to 1/2 dust ghoul’s HD + its Strength modifier (+11 grapple bonus for the standard dust ghoul). A dust creature holds but does not harm creatures it grapples. The dust humanoids are immune to all attacks and spells, except water-based spells and effects. A gallon of water instantly destroys a dust humanoid.

If the dust ghoul moves more than 100 feet away from a dust creature, that dust creature collapses into a pile of harmless dust. If the dust ghoul is destroyed, all dust creatures it animated collapse.

Augmented Critical (Ex): A dust ghoul’s claws are razor-sharp. It threatens a critical hit on an attack roll of 19-20. On a successful critical hit with a claw, it deals triple damage.

Paralyzing Shriek (Su): Once per minute, a dust ghoul can unleash a hellish shriek that paralyzes any creature within 60 feet that hears it. Affected creatures that succeed on a DC 18 Will save negate the paralysis. The save DC is Charisma-based.

Earth Mastery (Ex): A dust ghoul gains a +1 bonus on attack and damage rolls if its foe is touching the ground. If an opponent is waterborne, the dust ghoul takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Limited Flight (Ex): A dust ghoul can fly for a number of minutes equal to its Charisma bonus. After that, it must rest for 10 minutes before it can fly again.

ghoul

Large Undead (Extraplanar)	
Hit Dice:	7d12 (45 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	19 (–1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+3/+11
Attack:	Claw +6 melee (1d8+4 plus paralysis) or paralyzing spittle +6 ranged touch (paralysis)
Full Attack:	2 claws +6 melee (1d8+4 plus paralysis) and bite +4 melee (1d8+2) or paralyzing spittle +6 ranged touch (paralysis)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Create spawn, paralysis, paralyzing spittle, spell-like abilities
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., immunity to acid, telepathy 100 ft., +2 turn resistance, undead traits
Saves:	Fort +2, Ref +6, Will +8
Abilities:	Str 18, Dex 19, Con —, Int 14, Wis 17, Cha 15

Skills:	Concentration +6, Craft (any one) +8, Escape Artist +12, Intimidate +8, Knowledge (any one) +8, Listen +11, Move Silently +10, Sense Motive +9, Spot +11
Feats:	Combat Reflexes, Improved Initiative, Multiattack
Environment:	Any
Organization:	Solitary, gang (2–4), or band (5–10)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

This ragged-looking creature stands about 8 feet tall and wears the tattered remains of clothing. Its skin is dry and cracked and seems to break away from its body as it moves. Its eyes are hollow dark sockets and show no signs of life.

Ghouls are the undead form of genies returned to life by some ancient and now forgotten magic. The abomination

that created the first ghuls is thought to have been performed by a fiendish djinn who served Iblis as his consort. It is believed the experiments required to create the first ghuls included various body fluids from both the djinni consort and Iblis himself.

Ghuls are completely and thoroughly evil and hate all living creatures. They have a strong dislike for djinni, efreeti, and marids and always attack them on sight, concentrating their attacks against them.

غولبات

Ghuls attack by slashing their foes with their wicked claws and by spitting a line of stinking, rotting bile at an opponent within range. While combating its foes, a ghul makes use of its spell-like abilities.

A ghul's natural weapons are considered magic weapons for the purpose of overcoming damage reduction.

Create Spawn (Su): Any genie slain by a ghul becomes a ghul in 1d4 hours. Spawn are under command of the one that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Paralysis (Ex): Those hit by a ghul's claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d6+2 rounds. Elves can be affected by this paralysis. The save DC is Charisma-based.

Paralyzing Spittle (Ex): Every 1d4 rounds, a ghul can spit a line of paralyzing bile at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If hit, a target must succeed on a DC 15 Fortitude save or be paralyzed for 1d6+2 rounds. The save DC is Charisma-based.

Spell-Like Abilities: At will—*invisibility* (self only); *curse water*, *persistent image* (DC 17), *wind walk*. Caster level 20th. The save DC is Charisma-based.

گھول، ساند

Huge Giant (Earth)

Hit Dice: 17d8+102 (178 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 23 (-2 size, +1 Dex, +2 leather, +12 natural), touch 9, flat-footed 22

Base Attack/Grapple: +12/+33
Attack: Greatsword +24 melee (4d6+19, 19-20/x2) or slam +23 melee (1d8+13)

Full Attack: Greatsword +24/+19/+14 melee (4d6+19, 19-20/x2) or 2 slams +23 melee (1d8+13)
Space/Reach: 15 ft./15 ft.

Special Attacks: Shape earth, spell-like abilities
Special Qualities: Low-light vision, rock catching, scent

Saves: Fort +16, Ref +6, Will +8
Abilities: Str 37, Dex 13, Con 23, Int 12, Wis 12, Cha 14

Skills: Jump +28, Listen +16, Spot +16, Survival +16
Feats: Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (greatsword)

Environment: Warm deserts
Organization: Solitary, gang (2-4), raiding party (6-9 plus 1 cleric or sorcerer of 6th-9th level), family (2-4 plus 35% noncombatants), or tribe (8-27 plus 35% noncombatants and 1 sorcerer of 10th-12th level and 1 cleric of 9th-11th level)

Challenge Rating: 14

Treasure: Standard coins; double goods; standard items
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: —

This giant looks like a savage humanoid with dark tan skin, dark hair, and green eyes.

Sand giants are brutal, somewhat barbaric giants that prey on those weaker than themselves. They have dark tan skin, brown hair, and dark brown or dark green eyes. An adult male stands approximately 20 feet tall. Males tend to wear their hair and beards braided. Sand giants wear light clothes and light armor (if any). In times of battle or war, males may don chainmail. A typical sand giant's bag contains food, 3d4 mundane items, and a modest amount of cash (no more than 12d10 coins).

Sand Giants speak Giant and Common. Sand giants can live to be 500 years old.

غولبات

Sand giants favor their greatswords in combat. They usually begin combat by shaping a fist from the surrounding terrain and attacking with their greatswords in concert with the earthen fist. Sand giant do not throw rocks like many other giants do, but they can catch rocks or similar projectiles as other giants.

Shape Earth (Su): Once per day, a sand giant can form a volume of sand within 40 feet into the shape of a 20-foot long arm that ends in a clenched fist. The arm has a Space of 10 ft. and a reach of 20 ft. The arm and fist cannot move from the location where it was created.

The arm and fist have AC 20, hp 65. It can attack once per round and has an attack bonus equal to the

giant's base attack bonus (+12 melee), +10 for the arm's Strength score (30), -1 for being large; thus the typical sand giant can create an arm/fist with an attack bonus of +21. The fist deals 1d8+10 points of damage on each attack, and any creature struck must succeed on a DC 24 Fortitude save or be stunned for 1 round. The save DC is Constitution-based. The arm remains for a number of rounds equal to the sand giant's Hit Dice (17 rounds for a typical sand giant). A sand giant does not need to concentrate to maintain the arm and can direct it to attack a new target as a free action.

The arm loses shape if it is reduced to 0 or less hit points, the duration expires, or the sand giant dies.

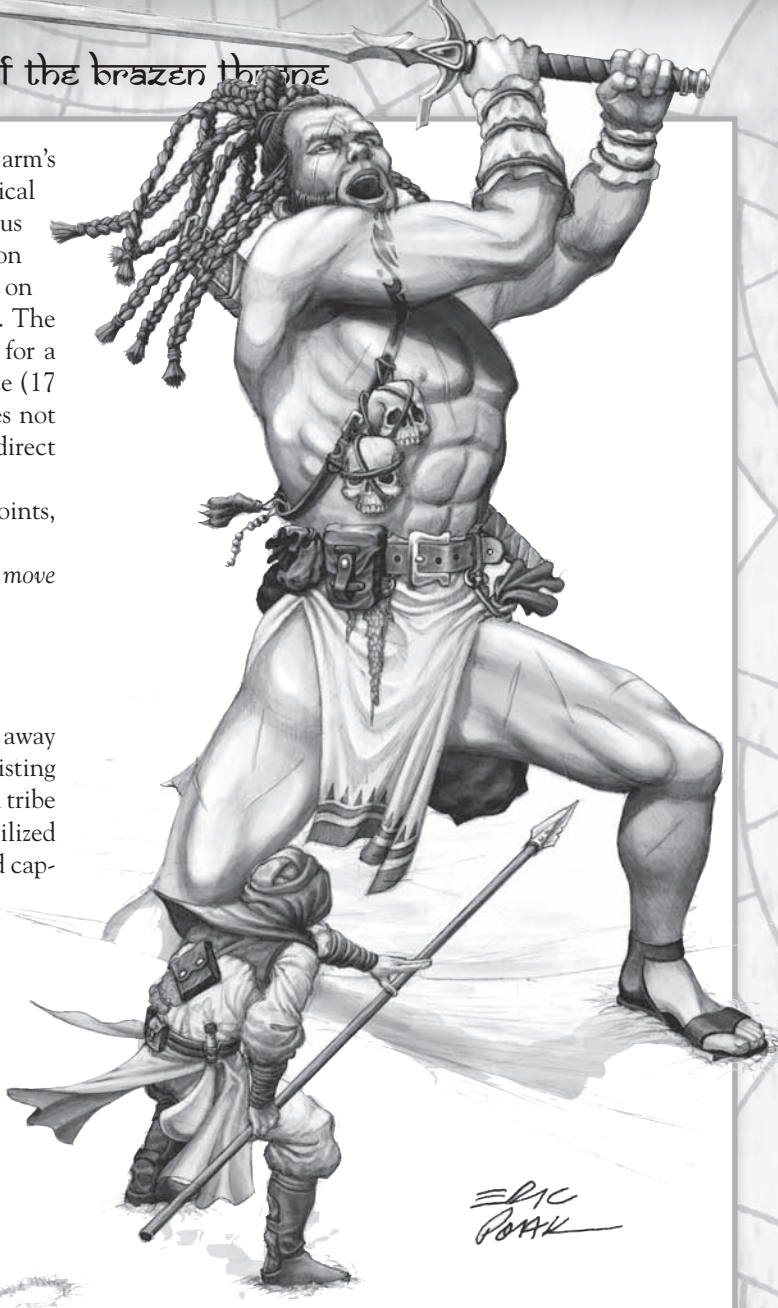
Spell-Like Abilities: 2/day—*soften earth and stone, move earth*; 1/day—*earthquake*. Caster level 20th.

Sand Giant Society

Sand giants make their homes in warm desert lands away from civilization. They live in organized tribes consisting of 8-9 families of 2-4 members each. On occasion, a tribe forms a raiding party that sets off to the nearest civilized place, returning at a later time with food, coins, and captives. For each adult in a sand giant's lair, there is a 40% chance that the lair has 1d3 captives of any humanoid race.

Sand Giant Characters

A sand giant's favored class is fighter. Many tribes or groups include druids or clerics with access to two of the following domains: Earth, Evil, Strength, and War.



Giant, Ikkoré

Large Giant (Air, Extraplanar, Fire)	
Hit Dice:	8d8+32 (68 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+6/+16
Attack:	Heavy mace +11 melee (2d6+6) or rock +8 ranged (1d6+6 plus 1d6 fire)
Full Attack:	Heavy mace +11/+5 melee (2d6+6) or rock +8 ranged (1d6+6 plus 1d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to fire, low-light vision, rock catching, smoke form

Saves:	Fort +10, Ref +4, Will +4
Abilities:	Str 22, Dex 14, Con 19, Int 8, Wis 11, Cha 12
Skills:	Hide -1*, Listen +5, Spot +5
Feats:	Combat Reflexes, Iron Will, Power Attack
Environment:	Plane of Molten Skies
Organization:	Solitary, gang (2-5), band (6-9 plus 25% noncombatants), hunting party (6-9 plus 1 leader of 3rd level), or tribe (20-40 plus 25% noncombatants, 1 shaman of 4th level or higher, and 1 leader of 6th level or higher)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+5

This giant resembles a 9-foot tall humanoid with soot-colored skin, dark eyes, and dark hair. It is dressed in dirty, soot-covered clothes, and its hands are caked with dirt and filth.

Smoke giants are evil giants known for their ruthlessness. Among other races they have a nasty reputation for being thieves and murderers, even killing their own kind if the end result serves the betterment of the one doing the killing. They are generally reclusive creatures, keeping to their own devices and rarely having anything to do with outside races, which suit the other races just fine as most don't trust smoke giants at all.

Smoke giants encountered away from their tribe are usually members of a hunting or raiding party. While they are generally able to consume just about anything they can catch and kill, smoke giants prefer the flesh of smoke mephits above anything else. Regardless of what they eat, a smoke giant always covers its food in a thick layer of soot before consuming it (it tastes better that way). Prey that is captured but not slaughtered is stored in large soot-filled pits until ready to be devoured.

Smoke giants do not engage in trade with other races. They sometimes form alliances with other tribes of giants (usually ogres or trolls), but most such alliances are short-lived because of the general distrust of smoke giants. Alliances even between tribes of smoke giants are rare.

A smoke giant stands about 9 feet tall and weighs about 800 pounds. Smoke giants speak Giant. Those with an Intelligence of 10 or higher also speak Common or Ignan.

combat

Smoke giants begin combat by hurling rocks in an effort to scatter their opponents. After this, the giants rush into battle swinging their huge maces. A favorite tactic employed by some smoke giant bands is to have one or two of them envelop their opponents in smoke (using their *smoke* spell-like ability) while the rest pummel them with their weapons.

Smoke giants encountered near the Tempest of Embers on the Plane of Molt'n Skies, they like to grab their foes and toss them into that cyclone of burning air.

Rock Throwing (Ex): The range increment for a smoke giant's thrown rocks (Small objects) is 120 feet. Like other giants, a smoke giant has a +1 racial bonus on attack rolls when throwing rocks. (This bonus is already included in the statistics block.)

A smoke giant's rocks are made of soot, rock, and burning embers. Each rock deals fire damage if it hits.

Spell-Like Abilities: 3/day—*smoke* (as fog cloud). Caster level 8th.

Smoke Form (Su): A smoke giant's form is solid. As a free action it can change to a smoky form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. In smoke form, a smoke giant can fly at a speed of 50 feet (perfect). This ability is otherwise similar to a *gaseous form* spell (caster level 8th).

Skills: *In areas of fog or smoke, a smoke giant gets a +8 racial bonus on Hide checks.

इलोक्रे गिअन्ट्स अइ चरअक्टर्स

Smoke giants are usually barbarians. Their reputation as thieves and murderers comes from their savagery in combat and their preference to



use brute force rather than stealth to accomplish their goals. Leaders are barbarians and shamans are adepts or clerics with access to two of the following domains: Air, Fire, Strength.

Smoke giant characters possess the following racial traits.

- +12 Strength, +2 Dexterity, +8 Constitution, -2 Intelligence, +2 Charisma.

- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying double those of Medium characters.

- Space/Reach: 10 feet/10 feet.

- A smoke giant's base speed is 40 feet.

- Darkvision to a range of 60 feet.

- Low-light vision.

- Racial Hit Dice: A smoke giant begins with eight levels of giant, which provides it with 8d8 Hit Dice, a base attack bonus of +6, and base saving throws of Fort +6, Ref +2, and Will +2.

- Racial Skills: A smoke giant's giant levels give it skill points equal to 11 x (2 + Int modifier, minimum 1). Its class skills are Hide, Listen, and Spot. In areas of fog or smoke, a smoke giant gets a +8 racial bonus on Hide checks.

- Racial Feats: A smoke giant's giant levels give it three feats.

- +6 natural armor bonus.

- Special Attacks (see above): Rock throwing, spell-like abilities.

- Special Qualities (see above): Immunity to fire, low-light vision, rock catching, smoke form.

- Weapon and Armor Proficiency: A smoke giant is automatically proficient with simple weapons, martial weapons, and light and medium armor, and shields.

- Automatic Languages: Giant. Bonus Languages: Common, Auran, Goblin, Ignan, Orc.

- Favored Class: Barbarian.

- Level Adjustment +5.

Giant, volcano

Huge Giant (Earth, Fire)

Hit Dice: 17d8+102 (178 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 23 (-2 size, +1 Dex, +12 natural, +2 leather), touch 9, flat-footed 22

Base Attack/Grapple: +12/+31

Attack: Gargantuan longspear +21 melee (4d6+16, crit x3); or rock +12 ranged (2d8+11 plus 1d6 fire)

Full Attack: Gargantuan longspear +21/+16/+11 melee (4d6+16, crit x3); or rock +12 ranged (2d8+11 plus 1d6 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Breath weapon, rock throwing, trample 2d6+16

Special Qualities: Low-light vision, immunity to fire, oversized weapon, rock catching, stone shape, vulnerability to cold

Saves: Fort +16, Ref +6, Will +7

Abilities: Str 32, Dex 12, Con 22, Int 10, Wis 11, Cha 11

Skills: Climb +19, Intimidate +7, Jump +21, Knowledge (volcanism) +10, Spot +5

Feats: Awesome Blow, Cleave, Improved Sunder, Iron Will, Power Attack, Thump

Environment: Warm mountains

Organization: Solitary, gang (2-5) or band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd

level), hunting/raiding party (6-9 plus 1 adept or sorcerer of 3-5th level plus 3-8 fire lizards); or tribe (21-30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12-30 fire lizards)

Challenge Rating: 14

Treasure: Standard

Alignment: Often chaotic neutral

Advancement: By character class

Level Adjustment: +6

This giant resembles a massive barrel-chested human with dark hair, dark skin, and amber eyes.

Volcano giants make their homes in the many twisting caves and subterranean rooms of volcanic cones, enlarging and reinforcing them for comfort and convenience.

Clothing for a volcano giant usually consists of little more than a simple wrap of fire lizard skin. A volcano giant wears ornaments made of bone, shell, and obsidian, and their general culture and society is similar to that of humanoid civilizations on tropical islands. Such island societies often get along well with local tribes of volcano giants, engaging in trade and peacefully coexisting. Should a tribe of volcano giants form an allegiance with a human tribe, the giants warn the humans of possible eruptions of their volcano to allow them time to escape the destruction.

Although volcano giants can be described as good-natured and peaceful people, their demeanor can change quickly. At a real or imagined affront, a volcano giant can erupt with a passion that is rivaled only by the fire and fury of the volcano in which it lives. Volcano giants feel that their shadow is actually their soul, and do not tolerate any creature that dares to trod upon it.

A volcano giant is an 18-foot tall barrel-chested giant with black or brown hair and brown, black, or dark amber eyes. Its skin is leathery and tanned reddish-brown. The hair of a volcano giant is tough and wiry, with the strength and texture of copper.

The typical volcano giant speaks Giant and Ignan.

combat

Volcano giants usually use Gargantuan longspears in combat. They are fierce and brave warriors, not backing down from any adversary. Many choose to open combat with their breath weapon so as to soften up their foes before attacking.

Breath Weapon (Su): Three times per day, a volcano giant can exhale a cloud of warm and sulfuric gas in a 30-foot cone. Affected creatures must make a successful Fortitude save (DC 24) or take a -4 circumstance penalty on attack rolls, checks and saves for 1 minute (10 rounds) due to fits of coughing and choking. The save DC is Constitution-based.

Trample (Ex): Reflex half DC 29. The save DC is Strength-based.

Rock Throwing (Ex): Adult volcano giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A volcano giant can hurl rocks of 60 to 80 pounds (Medium objects). A volcano giant's thrown rocks have a range increment of 110 feet. As a full-attack action a volcano can reach into an open source of flowing lava, pull out a semi-solidified blob of molten rock, and throw it. Such a missile deals normal rock damage plus an extra 1d6 points of fire damage per round for 1d4+1 rounds if it hits.

Oversized Weapon (Ex): A volcano giant wields a Gargantuan two-handed longspear without penalty.

Rock Catching (Ex): A volcano giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Stone Shape (Sp): Once per day, a volcano giant can create an effect identical to a *stone shape* spell (caster level 17th).

volcano giant characters

Volcano giants favored class is fighter. Leaders are usually fighters. Clerics are called shamans and are usually adepts. Clerics can choose two of the following domains: Air, Fire, Earth, and Destruction.



श्रीवइइ वपुरल

Hit Dice:	Large Dragon 16d12+64 (168 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	26 (-1 size, +2 Dex, +15 natural), touch 11, flat-footed 24
Base Attack/Grapple:	+16/+26
Attack:	Bite +21 melee (2d6+6, 19-20/x2)
Full Attack:	Bite +21 melee (2d6+6, 19-20/x2) and 2 claws +19 melee (1d8+3) and tail slap +19 melee (1d8+9)
Space/Reach:	10 ft./5 ft. (10 ft. with bite)
Special Attacks:	Breath weapon
Special Qualities:	Damage reduction 10/magic and bludgeoning, darkvision 60 ft., dragon traits, reflective hide, spell reflection
Saves:	Fort +14, Ref +12, Will +11
Abilities:	Str 23, Dex 14, Con 19, Int 10, Wis 12, Cha 12
Skills:	Diplomacy +20, Escape Artist +12, Listen +22, Move Silently +11, Search +19, Sense Motive +20, Spot +22
Feats:	Alertness, Cleave, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack
Environment:	Underground
Organization:	Solitary, pair, or family (3-5)
Challenge Rating:	14
Treasure:	Double coins; triple goods (gems only); double items
Alignment:	Usually neutral
Advancement:	17-30 HD (Large); 31-48 HD (Huge)
Level Adjustment:	—

This dragon appears to be formed of crystal or glass. Its scales are semi-transparent and appear razor-sharp. Its head is angular with two blade-like horns swept back across its crown. A glass fin-like crest starts near the base of its skull, runs down the center of its back and tapers off as it reaches the monster's tail. Its large wings are translucent and the sound of grating glass can be heard as the beast moves.

Glass wyrms are relatives of other dragons and are believed to have their origin on another plane of existence (though this can neither be

confirmed nor denied by sages, and no one has ever actually asked one of these creatures).

Glass wyrms make their home beneath the surface world and enjoy the relative solitude of the Underdark. Their lairs normally consist of a maze of twisting and winding corridors meant to confuse and befuddle trespassers. Their lairs are littered with scores and scores of gemstones and broken glass (thought to come from the glass wyrm's scales).

Glass wyrms sustain themselves on a diet of gemstones and natural minerals, and rarely eat meat (though their draconic heritage does occasionally rise to the surface thereby instilling the taste for such things in them).

Glass wyrms speak Draconic and at least one other language (usually Undercommon).

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Glass wyrms rely on their breath weapon and natural attacks in combat, switching between them as the battle warrants. Powerful foes are always targeted first and subjected to the monster's breath weapon. Some glass wyrms keep torches or



other light sources scattered about their labyrinthine lairs so they can use their reflective hide to blind trespassers and enter combat quickly before their opponents can react.

Breath Weapon (Su): A glass wurm can unleash a blast of razor-sharp shards of glass once every 1d4 rounds in a 40-foot cone. Affected creatures take 12d6 points of piercing damage (DC 22 Reflex save for half). The save DC is Constitution-based.

Reflective Hide (Ex): Any mundane or magical light source brought within 30 feet of a glass wurm causes the light to be reflected as a burst that blinds all creatures within 30 feet for 1d6+4 rounds. A creature can attempt a DC 22 Fortitude save to negate the blinding effect. The save DC is Constitution-based.

Spell Reflection (Ex): Any spell or spell-like ability that allows spell resistance and targets a glass wurm (or includes it in its area of effect) is reflected back on the caster if the glass wurm successfully resists the spell or effect. The original caster becomes the spell's target (or its point of origin in the case of area spells). A reflected spell can be resisted normally by the caster (and any other creatures affected).

A glass wurm cannot reflect a sonic-based spell or spell-like ability, even if it allows resistance.

Vulnerability to Sonics (Ex): A glass wurm takes half again as much (+50%) damage as normal from sonic attacks and effects, regardless of whether a saving throw is allowed, or if the save is a success or failure.

शुद्ध, लोहवा

Huge Construct

Hit Dice:	54d10+43 (340 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	42 (–2 size, +4 Dex, +30 natural), touch 12, flat-footed 38
Base Attack/Grapple:	+40/+68
Attack:	Slam +59 (6d10+20) melee
Full Attack:	2 slams +59 (6d10+20) melee
Space/Reach:	15 ft./15 ft.
Special Attacks:	Trample 6d10+30
Special Qualities:	Construct traits, damage reduction 20/epic and adamantine, darkvision 60 ft., immunity to magic
Saves:	Fort +20, Ref +24, Will +26
Abilities:	Str 51, Dex 18, Con —, Int 25, Wis 22, Cha 20
Skills:	Intimidate +62, Knowledge (any one) +64, Knowledge (religion) +64, Knowledge (the planes) +64, Listen +65, Search +64, Sense Motive +63, Spot +65, Survival +63 (+65 on other planes, +65 following tracks)
Feats:	Alertness, Awesome Blow, Cleave, Combat Expertise, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Overrun, Improved Sunder, Improved Trip, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness, Weapon Focus (slam)
Environment:	Any
Organization:	Solitary
Challenge Rating:	25
Treasure:	None
Alignment:	Usually neutral
Advancement:	55–82 HD (Huge); 83–108 HD (Gargantuan)
Level Adjustment:	—



This massive automaton stands about 20 feet tall. Its body shines with a silvery hue and its eyes spark with a gleam of intelligence and life.

Mithral golems are powerful constructs created by mighty spellcasters and usually tasked with the job of guarding or protecting an area or an individual. Once given a task, a mithral golem never deviates from it. Unlike standard golems, a mithral golem is imbued with intelligence and reason, and uses these to its advantage when confronting its foes.

Mithral golems speak Common and at least six other languages (which usually includes some or all of the same languages as its creator).

Combat

A mithral golem attacks by pummeling its foes with its powerful fists or by charging and trampling over foes smaller than itself. Its intelligence allows it to use much more advanced tactics than the standard automaton.

A mithral golem's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Trample (Ex): Reflex DC 57. The save DC is Strength-based.

Immunity to Magic (Ex): A mithral golem is immune to all divine magic or effects regardless of whether it allows spell resistance or a save.

Further, a mithral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the golem, as noted below.

A non-divine magical attack that deals electricity damage slows a mithral golem (as the slow spell) for 3 rounds, with no saving throw.

A non-divine magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A mithral golem gets no saving throw against fire effects.

Construction

A mithral golem's body is sculpted from 45,000 pounds of pure iron and is then polymorphed into mithral (using *polymorph any object*). The total cost of the body must be at least 25,000 gp.

Assembling the body requires a successful DC 40 Craft (armorsmithing) check or DC 40 Craft (weaponsmithing) check.

CL 30th; Craft Construct (see the MM), *Bigsby's crushing hand*, *geas/quest*, *wish*, creator must be at least 30th level; Price 500,000 gp; Cost 275,000 gp + 10,000 XP.

Gorgimera

Large Magical Beast

Hit Dice: 10d10+40 (85 hp)
Initiative: +1
Speed: 40 ft. (8 squares), fly 50 ft. (poor)

Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +10/+18
Attack: Bite +13 melee (2d6+4)

Full Attack: Bite +13 melee (2d6+4) and bite +11 melee (1d8+4) and butt +11 melee (1d8+4) and 2 claws +11 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath weapon
Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +11, Ref +8, Will +4

Abilities: Str 19, Dex 13, Con 19, Int 4, Wis 13, Cha 10

Skills: Hide +2, Listen +9, Spot +9

Feats: Alertness, Hover, Multiattack, Power Attack

Environment: Temperate hills and mountains

Organization: Solitary or pair

Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral
Advancement: 11-14 HD (Large); 15-30 HD (Huge)
Level Adjustment: —

This hideous creature has leathery dragon wings and three heads: a lion, a dragon, and a gorgon. Its hindquarters are that of a gorgon and its forequarters are that of a great lion.

A gorgimera is a chimerical creature akin to the standard chimera. It is a highly territorial predator whose hunting range often covers several square miles around its lair. The creature makes its home inside caves high atop mountains or deep inside caverns. A typical lair contains a mated pair and one or two young.

A gorgimera is a chimerical creature with the heads of a lion, dragon, and gorgon. It has the hindquarters of a gorgon and the forequarters of lion.

A gorgimera's dragon head can be that of any of the evil dragons (see below). The lion head has no mane, and the scaled gorgon head is a deep navy blue with glowing red eyes. Gorgimeras can speak Draconic, but seldom do.

colobat

A gorgimera prefers to attack from ambush. It usually attacks by biting with its lion head and dragon head, butting with its gorgon head, and slashing with its front leonine paws. In lieu of biting, the dragon head and gorgon head can loose their respective breath weapons.

Breath Weapon (Su): A gorgimera has two breath weapons, each of which can be used independently of the other (thus it can breathe twice in a given round as a standard action).

Dragon: A gorgimera's dragon head breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a gorgimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based.

To determine a gorgimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

1d10	Head Color	Breath Weapon
1–2	Black	40-foot line of acid
3–4	Blue	40-foot line of lightning
5–6	Green	20-foot cone of gas (acid)
7–8	Red	20-foot cone of fire
9–10	White	20-foot cone of cold

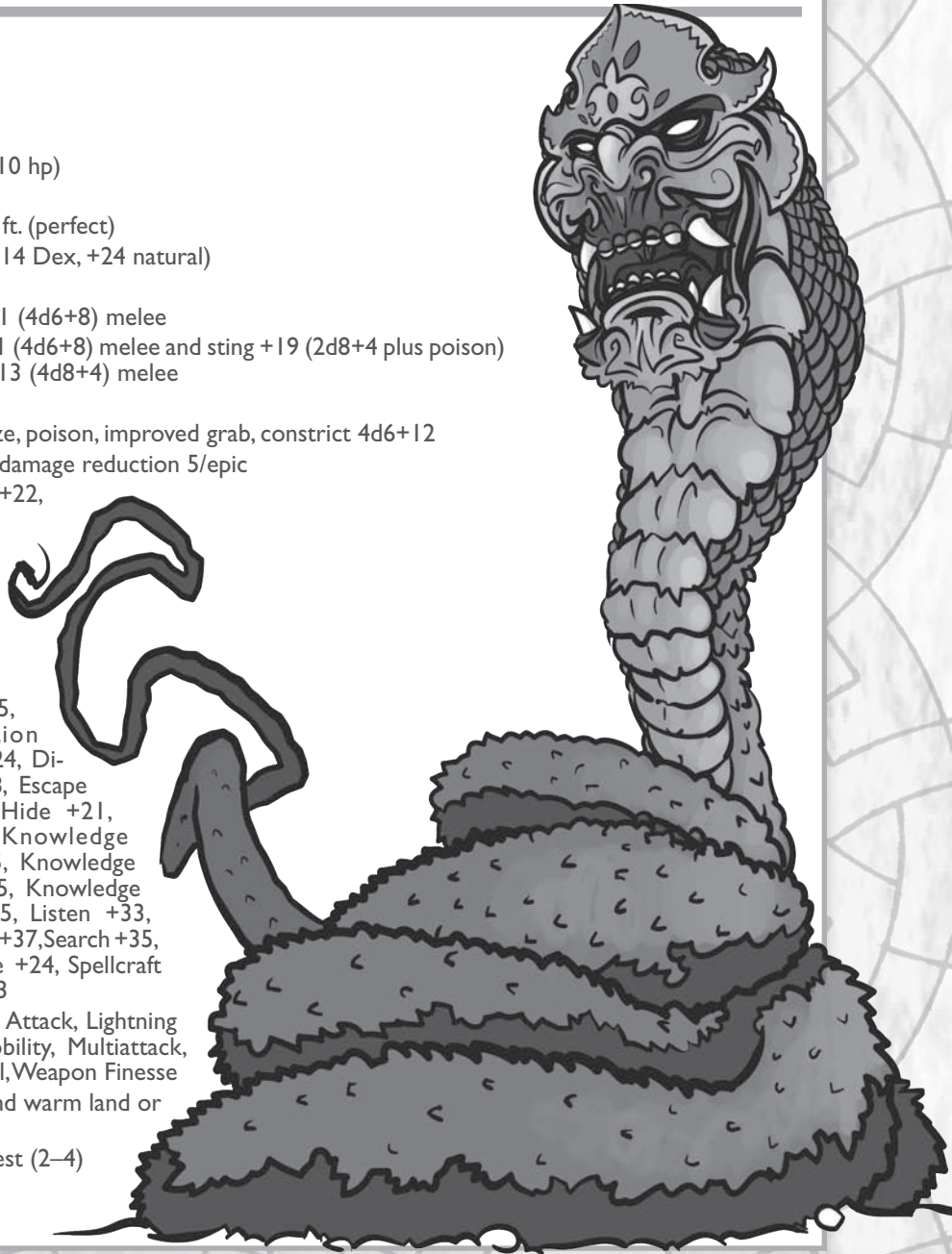
Gorgon: A gorgimera's gorgon head breath weapon is usable once every 1d4 rounds (no more than twice per day), turns a creature to stone permanently, and allows a DC 19 Fortitude save to avoid. The save DC is Constitution-based. The breath weapon is a 30-foot cone.

Skills: The gorgimera's three heads grant it a +2 racial bonus on Listen and Spot checks.

ha-naga

Colossal Aberration

Hit Dice:	20d8+220 (310 hp)
Initiative:	+14 (Dex)
Speed:	60 ft., fly 120 ft. (perfect)
AC:	40 (–8 size, +14 Dex, +24 natural)
Base Attack/Grapple:	+15/+39
Attack:	Coil whip +21 (4d6+8) melee
Full Attack:	Coil whip +21 (4d6+8) melee and sting +19 (2d8+4 plus poison) melee, bite +13 (4d8+4) melee
Space/Reach:	30 ft./ 20 ft.
Special Attacks:	Charming gaze, poison, improved grab, constrict 4d6+12
Special Qualities:	Flight, SR 30, damage reduction 5/epic
Saves:	Fort +17, Ref +22, Will +22
Abilities:	Str 27, Dex 38, Con 32, Int 35, Wis 31, Cha 36
Skills:	Appraise +35, Concentration +34, Bluff +24, Diplomacy +38, Escape Artist +37, Hide +21, Jump +20, Knowledge (arcana) +35, Knowledge (history) +35, Knowledge (religion) +35, Listen +33, Move Silently +37, Search +35, Sense Motive +24, Spellcraft +37, Spot +33
Feats:	Dodge, Flyby Attack, Lightning Reflexes, Mobility, Multiattack, Quicken Spell, Weapon Finesse
Climate/Terrain:	Temperate and warm land or underground
Organization:	Solitary or nest (2–4)
Challenge Rating:	22



Secrets of the Brazen Throne

Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	21–40 HD (Colossal)
Level Adjustment:	—

This creature appears as a massive snake with the head of a gigantic humanoid. Ha-nagas can reach lengths of 70 feet or more.

Ha-nagas are larger, meaner versions of the naga. They are detailed fully in the *Epic Level Handbook*.

tolbat

A ha-naga's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Flight (Su): As per the *fly* spell, 120 ft. (perfect). This ability gives the ha-naga a +6 circumstance bonus on Move Silently checks.

Charming Gaze (Su): As *mass charm monster*, 90 ft., Will save (DC 33). The DC is Charisma-based.

Chameleon Ability (Ex): Ha-nagas can blend in with their surroundings, giving them a +8 circumstance bonus on Hide checks.

Constrict (Ex): A ha-naga deals 4d6+12 points damage with a successful grapple attack against Huge or smaller opponents.

Improved Grab (Ex): To use this ability, the ha-naga must hit with its coil whip attack. If it succeeds, it can constrict.

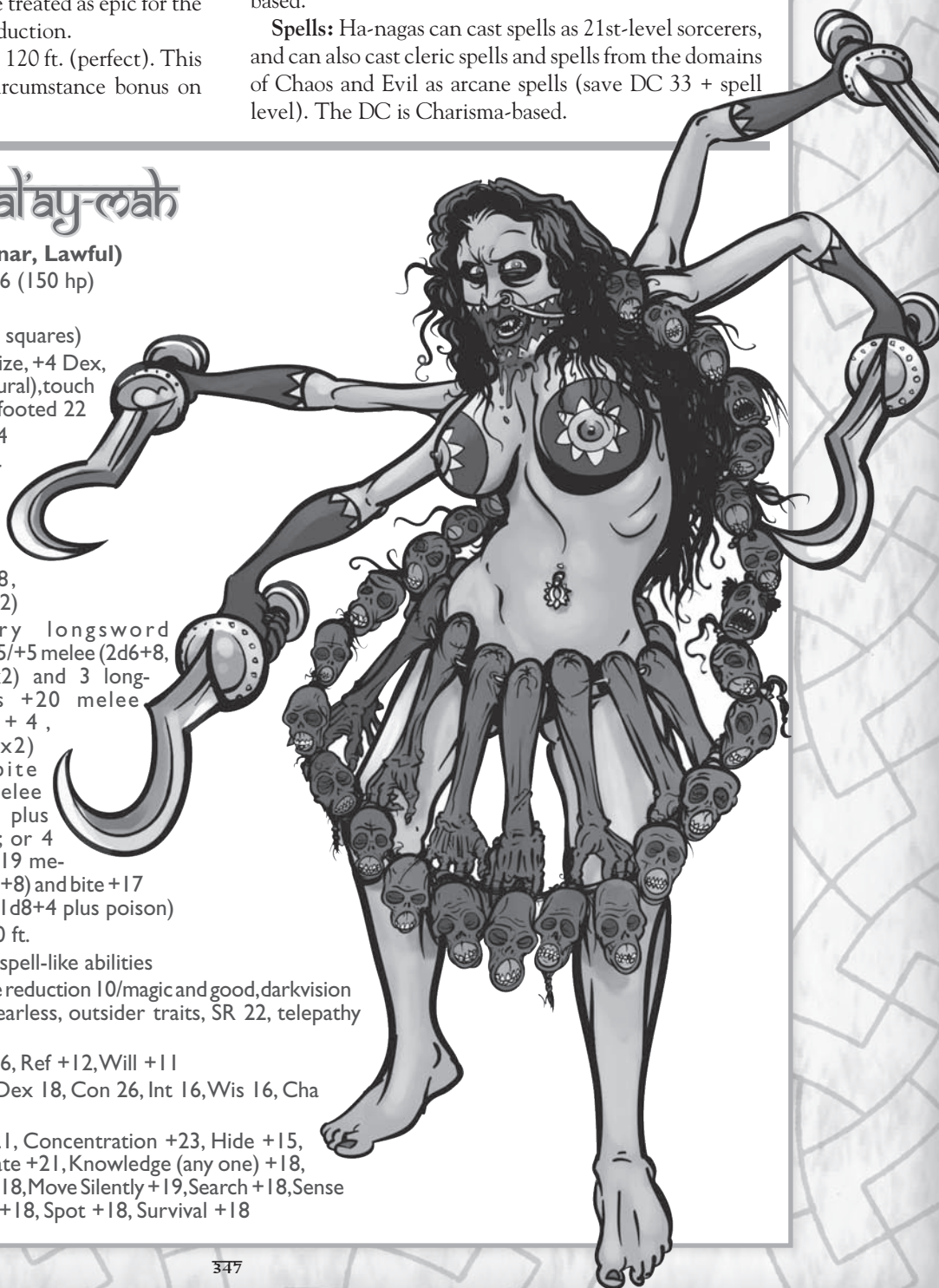
Poison (Ex): Sting, Fort save (DC 31); initial and secondary damage 2d8 Con. The DC is Constitution-based.

Spells: Ha-nagas can cast spells as 21st-level sorcerers, and can also cast cleric spells and spells from the domains of Chaos and Evil as arcane spells (save DC 33 + spell level). The DC is Charisma-based.

handmaidens of kal'ay-mah

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	12d8+96 (150 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	26 (-1 size, +4 Dex, +13 natural), touch 13, flat-footed 22
Base Attack/Grapple:	+12/+24
Attack:	Longsword +20 melee (2d6+8, 19-20/x2) and 3 long-swords +20 melee (2d6+4, 19-20/x2) and bite +18 melee (1d8+4 plus poison); or 4 slams +19 melee (1d8+8) and bite +17 melee (1d8+4 plus poison)
Full Attack:	Primary longsword +20/+15/+5 melee (2d6+8, 19-20/x2) and 3 long-swords +20 melee (2d6+4, 19-20/x2) and bite +18 melee (1d8+4 plus poison); or 4 slams +19 melee (1d8+8) and bite +17 melee (1d8+4 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Damage reduction 10/magic and good, darkvision 60 ft., fearless, outsider traits, SR 22, telepathy 100 ft.
Saves:	Fort +16, Ref +12, Will +11
Abilities:	Str 26, Dex 18, Con 26, Int 16, Wis 16, Cha 22
Skills:	Bluff +21, Concentration +23, Hide +15, Intimidate +21, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +18



Feats:	Cleave, Multiattack, Multi-weapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	Any evil-aligned plane
Organization:	Solitary
Challenge Rating:	12
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	13-24 HD (Large); 25-36 HD (Huge)
Level Adjustment:	—

This fearsome creature appears as a four-armed ebony-colored female with glowing red eyes, nude and cloaked only in a garland of severed heads. Its hair is long, and waist-length, colored a mixture of natural red and matted thick with blood. A thin purplish liquid oozes from its mouth, dripping from its pointed fangs. It wears the limbs, presumably of previous foes girded about its waist.

Handmaidens are the favored of Kal' Ay-Mah, the Black Mother, and the bringer of destruction and preserver of order. They are fearsome creatures and are hated equally by both demons and devils alike.

Handmaidens are often sent by Kal' Ay-Mah to aid or punish her priests. In times of need, a priest that calls upon Kal' Ay-Mah is just as likely to receive aid as he is to go ignored. If sent to punish a priest for some transgression, a handmaiden attacks relentlessly or stalks its target without relenting. The handmaiden delivers the punishment as ordered by their goddess, be it a stern warning or death.

A handmaiden stands 9 feet tall and weighs about 250 pounds.

colobat

Handmaidens are ruthless combatants and always fight to the death. They charge into combat, albeit not recklessly, using all four of their swords while attempting to destroy (via *destruction*) or *disintegrate* the foe they deem the biggest threat.

A handmaiden attacks primarily with four longswords, gaining extra attacks with its primary weapon.

A handmaiden's natural weapons, as well as any weapons it wields, are treated as lawful-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): A handmaiden's bite injects the opponent with a caustic poison that destroys muscle tissue, flesh, and organs.

Handmaiden of Kal' Ay-Mah's Poison: Injury, Fort DC 24, initial damage 2d6 acid and 1 Str drain, secondary damage 2d6 acid, 1 Con drain.

Spell-Like Abilities: At will—*doom* (DC 17), *fear* (DC 20), *greater teleport* (self plus 50 pounds of objects only), *inflict serious wounds* (DC 19), *see invisibility*; 3/day—*harm* (DC 22), *shatter* (DC 18); 1/day—*destruction* (DC 23), *disintegrate* (DC 22), *mass inflict serious wounds* (DC 23). Caster level 18th. The save DCs are Charisma-based.

Fearless (Ex): Handmaidens are immune to all mind-affecting fear effects.

Feats: In combination with its natural abilities, a handmaiden of Kal' Ay-Mah's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

hangman tree

Huge Plant	
Hit Dice:	8d8+40 (76 hp)
Initiative:	+3
Speed:	10 ft. (2 squares)
Armor Class:	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+6/+22
Attack:	Vine +12 melee (1d6+8)
Full Attack:	4 vines +12 melee (1d6+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict, improved grab, swallow whole
Special Qualities:	Blindsight 60 ft., hallucinatory spores, plant traits, SR 19, vulnerabilities
Saves:	Fort +11, Ref +1, Will +5
Abilities:	Str 27, Dex 8, Con 20, Int 6, Wis 12, Cha 10
Skills:	Hide -6*, Listen +7, Spot +7
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Temperate and warm forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	50% standard

Alignment:	Usually neutral (evil tendencies)
Advancement:	9-15 HD (Huge); 16-24 HD (Gargantuan)
Level Adjustment:	—

A giant oak tree with few leaves and branches stands nearby.

Close inspection reveals a scar-like marking on the lower part of the trunk (this is where undigested creatures or gear is expelled after digestion). Hidden among the hangman tree's branches and leaves are its rope-like appendages that it uses to trap its prey.

Hangman trees can speak broken Common.

colobat

The hangman tree attacks by dropping its noose-like appendages around prey and yanking victims upwards. Trapped prey is held until it dies or is dropped into the hangman's trunk where it is digested.

Constrict (Ex): A hangman tree deals 1d6+8 points of damage with a successful grapple check against an op-

ponent one size smaller. Because it seizes its victims by the neck, a creature in the hangman tree's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, the hangman tree must hit an opponent with a vine attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the hangman tree wins the grapple check, it establishes a hold and can constrict or attempt to swallow its prey.

A vine has 10 hit points and can be attacked by making a successful sunder attempt. Attacking a hangman tree's vine does not provoke an attack of opportunity. If the vine is currently grappling a target, the hangman tree takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a vine deals no damage to a hangman tree.

Swallow Whole (Ex): A hangman's tree can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d6+8 points of crushing damage per round from the hangman tree's trunk. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the trunk (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge hangman tree's interior can hold 2 Medium, 8 Small, 32

Tiny, or 128 Diminutive or smaller opponents.

Blindsight (Ex): Hangman trees have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

Hallucinatory Spores (Ex): As a standard action, a hangman tree can release a cloud of spores in a 50-foot radius spread. Creatures in the area must succeed on a DC 19 Will save or believe the tree to be of some ordinary sort (or to be a treant or other such friendly tree creature). The save DC is Constitution-based.

An affected creature becomes passive for 2d6 minutes and refuses to attack the hangman tree during this time. This is a mind-affecting compulsion effect. An affected creature can attempt a new Will save (DC 19, +1 per previous save) each round. A creature that makes its save cannot be affected by the hallucinatory spores of that hangman's tree for one day.

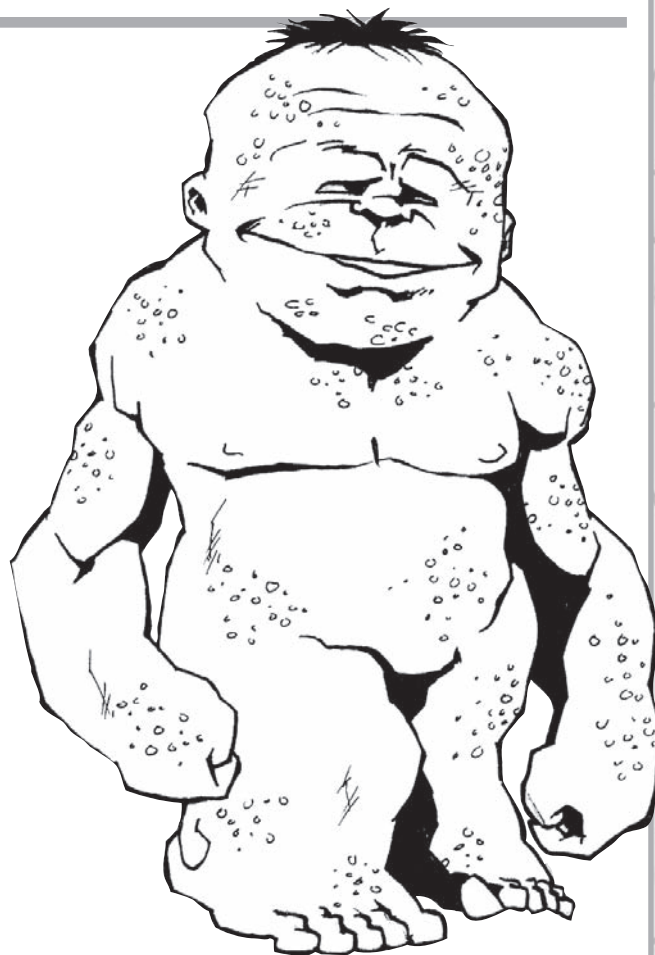
Vulnerabilities (Ex): A hangman tree takes half again as much (+50%) damage as normal from electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Cold-based effects paralyze a hangman tree as if by a *hold person* spell. Spells that generate darkness (such as *darkness* or *deeper darkness*) slow the hangman's tree (as the *slow* spell) for 1 round per caster level.

Skills: *A hangman tree has a +16 racial bonus on Hide checks made in forested areas.

Lava Child

Medium Humanoid (Earth, Fire, Lava Child)
Hit Dice: 4d8+4 (22 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +3/+4
Attack: Claw +4 melee (1d4+1)
Full Attack: 2 claws +4 melee (1d4+1) and bite -1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: rend 2d4+1
Special Qualities: Darkvision 60 ft., elemental vulnerability, immunity to earth magic, immunity to fire, immunity to metal, vulnerability to cold
Saves: Fort +5, Ref +1, Will +1
Abilities: Str 13, Dex 11, Con 13, Int 10, Wis 11, Cha 11
Skills: Listen +9, Spot +9
Feats: Alertness, Improved Initiative
Environment: Underground
Organization: Gang (3-6) or band (7-15 plus 50% noncombatants plus 1 5th-level fighter, 1 5th-level wizard, and 1 5th-level cleric)
Challenge Rating: 3



Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

This creature is a stocky humanoid standing about 5 or 6 feet tall with sooty-black hair and green eyes. It wears crudely constructed hides of fur and leather. Its face has a curious, almost child-like appearance and seems to be imprinted with a permanent, non-changing smile. Its skin is pinkish-white.

Lava children make their lairs deep underground and usually in warmer climates. Some lava children build their communities in dying or burned out volcanoes as well. Their society as a whole is reclusive, and rarely do lava children have dealings with outside races (magmin and fire elementals being the exception).

Lava children speak their own gibberish-like tongue and Common.

combat

<n>Lava children attack with their clawed hands and vicious bite. They direct their attacks against the most heavily armored foe (as their attacks can pass through armor) in an attempt to weaken their opponent's strongest (and probably front line) combatants.

Rend (Ex): A lava child that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+1 points of damage.

Elemental Vulnerability (Ex): Lava children take one extra point of damage per caster level from spells and effects with the air or water subtype and from spells of the Air and Water domains.

Immunity to Earth Magic (Ex): Lava children are immune to all spells and effects with the earth descriptor and all spells of the Earth domain.

Immunity to Metal (Ex): Lava children are completely

immune to any metal object or weapon and its effects (swords, armor, doors, walls, for example). Metal simply passes through the lava child as though it did not exist. Metal items are not destroyed, just ignored. Any metal weapon (including magic weapons) that strikes a lava child deals no damage and simply passes through its body. Likewise a lava child can simply walk through metal doors or walls as though they did not exist.

All attacks against a metal-armored foe are considered melee touch attacks as the lava child's attacks simply pass through the metal armor.

lava children as characters

Lava children characters possess the following racial traits.

- +2 Strength, +2 Constitution.
- Size Medium.
- A lava child's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A lava child begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
- Racial Skills: A lava child's humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Listen and Spot.
- Racial Feats: A lava child's humanoid levels give it two feats.
- +6 natural armor bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d6).
- Special Attacks (see above): rend 2d4+1.
- Special Qualities (see above): Elemental vulnerability, immunity to earth magic, immunity to fire, immunity to metal, vulnerability to cold.
- Automatic Languages: Lava Child, Common. Bonus Languages: Terran, Goblin, Orc.
- Favored Class: Fighter.
- Level adjustment +4.

मग्गलदोदे

Large Elemental (Earth, Extraplanar, Fire)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+7/+13
Attack:	Slam +9 melee (2d6+3 plus 2d6 fire)
Full Attack:	Slam +9 melee (2d6+3 plus 2d6 fire)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Burn, fiery aura, magma blast
Special Qualities:	Blindsight 60 ft., damage reduction 10/piercing, elemental traits, immunity to fire, melt

Saves:	Fort +5, Ref +10, Will +3
Abilities:	Str 15, Dex 17, Con 15, Int 4, Wis 11, Cha 11
Skills:	Listen +13
Feats:	Dodge, Improved Initiative, Improved Overrun, Power Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	—

This creature is a large, spherical ball of liquid flame and molten rock. Small bubbling pockets on its surface spout fire and lava as it rolls along the ground, charring it in its wake.

Magmoids are giant balls of elemental magma that destroy or burn anything and everything they come in contact with. Though they are typically only found on the Elemental Planes of Earth or Fire or the Plane of Molten Skies, occasionally one slips through a portal or nexus into the Material Plane (usually in the heart of a volcano) where it wreaks havoc on all things that cross its path; be it creatures, structures, or anything else not immune to fire. Attempts by arcane spellcasters (foolish arcane spellcasters some would say) to control or harness the power of a magmoid, thus far have failed.

Magmoids are about 10 feet across. They seem to serve no purpose in the ecology of their native plane and are thought to be a living extension of the plane itself. Small bubbling pockets on the magmoid's form serve as sensory organs. A giant magmoid, measuring 30 feet across is thought to exist near the Sea of Fire, though none have ever seen it.

Magmoids do not speak, but it is thought that they understand a smattering of both Ignan and Terran.

Combat

A magmoid attacks by spraying a blast of superheated magma at opponents or by slamming into and rolling over them. It often targets weapon-wielding creatures first and moves close enough where they can hit with their weapons. The magmoid knows that more than likely should a weapon hit its fiery form, it will be turned into a pile of slag in short order.

Burn (Ex): The body of a magmoid is composed of molten rock and elemental fire. Any melee hit deals 2d6 points of fire damage initially and 1d6 points of damage for the next 1d3 rounds. Creatures attacking a magmoid unarmed or with natural weapons take fire damage each time one of their attacks hits just as if the magmoid had hit with a melee attack.

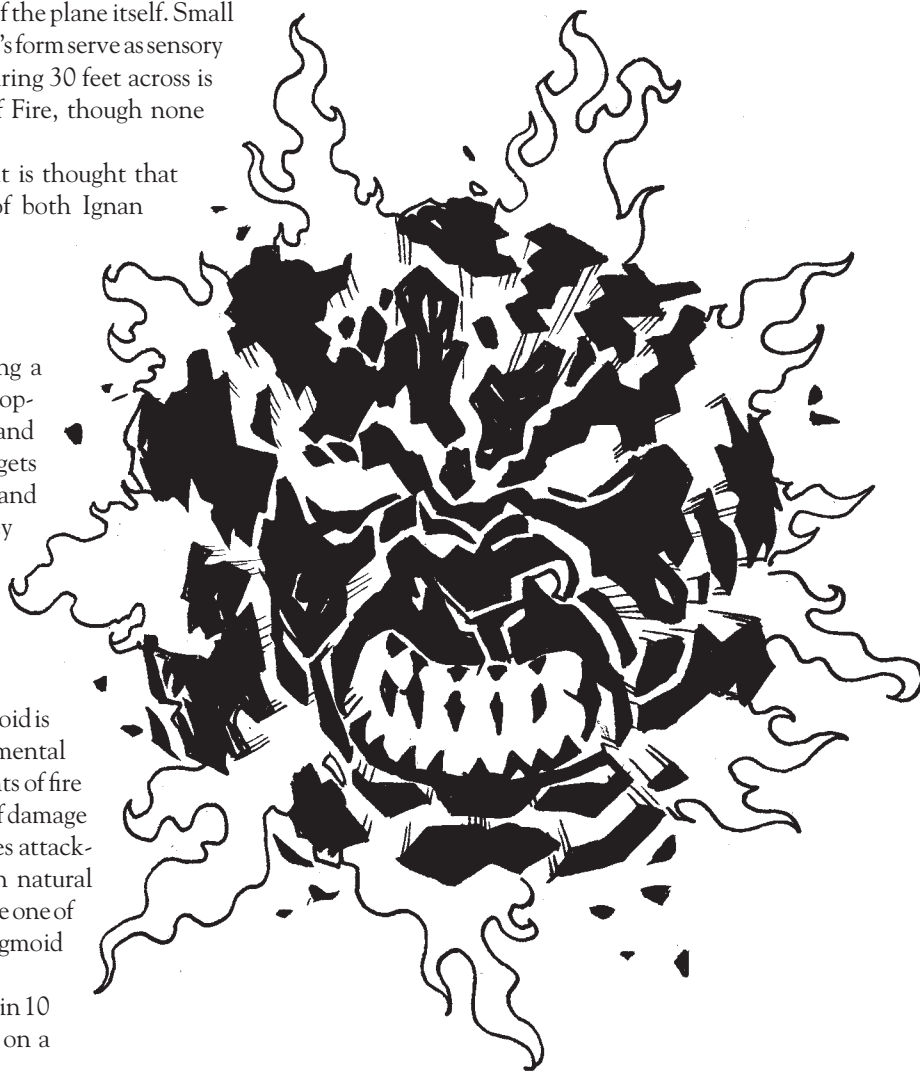
Fiery Aura (Ex): Anyone within 10 feet of a magmoid must succeed on a

DC 17 Fortitude save or sustain 1d6 points of fire damage from the intense heat. A new save must be made each round a creature remains in the area. Treat this effect as an emanation centered on the magmoid. The save DC is Constitution-based.

Magma Blast (Ex): Once every 1d4 rounds, a magmoid can shoot a blast of molten rock at an opponent within 40 feet. This deals 3d6 points of fire damage in the round it hits (Reflex save DC 17 for half), and half that amount (3d6 / 2) for the next 1d3 rounds (no save).

Melt Weapons (Ex): Any metal weapon that strikes a magmoid must succeed on a DC 17 Fortitude save or melt away into slag. The save DC is Constitution-based.

Blindsight (Ex): A magmoid's body is covered with small receptacles that allow it to ascertain prey by sound and vibration to a range of 60 feet.



लक्ष्मी, इलोर

Hit Dice:	Small Outsider (Air, Extraplanar, Fire) 3d8 (13 hp)
Initiative:	+6
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, outsider traits, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +5, Will +4
Abilities:	Str 10, Dex 14, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +8, Hide +12, Diplomacy +4, Disguise +2, (+4 acting), Intimidate +4, Listen +6, Move Silently +8, Spot +6, Use Rope +2 (+4 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Plane of Molten Skies
Organization:	Solitary, gang (2-4) or mob (5-12)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort)

This small winged humanoid has soot-colored skin, crimson eyes, and dark wings. Small trails of smoke stream from its body as it flies along.

Smoke mephits are generally only encountered on the Plane of Molten Skies, though it is believed they originate from an elemental plane or para-elemental plane comprised entirely of smoke. They are generally lazy, but quick to anger.

A smoke mephit stands about 4 feet tall and weighs about 2 pounds. It speaks Common and either Ignan or Auran.

लक्ष्मी

Smoke mephits enjoy combat and rush headlong into it, slashing with their claws. If a smoke mephit can draw its opponents to within 20 feet of its position, it uses its spell-like abilities to create an ember storm.

A smoke mephit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): A smoke mephit can use its breath weapon once every 1d4 rounds as a standard action. Its breath weapon is a 15-foot cone of black soot that deals 1d4 points of fire damage (Reflex DC 12 half). Living creatures that fail their saves are tormented by burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a smoke mephit can surround itself with a plume of smoke, duplicating the effects of a *blur* spell (caster level 3rd). Once per day it can create a downpour of white-hot embers that affects a 20-foot radius. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half, caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DC is Charisma-based.

Summon Mephit (Sp): Once per day, a smoke mephit can attempt to summon another smoke mephit with a 25% chance of success. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex): A smoke mephit heals only if it is exposed to smoke or soot (whether magically created or mundane in nature).

लक्ष्मी

	Medium Elemental (Earth, Extraplanar, Water)
Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Slam +3 melee (1d4+2) or mud bomb +2 ranged touch (see text)
Full Attack:	2 slams +3 melee (1d4+2) or mud bomb +2 ranged touch (see text)

Space/Reach:	5 ft./5 ft.
Special Attacks:	Engulf, mud bomb
Special Qualities:	Alternate form, damage reduction 5/magic, darkvision 60 ft., elemental traits, mindless, mud pool
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 14, Int —, Wis 10, Cha 10
Skills:	—
Feats:	Weapon Focus (mud bomb) ^B
Environment:	Para-Elemental Plane of Mud
Organization:	Solitary, gang (3-6), or pack (7-12)

Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3–6 HD (Medium)
Level Adjustment:	—

This stocky humanoid is seemingly composed of mud. It has long, thick arms and bandy legs. Its head is round and featureless.

Their natural form is that of a pool of mud about 5 feet in diameter. In this form, they cannot be discerned from normal mud. Mud pools are formed where the Elemental Plane of Earth and the Elemental Plane of Water commingle in the multiverse, and thus mudmen are born. Occasionally, a vortex opens to a region on the Material Plane where magical waters have stagnated against the land, thereby forming a mud pool. Mudmen pass through this vortex to the Material Plane. Though not evil, mudmen look with disdain on any who trespass in their mud pools.

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When a living creature enters a mud pool, the mudman forms its humanoid shape (as a standard action) and attacks until the opponent is slain or leaves the mud pool. A mudman attacks by pummeling a foe with its fists or by hurling globs of mud. Mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

A mudman's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Engulf (Ex): A mudman can hurl itself at any creature within 10 feet. If it succeeds on a ranged touch attack, the mudman engulfs the victim's head and upper body in mud that instantly solidifies and cuts off the victim's air. This attack destroys the mudman if it hits; otherwise it reverts to its natural form and must spend one full round reforming.

A character that has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of

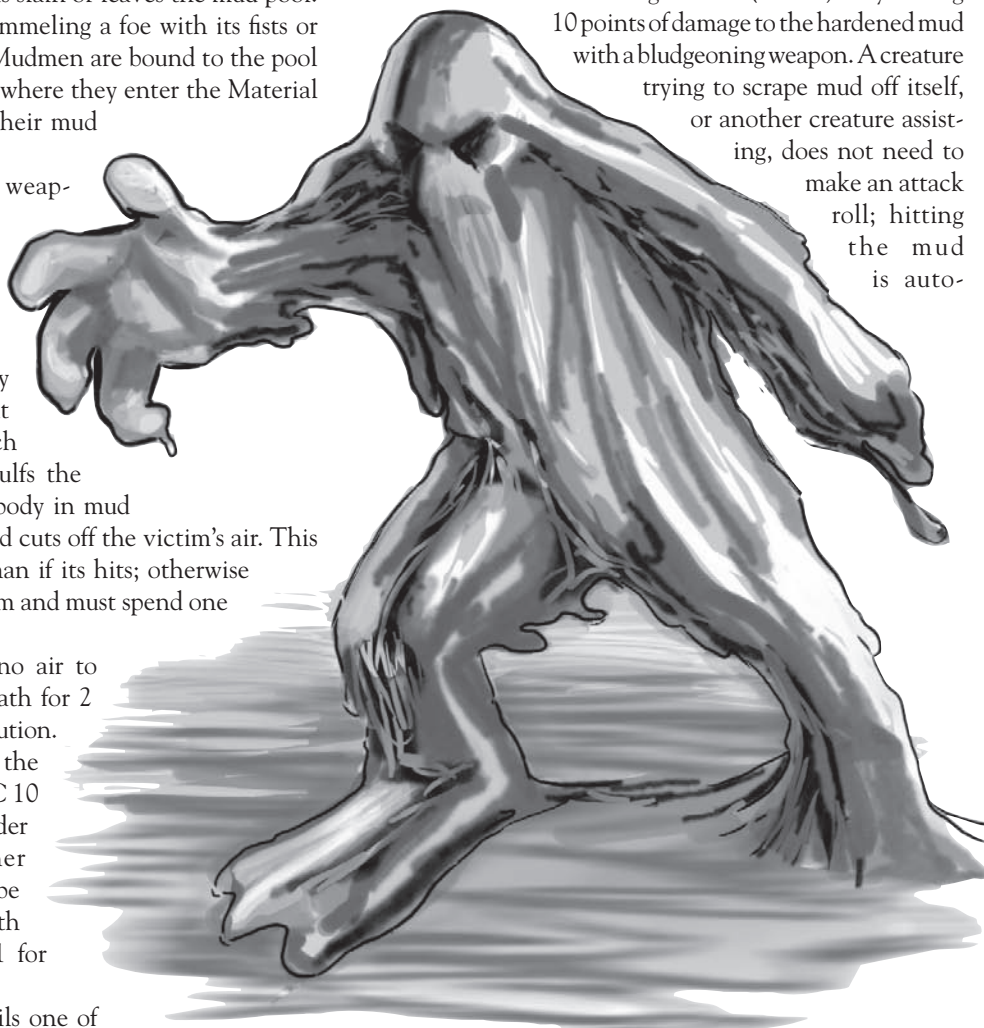
these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

The mud can be hit automatically and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. Each successful attack deals half its damage to the mud and the other half to the engulfed victim. The mud can be pried off by a creature that succeeds on two successful DC 20 Strength checks.

Mud Bomb (Ex): A mudman attacks by hurling globs of mud at its opponent. These globs deal no damage and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob takes a –2 circumstance penalty on attack rolls and a –4 circumstance penalty to effective Dexterity. The creature must succeed on a DC 15 Reflex save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A flying creature is not stuck to the ground, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. The save DC is Constitution-based and includes a +2 racial bonus.

A creature stuck to the ground can break free with a successful Strength check (DC 20) or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon. A creature trying to scrape mud off itself, or another creature assisting, does not need to make an attack roll; hitting the mud is auto-



matic, after which the creature that hit makes a damage roll to see how much of the mud was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the mud must make a DC 15 Concentration check to cast a spell. The mud becomes brittle and fragile after 20 minutes, cracking apart and losing its effectiveness. The check DCs are Constitution-based and include a +2 racial bonus. The Strength check DC includes an extra +5 bonus.

Each additional mud glob that hits an opponent increases the save DCs and check DCs by +1. The circumstance penalties on attack rolls and Dexterity do not increase.

Alternate Form (Su): A mudman's natural form is that of a large puddle of mud. In this form it cannot attack, is effectively invisible until it attacks, and is immune to all attacks, except those from spells. It can assume one

other shape; that of a Medium humanoid-shaped creature formed wholly of mud.

Mindless (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Mud Pool: A mudman is linked to its mud pool and cannot leave it. It can sense the presence of anything within 120 feet of it that enters its mud pool (as if by tremorsense). It cannot detect creatures or objects outside its mud pool.

Vulnerabilities (Ex): *Dispel magic* acts as a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all mudmen in a 30-foot radius (no save). *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all mudmen in the area of effect (Fortitude save for half).

obediān minotaur

Large Construct

Hit Dice: 12d10+30 (96 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 25 (-1 size, +16 natural), touch 9, flat-footed 25

Base Attack/Grapple: +9/+19
Attack: Claw +14 melee (2d8+6 plus 1d6 fire)
Full Attack: 2 claws +14 melee (2d8+6 plus 1d6 fire)

Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, burn
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 22, Dex 10, Con —, Int —, Wis 11, Cha 1

Skills: —
Feats: —

Environment: Any
Organization: Solitary

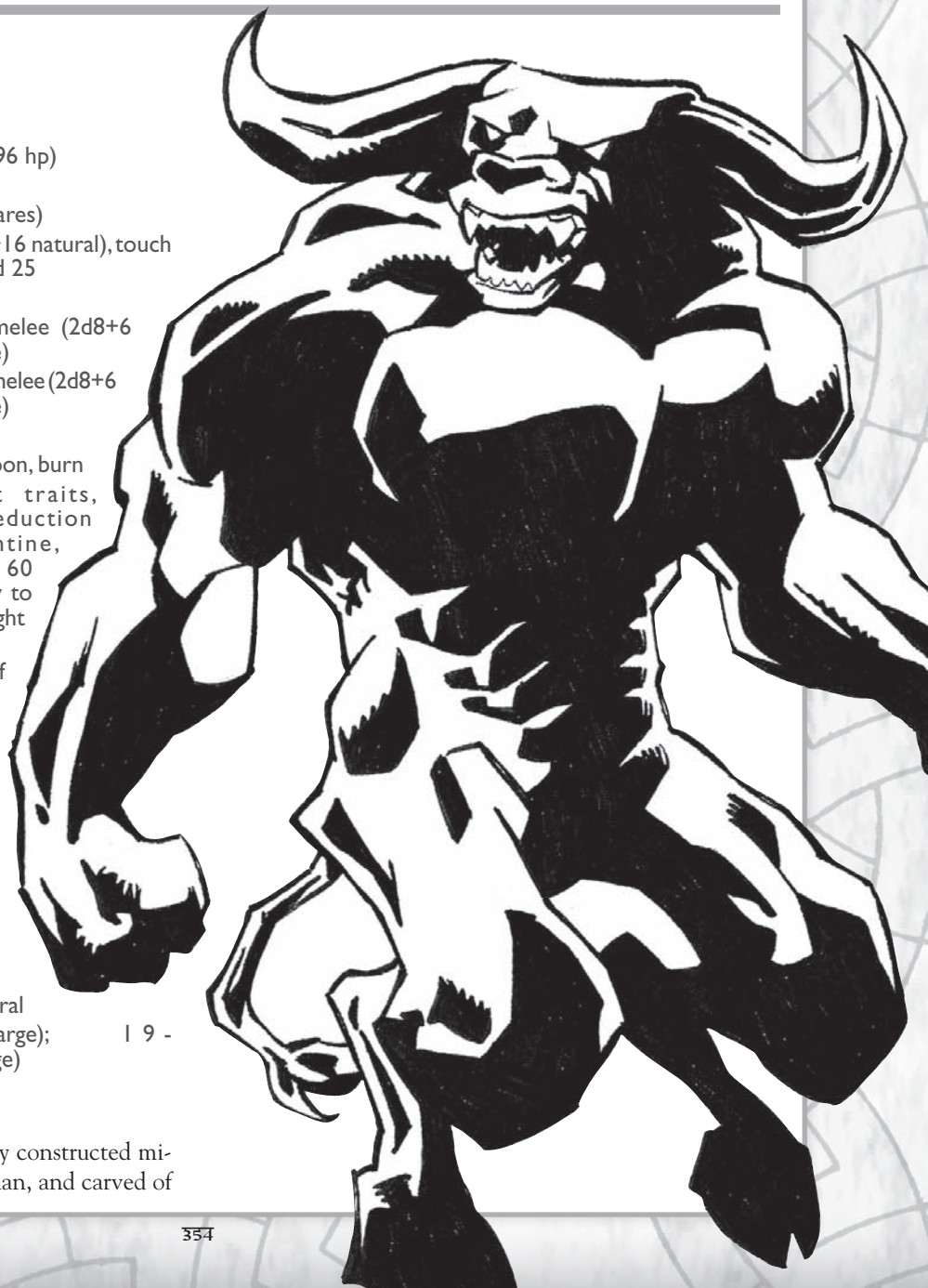
Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 13-18 HD (Large); 19 - 36 HD (Huge)

Level Adjustment: —



This creature appears as a powerfully constructed minotaur, twice the size of a normal human, and carved of

obsidian. Its hands end in slightly oversized claws and its feet are splayed hooves. Small pinpoints of bluish light can be seen in its eyes.

The obsidian minotaur is often employed by spellcasters as a guardian or killer and can be found performing such tasks. When employed as an assassin, the obsidian minotaur is quite effective, first striking fear into the heart of its opponent and then slaying it with no thought or consequence.

An obsidian minotaur stands 12 feet tall and weighs roughly 2,000 pounds.

Minotaur

As a guardian, the obsidian minotaur activates when trespassers enter an area it is programmed to protect. As an assassin, it actively hunts down the targeted victim. The creature attacks with its powerful claws, slashing and ripping its opponent's flesh. Against powerful foes, it employs its breath weapon.

Breath Weapon (Su): As a free action, once every 1d4+1 rounds, an obsidian minotaur can expel a cloud of gas directly in front of it. The cloud fills a 10-foot cube and lasts for 1 round before dispersing. Any creature in the area must succeed on a DC 16 Fortitude save or take 1d4 points of Dexterity damage. The save DC is Constitution-based.

Burn (Ex): The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. A creature hit must succeed on a DC 16 Reflex save or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite and armor becomes searing hot. The save DC is Constitution-based.

Immunity to Magic (Ex): An obsidian minotaur 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 it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its hit points.

A *stone to flesh* spell does not actually change the obsidian minotaur's structure but negates its damage reduction and immunity to magic for 1 full round.

Construction

An obsidian minotaur is sculpted from 2,500 pounds of black obsidian worth at least 3,000 gp. Assembling the body requires DC 17 Craft (sculpting) check or a DC 17 Craft (masonry) check.

CL 16th; Craft Construct (see the MM), *burning hands*, *cat's grace*, *gas/quest*, *limited wish*, caster must be at least 16th level; Price 53,000 gp; Cost 29,000 gp + 2,000 XP.

Ogre, half

Medium Humanoid (Ogre)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	20 ft. in hide armor (4 squares); base speed 30 ft.
Armor Class:	15 (+2 natural, +3 hide armor), touch 10, flat-footed 15
Base Attack/Grapple:	+1/+4
Attack:	Greatsword +5 melee (2d6+4) or longspear +4 melee (1d8+4, crit x3)
Full Attack:	Greatsword +5 melee (2d6+4) or longspear +4 melee (1d8+4, crit x3)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., ogre blood
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 17, Dex 10, Con 14, Int 9, Wis 10, Cha 9
Skills:	Climb +3, Listen +1, Spot +1
Feats:	Weapon Focus (greatsword)
Environment:	Temperate hills and mountains
Organization:	Solitary, pair, gang (2-4), or band (5-8)

Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This being resembles a somewhat ugly human with dark toned skin and matted dark hair. It wears tattered skins over a suit of hide armor.

Half-ogres are rare crossbreeds of human and ogre. Standing a few feet shorter than their ogre kin and a few feet taller than their human kin, half-ogres have strength as well as speed and intelligence (relative to other ogres) in their favor. Their skin and hair color generally match that of their ogre parent, with dark tones such as gray, brown, or olive being the most prevalent.

Half-ogres speak Common. Those with an Intelligence score of at least 10 also speak Giant.

Minotaur

A half-ogre's usual weapon of choice is a greatsword or a longspear. They sometimes employ longswords and large wooden shields.

Ogre Blood (Ex): For all special abilities and effects, a half-ogre is considered an ogre.

half-ogre society

Half-ogres, though generally outcasts among humans and feared for their ugliness and size, can find some acceptance among ogres. Half-ogres in an ogre band need to prove themselves constantly to their larger kin, however. For this reason, half-ogres found among an ogre band are cruel, violent, and strong; weaker half-ogres usually wind up in the stew pot. Most half-ogres found among full-blooded ogres are leaders of the ogre band or are at least well on their way to becoming leaders. Their long years suffering the harsh treatment of their kin help half-ogres develop a sense of cunning and a strong will to survive. Therefore, ogres under the leadership of a half-ogre fight more effectively, even engaging in planned ambushes and complicated tactics that are beyond most ogres.

On rare occasions, half-ogres collect into hybrid communities of other half-ogre races (such as ologs and ogrillons) or humanoids (such as orcs and half-orcs). These rogue bands of outcasts form bandit clans or marauding groups that are the bane of other humanoid communities in their area.

half-ogres as characters

Half-ogre leaders tend to be barbarians. Half-ogre clerics worship “the Destroyer” (choose any two of the following domains: Chaos, Evil, Strength, and War) or a human deity. Most half-ogre spellcasters are adepts (see the DMG).

Half-Ogre characters possess the following racial traits.

- +6 Strength, +4 Constitution, -2 Intelligence (minimum 3), -2 Charisma.
- A half-ogre’s base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A half-ogre begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A half-ogre’s humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, and Spot.
- Racial Feats: A half-ogre’s humanoid levels give it one feat.
- Weapon Proficiency: A half-ogre is proficient with the greatsword and all simple weapons.
- +2 natural armor bonus.
- Special Qualities (see above): Ogre blood.
- Automatic Languages: Common. Those with an Intelligence score of at least 10 also speak Giant. Bonus Languages: Orc, Goblin, Troll.
- Favored Class: Barbarian.
- Level adjustment +2.



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Huge Magical Beast (Aquatic, Extraplanar, Fire)	
Hit Dice:	10d10+30 (85 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+10/+24
Attack:	Bite +14 melee (2d6+9)
Full Attack:	Bite +14 melee (2d6+9)
Space/Reach:	15 ft./10 ft.
Special Qualities:	Blindsense 30 ft., damage reduction 5/—, immunity to fire, keen scent, vulnerability to cold
Saves:	Fort +10, Ref +9, Will +6
Abilities:	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills:	Escape Artist +12, Listen +12, Spot +8, Swim +17*
Feats:	Alertness, Improved Initiative, Iron Will, Power Attack
Environment:	Sea of Fire (Elemental Plane of Fire and Plane of Molten Skies)
Organization:	Solitary, school (2-5), or pack (6-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-17 HD (Huge); 18-30 HD (Gargantuan)
Level Adjustment:	—

This creature resembles a massive, blue-scaled shark with dull gray eyes.

The Sea of Fire located on the Plane of Molten Skies and the Elemental Plane of Fire is home to strange aquatic life (if they can be called that), but perhaps none is stranger than the mighty oil shark. These creatures spend their days swimming beneath the burning surface of the Sea of Fire, searching for prey. Their diet consists of other aquatic creatures found in the Sea of Fire such as fire crabs, oil worms, and the great fire whales. The latter is a particular favorite of the oil shark, and while the typical great fire whale outweighs (and is generally larger) than the typical oil shark, an oil shark pack has been known to attack and kill with ease a lone fire whale.

Oil sharks have never been encountered outside the Plane of Molten Skies or Plane of Fire though sages believe the oil shark can exist in normal water.

Oil sharks are a delicacy of volcano giants and are often hunted by such creatures. The

Oil Shark Armor: Medium armor; Armor bonus +6; Max. Dex Bonus +2; Armor Check Penalty -4; Arcane Spell Failure 30%; Speed 20 ft. (for base speed 30 ft.) or 15 ft. (for base speed 20 ft.); Weight 40 lb.

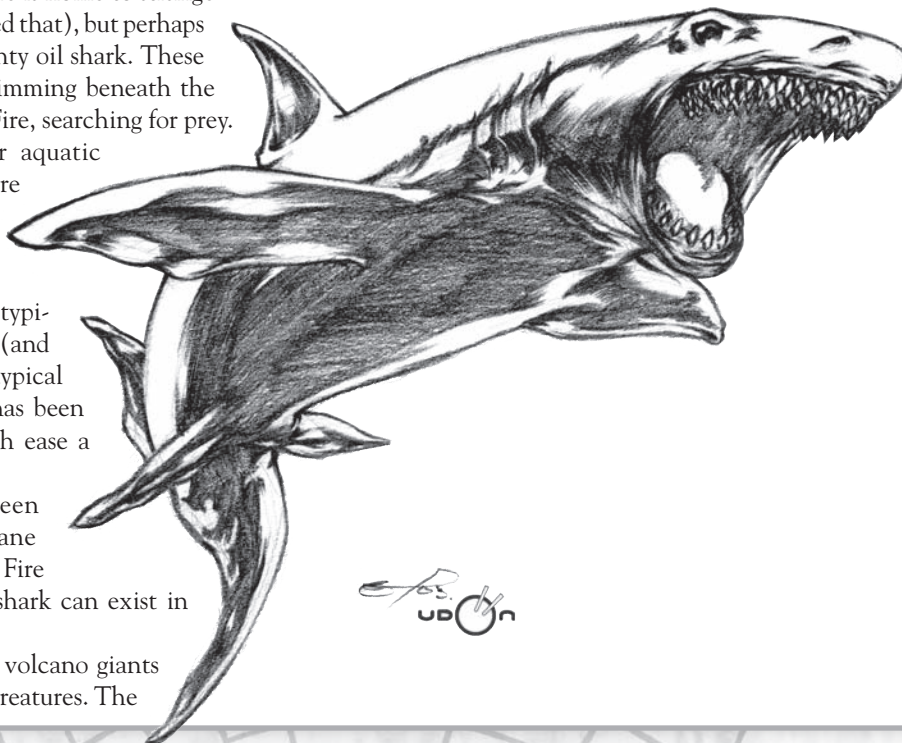
Because of the natural oily nature of the metal in an oil shark's scales (which retain these properties even after its death), a creature suffers no penalty to Swim checks for wearing this armor and also adds a +5 bonus to all Escape Artist checks. In addition, a creature wearing oil shark armor is unaffected by obstructions such as webs (magical or otherwise).

thick, metallic hide of an oil shark is prized by salamanders and they often hunt these creatures, kill them, and sculpt armor from the hide. Oil shark armor is detailed in the sidebar.

Oil sharks are, on average, about 20 feet long, though they can reach lengths of 40 feet or more. They are blind and rely completely upon their "sonar" to hunt their prey.

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Oil sharks generally behave as other sharks; circling their prey before striking with their powerful jaws. Non-aquatic prey (i.e., creatures that breathe air) are often grasped in its jaws and dragged below the surface of the burning sea where it drowns in the oily waters.



appendix 2: new monsters

Blindsense (Ex): An oil shark can locate creatures underwater (including under the oily seas of its elemental lair) within a 30-foot radius. This ability works only when the oil shark is underwater (or under oil).

Keen Scent (Ex): An oil shark can notice creatures by scent in a 180-foot radius and detect blood in oil or water at ranges of up to one mile.

Skills: Oil sharks have a +4 racial bonus on Listen checks.

Additionally, due to the oily secretions of their metallic scales, oil sharks have a +10 racial bonus on Escape Artist checks.

An oil shark 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.

*Their oily hides also allow them to glide smoothly and quickly through normal water. In such an environment, an oil shark gains a +10 racial bonus on Swim checks.

para-elemental, smoke

	Smoke Para-Elemental, Small Small Elemental (Air, Extraplanar, Fire)	Smoke Para-Elemental, Medium Medium Elemental (Air, Extraplanar, Fire)	Smoke Para-Elemental, Large Large Elemental (Air, Extraplanar, Fire)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+7	+9	+11
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)	30 ft. (6 squares), fly 60 ft. (perfect)	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13	17 (+5 Dex, +2 natural), touch 15, flat-footed 12	19 (-1 size, +7 Dex, +3 natural), touch 16, flat-footed 12
Base Attack/Grapple:	+1/-3	+3/+4	+6/+12
Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	Slam +12 melee (2d6+3)
Full Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	Slam +12 melee (2d6+3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Engulf	Engulf	Engulf
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +9, Will +1	Fort +5, Ref +13, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Para-Elemental Plane of Smoke	Para-Elemental Plane of Smoke	Para-Elemental Plane of Smoke
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—
	Smoke Para-Elemental, Huge Huge Elemental (Air, Extraplanar, Fire)	Smoke Para-Elemental, Greater Huge Elemental (Air, Extraplanar, Fire)	Smoke Para-Elemental, Elder Huge Elemental (Air, Extraplanar, Fire)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+13	+14	+15
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)	30 ft. (6 squares), fly 60 ft. (perfect)	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	20 (-2 size, +9 Dex, +3 natural), touch 17, flat-footed 11	25 (-2 size, +10 Dex, +7 natural), touch 18, flat-footed 15	26 (-2 size, +11 Dex, +7 natural), touch 19, flat-footed 15
Base Attack/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +19 melee (2d8+6)	Slam +23 melee (2d8+7)	Slam +27 melee (2d8+9)

Secrets of the Brazen Throne

Full Attack:	Slam +19 melee (2d8+6)	Slam +23 melee (2d8+7)	Slam +27 melee (2d8+9)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Engulf	Engulf	Engulf
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/magic, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/magic, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +9	Fort +12, Ref +25, Will +10
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B	Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B	Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Para-Elemental Plane of Smoke	Para-Elemental Plane of Smoke	Para-Elemental Plane of Smoke
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

A roiling cloud of black smoke drifts toward you. As it draws near, the black fog reshapes itself and you see what appear to be two large eyes and a mouth within the smoky form.

Smoke para-elementals are creatures of elemental smoke: part fire, part air. Where the Elemental Plane of Air meets the Elemental Plane of Fire lies a para-elemental plane, that of Elemental Smoke. It is from that black clouded plane that these creatures hail.

Smoke para-elementals spend most of their time on their home plane, only occasionally venturing into the Elemental Planes of Air or Fire. Rarely do they ever enter the Material Plane unless called by a spellcaster.

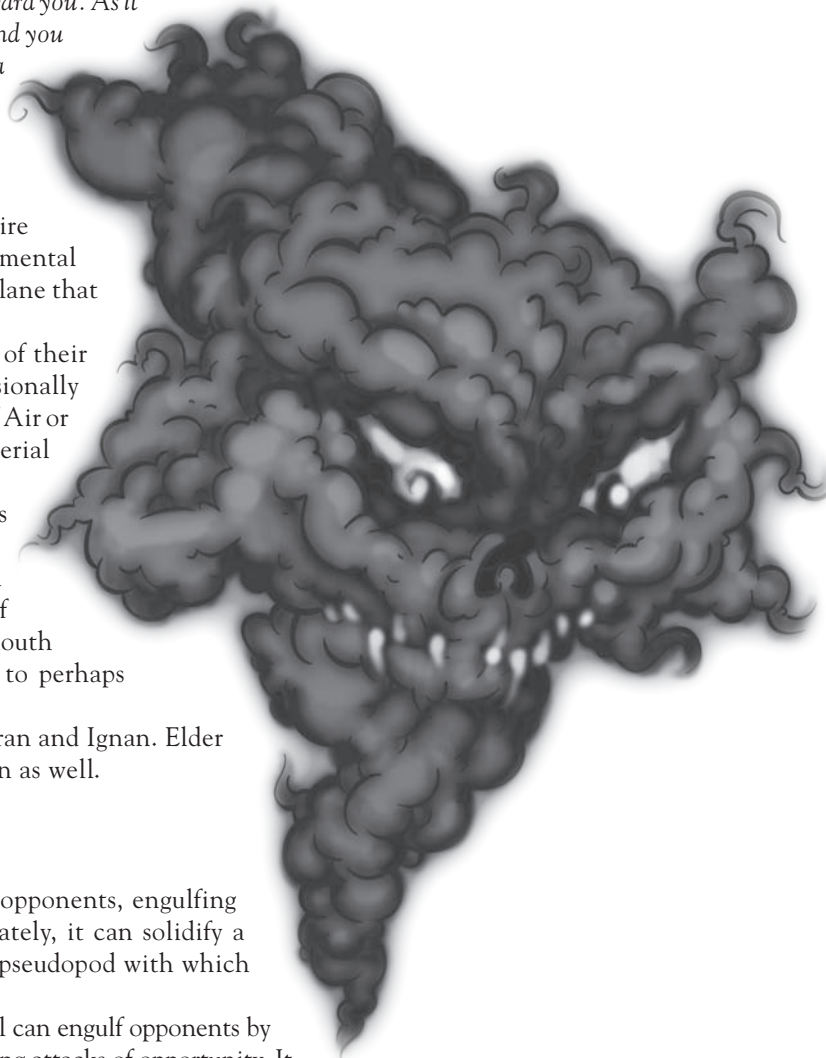
A smoke para-elemental appears as a cloud of black smoke or thick fog. No discernible features can be seen in its form, though it can reshape itself at will to form two large eyes and a mouth (which serve no purpose other than to perhaps startle onlookers).

A smoke para-elemental speaks Auran and Ignan. Elder smoke para-elementals speak Common as well.

Engulf

A smoke elemental moves over its opponents, engulfing as many as it can in its form. Alternately, it can solidify a portion of its body and form a smoky pseudopod with which it pummels a foe.

Engulf (Ex): A smoke para-elemental can engulf opponents by moving on top of them without provoking attacks of opportunity. It can affect as many as it can cover. Each target must succeed on a Fortitude save or inhale part of the creature. The save DC varies with the



para-elemental's size (see the table in the sidebar). The save DC is Constitution-based. Smoke inside a victim agitates its respiratory system dealing damage each round. See the table in the sidebar for the amount of damage each smoke para-elemental deals when engulfing its target(s). An affected creature can attempt another Fortitude save each subsequent round to cough out the smoke.

Additionally, the smoke obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

	Engulf Damage	Engulf Save DC
Para-Elemental		
Small	1d4	11
Medium	1d6	14
Large	2d6	17
Huge	2d8	22
Greater	2d8	24
Elder	3d8	26

ponjo toambo

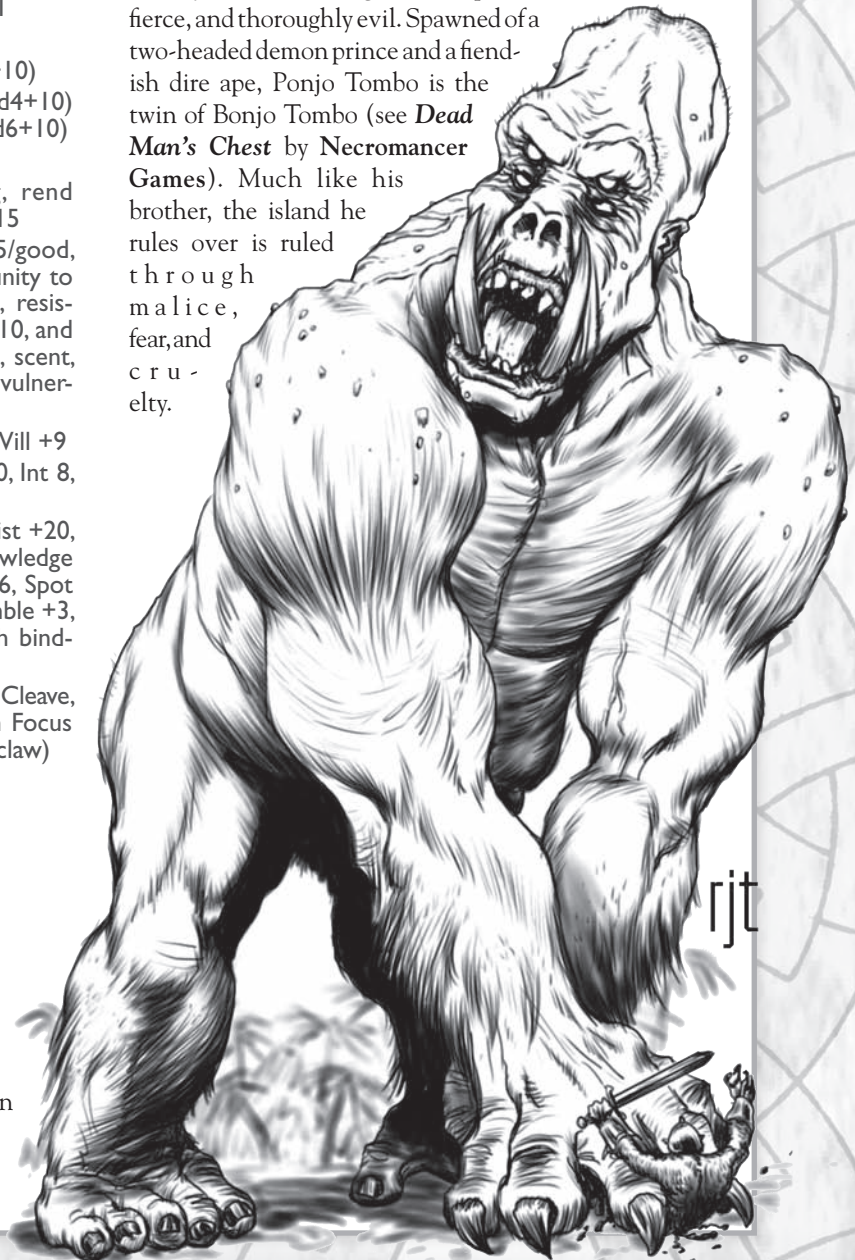
Gargantuan Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	16d8+80 (152 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	24 (-4 size, +3 Dex, +15 natural), touch 12, flat-footed 21
Base Attack/Grapple:	+16/+38
Attack:	Claw +23 melee (2d4+10)
Full Attack:	2 claws +23 melee (2d4+10) and bite +18 melee (2d6+10)
Space/Reach:	20 ft./20 ft.
Special Attacks:	Deafening roar, fling, rend 2d4+15, trample 2d6+15
Special Qualities:	Damage reduction 15/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, outsider traits, scent, telepathy 100 ft., water vulnerability
Saves:	Fort +15, Reflex +11, Will +9
Abilities:	Str 30, Dex 13, Con 20, Int 8, Wis 8, Cha 12
Skills:	Climb +29, Escape Artist +20, Hide +8, Jump +29, Knowledge (nature) +1, Listen +26, Spot +26, Survival +18*, Tumble +3, Use Rope +1 (+3 with bindings)
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Environment:	Warm forests
Organization:	Solitary (unique)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

This is a gorilla-like creature of truly monstrous proportions. It is a hulking brute nearly 50 feet tall at the shoulder with two pairs of yellowish eyes on either side of its horrific face, one atop the other. The beast has a wide simian mouth exposing a pair of huge curving tusks that protrude from its

powerful lower jaw. Nearly hairless, its massive frame ripples with muscle beneath its filthy grayish skin. It has long arms that end in huge clawed hands, and short powerful legs that end in apish feet.

Ponjo Tombo, the huge demon ape, is dumb, fierce, and thoroughly evil. Spawned of a two-headed demon prince and a fiendish dire ape, Ponjo Tombo is the twin of Bonjo Tombo (see *Dead Man's Chest* by Necromancer Games). Much like his brother, the island he rules over is ruled through malice, fear, and cruelty.



Although enormous, Ponjo Tombo is adept at hiding in the thick jungle vegetation of his island, his shaggy gray fur blending into the surrounding terrain. Ponjo Tombo dislikes running water, and refuses to cross it. This may be counted as a blessing by many, as it has kept him upon his island and away from the more civilized locales of the world.

Ponjo stands 50 feet tall. He speaks Common.

torbat

At the onset of any fight, Ponjo Tombo attempts to shatter the will of his foes with an ear-splitting roar.

Ponjo Tombo prefers to attack first with his crushing leap, before grappling opponents in his powerful claws. Grabbed opponents are either devoured or flung a great distance. The latter is one of Ponjo's favorite tactics as it breaks an opponent's bones and body thus softening it up and making that foe easier to swallow. If threatened with death, Ponjo Tombo flees.

Deafening Roar (Ex): Three times per day, Ponjo can unleash a roar that affects all within a 100-foot spread. Affected creatures must succeed on a DC 23 Will save

or be deafened for 2d6 rounds. The save DC is Constitution-based.

Fling (Ex): Ponjo can fling an opponent or Large or smaller size by making a successful grapple check. A flung creature travels up to 100 feet and takes 10d6+10 points of damage. An opponent struck by a flung creature takes 4d8+10 points of damage.

Rend (Ex): If Ponjo Tombo hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals 2d4+15 points of damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Water Vulnerability (Ex): Immersing Ponjo Tombo in running water or ocean water causes him to shrink one size category per minute until he reaches Diminutive size. It takes Ponjo Tombo one month per size category to achieve his normal size again. For this reason, Ponjo Tombo has become deathly afraid of rivers and oceans. Rain or thunderstorms do not have this effect.

Skills: Ponjo Tombo has a +8 racial bonus on Listen and Spot checks. *He gains a +4 racial bonus on Survival checks when tracking by scent.

pudding brown

Huge Ooze

Hit Dice:	11d10+66 (126 hp)
Initiative:	-5
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple:	+8/+19
Attack:	Slam +9 melee (2d6+4 plus 2d6 acid)
Full Attack:	Slam +9 melee (2d6+4 plus 2d6 acid)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., ooze traits, split
Saves:	Fort +7, Ref -2, Will -2
Abilities:	Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Temperate and warm marshes
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	12-16 HD (Huge); 17-33 HD (Gargantuan)
Level Adjustment:	—

This creature appears as a large mass of undulating brown sludge.

A variety of the black pudding, the brown pudding is found only in temperate and subtropical swamps. It is dark brown in color.

torbat

Brown puddings attack by grabbing and constricting their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material quickly, but does not affect metal. Any melee hit or constrict attack deals acid damage, and the opponent's clothing and armor (non-metal only) dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A wooden weapon that strikes a brown pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

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

Improved Grab (Ex): To use this ability, a brown pudding must hit with its slam attack. It can then attempt to

start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): A brown pudding's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Split (Ex): Slashing and piercing weapons deal no damage to a brown 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.

Skills: A brown 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.

pudding dun

Huge Ooze	
Hit Dice:	8d10+40 (104 hp)
Initiative:	-5
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple:	+6/+17
Attack:	Slam +7 melee (2d6+4 plus 2d6 acid)
Full Attack:	Slam +7 melee (2d6+4 plus 2d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., ooze traits, split
Saves:	Fort +6, Ref -3, Will -3
Abilities:	Str 17, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills:	Climb +11
Feats:	—
Environment:	Any warm land
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	9-12 HD (Huge); 13-24 HD (Gargantuan)
Level Adjustment:	—

The ground in this area seems to be alive. Suddenly, a mass of flowing gunk and muck, the same texture and color as the ground, rises from the area and moves in your direction.

A variety of the black pudding, the dun pudding is found only in warm, dry, arid regions. It is light tan or brown in color.

corobat

Dun puddings attack by grabbing and constricting their prey.

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 19 Reflex saves. A metal or wooden weapon that strikes a dun pudding also dissolves immediately unless it succeeds on a DC 19 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 19 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.

Constrict (Ex): A dun 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.

Improved Grab (Ex): To use this ability, a dun pudding must hit with its slam attack. It can then attempt to start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a dun 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.

Skills: A dun 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.

pudding stone

Huge Ooze	
Hit Dice:	11d10+66 (126 hp)
Initiative:	-5
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3

Base Attack/Grapple:	+8/+19
Attack:	Slam +9 melee (2d6+4 plus 1d6 acid and petrification)
Full Attack:	Slam +9 melee (2d6+4 plus 1d6 acid and petrification)
Space/Reach:	15 ft./10 ft.

Secrets of the Brazen Throne

Special Attacks:	Acid, petrification
Special Qualities:	Blindsight 60 ft., camouflage, ooze traits, vulnerability
Saves:	Fort +7, Ref -2, Will -2
Abilities:	Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	Climb +11, Hide -13*
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	12-17 HD (Huge); 18-33 HD (Gargantuan)
Level Adjustment:	—

This creature resembles a mass of swirling and bubbling stone.

A stone pudding resembles a large blob of liquid, slow-moving stone. A stone pudding spends its time slithering along dungeon passageways feeding on carrion, adventurers, and just about anything else it encounters. It is thought to be a distant relative of the other deadly puddings.

Stone puddings are most active at night. During the day they simply lie dormant, almost as if sleeping. They serve no purpose in the ecology of things and simply spend their time devouring stone and organic materials.

The typical stone pudding is about 16 feet across and from 2 to 4 feet thick, and weighs in excess of 20,000 pounds.

Combat

Stone puddings attack by forming a pseudopod and slashing at their prey. Opponents turned to stone are dissolved by the deadly pudding's acid. Though non-intelligent, a stone pudding often lies in wait, using its coloration to hide itself against a wall or floor of worked stone, before lashing out against an opponent.

Acid (Ex): A stone pudding secretes a digestive acid that dissolves organic material and stone, but not metal. Any melee attack deals acid damage. Clothing dissolves and becomes useless immediately unless it succeeds on a DC 21 Reflex save. A stone or wooden weapon

that strikes a stone pudding dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or stone objects (including creatures it has turned to stone), but the pudding must remain in contact with the object for 1 full round to deal this damage.

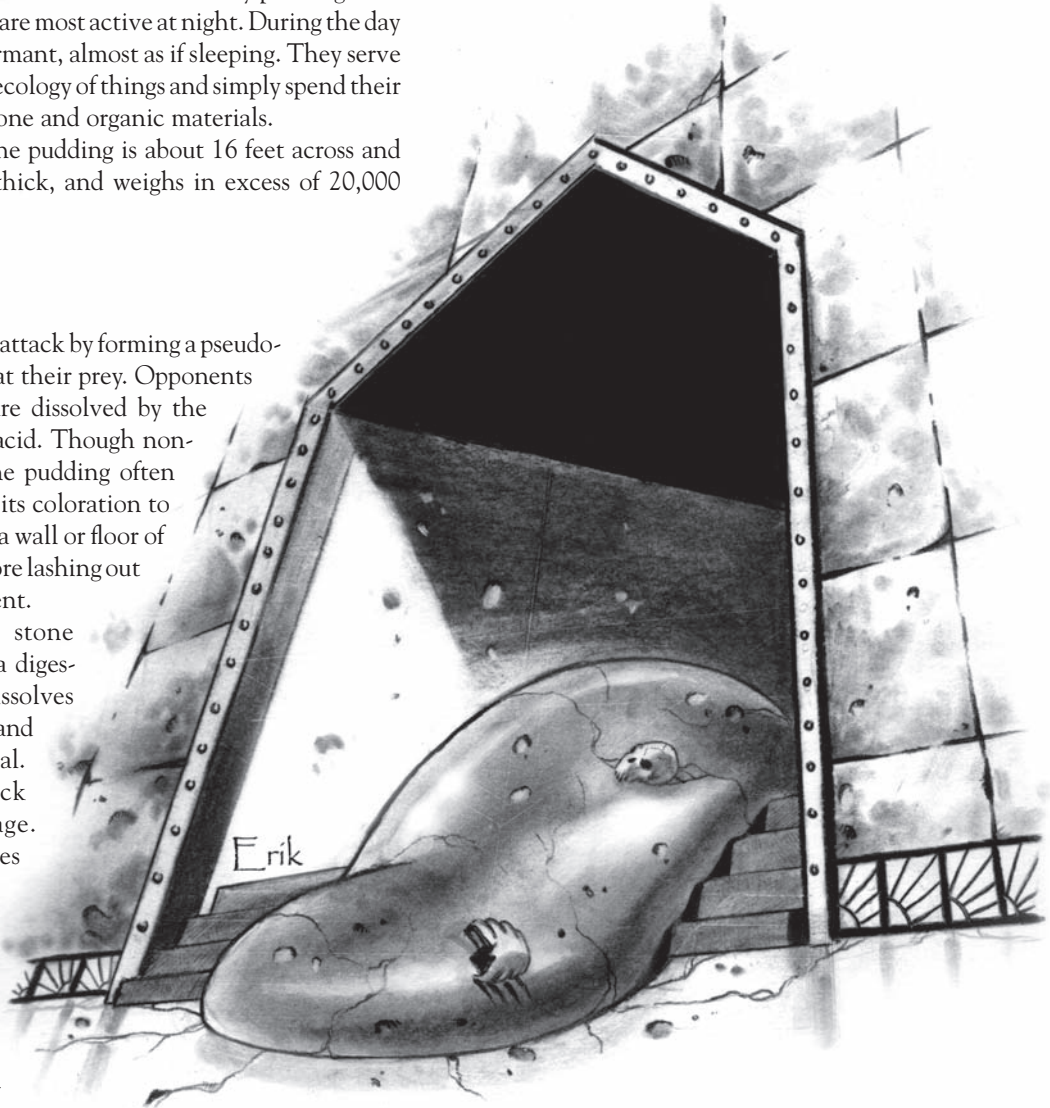
Petrification (Ex): The touch of a stone pudding turns an opponent permanently to stone if it fails a DC 21 Fortitude save. The save DC is Constitution-based.

Blindsight (Ex): A stone pudding's entire body is a primitive sensory organ that allows it to ascertain prey by scent and vibration within 60 feet.

Camouflage (Ex): It takes a DC 20 Spot check to notice a non-moving stone pudding before it attacks. Anyone with ranks in Survival or Craft (stonemasonry) can use one of those skills instead of Spot to notice the creature. Dwarves can use stonecunning to notice a stone pudding.

Vulnerability (Ex): A stone pudding is slowed (as by a *slow* spell) for 3 rounds if *stone to flesh* is cast on it. The stone pudding does not receive a save against this effect.

Skills: A stone pudding can always choose to take 10 on a Climb check, even if rushed or threatened.



quickling

Small Fey	
Hit Dice:	2d6 (7 hp)
Initiative:	+7
Speed:	120 ft. (24 squares)
Armor Class:	19 (+1 size, +7 Dex, +1 natural), touch 18, flat-footed 12
Base Attack/Grapple:	+1/-4
Attack:	Dagger +9 melee (1d3-1, 19-20/x2)
Full Attack:	Dagger +9 melee (1d3-1, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Blur, damage reduction 5/cold iron, evasion, natural invisibility, low-light vision, uncanny dodge
Saves:	Fort +0, Ref +10, Will +5
Abilities:	Str 8, Dex 24, Con 11, Int 15, Wis 15, Cha 14
Skills:	Bluff +7, Concentration +4, Craft (any one) +6, Escape Artist +12, Hide +15*, Listen +8, Move Silently +11, Search +7, Spot +8, Survival +5
Feats:	Dodge, Mobility ^B , Spring Attack ^B , Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Gang (2-4) or band (4-11, plus one 4 HD leader)
Challenge Rating:	3
Treasure:	No coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	3-4 HD (Small)
Level Adjustment:	+4

This creature looks like a small elf with large, pointed ears rising to points above its head. Its skin has a bluish tint and its hair is light. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger.

Believed to be the offspring of an elf and a brownie (see that entry), the quickling is an evil faerie creature that hates all other races (especially the other fey races). How they came to be evil and malign is still a mystery, but legend speaks of the first quicklings as being great sorcerers. Elven scholars believe these quickling sorcerers unleashed some spark of the arcane that was never meant for mortal creatures.

Quicklings resemble small elves with large ears that rise to points above their heads. Their skin is pale blue to blue-white and hair is either silver or

white. They prefer clothes of bright and boisterous colors; reds, yellows, silvers, blacks, and blues are among their favorites. Quicklings never wear armor.

Quicklings speak Common and Sylvan. Both are spoken so quickly that even those able to speak one of the languages may still find it difficult to converse with a quickling.

Because of their rapid metabolism, quicklings reach adulthood by the age of 2, middle age at 5, old age at 12, and venerable at age 15.

combat

No creature can match the natural speed and agility of a quickling. It knows this, and uses its great speed to its advantage in combat. A quickling often rushes an opponent, stabs it with its dagger, and then retreats out of melee range before an opponent can react.

Poison (Ex): Quicklings (usually only leaders of 3 or 4 HD) often employ daggers lined with poison extracted from kava plants. This poison induces sleep in its victims.

Kava Leaf Poison: Ingestion or injury, Fortitude DC 15; initial damage is sleep for 1 hour (as the spell of the same name); no secondary damage.

When a quickling coats a weapon with this poison, the poison lasts for 1 minute or until it is touched or scores a successful hit. The quickling may coat a single weapon with poison as a standard action.

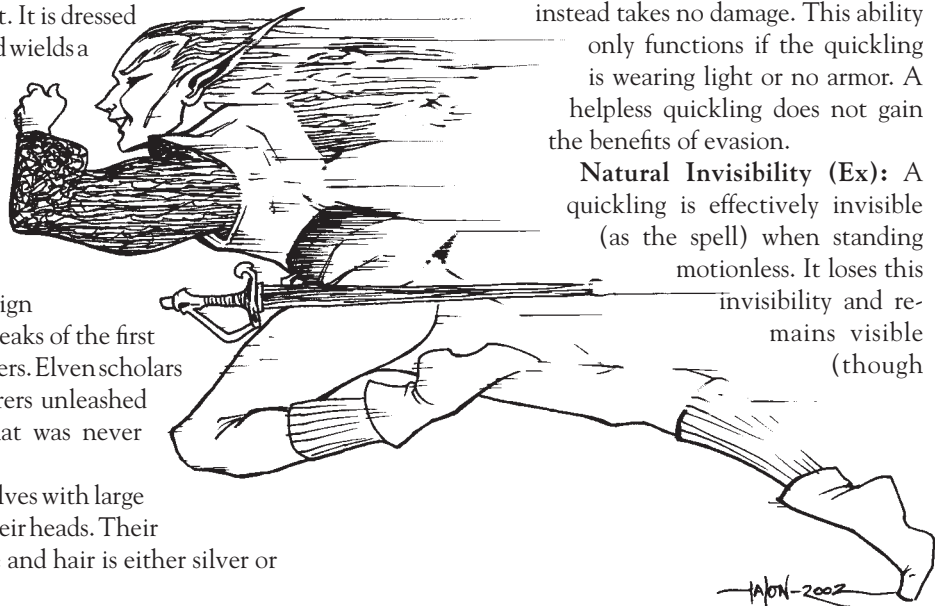
Spell-Like Abilities: 1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13). Caster level 6th. The save DCs are Charisma-based.

Blur (Ex): A quickling that takes any action (other than a free action) in a round appears as a blur. This grants the quickling concealment (20% miss chance).

Evasion (Ex): A quickling's rapid agility and speed allows it to avoid even magical and unusual attacks. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), it

instead takes no damage. This ability only functions if the quickling is wearing light or no armor. A helpless quickling does not gain the benefits of evasion.

Natural Invisibility (Ex): A quickling is effectively invisible (as the spell) when standing motionless. It loses this invisibility and remains visible (though



blurred, see above) in any round in which it takes any action other than a free action.

Uncanny Dodge (Ex): A quickling retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. This ability stacks with any other

uncanny dodge the quickling may have (such as that gained from the rogue class).

Skills: Quicklings have a +2 racial bonus on Listen, Search, and Spot checks. *They gain a +8 racial bonus on Hide checks in their natural environment.

Salt Lich

A salt lich is an undead spellcaster, usually a wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magical powers to unnaturally extend its life.

A salt lich normally appears as a pile of dust and salt, all that remains of its physical form. As a free action it can swirl the salts and sand form into a semblance of its once humanoid form.

Salt liches speak Common plus any other languages they knew in life.

Creating a Salt Lich

“Salt lich” is an acquired template that can be added to any humanoid, monstrous humanoid, or outsider (referred to hereafter as the base creature).

A salt lich has all of the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Salt liches have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: A salt lich loses any natural armor bonus the base creature has, but gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A salt lich has an incorporeal touch attack that it can use once per round. If the base creature can use weapons, the salt lich retains this ability (though they cannot affect creatures on the Material Plane unless they are ghost touch weapons).

Damage: A salt lich has an incorporeal touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 10 + 1/2 salt lich’s HD + salt lich’s Cha modifier) halves the damage.

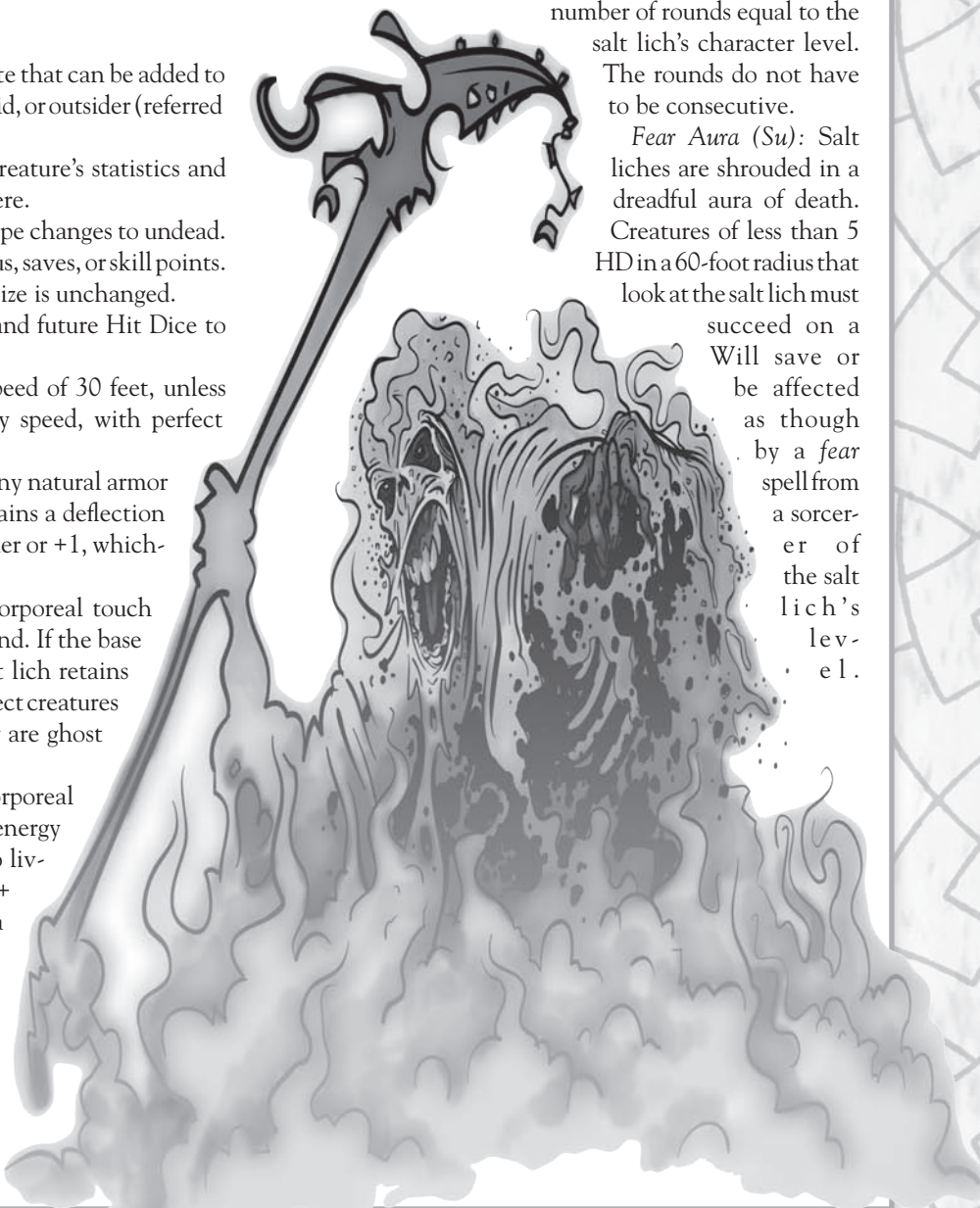
Special Attacks: A salt lich retains all the base creature’s special attacks and gains those described below. Save DCs are equal to 10 + 1/2 salt lich’s HD + salt lich’s Cha modifier unless otherwise noted.

Chirracó (Su): As a free action,

a salt lich can swirl the salts and sands of the earth around it in the form of a rapidly spinning cyclone or whirlwind. The salt lich gains a +4 bonus to AC when using this ability. Further, creatures attacking unarmed, with natural weapons, or non-reach melee weapons take 2d10 points of damage from the burning and stinging sands and salts each time they attempt an attack (whether the attack actually hits or not). The salt lich takes no damage from its chirracó ability.

This ability can be used once per day for a number of rounds equal to the salt lich’s character level. The rounds do not have to be consecutive.

Fear Aura (Su): Salt liches are shrouded in a dreadful aura of death. Creatures of less than 5 HD in a 60-foot radius that look at the salt lich must succeed on a Will save or be affected as though by a fear spell from a sorcerer of the salt lich’s level.



appendix 2: new monsters

A creature that successfully saves cannot be affected again by the same salt lich's aura for 24 hours.

Desiccating Touch (Su): Any living creature a salt lich hits with its incorporeal touch attack must succeed on a Fortitude save or take 1d8 points of Constitution drain as the salt lich absorbs water from the opponent's body. On each successful attack, the salt lich gains 5 temporary hit points.

Spells: A salt lich can cast any spells it could cast while alive. Even though it is incorporeal, it can use its touch spells against a material opponent.

Special Qualities: A salt lich retains all the base creature's special qualities and gains those described below.

Absorb Fire (Ex): A salt lich absorbs any fire effect that strikes it, gaining a number of temporary hit points equal to the damage the fire effect normally would have done. Permanent fire effects, such as that of a flaming or flaming burst weapon, are suppressed for 1d4 rounds.

Immunities (Ex): Salt liches have immunity to cold and electricity.

Turn Resistance (Ex): A salt lich has +4 turn resistance.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +4. Being undead, a salt lich has no Constitution score. Being incorporeal, it has no Strength score.

Skills: Salt liches have a +8 racial bonus on Hide, Listen, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 salt lich, plus 2–4 vampires and 5–8 vampire spawn).

Challenge Rating: Same as the base creature + 2.

Treasure: Standard coins; double goods; double items.

Alignment: Any.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

salt lich characters

The process of becoming a salt lich is secretly guarded and known only to a few powerful spellcasters and can be undertaken only by a willing character. A salt lich retains all class abilities it had in life.

sandling

Large Elemental (Earth, Extraplanar)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30 ft., (6 squares), burrow 20 ft.
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+10
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., elemental traits, vulnerability to water
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 17, Dex 13, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Alertness, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

This creature appears to be a large snake formed of earth and sand. A slit seems to function as the creature's mouth.

Sandlings are creatures from the Elemental Plane of Earth. A sandling in its natural form resembles a mound of sand that covers a 10-foot area. They are most often summoned to the Material Plane by clerics and wizards, though on occasion a sandling slips through a vortex connecting the Elemental Plane of Earth to the Material Plane.

Sandlings live on a diet of minerals only and cannot digest plants, herbs, meat, or other substances. Opponents killed by a sandling are left for scavengers.

Sandlings have no real society and are highly solitary in nature. Though they harbor no ill-will towards others of their kind, it is very rare to find more than one sandling operating near another. Reproduction methods among sandlings is unknown to sages but it is believed they create others of their kind by division (that is, an adult sandling splits into two or more smaller creatures).

A typical sandling is 10 feet long but can grow to a length of 20 to 25 feet.

combat

A sandling lies in wait in its natural form until it detects an interloper in its territory. It then assumes its serpentine form and attacks with an abrasive bite.

Vulnerability to Water (Ex): For every 2 gallons of water that hit a sandling, it is slowed (as the *slow* spell) for 1 round (no save).

Sandman

Medium Elemental (Earth, Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

Base Attack/Grapple: +3/+5

Attack: Slam +6 melee (1d4+2 plus sleep)

Full Attack: Slam +6 melee (1d4+2 plus sleep)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sleep, sleep aura

Special Qualities: Darkvision 60 ft., elemental traits, *protection from arrows*, SR 15

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 10

Skills: Hide +4, Listen +6, Move Silently +4, Spot +6

Feats: Alertness, Weapon Focus (slam)

Environment: Elemental Plane of Earth

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: Double coins; standard goods; standard items

Alignment: Usually neutral (evil tendencies)

Advancement: 5-12 HD (Medium)

Level Adjustment: —

This creature appears as a slender, lithe humanoid constructed of sand. Delicate features can be seen on its face, and its fingers are long and slender.

Sandmen are silicate creatures from the Elemental Plane of Earth. Their purpose on the Material Plane is unknown, but spellcasters often summon them when they want to protect someone or something. Though sandmen have

evil tendencies many willingly serve summoners of other alignments.

Sandmen have an immense dislike for humans (reasons unknown) and attack them on sight—human spellcasters take heed when employing their services!

A typical sandman is 6 feet tall. They speak Terran and some can speak Common.

Combat

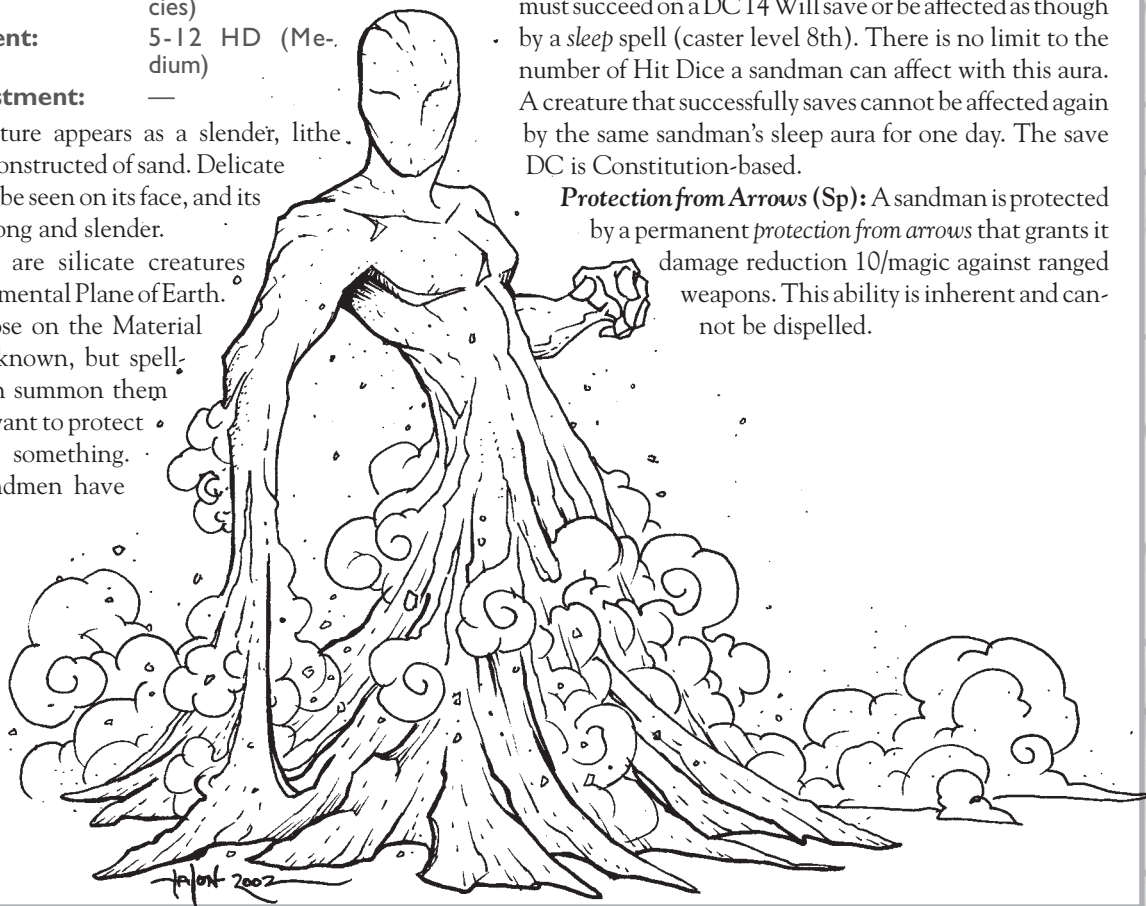
A sandman attacks its opponent by pummeling it with its fists, though it prefers to avoid combat if possible. Given the chance, a sandman attempts to put an opponent to sleep rather than kill it. A sleeping creature is left to its own devices; a sandman does not further attack a creature it puts to sleep. Sleeping creatures are often carried to the sandman's master where they are enslaved or worse.

Sleep (Su): A creature struck by a sandman must succeed on a DC 14 Will save or be affected as though by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this aura. The save DC is Constitution-based.

Likewise, creatures attacking a sandman unarmed or with natural attacks must succeed on a DC 15 Will save or be affected as above each time one of their attacks hit.

Sleep Aura (Su): A sandman can radiate a 20-foot-radius sleep aura as a free action. A creature in the area must succeed on a DC 14 Will save or be affected as though by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this aura. A creature that successfully saves cannot be affected again by the same sandman's sleep aura for one day. The save DC is Constitution-based.

Protection from Arrows (Sp): A sandman is protected by a permanent *protection from arrows* that grants it damage reduction 10/magic against ranged weapons. This ability is inherent and cannot be dispelled.



शौवावा

Large Outsider (Evil, Extraplanar)

Hit Dice:	10d8+50 (95 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	25 (–1 size, +3 Dex, +13 natural), touch 12, flat-footed 22
Base Attack/Grapple:	+10/+19
Attack:	Kukri +14 melee (1d6+5, 18–20/x2) or claw +14 melee (1d6+5)
Full Attack:	Kukri +14/+9 melee (1d6+5, 18–20/x2) or 2 claws +14 melee (1d6+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damagereduction 10/magic, darkvision 60 ft., immunity to acid, outsider traits, resistance to cold, fire 10, SR 19, telepathy 100 ft.
Saves:	Fort +12, Ref +10, Will +13
Abilities:	Str 20, Dex 16, Con 20, Int 18, Wis 18, Cha 18
Skills:	Bluff +17, Concentration +18, Craft (poisonmaking) +10, Diplomacy +13, Disguise +4 (+6 acting), Escape Artist +16, Gather Information +17, Heal +17, Intimidate +19, Knowledge (any one) +22, Knowledge (the planes) +11, Listen +12, Profession (torturer) +17, Sense Motive +19, Spot +12, Survival +17 (+19 on other planes), Use Rope +7 (+9 with bindings)
Feats:	Alertness, Iron Will, Negotiator, Skill Focus (Knowledge [anatomy])
Environment:	Plane of Agony
Organization:	Solitary or team (2–5)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	11–20 HD (Large); 21–30 HD (Huge)
Level Adjustment:	—



This crimson-skinned creature stands at least 8 feet tall. It is dressed in flowing dark robes. The hood covering its head slides back to reveal a bald head and scarified visage with rounded violet eyes, no ears, and no mouth. The creature wields a wickedly-curved blade in its clawed hands.

The silaala are a product of the Plane of Agony. Once great genies in their homeland, upon their death, the pain of their suffering and their fleshly remains were captured and taken to the Plane of Agony delivered to Veruard the Razor and Creator. From the Oblivion, he reconfigured, sculpted and molded the silaala into their current and most “beautiful” form. He gifted them with the knowledge of the inner working of the body and gave them the skills of a

surgeon so they may practice the art of torture and pain upon those they encounter.

While many silaal chose to remain on the Plane of Agony to practice their skills upon newly acquired souls and bodies, others took to the planes, making their new homes in a multitude of different places. Across many planes, the silaal are widely known as some of the most (if not *the* most) skilled torturers in the entire multiverse (their skills being rivaled only by that of their creator, the Twelve, and the Quorum).

Silaaal stand 8 feet tall. Their bodies are lithe and slender. They are never without their robes (some believe they wear these robes to conceal their unscarred bodies which Veruard never finished). Their heads are shaven and their skin crimson. Silaaal have no ears or mouths (the stitchings that closed the wounds when their mouths and ears were removed are faintly visible upon close inspection).

Silaaal cannot speak, but seem to understand a variety of languages. They communicate with others via telepathy.

सलाल

A silaaal attacks with its kukri in combat, mixing its physical attacks and its spell-like abilities. If disarmed or without a weapon, a silaaal attacks with its razor-sharp claws. Defeated foes are rarely slain immediately. They are captured, restrained and tortured beyond imagination until they die or surrender the information the silaaal seeks. Should a prisoner die before the silaaal has extracted the information it requires, it often returns that creature to life long enough to obtain what it is after.

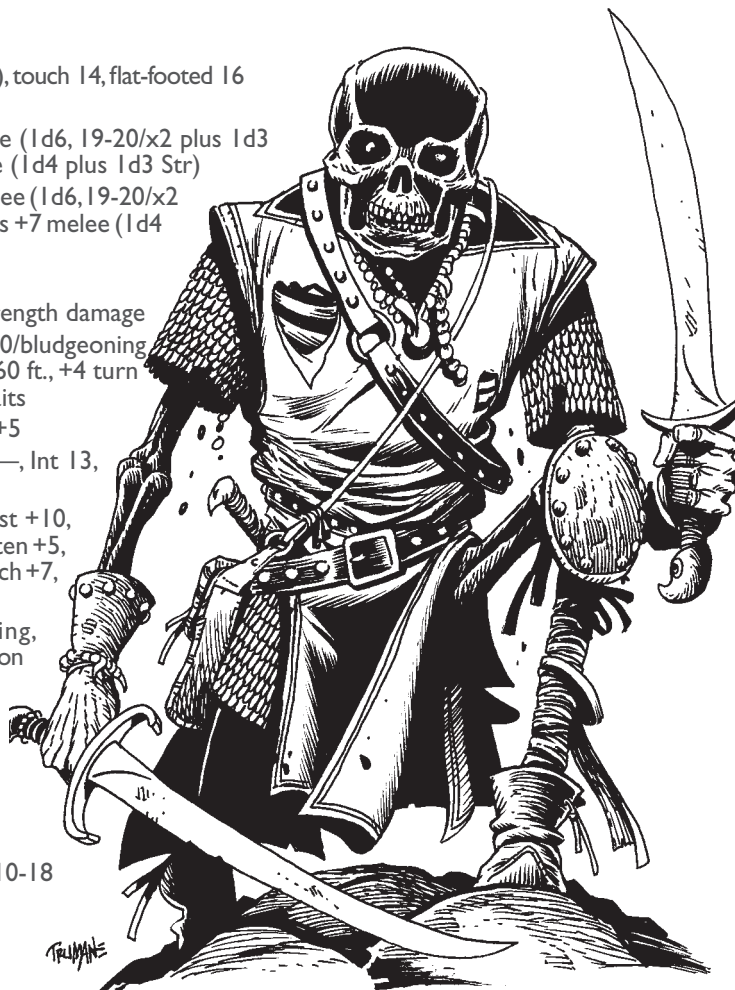
Spell-Like Abilities: At will—*confusion* (DC 18), *cure light wounds*, *detect thoughts* (DC 16), *see invisibility*, *stinking cloud* (DC 17); 3/day—*cause fear* (DC 15), *cure moderate wounds*, *wall of fire* (DC 18); 1/day—*blade barrier* (DC 20), *cure serious wounds*, *dominate monster* (DC 23), *feblemind* (DC 19), *insanity* (DC 21), *power word stun*, *raise dead*. Caster level 10th. The save DCs are Charisma-based.

Skills: Silaal have a +4 racial bonus on Use Rope checks.

इक्रेटोन, ब्लैक

Medium Undead

Hit Dice:	6d12 (39 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+3/+3
Attack:	Short sword +8 melee (1d6, 19-20/x2 plus 1d3 Str) or claw +7 melee (1d4 plus 1d3 Str)
Full Attack:	2 short swords +8 melee (1d6, 19-20/x2 plus 1d3 Str) or 2 claws +7 melee (1d4 plus 1d3 Str)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Frightful presence, strength damage
Special Qualities:	Damage reduction 10/bludgeoning and good, darkvision 60 ft., +4 turn resistance, undead traits
Saves:	Fort +2, Ref +6, Will +5
Abilities:	Str 11, Dex 19, Con —, Int 13, Wis 10, Cha 14
Skills:	Climb +6, Escape Artist +10, Hide +10, Jump +9, Listen +5, Move Silently +10, Search +7, Spot +6
Feats:	Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)
Environment:	Underground
Organization:	Any
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-9 HD (Medium); 10-18 HD (Large)
Level Adjustment:	—



This creature looks like a skeleton with glistening black bones, seemingly constructed of blackened steel. Small red pinpoints of light burn in its hollowed eye sockets.

Black skeletons were first encountered in Rappan Athuk (see the modules *Rappan Athuk 1-3* from *Necromancer Games*). Much more powerful than standard skeletons, these minions of evil are often employed as guardians or protectors to keep sealed some ancient knowledge best left undiscovered. They are intelligent monsters and are not subject to the mindless commands that can be given to such undead as skeletons or zombies. They have a clear mind, and sometimes go against the commands and wishes of those they serve, if it benefits the black skeleton in question.

Black skeletons are the remnants of living creatures slain in an area where the ground is soaked through with evil. The bodies of fallen heroes are contaminated and polluted by such evil and within days after their death, the slain creatures rise as black skeletons, leaving their former lives and bodies behind. Black skeletons are intelligent and do maintain some memories of their former lives.

Black skeletons wear any clothes or armor they had in life, and some still carry their gear or weapons (most discard their weapons in favor of two short swords as soon as they can).

Black skeletons speak Common and Abyssal (leading some to believe that the evil that first created these creatures was the product of the demon prince Orcus).

कलबत

Black skeletons attack with two short swords in battle with little more than the intention of cutting their foes to pieces. They are intelligent opponents and will use tactics during battle, often sending several of their number against a foe's front, while the others move into position to flank their adversaries. Black skeletons are smart enough to know when the battle is lost and withdraw from combat, though rarely. Most simply fight to the death, driven by some unseen hatred for the living.

Frightful Presence (Ex): The mere presence of a black skeleton is unsettling to foes, especially when the skeleton shrieks. Creatures within 60 feet and with less HD than the black skeleton that hear it must succeed on a DC 15 Will save or become panicked for 4d6 rounds. Creatures that successfully save are immune to the frightful presence of the same black skeleton for one day. The save DC is Charisma-based.

Strength Damage (Su): Good-aligned creatures hit by a black skeleton (either by a weapon or natural attack) must succeed on a DC 15 Fortitude save or take 1d3 points of Strength damage. The save DC is Charisma-based. This effect is a function of the black skeleton itself, not its short swords.

Feats: Because of the black skeleton's magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

इकल्लेटोन

Tiny Undead	
Hit Dice:	4d12 (26 hp)
Initiative:	+0
Speed:	Fly 10 ft. (perfect) (2 squares)
Armor Class:	14 (+2 size, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/-8
Attack:	Bite +4 melee (1d3-2 plus disease)
Full Attack:	Bite +4 melee (1d3-2 plus disease)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Disease, dust
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +1, Will +5
Abilities:	Str 6, Dex 10, Con —, Int 10, Wis 12, Cha 10
Skills:	Hide +6, Listen +8, Move Silently +6, Search +6, Spot +8
Feats:	Alertness, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Any evil

Advancement:	5-12 HD (Tiny)
Level Adjustment:	—

This being looks like a humanoid skull with several small gems inset in its eye sockets and mouth.

Skulletons are undead creatures believed to have been created by a lich or demilich, for the creature greatly resembles the latter in that it is nothing more than a pile of dust, a skull, and a collection of bones. The gemstones inset in its eye sockets and in place of its teeth are not gemstones at all, but painted glass (worthless).

The skulleton is thought to have been created to detour would-be tombplunders in to thinking they had desecrated the lair of a demilich.

कलबत

A skulleton lies in wait for its prey. When a living creature touches a skulleton, it rises 6 feet in the air and uses its dust attack (doing its best imitation of a demilich, even pivoting to face its foes). Once it uses its dust attack to incapacitate its opponents, the skulleton moves to bite with its gem-encrusted teeth.

Disease (Ex): Filth fever—bite, Fortitude DC 12, incubation period 1d3 days; damage 1d3 Dexterity and

1d3 Constitution (see Disease, in the DMG). The save DC is Charisma-based.

Dust (Ex): The skulleton can use its crumbled remains to attack any creature that comes within 10 feet. As a standard action, it can billow forth a cloud of dust that covers a 10-foot area in front of it. Creatures caught within the area must succeed on a DC 12 Fortitude save or be affected as if by a *stinking cloud* (caster level 6th) for 6 rounds. The dust cloud remains for 2 rounds and can be affected by wind. The save DC is Charisma-based.

A skulleton can use this ability twice per day.

Creating a Skulleton

To create a skulleton, the creator must be at least 9th level. The following ingredients are required.

- The skull of a humanoid or monstrous humanoid.
- A few bones from a humanoid or monstrous humanoid.
- A small quantity (at least 1 pint) of earth (dirt).

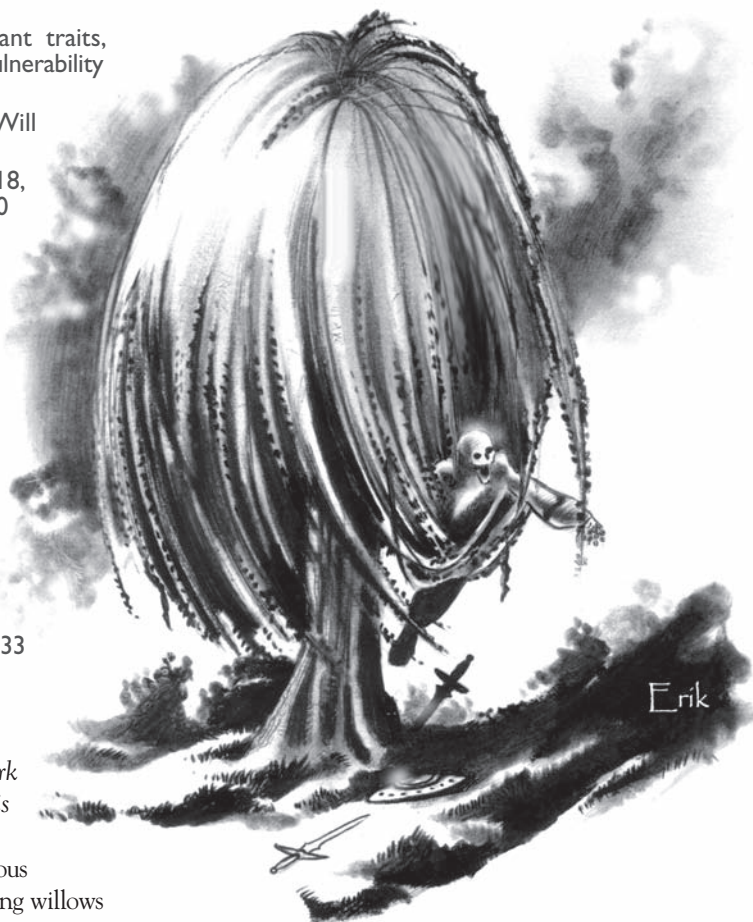
Powder the bones (but not the skull) and mix with the earth or dirt in an iron bowl. Pour the powdered mixture over the skull. Cast the following spells in this order: *contagion*, *fly*, *stinking cloud*, and *animate dead*. Within 1 hour, the skulleton animates and comes to “life.”

इष्टपिण्ड वीरुव

Huge Plant

Hit Dice:	11d8+44 (93 hp)
Initiative:	-1
Speed:	10 ft. (2 squares)
Armor Class:	23 (-2 size, -1 Dex, +16 natural), touch 7, flat-footed 23
Base Attack/Grapple:	+8/+24
Attack:	Slam +15 melee (2d6+8, 19-20/x2)
Full Attack:	4 slams +15 melee (2d6+8, 19-20/x2)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constitution drain, improved grab, sleep spores
Special Qualities:	Low-light vision, plant traits, tremorsense 60 ft., vulnerability to fire
Saves:	Fort +12, Ref +2, Will +4
Abilities:	Str 26, Dex 8, Con 18, Int 6, Wis 12, Cha 10
Skills:	Hide -9*, Listen +10, Spot +10
Feats:	Alertness, Improved Critical (slam), Power Attack, Weapon Focus (slam)
Environment:	Temperate forests
Organization:	Solitary or grove (2-5)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	12-29 HD (Huge); 30-33 HD (Gargantuan)
Level Adjustment:	—

make their home among groves or areas of normal willow trees where they can use their natural appearance to their advantage. Though capable of movement, the sleeping willow only moves at night, so as not to be detected or seen. Once a hunting area becomes depopulated or scarce, the sleeping willow moves on to better hunting grounds where it takes root and repeats the above cycle of waiting, hunting, and moving on to a new location. Sleeping willows do not collect treasure but the treasure from their past victims is often scattered about the base of the tree. Sleeping willows do not mind this, for they know that greedy treasure-seekers will be lured in by this and it makes catching a meal that much easier.



This monster resembles a tall willow tree with a dark brown trunk and long, drooping, graceful twigs. It is crowned with leaves of greenish-brown.

Sleeping willows are slow-moving, carnivorous plant creatures with evil dispositions. Most sleeping willows

A sleeping willow appears as a normal willow tree (and is often mistaken for such) standing 15 or more feet tall. Some species have been rumored to reach heights in excess of 30 feet. Its trunk is 2 feet or more in diameter and dark brown in color.

ढलडड

A sleeping willow prefers to attack from ambush when potential prey wanders too close to it. Once prey is in range, the sleeping willow releases its spores and then attacks with its branches, grabbing its prey in its vise-like grip. Grappled creatures are drained of their body fluids and absorbed by the tree.

A grove of sleeping willows act in concert against multiple opponents, aiding one another when necessary until the opponents are slain or flee.

Constitution Drain (Su): A creature grabbed by a sleeping willow must succeed on a DC 19 Fortitude save or permanently lose 2 points of Constitution each round the hold is maintained. The sleeping willow heals 5 points

of damage whenever it drains Constitution, gaining any excess as temporary hit points. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a sleeping willow must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the sleeping willow wins the grapple check, it establishes a hold and drains Constitution and deals slam damage each round.

Sleep Spores (Ex): As a standard action, a sleeping willow can eject a cloud of yellowish pollen from its body in a 30-foot spread. Affected creatures must succeed on a DC 19 Will save or fall asleep for 10 minutes. There is no HD limit for this sleep effect. The save DC is Constitution-based.

Tremorsense (Ex): A sleeping willow can automatically sense the location of anything within 60 feet that is in contact with the same vegetation it is (including the ground).

Skills: *Sleeping willows have a +16 racial bonus on Hide checks in forested areas.

इतुनड लडडड

Medium Elemental (Earth)

Hit Dice:	10d8+40 (85 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), burrow 30 ft.
Armor Class:	20 (+10 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+7/+11
Attack:	Longsword +11 melee (1d8+4, 19-20/x2) or slam +11 melee (1d6+4)
Full Attack:	Longsword +11/+6 melee (1d8+4, 19-20/x2) or 2 slams +11 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Animate rocks</i> , earth mastery, spell-like abilities
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., elemental traits, immunity to earth magic, one with the earth, veil
Saves:	Fort +11, Ref +5, Will +8
Abilities:	Str 18, Dex 10, Con 18, Int 15, Wis 16, Cha 20
Skills:	Craft (stonemasonry) +15, Diplomacy +8, Knowledge (nature) +13, Listen +8, Sense Motive +7, Spot +8, Survival +12 (+14 aboveground natural environment)
Feats:	Improved Initiative, Iron Will, Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary or troupe (2-5)
Challenge Rating:	8

Treasure:	Standard
Alignment:	Usually neutral
Advancement:	11-20 HD (Medium)
Level Adjustment:	—

This creature resembles an exquisitely carved statue, female and shapely in design. Loose-fitting robes clothe her form and a veil hangs across her shoulders and wraps around her head, though her face is not obscured. Her skin is the color of shale.

Stone maidens are reclusive creatures of elemental earth thought to be somehow related to dryads and other fey creatures of earth and nature. How sages came to this conclusion is unknown (but one can venture a guess and say it is because like many fey creatures, such as nymphs, dryads, and nereids, the stone maiden is a strikingly attractive female creature). They spend almost of their time on the Elemental Plane of Earth, rarely venturing into the Material Plane, unless summoned. If summoned by a spellcaster, a stone maiden performs the task asked of her (if she can and if it does not go against her alignment) and quickly returns to her home plane.

Stone maidens rarely associate with other races, preferring to deal only with those of their own kind (meaning earth creatures). They are often found in the company of geons (see *Tome of Horrors II*), non-evil vilstraks (see *Tome of Horrors I*), and earth elementals. (It is rumored the Elemental Lord of Earth has a personal harem of stone maidens in his private palace.)

A stone maiden's features are delicate and smooth. Her hair (almost always hidden by her veil) is long and flowing, and generally darker than her grayish "skin." A typical stone maiden stands about 6 feet tall.

Stone maidens speak Common, Terran, and at least one other language (often Sylvan).

A stone maiden can be summoned using a *summon monster VII*, *planar ally* (or greater), or *planar binding* (or greater) spell.

Combat

A stone maiden is reluctant to enter combat unless pressed. Once engaged, a stone maiden defends itself with its longsword (or slam attack if unarmed) and an array of spell-like abilities.

A stone maiden usually opens combat by animating a section of nearby rock and directing the animated rocks to attack her nearest opponents. Next, she uses *spike stones* to turn the ground between herself and her foes into a field of razor-sharp points (and remember, because of her immunity to earth magic, a stone maiden can move through a spike stoned area unimpeded and without taking damage). Creatures making their way through the *spike stoned* area are usually met with a *wall of stone* or a hail of *magic stones*.

If combat goes against a stone maiden she *melds into stone* to escape.

A stone maiden's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Animate Rocks (Sp): A stone maiden can animate rock within 180 feet at will, controlling up to two rocks at a time. Animated rocks are vaguely humanoid-shaped (most often resembling a stone maiden) and use the same statistics as stone maidens. They do not possess a stone maiden's *animate rocks* ability, spell-like abilities, or veil special quality. They can move through a *spike stoned* area unimpeded and without taking damage.

An animated rock loses its ability to move if the stone maiden that animated it is incapacitated or moves out of range.

Earth Mastery (Ex):

A stone maiden gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the stone maiden takes a -4

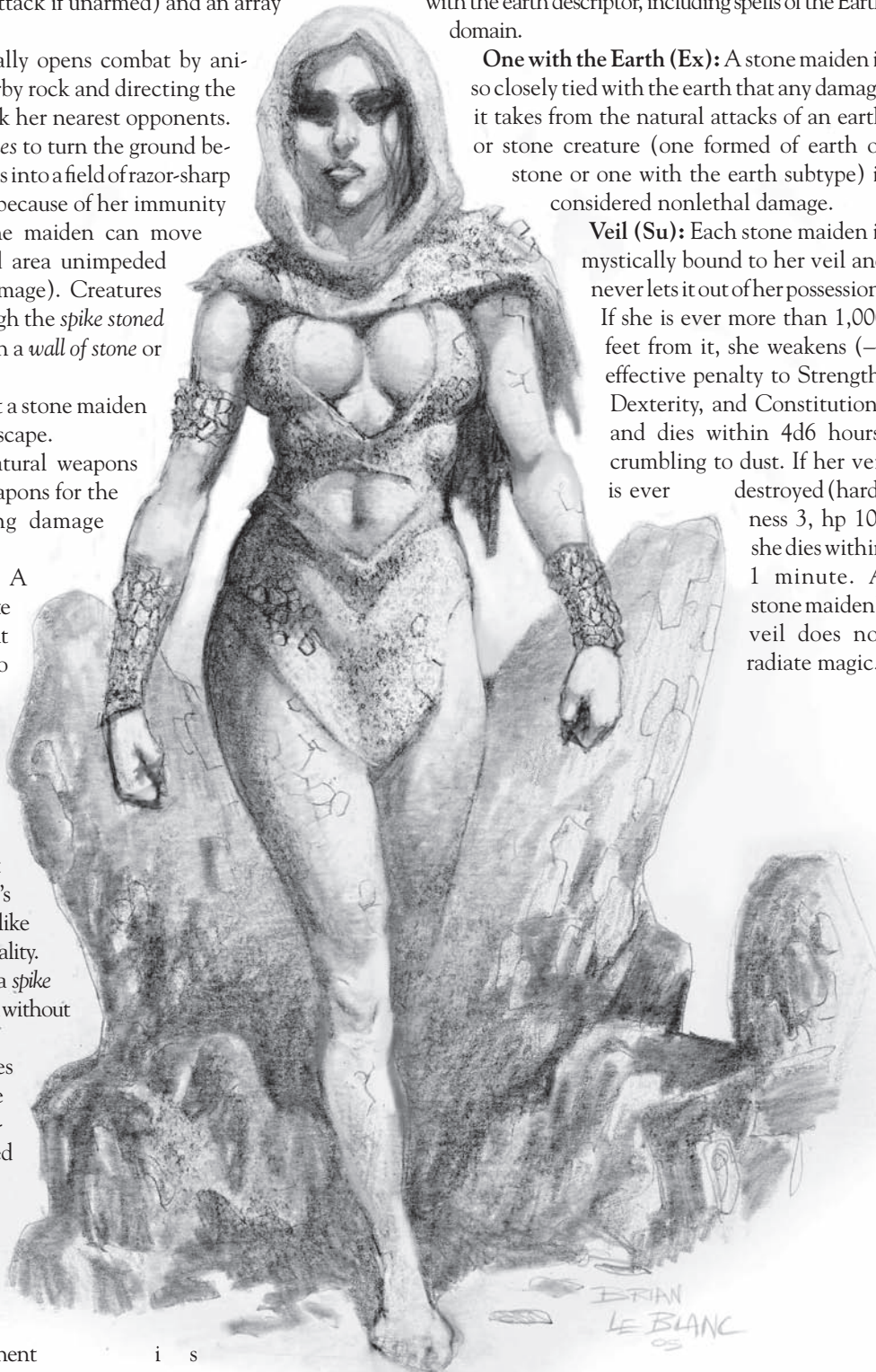
penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Spell-Like Abilities: At will—*magic stone*, *meld into stone*, *soften earth and stone*, *spike stones* (DC 19), *stone shape*, *stone tell*, *transmute mud to rock*, *transmute rock to mud*; 3/day—*move earth*; 1/day—*iron body*, *wall of stone* (DC 20). Caster level 10th. The save DCs are Charisma-based.

Immunity to Earth Magic (Ex): A stone maiden is immune to all spells, spell-like abilities, and supernatural effects with the earth descriptor, including spells of the Earth domain.

One with the Earth (Ex): A stone maiden is so closely tied with the earth that any damage it takes from the natural attacks of an earth or stone creature (one formed of earth or stone or one with the earth subtype) is considered nonlethal damage.

Veil (Su): Each stone maiden is mystically bound to her veil and never lets it out of her possession. If she is ever more than 1,000 feet from it, she weakens (-4 effective penalty to Strength, Dexterity, and Constitution) and dies within 4d6 hours, crumbling to dust. If her veil is ever destroyed (hardness 3, hp 10) she dies within 1 minute. A stone maiden's veil does not radiate magic.



stone sphinx

Huge Construct

Hit Dice:	14d10+40 (117 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 40 ft. (average)
Armor Class:	29 (–2 size, +1 Dex, +20 natural), touch 9, flat-footed 28
Base Attack/Grapple:	+10/+26
Attack:	Bite +16 melee (4d6+8)
Full Attack:	Bite +16 melee (4d6+8) and 2 claws +11 melee (2d6+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, roar
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +9, Ref +10, Will +4
Abilities:	Str 27, Dex 12, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or pair
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	15–28 HD (Huge); 2 9 – 4 2 H D (Gargantuan)
Level Adjustment:	—

This creature is entirely constructed of smooth stone and has a leonine body with the head of a jackal, thus resembling a well-constructed statue chiseled of fine stone. Two large stony dragon-like wings sprout from its back. Ruby red gemstones inset in its head seem to function as eyes.

Stone sphinxes are automatons constructed to guard and watch over temples, religious quarters, holy (or unholy) grounds, and often times tombs of now-deceased high priests or other important religious figures.

Until disturbed, a stone sphinx sits or stands unmoving, appearing as nothing more than a stone statue. Once triggered, it follows its creator's orders until the condition(s) that triggered it have been removed, destroyed, or otherwise eliminated.

A stone sphinx is about 15 feet long and weighs around 29,000 pounds. Stone sphinxes often have holy or unholy symbols (representative of the creator's god) carved into their forms upon creation. Though many stone sphinxes (including the one in the descriptive text above) are depicted with a jackal's head, many have the head of another creature with the most common being male humanoid, female humanoid, ram, falcon, vulture, or goat.

colobat

A stone sphinx attacks using a stony bite and slashing with its stony paws. It often takes to the air where it can gain an advantage on its foes.

Breath Weapon (Su): Once every 1d4 rounds, a stone sphinx can unleash a cone of corrosive acid in a 30-foot cone that deals 12d6 points of acid damage to creatures and objects in the affected area. A successful DC 17 Reflex save reduces the damage by half. The save DC is Constitution-based.

Roar (Su): Three times per day, a stone sphinx can unleash a roar in a 100-foot radius that causes fear in all those hearing it. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 14th). A creature that successfully saves cannot

be affected again by the same stone sphinx's roar for one day. The save DC is Charisma-based.

Immunity



to **Magic (Ex)**: A stone sphinx 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 sphinx (as the slow spell) for 2d6 rounds, with no saving throw.

A *transmute mud to rock* spell heals a stone sphinx of all of its lost hit points.

A *stone to flesh* spell does not actually change the stone sphinx's structure but negates its damage reduction and immunity to magic for 1 full round.

Construction

A stone sphinx is chiseled from a block of smooth stone that weighs at least 5,000 pounds and that has a value of not less than 10,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.

CL 14th; Craft Construct (see the MM), *shout*, *fear*, *acid fog*, caster must be at least 14th level; Price 110,000 gp; Cost 65,000 gp + 4,000 XP.

स्तुनजेलीय

Large Ooze

Hit Dice:	4d10+24 (46 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+3/+8
Attack:	Slam +3 melee (1d6+1 plus 1d6 acid plus paralysis)
Full Attack:	Slam +3 melee (1d6+1 plus 1d6 acid plus paralysis)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid, engulf, paralysis
Special Qualities:	Blindsight 60 ft., camouflage, immunity to electricity, ooze traits
Saves:	Fort +7, Ref +1, Will -4
Abilities:	Str 12, Dex 10, Con 22, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	1/10th coins; 50% goods (metal or stone only); 50% items (metal or stone only)
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	—

What appears to be a section of the wall comes to life, revealing a slightly translucent protoplasmic creature.

Stunjellies are distant relatives of the dungeon-dwelling gelatinous cube. It appears as a section of ordinary wall and covers an area of at least 10 square feet. A stunjelly is 2-1/2 to 5 feet thick. A stunjelly is gray in color and slightly translucent. It gives off a mild vinegar odor that can be detected at a range of 5 feet.

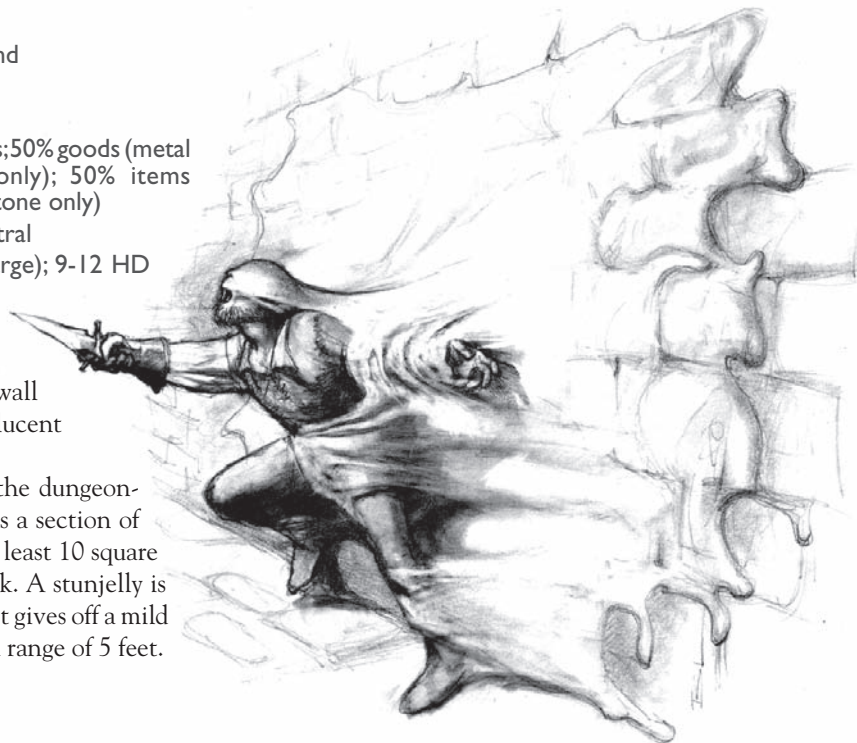
टल्लेबट

When a target moves within 5 feet of a stunjelly, it attacks with its slam attack. Any creature paralyzed by a stunjelly is engulfed and devoured.

Acid (Ex): A stunjelly's acid does not harm metal or stone.

Engulf (Ex): A stunjelly can attempt to pull a creature up to one size smaller than itself into its body as a standard action. The stunjelly attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and surrounds the victim with its protoplasmic form.

Attacks that hit an engulfing stunjelly deal half their damage to the monster and half to the trapped victim. An engulfed victim is subjected to the monster's paralysis and acid each round it remains trapped.



Paralysis (Ex): A stunjelly secretes an anesthetizing slime. A target hit by a stunjelly's melee or engulf attack must succeed on a DC 18 Fortitude save or be paralyzed for 3d6 rounds. The stunjelly can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Camouflage (Ex): Since a stunjelly looks like normal stone when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (stonemasonry) can use one of those skills instead of Spot to notice the creature. Dwarves can use stonecunning to notice a stunjelly.

इवारल, adamantine wasp

Fine Construct (Swarm)

Hit Dice:	15d10 (82 hp)
Initiative:	+6
Speed:	5 ft. (1 square), fly 40 ft. (good)
Armor Class:	24 (+8 size, +6 Dex), touch 24, flat-footed 18
Base Attack/Grapple:	+11/—
Attack:	Swarm (3d6 plus poison)
Full Attack:	Swarm (3d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Construct traits, damage reduction 10/—, darkvision 60 ft., immunity to weapon damage, SR 18, swarm traits
Saves:	Fort +5, Ref +11, Will +5
Abilities:	Str 1, Dex 22, Con —, Int —, Wis 11, Cha 2
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary, cloud (2–4 swarms) or plague (5–8 swarms)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

The sound of metallic clicking fills the air as thousands of tiny metal insects descend from the air.

The adamantine wasp is a flying construct capable of bringing down the most powerful of opponents with its deadly sting.

Adamantine wasps are constructed by spellcasters and used to guard or patrol areas the creator wishes to keep “off limits.” From a distance, they resemble 1-foot long silver wasps, and some spellcasters further enhance this ruse by constructing fake nests nearby to detract would-be trespassers.

An adamantine wasp is 1-foot long and looks like its namesake only made out of metal. Its body is segmented like a normal wasp (head, thorax, and abdomen) and has carefully and delicately been fitted together to form the wasp. A wicked-looking adamantine stinger protrudes from its abdomen. Its wings are formed of paper-thin adamantine, specially treated during the construction process.

कलंबाट

Adamantine wasps, being constructs, are non-intelligent and are programmed to carry out simple tasks such as “guard this room” or “attack any who enter here.” When following their commands, adamantine wasps fight until destroyed. A swarm attacks by stinging its foes and injecting its blood-freezing poison.

An adamantine wasp swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with an adamantine swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 17; initial and secondary damage, 1d6 Dexterity. The save DC is Constitution-based.

A creature reduced to Dexterity 0 freezes solid (similar to a *flesh to stone* spell) for 1d4 hours as his body hardens into ice. If reduced to 0 or less hit points while frozen, the creature shatters into pieces and dies.



इवारल, bladecoin

Fine Construct (Swarm)

Hit Dice:	10d10 (55 hp)
Initiative:	+1
Speed:	5 ft. (1 square), fly 30 ft. (good)
Armor Class:	19 (+8 size, +1 Dex), touch 19, flat-footed 18
Base Attack/Grapple:	+7/—
Attack:	Swarm (2d6 plus wounding)
Full Attack:	Swarm (2d6 plus wounding)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, wounding
Special Qualities:	Construct traits, damage reduction 5/—, darkvision 60 ft., immunity to weapon damage, swarm traits
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 1, Dex 13, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary, bankroll (2–4 swarms) or jackpot (5–8 swarms)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

What appeared to be a pile of copper, gold, and platinum coins suddenly takes life and whirls into the air resembling a cyclone.

Bladecoins are tiny constructs fashioned by tricky spellcasters hoping to fool and detour would-be thieves. They are often constructed by spellcasters for others, such as merchants, local rulers, and sold to the client at a somewhat reasonable price.



Bladecoins cannot speak or utter any sound.

टलबत

Bladecoins attack by swirling into cyclone form and pummeling their opponents.

A bladecoin swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a bladecoin swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): The damage dealt by a bladecoin swarm causes a persistent wound. An injured creature loses 1 additional hit point each round. The continuing hit point loss can be stopped by a DC 15 Heal check, a cure spell, or a heal spell. The check DC is Constitution-based.

इवारल, द्युड स्पिडर

Tiny Construct (Swarm)

Hit Dice:	8d10 (44 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple:	+6/—
Attack:	Swarm (1d6 plus mind-ruin)
Full Attack:	Swarm (1d6 plus mind-ruin)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, mind-ruin
Special Qualities:	Construct traits, arkvision 60 ft., half damage from slashing and piercing, swarm traits
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 2, Dex 17, Con —, Int —,

Wis 11, Cha 1

Skills:	—
Feats:	—
Environment:	The Great Repository
Organization:	Solitary, pack (2–4 swarms), or infestation (7–12 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

This creature appears to be a spinning and whirling jet of eye balls of all colors and sizes. As it draws closer, it appears the eyes are part of smaller creatures, resembling spiders, but completely composed of eye balls.

Eye spiders are flesh golem-like constructs formed from eye balls that have been discarded by the Scholars of the Great Repository. They resemble spiders composed completely of eye balls with a larger eye (presumably taken from a larger creature) serving as the monster's central body. Small eyes, sewn, chained, and stitched together function as the creatures' legs. Magic holds them together and grants them their potent gaze attack. The recipe for constructing an eye spider is a closely guarded secret known only to the Scholars.

कलबत

An eye spider swarm generally avoids combat, unless ordered into combat or forced into battle. An eye spider

swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move. Creatures caught inside the swarm are subjected to its mind-ruin attack.

Distraction (Ex): Any living creature that begins its turn with an eye spider swarm in its square must succeed on a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Mind-Ruin (Su): An eye spider swarm's body can flash and pulsate as a free action. Creatures caught within its mass when it does so have their minds suddenly filled with thousands of tangled visual images composed of text, passages, and secrets that the eyes of an eye spider swarm has seen over the centuries. This flood of sensory input scrambles the target's brain dealing 1d4 points of Intelligence damage if it fails a DC 14 Will save.

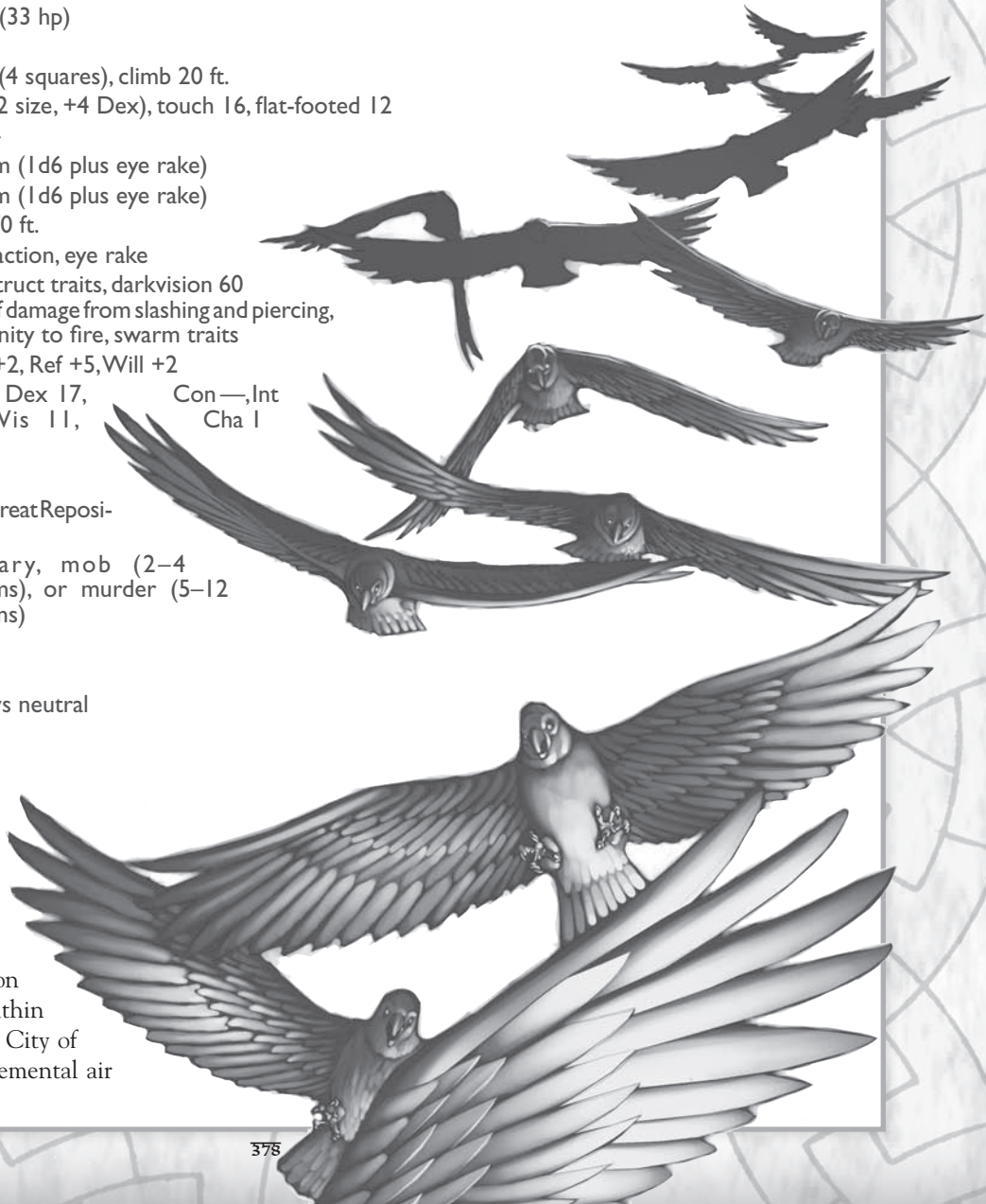
इवारल, mechanical bird

Tiny Construct (Swarm)

Hit Dice:	6d10 (33 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple:	+4/—
Attack:	Swarm (1d6 plus eye rake)
Full Attack:	Swarm (1d6 plus eye rake)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, eye rake
Special Qualities:	Construct traits, darkvision 60 ft., half damage from slashing and piercing, immunity to fire, swarm traits
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 1, Dex 17, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	The Great Repository
Organization:	Solitary, mob (2–4 swarms), or murder (5–12 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

The clink of metal wings grows louder and louder as a swarm of silver-colored ravens with ruby red eyes and razor-sharp talons dive on your position.

Mechanical birds are the creation of the Sultana and are found within her City inside the walls of the City of Brass. They are the fusing of elemental air and genie magic.



A typical mechanical bird looks much like a normal raven, except its body is made of metal, its eyes sparkle with a red light (rubies inset in the construct), and its claws are polished silver.

Corbat

Mechanical birds attack any creature tampering with the items in the Rotunda (Area 2, City of the Dead Sultana). If characters do not touch anything, they birds are content to fly high above without as much as a glance. If attacking, the birds dive at their target attempting to tear its eyes out.

A mechanical bird swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

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

Eye Rake (Ex): The razor-sharp silvered talons of a mechanical bird can rip an opponent's eyes out. Any creature that begins its turn with a mechanical bird swarm in its space must succeed on a DC 13 Reflex save or have its eyes plucked out, blinding the foe permanently. *Remove blindness* will not restore the victim's eyes, but a *heal* spell does.

इवारल, इत्तारोत इपोदेर

Fine Vermin (Swarm)

Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	20 (+8 size, +2 Dex), touch 20, flat-footed 18
Base Attack/Grapple:	+2/—
Attack:	Swarm (1d6 plus disease plus painful bite)
Full Attack:	Swarm (1d6 plus disease plus painful bite)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Swarm, distraction, painful bite
Special Qualities:	Darkvision 60 ft., swarm traits, vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +22, Spot +4
Feats:	—
Environment:	Temperate forests
Organization:	Solitary, pack (2-4), or colony (5-10)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

A whirling storm of scarlet-banded spiders scuttles toward you.

Scarlet spiders dwell in temperate forests and make their homes in the hollows of trees, under fall trees, and in dense foliage.

Scarlet spiders are deadly, aggressive black spiders about 3 inches long. Their legs are long, thin, and covered in a thin layer of dark hair. Their bodies are solid black with horizontal bands of scarlet ringing them. Scarlet spiders are not web-spinning spiders; therefore, they do not possess the standard web ability of other spiders.

Corbat

Scarlet spiders attack by swarming their prey.

Disease (Ex): A scarlet spider carries disease and attempts to infect any creature it bites. The save DC is Constitution-based.

Red Ache: Bite, Fortitude DC 11, incubation period 1d3 days; damage 1d6 Strength.

Distraction (Ex): Any living creature that begins its turn with a scarlet spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Painful Bite (Ex): The bite of a scarlet spider is extremely painful. A creature bitten takes a -1 circumstance penalty on attack rolls, weapon damage rolls, and ability and skill checks until cured. A *neutralize poison* or *remove disease* spell, or a DC 13 Heal check removes the penalty. The check DC is Constitution-based and includes a +2 racial bonus.

Skills: Scarlet spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier on Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.



M·K·E·E·I·I·02

tusklord (tusker)

Colossal Magical Beast (Extraplanar)

Hit Dice:	26d10+286 (429 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	26 (-8 size, +1 Dex, +25 natural), touch 3, flat-footed 25
Base Attack/Grapple:	+26/+55
Attack:	Gore +35 melee (4d8+25)
Full Attack:	Slam +35 melee (4d6+17) and 2 stamps +33 melee (4d6+8); or gore +35 melee (4d8+25)
Space/Reach:	30 ft./20 ft.
Special Attacks:	Spell-like abilities, trample 4d8+25
Special Qualities:	Damage reduction 20/epic, darkvision 120 ft., low-light vision, immortal, immunity to fire, immunity to cold, immunity to electricity, immunity to acid, immunity to poison, sealed mind, scent
Saves:	Fort +28, Ref +18, Will +13
Abilities:	Str 47, Dex 12, Con 33, Int 15, Wis 16, Cha 16
Skills:	Knowledge (any one) +24, Knowledge (the planes) +27, Listen +28, Spot +28, Survival +32 (+34 on other planes)
Feats:	Alertness, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Listen), Skill Focus (Spot)
Environment:	Plane of Molten Skies
Organization:	Solitary (only 12 known to exist)
Challenge Rating:	18
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

This creature appears as a massive elephant with charcoal skin and ruby red eyes. Its oversized and upward curving tusks are bronze-colored.

The tuskers are towering, intelligent elephants that hail from a world destroyed ages ago. There are only a dozen of these creatures left in all the realms of existence, and all work the Charcoal Bridge on the Plane of Molten Skies. Their true origins are unknown, but they are thought to be the last hierophants of a now destroyed god.

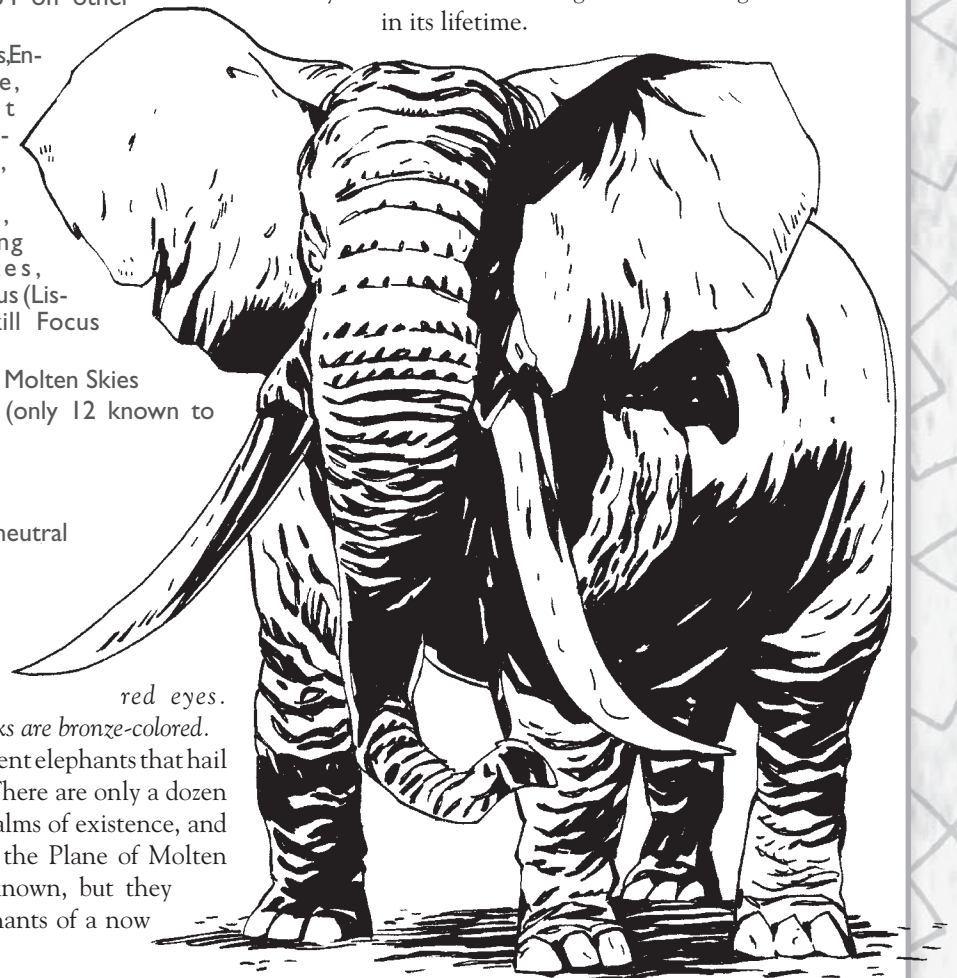
The tusk lords have but one duty: to carry petitioners of the City of Brass to the intersection of the Charcoal and Obsidian Bridges. They do so without pause and without question. The reasons for their service are unknown. Whatever the case, one thing is for certain: Everyone, including the Sultan himself, leaves the tusk lords alone.

The voice of a tusk lord is deep and rumbling and while a tusk lord seems to understand a multitude of languages, one has never spoken. The only sound heard from these enigmatic beasts is the continuous chanting (in some unknown tongue) they make as they trek across the Charcoal Bridge.

colobat

Tuskers rarely, if ever, engage in combat. As a matter of fact, no one on the Plane of Molten Skies remembers the last time they saw a tusker actually combat a foe. Most creatures that would attack a tusker are met with resistance by efreeti patrols. If forced into battle however, a tusker attempts to trample as many of its opponents as it can. It then gores its foes with its massive tusks.

Tusk lords treasure whale songs. If a creature can present a tusker with a reasonable facsimile or reproduction of one, a tusk lord grants the person who sings it a single wish. Only one wish will ever be granted to a single character in its lifetime.



Spell-Like Abilities: 1/day—*ethereal jaunt*, grant up to three *wishes* (non-tuskers only), *protection from spells* (self only). Caster level 20th.

Trample (Ex): Reflex half DC 40. The save DC is Strength-based.

Immortal (Ex): Tusk lords do not eat, sleep, or breathe. They do not die of old age, but can still be killed.

Sealed Mind (Ex): Tusk lords are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

therianthrope

Therianthropes (sometimes called anthromorphs or weretherions) are animals that can assume a human or hybrid form (the latter combining traits of both their human and animal forms). They are akin to lycanthropes (in that they are shapechangers), but therianthropes are not lycanthropes and do not carry or induce lycanthropy. All therianthropes in human form have slightly feral characteristics.

creating a therianthrope

“Therianthrope” is an inherited template that can be added to any animal (referred to hereafter as the “base animal”).

A therianthrope uses all the base animal’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to magical beast and it gains the “shapechanger” subtype. Do not recalculate its base attack and saves. Size is unchanged in animal form. In human form, size is always Medium. In hybrid form, size is Medium or the base animal’s size, whichever is larger.

Hit Dice: Same as the base animal, but all therianthropes have at least 3 HD. If the base animal’s HD is less than 3, advance it to 3 HD (even if the animal normally does not advance) before applying this template.

Speed: Same as the base animal in animal form. In human or hybrid form the creature has a land speed of 30 feet. If the base animal has a fly speed, it loses this movement mode in human form.

Armor Class: The base animal’s natural armor bonus improves by +2 in all forms. In hybrid form, it retains the natural armor bonus of the base animal.

Attack: Same as the base animal in animal and hybrid form. Natural attacks are lost when the creature is in human form. The creature can use and manipulate melee and ranged weapons in hybrid or human form.

Damage: Same as the base animal in animal or hybrid form. Natural attacks are lost when the creature is in human form.

Space/Reach: Same as the base animal, but Large creatures have 10 ft./10 ft. in hybrid form; Huge, 15 ft./15 ft. in hybrid form; Gargantuan, 20 ft./20 ft. in hybrid form; Colossal, 30 ft./30 ft. in hybrid form.

Special Attacks: A therianthrope retains all the special attacks of the base animal and gains one of the following special attacks chosen from the groups below.

A therianthrope’s Hit Dice determines which Group it selects its special attack from: 3 to 5 HD, Group A; 6 to 10 HD, Group B; and 11 or more HD, Group C. If desired, you can substitute two choices from a lesser group for its special attack (for example, a 6 HD lionwere can select one special attack from Group B or instead, it can select two special attacks from Group A). Multiple selections of the same special attack do not stack (unless noted otherwise).

Each special attack can be used in any form (unless noted otherwise). Saving throws have a DC of 10 + 1/2 therianthrope’s HD + the therianthrope’s Cha modifier, unless noted otherwise.

group a

— **Charming Gaze (Su):** Any creature within 30 feet that meets the creature’s gaze must make a Will save or be affected as by a charm monster spell (caster level = therianthrope’s HD).

— **Confusion (Su):** This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), cause confusion (as the spell) in all creatures within 30 feet that hear it. Affected creatures must succeed on a Will save to negate the effects. On a failed save, a creature is affected as by a confusion spell (caster level equals the therianthrope’s HD) for 1d4 rounds, + 1 round per HD of the therianthrope (maximum +6). This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope’s confusion ability for one day. A therianthrope is immune to its own confusion and the confusion of other therianthropes of the same base animal type.

— **Disease (Ex):** The therianthrope delivers either filth fever or red ache (the disease is chosen when the therianthrope is created and can never be changed). A therianthrope is immune to the same disease it delivers with its bite attack. This special attack functions only when the therianthrope is in animal or hybrid form. A therianthrope selects which natural attack to apply this to (and once it’s chosen it can never be changed). The save DC is 10 + 1/2 therianthrope’s HD + its Con modifier.

— **Lethargy (Su):** By speaking or singing (or making a sound normal to its base animal form), the therianthrope can slow all creatures within 60 feet that hear it if they fail a Will save. The slow effects last 1d4 rounds, + 1

round per HD of the therianthrope (maximum +6). A bard's countersong ability allows the creature to attempt a new Will save. This is a sonic mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's lethargy ability for one day. A therianthrope is immune to its own lethargy and the lethargy of other therianthropes of the same base animal type.

— **Poison (Ex):** The therianthrope's bite is poisonous and deals 1d6 points of Dexterity damage. A successful Fortitude saving throw negates the damage. One minute later, another save must be made (same DC) to avoid another 1d6 points of Dexterity damage. This special attack functions only when the therianthrope is in animal or hybrid form. The save DC is 10 + 1/2 therianthrope's HD + its Con modifier.

— **Sickness Gaze (Su):** A creature within 30 feet that meets the creature's gaze is sickened for a number of rounds equal to 3 + the therianthrope's HD (maximum 10 rounds). Affected creatures can attempt a Fortitude save to avoid the effects. Creatures that successfully save cannot be affected by that therianthrope's gaze for one day. A delay poison or neutralize poison spell removes the effects from the sickened creature. Creatures that are immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throw. A therianthrope is immune to its own sickness gaze and the sickness gaze of other therianthropes of the same base animal type.

— **Sleep Gaze (Su):** Any creature within 30 feet that meets the creature's gaze falls asleep for a number of minutes equal to the creature's HD if it fails a Will save. This ability functions as the sleep spell (caster level = therianthrope's HD), but it can affect creatures of any Hit Dice. A therianthrope is immune to its own sleep gaze and the sleep gaze of other therianthropes of the same base animal type.

Group B

— **Battle Frenzy (Ex):** This special attack functions only when the therianthrope is in animal or hybrid form. It does not stack with any other rage or battle frenzy ability the base animal may possess.

Once per day, the therianthrope can work itself into a battle frenzy similar to the barbarian's rage (+4 Str, +4 Con, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for a number of rounds equal to the therianthrope's HD, and the therianthrope suffers no ill effects afterwards.

— **Beguile (Sp):** By speaking or singing (or making a sound normal to its base animal form), the creature can beguile all within 60 feet that hear it if they fail a Will save. A beguiled victim walks toward the therianthrope, taking the most direct route possible. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Beguiled creatures can take no actions other than to defend themselves. A victim within 5 feet of the therianthrope stands there and offers no resistance to the monster's attacks. The effect

continues for as long as the therianthrope speaks or sings and for 1 round thereafter. A bard's countersong ability allows the beguiled creature to attempt a new Will save. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same therianthrope's beguiling ability for one day. A therianthrope is immune to its own beguiling ability and the beguiling ability of other therianthropes of the same base animal type.

— **Blinding Strike (Ex):** A therianthrope that rolls a natural 20 with one natural attack, and confirms the critical hit, destroys the opponent's eyes. An affected creature is permanently blinded (as the spell). A remove blindness or restoration spell restores the victim's eyesight. A therianthrope selects which natural attack to apply this to (and once it's chosen it can never be changed). This special attack functions only when the therianthrope is in animal or hybrid form.

— **Fear (Su):** This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), unleash a frightening blast of sound. All creatures within 30 feet that hear it must succeed on a Will save or become panicked for 2d4 rounds. Creatures further away but within 200 feet must succeed on a Will save or become frightened for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected again by the same therianthrope's fear for one day. A therianthrope is immune to its own fear effect and the fear effect of other therianthropes of the same base animal type.

— **Summon Animals (Sp):** Once per day, the therianthrope can summon a number of animals of its same type whose total Hit Dice do not exceed twice its Hit Dice (for example, a 3 HD werewolf could summon 6 HD worth of wolves or 1 dire wolf once per day).

— **Weakness Gaze (Su):** Any creature within 30 feet that meets the creature's gaze takes 1d4+1 points of Strength or Dexterity damage (the ability damage type is chosen when the therianthrope is created and can never be changed). A successful Fortitude save negates the damage. This ability can be used twice per day and one more time per day per 5 HD of the therianthrope. A therianthrope is immune to its own weakness gaze and the weakness gaze of other therianthropes of the same base animal type.

Group C

— **Ability Damage (Su):** This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), deal 1d4+1 points of Intelligence, Wisdom, or Charisma damage to all creatures within 30 feet that hear it. The ability damage type is chosen when the therianthrope is created and can never be changed. This ability can be used once per day and then one additional time per day per 5 HD of the therianthrope. A successful Will save negates

the ability damage. This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's ability damaging attack for one day. A therianthrope is immune to its own ability damage effect and the ability damage effect of other therianthropes of the same base animal type.

— **Despair (Su):** This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud noise appropriate to its natural form (roaring, barking, braying, or the like), instill despair in all creatures within 30 feet. Affected creatures must succeed on a Will save or be paralyzed with fear for a number of rounds equal to 3 + the therianthrope's HD (maximum 10 rounds). This is a sonic, mind-affecting fear effect. Whether or not the save is successful, a creature cannot be affected again by the same therianthrope's despair ability for one day. A therianthrope is immune to its own despair ability and the despair ability of other therianthropes of the same base animal type.

— **Gaze of Ruin (Su):** Any creature within 30 feet that meets the creature's gaze takes 1d6 points of damage per HD of the therianthrope (maximum 20d6). Affected creatures can attempt a Will save for half. A creature that successfully saves cannot be affected by that therianthrope's gaze of ruin again for one day. A therianthrope is immune to its own gaze of ruin and the gaze of ruin of other therianthropes of the same base animal type.

— **Improved Summon Animals (Sp):** Once per day, the therianthrope can summon a number of animals of its same type whose total Hit Dice do not exceed three times its Hit Dice (for example, an 11 HD elephantwere could summon up to 33 HD worth of elephants or 1 dire elephant).

— **Petrifying Gaze (Su):** Any creature within 30 feet that meets the creature's gaze turns permanently to stone unless it succeeds on a Fortitude saving throw. A therianthrope is immune to its own petrifying gaze and the petrifying gaze of other therianthropes of the same base animal type.

Special Qualities: A therianthrope retains all the special qualities of the base animal and gains those listed below. It retains all of these regardless of its form (unless noted otherwise).

Alternate Form (Su): A therianthrope's natural form is that of the base animal. It can shift into two other forms as though using the polymorph spell on itself, though it does not regain hit points for changing forms, and only a specific human form or hybrid form can be assumed. Equipment carried by the therianthrope in human or hybrid form shifts with it and is absorbed into its animal form. Magic items do not function while in this form. When a therianthrope shifts back into human or hybrid form, equipment (including magic items) returns to normal and function normally.

A therianthrope's first form is that of a human. A therianthrope always assumes the same appearance and

traits in human form. In this form, it cannot use its natural weapons or any extraordinary special attacks. It can wield weapons and wear armor however.

Its second form is a bipedal hybrid form with prehensile hands and animalistic features. The therianthrope retains its natural attacks and extraordinary special attacks in this form, and can also wield weapons or wear armor.

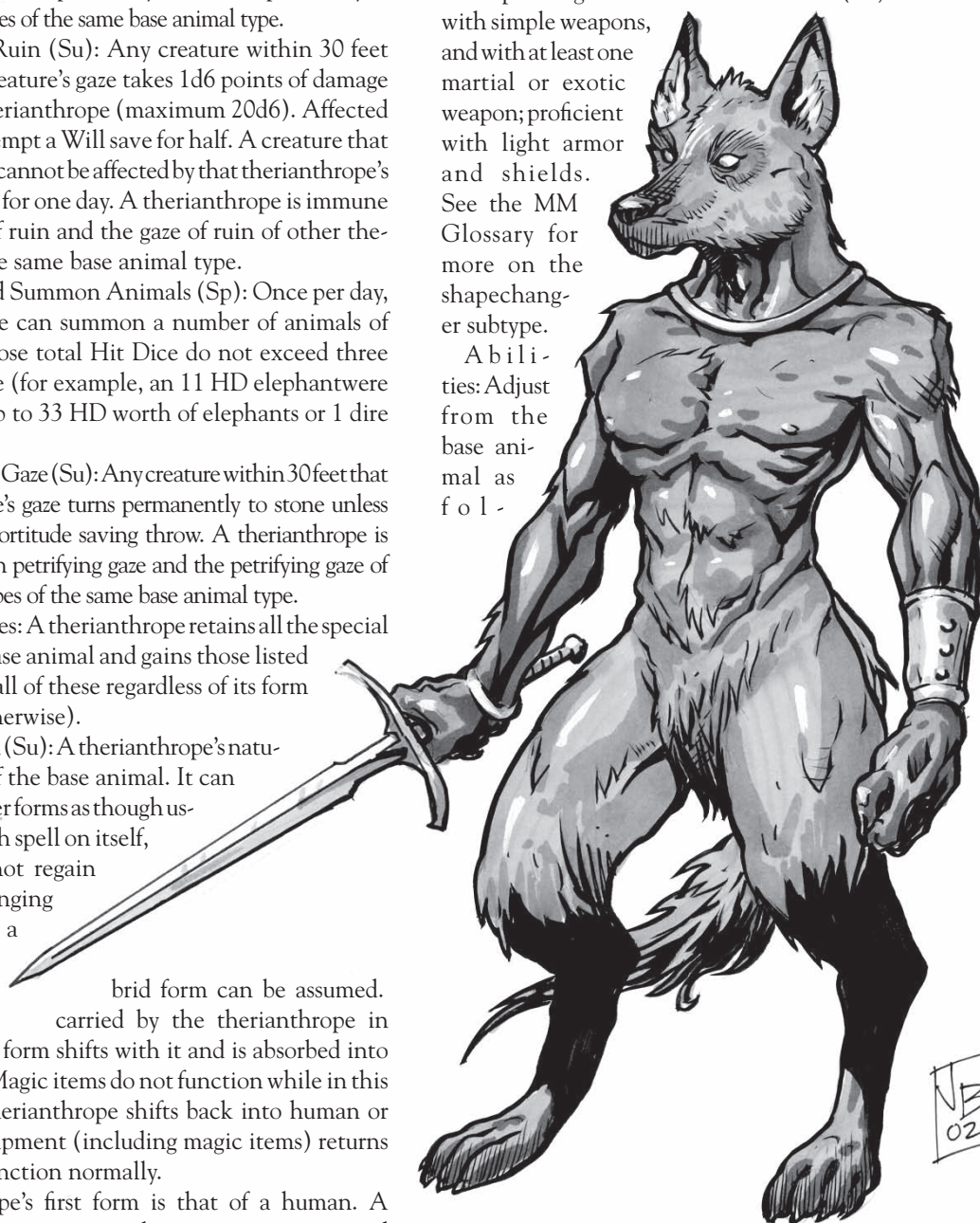
Changing forms is a standard action. A slain therianthrope reverts to its animal form, although it remains dead. Separated body parts retain their human or hybrid form, however.

Damage Reduction (Ex): A therianthrope gains damage reduction based on its HD: up to 5 HD, damage reduction 5/cold iron; 6 or more HD, damage reduction 10/cold iron.

Darkvision (Ex): A therianthrope gains darkvision to a range of 60 feet.

Shapechanger Traits (Ex): Proficient with simple weapons, and with at least one martial or exotic weapon; proficient with light armor and shields. See the MM Glossary for more on the shapechanger subtype.

Abilities: Adjust from the base animal as follows:



lows: Str increases to 10 unless its already 10 or higher, Int 10 + 1d4, Wisdom changes to 10 unless it's already 10 or higher, Cha 10 + 1d6. The therianthrope's ability scores remain the same, regardless of its size and form.

Skills: A therianthrope has (2 + Int modifier, minimum 1) x (HD + 3) skill points. Skills possessed by the base animal are considered class skills; all others are cross-classed skills. Disguise is a class skill.

In animal form, therianthropes have a +8 racial bonus on Disguise checks (as they are nearly indistinguishable from a normal animal of their type). In any form, a therianthrope also has any racial skill bonuses of the base animal, although conditional skill bonuses, such as a tiger's camouflage bonus on Hide checks when in tall grass, only apply in animal or hybrid form.

Feats: A therianthrope retains all of the base animal's feats. Therianthropes advanced to 3 HD (see Hit Dice above) gain one additional feat.

Environment: Same as the base animal and underground.

Organization: Solitary, gang (2-5), or pack (1, plus 5-8 normal animals of its type).

Challenge Rating: HD 5 or less, base animal's CR +1 (minimum CR 2); HD 6 to 10, base animal's CR +1; HD 11 or more, base animal's CR +2.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: +2.

jackalweres

Medium Magical Beast (Shapechanger)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+3
Speed:	40 ft. (8 squares) as jackal; 30 ft. (6 squares) as human or hybrid
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13 as jackal or hybrid; 15 (+3 Dex, +2 natural), touch 13, flat-footed 12 as human
Base Attack/Grapple:	+2/+3
Attack:	Bite +4 melee (1d6+1) as jackal; longsword +3 melee (1d8+1, 19-20/x2) as human or hybrid
Full Attack:	Bite +4 melee (1d6+1) as jackal; longsword +3 melee (1d8+1, 19-20/x2) and bite -1 melee (1d6) as hybrid; longsword +3 melee (1d8+1, 19-20/x2) as human
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sleep gaze
Special Qualities:	Alternate form, damage reduction 5/cold iron, darkvision 60 ft., low-light vision, scent
Saves:	Fort +5, Ref +6, Will +2

Abilities:	Str 13, Dex 17, Con 15, Int 12, Wis 12, Cha 12
Skills:	Jump +9, Listen +8, Spot +8, Survival +5*
Feats:	Alertness, Track ^B , Weapon Focus (bite)
Environment:	Temperate plains and underground
Organization:	Solitary, gang (2-5), or pack (1, plus 5-8 jackals)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This creature appears as a jackal-headed humanoid with dark fur and dark eyes.

Jackalweres in humanoid form usually have dark eyes and dark skin, but are otherwise indistinguishable from other humanoids.

combat

A jackalwere in hybrid form attacks with its longsword and vicious bite.

Alternate Form (Su): A jackalwere's natural form is that of a jackal. It can shift into two other forms as though using the *polymorph* spell on itself, though it does not regain hit points for changing forms, and only a specific human form or hybrid form can be assumed. Equipment carried by the jackalwere in human or hybrid form shifts with it and is absorbed into its animal form. Magic items do not function while in this form. When a jackalwere shifts back into human or hybrid form, equipment (including magic items) returns to normal and function normally.

A jackalwere's first form is that of a human. A jackalwere always assumes the same appearance and traits in human form. In this form, it cannot use its natural weapons or any extraordinary special attacks. It can wield weapons and wear armor however.

Its second form is a bipedal hybrid form with prehensile hands and animalistic features. The jackalwere retains its natural attacks and extraordinary special attacks in this form, and can also wield weapons or wear armor.

Changing forms is a standard action. A slain jackalwere reverts to its animal form, although it remains dead. Separated body parts retain their human or hybrid form, however.

Sleep Gaze (Su): Any creature within 30 feet that meets the creature's gaze falls asleep for 3 minutes if it fails a DC 12 Will save. This ability functions as the *sleep* spell (caster level 3rd), but there is no HD limit to the number of creatures it can affect. The save DC is Charisma-based. This functions in any of the jackalwere's forms.

Skills: A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form).

Wang Liang

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+3/+4
Attack:	Claw +5 melee (1d4+1 plus poison)
Full Attack:	2 claws +5 melee (1d4+1 plus poison) and bite +3 melee (1d6 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Damage reduction 5/silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 12, Dex 15, Con 13, Int 10, Wis 12, Cha 12
Skills:	Bluff +7, Climb +7, Intimidate +7, Knowledge (the planes) +6, Listen +7, Sense Motive +7, Spot +7, Survival +7 (+9 on other planes)
Feats:	Multiattack, Weapon Finesse
Environment:	Any lawful evil-aligned plane
Organization:	Solitary or troupe (3-7)
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	+3

This feral humanoid creature is completely hairless with gray skin. Its eyes are pools of midnight with glittering red ruby dots that serve as pupils and shine with a hellish glow. Its hands end in razor-sharpened talons that have the appearance and color of iron. Its mouth is lined with rows of shark-like teeth and its ears are pointed.

The Wang Liang are an infernal race of humanoid beings bred for power and cruelty by the authority of Lucifer himself. It is said that the blood of Lucifer himself and that of his most trusted advisors

was mixed with that of mortal races to spawn this horrid hybrid. Before his fall, the wang liang were the former ruler of Hell's most devout worshippers. The wang liang organized themselves into monk like sects and frequently acted as spies and enforcers in hell and as emissaries and advisors to mortal rulers across the material planes.

A typical wang liang stands 6 feet tall and weighs 200 pounds. It speaks Infernal and Common. At will the wang liang may cause their iron clawed fingertips and razor sharp fangs to drip with an infernal venom.

Combat

Wang liang prefer to use misdirection and intimidation to alter the outcome of fights and bide their time if possible to assault foes when they are at their most vulnerable. It is not uncommon for a wang liang to use allies to their advantage. When pressed into actual combat they use full attacks in an attempt to infuse their opponent with as much venom as possible.

A wang liang's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): A wang liang delivers a virulent poison with a successful bite or claw attack. The save DC is Constitution-based.



Wang Liang Venom: Injury, Fort DC 12, initial and secondary damage 1d4 Strength.

Spell-Like Abilities: At will—*detect good*; 3/day—*curse water*, *darkness*. Caster level 3rd plus class levels.

ವಾಂಗ್‌ಲಿಯಾಂಗ್ ಇತಿಹಾಸ

Wang liang were once greater than they currently are, having suffered great losses and in many cases a thinning of their infernal bloodline in the course of their masters defeat. Spiteful over their diminished authority, they now pursue strength through exercise of their old monastic ways and practice of martial arts or pursuit of sorcerous knowledge. The wang liang still organize themselves into regimented monastic orders, sending their most gifted champions out on missions to spread the words of Lucifer.

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Wang liang leaders are usually monks or monk/sorcerers. Having been bred in the lusts of Lucifer and with the industry of the coal chambers of hell the wang liang player characters are often raised within the monasteries of lawful evil sects of monks upon the material planes. Due to their natural attacks and nerve numbing venom they quickly rise in the ranks of such sanctuaries of hellish intent, often serving as grand champions and grand masters. In Infernus, entire legions of wang liang monks are at Lucifer's immediate command, with several masters serving as elite bodyguards.

Wang liang characters possess the following racial traits.

- +2 Strength, +4 Dexterity, +2 Constitution, +2 Wisdom, +2 Charisma.
- A wang liang's base land speed is 30 feet.
- Medium sized.
- Darkvision out to 60 feet.
- Racial Hit Dice: A wang liang begins with three levels of outsider, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.
- Racial Skills: A wang liang's outsider levels give it skill points equal to 6 x (8 + Int modifier, minimum 1). Its class skills are Bluff, Climb, Intimidate, Knowledge (the planes), Listen, Sense Motive, Spot, and Survival.
- Racial Feats: A wang liang's outsider levels give it two feats.
- +4 natural armor bonus.
- Special Attacks (see above): Poison, spell-like abilities.
- Special Qualities (see above): Damage reduction 5/silver, fast healing 2, immunity to poison, resistance to fire 5.
- Automatic Languages: Infernal. Those with an Intelligence score of at least 10 also speak Common. Bonus Languages: Abyssal, Celestial, Draconic, and Sylvan.
- Favored Class: Monk.
- Level adjustment +2.

ವಿಂಡ್ ವಾಲ್ಕರ್

Large Elemental (Air, Extraplanar)

Hit Dice:	6d8+15 (42 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 60 ft. (perfect)
Armor Class:	17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+4/+12
Attack:	Wind blast +7 melee (2d6+6, see text)
Full Attack:	Wind blast +7 melee (2d6+6, see text)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Wind blast 2d6+6
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., detect thoughts, elemental traits, immunity to magic, telepathy 100 ft.
Saves:	Fort +4, Ref +9, Will +3
Abilities:	Str 18, Dex 18, Con 14, Int 12, Wis 13, Cha 11
Skills:	Listen +7, Move Silently +11, Search +9, Spot +7
Feats:	Combat Reflexes, Improved Initiative, Toughness

Environment:	Elemental Plane of Air
Organization:	Solitary or gang (2-4)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7-10 HD (Large); 11-18 HD (Huge)
Level Adjustment:	—

A roaring cyclone at least twice as tall as a human bears down on you, spinning dirt and earth into the air as it moves.

Wind walkers are creatures from the Elemental Plane of Air. They are often summoned to the Material Plane by wizards or clerics who employ them as guards. On occasion, a wind walker is encountered in the service of a cloud giant, storm giant, efreet, djinn, or other such creature.

A wind walker's natural form is that of a roaring and whistling column of wind about 12 feet tall. No discernable features can be seen in the wind walker.

ಕೂಲಿಬಾತ

A wind walker attacks by using the surrounding air to pummel its foes.

A wind walker's natural weapons are considered magic weapons for the purpose of overcoming damage reduction.

Wind Blast (Ex): A wind walker attacks using the air surrounding it, transforming it into a forceful blast that deals 2d6+6 points of damage to all creatures within reach (10 feet). The wind walker makes a single attack roll at its full attack bonus against each opponent within reach. It can use this ability as a standard action.

Detect Thoughts (Su): A wind walker can continuously *detect thoughts* as the spell (DC 13), except it has a range of 100 feet. It can suppress or resume this ability as a free action. The save DC is Charisma-based.

If two wind walkers are present, they can link their minds together to increase the range to 200 feet. If three or more wind walkers are present, they can link their minds to increase the range to 300 feet. All wind walkers that are mind linked gain this range boost.

Immunity to Magic (Ex): A wind walker is immune to any spell or spell-like ability that allows spell resistance (except those that summon or call it). In addition, certain spells and effects function differently against the creature as noted below.

Mind-affecting spells and effects (charms, compulsions, phantasms, patterns, and morale effects) function normally against a wind walker. Psionics likewise affect a wind walker normally.

A *control weather* spell instantly slays a wind walker if it fails a Fortitude save (DC 17 + caster's ability score modifier).

A *haste* spell deals 1d6 points of damage per two caster levels (maximum 5d6) to a wind walker. A Reflex save (DC 13 + caster's ability score modifier) halves the damage. In addition, a *haste* spell increases the damage the wind walker deals with its wind blast attack by +1d6 for one round.

An *ice storm* spell deals no damage to a wind walker, but affects it as if by a *fear* spell.

A *slow* spell deals 1d6 points of damage per caster level (maximum 10d6) to a wind walker. A Reflex save (DC 13 + caster's ability score modifier) halves the damage.

A summoned or called wind walker is affected normally by magical barriers that restrict or inhibit called or summoned creatures (such as *antimagic field*).

Telepathy (Su): A wind walker can communicate telepathically with any creature within 100 feet that has a language.

Witch Tree

Huge Plant	
Hit Dice:	11d8+66 (115 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)
Armor Class:	21 (-2 size, -1 Dex, +14 natural), touch 7, flat-footed 21
Base Attack/Grapple:	+8/+25
Attack:	Tendrils +16 melee (2d6+9)
Full Attack:	4 tendrils +16 melee (2d6+9)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict 2d6+9, improved grab, spell-like abilities
Special Qualities:	Damage reduction 10/magic, resistance to electricity 10, fire resistance 10, low-light vision, plant traits, SR 23
Saves:	Fort +13, Ref +4, Will +4
Abilities:	Str 28, Dex 9, Con 22, Int 14, Wis 12, Cha 18
Skills:	Concentration +20, Knowledge (arcana) +16, Listen +17, Spot +17
Feats:	Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (tendrils)
Environment:	Temperate forests
Organization:	Solitary or grove (2-5)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	12-22 HD (Huge); 23-33 HD (Gargantuan)

Level Adjustment: —

This creature combines the features of a tall, beautiful woman and a willow tree looking somewhat like a female willow tree. Her hair and fingers form the fronds of the willow, her arms and parts of her hair, the branches. Its skin is thick and dark, resembling the bark of a tree. Its legs join together to form the roots.

From a distance, the witch tree is almost indistinguishable from a normal willow tree.

Witch trees gain nutrients from the soil where they take root, but have a fondness for living flesh, particularly that of gnomes and orcs. As such, groves of these creatures can be found lairing near such settlements.

The origin of the witch tree is clouded; on one side, sages argue that the witch tree is a magical creation created by an insane spellcaster to do his personal bidding. On the other side, sages say that the witch tree resulted from miscast magic or is the result of "magical leakage" perhaps created when a spellcaster attempting to create a magical wand or staff or other such item failed in his endeavors and cast aside the item, thereby allowing what magic it held to "leak" out into the surrounding soil. Regardless of the origin, the creature has multiplied significantly in numbers and shows no signs of becoming extinct anytime soon.

Some adventurers tell tales of a witch tree grove that lured the entire population of a small village to its death through magical charms and hexes. Such stories are not without merit, and most intrepid adventurers warn others

of their kind when a witch tree grove has been discovered. When a discovery is made, hunters, druids, and warriors move against the witch tree in an effort to remove the threat before villagers and livestock begin disappearing.

A witch tree speaks Common, Goblin, Sylvan, and Abyssal.

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A witch tree sits unmoving until a potential target moves within range. It first attacks using its spell-like abilities, attempting to charm or control its would-be assailants. Those that resist are attacked physically by the witch tree. A grabbed opponent is held until it escapes or dies or until the witch tree is killed.

Constrict (Ex): A witch tree deals 2d6+9 points of damage with a successful grapple check against a creature its size or smaller.

Improved Grab (Ex): To use this ability, a witch tree must hit with a tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict in the same round.

Spell-Like Abilities: 5/day—*charm monster* (DC 22); 2/day—*dominate person* (DC 19). Caster level 16th. The save DC is Charisma-based.

Skills: A witch tree has a +4 racial bonus on Listen and Spot checks.



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ढलढल (इहदद)

Afya are creatures of shadowstuff. A mortal either chooses to infuse its body with the essence of shadows or it is cursed by some powerful entity for a slight against it.

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“Afya” is an acquired template that can be applied to any corporeal humanoid or monstrous humanoid (referred to hereafter as the base creature). Outsiders can gain this template, but only as the result of a powerful curse.

An afya uses all the base creature’s statistics and abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate the creature’s Hit Dice, base attack bonus, skill points, or saves. Size is unchanged. Afya encountered on any plane except the Plane of Shadows have the extraplanar subtype.

Attack: Afya get a +2 bonus on attack and damage rolls in areas of shadowy illumination or darkness.

Special Attacks: An afya retains all the special attacks of the base creature.

Special Qualities: An afya is an outsider and gains all the traits of the outsider type. It retains all the special qualities of the base creature and also gains the following.

Fast Healing (Ex): An afya has fast healing 1 in all conditions other than bright light (natural sunlight, a *daylight* spell, and so on).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds an afya for 1 round. For 1d4 rounds afterward, it is dazzled (–1 penalty on attack rolls, Search checks, and Spot checks).

See in Darkness (Ex): An afya can see clearly in darkness of any kind, even that created by a *deeper darkness* spell.

Shadow Images (Sp): A number of times per day equal to the afya’s Charisma modifier (maximum 3), it can create an effect identical to the *mirror image* spell (caster level = afya’s HD). This ability can be used only in areas of shadowy illumination or darkness (though once created, the images can freely move about regardless of illumination).

Shadow Walk (Sp): Once per day, an afya can create an effect identical to the *shadow walk* spell. This ability transports only the afya and non-living objects it is carrying. It cannot take other living creatures with it. This

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ability can be used only in areas of shadowy illumination or darkness.

Spell Resistance (Ex): An afya has spell resistance equal to the base creature's HD +5 (maximum 25). In areas of bright light, it loses this spell resistance.

Saves: In areas of shadowy illumination or darkness, an afya gains a +4 bonus on its saving throws.

Abilities: In areas of shadowy illumination or darkness, an afya gains a +2 bonus to Strength, Constitution, and Charisma.

Skills: An afya gains a +4 bonus on Hide checks in areas of shadowy illumination. In areas of darkness, the bonus increases to +8. Knowledge (the planes) is a class skill regardless of the base creature's character class.

Challenge Rating: Same as the base creature +2.

Alignment: Same as the base creature, but usually non-good.

Advancement: By character class.

Level Adjustment: Same as the base creature +2.



चेटीतान (हॉर्न-ईफ्रेटी) (टेलप्लेट)

During construction of the City of Brass, the efreet employed all manner of races. Most were slaves kept by the efreet in their palaces. When the City was finished most of these slaves were killed; some however were taken as consorts and concubines by the great nobles of the City. The resulting offspring of such a mating was a creature that had traits of both parents. Many efreet killed the offspring at birth seeing them as a mark on their society. Some saw the potential for a new race—pawns to be used in their wars against the djinn.

Over the years many efreet have taken non-efreeti mates and spawned children that they unleash on the rest of the universe. Cheitans are raised to be cruel, uncaring, and unforgiving—traits the efreet both possess and admire. Sometimes, a cheitan turns from its heritage and sees the good in life and embraces such things. These cheitans usually don't live very long, especially in the presence of another cheitan or an efreeti.

creating a cheitan

“Cheitan” is an inherited template that can be added to any corporeal humanoid, monstrous humanoid, or outsider (hereafter referred to as the base creature). It cannot be added to an efreeti. A cheitan uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's HD, base attack, skill points, or base saves if its type changes.

Size and Type: The base creature's type changes to outsider. Size is unchanged. Cheitans do not gain the augmented subtype. Cheitans are normally native outsiders.

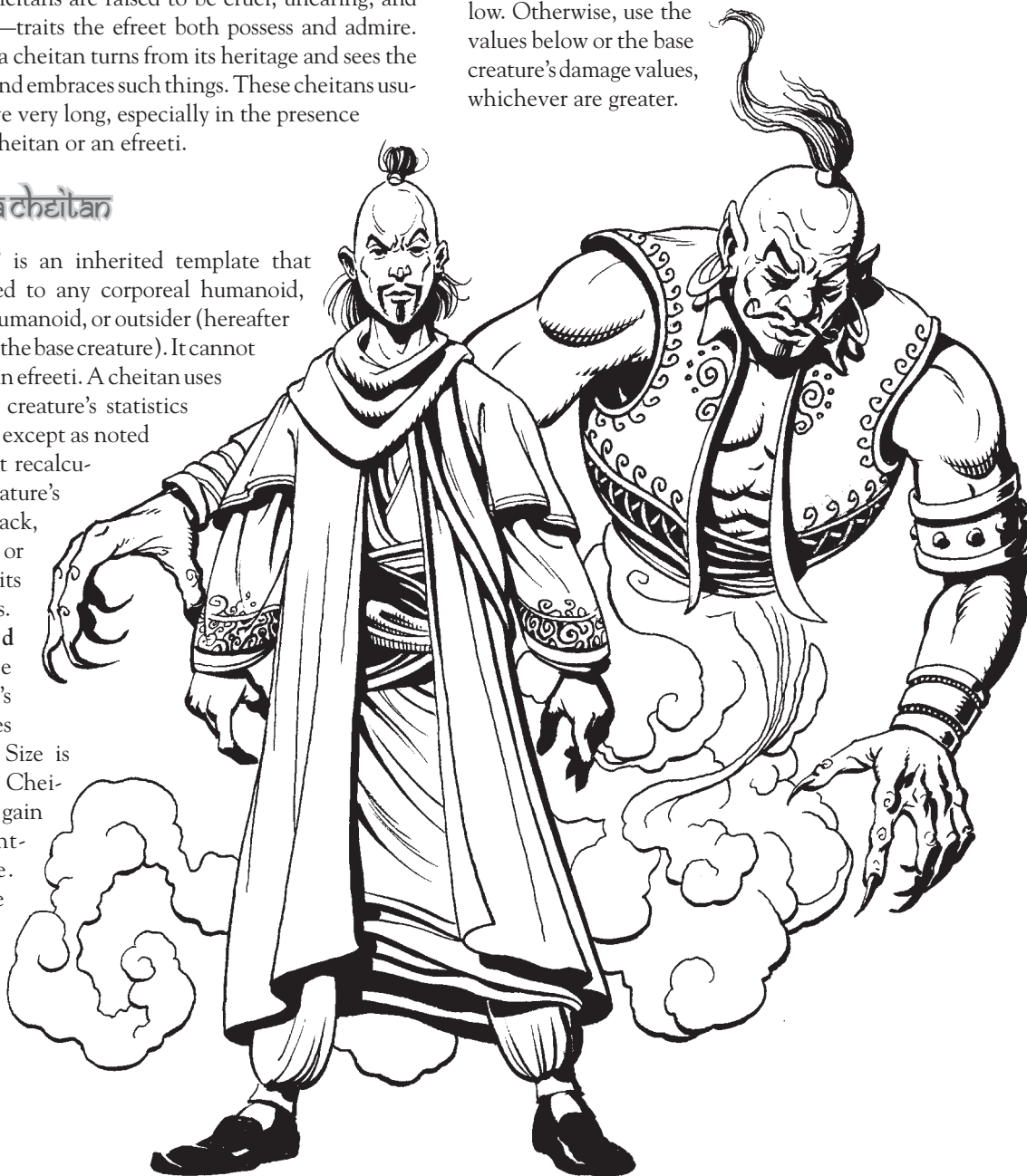
Speed: Unless the base creature has a better fly speed, the creature can fly at 40 feet per round with perfect maneuverability.

Armor Class: Natural armor increases by +3 (this stacks with any natural armor bonus the base creature has).

Attack: A cheitan has two slam attacks. If the base creature can use weapons, the cheitan retains this ability. A cheitan fighting without weapons uses a slam when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A cheitan fighting without weapons uses two slams when making a full attack. If armed with a weapon, it usually uses the weapon instead. If it has a hand free, it uses a slam as a secondary attack.

Damage: Cheitans have slam attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.



	Slam
Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

Special Attacks: A cheitan retains all the special attacks of the base creature and also gains the following.

Heat (Ex): A cheitan's body deals 1d3 points of extra fire damage whenever it hits in melee with a natural attack or in each round it maintains a hold while grappling. It conducts this heat with its metallic weapons.

Spell-Like Abilities: A cheitan with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its HD, as indicated on the table below. The abilities are cumulative; a cheitan with 4 HD can use *detect magic* as well as *produce flame*. Unless noted otherwise, an ability is usable once per day. Caster level equals the creature's HD, and the save DCs are Charisma-based.

HD	Abilities
1-2	<i>Detect magic</i> 3/day
3-4	<i>Produce flame</i> 3/day
5-6	<i>Pyrotechnics</i>
7-8	<i>Wall of fire</i>
9-10	<i>Scorching ray</i> (1 ray) 3/day
11-12	<i>Gaseous form</i>
13+	<i>Plane shift</i>

Special Qualities: A cheitan retains all the special qualities of the base creature and also gains the following.

Darkvision (Ex): Cheitans have darkvision to a range of 60 feet. If the creature already possesses darkvision, use it or this one, whichever provides the greater range.

Outsider Traits (Ex): Cannot be raised or resurrected, though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life. Outsiders with the native subtype can be raised, reincarnated, or resurrected normally.

Resistance to Fire (Ex): Cheitan have resistance to fire 20.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +2, Wis +2, Cha +2.

Skills: A cheitan gains skill points as an outsider and has skill points equal to (8+ Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the cheitan gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class skills.

Environment: Same as the base creature or the Elemental Plane of Fire or Plane of Molten Skies.

Challenge Rating: HD 4 or less, same as the base creature +1; HD 5 to 10, same as the base creature +2; HD 11 or more, same as the base creature +3.

Alignment: Usually evil (any).

Level Adjustment: Same as the base creature +4.

Flame-spawned creature

Flame-spawned creatures are creatures born of elemental fire and are native to the Elemental Plane of Fire. They resemble their normal Material Plane counterparts in most all respects save their bodies are composed of elemental fire and are colored red, reddish-bronze, yellow-orange, or black. For example, a flame-spawned wolf looks like a normal wolf but its body is reddish-bronze and covered in dancing flames rather than fur. A flame-spawned creature's eyes burn with white-hot fire.

Flame-spawn creatures with an Intelligence of 3 or higher can speak Ignan.

creating a flame-spawned creature

"Flame-spawned" is an inherited template that can be applied to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin that does not have the cold or water

subtype (referred to hereafter as the base creature).

A flame-spawned creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to elemental. Do not recalculate the creature's Hit Dice, base attack bonus, skill points, or saves. Size is unchanged. Flame-spawned creatures gain the fire subtype. Flame-spawned creatures encountered on any plane other than their native plane have the extraplanar subtype.

Speed: Same as the base creature. If the base creature has a swim speed it retains it and can swim in liquid fire, such as the Sea of Fire.

Armor Class: Natural armor improves by +2 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A flame-spawned creature retains all the special attacks of the base creature and also gains the following special abilities. Saves have a DC of 10 + 1/2 flame-spawn's HD + flame-spawn's Con modifier.

Burn (Ex): A flame-spawned creature deals fire damage with any natural attack. Those hit by a flame-spawned creature's natural attack must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a flame-spawned creature with natural weapons or unarmed attacks take fire damage as though hit by the flame-spawned creature's natural attack, and also catch on fire unless they succeed on a Reflex save.

A flame-spawned creature deals fire damage with a natural attack based on its size. See the table below.

Size	Fire Damage
Small or smaller	1d4
Medium	1d6
Large	1d8
Huge or larger	2d6

Fiery Aura (Ex): Anyone within 5 feet of a flame-spawned creature must succeed on a Fortitude save or take heat damage each round from the intense heat. The save DC is Constitution-based. The amount of heat damage equals the fire damage dealt by the flame-spawn's natural attack as shown on the table above.

Special Qualities: A flame-spawned creature is an elemental creature and has all the traits of the elemental type. It retains all the special qualities of the base creature and also gains the following.

— **Damage Reduction:** A flame-spawned creature with 4 to 8 HD gains damage reduction 5/magic; 9 or more HD, damage reduction 10/magic.

A flame-spawned creature's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

— **Darkvision:** A flame-spawned creature has darkvision out to a range of 60 feet.

— **Immunity to Fire:** Flame-spawned creatures are immune to fire.

— **Vulnerability to Cold:** Flame-spawned creatures take half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

If the base creature already has one or more of these special qualities, use the better value.

Abilities: Adjust from the base creature as follows: Dex +2.

Challenge Rating: HD 3 or less, as base creature; 4 HD to 8 HD, as base creature, +1; HD 9 or more, as base creature +2.

Alignment: Usually neutral or same as the base creature.

Level Adjustment: Same as the base creature +3.

Flame-Spawned Dire Bear: CR 9; SZ L Elemental [Fire]; HD 12d8+60; hp 114; Init +2; Spd 40 ft.; AC 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18; BAB/Grp +9/+23; Atk +19 melee (2d4+10 plus 1d8 fire, claw); Full Atk +19 melee (2d4+10 plus 1d8 fire [x2], claws) and +13 melee (2d8+5 plus 1d8 fire, bite); Space/Reach 10 ft./5 ft.; SA burn (Ref DC 21), fiery aura (10-ft., 1d8 fire, Ref DC 21), improved grab; SQ damage reduction (10/magic), darkvision (60 ft.), elemental traits, immunity to fire, low-light vision, scent, vulnerability to cold; AL N; SV Fort +13, Ref +10, Will +9; Str 31, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills: Listen +10, Spot +10, Swim +13. **Feats:** Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

Flame-Spawned Roc: CR 11; SZ G Elemental [Fire]; HD 18d8+144; hp 225; Init +3; Spd 20 ft., fly 80 ft. (average); AC 20 (–4 size, +3 Dex, +11 natural), touch 9, flatfooted 17; BAB/Grp +13/+37; Atk +21 melee (2d6+12 plus 2d6 fire, talon); Full Atk +21 melee (2d6+12 plus 2d6 fire [x2], talons) and +19 melee (2d8+6 plus 2d6 fire, bite); Space/Reach 20 ft./15 ft.; SA burn (Ref DC 27), fiery aura (10-ft., 2d6 fire, Ref DC 27); SQ damage reduction (10/magic), darkvision (60 ft.), elemental traits, immunity to fire, low-light vision, vulnerability to cold; AL N; SV Fort +19, Ref +14, Will +9; Str 34, Dex 17, Con 26, Int 2, Wis 13, Cha 11.

Skills: Hide –2, Listen +10, Spot +14. **Feats:** Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

Flame-Spawned Troll: CR 6; SZ L Elemental [Fire]; HD 6d8+42; hp 69; Init +3; Spd 30 ft.; AC 19 (–1 size, +3 Dex, +7 natural), touch 12, flat-footed 16; BAB/Grp +4/+14; Atk +9 melee (1d6+6 plus 1d8 fire, claw); Full Atk +9 melee (1d6+6 plus 1d8 fire [x2], claws) and +4 melee (1d6+3 plus 1d8 fire, bite); Space/Reach 10 ft./10 ft.; SA burn (Ref DC 20), fiery aura (10-ft., 1d8 fire, Ref DC 20), rend 2d6+9 plus 2d8 fire; SQ damage reduction (5/magic), darkvision (60 ft.), elemental traits, immunity to fire, low-light vision, regeneration (5), scent, vulnerability to cold; AL ; SV Fort +12, Ref +5, Will +3; Str 23, Dex 16, Con 25, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6. **Feats:** Alertness, Iron Will, Track.

SA—**Rend (Ex):** If a flame-spawned troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage and 2d8 points of fire damage.

SQ—**Regeneration (Ex):** Acid deal normal damage to a flame-spawned troll. If a flame-spawned troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Skeleton Warrior

The skeleton warrior is a lich-like undead that was once a powerful fighter of at least 8th level. Legend says that the skeleton warriors were forced into their undead state by a powerful demon prince who trapped each of their souls in a golden circlet. A skeleton warrior's only purpose is to search for and regain the circlet containing its soul.

A skeleton warrior appears as a lich-like creature dressed in the same type of armor and clothes worn during life. Its clothes and armor usually show signs of wear and age. A skeleton warrior speaks Common and any other languages it knew in life.

Creating a Skeleton Warrior

"Skeleton Warrior" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A skeleton warrior has all the character's statistics and special abilities except as noted here.

Size and Type:

The creature's type changes to undead. Do not recalculate its base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A skeleton warrior has a +4 natural armor or the base creature's natural armor bonus, whichever is better.

Attack: A skeleton warrior retains the ability to use weapons. A creature with natural weapons retains the use of those natural weapons.

Full Attack: A skeleton warrior retains the ability to use weapons. A creature with natural weapons retains the use of those natural weapons.

Special Attacks: A skeleton warrior retains all the character's special attacks and also gains those listed below. Saves have a DC of $10 + 1/2$ the skeleton warrior's HD + the skeleton warrior's Charisma modifier, unless noted otherwise.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed on a Will save or be affected as though by *fear* cast by a sorcerer of the skeleton warrior's level.

Find Target (Sp): A skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*. Using this ability, it can also find the last person to possess its circlet.

Special Qualities: A skeleton warrior retains all the character's special qualities and gains those listed below.

Damage Reduction: Skeleton warriors have damage reduction 10/magic and bludgeoning.

A skeleton warrior's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Darkvision (Ex): Skeleton warriors have darkvision to a range of 60 feet.

Turning Immunity (Ex): Skeleton warriors cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Su): Skeleton warriors have spell resistance $15 + \text{HD}$ (maximum 35).

Abilities: Increase from the base creature as follows: Str +4, Wis +2, and Cha +2. Being undead, a skeleton warrior has no Constitution score.

Skills: Skeleton warriors have a +8 racial bonus on Intimidate checks and a +6 racial bonus on Sense Motive and Spot checks. Otherwise same as the base creature.

Environment: Any.

Organization: Solitary.

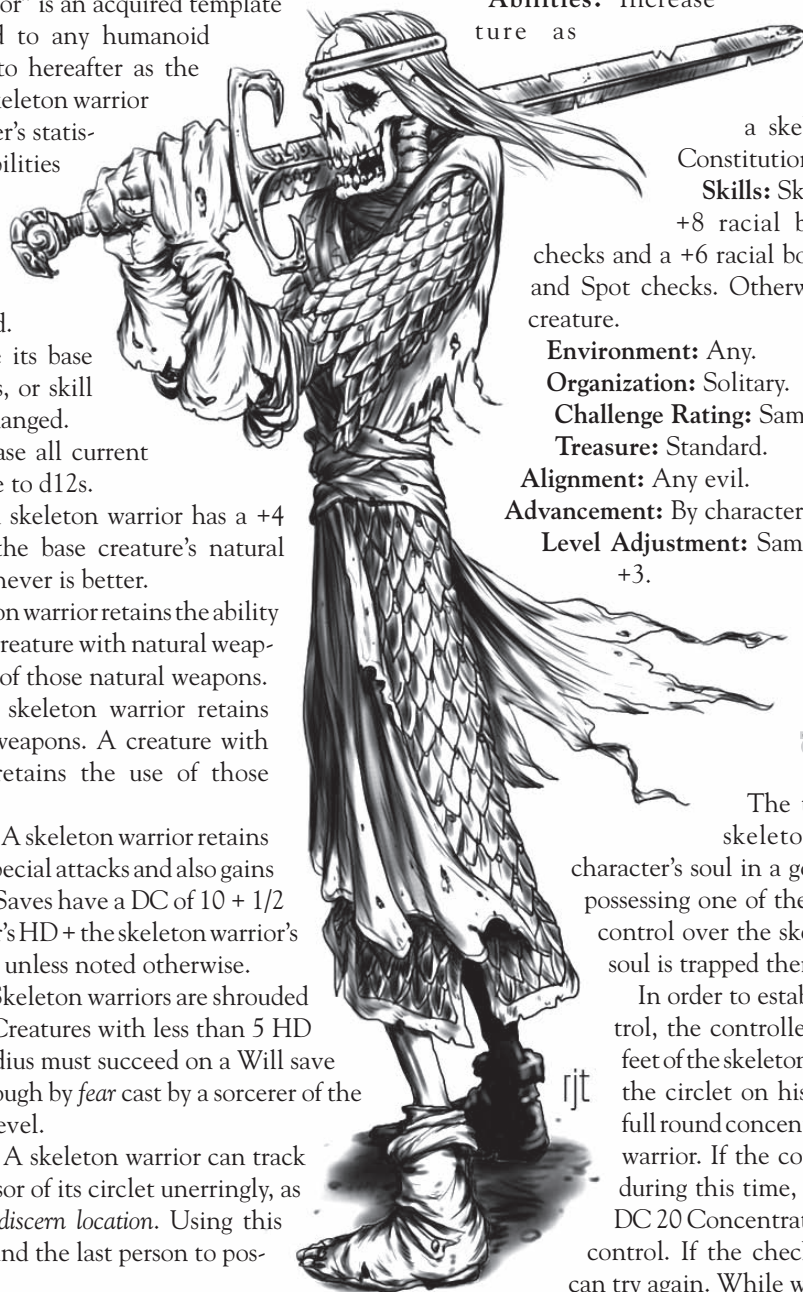
Challenge Rating: Same as the creature +2.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +3.



the skeleton warrior's circlet

The transformation into a skeleton warrior traps the character's soul in a golden circlet. Anyone possessing one of these circlets may exude control over the skeleton warrior (whose soul is trapped therein).

In order to establish or maintain control, the controller must be within 300 feet of the skeleton warrior and must wear the circlet on his head and spend one full round concentrating on the skeleton warrior. If the controller is interrupted during this time, he must succeed on a DC 20 Concentration check to establish control. If the check fails, the controller can try again. While wearing the circlet, the

controller cannot wear any other item on his head. Doing so causes the circlet to cease functioning until the other headgear is removed. (A skeleton warrior can still detect the location of its circlet even if the controller wears something on his head to nullify the circlet's powers.)

While wearing the circlet and within 300 feet of the skeleton warrior, the controller can see through the skeleton warrior's eyes and force it to act (attack, search, and so forth). This is called "active" mode. While the skeleton warrior is in active mode, the controller himself cannot take any action other than a 5-foot step.

Alternately, the controller can place the skeleton warrior in "passive" mode. In this mode, the skeleton warrior stands motionless and inert. The controller cannot see

through the skeleton warrior's eyes but he himself is free to act. If the controller moves more than 300 feet away from the skeleton warrior or if the circlet is removed from the controller's head, the skeleton warrior automatically enters passive mode.

The controller can switch the skeleton warrior between active and passive mode as a free action. Should the controller ever lose the circlet (through accident, theft, or simply by discarding it), the skeleton warrior instantly stops what it is doing and moves as quickly as possible toward the former controller and attempts to destroy him (or her). If a skeleton warrior ever gains control of the circlet that contains its soul, it places the circlet on its head and "dies", vanishing in a flash of light. The circlet falls to the ground and crumbles to dust.

Appendix 3, Battle Slaves

This appendix details NPCs that can be used in the Circus of Pain for the various events and games. The NPCs are “generic” in the sense that no name, gender, or race is given. A list of “racial templates” can be found at the end of the generic NPC section. Simply make the listed adjustments, and you’re all set.

So they are easy to find when you are running the games, the NPCs are organized alphabetically by class. Following the “generic” NPC racial templates are several fleshed-out and specific NPCs for use in the Circus of Pain.

Note: The NPCs have two entries for gear: slave gear and normal gear. Slave gear is the weapons, armor, and items they usually fight with in the arena. Normal gear lists their original possessions before they were enslaved. NPCs do not have access to their normal gear unless they win their freedom. An NPC’s normal gear is stored in the Circus Master’s Chambers. It is reprinted here for reference.

All NPCs are assumed to be fitted with brass collars unless otherwise noted.

Feats and spells marked with an asterisk (*) are detailed in **Appendix 4** and **Appendix 5**.

Generic NPC

Barbarian8: CR 8; SZ M; HD 8d12+16; hp 60; Init +2; Spd 40 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; BAB/Grp +8/+12; Atk +13 melee (1d12+6, greataxe, crit x3) or +12 melee (1d8+4, longsword, 19-20/x2); Full Atk +13/+8 melee (1d12+6, greataxe, crit x3) or +12 melee (1d8+4, longsword, 19-20/x2); SA rage (3/day); SQ damage reduction (1/—), fast movement, improved uncanny dodge, trap sense (+2); AL CN; SV Fort +8, Ref +4, Will +3; Str 18, Dex 14, Con 14, Int 8, Wis 12, Cha 8.

Skills: Climb +10, Jump +10, Listen +11, Survival +11.
Feats: Cleave, Power Attack, Weapon Focus (greataxe).

Slave Gear: Studded leather armor, greataxe, longsword.

Normal Gear: Amulet of natural armor +2, +1 studded leather armor, +1 greataxe, potion of cure serious wounds, potion of cure light wounds, dagger, masterwork longsword, 100 gp, 100 sp.

Barbarian12: CR 12; SZ M; HD 12d12+24; hp 102; Init +0; Spd 40 ft.; AC 16 (+5 armor, +1 small shield), touch 10, flat-footed 16; BAB/Grp +12/+16; Atk +17 melee (1d12+6, maul, crit x3) or +16 melee (1d8+4, warhammer, crit x3); Full Atk +17/+12/+7 melee (1d12+6, maul,

crit x3) or +16/+11/+6 melee (1d8+4, warhammer, crit x3); SA greater rage, rage (4/day); SQ damage reduction (2/—), fast movement, improved uncanny dodge, trap sense (+4); AL CG; SV Fort +8, Ref +4, Will +4; Str 19, Dex 11, Con 14, Int 10, Wis 11, Cha 13.

Skills: Climb +15, Handle Animal +16, Jump +15.
Feats: Cleave, Endurance, Great Cleave, Power Attack, Weapon Focus (maul).

Slave Gear: Breastplate, warhammer, small steel shield, maul (2-handed warhammer).

Normal Gear: +3 maul, +2 splint mail, potion of remove paralysis, potion of barkskin, masterwork composite longbow (Str +4), 30 arrows, 6 cold iron arrows, 2 daggers, 1,000 gp, 100 bp, 2 amethyst (150 gp each).

Cleric8 (Muir): CR 8; SZ M; HD 8d8+16; hp 52; Init +0; Spd 20 ft., base 30 ft.; AC 16 (+5 chainmail, +1 small shield), touch 10, flat-footed 16; BAB/Grp +6/+8; Atk +8 melee (1d8+2, longsword, 19-20/x2); Full Atk +8/+3 melee (1d8+2, longsword, 19-20/x2); SA spells, turn undead (4/day); SQ cast good spells (+1 caster level), protective ward (1/day, +8 resistance bonus); AL LG; SV Fort +8, Ref +4, Will +9; Str 15, Dex 11, Con 14, Int 12, Wis 16, Cha 13.

Skills: Concentration +13, Diplomacy +6, Heal +14, Knowledge (religion) +12, Spellcraft +7.
Feats: Lightning Reflexes, Skill Focus (Diplomacy), Power Attack.

Cleric Spells Prepared (6/5/4/4/2): 0—create water, detect magic, guidance (x2), resistance (x2), virtue; 1st—bless, cure light wounds (x2), sanctuary, shield of faith; 2nd—bull’s strength, cure moderate wounds (x2), sound burst; 3rd—dispel magic, magic circle against evil, searing light (x2); 4th—greater magic weapon, spell immunity.

Domain Spells (Good, Protection): 1st—protection from evil; 2nd—aid; 3rd—protection from energy; 4th—holy smite.

Slave Gear: Chainmail, longsword, small steel shield, holy symbol.

Normal Gear: Potion of levitation, scroll of 2 divine spells (cure light wounds [x2]), +2 longsword, masterwork short sword, +1 chainmail, masterwork small steel shield, 100 bp, 400 gp, holy symbol.

Cleric12 (Set): CR 12; SZ M; HD 12d8+12; hp 82; Init +5; Spd 20 ft., base 30 ft.; AC 15 (+1 Dex, +4 scale mail), touch 11, flat-footed 14; BAB/Grp +9/+10; Atk +11 melee (1d8+1, heavy mace) or +10 ranged (1d4+1, dagger, 19-20/x2, range 10 ft.); Full Atk +11/+6 melee (1d8+1, heavy mace) or +10/+5 ranged (1d4+1, dagger, 19-20/x2, range 10 ft.); SA spells, rebuke undead (5/day);

SQ cast evil spells (+1 caster level), class skills (Bluff, Disguise, Hide); AL CE; SV Fort +9, Ref +7, Will +11; Str 13, Dex 12, Con 13, Int 10, Wis 16, Cha 14.

Skills: Concentration +11, Knowledge (religion) +10, Spellcraft +10. **Feats:** Brew Potion, Combat Casting, Improved Initiative, Lightning Reflexes, Power Attack.

Unholy Spells Prepared (6/6/5/5/3/3/2; base DC 13 + spell level): 0—*create water, detect magic, guidance, light, read magic, virtue*; 1st—*cause fear, cure light wounds, endure elements, entropic shield, obscuring mist, summon monster I*; 2nd—*cure moderate wounds, enthrall, resist elements, summon monster II, zone of truth*; 3rd—*bestow curse, blindness/deafness, contagion, inflict serious wounds, magic vestment*; 4th—*divine power, greater magic weapon, summon monster IV*; 5th—*flame strike, true seeing, wall of stone*; 6th—*antilife shell, heal*.

Domain Spells (Evil, Trickery): 1st—*disguise self*; 2nd—*invisibility*; 3rd—*nondetection*; 4th—*unholy blight*; 5th—*dispel good*; 6th—*mislead*.

Slave Gear: Scale mail, heavy wooden shield, heavy mace, 2 daggers, unholy symbol.

Normal Gear: *Amulet of natural armor +1, +1 full plate armor, +1 heavy mace, potion of spider climb, wand of sound burst (15 charges), potion of fly, scroll of 3 divine spells (neutralize poison, slay living, cure serious wounds), dagger, unholy symbol, fire opal (700 gp), 200 bp.*

Fighter8: CR 8; SZ M; HD 8d10+8; hp 56; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 leather, +2 heavy shield), touch 11, flat-footed 14; BAB/Grp +8/+11; Atk +12 melee (1d8+5, longspear, 19-20/x3); Full Atk +12/+7 melee (1d8+5, longspear, 19-20/x3); AL NG; SV Fort +7, Ref +3, Will +2; Str 17, Dex 12, Con 13, Int 11, Wis 10, Cha 12.

Skills: Climb +10, Handle Animal +9, Jump +10. **Feats:** Cleave, Endurance, Great Cleave, Improved Critical (longspear), Improved Initiative, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear).

Slave Gear: Longspear, leather armor, heavy steel shield.

Normal Gear: *+1 longspear, +2 chainmail, potion of haste, potion of darkvision, masterwork composite longbow (Str +3), 40 arrows, 200 bp, 3 fire opals (150 gp each).*

Fighter12: CR 12; SZ M; HD 12d10+24; hp 90; Init +1; Spd 20 ft., base 30 ft.; AC 16 (+6 splint mail), touch 10, flat-footed 16; BAB/Grp +12/+15; Atk +17 melee (2d6+8, greatsword, 19-20/x2) or +13 ranged (1d4+3, dagger, 19-20/x2, range 10 ft.); Full Atk +17/+12/+7 melee (2d6+8, greatsword, 19-20/x2) or +13/+8/+3 ranged (1d4+3, dagger, 19-20/x2); AL CN; SV Fort +10, Ref +5, Will +4; Str 16, Dex 13, Con 15, Int 10, Wis 11, Cha 10.

Skills: Climb +6, Intimidate +10, Listen +2, Ride +11, Spot +2. **Feats:** Alertness, Cleave, Endurance, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Bull Rush, Mounted Combat, Power Attack, Run, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Slave Gear: Splint mail, greatsword, heavy steel shield (doesn't use it often), longsword, 3 daggers.

Normal Gear: *+2 chain shirt, +1 greatsword, ring of protection +2, horseshoes of speed, silversheen, 1,000 bp, 300 gp, 100 pp, 2 emeralds (500 gp each).*

Monk8: CR 8; SZ M; HD 8d8+8; hp 44; Init +3; Spd 50 ft.; AC 16 (+3 Dex, +1 mnk, +2 Wis), touch 16, flat-footed 13; BAB/Grp +6/+7; Atk +10 melee (1d6+1, kama) or +9 (1d4+1, sai, range 10 ft.); Full Atk +10/+5 melee (1d6+1, kama) or +8/+8/+3 melee (1d10+1, flurry of blows) or +9/+9/+4 melee (1d6+1, kama flurry) or +9 ranged (1d4+1, sai, range 10 ft.); SA flurry of blows, ki strike (magic), unarmed strike; SQ evasion, purity of body, still mind, slow fall (40 ft.), wholeness of body; AL LN; SV Fort +7, Ref +9, Will +8; Str 12, Dex 16, Con 13, Int 10, Wis 14, Cha 11.

Skills: Balance +14, Escape Artist +14, Jump +12, Tumble +14. **Feats:** Combat Reflexes^B, Dodge, Improved Trip^B, Improved Unarmed Strike^B, Stunning Fist^B, Weapon Finesse, Weapon Focus (kama).

Slave Gear: Kama, 2 sai, quarterstaff.

Normal Gear: *+1 kama, amulet of natural armor +1, bracers of armor +2, 2 masterwork sai, 6 shuriken, 300 gp, 100 sp, gold idol (600 gp), silver ring (10 gp).*

Monk12: CR 12; SZ M; HD 12d8+12; hp 68; Init +4; Spd 70 ft.; AC 20 (+4 Dex, +2 mnk, +4 Wis), touch 20, flat-footed 16; BAB/Grp +9/+11; Atk +14 melee (1d6+2, nunchaku) or +13 melee (2d6+2, unarmed strike); Full Atk +14/+9 melee (1d6+2, nunchaku) or +13/+13/+13/+8 melee (2d6+2, unarmed strike) or +14/+14/+14/+9 melee (1d6+2, nunchaku flurry); SA flurry of blows, greater flurry, ki strike (lawful, magic), unarmed strike; SQ abundant step, diamond body, improved evasion, purity of body, still mind, slow fall (60 ft.), wholeness of body; AL LG; SV Fort +9, Ref +12, Will +12; Str 14, Dex 18, Con 12, Int 10, Wis 18, Cha 11.

Skills: Balance +19, Climb +17, Escape Artist +19, Jump +17. **Feats:** Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Unarmed Strike^B, Mobility, Spring Attack, Stunning Fist^B, Weapon Finesse, Weapon Focus (nunchaku).

Slave Gear: Nunchaku, quarterstaff, 4 shurikens.

Normal Gear: *+3 quarterstaff, bracers of armor +4, ring of protection +1, potion of haste, potion of cure moderate wounds, 8 shurikens, white gold bracelet (400 gp), silver armband (100 gp), 500 gp.*

Rogue8: CR 8; SZ M; HD 8d6+8; hp 36; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 leather), touch 13, flat-footed 12; BAB/Grp +6/+7; Atk +9 melee (1d6+1, short sword, 19-20/x2) or +9 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); Full Atk +9 melee (1d6+1, short sword, 19-20/x2) or +9 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); SA sneak attack (+4d6); SQ evasion, improved uncanny dodge, trapfinding, trap sense (+2); AL N; SV Fort +2, Ref +6, Will +2; Str 12, Dex 16, Con 13, Int 11, Wis 10, Cha 12.

Skills: Balance +14, Climb +12, Disable Device +11, Escape Artist +14, Hide +14, Listen +11, Move Silently +14, Spot +11. **Feats:** Dodge, Improved Initiative, Weapon Finesse.

Secrets of the Brazen Throne

Slave Gear: Short sword, 2 daggers, leather armor, light crossbow, 30 bolts.

Normal Gear: +2 leather, +2 short sword, 4 daggers, *potion of climb*, *potion of jump*, *ring of protection +1*, masterwork light crossbow, 30 bolts, 100 gp, 50 pp, 1,000 cp, 1 green ruby (700 gp), 8 amethyst (100 gp each), masterwork thieves' tools.

Rogue 12: CR 8; SZM; HD 12d6+12; hp 50; Init +4; Spd 30 ft.; AC 16 (+4 Dex, +2 leather), touch 14, flat-footed 12; BAB/Grp +9/+10; Atk +13 melee (1d6+1, short sword, 19-20/x2) or +13 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); Full Atk +13 melee (1d6+1, short sword, 19-20/x2) or +13 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); SA crippling strike, sneak attack (+6d6); SQ trapfinding, evasion, trap sense (+4), improved uncanny dodge; SV Fort +5, Ref +12, Will +5; Str 12, Dex 18, Con 13, Int 12, Wis 12, Cha 10.

Skills: Balance +19, Climb +16, Escape Artist +19, Hide +19, Listen +16, Move Silently +19, Open Lock +19, Search +16, Spot +16. **Feats:** Dodge, Diehard, Endurance Mobility, Weapon Finesse.

Slave Gear: Short sword, light crossbow, 30 bolts, leather armor, 3 daggers.

Normal Gear: +2 leather, +1 short sword, +3 dagger, *ring of invisibility*, *potion of haste*, *figurine of wondrous power (ebony fly)*, 600 bp, 120 gp, 4 white pearls (300 gp each), 10 red garnets (15 gp each), masterwork thieves' tools.

Wizard 8: CR 8; SZM; HD 8d4+24; hp 44; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +4/+6; Atk +6 melee (1d6+2, quarterstaff) or +5 ranged (1d4+2, dagger, 19-20/x2, range 10 ft.); SA spells; SQ summon familiar; AL CE; SV Fort +5, Ref +3, Will +7; Str 14, Dex 13, Con 17, Int 17, Wis 13, Cha 13.

Skills: Concentration +14, Decipher Script +14, Knowledge (arcana) +14, Knowledge (the planes) +14, Spellcraft +14. **Feats:** Dodge, Maximize Spell, Quickened Spell, Scribe Scroll.

Wizard Spells Prepared (4/5/5/4/3/2; save DC 13 + spell level): 0—*daze*, *detect magic*, *read magic*, *resistance*; 1st—*burning hands*, *magic missile (x3)*, *shield*; 2nd—*blur*, *flaming sphere*, *fog cloud*, *hypnotic pattern*, *web*; 3rd—*explosive runes*, *haste*, *lightning bolt*, *stinking cloud*; 4th—*Evar's black tentacles*, *fire shield*, *stoneskin*; 5th—*cloudkill*, *Mord's faithful hound*.

Slave Gear: Quarterstaff, 3 daggers, spellbook.

Normal Gear: Bracers of armor +6, *arcane scroll of 2 spells (hold person, cone of cold)*, *potion of blur*, *potion of cure moderate wounds*, *wand of fireball (15 charges)*, *wand of charm person (21 charges)*, *ring of protection +2*.

Wizard 12: CR 12; SZM; HD 12d4+12; hp 42; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +6/+6; Atk +6 melee (1d6, quarterstaff) or +7 ranged (1d4, dagger, 19-20/x2, range 10 ft.); Full Atk +6 melee (1d6, quarterstaff) or +7/+2 ranged (1d4, dagger, 19-20/x2, range 10 ft.); SA spells; SQ summon familiar; AL NG; SV Fort +5, Ref +5, Will +9; Str 10, Dex 13, Con 13, Int 15, Wis 12, Cha 10.

Skills: Concentration +16, Decipher Script +17, Knowledge (arcana) +17, Spellcraft +17. **Feats:** Brew Potion, Empower Spell, Heighten Spell, Scribe Scroll, Spell Penetration, Widen Spell.

Wizard Spells Prepared (4/5/5/3/3/2; save DC 12 + spell level): 0—*detect poison*, *detect magic (x2)*, *resistance*; 1st—*burning hands (x2)*, *grease*, *mage armor*, *sleep*; 2nd—*fog cloud*, *ghoul touch*, *touch of idiocy*, *web (x2)*; 3rd—*dispel magic*, *hold person*, *major image*; 4th—*bestow curse*, *stoneskin*, *wall of ice*; 5th—*wall of force*, *wave of fatigue*.

Slave Gear: Quarterstaff, 3 daggers, spellbook.

Normal Gear: *Potion of cure moderate wounds*, *scroll of 2 arcane spells (fireball, lightning bolt)*, *scroll of 3 arcane spells (teleport, fire trap, hold monster)*, *wand of lightning bolt (22 charges)*, *ring of protection +2*, *amulet of natural armor +2*, spellbook, 500 gp.

Racial Templates

To assign a race to one of the above NPC, simply add one of these “templates” to any of the NPC statistic blocks above, making the listed changes. Add additional feats based on any HD increase, add the creatures special attacks and special qualities (where necessary) and the NPC is ready to go.

Note: An entry of “–1 skill point/class level +3” is for monsters that start with monster HD and do not gain the x4 skill points at 1st level. Subtract a total number of skill points from the NPC equal to its class level +3.

Bugbear: CR +2, +4 Str, +2 Dex, +2 Con, –2 Cha, +3d8 HD, +2 base attack, +3 natural, saves (+1 Fort, +3 Ref, +1 Will), +2 Climb, Listen, and Spot, +4 Hide, +6 Move Silently, –1 skill point/class level +3.

Dwarf: +2 Con, –2 Cha, base land speed 20 ft.

Elf: +2 Dex, –2 Con, +2 Listen, Search, and Spot.

Elf (Drow): CR +1, +2 Int, +2 Dex, +2 Cha, –2 Con, +2 Listen, Search, and Spot.

Gnome: +2 Con, –2 Str, Small size (+1 AC, +1 attack rolls, +4 Hide), base speed 20 ft., +2 Listen, +2 Craft (alchemy).

Goblin: –2 Str, +2 Dex, Small size (+1 AC, +1 attack rolls, +4 Hide), +4 Move Silently and Ride.

Half-Elf: +1 Listen, Search, and Spot, +2 Diplomacy and Gather Information.

Half-Orc: +2 Str, –2 Int, –2 Cha.

Halfling: +2 Dex, –2 Str, Small size (+1 AC, +1 attack rolls, +4 Hide), base speed 20 ft., +2 Climb, Jump, and Move Silently, +2 Listen.

Hobgoblin: +2 Dex, +2 Con, +3 Move Silently.

Human: Add 1 feat, add 1 skill (ranks = level + 3).

Kobold: –4 Str, +2 Dex, –2 Con, +1 natural AC, Small size (+1 AC, +1 attack rolls, +4 Hide), +2 Craft (trapmaking), Profession (miner), and Search.

Lizardfolk: CR +1, +2 Str, +2 Con, –2 Int, +2d8 HD, +1 base attack, +3 Ref, +5 natural AC, +5 Balance, +6 Jump, +6 Swim, –1 skill point/class level +3.

Minotaur: CR +4, +8 Str, +4 Con, –4 Int, –2 Cha,

+6d8 HD, +6 base attack, Large size (–1 AC, –1 attack rolls, –4 Hide, +4 grapple), +5 natural AC, saves (+2 Fort, +5 Ref, +5 Will), +3 Intimidate, +7 Listen and Spot, +4 Search, –1 skill point/class level +3.

Ogre: CR +3, +10 Str, –2 Dex, +4 Con, –4 Int, –4 Cha, +4d8 HD, +3 base attack, Large size (–1 AC, –1 attack rolls, –4 Hide, +4 grapple), +5 natural AC, saves (+4 Fort, +1 Ref, +1 Will), base speed 40 ft., +3 Climb, +2 Listen and Spot, –1 skill point/class level +3.

Orc: +4 Str, –2 Int, –2 Wis, –2 Cha.

Troll: CR +5, +12 Str, +4 Dex, +12 Con, –4 Int, –2 Wis, –4 Cha, +6d8 HD, +4 base attack, Large size (–1 AC, –1 attack rolls, –4 Hide, +4 grapple), +5 natural AC, saves (+5 Fort, +2 Ref, +2 Will), +4 Listen, +5 Spot, –1 skill point/class level +3.

इपदेसीत नपेइ

Most of these NPCs are prisoners at the Cirque du Pain and as such are found there. Zark, can either be placed in the Circus of Pain as Flash's ally or friend, or he can be situated in the Sultan's Palace (if you have and are using the *City of Brass* by Necromancer Games).

Dieter Von Klimpt, Male Human Ari4/Exp4/Sor6: CR 12; SZ M; HD 4d8+8 plus 4d6+8 plus 6d4+12; hp 75; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 +2 leather), touch 11, flat-footed 14; BAB/Grp +9/+10; Atk +11 melee (1d6+2, +1 short sword, 19-20/x2); Full Atk +11/+6 melee (1d6+2, +1 short sword, 19-20/x2); SA spells; AL NE; SV Fort +8, Ref +5, Will +16; Str 13, Dex 12, Con 14, Int 15, Wis 16, Cha 13.

Skills: Appraise +16, Bluff +12, Concentration +12, Diplomacy +16, Disguise +1 (+3 acting), Gather Information +14, Hide +3, Intimidate +14, Knowledge (arcana) +12, Knowledge (history) +13, Knowledge (local) +13, Listen +5, Move Silently +3, Sense Motive +11, Sleight of Hand +3, Spellcraft +14, Spot +5, Use Magic Device +1 (+3 scrolls). **Feats:** Alertness, Brew Potion, Combat Casting, Great Fortitude, Skill Focus (Appraise), Stealthy.

Sorcerer Spells Known (Cast per Day 6/7/5/3; save DC 11 + spell level): 0—acid splash, arcane mark, detect magic, open/close, prestidigitation, read magic, touch of fatigue; 1st—hold portal, hypnotism, magic missile, sleep; 2nd—obscure object, resist energy; 3rd—hold person.

Slave Gear: +1 short sword, +2 leather armor.

Normal Gear: +3 short sword, +2 leather armor, 4 potions of cure light wounds, wand of magic missile (30 charges).

Dieter is a charming, yet wicked and merciless servant to a far more diabolical master upon his home plane. Having stolen the *Abacus of Al-Jibra* quite literally from the hands of Jones, Dieter and his bodyguard Otto have set out for the City of Brass with a squad of their trusted henchmen to procure an "Armageddon Machine." They intend to take the Machine back to their home plane to help their masters war effort, and will not leave the City of Brass without one. He has brought several chests of gold and strange items from his home plane to offer in trade

for the machine, and has managed to enslave the Efreeti Hamza to insure the protection of his group.

Dieter's Men, Male Human Ftr3: CR 3; SZ M; HD 3d10+6; hp 22; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 leather), touch 11, flat-footed 12; BAB/Grp +3/+5; Atk +5 melee (1d8+2, longsword, 19-20/x2); Full Atk +5 melee (1d8+2, longsword, 19-20/x2); AL NE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 11.

Skills: Climb +8, Intimidate +6, Jump +8, Tumble +3.

Feats: Power Attack, Cleave, Quick Draw.

Dieter's men are well trained shock troopers armed with the weaponry of their home plane. They have found themselves awed by the wonders of the City of Brass, yet follow their leader's orders out of absolute fear and devotion.

Slave Gear: Leather armor, longsword.

Normal Gear: Leather armor, automatic pistol (damage 2d6, range 40 ft.), 2 daggers.

Flash, Male Human Ftr12/Exp2: CR 13; SZ M; HD 12d10+24 plus 2d6+4; hp 101; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 +2 leather), touch 13, flat-footed 14; BAB/Grp +13/+17; Atk +18 melee (1d8+5, +1 longsword, 19-20/x2) or +17 ranged (1d4+5, +1 metal oblong); Full Atk +18/+13/+8 melee (1d8+5, +1 longsword, 19-20/x2) or +17 ranged (1d4+5, +1 metal oblong); AL CG; SV Fort +10, Ref +7, Will +11; Str 18 Dex 16, Con 14, Int 12, Wis 14, Cha 15.

Skills: Balance +13, Bluff +10, Climb +14, Diplomacy +14, Disguise +2 (+4 acting), Escape Artist +11, Intimidate +4, Jump +14, Knowledge (geography) +9, Listen +10, Sleight of Hand +5, Spot +10, Tumble +5. **Feats:** Agile, Blind-Fight, Diehard, Endurance, Iron Will, Power Attack.

Slave Gear: +2 leather armor, +1 longsword, +1 metal oblong (about the size of a basketball, range 10 ft., 1d4 bludgeoning).

Normal Gear: +2 leather armor, +1 longsword.

Flash is a golden haired athlete and some time airman from a far away plane of existence who was tricked into traveling to the Plane of Molten Skies by Zark. Flash's home world is currently under attack by the Sultan's minions and soon after his capture he was sentenced to Death in the Cirque of Pain. Flash has somehow managed to disable his brass collar, and is constantly attempting to incite the other slaves there to revolt or is working on some wild scheme to escape.

Flash may ally himself with the PCs if he sees that they are planning an escape attempt if the PCs show themselves as trustworthy individuals. If the PCs befriend Flash, he reveals a way to disable their brass collars. Flash has a jet pack (functions like *wings of flying*) hidden somewhere within the city, and should he escape the Cirque of Pain, he immediately seeks it out. Flash stops at nothing to undermine the power of the Sultan, hoping to forge alliances with the azer and other enemies of the Sultan in an attempt to topple him from his flaming throne and save his

home plane. The Sultan admires this about Flash, which is why he has not simply had him executed already.

Jones, Male Human Ftr6/Rog6/Exp2: CR 13; SZ M; HD 6d10+12 plus 6d6+12 plus 2d6+4; hp 89; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 +2 *leather*), touch 12, flat-footed 14; BAB/Grp +11/+14; Atk +14 melee (1d3+3 nonlethal, whip); Full Atk +14/+9/+4 melee (1d3+3 nonlethal, whip); SA sneak attack (+3d6); SQ evasion, trapfinding, trap sense (+2), uncanny dodge; AL NG; SV Fort +9, Ref +9, Will +9; Str 16, Dex 15, Con 15, Int 13, Wis 15, Cha 16.

Skills: Climb +15, Disable Device +11, Disguise +18, Hide +17, Jump +11, Knowledge (history) +8, Knowledge (local) +8, Move Silently +10, Open Lock +10, Ride +14, Spellcraft +1 (+3 scrolls), Tumble +4, Use Magic Device +11.

Feats: Combat Expertise, Exotic Weapon Proficiency (whip), Improved Unarmed Strike, Weapon Focus (whip), Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike).

Slave Gear: Whip, +2 *leather armor*.

Normal Gear: +2 *whip*, +3 *leather armor*, *potion of cure light wounds*, automatic pistol (damage 2d6, range 40 ft.).

This brown haired, square jawed adventurer seems to be constantly bruised, his worn gear covered with copious amounts of dust and debris. Jones has a penchant for shoddy disguises, bad accents, and getting into trouble. If he finds himself in a situation he cannot talk his way out of, he is known to resort to using improvised weaponry and diversionary tactics to make good his escape, usually with the item he seeks deftly hidden on his person. If all else fails, Jones throws a mean uppercut capable of felling men of twice his size.

Jones is addicted to procuring hard to find relics and selling them on the open market to reputable, yet wealthy buyers. Such steadfast pursuit of fortune and glory has often led him along dangerous paths and across dangerous enemies. Currently he is attempting to retrieve a rare magical device known as the *Abacus of Al-Jiibra*. This item is currently in the possession of Dieter Von Klimpt and Otto Von Blaugh, a pair of evil agents from his home plane who are attempting to purchase an Armageddon Machine from the Bazaar of Amirs.

Otto Von Blaugh, Male Human Ari2/Ftr10: CR 11; SZ M; HD 2d8+6 plus 10d10+30; hp 100; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 *leather*), touch 11, flat-footed 12; BAB/Grp +11/+14; Atk +15 melee (1d8+3, masterwork longsword, 19-20/x2); Full Atk +15/+10/+5 melee

(1d8+3, masterwork longsword, 19-20/x2); AL NE; SV Fort +10, Ref +4, Will +6; Str 17, Dex 12, Con 16, Int 10, Wis 11, Cha 13.

Skills: Appraise +5, Climb +13, Jump +13, Listen +12, Ride +11, Spot +12, Tumble +3. *Feats:* Alertness, Blind-Fight, Endurance, Diehard, Power Attack, Cleave.

Slave Gear: Leather armor, masterwork longsword.

Normal Gear: Leather armor, automatic pistol (damage 2d6, range 40 ft.)

Otto is a quietly cruel murderer under the command of Dieter Von Klimpt. A wicked red scar runs down the side of his long pale face. Otto is skilled with various forms of weaponry and is trained in many arts of torture and intimidation.

Zark, Male Human Exp10: CR 10; SZ M; HD 10d6+10; hp 45; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 *leather*), touch 11, flat-footed 12; BAB/Grp +7/+7; Atk +7 melee (1d4, dagger, 19-20/x2); Full Atk +7/+2 melee (1d4, dagger, 19-20/x2); AL N; SV Fort +6, Ref +6, Will +11; Str 11, Dex 12, Con 12, Int 17, Wis 14, Cha 13.

Zark was a scientist and philosopher on his home plane, who decoded texts that revealed the existence of the City of Brass and a way in which to travel there. Zark had hoped to find some way to stop the inhabitants of the Plane of Molten Sky from destroying his world, but was instead captured. Due to his brilliant mind and knowledge of chemicals and physics, he is the only human serving (or that served, if you are using him at the Circus of Pain) amongst the alchemists of the Sultan's court. Zark quickly figured out how to disable his collar, so merely "pretends" that he is under their control, while quietly practicing his own form of civil disobedience. His disobedience takes the form of mildly changing alchemical substances, and secretly mapping the interiors of the Sultan's Palace. Such information he keeps locked within his mind, being able to recall it with perfect clarity should he ever be asked by an enemy of the Sultan.

Skills: Bluff +17, Craft (alchemy) +16, Decipher Script +16, Diplomacy +16, Disguise +1 (+3 acting), Intimidate +3, Knowledge (architecture and engineering) +19, Knowledge (the planes) +16, Profession (any one) +15, Search +16 (+18 secret doors), Spot +15, Survival +15 (+17 on other planes) (+17 following tracks). *Feats:* Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Knowledge [architecture and engineering]), Skill Focus (Bluff).

Slave Gear: Dagger, leather armor.

Normal Gear: Dagger, leather armor.

Appendix 4: New Spells

arcane lock, greater

Abjuration
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: The door, chest, or portal touched, up to 30 sq. ft./level in size
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell is identical to *arcane lock*, except it adds +20 (instead of +10) to the normal DC to break open a door or portal affected by this spell. A *knock* spell has no effect on a *greater arcane lock*.

blood to water

Transmutation
Level: Clr 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Up to 2 pints of blood/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell turns normal blood into an equal volume of wholesome, drinkable water. This spell cannot be cast on a creature; that is, the blood cannot be in the creature's body, it must be on the ground or in a container.

The water remains until a successful *dispel magic* restores its substance. (If the water has been consumed, evaporated, or otherwise destroyed, *dispel magic* has no effect.) Evaporation affects the water normally (the exact time depends on exposure to sun, wind, and so on).

brass to flesh

Transmutation
Level: Sor/Wiz 6
Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One brass creature or a cylinder of brass from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes

This spell restores a creature affected by a *flesh to brass* spell to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any creature, regardless of size, can be restored.

The spell also can convert a mass of brass into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a brass man into a flesh golem, but an ordinary brass statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of brass.

Material Component: A pinch of copper and zinc and a drop of blood.

bronze guardian

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell turns a willing subject to solid bronze, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the metal-hard substance of the individual's body. While in bronze form, the subject is impervious to all physical and magical attacks, short of a *wish*, *miracle*, or *break enchantment* spell. The statue does not radiate magic and the subject cannot be detected by spells such as *deathwatch*.

इदरदइ of the brazen throne

A specific condition can be set that ends this spell and releases the subject, such as “If anyone moves through this hallway” or “If someone touches this chest” or “In 10 years, when the two moons eclipse”.

Only creatures made of flesh are affected by this spell.

Material Component: A piece of bronze.

chant

Conjuration (Creation)

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: All allies and foes within a 30-ft. radius centered on you

Duration: Concentration (up to 1 min./level)

Saving Throw: None

Spell Resistance: No

As long as you chant (maximum duration up to 1 minute per caster level), you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks while your foes take a –1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a failed Concentration check, a *silence* spell or speaking or casting another spell, ends this spell. As an exception to the general rule, the effects of this spell stack with those of a *prayer* spell if cast by a cleric of your alignment and who worships the same deity as you.

This spell is found in the *Book of the Justicars* within the walls of the Great Repository.

दिविने वरath

Necromancy

Level: Clr 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will partial (see text)

Spell Resistance: Yes

This spell summons the might of your deity, manifesting itself upon your target as a blinding light and thunderous clap of divine energy. A target whose alignment is opposite yours on either the law/chaos or good/evil axis takes 1d8 points of damage per caster level (maximum 15d8) and is blinded and deafened for 1 round per caster

level. A successful save reduces the damage by half and negates the blindness and deafness.

A target whose alignment is opposed to yours on both the law/chaos and good/evil axes has its soul ripped apart (instantly killing the target) if it fails its Will save. The affected soul is torn into four parts and cast to the planes: one part into the Negative Energy Plane; the second part into the Positive Energy Plane; the third part into the Ethereal Plane; and the last, transformed into a spectral figure, cursed to walk the plane where it suffered this fate for eternity. If the target succeeds on its save it still takes 1d8 points of damage per caster level (maximum 15d8) and is permanently blinded and deafened.

A creature whose soul is rent cannot be returned to life by any means until the four parts of its soul are collected and rejoined. A *wish* or *miracle* can call back one fragment of a broken soul or characters can journey to the various planes to collect the fragments (perhaps by using powerful magic such as *trap the soul* to catch and contain a fragment).

दिइशे to brassइ

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert brass statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

Material Component: A bit of copper, zinc, and a fingernail.

इपदी इिphon

Enchantment [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One spellcasting creature

Duration: Concentration, up to 1 round/level; see text
Saving Throw: Will negates
Spell Resistance: Yes

Developed by the Grand Vizier of the City of Brass to fuel his arcane aspirations, this spell is a much sought after incantation that is guarded jealously by its creator. You create a mental link with your target, draining it of 1d6 spell slots and gaining 1/2 that amount (minimum 1 per round) as bonus spell levels that you use to power your magic. Bonus spells levels go into a “pool” from which you draw their power to fuel your spells.

The drain continues each round you maintain concentration while the host remains in range. If on any given round you cannot drain spell slots (because the host doesn’t have anymore slots of a level remaining for example), you can “hold” leftover spell slots and add them to your total drained in the next round.

If the host is drained to 0 spell slots, this spell ends. As a host is drained, the slots (or prepared spells in those slots) are wiped from its mind just as if they had been cast that day.

Concentrating to maintain *spell siphon* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

You cannot gain more bonus spell levels than your caster level and you cannot use the bonus slots to cast a spell of a level you couldn’t normally cast. Bonus spell levels remain for 1 day or until expended. You can expend bonus spell levels in one of several ways as follows.

- To cast a spell you already know. You must expend a total number of bonus levels equal to the spell’s level. If you prepare spells (such as a wizard, you can immediately fill these bonus slots with already prepared spells; otherwise you can spend 15 minutes to study spells from your spellbooks and fill the bonus slots.
- To add a metamagic feat that you know to one of your spells without using up a higher level spell slot. You must expend a total number of spell levels equal to the number of levels the metamagic feat normally increases a spell’s slot. For example, empowering a spell (with the Empower Spell feat) uses up a slot two levels higher. By expending two bonus spell levels, you can empower one of your spells (if you have the feat) without using a higher level slot.
- To add a metamagic feat that you don’t know to one of your spells without using up a higher level spell slot. You must expend a total number of spell levels equal to twice the number of levels the metamagic feat normally

increases a spell’s slot. For example, if you wish to empower a spell, but don’t have the Empower Spell feat, you can spend four bonus spell levels and empower the spell. This does not use up a higher level spell slot.

- Increase the caster level of one of your spells by +1 for every two bonus level expended (maximum increase equal to your relevant spellcasting ability score modifier, Int for wizards and Cha for sorcerers).
- Increase the save DC against one of your spells by +1 for each bonus level expended (maximum increase equal to your relevant spellcasting ability score modifier, Int for wizards and Cha for sorcerers).

इपुद्धेशन, ग्रेटर

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Sor/Wiz 9

Components: V, M

Duration: 1 day/level or until completed

This spell functions like *suggestion*, except that the duration is longer and the subject can be compelled to take an action that is harmful to itself (such as throwing itself upon its sword or jumping into a lake of molten lava).

इपुलेवो र्थ वीइटरव

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures with an Intelligence score of 3 or higher within 60 feet who fail a Will save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds.

Note: Magic traps such as *symbol of discord* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of discord* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of discord*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Appendix S: Feats, Mundane Items, and Magic Items

दिवाङ्मय

बोधन इच्छा-निकट बोधोत्पत्ति [इच्छा]

The creature can use a spell-like ability tuned to either law, chaos, good, or evil.

Prerequisite: Spell-like ability at caster level 4th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an aligned spell-like ability three times per day (or less, if the ability normally usable only once or twice per day). An aligned spell-like ability gains the good, evil, lawful, or chaotic descriptor.

When a creature uses an aligned spell-like ability, one-half the spell-like ability's damage is of that type (evil, good, lawful, or chaotic). For example, a creature casts an aligned (evil) *lightning bolt* with a caster level of 6th. The aligned *lightning bolt* deals 3d6 points of unholy damage and 3d6 points of electricity damage. Thus, a creature immune to electricity suffers no damage from the electricity effect, but still takes 3d6 points of unholy damage.

Aligned spell-like abilities deal normal damage to creatures with regeneration if the creature's description states that it takes damage from that type of effect (for instance, devils that are only harmed by good-aligned spells and effects would take damage from a good-aligned spell-like ability). Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities that already have an alignment descriptor are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can only align spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

द्वैतलव्योत्पत्ति [इच्छा]

Choose a single element (air, earth, fire, or water). Your spells with that descriptor are more potent than normal.

Benefit: Add +2 to the DC for all saving throws against spells with your chosen elemental descriptor. This bonus stacks with that gained from Spell Focus and Greater Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new elemental descriptor.

<2>Energy Exchange (Metamagic)

You can change the type of energy a spell uses when cast.

Prerequisites: Any other metamagic feat, Int 13.

Benefit: Choose one type of energy (acid, cold, electricity, fire, or sonic). You can alter a spell with one type of energy to use the chosen type of energy. For example, if you select cold as your energy type, you can modify a *fireball* spell so that it deals cold damage rather than fire damage. An energy exchanged spell uses up a spell slot of the spell's normal level.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of energy.

<2>Horse Lord (General)

You are skilled at riding and handling horses.

Prerequisite: Handle Animal 1 rank, Ride 1 rank.

Benefit: You get a +3 bonus on Ride checks when riding a horse and a +3 bonus on Handle Animal checks when dealing with horses.

<2>Inscribe Magic Tattoo (Item Creation)

You can inscribe tattoos, which carry spells within themselves.

Prerequisites: Craft (tattoo) see below, must be able to cast the spell that is to be tattooed.

Benefit: You can inscribe a magical tattoo of any 4th-level or lower spell that you know and whose level is equal to or less than one-half the character level (or Hit Dice) of the one receiving the tattoo (a 1st-level character can have a tattoo no higher than 0 level, a 2nd-level character can have a tattoo no higher than 1st level, and so on). To

inscribe a magic tattoo, you must have a number of ranks in Craft (tattoo) equal to 3 + the level of the spell.

When you inscribe a tattoo, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own caster level. The base price of inscribing a magical tattoo is its spell level x its caster level x 50 gp. To inscribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (inks, needles, etc.) costing one-half this base price.

Any tattoo that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when inscribing the tattoo.

A magic tattoo can be activated once per day as a standard action that does not provoke an attack of opportunity. In order to activate a magic tattoo, the part of the body it is inscribed on must be exposed (for example, if it is on your face and you are wearing a full-face helmet or mask, you must remove it before activating your magic tattoo.) A magic tattoo does not require any components to activate (verbal, somatic, and so on).

Note, a character can have a maximum of six magic tattoos on his body at one time (head or face, torso or back or tail, left arm, right arm, left leg, right leg). Creatures with multiple legs, arms, or heads are still limited to six magic tattoos.

A magic tattoo can be removed by casting an *erase* spell.

necromantic mind-touch

[magical, necromancy]

You infuse one of your mind-affecting spells with necromantic energies so it affects intelligent undead.

Prerequisites: Must be able to cast at least three necromancy spells, Spell Focus (Necromancy).

Benefit: You can alter a mind-affecting spell you know so it works normally against intelligent undead. A necromantic mind-touched spell uses up a spell slot one level higher than the spell's actual level.

Special: Mindless undead are still immune to mind-affecting spells and cannot be affected by a spell modified by this feat. Further, a spell modified by this feat does not work against other intelligent creatures; it only affects intelligent undead.

nomadic rider [general]

You are skilled at riding bareback.

Prerequisites: Ride 2 ranks.

Benefit: You don't take a penalty on Ride checks when riding bareback. Additionally, you don't need to make a Ride check to guide your mount with your knees.

Normal: You take a -5 penalty on Ride checks when riding bareback. You must make a Ride check at the start of your turn if you are guiding your mount with your knees.

epic feat

The following feats are used in this book and are reprinted from the *Epic Level Handbook*.

enhanced spell [magical] [epic]

Prerequisite: Maximize Spell.

Benefit: The damage cap for the character's spells increases by 10 dice (for spells that deal a number of dice of damage equal to caster level) or by 5 dice (for spells that deal a number of dice of damage equal to half caster level). An enhanced spell uses up a spell slot four levels higher than the spell's actual level. This feat has no effect on spells that don't specifically deal a number of dice of damage equal to the caster's level or half level, even if the spell's effect is largely dictated by the caster's level.

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Special: A character may gain this feat multiple times. Each time he or she selects this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell, and the enhanced spell takes up a spell slot an additional four levels higher.

enhanced spell [magical] [epic]

Prerequisite: Maximize Spell.

Benefit: The damage cap for the character's spells increases by 10 dice (for spells that deal a number of dice of damage equal to caster level) or by 5 dice (for spells that deal a number of dice of damage equal to half caster level). An enhanced spell uses up a spell slot four levels higher than the spell's actual level. This feat has no effect on spells that don't specifically deal a number of dice of damage equal to the caster's level or half level, even if the spell's effect is largely dictated by the caster's level.

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Special: A character may gain this feat multiple times. Each time he or she selects this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell, and the enhanced spell takes up a spell slot an additional four levels higher.

fast healing [epic]

Prerequisite: Con 25.

Benefit: The character gains fast healing 3, or the character's existing fast healing increases by 3. This feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

Improved Metal Magic [Feat]

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot modifier of all the character's metamagic feats is reduced by one level, to a minimum of +1. This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: A character can gain this feat multiple times. The effects stack, though a character can't reduce any metamagic feat's spell slot modifier to less than +1.

Overwhelm Long Weapon [Feat]

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: When using the weapon the character has selected, he or she deals an extra 1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d6 points of bonus damage instead, and if the multiplier is x4, add +3d6 points of bonus damage instead. Creatures immune to critical hits can't be affected by this feat.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of weapon.

Lundane Metal

Brass Cuirass

This armor protects the wearer's breast and back while leaving the limbs free and mobile. It resembles a chain shirt with vertical plates of beaten brass riveted to the underlying chainmail. Leather and padding beneath the chain links protects the wearer's skin from chafing.

Medium Armor; Cost 300 gp; Armor Bonus +5; Max Dex Bonus +4; Armor Check Penalty -3; Arcane Spell Failure 20%; Speed (30 ft.) 20 ft., (20 ft.) 15 ft.; Weight 30 lb.

Brass cuirass constructed of living brass self-repairs damage to itself at the rate of 1 point per minute (self-repair functions like fast healing). It is considered masterwork armor.

Corrosive Metal

Corrosive Weapon Evocation Ability

Corrosive: Upon command, a corrosive weapon is sheathed in caustic acid. The acid does not harm the wielder. The effect remains until another command is given. An acid weapon deals an extra 1d6 points of acid

damage on a successful hit. Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *Mel's acid arrow or acid fog*; Price +1 bonus.

Weapon Evocation Ability

Striking: Only bludgeoning weapons can have the striking special ability. Twice per day, this weapon's enhancement bonus on damage rolls can be increased by +3. Once per day, this weapon's enhancement bonus on damage rolls can be increased by +6. Either effect lasts until the first successful attack.

Faint transmutation; CL 6th; Craft Magic Arms and Armor, *greater magic weapon*; Price +1 bonus.

Blue Gemstone

This appears as a bluish-white gemstone inset in a gold medallion attached to a gold chain. Three times per day, the wearer can create an effect identical to the *mass charm monster spell* (caster level 20th). Targets can attempt a DC 22 Will save to resist the effects.

Strong enchantment; CL 20th; Craft Wondrous Item, *mass charm monster*; Price 140,000 gp.

Black Ankh of Set

These unholy symbols are of a cobra in the shape of an upside down ankh. These unholy symbols are only given to the most devout and wicked of Set's followers. These items exude an unholy aura which grants their wearer a +1 to +5 profane bonus to AC and a +2 resistance bonus on Fortitude saves against poison.

Moderate abjuration; CL 9th; Craft Wondrous Item, *resistance, protection from good*, creator's caster level must be at least three times the ankh's profane bonus; Price 1,500 gp (+1), 4,500 gp (+2), 10,000 gp (+3), 17,000 gp (+4), 27,000 gp (+5); Weight 1 lb.

Brass Collar

The brass collars used by the Efreeti of the City of Brass to mark their slave castes are finely fitted collars of living brass. The collars are usually affixed with a red hot bolt that more or less permanently locks the collar into place. The inside of the collar is inscribed with eldritch writing detailing a powerful *geas* upon the wearer of the collar. Wearers of a brass collar are considered to be under the effects of a permanent *suggestion* spell in regards to their servitude to their master. The wearer also gains resistance to fire 10 so long as the collar is locked in place.

Individuals wearing a brass collar cannot flee from their captor, take up arms against them, or disobey their will in any way or else they suffer the effects of a lesser *geas* spell with no save. Attempting to remove the collar by

any means (such as cutting, breaking, or use of a *break enchantment* or *dispel magic* spell) requires the wearer to succeed on a DC 25 Fortitude save or die instantly. Each attempt at removing the collar requires another save. The one who fit the collar to the slave can safely remove the collar without any ill effects to the wearer.

A brass collar has Hardness 15, hp 60, and Break DC 40.

Wearers of the collar enter a barbarian-like rage if their collar is tampered with (this is an effect of the collar placed upon the wearer), attacking anyone save their master who attempts to remove their collar. This rage is exactly like a barbarian's rage and lasts for one round per Hit Die of the wearer.

Strong enchantment; CL 10th.

બ્રાઝન અભુદ

Constructed and enchanted by Axam within the Bazaar of Beggars, a *brazen amulet* shields its wearer as by an *endure elements* spell.

Faint abjuration; CL 3rd; Craft Wondrous Item, *endure elements*; Price 6,000 gp.

ઘોલભાંગે ઓ વદાનોપ

These diamonds of diabolical nature appear to be of perfect clarity and glinting with a dazzling brilliance (worth 600 gp). One such diamond spawns six diamonds exactly like it every day for 111 days. After the possessor has accumulated 666 such diamonds, on midnight of the 111th day, all of the diamonds transform into **Large fiendish poisonous snakes** that attack their possessors and anyone else who crosses their path. Only a *true seeing* spell reveals one of the diamonds for what it truly is. The master diamond must be destroyed by dipping it in holy water, and casting *break enchantment* upon it by a lawful good priest of 15th level or higher. Once the master diamond is destroyed, all of the other diamonds (and snakes) ignite with a flash of brimstone and turn to ashes.

Strong transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*; Price 6,000 gp.

ઘુરબાકે ઓ વાકેપોને

This small hand drum is also called a *tablah*. It is made of angel hide stretched over a vase-shaped drum constructed of bronze and brass. When played, the drum automatically dispels any magical *sleep* effect (such as *sleep*, *deep slumber*, or a *symbol of sleep*) on all creatures within a 30-foot radius.

A bard that plays the *Durbakke* can break a comatose effect on a creature including that brought on when a creature's Intelligence, Wisdom, or Charisma is damaged or drained to 0. It takes 5 minutes and a successful DC 15 Perform (percussion instruments) to rouse a comatose creature. Any mental ability scores currently at 0 are

restored to 1 when the creature is revived. This special ability can be used up to three times per day.

Moderate abjuration; CL 10th; Craft Wondrous Item, *dispel magic*, *restoration*; Price 43,000 gp; Weight 6 lb.

દોલભાંગે ઘોલભાંગે

This rose-colored diamond is seemingly flawless and worth at least 1,000 gp on that alone. If clasped in a spellcaster's hand or worn about his or her neck, the wearer casts all fire-based spells at +1 caster level. Further, the wearer gains a +1 resistance bonus on all saving throws against fire-based spells and effects.

Moderate transmutation; CL 9th; Craft Wondrous Item, creator must be caster level 9th, must be able to cast at least three spells with the fire descriptor; Price 30,000 gp.

દોલભાંગે ઘુલ, ઘુલભાંગે

This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken, a Huge elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish-orange, and *water elemental gems* are blue-green.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon nature's ally* VI; Price 4,000 gp.

ઘુરબાકે ઓ વાકેપોને પાવર

Brass Serpent: When animated, a *brass serpent* acts in all ways like a giant constrictor under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *brass serpent* once again becomes a tiny statuette. If slain in combat, the serpent cannot be brought back from statuette form for one full week.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

ઘુરબાકે ઓ વાકેપોને નોટ

This thin girdle of fine pearls causes anyone who touches the wearer unbidden to take 4d8+7 points of damage (Will half DC 16) each time contact is made.

Moderate necromancy and abjuration; CL 7th; Craft Wondrous Item, inflict critical wounds, shield; Price 57,000 gp.

નેકલેસ ઓ રોડ

This necklace is a heavy white gold chain with a blue gem medallion. This medallion allows the wearer to unleash

a cone of cold to a range of 50 feet. Creatures in the area take 5d6 points of cold damage (Reflex DC 17 for half). This medallion can be used three times per day.

Moderate evocation; CL 9th; Craft Wondrous Item, cone of cold; Price 49,000 gp.

Pendant of Turn Resistance

This small bluish stone hangs from a blackened cord formed of rotted muscle tissue from a human. If donned by an undead creature, it confers +4 turn resistance on that creature. This pendant has no effect on creatures other than undead.

Moderate necromancy; CL 10th; Craft Wondrous Item, unhallow; 25,000 gp.

Ring of Fire Immunity

This gold ring has a small ruby inset in it. It grants the wearer a continuous immunity to fire.

Greater Abjuration; CL 15th; Forge Ring, fire shield; Price 60,000 gp.

Robe of Fire

This yellowish-orange robe allows the user to shroud his body in flames up to 10 rounds each day. The duration of the flames need not be consecutive rounds. The flames do not harm the wearer but allow him to deal an extra 2d6 points of fire damage with attacks made while shrouded in fire. Additionally, a creature striking the flame-shrouded wearer unarmed or with natural attacks takes this same fire damage.

Moderate evocation; CL 7th; Craft Wondrous Item, fire shield; Price 50,400 gp.

Slippers of Eductive Dancing

These finely crafted slippers grant the wearer a +10 competence bonus on Perform (dance) checks while worn.

Moderate transmutation; CL 7th; Craft Wondrous Item, creator must have 10 ranks in the Perform (dance) skill; Price 10,000 gp.

Artifact: The Brazen Scimitar

When the last plates of brass were placed, forming the upper walls of the City of Brass, the Sultan thrust his gauntleted hand and scimitar fully into the still burning elemental furnaces. The molten brass fused with the gauntlet and blade, melting them and reforming them fully of brass. The Sultan, removed them from the fires and exclaimed, "He who rules the Brazen Scimitar, rules the City of Brass."

The Sultan's weapon is a Huge +6 flaming burst axiomatic unholy vorpal scimitar. Against any sort of genie (djinni,

janni, efreeti, and so on) it functions as a +8 weapon and deals an extra 2d6 points of damage. The wielder gains resistance to cold 20 and can use the following powers once per day: *blasphemy* (Will DC 22), *dominate monster* (Will DC 24), *fire storm* (20d6 fire damage, Ref DC 22), and *horrid wilting* (20d8, Fort DC 23).

The weapon is Hardness 25; hp 45. Because the weapon is forged of living brass, it self-repairs (functions as fast healing) any damage it takes at the rate of 5 points per 1 minute.

If carried outside the City of Brass by anyone other than the Sultan, the weapon loses all its abilities and becomes a masterwork scimitar of Huge size until it is returned to the City of Brass where it regains its abilities within 24 hours. This cycle repeats, each time the Brazen Scimitar leaves the planes and returns to the City of Brass. The Brazen Scimitar, formed of the same molten brass as that of the City, must always remain in the City of Brass to function except in the hands of the Sultan.

Artifact: Eyes of the Sultana

Gleaming with sadness and tragedy yet possessed of wondrous beauty, the eyes of Cirrishade were enchanted at the death of his beloved sister by Saaid Al Djinn. Further powered by the spirit of the Sultana herself as she slipped into the world of the dead and finally sanctified by the will of Anumon, the glittering eyes of Cirrishade glow forever with an eldritch life.

To use these magnificent Eyes one



must first pluck out their own eyes, effectively causing permanent blindness and 1 point of Constitution damage per eye removed. Once the eyes are plucked free, the *Eyes of the Sultana* may be placed within the empty sockets.

Upon placing the *Eyes* in the sockets the wearer regains his eyesight and the *Eyes* offer command of great and powerful magic to the user. Many effects are continuous others, many can only be used once per day or week. Both *Eyes* must be used or the wearer gains none of the benefits. The effects and side effects of wearing the *Eyes of the Sultana* are as follows.

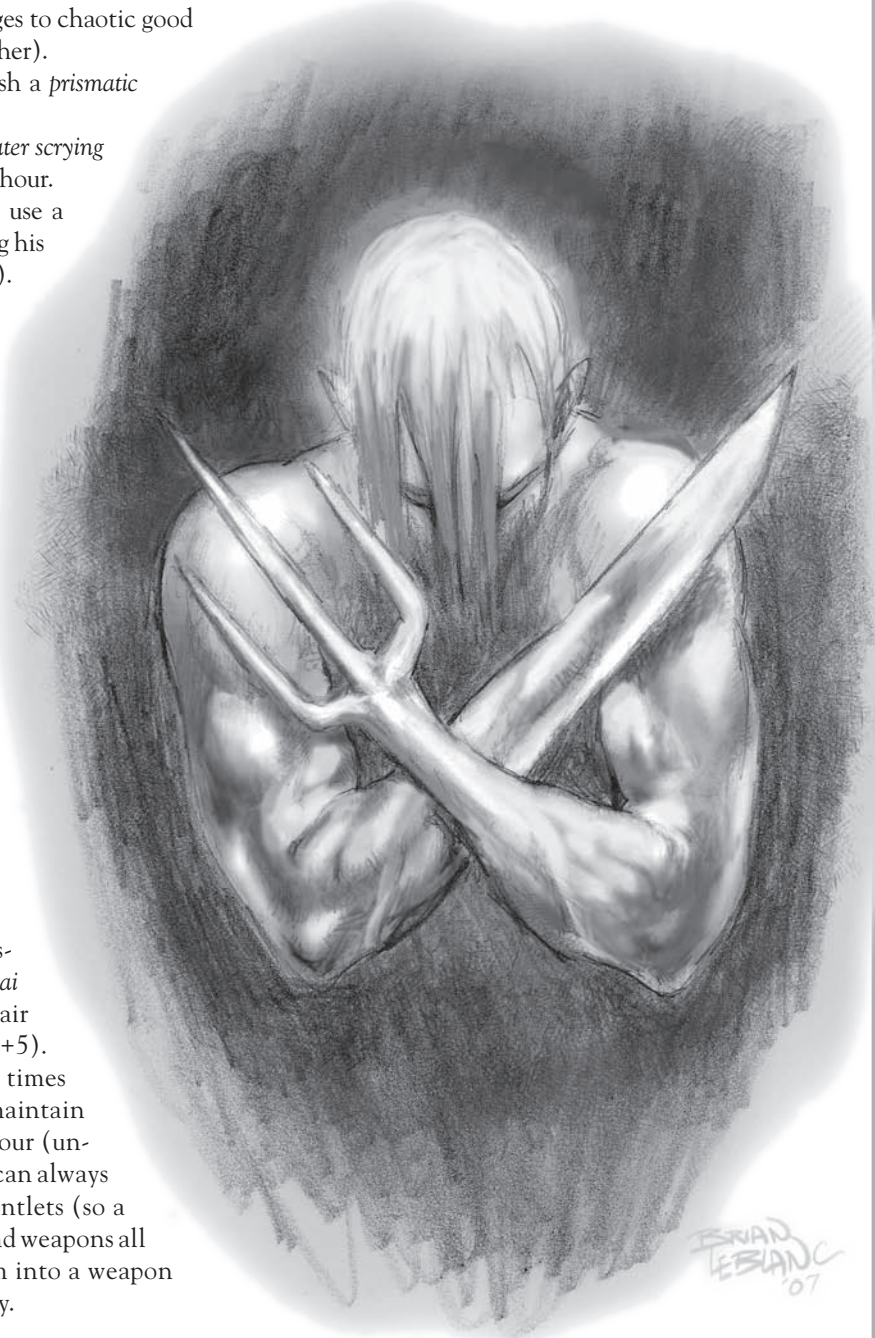
- The wearer sees as if they are under the continuous effect of a *true seeing spell*. Once per month the wearer must succeed on a DC 20 Will save or go insane from constantly seeing things as they truly are.
- Each time one of the *Eye's* powers is used there is a 50% chance the wearer's alignment changes to chaotic good or lawful neutral (50% chance of either).
- Once per day the wearer may unleash a *prismatic spray* from the *Eyes* (save DC 22).
- Once per day the wearer may use *greater scrying* (as the spell) with a duration of one hour.
- Three times per day the wearer can use a gaze attack that turns anyone meeting his gaze to stone (as by a *flesh to stone* spell). A DC 22 Fortitude save negates the effect.
- Once per week the wearer may use *eyebite* as the spell of the same name as if cast by a 20th-level caster.

artifact: hands of pang goy

These appear as metal gauntlets shaped for humanoid hands. Each is a powerful artifact with the ability to transform into any non-artifact magic melee weapon found in the *DMG* whose total enhancement bonus is +6 or less and that is a one-handed weapon for your size. (The Hands never grant more than a +5 bonus on attack and damage rolls.) For example, the hands could transform into a pair of +3 *vicious unholy sai* (total enhancement bonus +6) or a pair of +5 *sai* (total enhancement bonus +5). This ability can be used up to three times per day per Hand and the Hands maintain each transformation for up to one hour (unless transformed again). The Hands can always be transformed back into hands/gauntlets (so a character isn't stuck "carrying" around weapons all day). The Hands can only transform into a weapon in which the wielder has proficiency.

Each Hand can be transformed individually (meaning each hand can have a different enhancement configuration). A character using both Hands as weapons uses the standard two-weapon fighting rules for fighting with two weapons. The Hands must always have at least a +1 enhancement bonus and function as +1 *gauntlets* when not transformed (granting a +1 bonus on attack and damage rolls with unarmed or natural attacks).

Additionally, the Hands grant the wearer a +4 enhancement bonus to Dexterity (but see below). In order to use the Hands of Pang Goy, the wearer must first cut off his own hands. Doing so deals 2 points of Dexterity drain and 1 point of Constitution damage per hand removed. The enhancement bonus gained by the Hands of Pang Goy offsets the Dexterity drain, and lost Constitution points can be restored normally. The blood of the wearer infuses with the



eldritch hands making them a permanent part of the wearer, only removable upon his death.

The Hands are dependent on one another and must be used together to function. Possessing one does nothing; it simply appears and functions as a normal metal gauntlet.

Artifact: harloniouđ lađhe

This weapon functions as a +6 *barbed poisonous whip*. It is a coil of alloy constructed from an unknown metal

and lined with barbed spikes. Unlike a standard whip, it deals lethal damage. Additionally, damage from the *Lash* does not heal normally. Wounds can be healed magically but only a *wish*, *miracle*, or a *heal* spell cast by a cleric of 20th-level or higher can do so. No other form of magical healing (*cure* spells, *potions*, and so on) works.

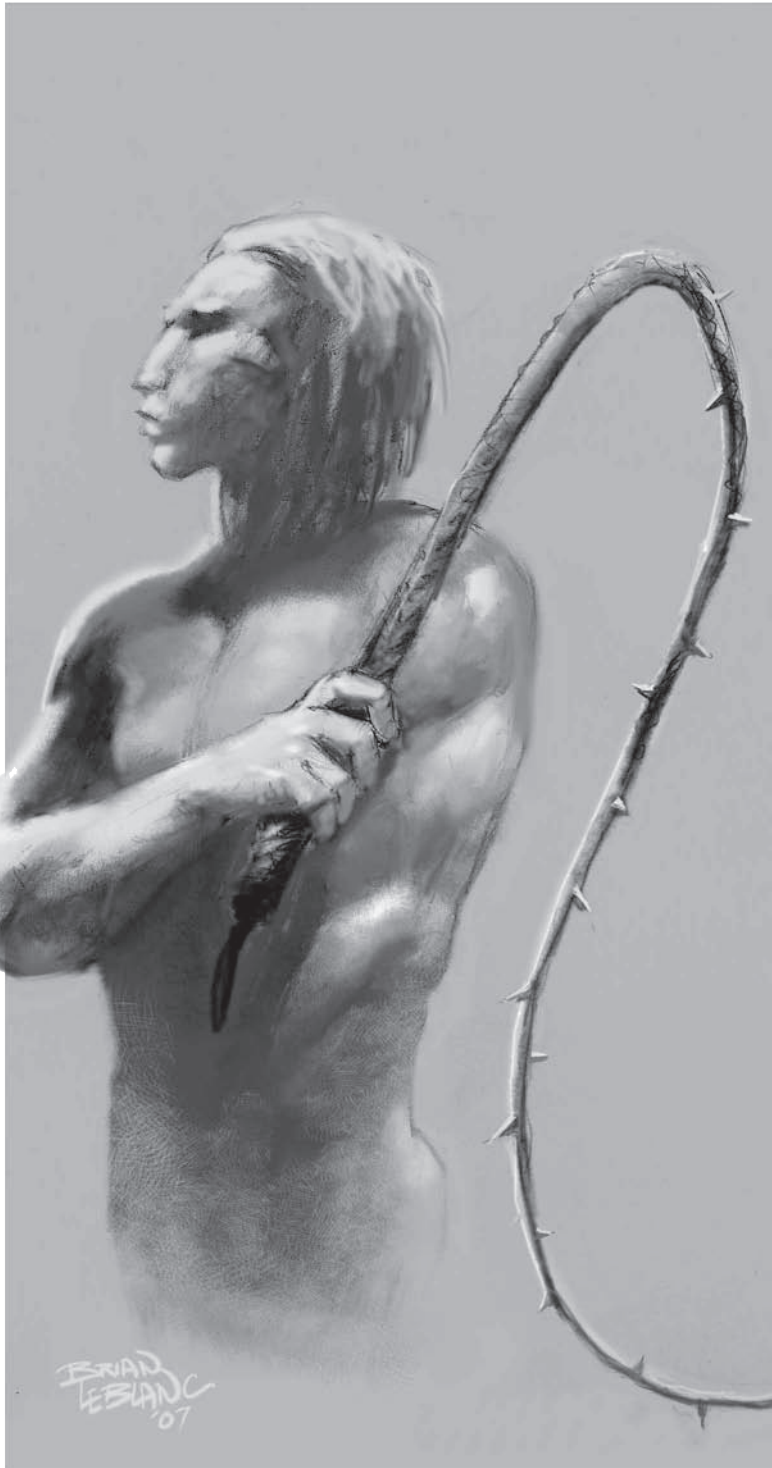
By speaking a command word, the *Lash* drips a powerful and debilitating venom. A creature hit by the *Lash* must succeed on a DC 28 Fortitude save or take 2d6 points of Constitution damage. One minute later, a new save must be made (same DC) to avoid another 2d6 points of Constitution damage. Constitution damage suffered by the *Lash* does not heal normally, but can be healed magically if the caster is 15th level or higher.

The first time a non-n'gathau wields the *Lash* he takes 4d6 points of damage immediately from hundreds of cuts and slices that appear on his flesh as if being cut by a thousand invisible razors. Each time thereafter the character uses or attempts to use the *Lash*, he takes 2d6 points of damage from cuts and slices that appear on his flesh.

Artifact: लुपानो इर्दो वा इहोवाके (इहोनिंग् इवतवे र्ग फालह)

A gift from the Sultan, this weapon was specially constructed for The Grand Vizier in the forges and factories of the City of Brass. It is exquisite in design, the blade forged of living brass. The hilt is wrapped in the blackened skin of a slain demon lord. The weapon is a Huge +5 *axiomatic flaming burst brilliant energy falchion*.

The weapon is Hardness 25; hp 45. Because the weapon is forged of living brass, it self-repairs (similar to fast healing) any damage it takes at the rate of 3 points per 1 minute.



Appendix 6: Prestige Classes and New Classes

Black Jackal of Set

Black Jackals of Set are a sect of shape-shifting assassins dedicated to the jackal god Set, God of Evil and the Night. Unlike normal assassins, black jackals do not function as killers-for-hire, unless the requested service furthers the ends of their religion and beliefs.

Many classes opt to follow the tenets of this class, though rogues, clerics, monks, and some druids usually take up this class before others. Note however, that no character, regardless of class, can even begin the journey without the ability to shape-shift. As such, many of Set's black jackals are lycanthropes, doppelgangers, and therianthropes (or anthromorphs such as jackalweres and wolfweres).

NPC black jackals can be found just about anywhere though their guild or sect is always located within or near a temple dedicated to Set. Most often the black jackals keep their headquarters and whereabouts secret from the locals—after all, an assassin is an assassin in the eyes of most people.

Hit Die: d6

Requirements

To qualify to become a Black Jackal of Set, a character must fulfill all the following criteria.

Patron: Must be a follower of Set.

Alignment: Any evil.

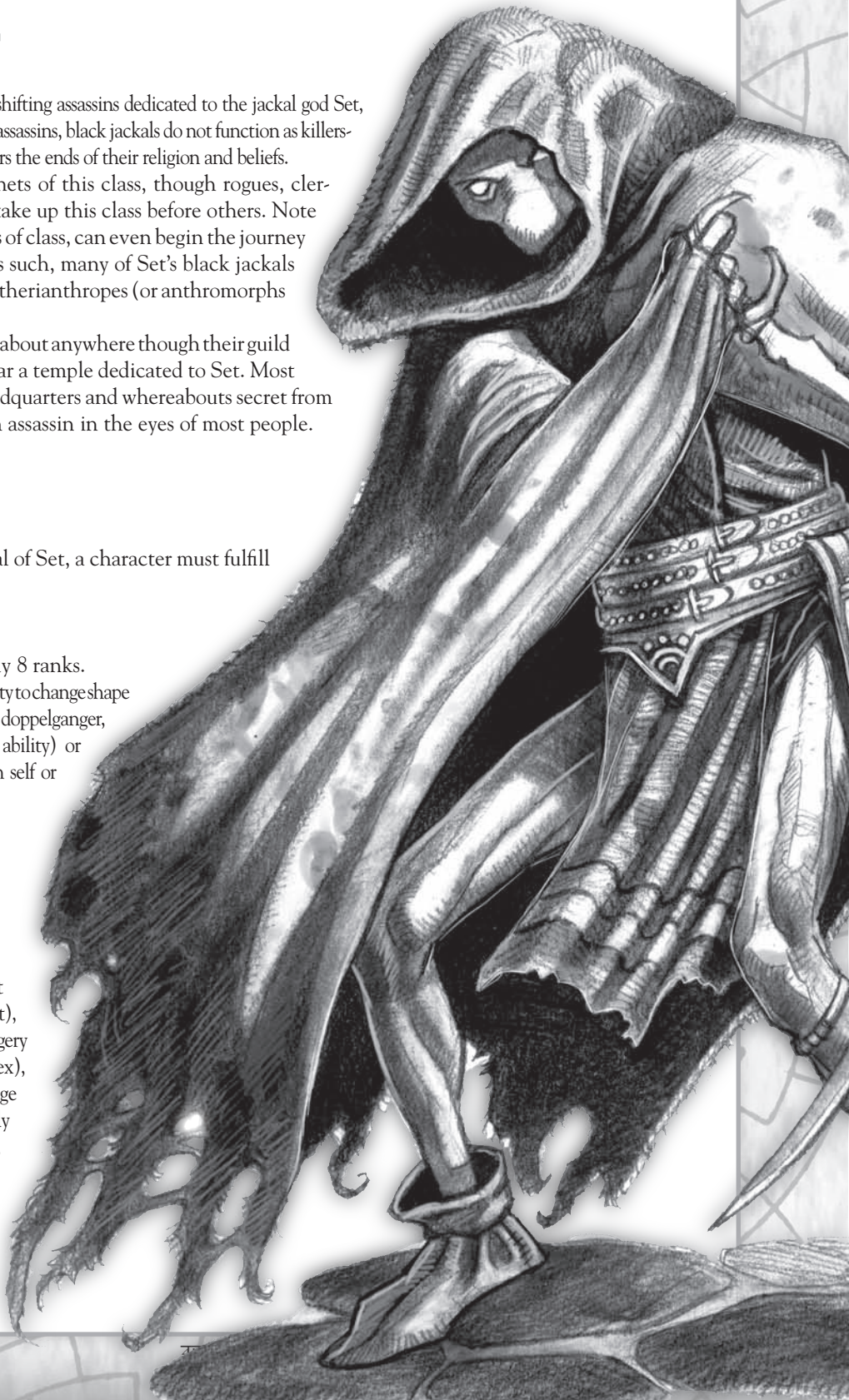
Skills: Hide 8 ranks, Move Silently 8 ranks.

Special: The character must have the ability to change shape either "naturally" (such as a lycanthrope, doppelganger, therianthrope, or the druid's wild shape ability) or by magical means (such as the polymorph self or shapechange spell).

Class Skills

The Black Jackal of Set's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (poisonmaking) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.



ब्लैक जैकल ऑफ़ इड

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use, use magic device
2nd	+1	+0	+3	+0	+1 save against poison, poison focus, uncanny dodge
3rd	+2	+1	+3	+1	Sneak attack +2d6, kill shot
4th	+3	+1	+4	+1	+2 save against poison, blessing of Set
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6
6th	+4	+2	+5	+2	+3 save against poison
7th	+5	+2	+5	+2	Sneak attack +4d6, blessing of Set
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight
9th	+6	+3	+6	+3	Sneak attack +5d6
10th	+7	+3	+7	+3	+5 save against poison, blessing of Set

क्लासिफ़िकेशन

All of the following are Class Features of the Black Jackal prestige class.

Weapon and Armor Proficiency: Black jackals are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), quarterstaff, spear, and short sword. Black jackals are proficient with light armor but not with shields.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a black jackal gets a sneak attack bonus from another source the bonuses on damage stack.

Death Attack: If a black jackal studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (black jackal's choice). While studying the victim, the black jackal can undertake other actions so long as his attention stays focused on the target and the target does not detect the black jackal or recognize the black jackal as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the black jackal's class level + the black jackal's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the black jackal. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the black jackal has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the black jackal does not launch the attack within 3 rounds of

completing the study, 3 new rounds of study are required before he can attempt another death attack.

Kill Shot (Ex): A black jackal of Set can make a coup de grace attack against a helpless opponent as a standard action rather than a full-round action.

Poison Use: Black jackals are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Use Magic Device: Beginning at 1st level, a black jackal of Set adds his black jackal class levels to his Use Magic Device check when attempting to decipher a written divine spell, use a divine scroll, use a divine wand, or emulate a divine class feature or ability score or activate a divine spell or magic item normally only usable by clerics.

Save Bonus against Poison: The black jackal gains a natural saving throw bonus to all poisons that increases by +1 for every two additional levels the black jackal gains. This stacks with any other bonuses to saves the character may have.

Poison Focus (Ex): Black jackals of Set are masters of creating poisons. As such, any poison crafted by a black jackal has its save DC increased by +2.

Blessing of Set (Su): Once per day when a black jackal shifts from hybrid form to animal form (or vice versa) it heals a number of hit points equal to its character level (HD + all class levels). A black jackal that dies and reverts to its natural form does not gain the benefit of this power. At 7th level, a black jackal can use this ability twice per day. At 10th level, a black jackal can use this ability three times per day.

Uncanny Dodge (Ex): Starting at 2nd level, a black jackal retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, a black jackal can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the black jackal. The exception to this defense is that a rogue at least four

levels higher than the black jackal can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): At 8th level, a black jackal can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a black jackal can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

ਠਾਵੇਦਾ ਠੰ ਵੇਦਾਠੀ

The Order of Devils is a monastic brotherhood dedicated to the rise of diabolic power within the City of Brass. Its members are thoroughly devoted to furthering the reach and aims of the Lords of Hell.

Almost all members of the Order of Devils were once pure monks because one of the requirements is the purity of body special ability. Multiclass cleric/monk, monk/sorcerer, or monk/rogue members are not unknown; other combinations are rare.

Hit Dice: d8

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To qualify to become a member of the Order of Devils, a character must fulfill all the following criteria.

Alignment: Lawful evil.

Skills: Knowledge (religion) 5 ranks, Knowledge (the planes) 2 ranks.

Feats: Improved Unarmed Strike, Stunning Fist.

Special: Purity of body special ability. The prospective member must make peaceful contact with a diabolic patron and be sponsored into the Order by a current member.

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The Order of Devils' class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Tumble (Dex), and Survival (Wis).

Skill Points: 4 + Int modifier.

ਟੋਕੜੜ ਝਿਠਾਪਾਣੜ

All the following are features of the Order of Devils prestige class.

Weapons and Armor: An Order of Devils character gains no additional proficiency with any weapon or armor.



ऑर्डर ऑफ़ डेविल्स

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Darkvision, fists of flame, monk abilities
2	+1	+3	+3	+3	Dark ki strike (silver), resistances (fire)
3	+2	+3	+3	+3	Damage reduction 5/silver
4	+3	+4	+4	+4	Flame walk
5	+3	+4	+4	+4	Dark ki strike (evil), resistances (cold and acid)
6	+4	+5	+5	+5	Hell blast
7	+5	+5	+5	+5	Unholy strike
8	+6	+6	+6	+6	Essence drain
9	+6	+6	+6	+6	The devil's own, damage reduction 10/silver

Darkvision (Ex): At 1st level, an Order of Devils character gains darkvision out to a range of 60 feet. If the character already has darkvision, increase its range by +50%.

Fists of Flame (Su): At 1st level, an Order of Devils character can sheath his hands in diabolic fire for a number of rounds equal to 3 + his Con modifier (minimum 1 round). This fire does not in any way harm the character. For the duration, all natural or unarmed attacks (including a flurry of blows attack) by the character deal 1d6 points of fire damage in addition to any other damage normally dealt. This ability can be used once per day. (This extra fire damage stacks with any other fire damage dealt by the character's natural attacks.)

Monk Abilities (Ex): An Order of Devils class levels stack with any monk levels the character has when determining the character's flurry of blows attack bonus, unarmed damage, AC bonus, and unarmored speed bonus. For example, a 6th-level monk that takes one level in this prestige class has the flurry of blows attack bonus, unarmed damage, AC bonus, and unarmored speed bonus of a 7th-level monk.

Dark Ki Strike (Su): At 2nd level, an Order of Devils character's unarmed attacks are treated as silver weapons for the purposes of dealing damage to creatures with damage reduction. Dark ki strike improves with the character's Order of Devils level. At 5th level, his unarmed attacks are treated as evil weapons for the purpose of dealing damage to creatures with damage reduction. This stacks with any existing ki strike ability the character gains.

Damage Reduction (Ex): An Order of Devils character of 3rd

level or higher gains damage reduction 5/silver (which allows him to ignore the first 5 points of damage from any attack made by a non-silver weapon). This does not stack with existing damage reduction, except with the type of weapon needed to bypass existing damage reduction. If the weapon needed is a special material (such as cold iron, mithril, and so on), existing damage reduction gains an "or silver" descriptor. If the weapon needed to bypass existing damage reduction is magic, epic, lawful, etc., it gains an "and silver" descriptor.

Flame Walk (Sp): An Order of Devils character of 4th level or higher can travel magically through existing fires as if by a dimension door spell with a caster level equal to his Order of Devils class levels. The Order of Devils character simply steps into a fire of Small size or larger and steps from a similar fire within range. Only the Order of Devils character and any objects he is carrying are affected. Unlike the dimension door spell, the character cannot bring other creatures with him.

Resistances (Ex): At 2nd level, an Order of Devils character gains resistance to fire 10. At 5th level, an Order of Devils character gains resistance to cold 10 and resistance to acid 10.

Hell Blast (Su): At 6th level, an Order of Devils character can release a burst of negative energy in a 30-foot cone. Creatures within the area take 1d6 points of damage per Order of Devils class level (maximum 4d6). A successful Reflex save (DC 10 + Order of Devils's class level + Order of Devil's Con modifier) reduces the damage by half. This is a standard action and can be used once per day.

Unholy Strike (Ex): At 7th level, an Order of Devils character can attempt an unholy strike against a good-aligned creature with one normal melee attack (unarmed or with a weapon). He gains a +4 bonus on his attack roll and deals an extra +2d6 points of damage against a good creature struck. This ability can be used a number of times per day equal to the Order of Devils character's Wisdom modifier (minimum 1, maximum 3). If the Order of Devils character misses with an attack roll or accidentally hits a creature that is not good, this ability has no effect, and is still used up for that day.

Essence Drain (Su): At 8th level, an Order of Devils character can steal part of an opponent's soul, transferring a portion of the victim's essence into his own body. This ability can be used once per day against a helpless opponent. By

making a successful touch attack, the Order of Devils character permanently drains 2 hit points per Order of Devils class level from the victim. These hit points are gained as temporary hit points and remain for 24 hours. Further, the character deals Strength damage to the helpless target equal to one-half his Order of Devils class level, gaining a bonus to his own Strength score equal to the Strength damage dealt. This bonus lasts for one hour. Drained hit points can be restored with a greater restoration, wish, or miracle.

The Devil's Own (Ex): At 9th level, an Order of Devils character completes his journey and becomes a magical creature. He is forevermore treated as an outsider (an extraplanar creature) rather

than as a humanoid for the purpose of spells and magical effects. Unlike normal outsiders, an Order of Devils character must still eat, sleep, and breathe, and can still be brought back from the dead as if he were a member of his previous creature type.

Additionally, at 9th level, an Order of Devils character gains damage reduction 10/silver (which allows him to ignore the first 10 points of damage from any attack made by a non-silver weapon). This does not stack with the damage reduction gained at 3rd level (it overlaps).

Multiclassing: Monks can freely multiclass with the Order of Devils prestige class. This means a monk who takes levels in this prestige class ignores the special restriction regarding multiclass monks (see the PHB).

નદવ ટીકડી

A new class, the alchemist is introduced in this book. Though it can be used by both PCs and NPCs alike, it probably works best as an NPC class.

ઘીતેદલોડી

Black lotus poison, potions of invisibility, golems and the fabled philosopher's stone—crafting potions, poisons and alchemical items through quasi-magical means is the domain of the alchemist. Different from the common apothecary that dispenses powders to aging gentlewomen, the alchemist is a student of the mysteries of the physical world. Some are a remnant of the ancient tradition of the Philosophers while others continue the poisonous traditions of the world's master poisonmakers. They seek knowledge that is both ancient and hidden.

Abilities: Intelligence is most important for an Alchemist as the Craft (alchemy) skill and the Craft (poisonmaking) skill are based on it, as are the Craft skills necessary to create constructs. A high Constitution improves his Fortitude, allowing a better chance to withstand the dangers of brewing poisons. A high Charisma allows an alchemist to better trade for items that may be necessary for his concoctions.

Alignment: Any

Hit Die: d4

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The alchemist's class skills are: Craft (alchemy) (Int), Craft (skill categories related to crafting constructs—armorsmithing, leatherworking, pottery, sculpting), Craft (poisonmaking) (Int), Knowledge (arcana), Knowledge (nature), Knowledge (physical universe), Profession (alchemist), Use Magic Device.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

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Weapon and Armor Proficiency: Alchemists are proficient with all simple weapons, but not with any type of armor or shield.

Nonmagical Alchemy: An alchemist, through his unique art, does not need to be a spellcaster to use the Craft (alchemy) skill to create alchemical items.

Alchemical Resistance: Due to his familiarity with alchemical items, dabbling with poisons and potions and a daily regimen of ingesting a small amount of poison to build up a tolerance, an alchemist gains a competence bonus on saves of any type against poisons, potions with negative effects, or effects from alchemically created items. This competence bonus increases as the alchemist gains additional levels as reflected on the Alchemist table.

Brew Poisons: An alchemist who reaches 2nd level may brew poisons using the Craft (poisonmaking) skill. This skill is unique to the alchemist. See below for information on the dangerous and difficult process of brewing poisons. An alchemist must use an alchemist's lab to brew poisons and does not gain a +2 for doing so.

Brew Potions: Beginning at 3rd level, an alchemist may begin to brew potions as per the Brew Potion feat with the following modifications to the feat:

- The alchemist does not use arcane powers to create his potions. Instead, through research, the alchemist learns the alchemical formulas to create potions simulating arcane or divine spells. See the Alchemical Formulas Known table. New formulas are gained upon level advancement and are chosen by the alchemist. The Judge may place restrictions on learning formulas for certain rare spells.
- An alchemist may learn formulas from cleric, druid or sorcerer/wizard spell lists, and the spell formula learned may be arcane or divine.

इकरतइ of the brazen throne

- The alchemist's alchemist level functions as his caster level for purposes of determining the power of the potion as well as its cost.
- Like a spellcaster, an alchemist may use a caster level less than his alchemist level when creating a potion if he so chooses.

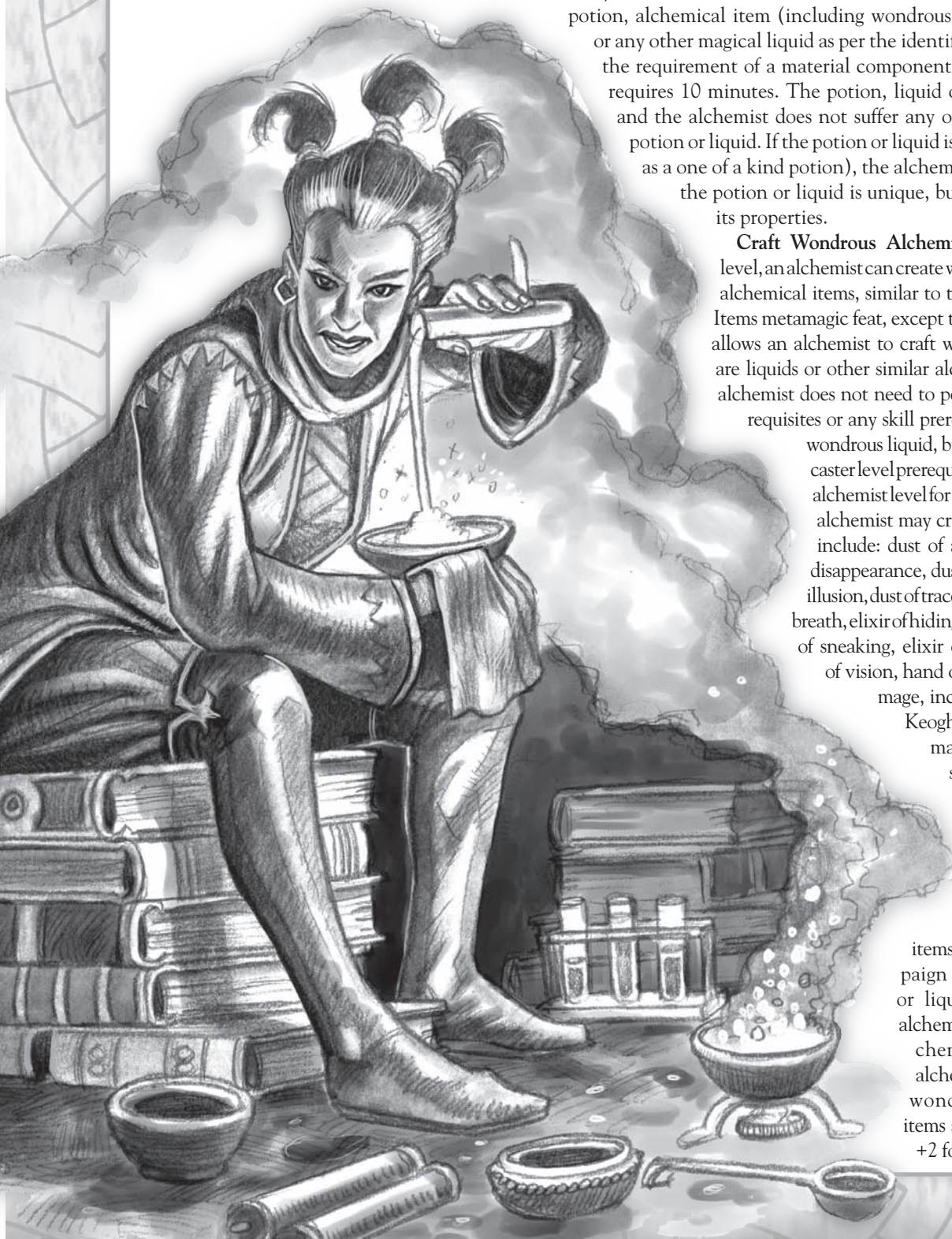
In all other respects, the alchemist's Brew Potion ability functions as does the Brew Potion feat including the requirement of XP cost. An alchemist must use an alchemist's lab to brew potions and does not gain a +2 for doing so.

Craft Homunculus: At 4th level, an alchemist gains the ability to create a homunculus—a tiny construct that acts as a familiar for the alchemist—as if the alchemist had the Craft Construct feat detailed in the MM, except that the alchemist does not need to meet any of the spell prerequisites. The process of creation is detailed in the entry for homunculus in the MM. An alchemist must use an alchemist's lab to craft a homunculus and does not gain a +2 for doing so.

Identify Alchemical Item: At 5th level, an alchemist can identify a potion, alchemical item (including wondrous alchemical items) or any other magical liquid as per the identify spell but without the requirement of a material component. Using this ability requires 10 minutes. The potion, liquid or item is not used and the alchemist does not suffer any of the effects of the potion or liquid. If the potion or liquid is truly unique (such as a one of a kind potion), the alchemist only learns that the potion or liquid is unique, but does not identify its properties.

Craft Wondrous Alchemical Items: At 7th level, an alchemist can create wondrous liquids and alchemical items, similar to the Craft Wondrous Items metamagic feat, except that this ability only allows an alchemist to craft wondrous items that are liquids or other similar alchemical items. An alchemist does not need to possess any spell prerequisites or any skill prerequisites to create a wondrous liquid, but he must meet the caster level prerequisite, substituting his alchemist level for caster level. Items an alchemist may craft using this ability include: dust of appearance, dust of disappearance, dust of dryness, dust of illusion, dust of tracelessness, elixir of fire breath, elixir of hiding, elixir of love, elixir of sneaking, elixir of swimming, elixir of vision, hand of glory, hand of the mage, incense of meditation, Keogh's ointment, Nolz's marvelous pigments, salve of slipperiness, silversheen, sovereign glue, stone salve, unguent of timelessness, universal solvent, and any similar

items in the Judge's campaign that are powders or liquids or traditional alchemical items. An alchemist must use an alchemist's lab to craft wondrous alchemical items and does not gain a +2 for doing so.



ଆଲକେମିଷ୍ଟ

Level	Base				Special	Potion Formulas* Known			
	Attack Bonus	Fort Save	Ref Save	Will Save		Spell Level			
						0	1	2	3
1st	+0	+0	+0	+2	Nonmagical Alchemy, Alchemical Resistance +2	-	-	-	-
2nd	+1	+0	+0	+3	Brew Poison	-	-	-	-
3rd	+1	+1	+1	+3	Brew Potion	5	3	-	-
4th	+2	+1	+1	+4	Alchemical Res. +4, Craft homunculous	6	4	3	-
5th	+2	+1	+1	+4	Identify Alchemical Item	6	4	4	3
6th	+3	+2	+2	+5		7	5	4	4
7th	+3	+2	+2	+5	Craft Wondrous Alchemical Items	7	5	5	4
8th	+4	+2	+2	+6	Alchemical Res. +6, Craft flesh golem	8	6	5	5
9th	+4	+3	+3	+6		8	6	6	5
10th	+5	+3	+3	+7		9	7	6	6
11th	+5	+3	+3	+7	Craft clay golem	9	7	7	6
12th	+6/+1	+4	+4	+8	Alchemical Res. +8	10	8	7	7
13th	+6/+1	+4	+4	+8		10	8	8	7
14th	+7/+2	+4	+4	+9	Craft stone golem	11	9	8	8
15th	+7/+2	+5	+5	+9		11	9	9	8
16th	+8/+3	+5	+5	+10	Alchemical Res. +10, Craft iron golem	12	10	9	9
17th	+8/+3	+5	+5	+10		12	10	10	9
18th	+9/+4	+6	+6	+11	Immune to Poisons	13	11	10	10
19th	+9/+4	+6	+6	+11		13	11	11	10
20th	+10/+5	+6	+6	+12	Create Philosopher's Stone	14	12	12	11

*Formulas may be selected from the cleric, druid or sorcerer/wizard spell lists and may be arcane or divine.

Craft Golem: Beginning at 8th level, an alchemist gains the ability to create a flesh golem as if the alchemist had the Craft Construct feat detailed in the MM, except that the alchemist does not need to meet any of the spell prerequisites (though he must pay any costs associated with the spells). The process of creation is detailed in the entry for Golem in the MM. At higher levels, the alchemist gains the ability to create clay, stone and iron golems. See the Alchemist table. An alchemist must use an alchemist's lab to craft golems and does not gain a +2 for doing so.

Immunity to Poison: At 18th level, an alchemist has become immune to all poisons, including magical poisons, through a rigorous regimen of ingesting small doses of different poisons over a long period of time.

Create Philosopher's Stone: At 20th level, an alchemist can create a philosopher's stone, a minor artifact of legendary power, which includes the ability to turn lead to gold and create an elixir of life that works like a true resurrection. The creation of this legendary stone is the pinnacle of alchemical achievement. Creating a philosopher's stone requires 1 month's time and the expenditure of 5,000 XP as well as the permanent sacrifice of 1 point of any ability score. Because it is a

work of pure reason, nothing but the basest materials (no cost) is required to create the stone. An alchemist may still complete the creation of the stone even if the expenditure of the XP reduces him below the XP required for 20th level. However, no further stones can be created until the alchemist has again reached 20th level in XP. An alchemist must use an alchemist's lab to create a philosopher's stone and does not gain a +2 for doing so.

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Unlike other crafts, poisons do not take long to make but are expensive, difficult to make and potentially deadly to the alchemist attempting the task. Creating a poison is more complicated than simply acquiring natural venom and applying it to a weapon. Creating a poison requires multiple delicate processes including distilling the essence of the poison, stabilizing it with other substances and crating the carrier medium of the poison. Creating a poison requires the Craft (poisonmaking) skill. Making poisons using this skill follows the guidelines of the Craft skill in the Player's Handbook with the following modifications:

1. Find the poison's Price in the DMG.

2. Calculate the Craft (poisonmaking) check DC to create the poison. The base DC is equal to $10 + 1/2$ the save DC of the poison, rounded down. The following modifiers to the Craft check DC apply:

Double batch: +5*

Fast creation: +5**

Injury poison type: +0

Ingested poison type: +3

Contact poison type: +5

Inhaled poison type: +8

Poison causes permanent ability damage or special damage: +5

Poison from natural animal, vermin or plant: +0

Poison from magical creature or plant***: +5

Poison from an outsider or unique source****: +10

*A double batch creates two doses of the poison on final creation.

**Fast creation doubles the amount of daily progress on the poison (see below).

***Carrion crawler brain juice, Black lotus extract, Dragon bile, Striped toadstool, Id moss, Lich dust, Insanity mist, Shadow essence, Wyvern poison, Purple worm poison. **Note:** poison from any dire animal or from normal animals or vermin that are considered "giant" or "monstrous" and have a size of "Large" or greater fall into this category as well.

3. Pay for materials. For each dose of poison to be made the alchemist must pay $1/4$ of the item's price for the cost of the raw materials if the poison is from a natural animal, vermin or plant; or must pay $3/4$ of the item's price if the poison is from a magical creature or plant. Poisons made from magical or unique sources may only be obtained with the consent of the DM or through extraction (see below). Making a double batch (see above) requires paying twice for the raw materials.

4. Extract materials in lieu of paying for them. Instead of paying the cost detailed above in step 3, an alchemist may pay $1/5$ the item's price reflecting basic raw materials and attempt to obtain the difficult ingredients by extraction. Extraction involves obtaining the venom or relevant ingredient from a living plant or freshly dead (within 15 minutes) animal or magical creature. Extraction requires a successful Craft (poisonmaking) check at a DC of 13 with a +5 for magical creatures or plants and a +10 for outsiders or unique sources. Having 5 ranks in a Knowledge skill related to the specimen (fauna for animals, flora for plants, arcana for magical creatures, planes for outsiders,

etc.) gives a +2 bonus on the extraction attempt.

A successful Craft (poisonmaking) check results in one dose of the appropriate ingredient. If the check succeeds by 5 or more, the extraction results in 1d4 doses of the appropriate ingredient. Such extracted doses last for 2d4 months before they become useless. If extraction is of venom from a poisonous creature, a failed extraction check subjects the alchemist to the poison of the creature as if the alchemist had been bitten or stung by the creature. No preparations such as masks, gloves, magic or armor can prevent this, though magic may aid in the save against the creature's poison.

An alchemist can make a Craft (poisonmaking) check at DC 15 to identify an extracted ingredient or to determine if a dose of an extracted ingredient is still usable. The alchemist does not need to begin brewing the poison before he is allowed to extract ingredients. So long as the dose is fresh when it is used, extraction can occur prior to beginning the creation of the poison. A poison made with an extracted ingredient that is no longer fresh has no effect, other than perhaps causing an upset stomach.

4. Make an appropriate Craft check representing one day's work. If the check succeeds, you must determine your progress. Progress is equal to the check result multiplied by the DC of the check in silver pieces (sp). If the poison is being made using "fast creation" (see above), each day's progress sp value is doubled. Progress is cumulative each day there is a successful check. Once the value of the progress equals or exceeds the Price of the poison as listed in the DMG, the poison is completed. A completed poison yields one dose of the poison (unless a double batch is made, see above). **Note:** Unlike a normal Craft check, poisonmaking Craft checks are done daily but still yield progress in silver pieces.

5. Failure. If an alchemist fails any Craft check by 4 or less, he makes no progress for that day. If he fails a check by 5 or more, he makes no progress and he ruins half the raw materials and must pay half the raw materials cost again. In addition, he is subject to the full effects of the poison as if it had been completed and delivered to him. No manner of protections such as masks or gloves or magic can prevent this, though some magic may aid in succeeding at the save against the poison's effects as will his Alchemical Resistance. The poison is not ruined, however, and the alchemist may continue to make Craft checks.

Appendix J: 101 Adventures and Encounter Seeds

Detailed below are a 101 story seeds and elements you can use for your party when they are traveling in the Plane of Molten Skies, the City of Brass, and the surrounding lands.

Plane of Molten Skies

1. Chietan Sky Pirates: These unlicensed raiders sail the low stratosphere of the Plane of Molten Skies searching for any prey which could turn a profit in the City of Brass in their small fast two-bowed, lateen sailed Dhow. Generally crewed by 10 to 12 chietan raiders, the pirates capture their quarry by hanging roughly 30 feet above the ground and dragging a large fishing net beneath their ship. They attack by diving from a few hundred feet before pulling up and literally dragging the ground below them. The attack covers an area of 20 feet by 30 feet. Those trapped within the net as if trapped in a large fighting net (See PHB) requiring a DC 25 Strength check or a DC 20 Escape Artist check to break free. Captured individuals are taken to the Corsair docks and sold into slavery.

Pirate Airship Dhow: An airship dhow is 40 foot long and has two pointed bows fore and aft. They are easily crewed by 10 to 12 and have a carrying capacity of 50 tons. An airship dhow travels at a speed 10 miles per hour (100 ft. per round). An airship dhow is AC 25 and has 100 hp (per 10-foot section).

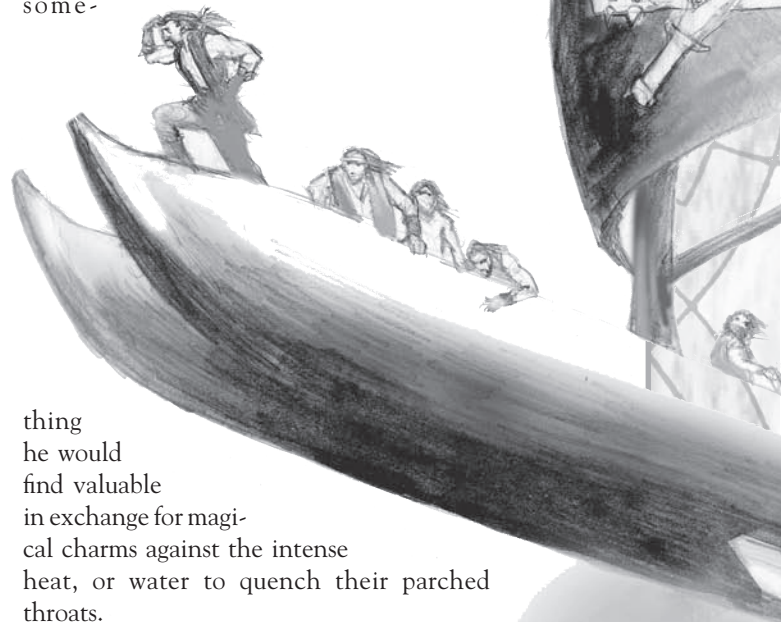
2. Sheik Farha Al Jabarra the Junk Merchant: A line of eight fire drake drawn wagons plies its way across the Plane of Molten Skies with destinations of the Bazaar of Beggars and ultimately the City of Brass. Four caravan scouts ride the cardinal points keeping a lookout for bandits, beasts and other menaces of the tumultuous plane.

This is the caravan of **Farha Jabarra the Junk Merchant**. Farha and his men explore the planes of Earth, Molten Skies, the Material, and other planes in between in search of "other men's junk". Aside from the collecting and resale of wrecked and ruined treasures, Farha and his tribe are known to occasionally have useful items for sale.

Every member of Farha's tribe is either a wife, son, daughter, nephew, niece or other close relative and all

honor him as their Sheik and master. They do not take sides, nor participate in political debate, finding the Sultan of the City of Brass no better or worse than any other despot. They are however careful not to draw too much attention to themselves from their crueler cousins, the burning dervishes.

Farha may be under attack by some random beast or threat in the Plane of Molten Skies, be broken down along the path, or encounter the PCs when they are exhausted from the heat and dying of dehydration and offer a hand in exchange for their service getting his haul of trinkets and trash to the City of Brass. Possibly the PCs have some-



thing he would find valuable in exchange for magical charms against the intense heat, or water to quench their parched throats.

3. Save the Whales: When the party is traveling near the Lake of Fire, a group of volcano giants approaches them and asks for their help in eliminating a large retinue of salamander poachers who are threatening the fire whale population.

4. Shazabar the Leper: Shazabar wanders the Plane of Molten Skies wrapped in his pus-soaked and dust-covered rags. He was cursed by the Great Sultan with his

blistering leprosy and may only be healed by one who is a devout worshipper of Anumon. Shazabar was once a learned scholar within the city and a keeper of lore within the forbidden confines of the Great Repository. Should the PCs attempt to help or befriend Shazabar he may offer them information on surviving the curses and horrors of the Repository. If the PCs are cruel to Shazabar, he gathers a handful of his ichor-soaked rags and hurls it upon them, attempting to pass his disease before *teleporting* to a safer locale within the Plane of Molten Skies.

5. Snowstorm: A random location suddenly sees a drop in temperature and within minutes, heavy snow begins to fall covering a radius of about 1 mile. Onlookers stand staring; others play in the storm or run from it, as many have never seen snow. Fire-based creatures immediately seek shelter from the dropping temperatures and falling snow. The storm lasts 1d6+4 minutes before dissipating. The temperature in the area however, doesn't seem to be returning to normal and the snow

generally remains on the ground where it fell.

The storm is the result of a

powerful spell cast by an ice wizard hidden somewhere in the nearby mountains or plains.

The wizard's purpose for the spell—to cool off enough of the Plane so he can amass an army of ice elementals and cold creatures to take control of at least part of this plane and crown himself ruler.

6. Umaadi Bandits: A nomadic troupe of vampiric bandits traverses the Plane atop their nightmares, moving quickly across the land. Due to the harsh light of the Plane of Molten Skies, the Umaadi cover themselves from head to toe in dusty sand-colored robes, and cover any exposed portions of their bodies with the bandages of the dead, including their faces. They leave only a slit for their mouth and eyes open and often wear goggles carved from ivory with a thin slit which serve to block out dangerous light, yet allow them to see over a broad horizon. The Umaadi are nomadic, having no allegiances to the Sultan of Efreed or his minions, or to any of the other lesser powers of this heat scorched realm. Among their treasures is a Writ of Passage allowing entrance into the City of Brass.

7. Rise of the Machines: A portal or gate opens somewhere on the Plane of Molten Skies to a machine-world allowing a horde of construct-like machines to pour through into the Plane, devastating everything in their wake.

the bazaar of beggars

8. Crossing the Rubicon: Overnight, a mischievous sorcerer splits the Highway of the Damned with a 200-foot wide channel of water. Chaos ensues as the Bazaar's residents clamor to get their fill of precious, untaxed water. Lady Umaw sends in the fire giant and efreedi soldiers under her command to cordon off the channel. Slaves add to the press of people, ignoring their masters for a taste of the water. Accusations and fisticuffs fly. Line cutting becomes rampant. Anarchy threatens to destroy the entire Bazaar, and the adventurers are caught in the middle of it all.

9. Dirty Rotten Scoundrels: The adventurers hire some placeholders while they go into the Bazaar. When they come back, the placeholders refuse to relinquish their places. It turns out the group are adventurers who used the placeholder ploy to cut ahead in line rather than taking places at the end like they should have when they first arrived. The adventurers must remove the others from their space without raising the ire of the Sahoduin peacekeepers patrolling the Bazaar. Alternatively, this doesn't have to happen to the characters but instead happens to another group of adventurers. They ask for the characters' assistance in rectifying the wrong, because the fake placeholders are too powerful for them.

10. The Dog Catchers: A pack of justice-seeking blink dogs keeps the northwestern side of the Bazaar free of crime and corruption. Nobody knows why the pack moved into the Bazaar, or when really, but they do know the dogs are ruining the local economy. The adventurers either have a run-in with the blink dogs because they did something morally questionable, or the Bazaar's residents hire them to kill the dogs.

11. Dust Storm: A sudden dust storm comes in from off the plains. The entire Bazaar locks down for the next 12 hours. People unfortunate enough to be on the Highway

must try to survive it as best they can, while outsiders inside the Bazaar proper must try to find shelter. The locals will gladly take them in, albeit for a steep fee. The adventurers wind up in the tent of a family whose patriarch lies sick with a deadly gangrene infection in his leg. If he can't get medicine from the local cleric before the storm ends then he will sadly die.

12. The Fast and the Furious: A gang of young flying carpet riders often race through the dizzying tangle of alleys in the Bazaar, wreaking havoc wherever they go. As the adventurers are minding their own business, the carpet riders come tearing toward them. They douse the characters with indelible red ink as they careen past, laughing wildly at their "awesome" prank. The residents in the area can only sigh and shake their heads. Maybe someday someone will do something about those annoying kids.

13. Festival of Blood: Once a year, the Bazaar's children come to the side of the Highway of the Damned to throw rocks, nails, and barbed sling bullets at those in line. This is the Festival of Blood, commemorating something in the Bazaar's early history, though nobody really knows what anymore. The adventurers can either stay in line, dodging bullets, or they can duck into the Bazaar to avoid the ritual altogether (and possibly lose their places in line). Sahoduin enforcers do nothing to prevent the assault, since it is part of the Bazaar's longstanding tradition.

14. Help me, Abey wan Qanabi: Three ghostly women occupy a random alley in the Bazaar, pleading with passersby to rescue them from their cruel master, a prominent outlander noble. They are dead, unable to rest in peace until someone avenges them and gives their bones a proper burial.

15. Mendicant Wizard: A crippled man with stumps where his hands used to be lies in the middle of an alley path, a worn alms bowl before him. As people pass, he bobs his up and down pleading for mercy toward a poor old veteran. As the adventurers pass, he begs for a coin or two. If they do indeed donate to him, he thanks them profusely. He also casts a beneficial spell upon them. If the characters don't donate, then their lack of compassion offends him, in which case he creates 4 illusions of himself that follow the adventurers for 6 minutes, berating them loudly.

16. Shakedown: One night in the Bazaar's public tents, the adventurers receive the pleasures of a dancing woman in their room. The next day, the woman's husband shows up with Sahoduin enforcers in tow claiming the adventurers corrupted his wife, seducing her into infidelity. According to local custom, a man who sleeps with another man's wife is to be staked to the ground on the open plain for seven days as punishment. The enforcers let the adventurers off the hook if they pay a substantial fine instead.

17. Yo, Jimbo: Two warring beggars' guilds have thrown the southeastern end of the Bazaar into turmoil. A young boy whose father was killed in the crossfire secretly approaches the adventurers one night to plead for the help. He hopes they can put down one guild or the other so that peace will return to the neighborhood.

the obsidian bridge

18. The Bound Efreet: An efreeti and his enslaved wizard run a racket to fleece people of their money and their freedom. The wizard offers the adventurers easy access to the City of Brass. He will sell them forged writs for 100 bp and fake Rods of Embassy for 600 bp. All these items seem to be authentic but are marked in a special way so that the guardians at the Great Gatehouse spot them instantly with a successful DC 15 Spot check and the viewer must have seen and examined an authentic writ or Rod. The guardians confiscate the illegal items and fine their owners 1,000 bp and refuse them entrance into the City for 24 hours.

19. The Mule: The adventurers are approached by a disheveled beggar who offers to help the group (for a few simple coins) with advice about the various intricacies of gaining entrance into the City of Brass. If paid any reasonable amount, he provides the adventurers with basic information about the City. Even if ignored, he walks alongside the party offering various commonly known facts about the City. Once the party has grown accustomed to his irritating presence, he attempts to surreptitiously place a scroll into one of the adventurer's possessions. The scroll is a piece of religious contraband that provides a stirring account of the Dead Sultana's struggles and ultimate defeat and foretells that she will one day rise again in triumph. If the guardians find the scroll, it is confiscated and the adventurers are fined 1,000 bp and delayed several hours, if not days, while they are questioned. Should the players manage to get the scroll through the Great Gatehouse, the rogue attempts to reacquire his belongings from within the City and deliver it to his client, a priest of Anumon, who holds hidden services to his god in various locales amongst the destitute of the basin.

20. Mysterious Palanquin: Three fire giant eunuchs bear a disturbing brass palanquin carved with images of mortal suffering and woe. If the PCs investigate, the palanquin holds Mother Superior Caircheval, a beautiful female cleric of Lucifer who travels to the Cathedral to pay homage to her dark master. She converses freely with the PCs, regardless of their alignments and expresses carnal interest in any obvious paladin types.

21. Pilgrim Tossing: Four off-duty drunken fire giant soldiers indulge themselves by grabbing random passersby and seeing how far they can throw them from one side of the bridge to the other and/or by trying to throw them at fleeing pedestrians. Particularly good throws mean that the unlucky "projectile" flies off the side of the bridge and into the burning sea below rather than just impacting into the hard obsidian surface of the bridge. One of the fire giant decides that one of the adventurers looks particularly aerodynamic.

22. The Prophet: An ancient wrinkled gnome offers to foretell the party's future for 100 bp. Roll or pick a random encounter anywhere on the Plane of Molten Skies or inside the City of Brass. Relate the encounter to the adventurers in general terms but provide visual clues to a specific location for the encounter. When the adventurers come to that location, the encounter automatically happens.

23. Slavers with a Gold Dragon: One hundred azer slaves, whipped by 4 babau overseers, each astride a fiendish triceratops, pull a massive wheeled cage containing a much-abused gold dragon. The bars of the cage are made of petrified rampant unicorns and lidded by green-hued steel. Bits of flesh and hair cling to the wheels, with fan-like stains of blood spread over the bars and the sides of the wagon. Sickly, swarms of quasits roam the body of the gold dragon, prying away scales from its living flesh, snapping horns and bone ridges from its body. The dragon responds with an occasional swat of its tail, crushing a demon to pulp, where his brethren leave the dragon to devour the corpse. The babau plans to take this subjugated dragon to a slaughterhouse where its flesh carries a high price to discerning consumers.

24. Sudden Appearance: Appearing in front of the line to gain entry into the City of Brass is a cloaked figure bearing a slender staff capped with a brass rams head. In his other hand, he bears a Rod of Embassy. The wizard is actually an avoral in disguise. If the heroes uncover the identity of the celestial, they may take the rod for themselves, of course after dispatching the angel—a truly evil act, and enjoy limited movement throughout the city. The Rod is a fake, something not even the celestial realized. If an authority figure inspects the rod, he or she identifies it for what it really is, and the characters face serious trouble. The avoral intends to infiltrate the City of Brass to acquire intelligence regarding the kidnapping and processing of celestial creatures.

25. Stop! Thief!: Alif Q'Ban identifies one of the characters as an easy mark. The thief follows the PCs from a safe distance, watching and gauging the most appropriate moment—such as when the PC is alone—to spring forward and snare a loose item, money bag or the like. If the PCs detect the thief and manage to snare him, he vows to be a guide through the city for as long as they stay and spare his life, to which he follows through his vow until such time that he can make a safe escape.

26. Unruly Wizard: Yuen the Lame, a wizard of great power named for his pronounced limp and slack features, argues with 4 efreeti guards at the Bab al Baquarra regarding the entry of his huge water elemental cohort. As the heroes approach, Yuen's tone rises to a near shriek as he berates the guardians of the gate for not knowing who he is. Heroes intervening and calming the situation receive a +4 circumstance bonus on all Charisma-based checks made against the efreeti guards within the next hour. If the PCs fail to intervene within 1 minute, a pit fiend eunuch arrives with a contingent of 5 horned devils to attempt to destroy the offending elemental, subdue the wizard and transport him to the Minaret of Screams.

the city of brass (general)

27. Wanted!: The party is shocked to discovered placards being put up depicting one of their number, with the message: "Wanted! The head of this adventurer, 2,000 bp

Reward." There follows a brief but fairly accurate description of the PC, and an address to take the head to claim the reward. Soon after these appear, the PC becomes a hunted man. The reward has been offered by a wealthy dealer in magical bronze items. He recently nearly caught one of his concubines with a paramour. When he demanded an explanation for her disheveled appearance, she claimed the room had been visited by an interloper, and names the first person to come to mind—a passerby on the street, hurrying to get where he is going (the PC in question).

28. The Wheel of Fire: A great wheel of green flame appears in the sky one morning, raining down blue sparks like snow. Is this an omen of a god's birth or death? The power of an artifact? A new spell by the ruler of the City of Brass? A scout for an invasion of otherplanar beings?

29. Imitation is the Sincerest Form of Flattery: A group of lower level NPCs tries to pass themselves off as the PCs—poorly. Works best if the PCs have a reputation for them to trade on.

30. Street Artists: Art fair of fire sculptors; PCs may be asked to judge. Art form—fire, must be produced exclusively by nonmagical means (can use herbs, different shaped burning receptacles, etc. though).

31. City of Brassmen: A new fad arises in the City: Cheap brass humanoid clockwork constructs. They are actually secretly controlled by the Nightfall Concordance, but to what end?

32. Playground: A swirling vortex of interwoven flames dances down the street. This is not a weather phenomenon, but a group of juvenile fire elementals playing tag. When it reaches the PCs, it breaks up, with young fire elementals shooting everywhere, chasing one another and getting underfoot. The city residents largely ignore them, except when they get in the way. Those without fire immunity may find them more troublesome.

33. Liquid Sky: Dark, sooty clouds roil overhead, cheering up the locals in the City of Brass. One minute later, it begins to rain molten lead. Characters caught within the downpour take 3d10 points of fire damage each round of exposure unless they are immune to fire. Efreet and other fire-loving creatures come out and stand beneath it, laughing as they enjoy the fresh, tingling sensation of the liquid metal. Those not immune to fire may find the experience less pleasant. The molten shower lasts for 2d6 minutes, and instead of cooling, the fallen lead evaporates within 2d12 minutes unless bottled or contained somehow.

34. Infestation: A local wizard with a fondness for strange life forms recently had an accident in the lab, and his breeding stock of variant al-mi'raj (see the **Tome of Horrors**) escaped. Unlike standard al-mi'raj, this strain is immune to fire, and left unchecked it reproduces at an alarming rate. A bounty of 1 bp per dead al-mi'raj is instated, and PCs may make some money hunting these things down, but eventually the problem threatens to escalate beyond anyone's control. To stop the threat, someone needs to investigate the source of the infestation, rescue the wizard who created them from a stasis field, and together figure out a way to end the threat.

35. Out for a Walk: While traveling the streets of the City, the street ahead of the PCs clears of traffic. Within moments they are the only ones left visible, though they can hear the click-click sound of claws coming from a side street. Assuming they don't flee, they see a wizened, gnome-like humanoid round the corner, leading a large-sized reptilian beast that they may recognize as being markedly similar to the legendary tarrasque in appearance, though slightly smaller. The gnome-figure leads the beast by a fine golden chain. If he sees the PCs, he approaches them. He is a slave to an efreeti noble, whose task is to care for the noble's "minirasque". (The minirasque has all the stats of the tarrasque, with AC and attack rolls adjusted for its smaller size, ability score and natural armors reduced for its smaller size) Though placid at the moment, the minirasque is highly excitable, and if it goes on a rampage the destruction it can cause is truly terrifying. The gnome is desperate to escape his bondage, and may ask those courageous enough to help him. It seems the efreeti noble keeps the gnome's soul locked up in a small brass urn in his estate. He states that his soul can be freed by simply removing the urn's stopper, but warns that the urn must not be removed from its vault or an alarm sounds. What the gnome does not know is that there are over a dozen such urns in the room, and the identity of each owner is not clearly marked. If PCs open them all, they earn an enemy in the efreeti noble and unlikely allies elsewhere.

36. The Planar Ship: An efreeti explorer is planning an expedition in his planar vessel to the Steel Garden. He seeks crewmembers to serve as soldiers and help maintain his brass vessel. The pay is good, but the casualty rates for such expeditions often run 70% or higher, so there are few willing to risk it. The efreeti is not above hiring a pressgang of efreeti thugs to snatch victims from the streets and put them to work on his vessel. Of course, the raid on the Steel Garden itself is only one of many possible perils, and if the planar ship is damaged there's no telling to what strange places it might drift.

37. The Riddleless Sphinx: While in a bar or other public meeting area, the PCs note a drunken gynosphinx downing firewine by the bucket. Every riddle she has posed has been answered, starting with her signature riddle, and moving through every one in her repertoire. She has become a laughingstock among her kind, and powerful patrons looking for a guardian have heard of her reputation, and regularly pass her over when seeking a guardian beast. Now she is on a quest for new riddles, ones so challenging that even other sphinxes would be stumped by them. If the PCs were to help her succeed in this, they would earn her undying gratitude.

38. A Little Humor Never Hurt Anyone: A tall, rangy janni observes the PCs from the crowd when they have an unrelated encounter or altercation in the street. Afterwards, he approaches the PCs with words of sympathy or congratulations as appropriate, and offers to buy them drinks at a local drink shop and hear more of their exploits. In fact, "Alfiq" is a fictitious name of the trou-

badour Al-Amasai, master of "Almasai and his Marvelous Troupe of Bunglebobs," a notorious satirist company in the City of Brass. Two to three weeks after pumping the PCs for information, he puts on a new performance piece satirizing the characters' exploits as described to Alfiq; the performers all resemble comical versions of the characters. See to it that the PCs take in one of these performances, perhaps while on unrelated business, or in the course of an investigation into the derision that greets them on the streets leads them to this event. Assuming the PCs are good sports, Al-Amasai might even share in his good fortunes with them, granting them a fabulous but mysterious magical box whose properties he has been unable to fathom. If nothing else, the characters will gain fame in the town, if not for their bravery and heroics.

39. Perilous Beauty: A mob of jeering, angry efreet come bustling down the street, nearly overwhelming the screams of a woman in their midst; those with sharp eyes occasionally catch the flash of tanned, smooth human skin at the heart of the pack. The mob proceeds to a nearby square, where the mob spreads out, revealing a captive woman bound in chains being hauled by a group of powerfully muscled efreet. As they throw her in the cage, PCs can see that the woman has a pair of small, dainty horns, a long, graceful barbed tail, and batlike wings—a succubus! She was the plaything of an efreeti noble, hoping at first to seduce him and drain his life essence, but instead managed to enrage him, and now faces a week of torture and humiliation, followed by transport to the Abyss and permanent death. Amaya, the succubus, desperately wishes to avoid this, and pleads and begs for anyone to assist her. If the PCs listen to these pleas, she offers to serve whosoever frees her faithfully and truly for a year and a day, and swears whatever oaths she needs to get her saviors to agree. She is in fact truthful, and serves out her sentence dutifully for the stated period if freed, though the manner in which she performs this service depends on the alignment of her new masters, and the strength of the oaths she forced made to swear. Amaya can be a powerful but headstrong ally, seducing PCs if she can (with talk and verbal persuasion only if they tell her not to use her powers against them), even as they possibly try to convert her from evil. Of course, the PCs must first free Amaya from her captors.

40. Dreadfire Plague: The PCs witness an efreeti staggering down the street covered in azure flames. She looses a scream and dies, her body charred blue. Guards surround the corpse and gathering crowd, letting none leave. The efreeti died of a disease called dreadfire which lowers an efreeti's immunity to fire and causes them to spontaneously combust into blue fire. An efreeti noble offers the PCs a handsome reward if they travel to the Para-elemental Plane of Ice and retrieve the cure—a substance known as *icefire*. There they encounter the frost creatures and genies responsible for the latest outbreak of dreadfire.

41. Mistaken Identity: Out of the crowd near the PCs an assassin strikes, targeting one of their group. The efreeti assassin was sent to slay one Bertram Balagan, a humanoid

of the same type and general appearance as the mistaken PC. The assassin was hired by an efreeti noble to gain revenge for a betrayal. If PCs wish to get to the bottom of this and avoid future assassination attempts, they need to ferret out the truth and help track down Bertram or somehow get the noble to rescind his contract.

42. Alms for the Poor: A blind beggar, calling out for alms, pesters the party. This is actually the Sultan of the Efreet in disguise, keeping an eye on doings in his City. Unlike the classic stories of benevolent kings dressed as beggars, the Sultan has little respect for those who are foolish enough to actually hand over hard-earned coin to the weak. Parties that show more spirit, even roughing him up a little, are more likely to win his approval. During the encounter, the Sultan assesses the PCs, and if he decides that they are competent, he may subsequently contact them through an intermediary for clandestine missions on his behalf.

43. Comes the Tax Man: The PCs find themselves in a tavern or other food-serving establishment and overhear an argument nearby between the owner of the establishment, a burly efreeti, and a scrawnier efreeti backed up by two hulking efreeti guards. The scrawny fellow is dressed in some kind of official-looking outfit. Though his side of the conversation is too faint to make out, the owner protests in a loud voice that he does not have the money now, he can't access it yet, etc. After a few more threats, the scrawny efreeti and his guards exit, and the owner sits on a stool in an obvious state of anxiety and depression. If approached, he relates that his funds are kept safe in a magical chest, but the key to it has been stolen, and he needs the key to access it. If the PCs show interest, he offers them a reward to retrieve either the chest, intact, or find and return the key. The chest is on a pocket plane (a demiplane) and the key was stolen by a thief hired by the tax man himself.

44. The Rage of Angels: Without warning, a host of winged celestials descend upon the City of Brass, weapons in hand, and start laying waste to the populace. These celestials have been sent from their home planes to scourge the city in punishment for a recent action—the capture, imprisonment, and torture of a planetar. They attack anyone they encounter, unless their potential victims can prove they are good-aligned, in which case their foes are captured, escorted to a secure point, and interrogated. When the celestials are satisfied that their prisoners are agents of good, and understand why they are in the City of Brass, they may recruit them to aid in rescuing their captured friend from the palace of the Sultan, or simply have them hold tight until the angelic beings are sated and depart. This entire event could be one swift but bloody skirmish, or the beginning of an ongoing campaign, turning the City of Brass into a three-way war zone between the locals, the celestials, and opportunistic fiends looking to strike at their mortal enemies.

45. Visitation: One night as the PCs sleep, one of them has a dream, where an angelic figure presents itself and begs for the aid of him and his comrades. This mission can

be just about anything the DM wishes to run—retrieving an item from a local stronghold, investigating a nearby dungeon, taking on an adversarial organization, etc. In fact, the “angel” is a magical projection produced by the witch Abbasa'am, who in turn was hired by Farouk ab-Nassi, a notorious spy and troublemaker. He is currently working for a rival of whoever is in charge of the fortress, group, etc. the angel vision pits the PCs against, and is looking to stir up trouble. It is possible, though unlikely, that the PCs may learn of the true source of this vision. If they are particularly successful on the mission, they may receive further visions as well, for as long as Farouk thinks he can use the PCs as stalking horses.

The Tower City

46. Unfortunate Witness: While traversing the basin, the PCs hear the unmistakable twang of a crossbow string, and can make a DC 30 Spot check to identify the shooter. The shooter is a halfling in the window of a nearby building firing at an unseen target. He disappears immediately after firing his crossbow. If the assassin knows that a PC saw him, a khalafi assassin from the Fahd al An'il picks up the PC's trail within 1d4 hours and attempts to silence the PC in the most permanent of ways.

47. Impostors: Three mercenaries bearing the symbol of the Bureau of Taxation approach the PCs. They examine the PCs' equipment, claiming that this is a routine tax collection. Have the PCs make a Sense Motive check (DC 30) to see through the ruse. Each of the mercenaries is disguised with an *alter self* spell. If the PCs refuse to pay, the mercenaries move on claiming that the Sultan will hear about it. If the PCs give any clue that they know about the deception, the mercenaries attack in an attempt to silence them.

48. Deathly Chill: As the PCs pass by a dark alleyway, they see a body in the alleyway. Closer examination of the body reveals it to be that of an efreeti—dead no more than a few hours. If a PC examines his wounds closely, they discover that the wounds appear frostbitten. If they use a *speak with dead* spell, or any other similar mode of communication, the efreeti give them his name, as well as a description of the killer—a frost giant assassin who has been sent to kill an efreeti noble.

49. The Gambit: The adventurers are set upon by a group of six mercenaries. They are all under the effects of an *invisibility* spell, and use coins enchanted with a *silence* spell to conceal their approach, as well as to neutralize any spellcasters in the group. They attempt to subdue and detain any PC that looks as though he can handle himself in a fight, and take them to the House of the One-Eyed Jack. There the PCs are sold to Morhidd for use in the Gambit. Any PC that is unsuitable for fighting in the pit is left bound and gagged, likely to end up in the infirmary.

50. Fiery Blast: The unsuspecting adventurers stop to inspect the clear liquid of the ditch that surrounds the lower basin. There is a 20% chance that the liquid

spontaneously ignites sending a blast of fire 20 feet into the air and likely onto the PCs.

51. Collection Patrol: The adventurers happen to be in the path of a patrol unit of three burning dervish wizards and two fire giant enforcers who are in search of slaves and potential members of the Legion of Marmalukes. The patrol uses force only if necessary, as the wizards attempt to *dominate* or *charm* their victims first.

52. Petty Thieves: The adventurers are followed by a rag-tag group of five thieves from The Nest. If noticed, the thieves melt away into the crowd, and there is a 30% chance that they return later with four higher ranking members of their group. If they return, they attempt to corner the adventurers with the ultimate intent of doing whatever is necessary to relieve the PCs of their valuables. The thieves do not hesitate to kill to get what they want.

the hyyab veeget (lower souk)

53. Slaver Press Gang: Press gangs are common all over the City, but more so in the Lower City. While minding their own business one night in the streets, the adventurers have a run in with a press gang of six thugs and their leader who intend to take them alive and sell them in one of the City's many ubiquitous slave markets.

54. Escaped Slaves: A group of former slaves habitually mugs wealthy looking freemen from a shadowy alcove off the main streets or in the dark, crowded alleys. If a fight turns against them, and it undoubtedly will against a powerful party because of their utter lack of experience, they flee.

55. City Guard: A squad of 4 fire giant soldiers, their sergeant, and an efreet officer stop the adventurers at random to see their travel permits, or papers, or whatever. The soldiers hassle them until either the adventurers fight back or offer them a substantial bribe. If neither happens, they squad arrests them for some bogus irregularity or violation of the law.

56. Hell's Angel: A blackguard falls screaming from the Middle or Upper City, impacting soundly with the ground not 10 feet from the adventurers. Seconds later, a horrifying whinny can be heard above them. Looking up, they see an enraged nightmare flying right at them. It thinks, perhaps, they are friends of the dead man who tried so rudely to break it...

57. Inferno: An explosion at the Agony Forge of the Ziggurat of Fire sends a wall of fire expanding out into the City at a terrifying speed. The blast rolls through the entire Lower City, stopping at the brass walls of the City basin.

58. Stampede: A slaver caravan pulled by brass bulls gets inadvertently caught in a wizard's *ice storm* spell. The bulls go crazy and stampede, running madly through the Lower City streets. The adventurers happen to be on one of the streets they run down. Shopkeepers seal their doors and windows as soon as they hear the stampede (this isn't the first time it has happened).

59. The Ecstatics: The adventurers turn street corner and find themselves in the midst of a very large religious procession for a specific holiday in which the faithful participants flagellate themselves with barbed whips or slice their own flesh with razor-sharp blades. The adventurers are suddenly confronted with a group of men and women who take offense at the "infidels" defiling the procession with their presence. They intend to take it out of the characters' hides.

60. Monsterfest: A ten-story tall, bipedal, electricity-spitting lizard at one end of the street, a fourteen-story tall, three-headed, fire-breathing dragon at the other end, and the adventurers in the middle. You do the math.

इठपके वीहोललो (लोवेवीह सोपु)

61. Al-Ajadi's Irregulars: While the party presses through a crowded market, a young human boy bolts through the crowd and between the characters. Within moments, mercenaries who work for Noman al-Ajadi show up and stop them. The mercenary-sorcerer holds up a *scrying stone* and accuses one of the characters of stealing something of value. The penalty for theft in Souk Dhimmi is execution.

62. Tiger, Tiger: A half-celestial dire tiger escapes from his captors, a pair of hunters who want to sell the recently captured predator to the Cirque du Pain. The tiger goes on a rampage just as the adventurers exit their favorite tavern. As soon as the tiger catches a whiff of them, he turns on them, for they smell just like the men who captured him in the first place and he does not like that all.

63. Stoned Ghost: There are a few places in the souk where criminals are punished by being stoned to death. At one such stoning wall, a discontent ghost harasses passersby. The ghost, a barbarian warrior called Gorgon, seethes with hatred for the locals because of what they did to him; moreover, he was truly innocent of the crime of which they accused him. When the adventurers come within 10 feet of the wall, he materializes out of it, screams insanely, and promptly attacks them.

64. Hello, Sailor: Mercantile airships from far off cities arrive in the night, docking with the souk along its outside wall. Hundreds of sailors are in town on furlough. Succubi whores that normally reside in the abandoned sewer system in the City come out to ply their trade, using their infernal abilities to procure customers whether they want to be procured or not. One such succubus targets the adventurers, especially the one with the highest Charisma and/or the most material wealth.

65. Hot to Trot: A powerful enemy wizard dispels the enchantment that keeps Souk Dhimmi's iron from melting in the heat of the plane. As he flies off on his ornately woven carpet, cackling madly, the affected street turns to molten liquid, possibly injuring or killing those on the affected area. The PCs can either chase the wizard or help rescue or tend to trapped and injured victims, or help mend and repair the street.

66. Duck and Cover: An outgoing mercantile airship explodes violently hundreds of feet above the souk, the victim of competitive sabotage. For three rounds following the explosion, heavy pieces of marble statuary fall from the sky. Hours later, reward notices are posted offering a substantial sum of brass money to anyone who can arrest Zoodle the Dastardly, a halfling rogue and professional saboteur-for-hire.

67. Your Money or Your Unlife: A gang of vampire rogues has recently infiltrated the souk. They specialize in extortion and racketeering, threatening to turn the souk's merchants into undead if they don't meet their exorbitant demands. Adventurers are either hired by the merchant's guild or are targeted by the vampires.

68. Dance, Maggot: As the adventurers walk down the street, or perhaps while they are inside their favorite watering hole, a drunken wizard throws a tantrum because someone didn't show him the proper respect. He screams his indignation at the top of his lungs. During this fit of pique, he points a silver staff at random people, commanding them to dance. If the targets don't dance, or are too slow on the uptake, he fires the staff at them, casting *Ott's irresistible dance*.

69. Sniper: An extremely pissed off arcane archer takes to the rooftops, whence she covertly fires enchanted arrows at random passersby. Of course, this includes our itinerant adventurers. This goes on until somebody works up the wherewithal to put a stop to her. Noman al-Ajadi's Irregulars are not skilled enough to do it, so he offers a sizeable reward for the woman's head.

70. Dog Meat: A pack of wild dogs inadvertently ate a forgetful wizard's garbage. Normally, this wouldn't be such a problem, but in this particular instance, the wizard threw away stale bread he had enchanted with experimental magic. The dogs were subsequently transformed into hellhounds. They stalk the adventurers for many hours before finally ambushing them in a dead-end alley.

71. Looking For Love In All The Wrong Places: A brass basilisk crawls out of the sewers desperately seeking its "master". Those who cross its path inevitably get turned to brass after making eye contact with it. The basilisk's master hires the adventurers to go after the creature to put it down once and for all.

72. Take That, Brat: While waiting for water at one of the souk's many public wells, an ogre mercenary loses patience with a woman's young but obnoxious child. He throws the kid into the well then storms off without his water. The woman panics. The adventurers can either save the child, or they can go after the ogre.

the bazaar of arcana (लोदीह टोप)

73. Wild Magic: As the adventurers make their way through the Bazaar, a low rumbling builds from the direction of a nearby shop. The rumbling reaches a climax as smoke begins to seep from the open windows. Within seconds, the shop explodes in a wintry blast of magic gone

wrong. All within 50 feet of the shop are pelted with ice and bitter winds. Within 1d4 rounds, a group of 4 fire giants and an efreet Bey arrive to investigate the atrocity. They find the culprit quite dead in what is left of his shop, but the investigation continues for quite some time, and the PCs are questioned extensively.

74. Framed: While in the Bazaar, one random PC who has a backpack displayed in plain sight is "accidentally" bumped into by a small, paranoid looking human. Have the PC make a Spot check (DC 30) to notice that the man dropped an amulet into the bag. The amulet is a powerful magical item belonging to a balor. Within 6d10 minutes, the balor, who is attuned to the amulet, comes looking for his stolen property.

75. Nimble Fingers: The adventurers find themselves a victim of theft. The thief attempts to remove any single item from a random PC's belt. Should the thief succeed, he melts away into the crowd and goes about his business. If the PC spots the theft in progress, the thief bolts through the crowd, proving to be very adept at moving and hiding amidst the massive numbers. The thief will not answer any questions, and has no other material possessions if caught.

76. Patrol: Three burning dervish wizards for a routine check for contraband magic items stop the adventurers. Any PC that possesses a cold-based magical item of medium power or higher is immediately apprehended and detained for questioning.

77. Enslaved: The adventurers become the target of a mass *dominate person* effect by a powerful arch-mage who takes them to his lab where he places a *geas* spell on each member of the party. The quest they must undertake is to retrieve a tooth, and two vials of blood from a great red wyrm. The closest wyrm of this sort happens to be the commander of the bastion forces in the Palace of the Sultan.

78. Duped: The adventurers are offered a powerful potion by a con artist claiming that his potion will hide the PCs from the eyes of the Sultan's meddling Secret Police. The con artist says that the potion works for a period of four days, and costs a mere 3,000 bp. The potion, of course, does absolutely nothing; other than taste bad. Each potion is, however, the subject of a *Nystal's magic aura* spell that causes the potions to radiate a magical aura.

79. Robbery: As the PCs make their way through the Bazaar, they notice a stern looking human man dressed in chain mail armor, resting both hands on a drawn sword whose tip is resting on the ground. He has taken up a firm stance near the door of the Flame on the Wall. The man does not answer any questions, but he does block the door against entry by any party other than the Sultan's Secret Police.

The man's friends have the proprietor detained and his fire giant guard snoozing soundly while they rob him blind. There is a chance each round the giant wakes up, attacking everyone in sight but the proprietor. If rescued, the proprietor offers the PCs a reward.

80. Flawed Circle: A commotion is heard a short distance away, followed by a thunderous crash. The



door of a nearby wizard's tower explodes outward as the enormous body of a Nalfeshnee tears its way through. The demon immediately causes all sorts of havoc until slain or banished.

the terrace of petitioners (upper city)

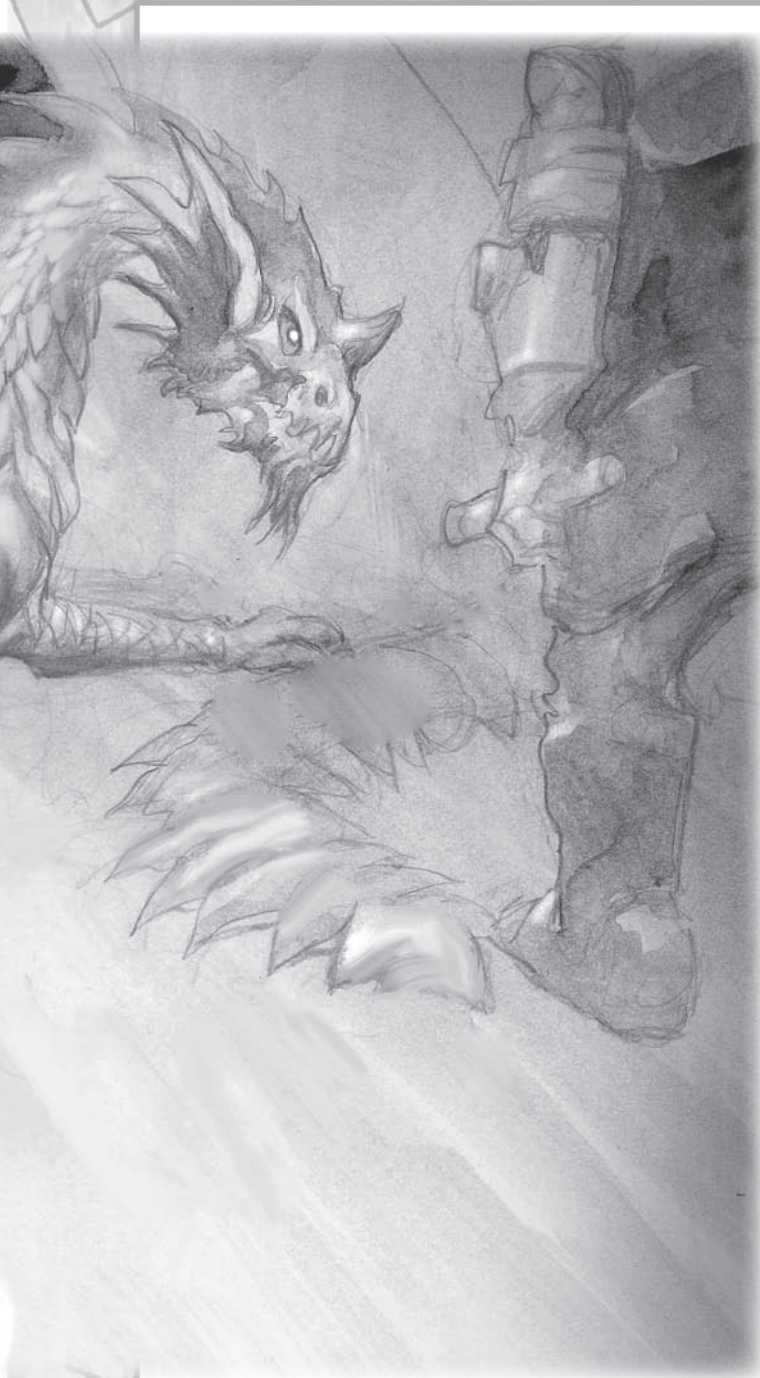
Any number of creatures may be encountered while amongst the petitioners who await their call to visit the Palace of the Sultan and offer tribute. The strange assortment of creatures and dignitaries from the vast multitude of planes that await their

summons upon the terrace offer the referee numerous resources with which to fuel their campaign. Set encounters may be placed here by the referee, or taken from the list below.

81. Horned Devil Ambassador: A horned devil and his 1d4+1 bearded devil bodyguards await audience with the Sultan, regarding the recovery of a lost object covetous to both the Sultan and Lucifer.

82. Khada the Arch Mage: Khada is seeking entry to the Palace of Wonders, and has been thrice denied. He may be willing to barter with PCs to get him entry to the Palace of Wonders by any means necessary.

83. Musical Entourage: Hasafi, a well-known half-elven bard and his entourage of performers have just arrived to



perform for the Sultan. Hasafi hopes to gain the Sultan as a new patron.

84. Priest of Set: An envoy from the Pyramid of Set brings news and information given him by the dread lord himself. Agents have information that a special flask that the Sultan desires is located within the Ash Grinder Arcology. Knowing how much the Sultan is willing to pay for the flask, he hires PCs to go and find out if the story is true, and if so, to return it to him.

85. Janni Merchant Prince: The Mahab al Jann has over 50,000 bp worth of treasure and one hundred slaves he is offering to the Sultan in exchange for efreeti muscle in overcoming a trade dispute on his home plane.

86. Gloobleblub the Aboleth: Gloobleblub is in a

specially designed temperature control water tank, born by dozens of dominated human slaves. He seeks audience with the Sultan concerning the locating of several artifacts of power that the Sultan desires. The artifacts rest beneath the seas of Gloobleblub's home plane, in the hands of a sahaugin king. The PCs may be recruited to recover the items.

87. Palathenes the Kolyrat: Palathenes wears the guise of a wealthy merchant of some unknown giant race. He travels alone and without any obvious treasure, but carries what appears to be a writ of passage rolled in his left hand. Palathenes has heard that the Sultan of Efreet is a notorious deal breaker, and seeks to force the Sultan into keeping his bargains.

88. Half-Dragon Senator: A half-dragon senator from a far off world of reptilian and draconic beings seeks to barter for the release of the gold dragons kept in the Sultan's stables. The dragons of his home world rarely mate anymore, and he has been sent to seek dragons from other planes and other worlds to help repopulate the stock. He offers four mature adult blue dragons, raised specifically for the purpose of drawing the Sultan's fabled chariot in exchange for the golden ones. If the Sultan denies him, the senator seeks the aid of foolhardy adventurers to steal the gold dragons from the Sultan, in exchange for 20,000 bp.

89. Burning Dervish Secret Police: A squad of burning dervish Secret Police keeps a watchful eye on the petitioners. They are disguised as pilgrims, requiring opposed Spot and Disguise checks to identify them for what they truly are. Should the PCs look like they are up to something they shake them down and demand to search their belongings. Should the PCs refuse, the dervishes attack.

90. Adventurers: A party of evil adventurers brings riches to the Sultan of Efreet. They wish to offer their services to him in exchange for permission to visit the Repository Annex and the Palace of Wonders. The DM should feel free to drop in any evil PC party of levels and abilities fairly equally matching those of the PCs.

91. Pilgrims: A group of humanoid pilgrims who have taken to worshipping the Sultan of Efreet as their God of Fire have come to bask in his presence. Little do the pilgrims know, the Sultan intends to give them to one of his court as a gift.

92. Fire Giants and a Triumph of Salamander Prisoners: A group of ten fire giants hauls a trio of noble salamanders bound in an iron cage before the Sultan of Efreet for punishment.

93. Assassin: Idag of the Knife, a famous half fiend assassin, wears the guise of a janni noble bringing gifts to the Sultan of Efreet. Idag appears as a janni noble with four fire giant mercenaries, bearing a platform containing a Gargantuan dragonne in a golden cage. In truth, the fire giants are actually frost giant barbarians of a secret berserker suicide cult. The dragonne and its cage are actually a frost worm. Idag has no idea that he was secretly hired by the Grand Vizier in an attempt to destroy the Sultan and place himself atop the Throne of Brass.

94. A Merchants Dispute: An efreeti merchant and a lesser efreeti noble are having a dispute over the sale of a *huge vorpal falchion*. Details are sketchy as to the matter of the conflict, the noble claiming that the falchion was not as big as the one he ordered, and the merchant claiming that it is indeed made to the measurement and specifications agreed on. Now the noble is refusing to pay. They seek the Sultan's judgment as to whether or not size really does matter. The pair readily pleads their case to any who listen. If the PCs solve the dispute for them, they gain a 20% discount at the merchant's shop, and an *elemental gem* from the noble.

95. Bilsaab the Hunter: Bilsaab, a human ranger, makes fortunes off of the Great Sultan. More of a bounty hunter than anything else, Bilsaab finds and captures comely females of any race or background from outsiders to mortals for the Sultan's harem. Currently he has a beautiful Ghael named Ursala trapped within an *iron flask*. If freed by the PCs, Ursala readily joins the PCs in battle against her former captor(s).

96. Volcano Giants: A trio of volcano giants bearing their tribute of a pallet of oilshark skins to the Sultan as part of their yearly pilgrimage.

97. Gorlik the Unclean: A dwarven lich bears an item he claims is the brain crystal of the juggernaut of Kil Kath Kesh. He seeks to trade the crystal for a magical rod located in the Palace of Wonders. The crystal is in fact a fake. It seemingly animates the juggernaut, which works normally for 1d4+1 minutes, before going berserk. Although the juggernaut itself is almost completely indestructible, the

only way to shut it off is to somehow remove the false brain crystal.

98. Haggis the Night Hag: This twisted beast is given wide berth by evil and chaotic beings that stand the line waiting to see the Sultan of Efreet. Haggis comes to the Sultan to demand satisfaction in the matter of the execution of a rogue and murderer from the basin. It seems Haggis was in the midst of draining the poor fool prior to his capture. His soul she claims should rightly be hers, and she wants it now!

99. Rezzalli the Corrector: Paid by the Great Sultan indirectly through the House of Bayt Al Sikkin, a female doppelganger is petitioning for an audience to make a very public assassination on a high-ranking efreeti noble of a rival house. She plans to make it appear as if the attack is on the Great Sultan, killing her target as collateral damage. What she is unaware of is the Great Sultan plans to double-cross her should the attempt be fumbled or extremely messy in nature—alleviating any involvement by the Great Sultan in this plot.

100. Two-Faced Janni: Fatoosh, a strong, well-kept janni looks to sell information to the Great Sultan or Grand Vizier about a planned djinni threat of valued interest of the Brass Throne. This janni is a double agent, attempting to pass off information that if followed leads efreet forces into a combined djinni and janni ambush.

101. A God's Request: A demigod or lesser deity awaits an audience with the Sultan. The deific being in question desires to move ahead in the divine ranks and seeks the Sultan's aid in making it happen.

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ਟੋਪੁ ਓਫ਼ ਬਰਾਡਡ

Journey to the plane of fire

Before you stretches a shattered plain of volcanic rock and swirling hot winds. In the distance, above a vast lake of fire, hovers your destination -- the City of Brass! Its shining towers encircled in smoke and wrapped in flames rise from the great brass bowl on which the city is built, accessible only by a massive bridge of polished obsidian. Inside its gates resides the greatest storehouse of arcane knowledge and artifacts of power in all the planes of existence.

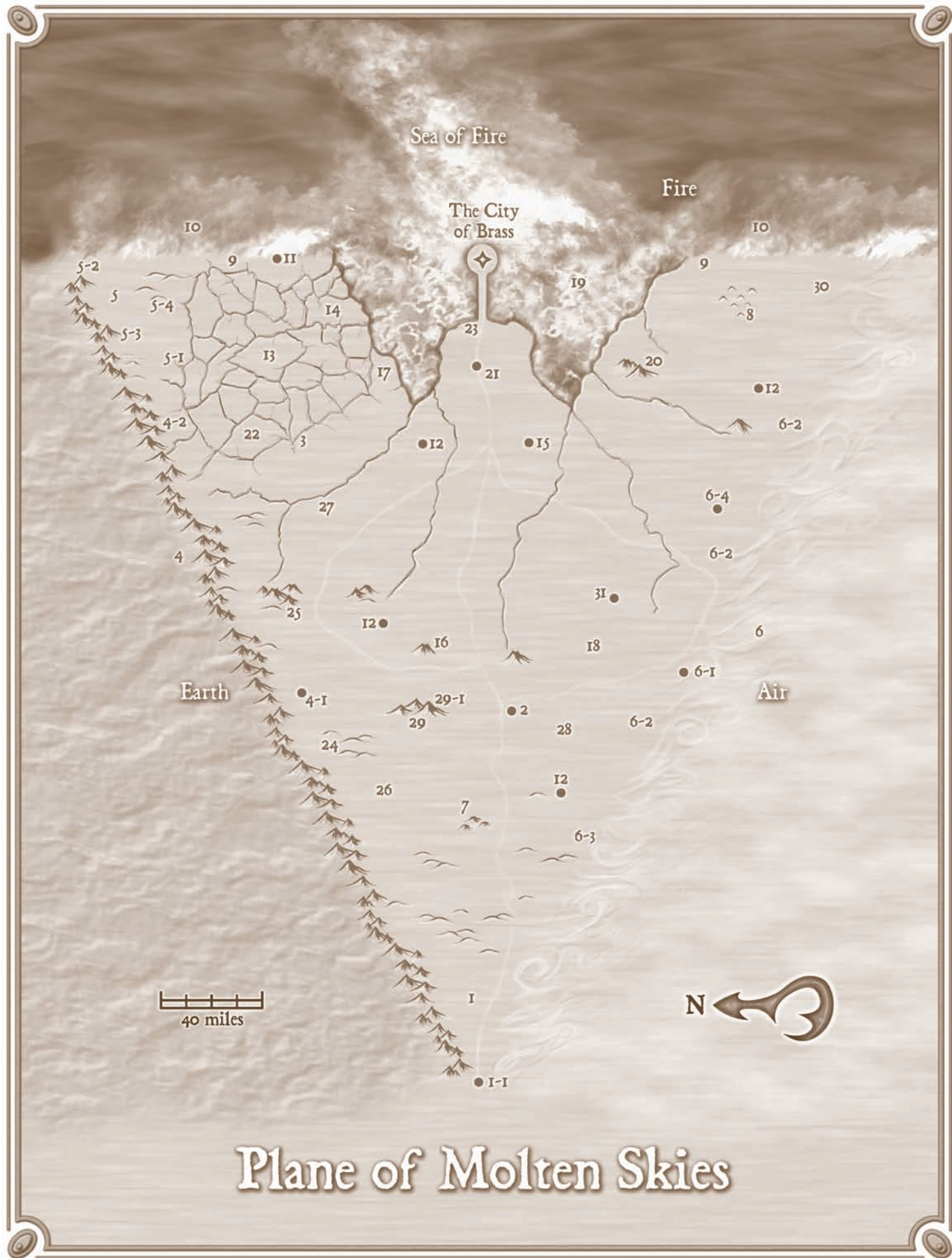
ਚੌਥੀ ਥੀਏਰਿਓ ਟੋਪੁ ਓਫ਼ ਫ਼ਾਇਰ

Contains numerous maps of the planar nexus and the City of Brass itself, as well as new artifacts of wondrous power and foes of great might and cunning.

ਫੋਲੋ ਫ਼ਾਥਿਓ ਓਫ਼ ਥੀਏ ਪਰੋਫ਼ੈਟ ਯੋਥਿ ਟਠ ਫ਼ਾਇਰਿਓ ਨੋਬੋਲਿਓ: ਟਾਇਰ ਓਫ਼ ਬਰਾਡਡ

Follow in the footsteps of the prophet and square off against the might of the Burning Dervishes. Explore the City of the Dead Sultana and seek to plunder the vaults of an impregnable bank known as the Khizanah. Go toe to toe with the Titan Hezoid and attempt to claim his Maul for your very own. Outwit the Grand Vizier and you may just have a chance to cast down the Sultan of Efreit himself and claim the Throne of Brass for your very own!





Bazaar of Beggars (Interior)

To the obsidian bridge
and the City of Brass

B10

B11

B5

B4

B7

B1

B3

B2

B8

B6

B9

"The Highway of the Damned"

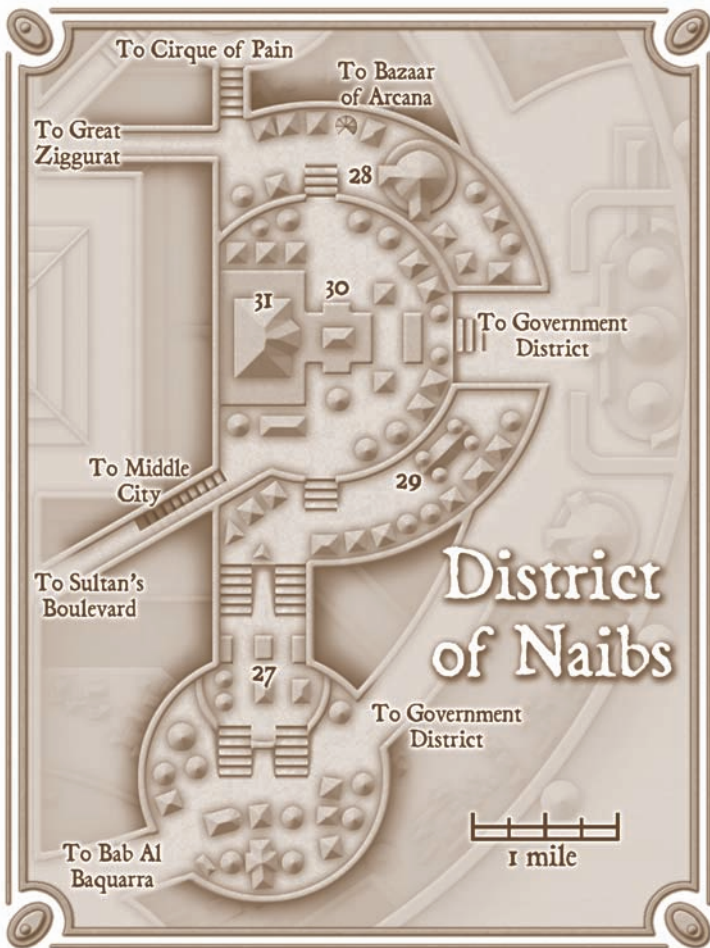
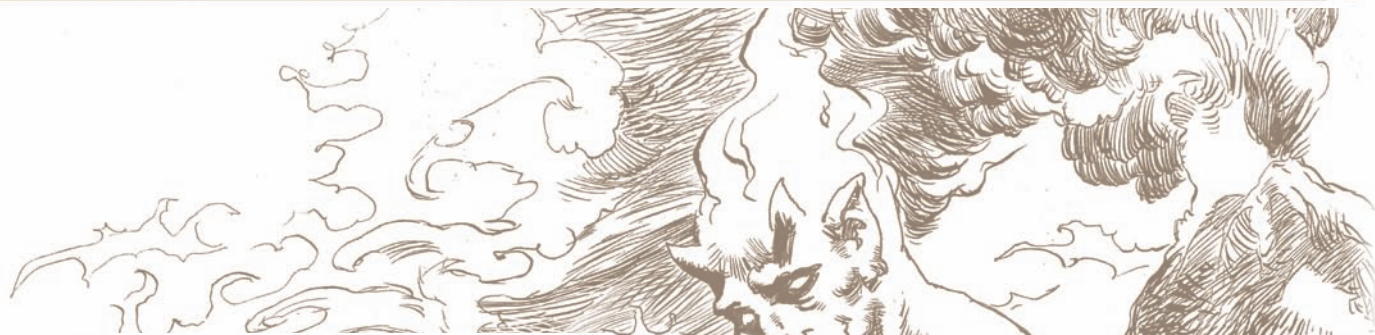
N

80 feet



The City of Brass

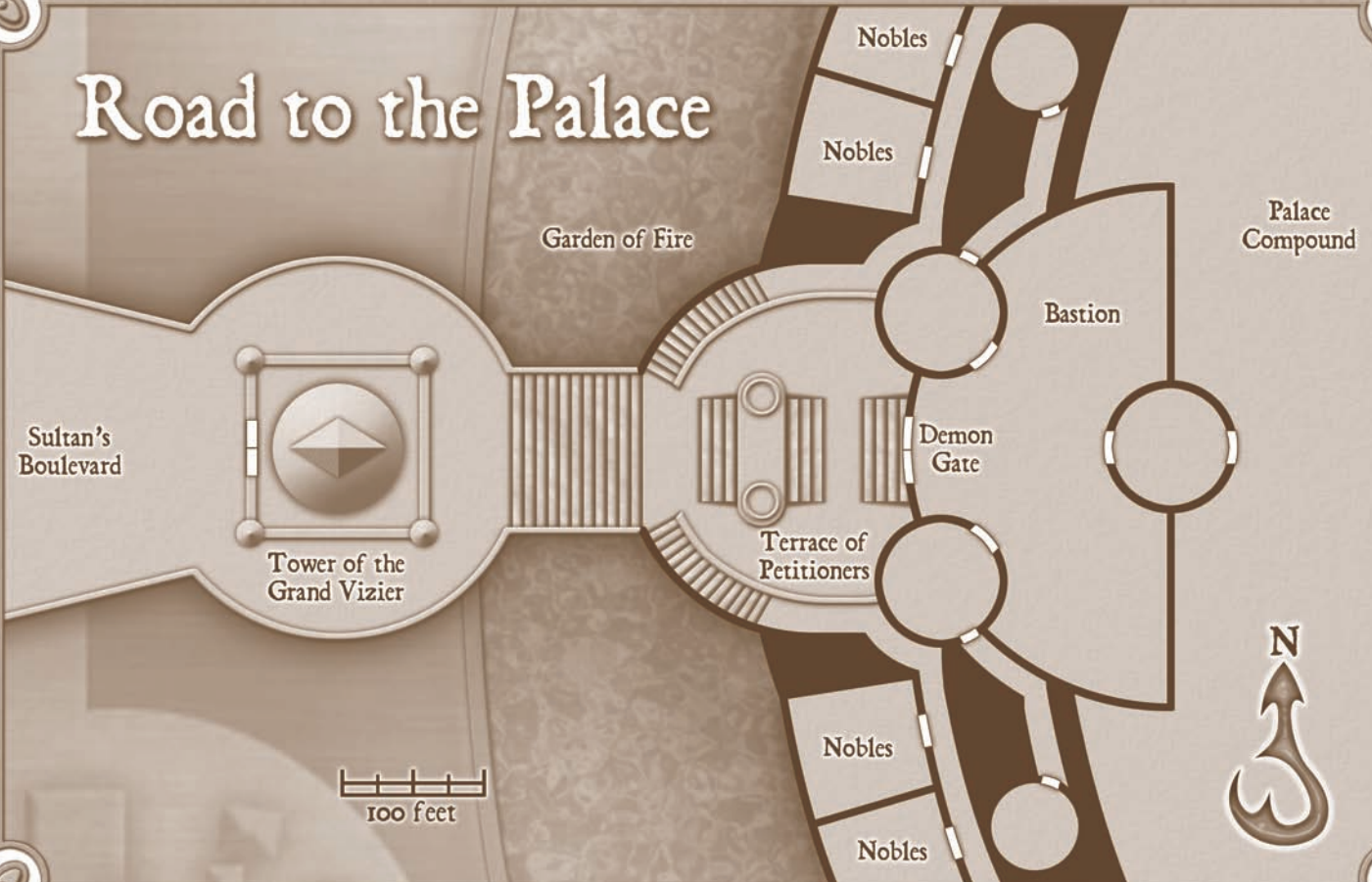
(side view)



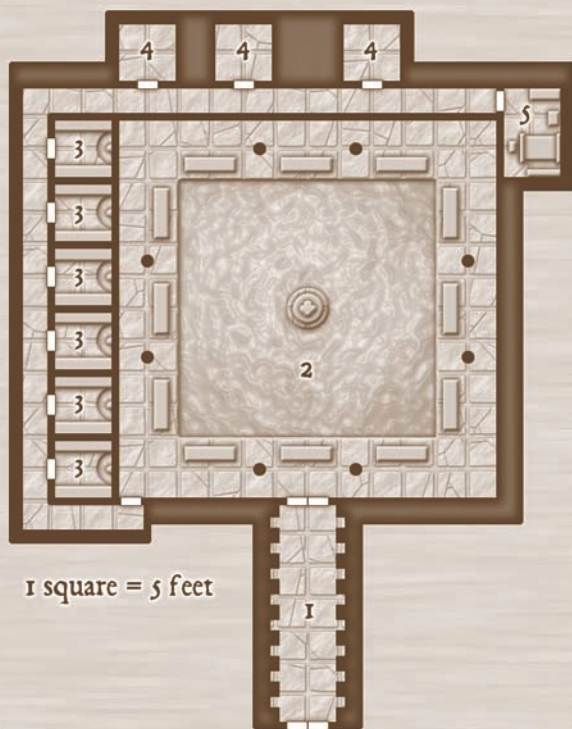
The City of Brass (Upper City)



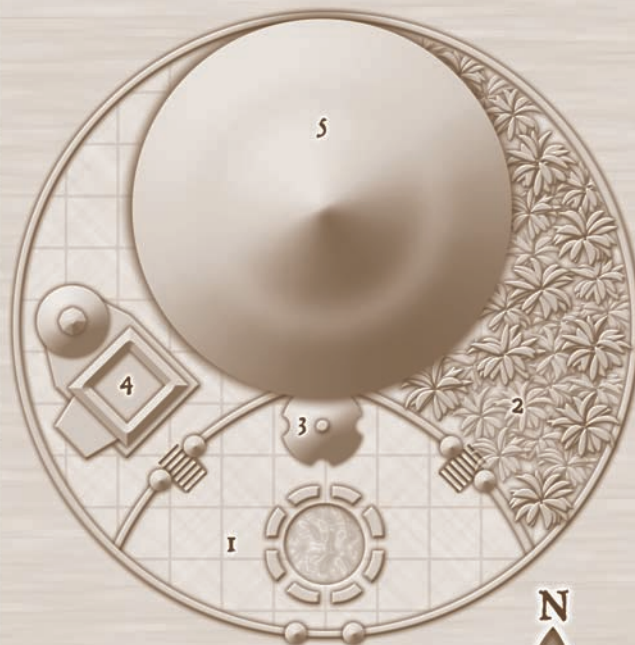
Road to the Palace



Samaghar Bathhouse

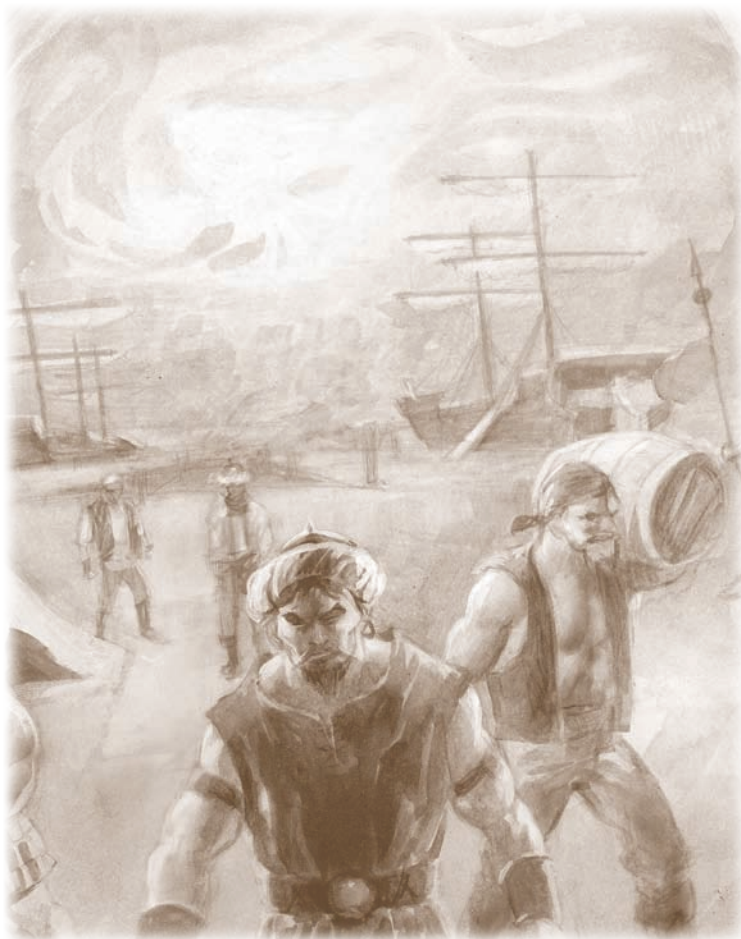
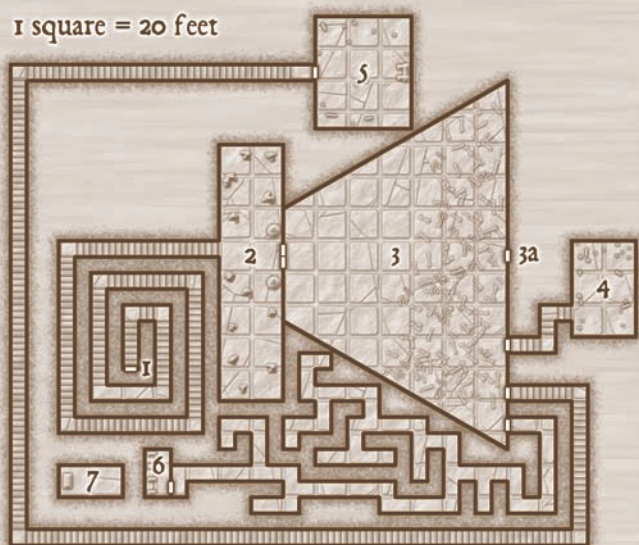


Ubaydulah Tower



Underbasin

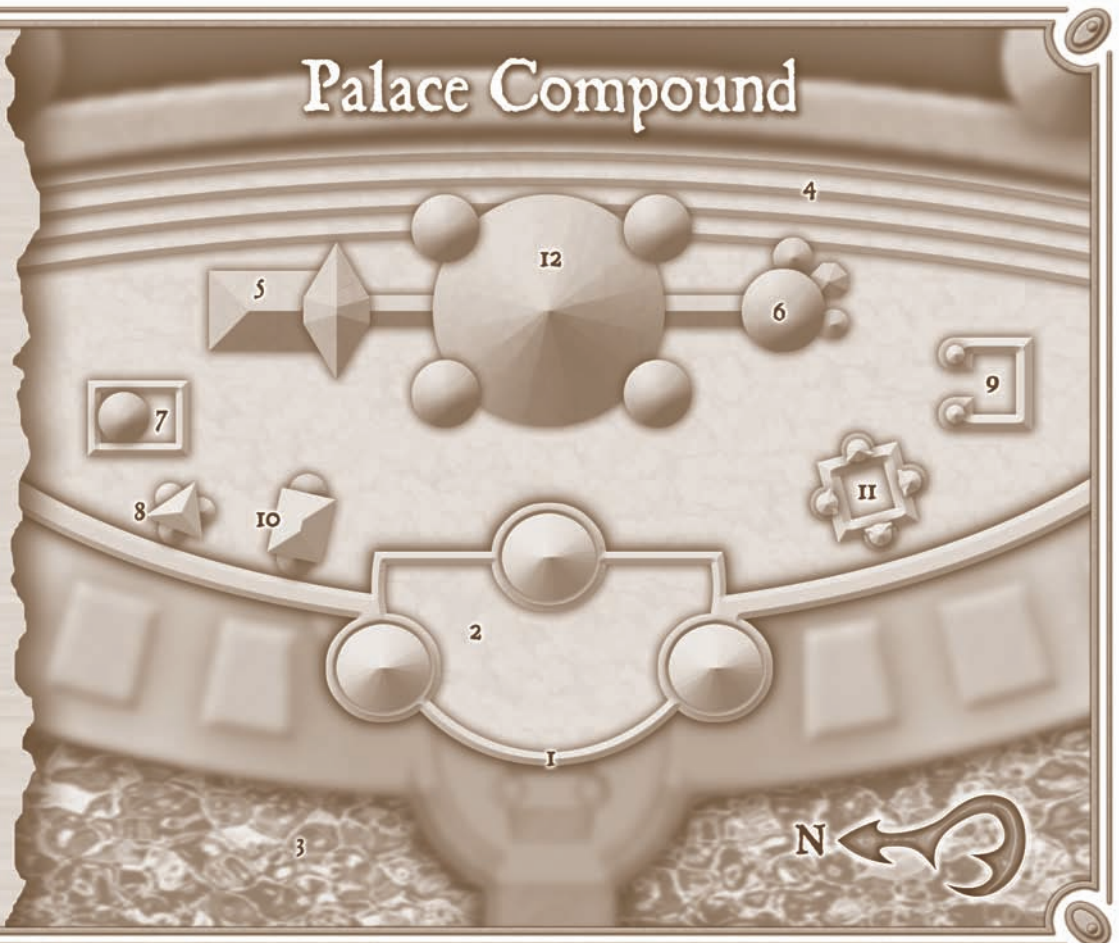
1 square = 20 feet



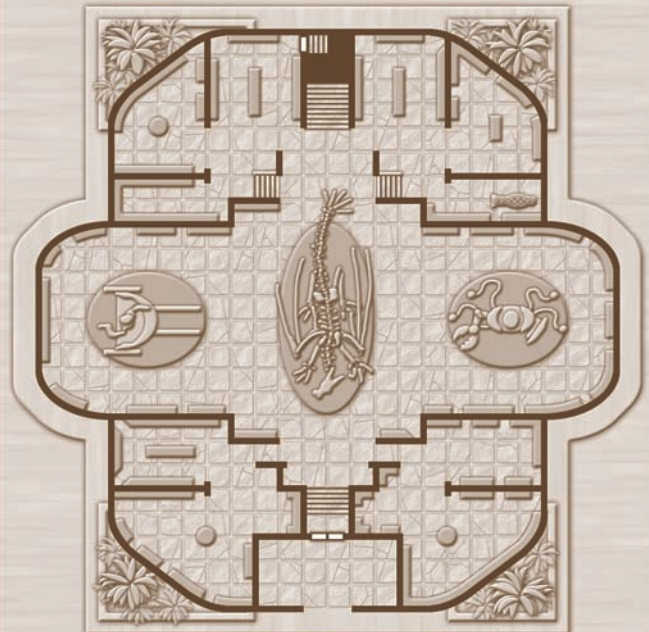
Palace Compound

1. Demon Gate
2. Basiton Wall and Towers
3. Garden of Fire
4. Hanging Gardens
5. Palace of Gluttony
6. Palace of Concubines
7. Court of Indefectable Attainment
8. Palace of Blissful Aquiescence
9. Sultan's Stables
10. Palace of Wonders
11. Court of Martial Magnificence
12. Grand Palace

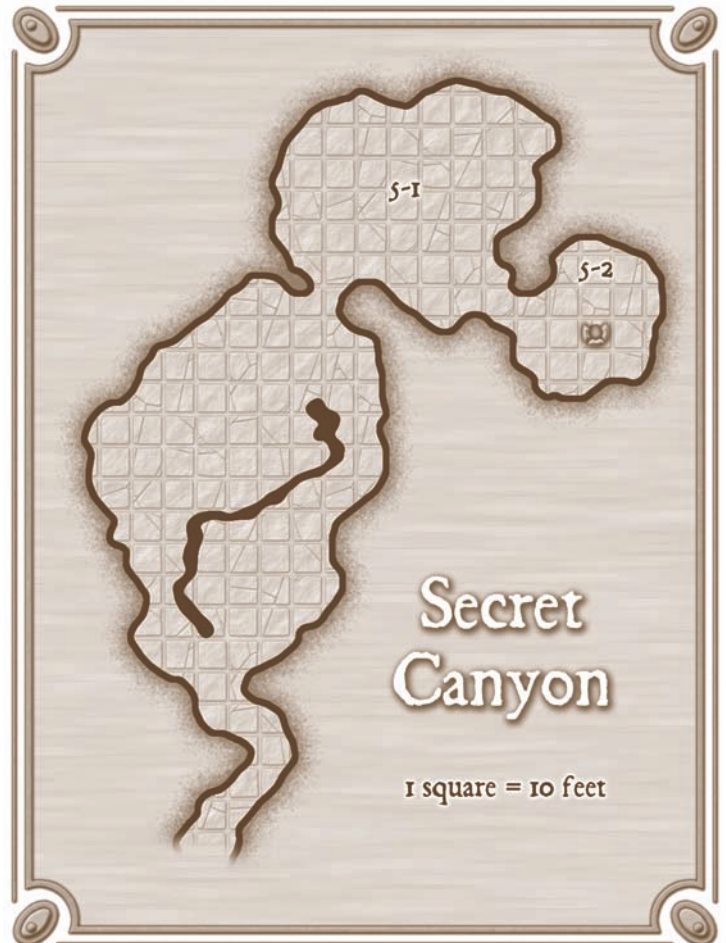
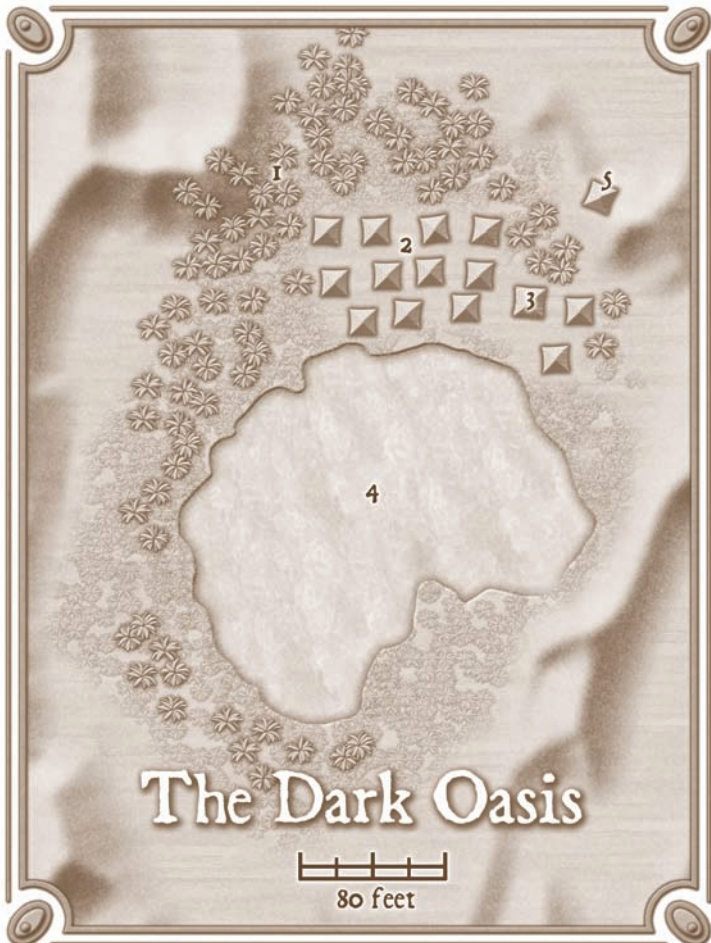
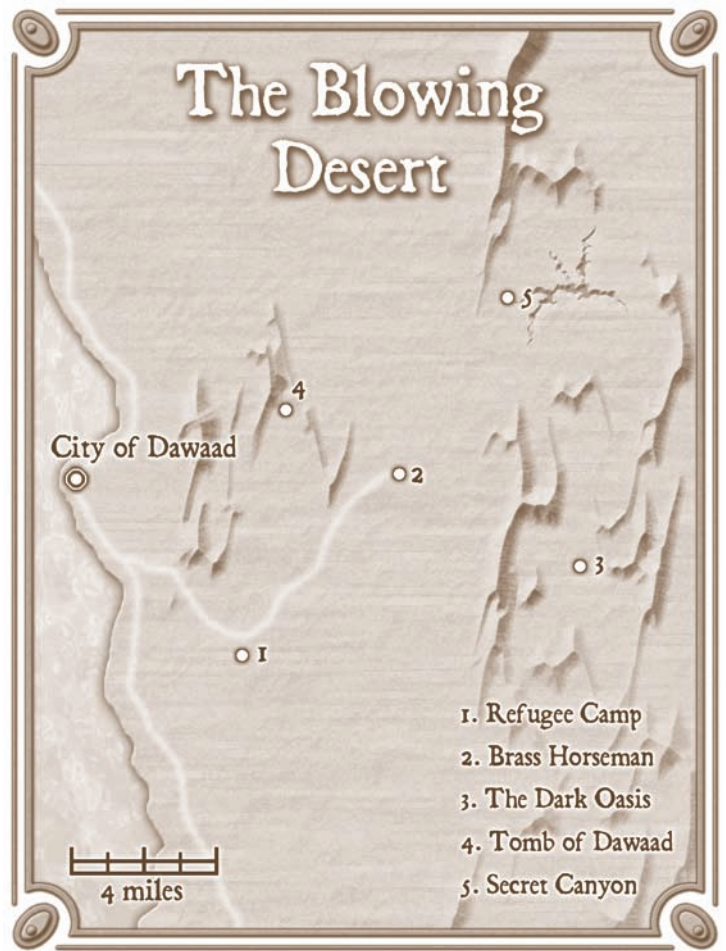
200 feet



Palace of Wonders



1 square = 10 feet

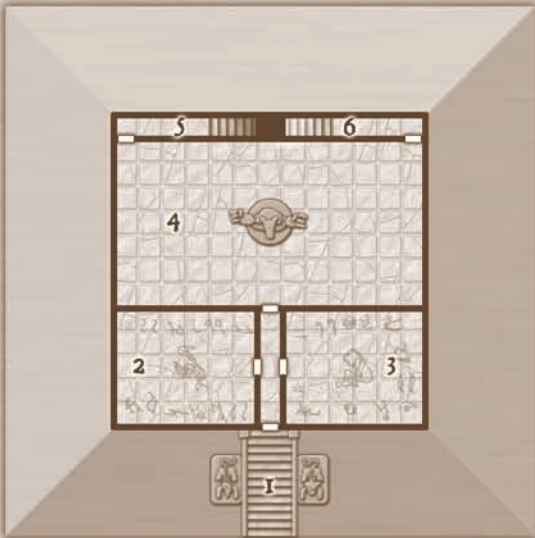


Shining Pyramid

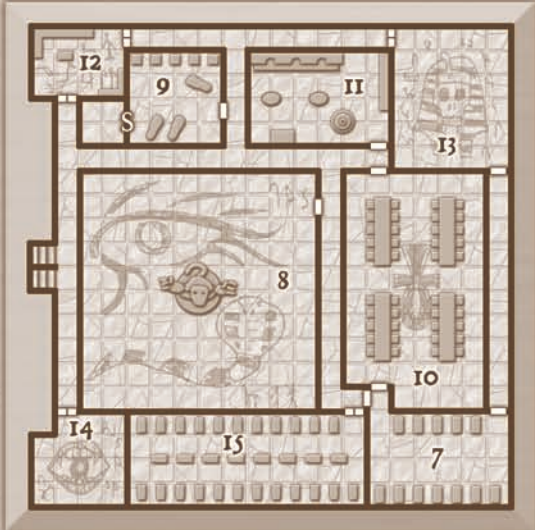
Upper Pyramid



Middle Pyramid



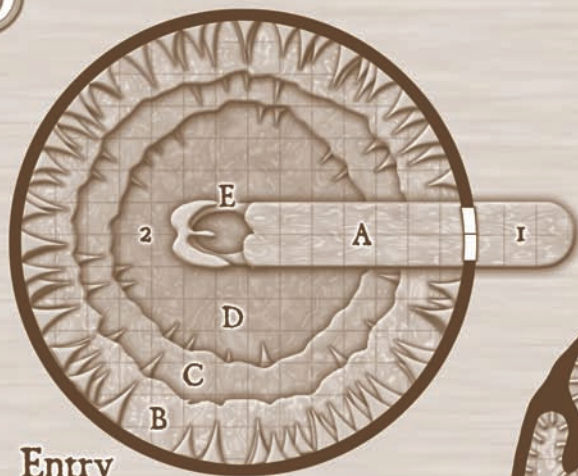
Lower Pyramid



1 square = 10 feet



Minaret of Screams



Entry



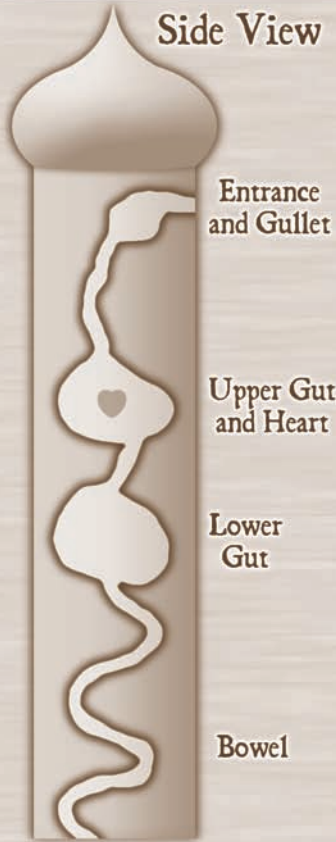
1 square = 10 feet



Upper Gut

Heart of Nyal'oz

Side View



Entrance and Gullet

Upper Gut and Heart

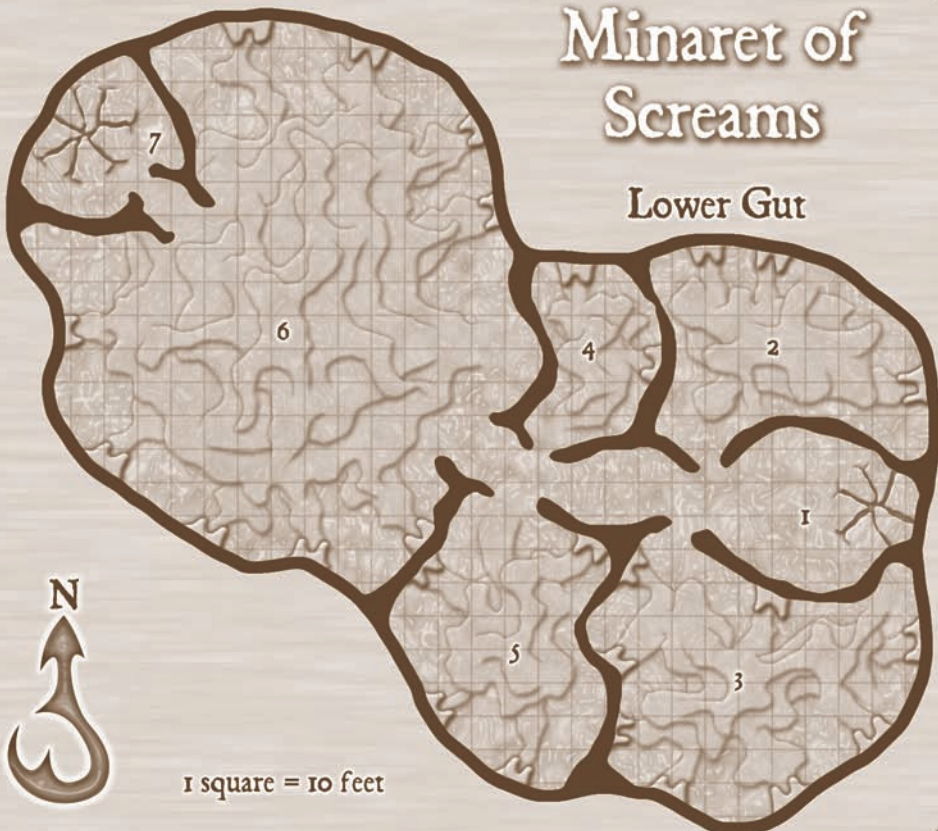
Lower Gut

Bowel



1 square = 10 feet

Minaret of Screams



Lower Gut

Minaret of Screams

Bowel

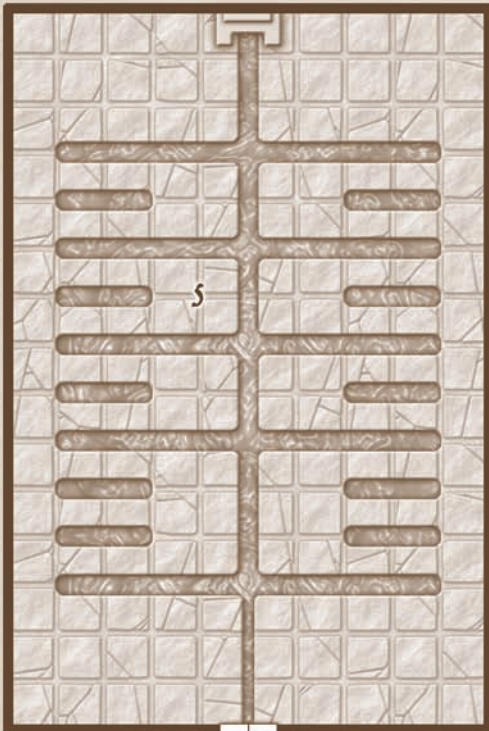
Entrance from Lower Gut



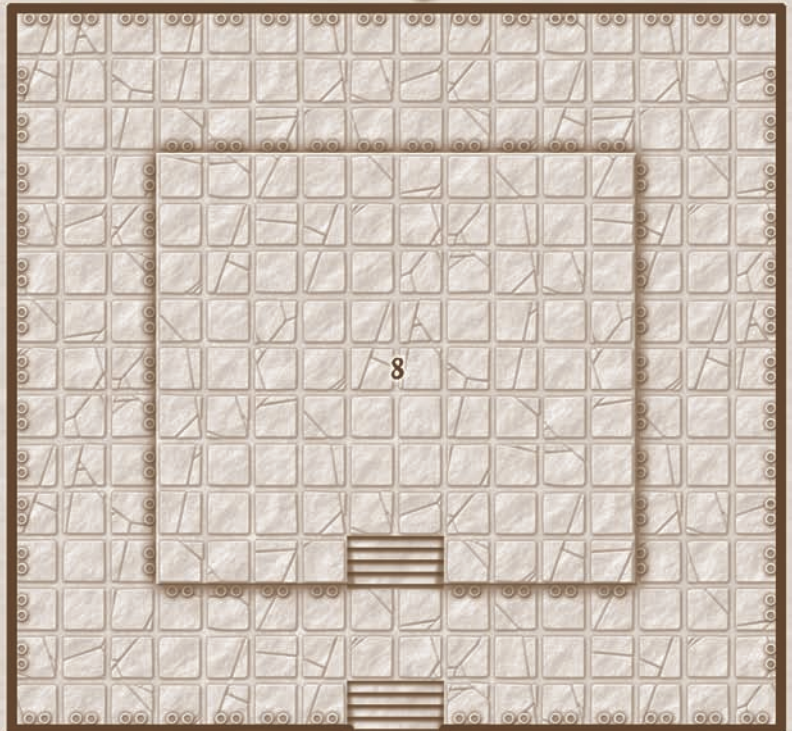
1 square = 10 feet

Petitioner's Hall and Wailing Walls

The Great Repository



4

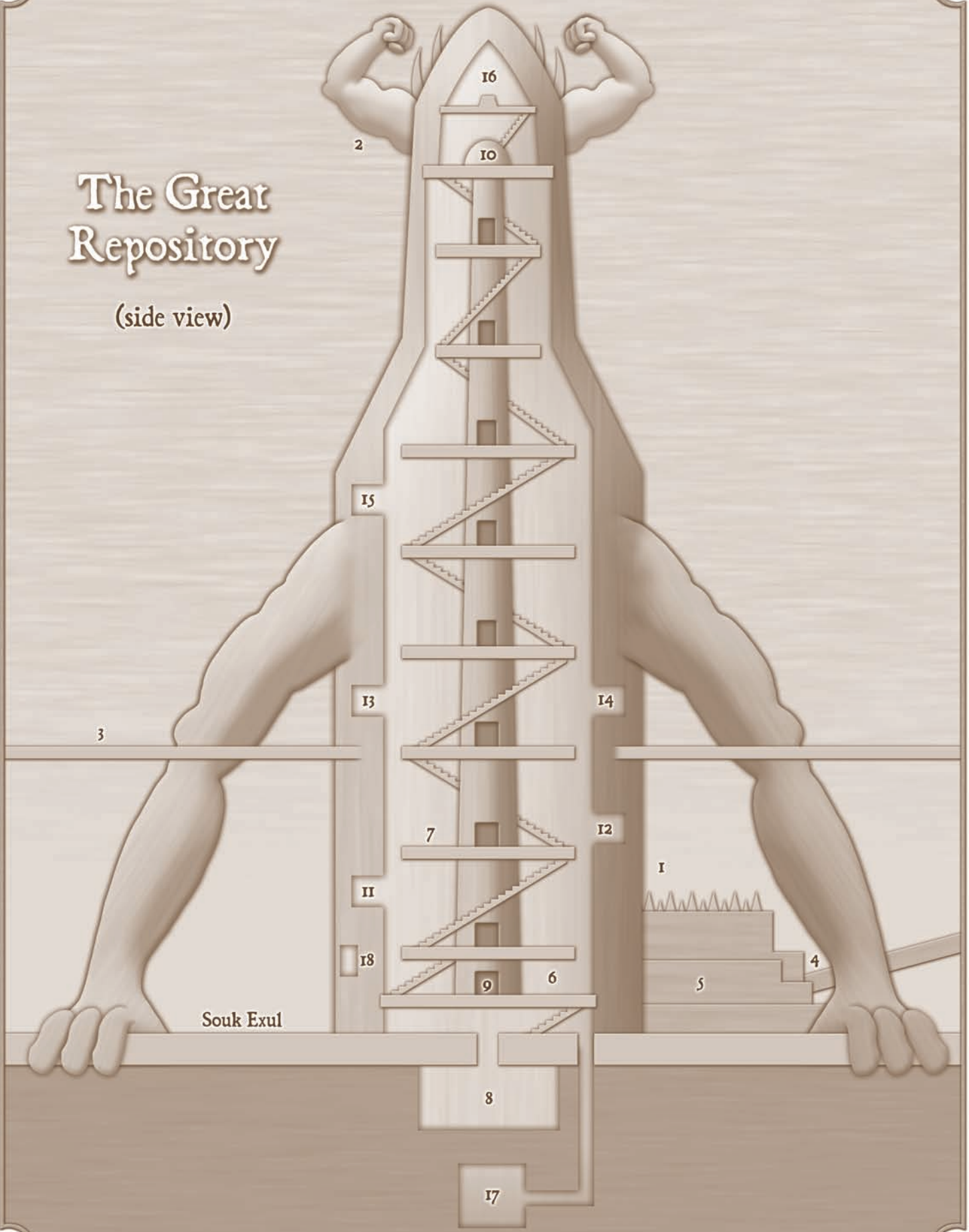


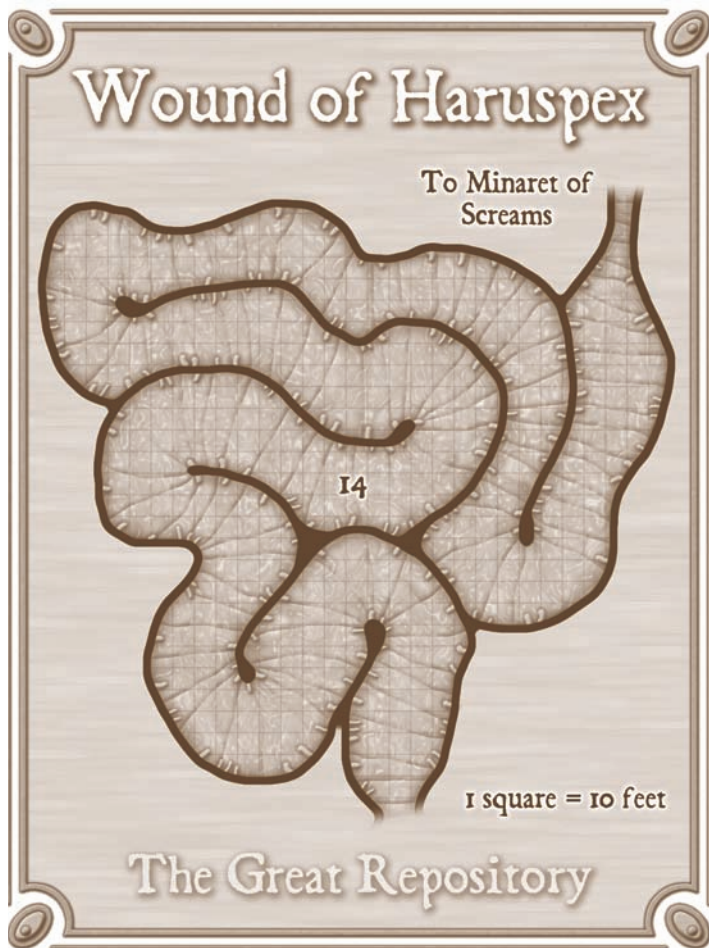
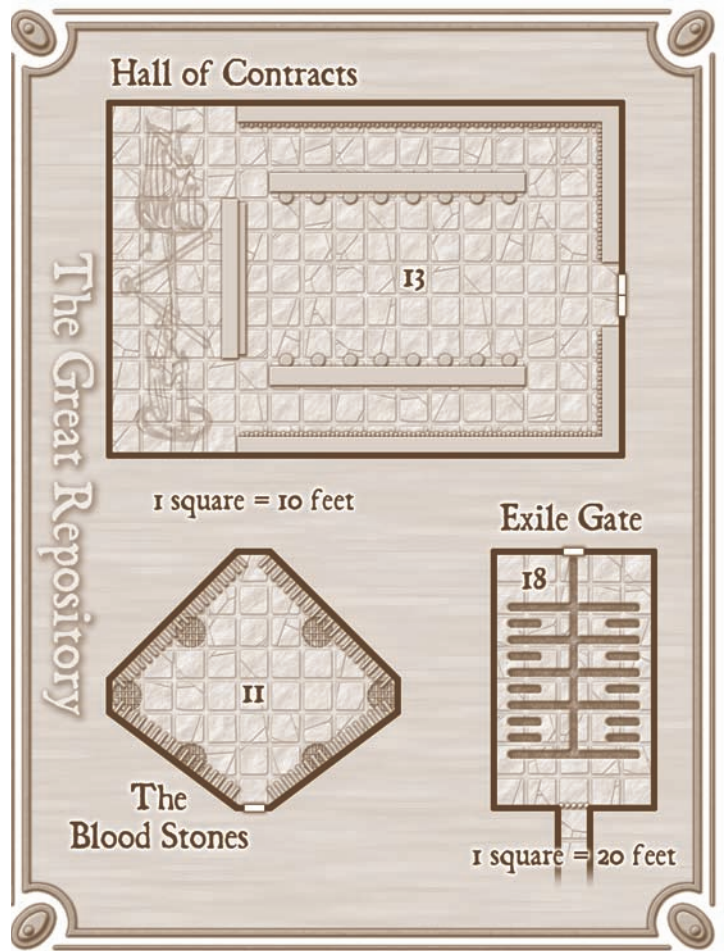
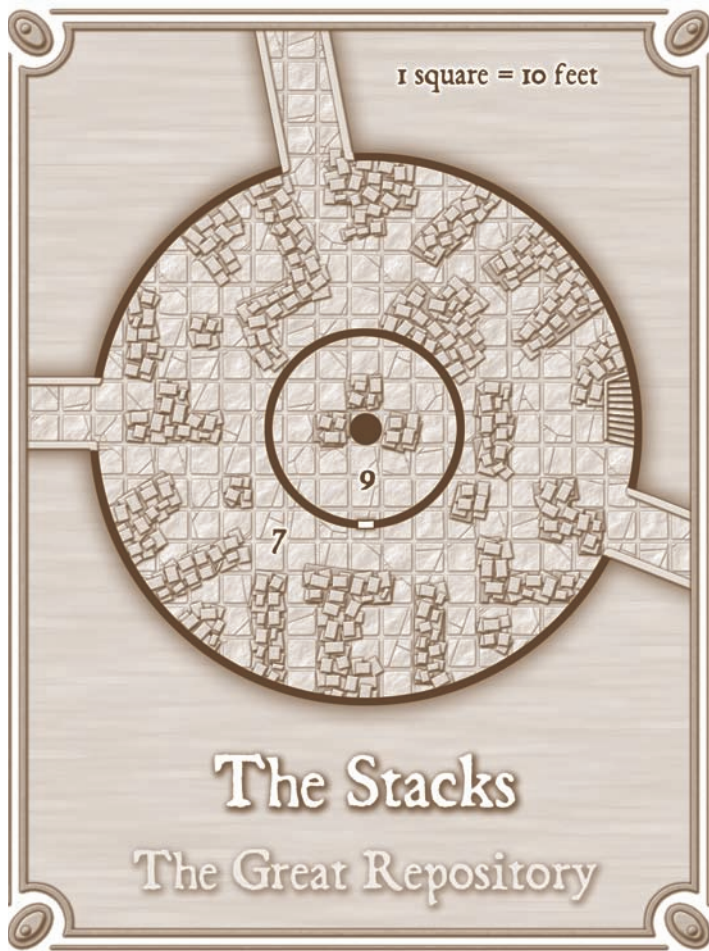
1 square = 10 feet

To The Lightbringer's Highway

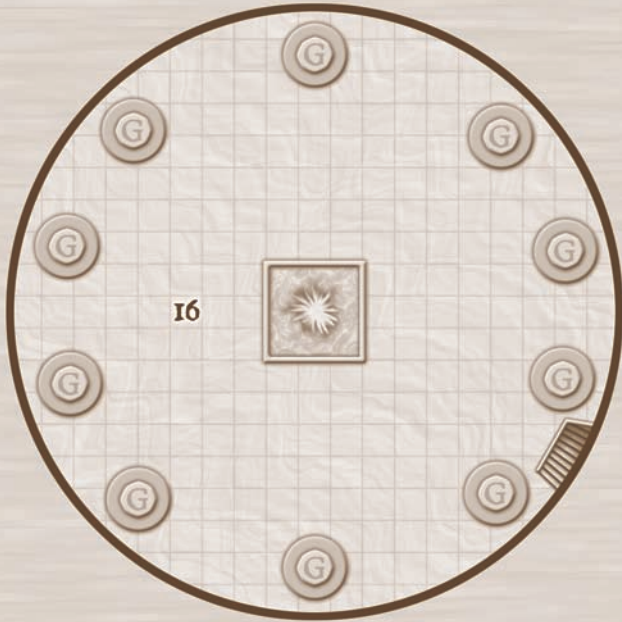
The Great Repository

(side view)





Words of Creation



1 square = 10 feet

The Great Repository

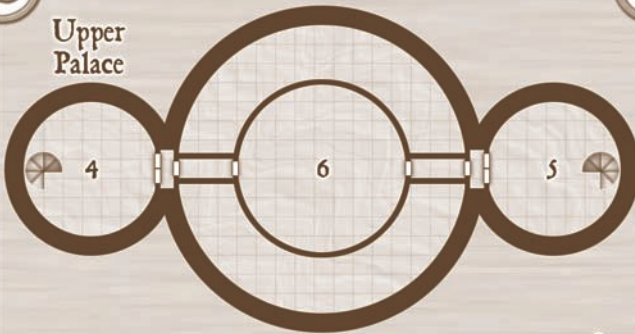
City of the Dead Sultana



400 feet



Upper Palace



1 square = 10 feet

Lower Palace

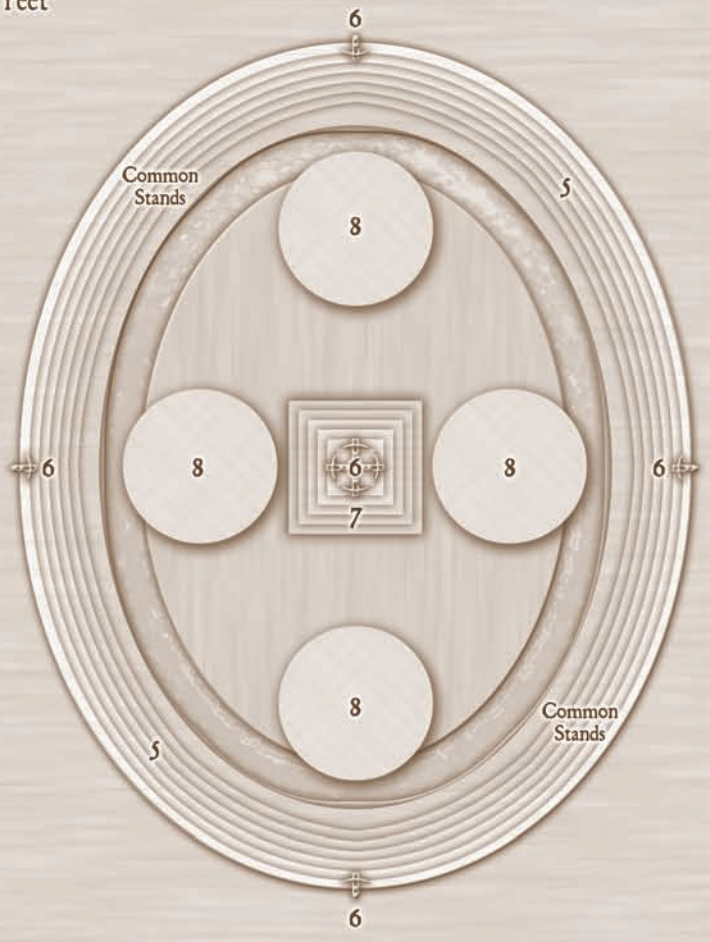
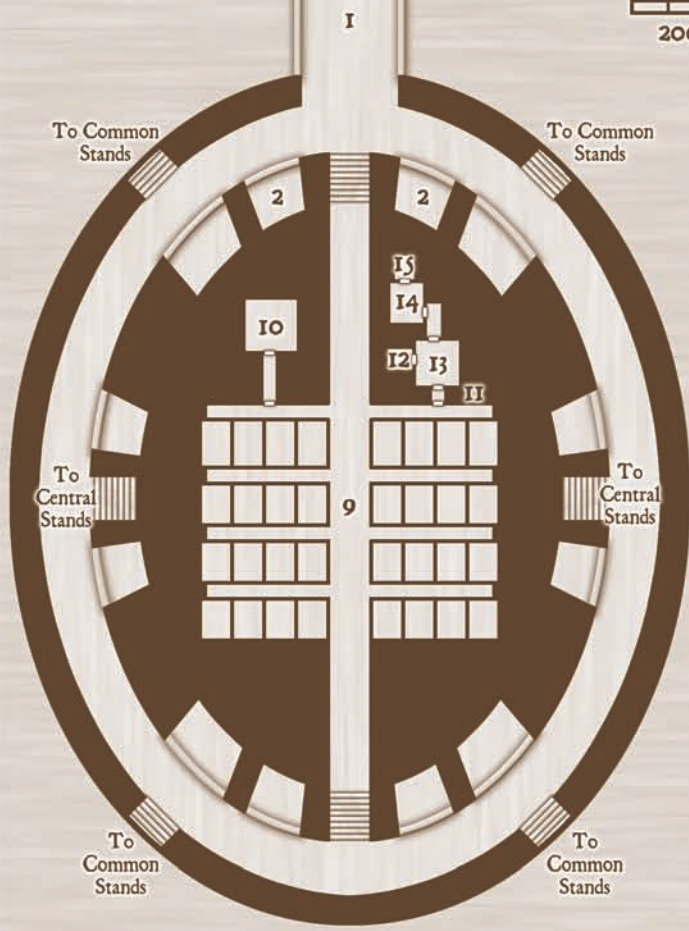


Tomb

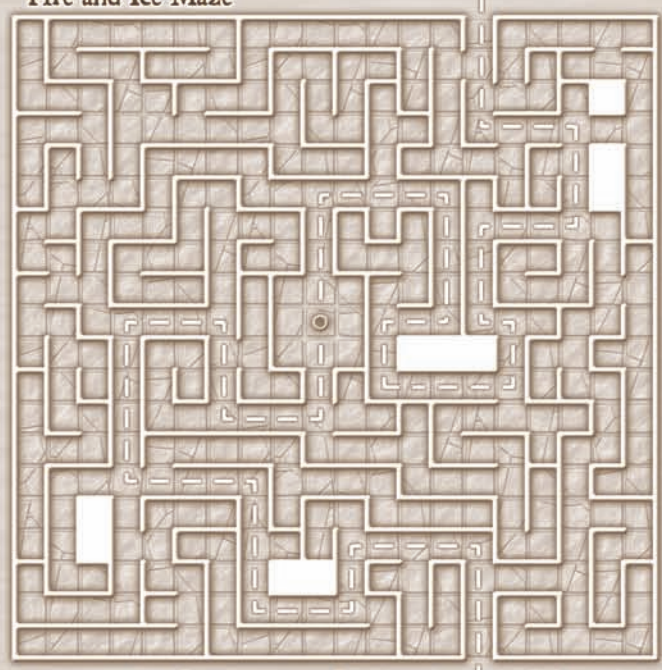


Palace of the Sultana





Fire and Ice Maze

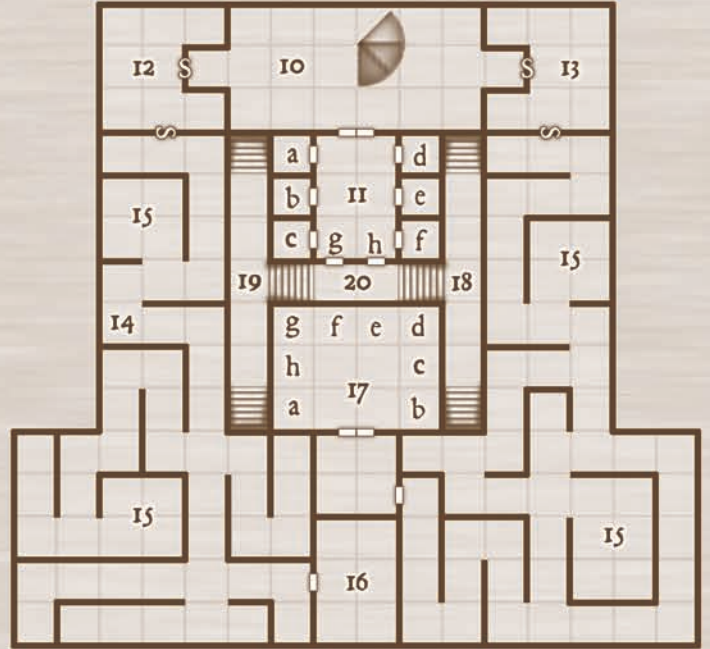
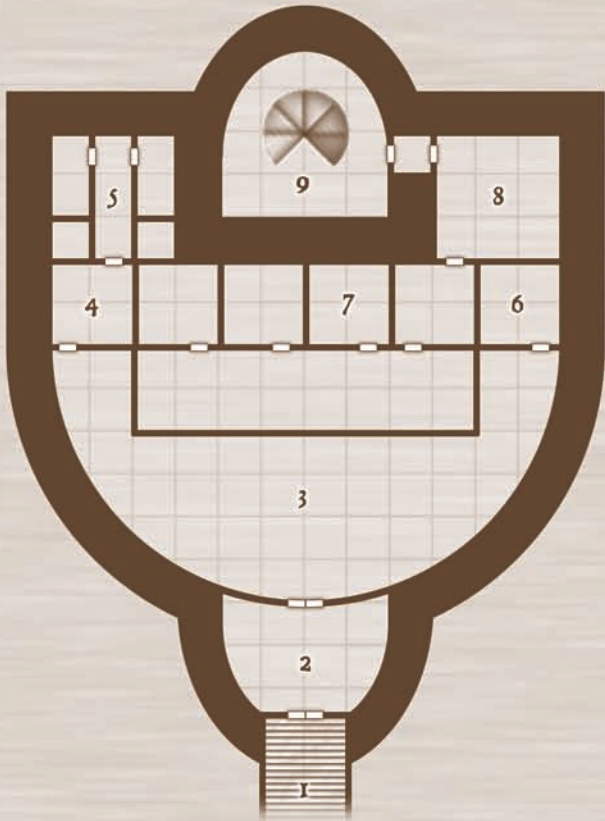


1 square = 10 feet

Path through maze for GM use only

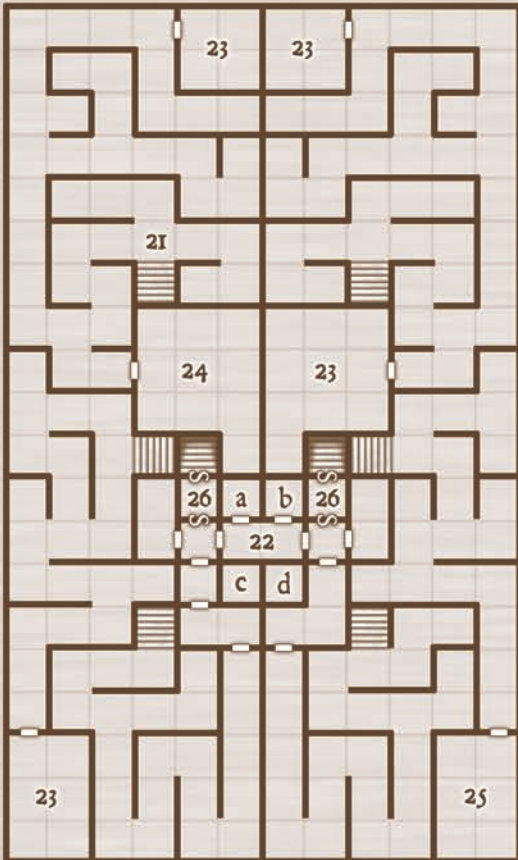
Circus of Pain



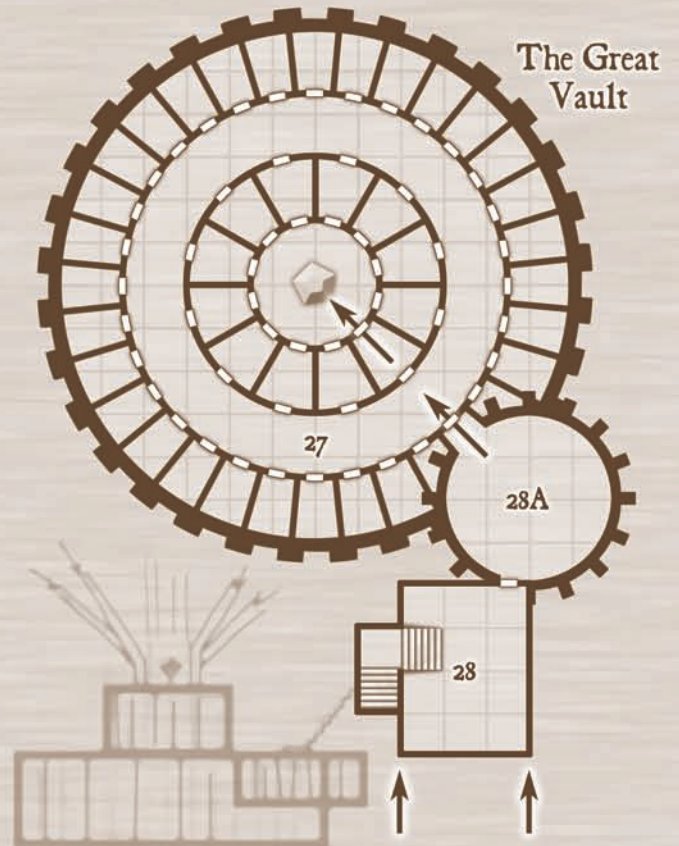


The Khiz Anah

1 square = 10 feet



Maze of Mindlessness



The Great Ziggurat

Nar Al Nar

Temple of the Sultan

Stairs surrounding the Great Ziggurat lead to all levels of The City of Brass

Sultan's Boulevard

Nexus of Purity

Upper City

The Ash Baths

The Mosque of Light

Middle City

The Armory

Agony Forge

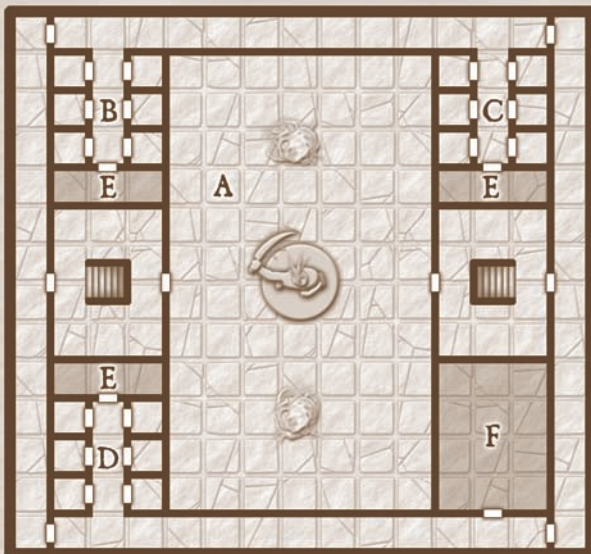
Basin

Slave-Pens

Lower City

The Catacombs

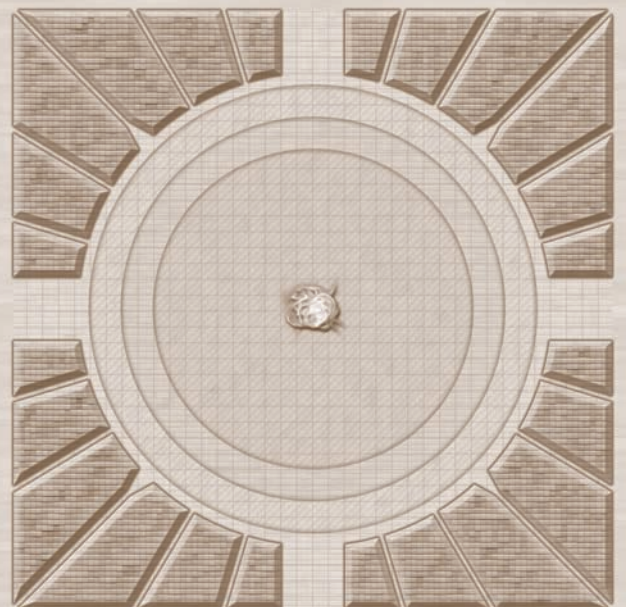
Temple of the Sultan



Stairs lead down to the City of Burning Dervishes

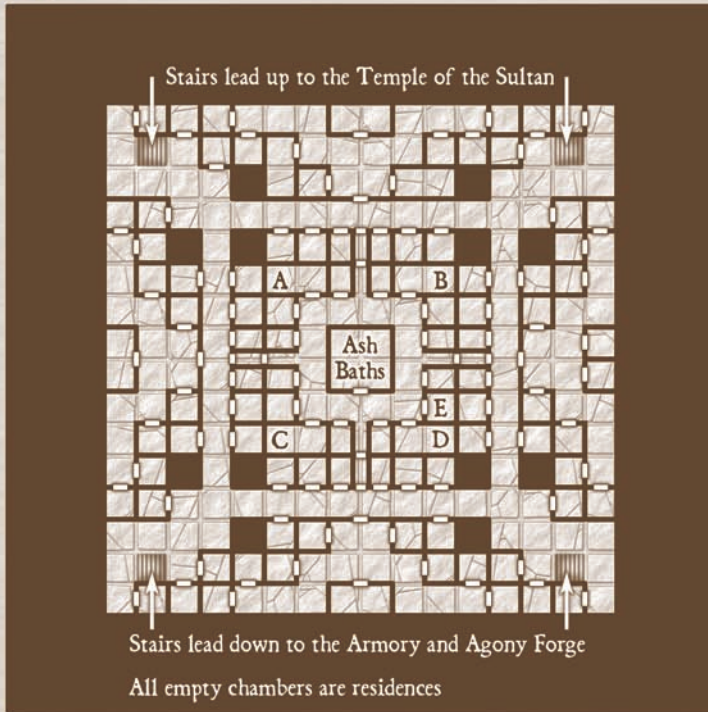
1 square = 50 feet

Mosque of Light



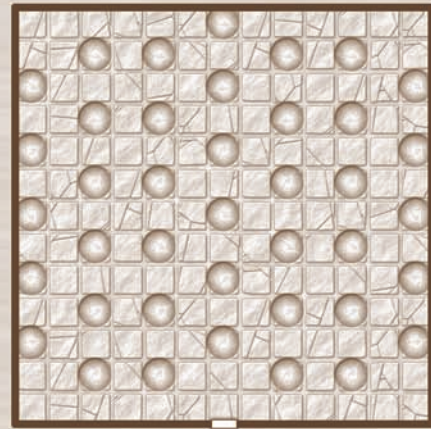
1 square = 10 feet

1 square = 60 feet



City of the Burning Dervishes

1 square = 10 feet



Ash Baths Detail

Area E Detail



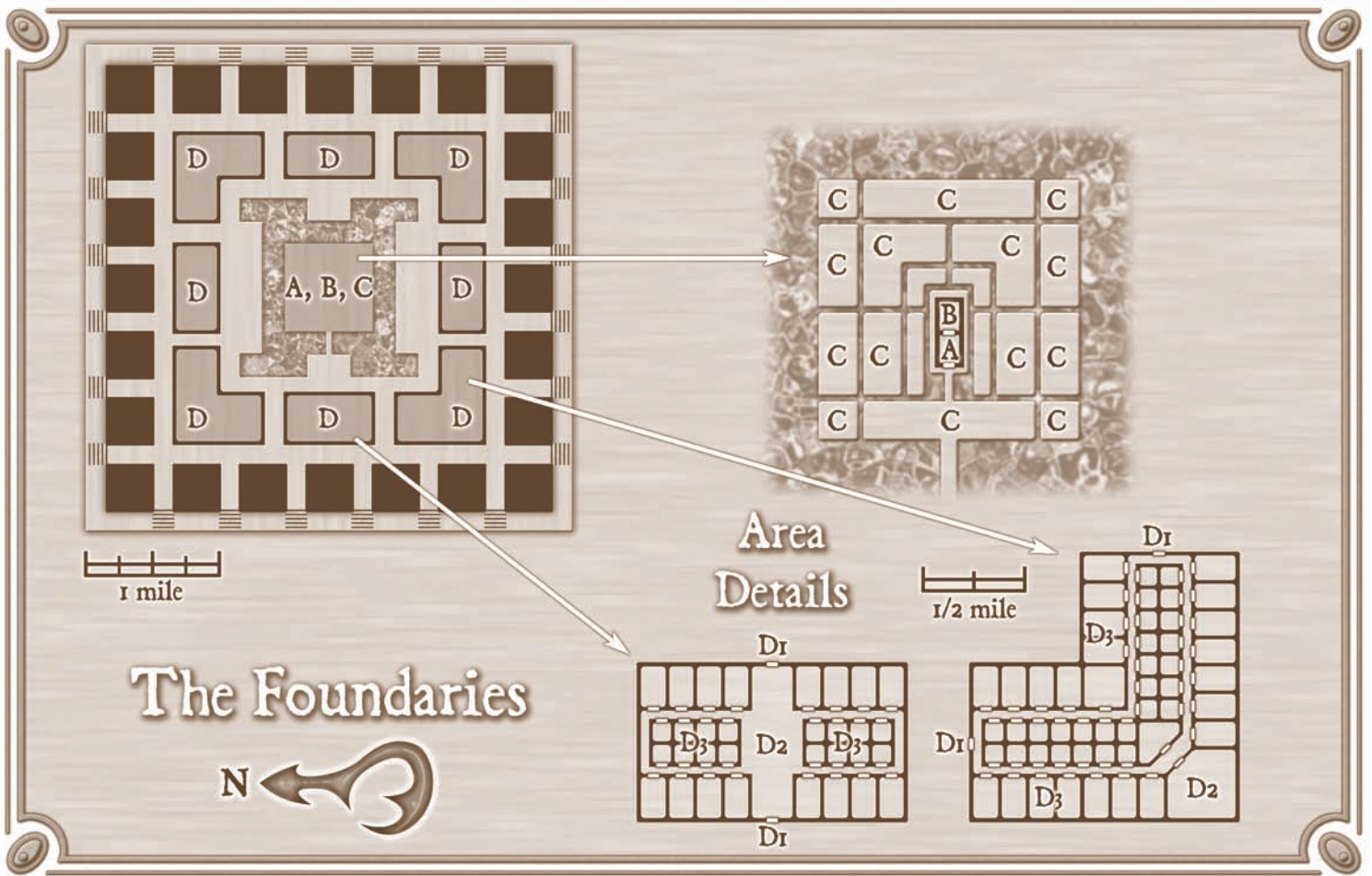
1 square = 10 feet

Temple of the Sultan (Areas E and F Detail)



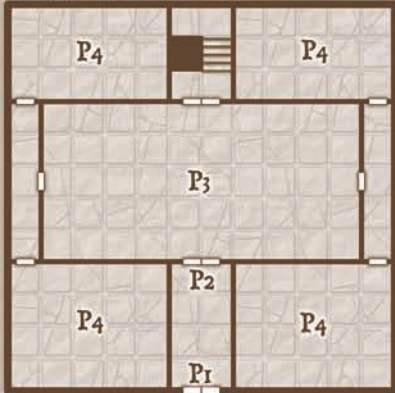
1 square = 10 feet

Area F
Detail

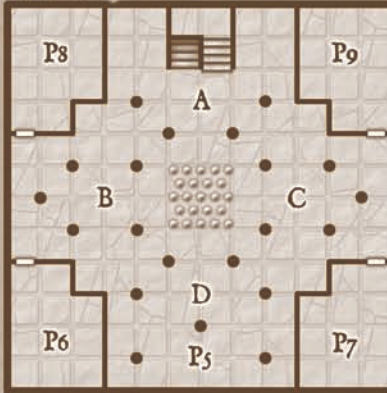


Pagoda of Devils

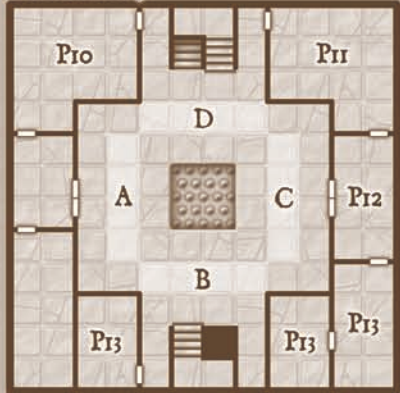
Ground Floor - Basin



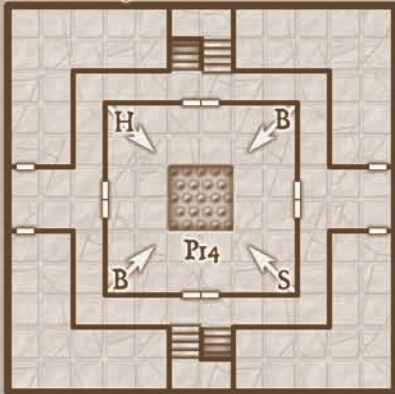
First Story



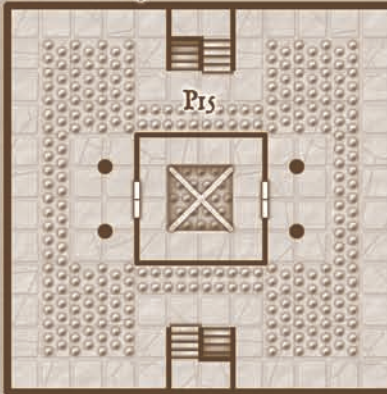
Second Story



Third Story



Fourth Story



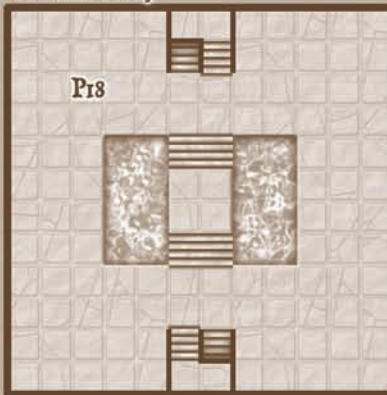
Fifth Story



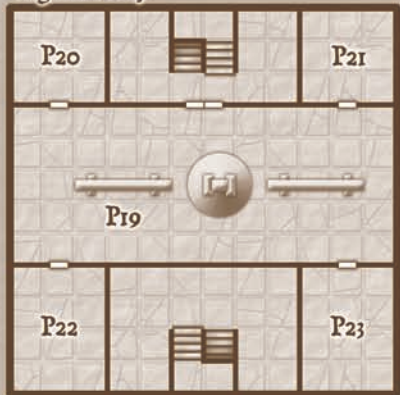
Sixth Story



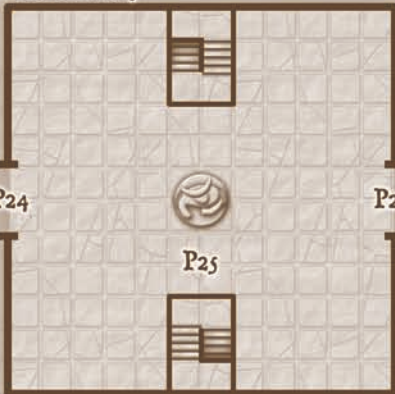
Seventh Story



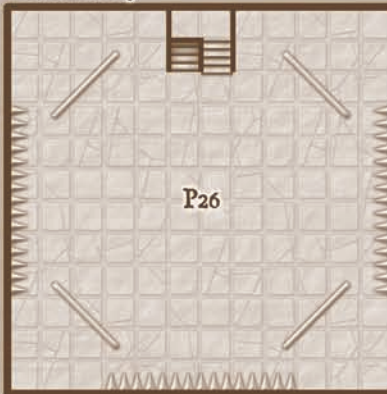
Eighth Story



Ninth Story



Tenth Story



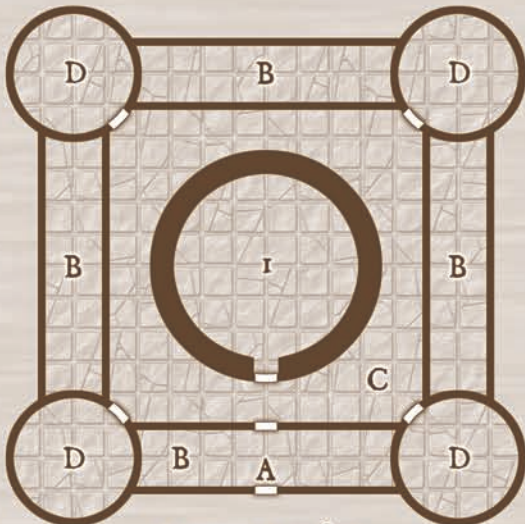
Eleventh Story



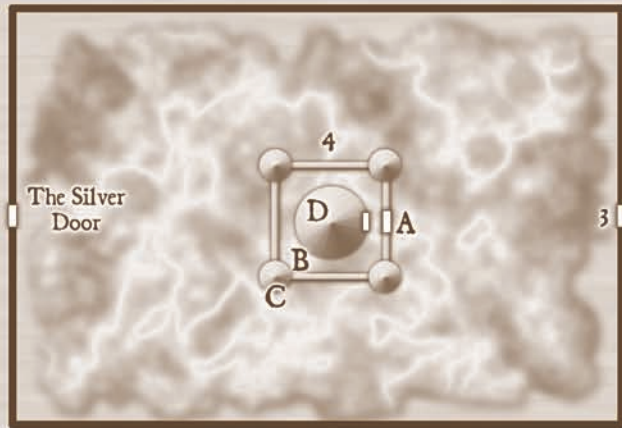
1 square = 10 feet



DAVID
EBRAN
07



1 square = 50 feet



Fortress of Norl



Tower of the Grand Vizier

