



The Third Hall of Uzrah

by J.C. Connors

About the Adventure

The Third Hall of Uzrah is a *Dungeons & Dragons 5E* adventure set in the land of al-Qadim, although it can be easily translated to other systems and settings (a *GURPS Arabian Nights* version is also available on www.1shotadventures.com). The adventure is best for characters 2nd or 3rd level. The adventure is set in a canyon pass in the Mountains of Forgotten Dreams. The nearest major city is Qudra, the City of Power.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are sidequests and adventure hooks, and not important to the overall plot of the adventure.

Adventure Setup

Centuries ago, a legendary vizier, Uzrah the Hunchback, was famed for his Six Golden Conquests. In each adventure, Uzrah outsmarted a fantastic, magical foe, and left with his enemy's greatest treasure. Fearing theft, Uzrah hid each treasure in a secret hall. Eventually, Uzrah perished by the hands of an evil efreet, and the location of his halls was never revealed.

In the years since, two of Uzrah's halls were discovered and their treasures pillaged. Four of Uzrah's legendary halls still remain undiscovered.

However, after giving a few coins to a mysterious old beggar, the man surprised the PCs by handing them a torn page from a lost journal. The page seemingly points towards the legendary Third Hall of Uzrah, hidden somewhere three hundred miles away – across the barren desert of the Genies' Anvil, deep in the Mountains of Forgotten Dreams.

There are three clues on the torn page (see Handout A). The first clue has led the PCs into the Canyon of the Brass Feathers, a well-known, but dangerous location in the ashen and chalky mountains...

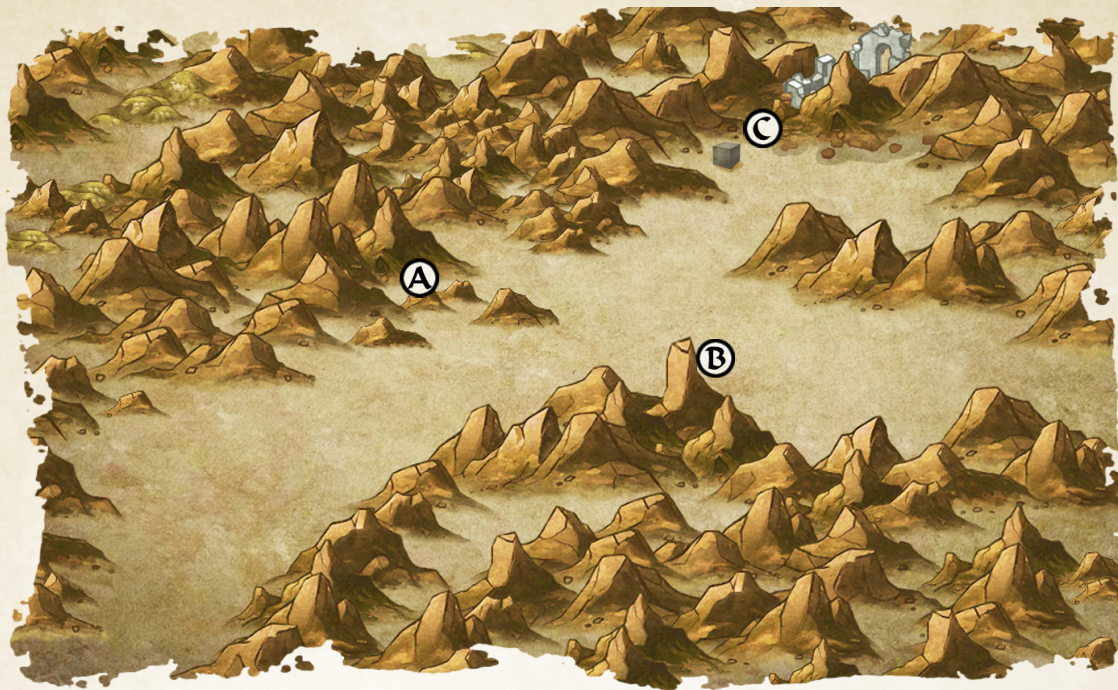
The Canyon of Brass Feathers

The adventure begins in the location first indicated on the torn page – the Canyon of Brass Feathers. The PCs have hired a guide, SURRAT AL-RISHA, to take them to this place. Along the way, the mirthful and talkative middle-aged man regales them with tales of the famed canyon.

A thousand years ago, this tucked away canyon was the setting of an epic battle between two powerful sorcerers. For three nights, the sky lit up with ash and fire as the two duelled each other. It is said that the two men annihilated each other with their magic, for on the morning of the fourth day, there was no sign of either of the men. However, in their place, the canyon held a thousand golden hawks, their feathers coated with the finest dust of brass. The Brass Falcons of this canyon are still in great demand by the rich caliphs in the land, and alas, the canyon can be treacherous, as poachers and thieves can be found camping amongst its caves and crevices! Be wary, my friends!

The PCs enter the sun-beaten canyon at dawn and from the southwest. Their page hints that they must seek the “Desert's Precious Reward” in order to find the location of the Third Hall.

There are three major locations in the canyon, featured below. The DM can also add additional encounters or wandering monsters to the canyon, with the most appropriate being bandits, giant scorpions, and jackals. An appendix at the end of the adventure has statistics for these encounters.



A – The Desert Centaurs

Two desert centaurs are camped here, ROSH and MUSAA. Smaller than normal centaurs, with antelope legs, the two are brothers. They have set up a colorful, open-air tent set up near the walls of the canyon. Two small, wicker wagons are near the tent, each with a large cage on top of it. One of the cages has three brass falcons inside.

The two centaurs are hunting brass falcons, so they can sell the rare birds to wealthy merchants at a later time. The nomadic centaurs are wary of outsiders, and will quickly arm themselves with their lances and bows should the PCs approach. If the PCs threaten the centaurs, they will defend themselves until they can flee the canyon.

If the PCs are courteous and respectful, the centaurs will calm and converse with them, and reveal a few things, depending on how the conversation goes:

- The centaurs are hunting falcons, which are worth 500 gp each when sold at a city marketplace. Keeping the birds alive is difficult, as they will only eat special mice that can be found in these mountains, and even then, not all survive the trip.
- There are bandits in the northern part of the canyons, but they are afraid of the centaurs and steer clear.
- If asked about landmarks or curious sites, they will say that there is a cave with a fortunate well in it (Area C on the map). But they warn the PCs that an *ammut*, a dangerous and cursed creature has taken up residence in the cave.

DESERT CENTAURS
Large monstrosity, neutral

Armor Class 12	Speed 50 ft.
Hit Points 45 (6d10+12)	

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (0)

Skills Perception +3, Survival +3, Athletics +6
Senses passive Perception 13
Languages Common Challenge 2 (450 XP)

Charge. If the centaur moves at least 30' straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiattack. The centaur makes two attacks: one with its light lance and one with its hooves or two with its longbow.

Lance. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Composite bow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

- A desert giant lives in the mountains a few miles away. He is a hermit and is rarely seen. He is old, but has not yet begun to turn to stone from old age.
- There are other desert centaurs on the outskirts of the mountains. They warn the PCs to keep their distance from the nomads.

Hunting the Falcons

A DC 20 ARCANA OF NATURE check recalls that the rare brass-feathered falcons are worth 500 gp alive, and 100 gp dead (for their metallic feathers). However, capturing these birds is difficult, as they roost on steep cliffs. A DC 20 PERCEPTION check finds a nesting area. A DC 20 ATHLETICS check allows a PC to climb to the nest and capture a bird! *Killing* a bird generally requires a missile weapon, spell, or other clever plan. Treat the swift birds as having 1 Hit Point and AC 20, as their feathers keep them well-protected.

B – The Sorcerer’s Cave

An sun-scorched, once-ornate wooden door lays smashed on the ground outside a cave carved into the canyon. This cave was once a hideout of one of the unnamed wizards that once fought in this canyon.

As the PCs approach, they’ll hear shouts and screams for help from inside the cave. However, seconds later, the sounds stop. A DC 15 PERCEPTION check will only hear fleshy chewing noises from within. A foul, decaying smell emanates from the darkened cave.

The cave layout is simple. A long hall leads into a single, spacious open room. An natural stone fountain, decorated with large fish and dolphins, is the centerpiece of the room. The room’s furnishings are long gone, though some worn mosaics on the wall are still visible. They depict rare fruit trees.

The cave has become home of an ammut, an enormous creature that is rumored to devour the damned. The creature is a bizarre combination of crocodile, lioness, and hippopotamus, though it awkwardly walks upright. The Ammut has gorged itself on greedy bandits that walk into its lair; several bodies of bandits are torn apart near the well. One is *especially* fresh.

The ammut only gains sustenance from evil-doers, though it despises most life. It will attack non-Good characters first.

If the PCs search three bandit bodies, they find a small bag with 150 gp worth of brass feathers, a shortbow, two curved shortswords, and a silver ring worth 35 gp. A DC 18 PERCEPTION check finds a hidden button in one of the mosaic tiles. Inside is a small compartment containing an *Eversmoking Bottle* and a bright-blue *Cloak of Protection +1*.

The burbling fountain still serves fresh, uncommonly clear water. The water is ice cold and delicious, and heals 1 hp of injury to anyone who drinks from it.

The well is also the solution to the riddle on the torn page – “Desert’s Precious Reward.” At the bottom of the fountain is an metal plaque with additional hints (see Handout B) that ask the PCs to “**Sight the great cube and ring its great bell.**”

C – The Great Cube

An enormous, 40’ x 40’ smooth, rock-like cube is here on the canyon floor. It is utterly mysterious. A DC 16 ARCANA check concludes that its origin looks magical, and that the cube is likely is made from a material that seems wholly unique, or from another plane of existence.

A DC 12 ATHLETICS check will allow a PC to climb the cube. On the top of the cube are two metal railings, along with a faint inscription (see Handout C):

Only from heaven is knowledge gained.

AMMUT
Large monstrosity, neutral evil

Armor Class 13	Speed 30 ft.
Hit Points 75 (10d10+20)	10 ft (burrow)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	9 (-1)	10 (+0)	7 (-2)

Skills Perception +3, Survival +3
Senses darkvision 60’, passive Perception 11
Languages Ammut Challenge 3 (700 XP)

Roar. All creatures within 20’ must make a DC 15 Con save or be deafened for 1d10 rounds. The ammut may not attack the turn it roars.

Sensitive to Light. The first round the ammut is hit with bright light in its cave, it suffers disadvantage.

ACTIONS

Multiattack. The ammut makes two attacks, a claw and a bite.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 4) bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage. On a roll of 20, however, the ammut’s jaw unhinges and the target is begun to be swallowed whole. The target is at disadvantage to hit; after 1d4 rounds, the victim is devoured.

Indeed, an invisible, silken rope dangles just over the center of the great cube. If a PC reaches up and feels around, they will be able to grasp it. Optionally, the DM may allow sincere prayer from a cleric, druid, or paladin, to cause the rope to become visible as well, or an especially tall PC to brush his head against it! As soon as the rope is held, it becomes visible, seemingly stretching far into the clouds. Tugging on the rope will produce a deafening, though perfectly pitched, ringing that echoes throughout the canyon.

The Giant of the Canyon

Minutes after the bell is rung, the PCs will hear thunderous footsteps coming their way. Around a bend in the canyon comes a massive desert giant. Dark-skinned and wearing colorful striped pants and a worn cape, the giant approaches the cube with curiosity and caution.

When he sees the PCs, he will call out to them and demand their names. On the odd chance he can't see them because they are too well-hidden, he will circle the cube for several minutes, scout the area nearby, then return to his hidden mountain home.

Once he sees the PCs, he will loudly name himself as "KHUWAYLID THE MOUNTAIN OF MOUNTAINS, KEEPER OF THE ROCS OF ETERNITY" and then scan the skies for his great rocs.

If the PCs attempt conversation, the giant will be pleased to exchange pleasantries with other beings. He will bow graciously and tell them that he sworn to move the great cube to a new location, upon the ringing of the bell. However, he warns them that they must procure food for his rocs, already on the way, else they will eat the PCs before moving the cube.



KHUWAYLID, THE DESERT GIANT

Huge giant, neutral

Armor Class 17 Speed 40 ft.

Hit Points 126 (11d12+55)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex+5, Con+8, Wis+4

Skills Athletics +12, Perception +4

Senses darkvision 60', passive Perception 14

Languages Common, Giant Challenge 7 (2,900 XP)

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in desert or rocky terrain.

Great Horn. The giant's horn summons a Roc in 1d10 rounds.

ACTIONS

Multiattack. The giant makes two spear attacks.

Heirloom Spear. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 16 (3d8 + 6) piercing damage.

Spear Throw. Ranged Weapon Attack: +9 to hit, reach 120/240 ft., one target. Hit: (3d12 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

If the PCs attack the giant, he will defend himself, first blowing his great horn which will accelerate the arrival of his rocs.

The PCs have a few options to feed the rocs. It's doubtful they are carrying enough food to feed the birds, although if they brought horses or camels, two of them will do. The carcass of the ammut will make a hardy (though disgusting) meal for Khuwaylid's rocs, as will the bodies of at least three bandits (or centaurs, if the PCs defeated them); Good PCs may find this option abhorrent. If the PCs somehow kill Khuwaylid, the rocs will come and devour his corpse before lifting the cube into the air.)

If the PCs have no substantial food for the great birds, Khuwaylid again warns them that they have but a half-hour to find food, lest the rocs come and devour them. PCs skilled at tracking, or making a DC 15 SURVIVAL check may find evidence of nearby jackals, bandits, or giant scorpions (the rocs' favorite!) that can be used for food. See the appendix for statistics for these creatures.

Regardless, within thirty minutes, as Khuwaylid foretold, two great red-brown rocs swoop from the sky at frightening



speed, their loud screeches echoing across the canyon walls and drowning out all other sounds. The birds greedily devour any food nearby, and then grab the great cube with their talons and lift it into air. The rocs flap their wings mightily, barely able to move the massive cube, but succeed in maneuvering it a few hundred yards away.

In the indentation in the ground, where the cube sat, are stone-carved stairs winding down deep into the earth! The stairs descend into three stories under the canyon floor. The tunnel is wide enough for two men, and stretches northward for almost a mile. The cleanly-cut tunnel is dark, cool... a welcome respite from the hot desert sun.

The Hidden Castellum

The tunnel ends in an upwards staircase and then a great golden door, carved with prayers and images of suns and moons. While the door has an elaborate locking mechanism built into it (a DC 25 lockpicking feat), it is currently unlocked and can be pushed open. The door exits from a small and square sandstone building into a hidden canyon located to the north of the Great Cube. This is the hidden castellum of Uzrah, a small estate the sorcerer used to study his ancient tomes and perform new enchantments. The castellum is also home to his legendary Third Hall.

The castellum is comprised of three large structures and the walled hall itself:

1 – The Gate of Lions. The monstrous double-doors to the Third Hall is made of the same unique material as the Great Cube. Cold and ceramic-like to the touch, the doors depict two pouncing lionesses attacking each other in portrait. The doors are magically locked and cannot be damaged or opened through any physical or magical attack. A DC 15 INVESTIGATION check reveals that each lion has a hollow divot where its eye should be.

To unlock these doors, the PCs need to acquire two Scapolite Eye gems from the castellum. Only once both gemstones are placed in the lioness' eyes will the doors to the famous hall be unlocked.

Uzrah's Manse

This building served as Uzrah's living place and quarters when he stayed in the valley.

2 – Entrance Hall. The painted wooden doors are worn and in disrepair. They are unlocked, and PCs can easily enter the entrance hall. Despite its age, the hall is still beautiful, with its floor mosaics still colorful and intact. The hall's ceiling is its most remarkable feature – the ceiling is enchanted with a

glass spell so that the sunlight shines brightly into the room. Cushioned couches and chairs are set around the room, as if still ready to host regal guests. Searching the room reveals nothing out of the ordinary.

3– Dining Hall. An expensive, laurel table sits in the middle of this room, big enough to seat a dozen or so guests. The table is set with red clay plates and fine silverware (worth 150 gp if taken). Two doors lead from the room. The one to the south is locked (DC 14 lockpicking check to unlock it), while the one to the east is unlocked and leads towards the gardens.

4 – Uzrah's Lounge. The door to this room is locked (DC 14 lockpicking check to unlock it). The PCs will be astounded to see that this room is filled with dozens of floating pillows, each large enough to comfortably sit one or two people. Uzrah used this room to entertain his guests after dinner. Each pillow is enchanted to be the most comfortable resting place someone could imagine; PCs who climb on to a pillow (DC 10 ATHLETICS check) will find themselves refreshed and pleased with themselves. It's possible to steal a smaller pillow, though it will be difficult to carry as it will resist being contained in a bag or pack (DMs should apply Disadvantage to a handful of checks in the future to those who carry a pillow with them).

In the corner of the room is a small cabinet, which features three faucet-like pipes emerging from it. Glassware is located underneath the cabinet. The first faucet, which depicts a fruit above it, pours forth delicious mango and fresh juice to those who place a glass underneath it. The second faucet, which depicts a raincloud, provides chilled water. The third faucet, which depicts a lion, pours forth Uzrah's own *Euphoric Brew*. Drinking it adds +1d4 to Str and Cha for one hour. However, after the hour is up, the PCs must make a Con save or become drowsy and fall asleep (but can be awakened normally).

5 – Room of Wonderful Shoes. This room is inexplicably filled with dozens of shoes, each placed on their own shelf on the wall. The shoe variety is immense, in all styles, for men and women, elves and tritons, and even, what appears to be, shoes of a desert giant (Khuwaylid's shoes, no doubt!).

The backstory for this room is that Uzrah loved to collect shoes. He would trade a visit to his magical garden in exchange for his visitors' shoes (he gave them a fine pair of his own making in exchange).

Each pair of fine shoes is worth 2d10 x 10gp. Among the shoes is a mismatched green-blue pair which function as *Boots of Speed*. Additionally, PCs can find *Boots of Elvenkind* among the shoe collection.



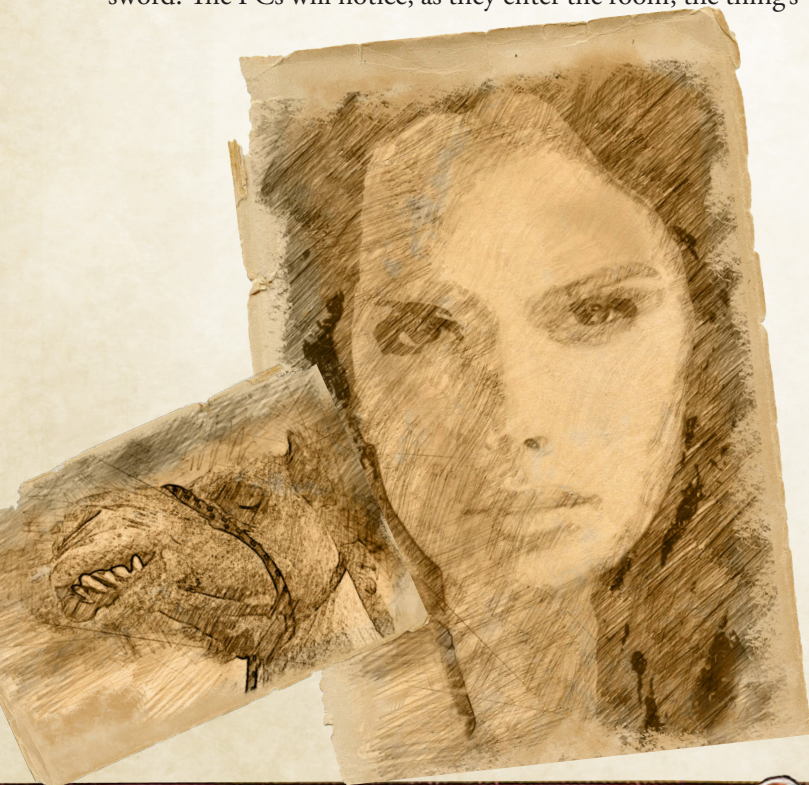
7 – Uzrah’s Quarters. This room is home to a oversized canopy bed, covered in gold and silver pillows. A fine wooden wardrobe is positioned against the wall.

The wardrobe is locked and trapped. A DC 15 lockpicking attempt will open the cabinet’s doors, but detecting the magical gas trap on it requires a DC 18 ARCANA check. A Dispel Magic or second DC 18 ARCANA check will disarm the trap. If the trap is set off, a loud shriek and puff of green gas will emerge from the wardrobe’s lock. Any PC within three feet of the cabinet must make an Wisdom saving throw, else their hands turn bright green (an effect Uzrah used to more easily find would-be burglars). Additionally, a cursed PC who rolls a ‘1’ on any melee weapon attack roll will instead his an adjacent ally!

Inside the wardrobe are several sets of fine dress robes, a *Wand of Magic Missiles*, and a *Bag of Golden Almonds* (acts like a Bag of Beans). Also inside the wardrobe is a beautiful yellow gemstone – one of the Scapolite Eyes needed to unlock the door to Uzrah’s Third Hall.

8 – Uzrah’s Workshop. Uzrah’s workshop is a wood-panelled room filled with tables, cabinets, and chests. Glass baubles, strange iron tools, and stone cubes are messily strewn about the room. A few books that show diagrams of bizarre contraptions, are open on the tables, along with scattered, half-finished journals.

In the corner of the room is a man-sized, copper automaton. It is dressed in crude chainmail and carries a heavy, curved sword. The PCs will notice, as they enter the room, the thing’s



COPPER AUTOMATON

Medium elemental, neutral

Armor Class 15

Speed 20 ft.

Hit Points 52 (7d8+21)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistance Bludgeoning, Piercing, and Slashing from non-magical attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Petrified, Poisoned

Senses Darkvision 60', passive Perception 10

Languages Understands Common, but can't speak

Challenge 2 (450 XP)

Internal Heat. On a successful hit, the automaton’s fists or weapons glow with molten heat. They do +1d6 burning damage the following round, before returning to normal.

ACTIONS

Multiattack. The automaton makes two attacks, one with its sword, one with its fist.

Fist. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Magic Sword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 3) slashing damage.

head turns towards them, as if it is evaluating them.

The automaton will fully come to life if the contents of the room are disturbed in any way and attempt to slay the intruders.

If defeated, the curved sword of the automaton is revealed to be a *longsword* +1. Additionally, if the PCs go through its wreckage, they will find a crystal gear that can be used to repair the fountain the the gardens.

The journals of Uzrah are worth 500 gp to collectors. Most interestingly, several of them refer to the sorcerer’s great love of his garden genie, Hvovi, and also his prized, immortal camel, FLATFOOT, which he loved to show off. The remaining of the contents of the room are curiosities, but worthless.

A secret door is hidden in the southern wall of the workshop, and can be discovered if the room is searched with a DC 15 PERCEPTION check. A DC 14 INVESTIGATION check will reveal how to open the door (a seemingly-jammed drawer in one of the tables has a knob that turns and clicks the door open).



9 – Uzrah’s Closet of Desires. This room filled with a dozen painted portraits of Hvovi, the genie from the garden. One of painting show what appears to be Uzrah himself, bravely defending Hvovi from marauding centaurs; another shows him dramatically standing atop the Great Cube, Hvovi wrapped in his arms and looking utterly smitten. Another sketch shows Flatfoot, Uzrah’s prized magical camel (see **Handouts E**).

A scroll rack is mounted in the rear of the secret room. Inside are three scrolls, including Gust, Shape Water, and Alarm.

Uzrah’s Storehouse

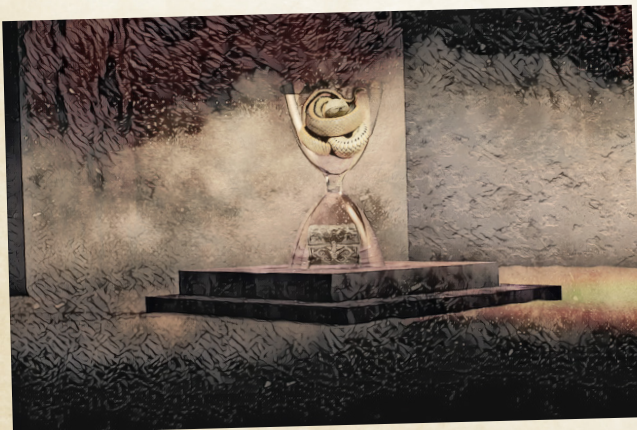
Uzrah’s storehouse was designed to give his guests a peek of his treasures, and the cleverness with which he kept them guarded.

10 – The Serpented Hourglass. The ornate wooden doors to this large storage building are locked, and require a DC 15 lockpicking attempt to enter. When the PCs enter, they behold a wonder of a sight. The entire floor of this large storage room is fine sand, swirling about and moving like a great ocean.

In the middle of the room is a pedestal upon which is a massive, 10’ hourglass. No sand is visible in the hourglass. Instead, a mahogany and brass chest sits in the lower half of the hourglass. A sleeping, horned serpent rests in the upper part of the hourglass.

Crossing the room to the pedestal is a difficult feat. PCs must make two DC 16 **ATHLETICS** checks to avoid being pulled under by the sandy waves, taking 1d3 bludgeoning damage. Additionally, the PC must then make a DC 15 **STRENGTH SAVING THROW** or be pulled entirely under the sand, taking 1d6 damage before emerging, coughing and sputtering.

The hourglass looks entirely sealed, although careful examination and a DC 12 **INVESTIGATION** check reveals that the glass top of the hourglass can be lifted. Stealthy PCs may be able to cross the room lift the top, and strike at the serpent inside before it awakens!



HOURLASS SERPENT

Huge beast, neutral evil

Armor Class 12 **Speed** 30 ft.
20 ft (burrow)
Hit Points 60 (8d12+8)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2
Senses Blindsight 10’, passive Perception 12
Challenge 2 (450 XP)

Sand Camouflage. The serpent has advantage on Dexterity (Stealth) checks made to hide in desert or rocky terrain.

Serpent’s Mind. The serpent is immune to being Charmed or Frightened.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: (2d6 + 4) piercing damage.

Breath of Sandstorms. The serpent exhales a cloud of dust and sand in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 7 (2d6) Slashing damage on a failed save, or half as much damage on a successful one. Recharge 5-6.

SERVANT SKELETONS (x10)

Medium undead, lawful evil

Armor Class 13 / 15* **Speed** 30 ft.
Hit Points 13 (2d8+4)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60’, passive Perception 9
Challenge 1/4 (50 XP)

* **Fossilized.** Two of the skeletons are especially old and fossilized. They have AC 15.

ACTIONS

Bony claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) piercing damage.

When the serpent awakens, either due to the disturbance of the hourglass, or another loud noise, it will stare creepily at the PCs, but is otherwise unable to escape the hourglass.

Smashing the hourglass requires a single hit of 10 damage or more (which will immediately awaken the serpent!). Clever PCs may think of other ways to open the hourglass, such as quietly cutting through it, or melting part of it away so that one PC can get in and open the chest before the snake awakens. DMs should encourage PCs to use their wits here.

The chest itself is unlocked and contains a *Cube of Force*.

The Servants' Quarters

This building is less grand and decorated versus the others in the castellum. The connected rooms in this structure were once the quarters of Uzrah's servants. However, after Uzrah died, the efreet who killed him was not done with his vengeance. He rewarded a powerful necromancer to turn all those loyal to Uzrah into the undead.

11 – The Common Room. As the PCs enter this room, they will smell something rank and decaying. The once fine furniture is toppled and broken, the rugs torn and sullied with dark, unknown stains.

12 – The Hanging Servants. This room is filled with nothing but the hanging bodies of ten skeletons. They are covered in tatters of fine, though simple clothing, and each hangs from the rafters of the room with rough, hemp rope. These were Uzrah's servants who attempted to end their own lives after they learned of his fall.

A DC 20 PERCEPTION check will cause a PC to see a skeleton twitch unnaturally; perhaps a hand, or leg makes an odd movement just in the corner of his eye.


If the PCs damage or overly disturb the skeletons, they will come to life, cut themselves down (by detaching their heads!) and attack the living. Otherwise, the PCs can maneuver their way through the room to get to the eastern door.

13 – The Carrion Throne. This dim chamber is lit with strangely colored lights, which glitter and swirl around the room. As the PCs enter, a large spotlight magically appears from the ceiling and illuminates a massive, bloodstone throne. On the stone appears a giant, angry-looking efreet.

“Who dares enter the halls of Uzrah the Hunchback, the accursed and nugatory worm-dog, filthy would-be-conqueror, and thrall of insignificance?” his voice booms.

The efreet is a semi-sentient illusion, placed here by VARAZDAT THE GARNET, the evil efreet who slew Uzrah centuries ago. The impersonation is placed here to gloat and to describe, in exaggerated detail, how Uzrah dared to challenge Varazdat, was struck down before he could draw Sandburn, his legendary sword, begged for his life, and then was slain in a most hideous fashion. The illusionary efreet is unable to talk beyond this subject matter, and will begin to repeat himself if he runs out material to discuss.

If the illusion is disturbed in anyway, it will disappear, but reappear a few minutes later. Although the illusion is harmless, if the PCs throw strong insults towards Varazdat, the illusionary djinni will step off of his thrown and walk through the northern wall. He will re-enter the room a few minutes later and then angrily inform the PCs that Varazdat the Garnet has been directly informed of their insolence, and that they will soon hear from him in-person.

 It is entirely up to the DM whether or not the impersonating illusion actually communicated to the real Varazdat. In a continuing campaign, they may have just earned a powerful nemesis who will seek revenge at a later date!

14 – Nasnas' Lair. This room is strewn with rubble, the ceiling partially collapsed. It has become the lair of two nasnas, strange grayskinned humanoids with one arm, one leg, half a face, half a torso, and one wing! Once unaging servants of one of the sorcerers who fought in the Canyon of Brass Feathers, they fled here years ago and made their home in the ruins. A DC 10 Perception check will spot that one of the nasnas wears a necklace with the second Scapolite Eye gem on it.

Only capable of speaking via high-pitched hoots, the creatures viciously attack any PCs who enter their lair. Scattered in the messy room is a sack of brass feathers (worth 150 gp, a pile of cheap bandit scimitars, a *jewelled dagger +1* with a silver-coated blade, inscribed with “Peeruz' Honor” on the blade).

15 – Uzrah's Barn. The wide, wooden door to this room is well-secured, and covered in scratches, from years of the nasnas attempting to break into the room. The PCs will find a symbol over the door which matches an entry from their torn page that they acquired at the beginning of the adventure, which reads:

Speak only to my two loves and gain entry.

To open the door, the PCs must call out the names of Uzrah's two loves, the genie Hvavi and his camel Flatfoot. Upon saying the names, the great wooden doors creak open.



The spacious barn smells of fresh straw. Magical sunlight streams through the roof, and illusionary windows give the impression that the barn is located in a lush field. A trough of fresh water is near the illusionary window, and seems to refill itself with new water every hour.

Happily sleeping in the middle of the hay is Flatfoot himself, Uzrah's immortal camel, fleet of foot, good-tempered, and wicked smart. A DC 15 ANIMAL HANDLING check will make fast friends with the beast.

The Third Hall of Uzrah

Once the PCs have located both Scapolite Eye gems, they can place them into the eye sockets of the lionesses on the door to the Third Hall. With a sound of a thousand trumpets, the doors magically open, and the hall lights up to welcome the entrants.

16 – The Third Hall. The great hall is but a single room, brilliantly decorated with mosaics that show Uzrah's first and second conquests.

The grandiose southwestern wall is covered in a sweeping battle scene. A DC 10 HISTORY check reveals that the artwork shows Uzrah fighting off the Horde of a Thousand Bandits, a legendary battle that happened centuries ago, and saved one of the great cities of Zakhara.

The northwestern wall shows Uzrah leading an battalion of sword-wielding copper automatons. A DC 12 HISTORY check reveals that the artwork depicts Uzrah's great siege on the City of Spined Skulls, a necropolis that appeared in the desert and threatened disease and death on the neighboring tribes.

Down a great columned hall sits a bronze and glass throne, set into the wall, and surrounded by a fresco that shows Uzrah climbing a ladder into the clouds... but to the PC's astonishment, they also see a withered corpse sitting upon the throne, a silver crown upon his head, and a sword through his chest. A bloody banner is draped over the throne, unreadable without unfurling it.

Upon examination, the banner reads (see Handout D):

Here fell the Great Dog Uzrah.

Indeed, it is Uzrah's slain corpse, left here by the efreet Varazdat the Garnet as a warning to would-be conquerors. However, even Uzrah did not escape the last curse of his killer. If the PCs speak the words on the banner, or touch his corpse or the crown upon his head, his dead eyes turn into burning coal,

FLATFOOT THE IMMORTAL CAMEL

Large beast, neutral good

Armor Class 10 Speed 60 ft.
Hit Points 26 (4d10+4)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	7 (-2)	10 (+0)	7 (-2)

Senses passive Perception 10
Challenge 1/4 (50 XP)

Immortal. Flatfoot does not age. He can sustain himself on a quarter of the food and water that camels normally need.

Common Sense. Flatfoot can sense the presence of danger before his senses would normally allow it. His sense alerts him to danger from ambushes and traps, giving him advantage on any rolls to spot them.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: (1d4) bludgeoning damage.

NASNAS (x2)

Medium humanoid, lawful evil

Armor Class 14 (hide armor) Speed 20 ft.
Hit Points 27 (5d8+5) 5 ft (fly)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Damage Resistance. Bludgeoning, Piercing, and Slashing from non-magical attacks

Skills Survival +2

Senses Darkvision 60', passive Perception 10

Languages Understands Common, but can't speak

Challenge 1 (200 XP)

Chilling Hoot. In combat, the nasna's hoots and screams can cause a chilling fear in all opponents within a 10 ft. radius. Those hearing a nasna's hooting screams must make a DC 10 Wisdom saving throw or be frightened for 1d4+1 rounds (suffering disadvantage on ability checks and attack rolls while the nasna is within sight, and be unable to move closer towards it).

ACTIONS

Rusty Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

and he will stir and mindlessly attack the intruders.

If the PCs have not already defeated the skeletal servants from the servants' quarters, they will cut themselves down and race to his aid, arriving in 3d4 rounds. (If the PCs did defeat them, and the DM wants to add a challenge in the final encounter, he can rule that some additional, buried servants came to life and run to Uzrah's aid).


If defeated, Uzrah will fall to his knees. With a hoarse "gods... bless... you..." he will turn to ash and blow away, leaving only his crown and the sword that slew him behind.

The *Flamespitter Sword* is efreeti-crafted and is always hot to the touch. It is a lesser type of flame tongue sword, but dealing only an additional 1d4 fire damage to any target it hits.

Uzrah's Crown is one of the hunchback's great artifacts, and the true treasure of the Third Hall. When worn it bestows immunity to diseases, advantage on Persuasion checks, and finally, the ability to cast Feather Fall and Silence once per day.

Concluding the Adventure

With Uzrah the Fallen defeated, the PCs are free to claim the hidden castellum as their own!

 If the PCs think to study the fresco behind the wall of the throne, they will see a familiar mountain in the image, Mount Basorah, upon which looks to be a small shrine. A PC making a DC 15 HISTORY check will realize that they have found a clue that might lead to Uzrah's Fifth Hall!

For completing the adventure, the PCs receive bonus XP:

- Finding the Third Hall and defeating poor Uzrah (and living to tell the tale) is a feat worth 200 XP.
- Freeing Hvovi from the garden is worth 200 XP.
- Bringing any of Uzrah's historical artifacts back to civilization is worth 100 XP.

UZRAH (THE FALLEN)

Medium undead, chaotic evil

Armor Class 13

Speed 30 ft.

Hit Points 36 (8d8)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (-0)	10 (+0)	8 (-1)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Senses Darkvision 60', passive Perception 10

Challenge 2 (450 XP)

Defiant. Uzrah has advantage on saves against turning.

ACTIONS

Sandburn, Death Sword. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: (2d8 + 3) necrotic damage. If the victim is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Repulsive Stare (Recharge 5-6). Uzrah's baleful stare affects any subjects of his choosing, within sight, within 30 ft. Each victim must succeed on a DC 12 Wisdom saving throw. On a failed save, the victim is pushed 30 feet away from him.

About 1ShotAdventures

For more adventures like this, visit www.1shotadventures.com. If you enjoyed this free adventure, or ran it for a group, all the author asks is that you give a shout out and let him know how it went. Post a note on 1shotadventures.com or give a shoutout to @1shotjc.bsky.social on Bluesky. You can also check out my [YouTube channel](#) to see overviews and reviews of great adventures.

Change Log

v1.0 - Original release.

v1.2 - Minor edits.

v1.3 - Added bookmarks, disclaimer, formatting updates.

v1.4 - Added pregenerated 5E characters

CANYON BANDITS (x2D8)

Medium humanoid, chaotic neutral

Armor Class 12 (leather) Speed 30 ft.

Hit Points 11 (2d8+2)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common Challenge 1/8 (25 XP)

ACTIONS

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, reach 80/320 ft., one target. Hit: (1d8 + 1) piercing damage.

GIANT SCORPION

Large beast, unaligned

Armor Class 15 Speed 40 ft.

Hit Points 52 (7d10+14)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60', passive Perception 9

Challenge 3 (700 XP)

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8+2) bludgeoning damage. The target is grappled (escape DC 12, one target per claw).

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: (1d10+2) piercing damage plus (4d10) poison damage. The target must make a DC 12 Con save, taking 22 (4d10) poison damage on a failed save, half on a successful one

ROCS OF MASSIVE WONDER (x2)

Gargantuan monstrosity, unaligned

Armor Class 12 Speed 20 ft.

Hit Points 248 (16d20+80) 120 ft. (fly)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Challenge 11 (7,200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: (4d8 + 9) piercing damage.

Talons. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: (4d6 + 9) slashing damage. The target is grappled (escape DC 19) Until this grapple ends, the target is restrained, and the roc can't use its talons on another target

JACKALS (x2D10)

Small beast, unaligned

Armor Class 12 Speed 40 ft.

Hit Points 3 (1d6)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 0 (10 XP)

Keen Hearing and Smell. The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

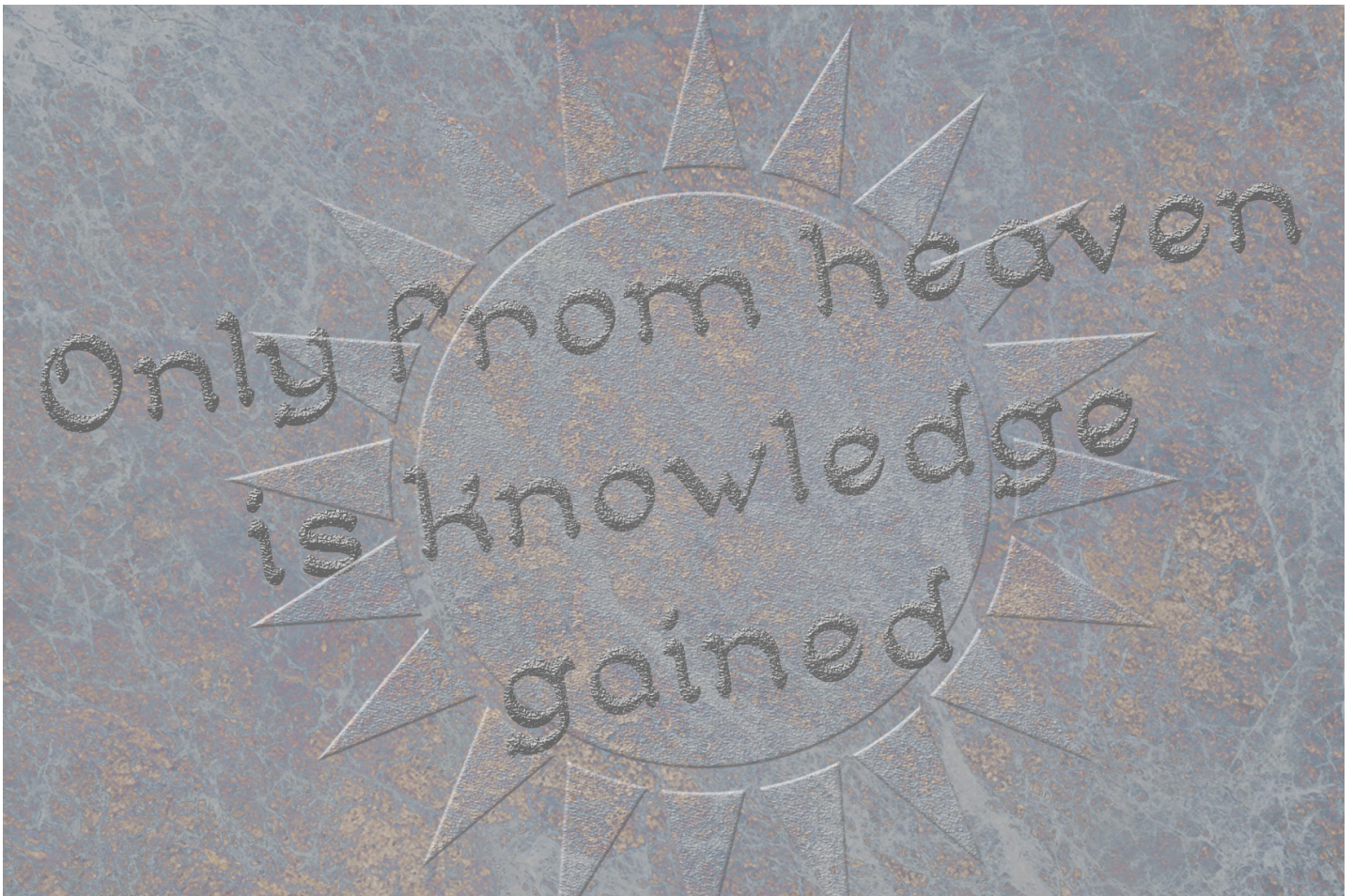
Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1d4 - 1) piercing damage.

The Hidden Castellum of Uzrah

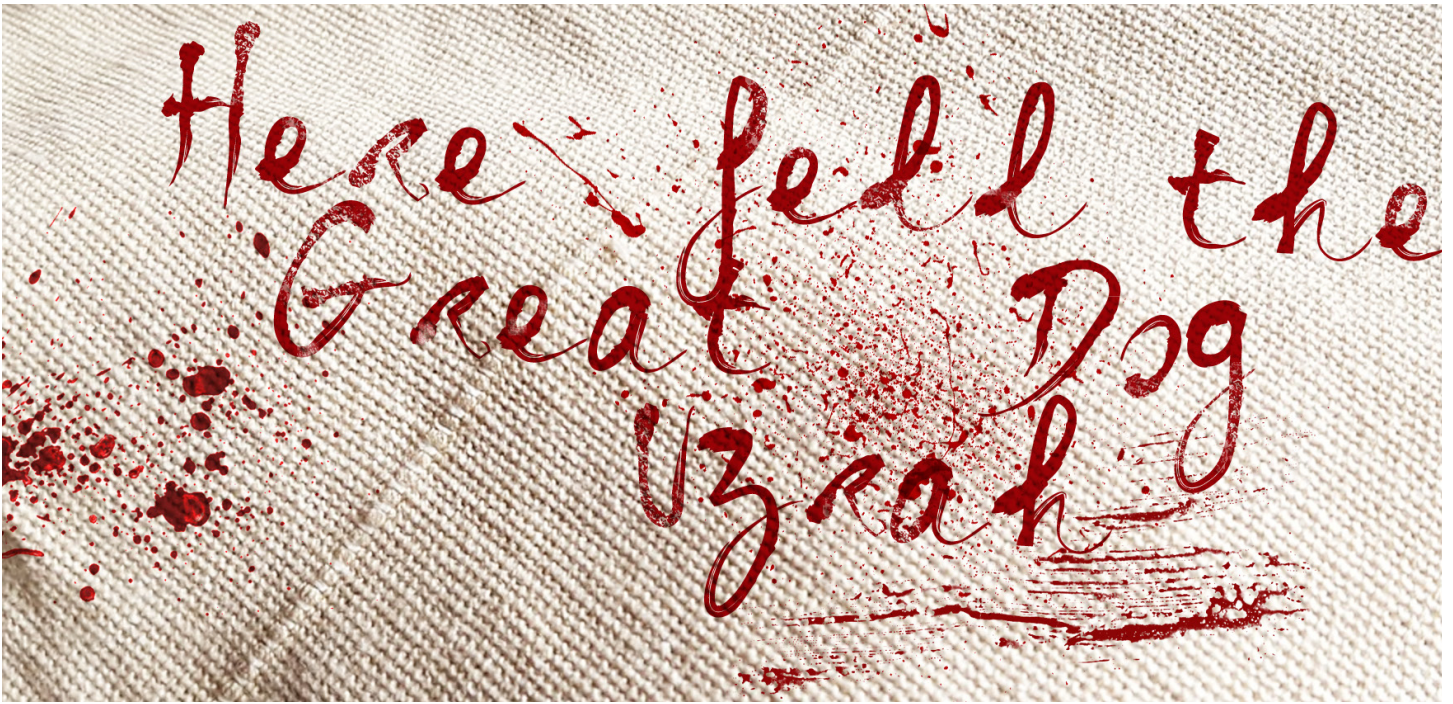




Handout B - Plaque located in the cave fountain



Handout C - Inscription on the top of the Great Cube

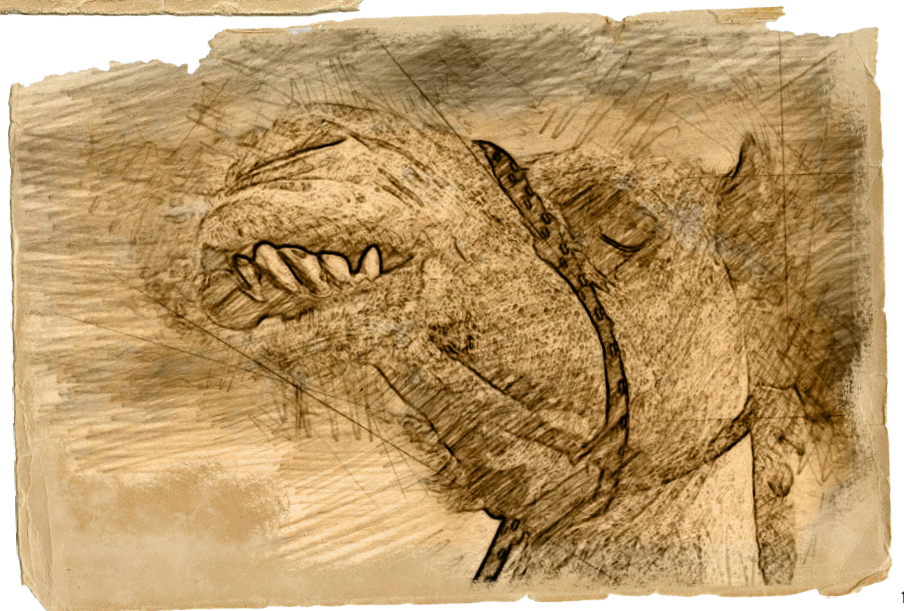


Handout D - Uzrah's Banner



Bonus Handout - Map of the Genies' Anvil and the Mountains of Forgotten Dreams

Handouts E -- Artwork found in Uzrah's secret Closet of Desires, depicting Hvovi and Flatfoot his camel.



Name: Khayyam the Porter

Player: _____ Age: 64

Class: Fighter Background: Criminal

Level: 2 Alignment: Neutral

Speed: 30 ft.

Inspiration



+4 STR
18

● Athletics

+6 save

+0 DEX
11

○ Acrobatics
○ Sleight of Hand
○ Stealth

+0 save

+2 CON
14

+2 save

+0 INT
10

○ History
○ Investigation
○ Nature
○ Religion

+0 save

+1 WIS
12

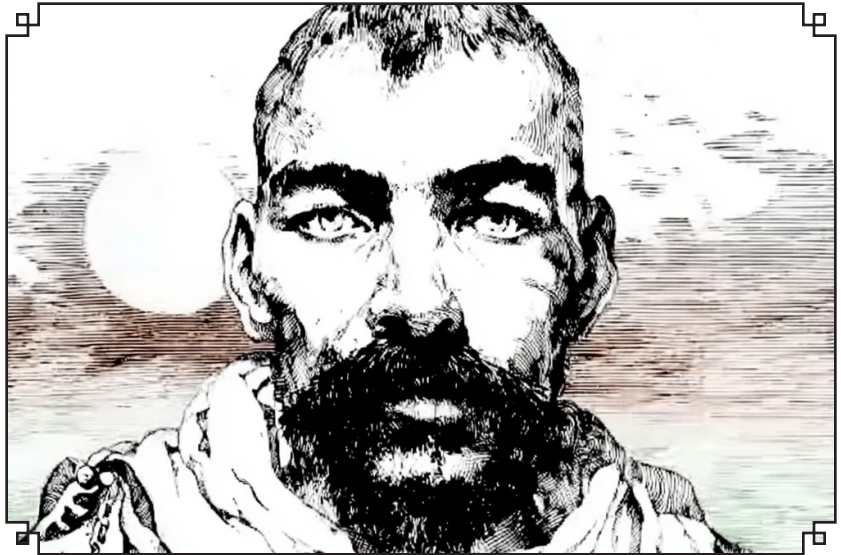
● Animals ● Sailing
○ Insight ○ Survival
○ Medicine
● Perception

+1 save

+0 CHA
10

○ Deception
○ Intimidation
○ Performance
○ Persuasion

+0 save



Abilities

- Second Wind:** On your turn, you can use a bonus action to regain 1d10+2 hit points. Once you use this ability, you must finish a short or long rest before you can use it again.
- Mariner:** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.
- Vigor of the Hill Giant (Feat):** Whenever you spend one or more Hit Dice as part of a short rest, you regain 4 additional hit points. You can also spend a reaction to negate knockback or knockdown.
- Action Surge (2nd):** On your turn, you can take one additional action. Once you use this feature, you must finish a rest before you can use it again.

13

Passive Wisdom
(Perception)

+2

Proficiency Bonus

+0

Initiative

12

Armor Class

Armor: 11
Shield: -
Dexterity: -
Other: +1

20

Hit Points (2d10)

Max: 20
Con: +2
HD Used: _____
Temp: _____



Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Long dagger	+6	1d4+4	pierce	1 lbs.
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Name: Vish of a Thousand Years

Player: _____ Age: 64

Class: Rogue Background: Criminal

Level: 2 Alignment: Neutral

Speed: 30 ft.



Inspiration

-1 STR ○ Athletics
9

-1
save

+3 DEX ○ Acrobatics
● Sleight of Hand
● Stealth
16

+5
save

+0 CON
10

+0
save

+2 INT ○ History
○ Investigation
○ Nature
○ Religion
14

+4
save

+1 WIS ○ Animals ○ Sailing
● Insight ○ Survival
○ Medicine
● Perception
12

+1
save

+2 CHA ● Deception
○ Intimidation
○ Performance
● Persuasion
14

+2
save



Abilities

- Sneak Attack:** Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll
- Lucky (Feat):** You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to gain advantage. You regain your expended luck points when you finish a long rest.
- Cunning Action (2nd):** You can use your bonus action to take a Dash, Disengage, or Hide action.

13 **Passive Wisdom**
(Perception)

+2 **Proficiency Bonus**

+3 **Initiative**

Armor Class
Armor: 11
Shield: -
Dexterity: +3
Other: -

Hit Points (2d8)
Max: 13 ♥
Con: _____ ♥
HD Used: _____ ♥
Temp: _____ ♥

Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Curved knife	+5	1d4+3	pierce	1
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Name: Torstein the Northman

Player: _____ Age: 33

Class: Fighter Background: Far Traveler

Level: 2 Alignment: Neutral Good

Speed: 30 ft.

Inspiration



+2 STR
15

● Athletics

+4
save

+1 DEX
13

○ Acrobatics
○ Sleight of Hand
○ Stealth

+3
save

+1 CON
12

+1
save

+2 INT
14

○ History
○ Investigation
○ Nature
○ Religion

+2
save

+1 WIS
12

○ Animals ● Sailing
● Insight ● Survival
○ Medicine
● Perception

+1
save

-1 CHA
9

○ Deception
○ Intimidation
○ Performance
● Persuasion

-1
save



Abilities

- Second Wind:** On your turn, you can use a bonus action to regain 1d10+2 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.
- Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
- Skill Expert:** Gives you an extra skill and an expertise in another skill.
- Action Surge (2nd):** On your turn, you can take one additional action. Once you use this feature, you must finish a rest before you can use it again.

13

Passive Wisdom
(Perception)

+2

Proficiency Bonus

+1

Initiative

14

Armor Class

Armor: 13
Shield: -
Dexterity: -
Other: -

18

Hit Points (2d10)

Max: 18
Con: +1
HD Used: _____
Temp: _____



Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Greataxe	+4	1d12+2	slash	
Handaxe	+4	1d6+2	slash	

Equipment

Item Weight Notes


Chain Shirt (AC 13+Dex (max 2))

Rope, 30'

Sunstone

Coins

0 gp



What a strange land you and your brothers have found! After your leg was grievously injured in the great battle of Wodnesfell in the Dale, you sailed south, down the icy rivers, across the great steppes, and into this scorching land. Your brothers left a few months ago, but you decided to stay, as the sights, smells, and curious people have fascinated you since you arrived. It also did not hurt that your new friend, Ahmad al-Akhyaliyah, introduced you to his beautiful sister, Sabina. When Sabina told you about the page that she had found, which supposedly leads to a great discovery, it was an easy decision to go with her., and see more of what this land offers.

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

Languages

Reghedjic

Midani

Magic

Experience

301

900

XP Needed

Name: Sabiha al-Akhyaliyah

Player: _____ Age: 27

Class: Alchemist Background: Guild Artisan

Level: 2 Alignment: Lawful Neutral

Speed: 30 ft.

Inspiration



STR **-1**
9

○ Athletics

save **-1**

DEX **+1**
12

○ Acrobatics
○ Sleight of Hand
● Stealth

save **+3**

CON **+0**
10

save **+0**

INT **+3**
16

● History
○ Investigation
○ Nature
○ Religion

save **+5**

WIS **+2**
14

○ Animals ○ Sailing
● Insight ○ Survival
○ Medicine
● Perception

save **+2**

CHA **+2**
14

○ Deception
○ Intimidation
● Performance
● Persuasion

save **+2**



Abilities

- Bombs:** After a short or long rest you can create a number of bombs equal to 10 + twice your level. Bombs become inert after 24 hours. Once per turn you may take a Use Object action to prime and attack with a bomb, using your Int modifier. When you throw a bomb, the save DC is 13 (8 + proficiency bonus + Int mod). Bombs do 1d10 fire damage (range 30/90). Bombs explode in a 15' diameter explosion. Creatures in the radius must make a DC Dex II save, taking half damage on a failure, and no damage on a success. Alchemists may use a bonus action to remove the radius damage.
- Alternate Bombs (2nd).** You may also make acid bombs (d4 acid damage), which do damage again the next turn; bramble bombs (creates difficult terrain; targets must make a Strength (Athletics) save to move. Lasts 1 minute; force bomb (d8 damage) but also pushes targets back 5'.
- Natural Philosopher:** Add half your proficiency bonus, rounded up, to any ability check you make to identify herbs, potions, poisons, or other alchemical substance.
- Human Determination (Feat):** Once per rest you can give one of your attack rolls, ability checks, or saving throws advantage.

14

Passive Wisdom
(Perception)

+2

Proficiency Bonus

+1

Initiative

12

Armor Class

Armor: 11
Shield: -
Dexterity: -
Other: -

10

Hit Points (2d6)

Max: 13
Con: _____
HD Used: _____
Temp: _____



Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Quarterstaff	+1	1d8-1	Bludgeon	

Name: Tahir the Outrageously Hasty

Player: _____ Age: 18

Class: Ranger Background: Urchin

Level: 2 Alignment: Neutral Good

Speed: 40 ft.

Inspiration



+1 STR
12

● Athletics

+3 save

+3 DEX
16

○ Acrobatics
● Sleight of Hand
● Stealth

+5 save

+2 CON
14

+2 save

-1 INT
9

○ History
○ Investigation
○ Nature
○ Religion

+0 save

+2 WIS
14

● Animals ○ Sailing
○ Insight ○ Survival
● Medicine
● Perception

+2 save

+0 CHA
10

○ Deception
○ Intimidation
○ Performance
○ Persuasion

+0 save



Abilities

- Deft Explorer:** Gain expertise in one skill
- Favored Enemy (Beasts):** You have advantage on Survival checks to track beasts, as well as on Intelligence checks to recall information about beasts.
- Thrown Weapon Fighting (2nd):** when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll
- Combat Superiority (2nd):** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.
- Mobile (Feat):** Gives you an extra 10' of movement. When you use a dash action, difficult terrain does not cost you any additional movement. When you make a melee attack against a creature, you do not provoke opportunity attacks from them for the rest of the turn, even if you do not hit.

14

Passive Wisdom
(Perception)

+2

Proficiency Bonus

+3

Initiative

14

Armor Class

Armor: 10
Shield: -
Dexterity: -
Other: -

20

Hit Points (2d10)

Max: 20
Con: +2
HD Used: _____
Temp: _____



Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Spear	+3	1d8+1	pierce	3 lbs.
Javelin (thrown)	+5	1d6+5	pierce	2 lbs.
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Name: Naja - the Green Eyes of the Desert

Player: _____ Age: 30

Class: Fighter Background: Outlander

Level: 2 Alignment: Neutral Good

Speed: 30 ft.

Inspiration



+1 STR
12

● Athletics

+3
save

+3 DEX
16

○ Acrobatics
○ Sleight of Hand
○ Stealth

+3
save

+2 CON
14

+4
save

+0 INT
10

○ History
○ Investigation
○ Nature
○ Religion

+0
save

+2 WIS
14

● Animals ○ Sailing
○ Insight ● Survival
● Medicine
● Perception

+2
save

-1 CHA
9

○ Deception
○ Intimidation
○ Performance
○ Persuasion

-1
save



Abilities

- Second Wind:** On your turn, you can use a bonus action to regain 1d10+2 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.
- Alert (Feat):** You can't be surprised while you are conscious; You gain a +5 bonus to initiative; Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you
- Archer:** You gain a +2 bonus to attack rolls you make with ranged weapons
- Action Surge (2nd):** On your turn, you can take one additional action. Once you use this feature, you must finish a rest before you can use it again.

14

Passive Wisdom
(Perception)

+2

Proficiency Bonus

+8

Initiative

14

Armor Class

Armor: 11
Shield: -
Dexterity: -
Other: -

20

Hit Points (2d10)

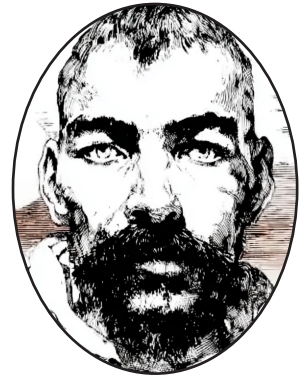
Max: 20
Con: +2
HD Used: _____
Temp: _____



Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Dagger	+5	1d4+3	pierce	_____
Longbow	+7	1d8+3	pierce	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Khayyam the Porter



PER 11

Vish of the Thousand Years



PER 12 • INTUITION 12

Torstein
the Northman



PER 12

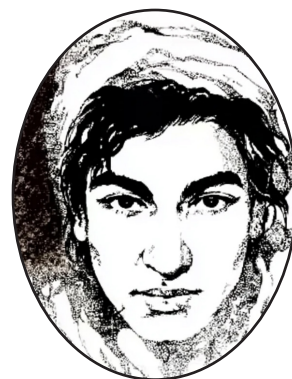
Sabina al-Akhyaliyah



PER 15

Tahir
the Outrageously Hasty

PER 12 ♦ SERENDIPITY



Raja
the Green Eyes of the Desert

PER 13 (VISION +3) ♦ DANGER SENSE ♦ UNLUCKINESS

