



## 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](http://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...

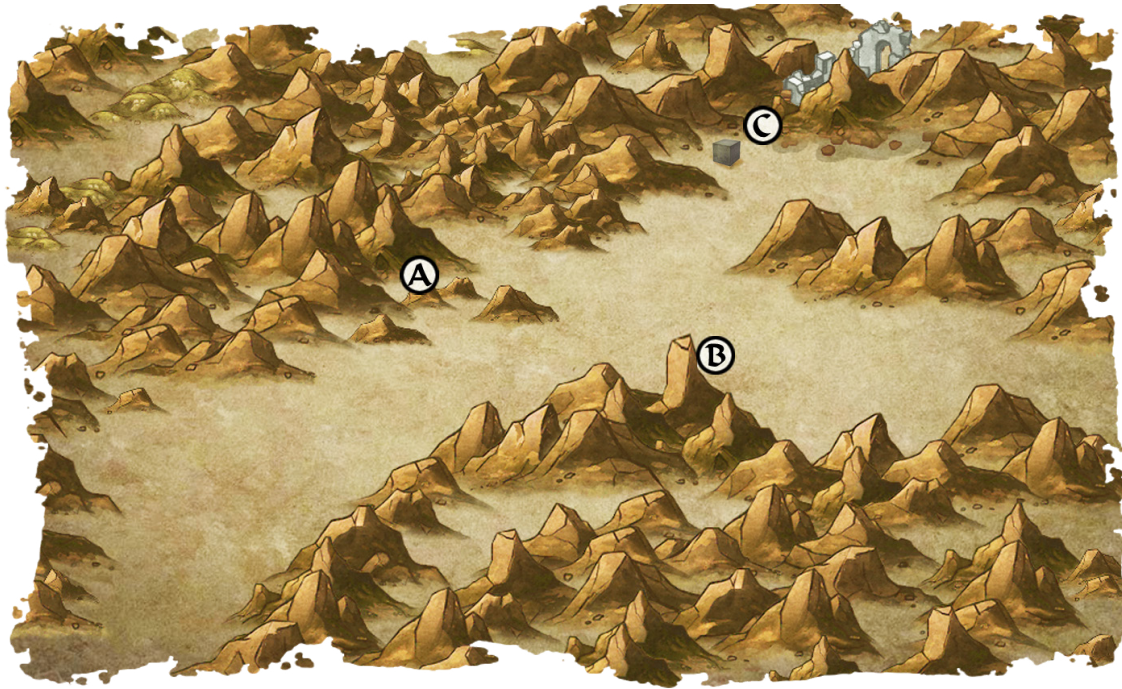
## The Canyon of Brass Feathers

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.

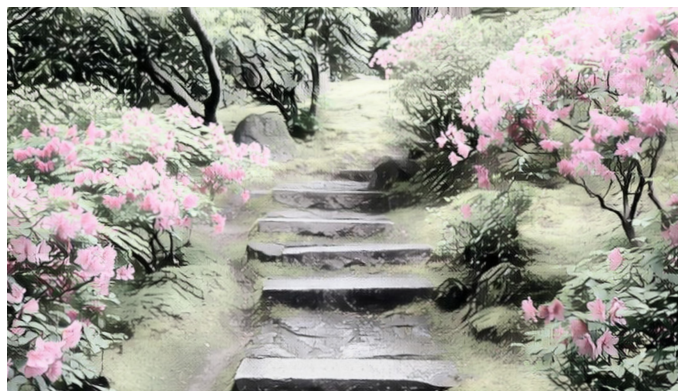
**6 – Uzrah’s Magical Garden.** The open-aired room is filled with hundreds of beautiful, lush plans, fruit trees, vines, and marble statues of famous heroes. Calming, stringed music plays gently through the garden.

A large, fountain is the centerpiece of the room, although it appears to have broken over the years, as no water emerges from its three great lion heads. A golden water jug sits on the walls of the fountain (valued at 250 gp, but see below for more on the jug’s unusual history); however, it appears to be glued tightly to the fountain, and no physical feat can release it. A hidden stone on the back of the fountain (DC 12 PERCEPTION check) can be removed, revealing an intricate set of crystalline gears. One of the gears is cracked and broken, and needs to be replaced for the fountain to work again.

If the PCs look for the source of the music, they will find it emanating from a fine rug and set of pillows that sits atop a pedestal in the southern corner of the garden. On the rug is a statue of a beautiful, veiled woman, holding a stringed kamanjah instrument. The music will stop suddenly as the PCs approach.

If the PCs investigate further, they will hear a voice asking them why they have entered this place after so many years. The statue is but an illusion, cast to hide a tasked artist genie, HVOVI, a creature that Uzrah brought to his garden long ago, and enslaved to play her music forevermore.

Hvovi is emotionally wounded from being left here to play for centuries. She is terribly lonely, but also afraid of strangers that might mean her harm. She can be persuaded to talk to the PCs, though her knowledge of the castellum is limited. She’ll tell the PCs that she was captured by a clever merchant hundreds of years ago, when she was tricked to inhabit a golden water jug. When the merchant met his death years later, she went forgotten, until she was discovered by Uzrah. He released her in this garden, but forced her to stay and play for his guests forever.



**WATER ELEMENTALS OF THE FOUNTAIN (x3)**  
*Small elemental, neutral*

Armor Class 13	Speed 30 ft.
Hit Points 39 (6d6+18)	30 ft (swim)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+5)	3 (-4)	10 (+0)	8 (-1)

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

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

**Senses** Darkvision 60', passive Perception 10

**Languages** Understands Aquan, but can't speak

**Challenge** 1/2 (100 XP)

**Water Form.** The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1" wide.

**Susceptible to Cold.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20' until the end of its next turn.

**ACTIONS**

**Slam.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage. If the target has been hit by another minor water elemental's slam attack this round, it must succeed on a DC 11 Strength saving throw or be pushed 5 feet in a direction of this elemental's choice.

Hvovi also tells the PC that while she can return to her water jug at any time, it is forbidden to be removed from the garden unless it is filled with magical water from the fountain.

“Alas,” the genie says, “the fountain broke a century ago.”

If the PCs show her the broken mechanisms of the fountain, she tells them that she only knows that Uzrah had a workshop somewhere in this building, and that maybe they can recover a new crystalline gear.

If the fountain is restored, magical water is brought forth once again. However, the fountain is also home to three water elementals, which Uzrah used to perform water tricks for his guests. Angry at being imprisoned for so long in a broken fountain, they will attack anyone who comes near.

If Hvovi’s water jug is filled again with magical water, it will be able to be removed from the garden, allowing the genie to be free from this place. If the PCs made an especially good impression, she may agree to travel with them.





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.



### 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.

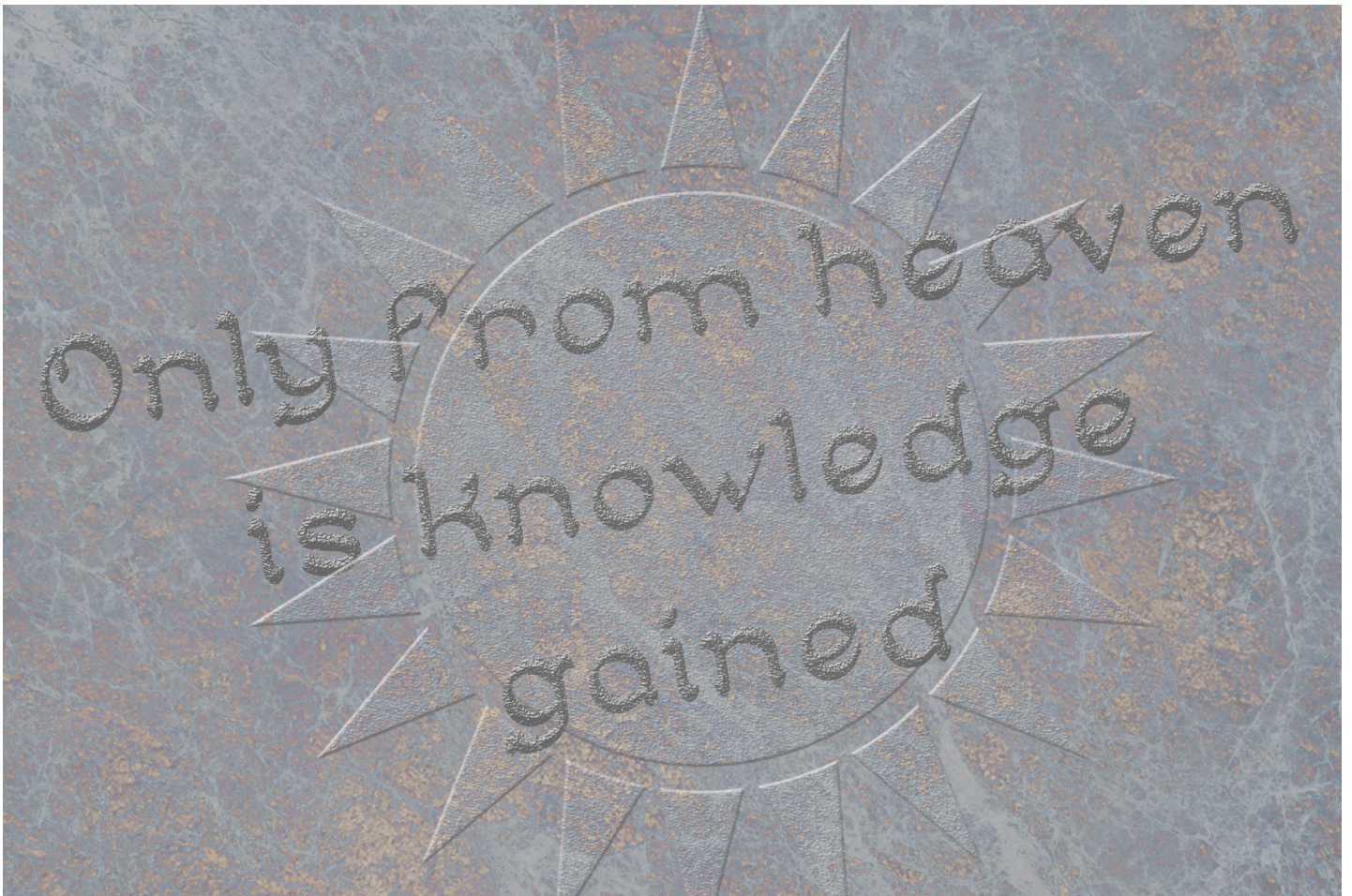
# The Hidden Castellum of Uzrah



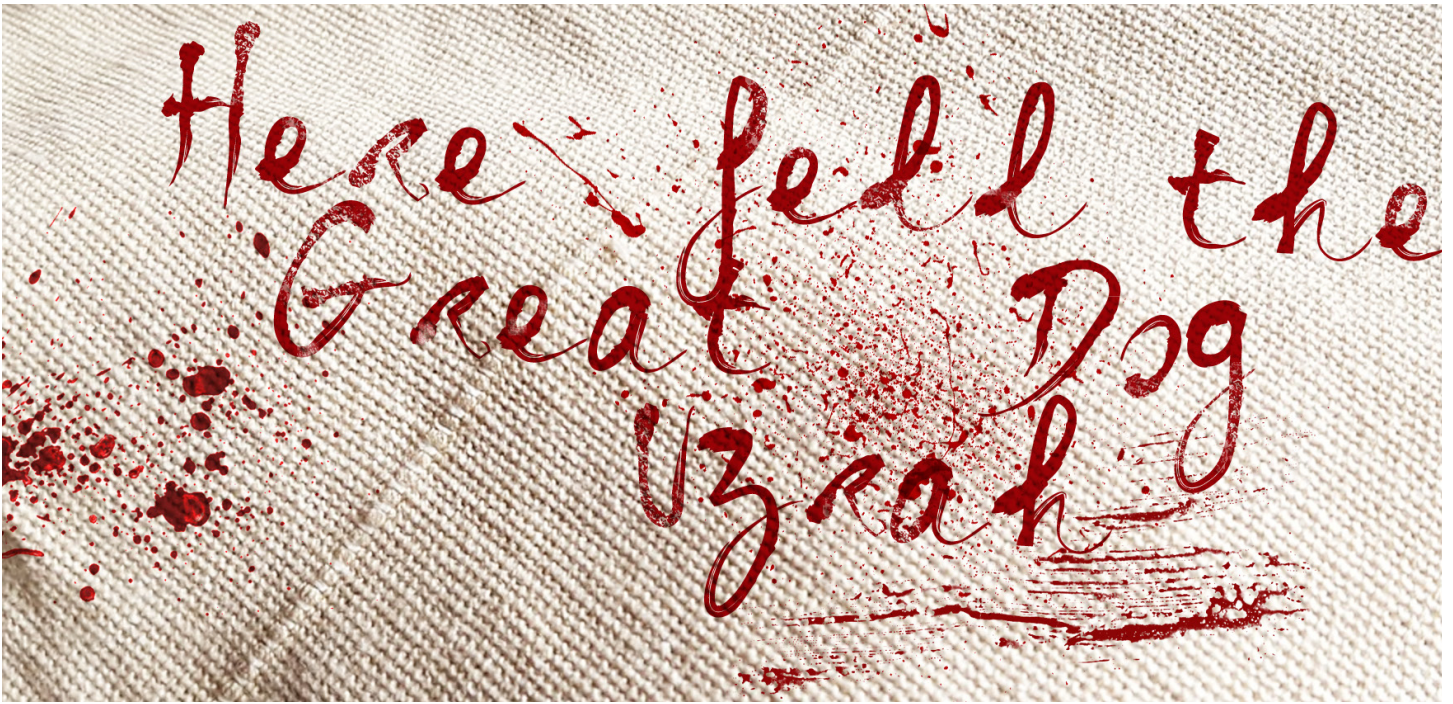




Handout B - Plaque located in the cave fountain



Handout C - Inscription on the top of the Great Cube

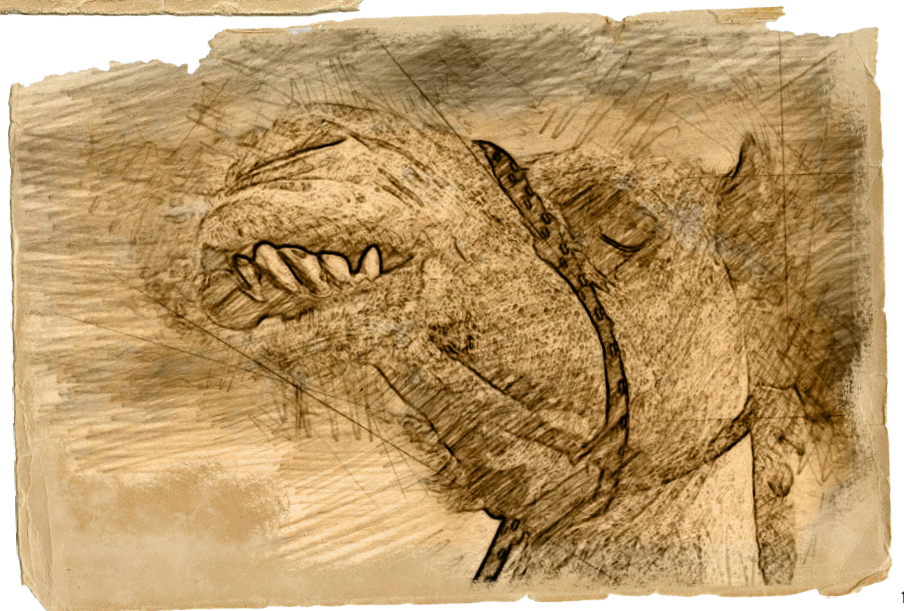


Handout D - Uzrah's Banner



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

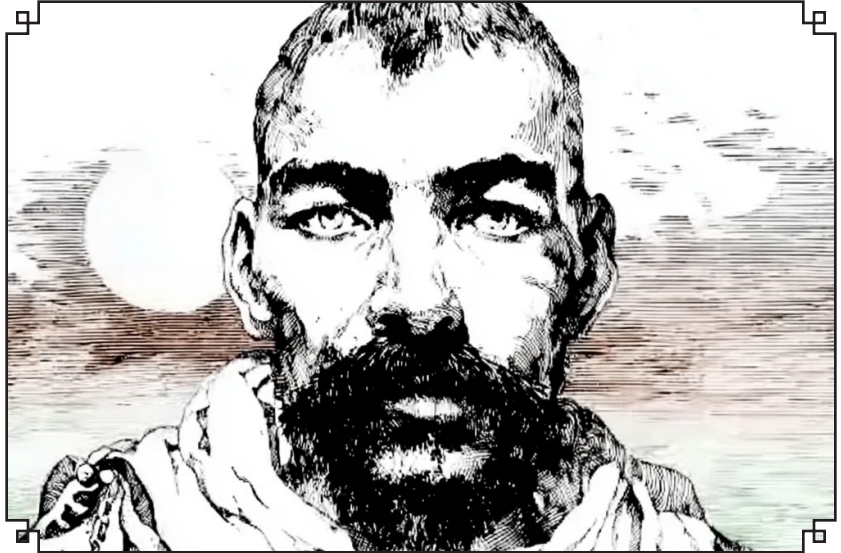
● Animals ● Sailing  
○ Insight ○ Survival  
○ Medicine  
● Perception

**+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**

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

**13** **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	



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: \_\_\_\_\_

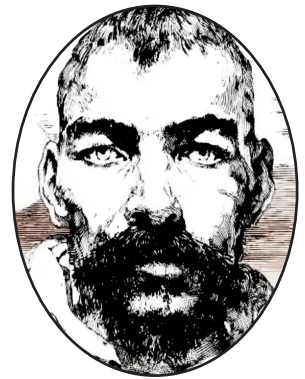


### Main Weapons

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

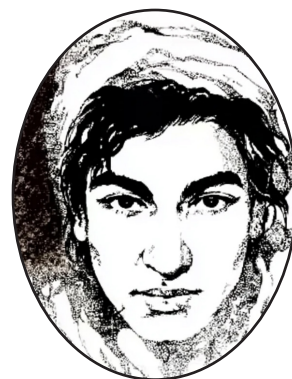
Sabina al-Akhyaliyah



PER 15

Tahir  
the Outrageously Hasty

PER 12 ♦ SERENDIPITY



Raja  
the Green Eyes of the Desert

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

