Destiny of the Sands Notes:

If a character has played the lower tier they may be in possession of notebook which is helpful for translating Ancient Osiriani which gives a +4 competence check to deciphering the runes in the adventure: like the ones on the gate, and the scholars notes

Characters actually need to go to the Bazaar to do the Knowledge Local or Diplomacy checks: a successful DC 15 gives a +1 to the survival check while in the desert and a successful DC +30 gives a +2 to initiative when fighting the Gnolls.

If the PC’s do not rent/purchase mounts and have characters in heavy armor or have a base movement speed of 40, they lose time against the other party.

The party needs to make three survival DC 15 checks:

3 Successes = ahead of time

2 Successes = no time lost

1 Success = no issue

3 Failed Successes = time lost

If the PC’s arrive ahead of time they receive a +2 to Knowledge History, Linguistics and Perception

Yajlk and his party take damage as they enter the ruins

Weapon blanche is good for one use only for a melee weapon, but can coat up to ten pieces of ammunition. If a coated weapon is used against a non undead monster, the blanch is wasted.

B6 The stone of alarm will identify as a stone of alarm and it is stated it is not a trap; it’s a cursed item. Trap sense will not detect the loadstone as a trap. Who ever picked up the loadstone how has their movement reduced by 50%.

**Identifying Cursed Items**: Cursed items are identified like any other magic item with one exception: unless the check made to identify the item exceeds the DC by 10 or more, the curse is not detected. If the check is not made by 10 or more, but still succeeds, all that is revealed is the magic item's original intent. If the item is known to be cursed, the nature of the curse can be determined using the standard DC to identify the item.

B7 The Water Elemental does not speak Common, Osariani or Ancient Osariani. She only speaks Auqan.

The PC’s need a DC 18 to spot the Water Elemental

If the PC’s can some how communicate to the Water Elemental they are agents of the Sapphire Sage they receive a +5 to the Diplomacy Check

The Water Elemental starts out as unfriendly DC 20

Indifferent 15

Friendly 10

Helpful 0

Every check made by +5 improves the attitude of the Water Elemental

The Water Elemental and the (Caryatid at high tier) will attack if the scimitar is removed form statue or if the secret door is opened without solving the puzzle.

However her attitude is improved to friendly, tell the PC’s her conditions for attacking. The Water Elemental may try to stop the PCs from opening the door without solving the puzzle or from removing the sword.

The Water Elemental does not know how she can be freed.

The belt on the corpse is a Belt of Weakness that identifies as a Belt of Mighty Constitution that gives the wearer -4 to Con and inflicts 2D8 damage on a Fort save of 1.

B10 The Haunt is a trap and trap sense will detect it with perception: DC 18 Low DC 22 High

The corpse at the bottom of the 50’ chasm has a ring, which detects as a ring of maniacal devices, however it is now a ring of truth. The wearer cannot tell a lie and cannot avoid answering a question directly unless passing a DC 20 Will save.

B11 Making the DC 20 Knowledge check gives +5 to locate the switch for the trap. Dragging the corpse out of the room without entering it and using the notes gives another +5. Trap is subject to trap sense and is DC 20 to spot and DC 20 to disable.

B12 Yajlk and friends enter the scene. Perception DC 10 the PC’s hear Yajlk and friends coming.

Yajlk starts off at unfriendly DC 19 (CHA 8).

If Yajlk sees the damaged ruby shards Yajlk’s becomes DC 24

If the PC’s give Yajlk a magic weapon reduce the DC by 5

If the PC’s give Yajlk an expendable item reduce the DC by 2

If Yajlk attitude becomes indifferent, he apologizes, if he becomes hostile demands their treasure, he and his crew attack.

B12 Immediately after Yajlk is dealt with. The Sage of plague attacks who ever has the ruby shards.

As the Allip forms and begins to babble everyone within 60’ must make a DC 15 Will save or be fascinated for 2D4 rounds and then use its touch attack. The Allip is has all of the incorporeal traits, spells do half damage except for force spells. The Allip also has mythic powers: surging for an extra 1D6 for its spells. The Allip will start with its touch attack and then cast a spell, rotating back and forth until out.

If the Carrion Golem is present anyone within 30’ of the Golem must make a DC 15 Fort save or become nauseated. The Golem has construct traits and cannot be harmed by spells that have spell resistance.