

**MAP 2454271**  
**Temple of Bast**  
**Encounters – CR?**

**Temple Front**

The entry to the front of the temple is guarded by statues of two large lion sphinx. A large obelisk stands in front of each of the two large Pylons that make up the front wall. The space between them is the entryway to the temple – the Balcony of the Falcon. To reach this entry one must pass by the two large sphinx statues.

Any of the priests of this temple can command the lion sphinx statues to life:

**Androsphinx (Lion Sphinx Statues)**

Large Magical Beast Hit Dice: 12d10+48 (114 hp) Initiative: +0 Speed: 50 ft. (10 squares), fly 80 ft. (poor) Armor Class: 22 (-1 size, +13 natural), touch 9, flat-footed 22 Base Attack/Grapple: +12/+23 Attack: Claw +18 melee (2d4+7) Full Attack: 2 claws +18 melee (2d4+7) Space/Reach: 10 ft./5 ft. Special Attacks: Pounce, rake 2d4+3, roar, spells Special Qualities: Darkvision 60 ft., low-light vision Saves: Fort +12, Ref +8, Will +7 Abilities: Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17 Skills: Intimidate +17, Knowledge (any one) +18, Listen +18, Spot +18, Survival +18 Feats: Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track Environment: Warm deserts Organization: Solitary Challenge Rating: 9 Treasure: Standard Alignment: Always chaotic good Advancement: 13–18 HD (Large); 19–36 HD (Huge) Level Adjustment: +5 (cohort)



These sphinxes are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

**Combat**

In battle, an androsphinx rips apart enemies with its razor-sharp claws. It relies on its natural weapons in a fight, employing its spells for defense or healing.

**Rake (Ex):** Attack bonus +18 melee, damage 2d4+3.

**Roar (Su):** Three times per day an androsphinx can loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed on a DC 19 Will save or be affected as though by a fear spell for 2d6 rounds.

If the sphinx roars a second time during the same encounter, all creatures within 250 feet must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save).

If it roars a third time during the same encounter, all those within 250 feet must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage for 2d4 rounds. In addition, any Medium or smaller creature within 90 feet must succeed on a DC 19 Fortitude save or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a DC 19 Reflex save.

Other androsphinxes are immune to these effects. The save DCs are Charisma-based.

**Spells:** An androsphinx casts divine spells as a 6th-level cleric from the cleric spell list and from the Good, Healing, and Protection domains.

Typical Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level):

0 - cure minor wounds, detect magic, guidance, light, resistance;

1st - divine favor, protection from evil\*, shield of faith, remove fear, summon monster I;

2nd - bull's strength, remove paralysis, resist energy, shield other\*, summon monster II;

3rd - cure serious wounds\*, daylight, invisibility purge, searing light.

\*Domain spell. Domains: Good and Healing.

Each niche on the front of the pylons is a guard station:

**Holgi**, male human Ftr12: CR 12; Size M (5 ft., 4 in. tall); HD 12d10+12; hp 78; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +17/+12/+7 melee, or +13/+8/+3 ranged; SV Fort +9, Ref +5, Will +10; AL LN; Str 20, Dex 12, Con 13, Int 12, Wis 18, Cha 12.

Languages Spoken: Common, Ignan.

Skills and feats: Climb +17, Hide +1, Intimidate +16, Jump +13, Knowledge (Arcana) +3.5, Listen +6, Move Silently +1, Perform (Act) +3.5, Profession (Miner) +6.5, Ride +9, Sense Motive +8, Spot +6; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Iron Will, Point Blank Shot, Power Attack, Quick Draw, Run. Possessions: 27,000 gp in gear.

**Ruhollah**, male human Ftr9: CR 9; Size M (5 ft., 10 in. tall); HD 9d10+18; hp 58; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +12/+7 melee, or +11/+6 ranged; SV Fort +8, Ref +5, Will +4; AL N; Str 17, Dex 14, Con 15, Int 18, Wis 12, Cha 18. Languages Spoken: Aquan, Common, Giant, Ignan, Orc.

Skills and feats: Balance +3.5, Climb +15, Disable Device +4.5, Forgery +6, Handle Animal +15, Hide +2, Intimidate +16, Jump +12, Listen +1, Move Silently +2, Ride +15, Sleight of Hand +4, Spot +1, Swim +14, Tumble +5, Use Magic Device +5; Combat Reflexes, Dodge, Endurance, Negotiator, Point Blank Shot, Power Attack, Skill Focus (Ride), Weapon Focus (mace, heavy).

Possessions: 12,000 gp in gear.

**Orm**, male human Ftr10: CR 10; Size M (6 ft., 4 in. tall); HD 10d10+40; hp 94; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Attack +14/+9 melee, or +13/+8 ranged; SV Fort +11, Ref +6, Will +4; AL LG; Str 18, Dex 16, Con 18, Int 18, Wis 12, Cha 12. Languages Spoken: Abyssal, Celestial, Common, Gnome, Sylvan.

Skills and feats: Climb +15, Craft (Shipmaking) +11, Decipher Script +5, Disguise +6, Handle Animal +14, Hide +5, Intimidate +10, Jump +14, Listen +3, Move Silently +3, Profession (Hunter) +4, Ride +14, Spot +3, Swim +17; Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Mobility, Mounted Combat, Point Blank Shot.

Possessions: 16,000 gp in gear.

**Runolf**, male human Ftr8: CR 8; Size M (5 ft., 7 in. tall); HD 8d10+32; hp 86; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +13/+8 melee, or +9/+4 ranged; SV Fort +12, Ref +3, Will +3; AL LG; Str 20, Dex 12, Con 18, Int 12, Wis 12, Cha 12. Languages Spoken: Common, Gnome.

Skills and feats: Climb +16, Craft (Woodworking) +8, Handle Animal +12, Hide +1, Listen +3, Move Silently +1, Perform (Dance) +3, Perform (String Instruments) +2.5, Ride +9, Spot +3; Alertness, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (crossbow, repeating), Great Fortitude, Improved Initiative, Point Blank Shot.

Possessions: 9,400 gp in gear.

### Room 1 – Balcony of the Falcon

This large entry to the temple is reserved for Royalty, Nobility, foreign dignitaries, and wealthy river travelers. Visitors meeting these requirements are met by faithful acolytes that will guide the patron to a priest in the Pronaos. (room 7 below)

Two senior guards are stationed here:

**Nasser**, male human Ftr16: CR 16; Size M (5 ft., 3 in. tall); HD 16d10+48; hp 139; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +21/+16/+11/+6 melee, or +20/+15/+10/+5 ranged; SV Fort +13, Ref +11, Will +6; AL LN; Str 21, Dex 19, Con 17, Int 13, Wis 12, Cha 12. Languages Spoken: Common, Ignan.

Skills and feats: Climb +23, Craft (Carpentry) +16, Hide +4, Intimidate +17, Jump +12, Listen +1, Move Silently +4, Ride +17, Spot +1, Swim +13; Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Endurance, Greater Weapon Focus (lance, light), Improved Critical (lance, light), Improved Disarm, Improved Trip, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (lance, light).

Possessions: 77,000 gp in gear.

**Bunnvor**, female human Ftr16: CR 16; Size M (5 ft., 0 in. tall); HD 16d10+64; hp 129; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +21/+16/+11/+6 melee, or +18/+13/+8/+3 ranged; SV Fort +14, Ref +9, Will +6; AL CN; Str 21, Dex 15, Con 19, Int 14, Wis 12, Cha 13. Languages Spoken: Aquan, Common, Terran.

Skills and feats: Climb +24, Craft (Pottery) +16, Handle Animal +19, Hide +2, Intimidate +20, Jump +24, Listen +1, Move Silently +2, Sense Motive +4.5, Spot +1; Blind-Fight, Cleave, Deflect Arrows, Dodge, Endurance, Greater Weapon Focus (pick, light), Greater Weapon Specialization (pick, light), Improved Initiative, Improved Sunder, Improved Unarmed Strike, Lightning Reflexes, Mobility, Power Attack, Quick Draw, Weapon Focus (pick, light), Weapon Specialization (pick, light).

Possessions: 77,000 gp in gear.

There are always two acolytes in this entry area:

**Siglinde**, female human Clr1: CR 1; Size M (5 ft., 1 in. tall); HD 1d8+1; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +1 melee, or +1 ranged; SV Fort +3, Ref +1, Will +6; AL CG; Str 13, Dex 12, Con 12, Int 18, Wis 18, Cha 12. Languages Spoken: Aquan, Common, Gnome, Sylvan, Undercommon.

Skills and feats: Heal +8, Hide +1, Knowledge (Dungeoneering) +5, Knowledge (History) +6, Knowledge (Religion) +8, Knowledge (The Planes) +8, Listen +6, Move Silently +1, Perform (String Instruments) +3, Profession (Hunter) +8, Profession (Miner) +8, Spot +6; Alertness, Improved Counterspell.

Possessions: 900 gp in gear.

Cleric Domains: Travel, Magic.

Cleric Spells Per Day: 3/2+1.

**Heor**, male elf Clr1: CR 1; Size M (4 ft., 11 in. tall); HD 1d8+1; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +4 melee, or +2 ranged; SV Fort +3, Ref +2, Will +6; AL CG; Str 18, Dex 15, Con 13, Int 15, Wis 18, Cha 17. Languages Spoken: Common, Draconic, Elven, Orc.

Skills and feats: Craft (Bowmaking) +6, Craft (Woodworking) +6, Handle Animal +5, Heal +6, Hide +2, Knowledge (Religion) +4, Listen +6, Move Silently +2, Search +4, Spot +6; Improved Counterspell.

Possessions: 900 gp in gear.

Cleric Domains: Healing, Knowledge.

Cleric Spells Per Day: 3/2+1.

## Room 2 – Acolyte Waiting Room

Servants and entry level priest pledges to the temple wait here for instructions. Stairs ascend to the temple roof.

**Tharilo**, male elf Clr1: CR 1; Size M (5 ft., 1 in. tall); HD 1d8; hp 8; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +4 melee, or +2 ranged; SV Fort +2, Ref +2, Will +6; AL CG; Str 18, Dex 14, Con 11, Int 15, Wis 18, Cha 17.

Languages Spoken: Common, Elven, Gnome, Orc.

Skills and feats: Craft (Sculpting) +6, Heal +8, Hide +2, Knowledge (Religion) +6, Knowledge (The Planes) +6, Listen +6, Move Silently +2, Search +4, Spot +6; Empower Spell.

Possessions: 900 gp in gear.

Cleric Domains: Luck, Air.

Cleric Spells Per Day: 3/2+1.

**Aelgifu**, female human Clr1: CR 1; Size M (5 ft., 7 in. tall); HD 1d8+1; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +1 melee, or +1 ranged; SV Fort +3, Ref +1, Will +6; AL CG; Str 13, Dex 12, Con 13, Int 14, Wis 18, Cha 18.

Languages Spoken: Common, Gnome, Orc.

Skills and feats: Craft (Pottery) +6, Handle Animal +6, Heal +8, Hide +1, Knowledge (Architecture and Engineering) +3, Knowledge (Religion) +4, Listen +4, Move Silently +1, Profession (Hunter) +8, Spot +4; Extra Turning, Improved Turning.

Possessions: 900 gp in gear.

Cleric Domains: Protection, Fire.

Cleric Spells Per Day: 3/2+1.

**Quarimos**, male half-elf Clr1: CR 1; Size M (5 ft., 6 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee, or +1 ranged; SV Fort +6, Ref +1, Will +6; AL CG; Str 14, Dex 12, Con 18, Int 12, Wis 18, Cha 12.

Languages Spoken: Common, Elven, Orc.

Skills and feats: Craft (Shipmaking) +3, Diplomacy +3, Gather Information +3, Heal +6, Hide +1, Knowledge (Religion) +5, Listen +5, Move Silently +1, Search +2, Spellcraft +5, Spot +5; Extend Spell.

Possessions: 900 gp in gear.

Cleric Domains: Magic, Fire.

Cleric Spells Per Day: 3/2+1.

Rose, female halfling Clr1: CR 1; Size S (2 ft., 11 in. tall); HD 1d8+3; hp 11; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +4 melee, or +3 ranged; SV Fort +6, Ref +3, Will +7; AL LG; Str 16, Dex 15, Con 17, Int 12, Wis 18, Cha 17.

Languages Spoken: Common, Elven, Halfling.

Skills and feats: Climb +5, Hide +6, Jump +5, Knowledge (Arcana) +5, Knowledge (History) +5, Knowledge (Religion) +5, Listen +6, Move Silently +4, Spot +4; Combat Casting.

Possessions: 900 gp in gear.

Cleric Domains: Air, Water.

Cleric Spells Per Day: 3/2+1.

### Room 3 – Temple Guard Station

Temple guards manning the front pylon niches and patrolling interior wall entry points meet in this room. Stairs ascend to the temple roof where archers man the walls. There are usually a couple guards taking a break in the shade of this room, where water, bread, and some food is available.

Fonkin, male gnome Ftr9: CR 9; Size S (3 ft., 8 in. tall); HD 9d10+45; hp 94; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft.; AC 15 (+4 Dex, +1 Size); Attack +12/+7 melee, or +14/+9 ranged; SV Fort +13, Ref +7, Will +4; AL LG; Str 15, Dex 18, Con 20, Int 12, Wis 12, Cha 13.

Languages Spoken: Common, Gnome, Goblin.

Skills and feats: Craft (Alchemy) +3, Craft (Carpentry) +2, Handle Animal +11, Hide +8, Listen +5, Move Silently +4, Perform (Wind Instruments) +3, Ride +14, Spot +3, Swim +13; Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Initiative, Point Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (axe, throwing).

Possessions: 12,000 gp in gear.

Himoon, male elf Ftr7: CR 7; Size M (5 ft., 3 in. tall); HD 7d10+21; hp 79; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Attack +11/+6 melee, or +10/+5 ranged; SV Fort +8, Ref +5, Will +3; AL N; Str 19, Dex 16, Con 16, Int 15, Wis 12, Cha 14.

Languages Spoken: Common, Elven, Goblin, Orc.

Skills and feats: Craft (Trapmaking) +10, Handle Animal +12, Hide +3, Jump +11, Listen +3, Move Silently +5, Ride +12, Search +4, Sense Motive +2, Spot +3, Survival +2; Blind-Fight, Dodge, Improved Initiative, Quick Draw, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: 7,200 gp in gear.

Cade, male halfling Ftr7: CR 7; Size S (3 ft., 2 in. tall); HD 7d10+21; hp 49; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +11/+6 melee, or +10/+5 ranged; SV Fort +9, Ref +5, Will +6; AL N; Str 17, Dex 14, Con 16, Int 18, Wis 12, Cha 12.

Languages Spoken: Common, Dwarven, Gnome, Goblin, Halfling, Orc.

Skills and feats: Bluff +3.5, Climb +5, Craft (Trapmaking) +6, Forgery +5, Handle Animal +9, Hide +9.5, Intimidate +11, Jump +11, Listen +3, Move Silently +4, Perform (Wind Instruments) +3.5, Ride +12, Spot +1, Swim +9; Combat Reflexes, Dodge, Iron Will, Mobility, Point Blank Shot, Rapid Reload (crossbow, light), Weapon Focus (shortbow, composite).

Possessions: 7,200 gp in gear.

### Room 4 – Courtyard

This vast space is scattered with temple priests assisting local peasants with their humble needs in small scattered groups. Usually keeping to the space between the columns and the wall.

Hossein, male human Clr13: CR 13; Size M (5 ft., 5 in. tall); HD 13d8+13; hp 82; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +13/+8 melee, or +10/+5 ranged; SV Fort +9, Ref +5, Will +13; AL CG; Str 18, Dex 12, Con 12, Int 12, Wis 21, Cha 16.

Languages Spoken: Aquan, Common.

Skills and feats: Concentration +13, Craft (Woodworking) +4, Heal +21, Hide +1, Knowledge (Local) +2.5, Knowledge (Nature) +3.5, Knowledge (Religion) +18, Listen +5, Move Silently +1, Spot +12; Brew Potion, Improved Initiative, Leadership, Negotiator, Silent Spell, Skill Focus (Knowledge (Religion)).

Possessions: 35,000 gp in gear.

Cleric Domains: Fire, Trickery.

Cleric Spells Per Day: 6/7+1/6+1/5+1/5+1/4+1/2+1/1+1.

Zhenya, female human Clr17: CR 17; Size M (5 ft., 8 in. tall); HD 17d8+17; hp 87; Init +1 (+1 Dex); Spd 30 ft.;

AC 11 (+1 Dex); Attack +16/+11/+6 melee, or +13/+8/+3 ranged; SV Fort +11, Ref +6, Will +16; AL CG; Str 18, Dex 12, Con 12, Int 12, Wis 22, Cha 18.  
Languages Spoken: Common, Sylvan.  
Skills and feats: Craft (Weaponsmithing) +8, Heal +20, Hide +1, Knowledge (Nature) +9.5, Knowledge (Religion) +11, Listen +6, Move Silently +1, Profession (Miner) +26, Spellcraft +20, Spot +6; Brew Potion, Craft Wondrous Item, Eschew Materials, Extend Spell, Persuasive, Point Blank Shot, Quick Draw.  
Possessions: 100,000 gp in gear.  
Cleric Domains: Protection, Luck.  
Cleric Spells Per Day: 6/7+1/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1.

Eyvind, male human Clr16: CR 16; Size M (5 ft., 6 in. tall); HD 16d8+16; hp 91; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +16/+11/+6 melee, or +13/+8/+3 ranged; SV Fort +11, Ref +6, Will +16; AL CG; Str 18, Dex 12, Con 13, Int 13, Wis 22, Cha 12.  
Languages Spoken: Common, Draconic.  
Skills and feats: Concentration +20, Craft (Alchemy) +6, Craft (Armorsmithing) +6, Heal +18, Hide +1, Knowledge (Religion) +18, Knowledge (The Planes) +19, Listen +6, Move Silently +1, Spot +6; Craft Wondrous Item, Diligent, Heighten Spell, Improved Initiative, Improved Turning, Magical Aptitude.  
Possessions: 77,000 gp in gear.  
Cleric Domains: Good, Animal.  
Cleric Spells Per Day: 6/7+1/7+1/6+1/5+1/5+1/4+1/3+1/2+1.

Nazar, male human Clr14: CR 14; Size M (6 ft., 0 in. tall); HD 14d8+28; hp 83; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +13/+8 melee, or +12/+7 ranged; SV Fort +11, Ref +6, Will +14; AL CG; Str 16, Dex 15, Con 15, Int 12, Wis 21, Cha 18.  
Languages Spoken: Common, Dwarven.  
Skills and feats: Craft (Bowmaking) +11, Craft (Carpentry) +12, Craft (Painting) +15, Diplomacy +9, Handle Animal +5, Hide +2, Knowledge (History) +11, Knowledge (Religion) +17, Listen +5, Move Silently +2, Spot +5; Blind-Fight, Combat Reflexes, Extra Turning, Improved Turning, Point Blank Shot, Weapon Focus (crossbow, heavy).  
Possessions: 45,000 gp in gear.  
Cleric Domains: Fire, Good.  
Cleric Spells Per Day: 6/7+1/6+1/5+1/5+1/4+1/3+1/2+1.

### **Room 5 – Chamber of Purification**

Holy water and other potions are kept in a tall giant cabinet. It is locked with a complex lock and each priest has a key.

### **Room 6 – Library**

Papyrus scrolls are kept in a tall giant cabinet. It is locked with a complex lock and each priest has a key.

### **The inner Scantum**

Rooms 7 through 28 are magically protected by Bast, certain magical spells will not work in this part of the temple. They include Teleport, Invisibility, and Gaseous Form.

### **Room 7 – Pronaos (Temple Entry Hall)**

Temple priests meet important visitors here, and guide them to the offering rooms, and chapels

Tharior, male elf Clr14: CR 14; Size M (5 ft., 5 in. tall); HD 14d8; hp 69; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +14/+9 melee, or +12/+7 ranged; SV Fort +9, Ref +8, Will +13; AL CG; Str 19, Dex 14, Con 10, Int 12, Wis 19, Cha 13.  
Languages Spoken: Common, Elven, Gnome.  
Skills and feats: Diplomacy +15, Hide +2, Knowledge (Arcana) +6, Knowledge (History) +12, Knowledge (Nature) +6, Knowledge (The Planes) +16, Listen +6, Move Silently +2, Search +3, Spot +6; Brew Potion, Combat Reflexes, Improved Initiative, Lightning Reflexes, Magical Aptitude.  
Possessions: 45,000 gp in gear.  
Cleric Domains: Animal, Plant.  
Cleric Spells Per Day: 6/6+1/6+1/5+1/5+1/3+1/3+1/2+1.

Gudris, female human Clr13: CR 13; Size M (4 ft., 10 in. tall); HD 13d8+13; hp 63; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +13/+8 melee, or +11/+6 ranged; SV Fort +9, Ref +6, Will +13; AL CG; Str 19, Dex 14, Con 12, Int 12, Wis 20, Cha 15.

Languages Spoken: Common, Elven.

Skills and feats: Craft (Stonemasonry) +9, Heal +18, Hide +2, Knowledge (History) +15, Knowledge (Religion) +13, Knowledge (The Planes) +16, Listen +7, Move Silently +2, Spot +5; Combat Casting, Diligent, Extra Turning, Scribe Scroll, Self Sufficient, Widen Spell.

Possessions: 35,000 gp in gear.

Cleric Domains: Healing, Plant.

Cleric Spells Per Day: 6/7+1/6+1/5+1/5+1/4+1/2+1/1+1.

Herdis, female half-elf Clr15: CR 15; Size M (5 ft., 1 in. tall); HD 15d8+15; hp 88; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+4 Dex); Attack +14/+9/+4 melee, or +15/+10/+5 ranged; SV Fort +10, Ref +9, Will +12; AL CG; Str 16, Dex 18, Con 12, Int 18, Wis 16, Cha 12.

Languages Spoken: Common, Draconic, Elven, Giant, Gnome, Ignan.

Skills and feats: Concentration +22, Craft (Shipmaking) +15, Diplomacy +5, Gather Information +3, Heal +20, Hide +4, Knowledge (Arcana) +19, Knowledge (Religion) +21, Knowledge (The Planes) +22, Listen +4, Move Silently +4, Profession (Miner) +16, Search +5, Spot +4; Extra Turning, Improved Initiative, Negotiator, Quick Draw, Skill Focus (Concentration), Weapon Focus (mace, light).

Possessions: 59,000 gp in gear.

Cleric Domains: Good, Trickery.

Cleric Spells Per Day: 6/6+1/6+1/6+1/4+1/4+1/3+1.

### Room 8 – Hypostyle Hall

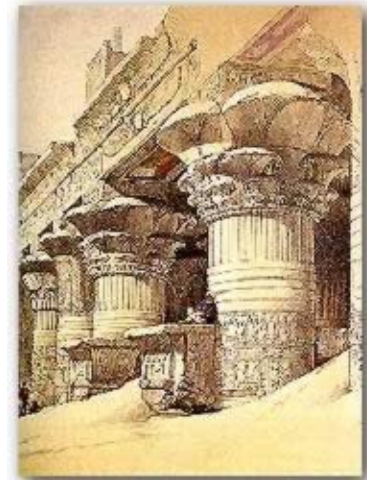
This great hall is flanked by stylized columns, it is usually empty. On festival days dancers will use this area to entertain the high priests and dignitaries.

### Room 9 – Laboratory

Potions and Holy water are made in this room. The Alchemist and his two assistants are found in this room. They are non-combatants.

### Room 10 – Chamber of the Nile

A tunneled shaft leads to the Nile, from which holy water is prepared by the temple priests in the Laboratory. A simple well with bucket and rope are in this room. Only priests are allowed to draw water from this room.



David Roberts, Edfu (1846-50)

### Room 11 – Well

A typical well with rope and bucket are in this room, drawing ground water. A servant or acolyte are occasionally found drawing water from this well.

### Room 12 – Hall of Offerings

Daily offerings are presented here, including food, wine, holy water, and more precious items. A priest and a faithful pilgrim can usually be found here making an offering and prayers.

Gilbert, male halfling Clr15: CR 15; Size S (3 ft., 4 in. tall); HD 15d8+30; hp 110; Init +3 (+3 Dex); Spd 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +15/+10/+5 melee, or +15/+10/+5 ranged; SV Fort +12, Ref +9, Will +15; AL CG; Str 17, Dex 16, Con 15, Int 12, Wis 20, Cha 15.

Languages Spoken: Common, Dwarven, Halfling.

Skills and feats: Climb +5, Craft (Painting) +16, Craft (Weaponsmithing) +11, Hide +7, Jump +5, Knowledge (Religion) +16, Listen +7, Move Silently +5, Spellcraft +19, Spot +5; Extend Spell, Improved Counterspell, Persuasive, Point Blank Shot, Skill Focus (Spellcraft), Toughness.

Possessions: 59,000 gp in gear.

Cleric Domains: Air, Knowledge.

Cleric Spells Per Day: 6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1.

### Room 13 – Temple Knights Station

Guards meet in this room, stairs lead to the roof

Thariol, male half-elf Pal13: CR 13; Size M (5 ft., 11 in. tall); HD 13d10+13; hp 103; Init +1 (+1 Dex); Spd 30 ft.;

AC 11 (+1 Dex); Attack +17/+12/+7 melee, or +14/+9/+4 ranged; SV Fort +14, Ref +10, Will +13; AL LG; Str 18, Dex 12, Con 12, Int 12, Wis 18, Cha 20.

Languages Spoken: Common, Dwarven, Elven.

Skills and feats: Balance +1.5, Craft (Woodworking) +15, Diplomacy +7, Gather Information +7, Hide +1, Knowledge (History) +7.5, Listen +5, Move Silently +1, Ride +15, Search +5.5, Spot +5, Tumble +6.5; Combat Reflexes, Extra Turning, Improved Counterspell, Leadership, Toughness.

Possessions: 35,000 gp in gear.

Paladin Spells Per Day: 2/2/2.

Farid, male human Pal13: CR 13; Size M (5 ft., 6 in. tall); HD 13d10+13; hp 79; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +17/+12/+7 melee, or +14/+9/+4 ranged; SV Fort +14, Ref +12, Will +11; AL LG; Str 19, Dex 13, Con 13, Int 12, Wis 15, Cha 20.

Languages Spoken: Common, Sylvan.

Skills and feats: Diplomacy +21, Hide +1, Knowledge (Nature) +7, Knowledge (Nobility and Royalty) +11, Knowledge (Religion) +11, Listen +8, Move Silently +1, Spot +2, Use Magic Device +9; Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Self Sufficient, Weapon Focus (club).

Possessions: 35,000 gp in gear.

Paladin Spells Per Day: 2/2/1.

Erling, male human Pal16: CR 16; Size M (5 ft., 6 in. tall); HD 16d10+32; hp 111; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +20/+15/+10/+5 melee, or +18/+13/+8/+3 ranged; SV Fort +18, Ref +15, Will +15; AL LG; Str 18, Dex 14, Con 15, Int 12, Wis 15, Cha 22.

Languages Spoken: Common, Gnome.

Skills and feats: Balance +3, Concentration +20, Diplomacy +20, Handle Animal +21, Hide +2, Knowledge (Religion) +20, Knowledge (The Planes) +5, Listen +2, Move Silently +2, Perform (Oratory) +6.5, Spot +2; Blind-Fight, Combat Casting, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Rapid Reload (crossbow, light).

Possessions: 77,000 gp in gear.

Paladin Spells Per Day: 3/3/1/1.

#### **Room 14 – Chapel of Min**

This room is both a chapel and the sleeping quarters of one of the high priests.

#### **Room 15 – Hall of the Ennead**

This room is filled with life-size statues representing the great council of the gods, including - Atum, Shu, Tefnut, Geb, Nut, Osiris, Isis, Set, and Nephthys. High priests can command these constructs to action. Each has the permanent affects of a Greater Visage of the Deity cast upon it. Anyone striking one of these special statues must roll a percentage die to see if the Deity is angered and sends a minion, avatar, or a personal visitation to exact their wrath. The percentage chance is a d6-1 for each statue (rolled individually)

#### **Room 16 – The Sun Court**

This is the priests dining area, servants are usually here setting the table or cleaning up.

#### **Room 17 – Chamber of Raiment**

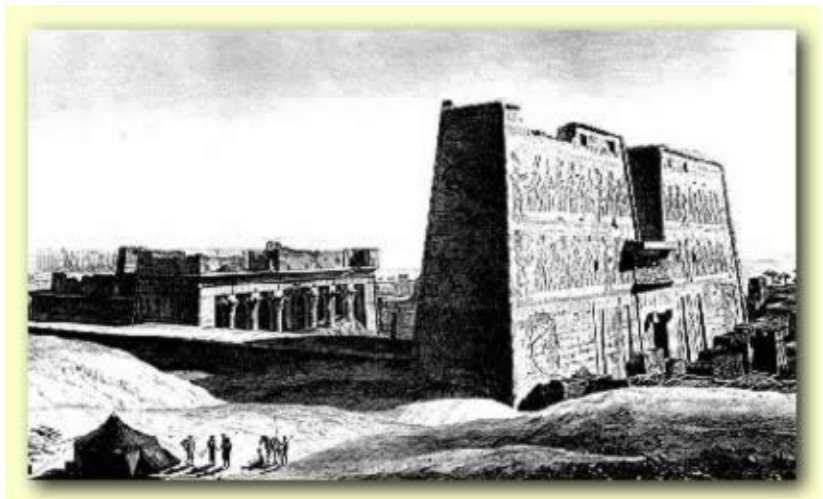
Fine linen for mummification, and priests robes is stored in this room

#### **Room 18 – Seat of the High Priest**

This is the throne for the high priest from which she conducts the temples daily business and meets visitors.

#### **Temple High Priestess**

Asta, female human Clr20: CR 20; Size M (4 ft., 11 in. tall); HD 20d8+20; hp 100; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +17/+12/+7 melee, or +16/+11/+6 ranged; SV



Fort +13, Ref +7, Will +18; AL CG; Str 14, Dex 12, Con 12, Int 12, Wis 23, Cha 18.

Languages Spoken: Common, Halfling.

Skills and feats: Diplomacy +28, Gather Information +14.5, Hide +1, Knowledge (Arcana) +24, Knowledge (Dungeoneering) +4, Listen +6, Move Silently +1, Profession (Hunter) +29, Spot +6, Swim +9; Enlarge Spell, Forge Ring, Improved Turning, Silent Spell, Skill Focus (Diplomacy), Skill Focus (Profession (Hunter)), Spell Penetration, Weapon Focus (mace, light).

Possessions: 220,000 gp in gear.

Cleric Domains: Water, Travel.

Cleric Spells Per Day: 6/7+1/7+1/6+1/6+1/6+1/5+1/4+1/4+1/4+1.

### Room 19 – The Pure Place

This is the room in which food is prepared

### Room 20 – Throne of the Gods

This is the temple's treasure room. It contains the valuable offerings that have accumulated over the years. This chambers assets have been acquired by offerings, quests by the temple knights, and profits from business transactions. This room contains a level 20 treasure (triple standard).

Treasure is in 5 large gilded wooden chests; 1800 Copper, 4100 Silver, 2800 Gold, 110 Platinum

10gp Rhodochrosite	100gp Chrysoberyl	100gp Jet
50gp Moonstone	10000gp Emerald	100gp Garnet
30gp Blood Stone	1000gp Star Sapphire	10gp Banded Agate
1000gp Opal	1300gp Star Sapphire	15gp Blood Stone
1000gp Star Sapphire	10gp Lapis Lazuli	20gp Moonstone
200gp Spinel	20gp Chalcedony	10gp Obsidian
200gp Amber	10gp Broken Glass	1000gp Oriental Amethyst
50gp Carnelian	50gp Chalcedony	65gp Topaz
500gp Topaz	10gp Eye Agate	10gp Tiger Eye
50gp Zircon	50gp Blood Stone	50gp Citrine
10gp Eye Agate	50gp Star Rose Quartz	100gp Jade
100gp Topaz	50gp Jasper	5gp Malachite
14gp Carnelian	50gp Zircon	10gp Tiger Eye
50gp Citrine	10gp Rhodochrosite	10gp Eye Agate
3gp Rhodochrosite	500gp Spinel	10gp Azurite
500gp Peridot	60gp Spinel	10gp Hematite
10gp Turquoise	50gp Moonstone	500gp Amethyst
500gp Pearl	650gp Black Sapphire	7gp Azurite
10gp Malachite	50gp Carnelian	50gp Star Rose Quartz
6gp Hematite	15gp Chalcedony	10gp Banded Agate
1000gp Black Opal	100gp Jet	90gp Garnet
12gp Carnelian	100gp Jet	50gp Sardonyx
5gp Malachite	130gp Alexandrite	14gp Blood Stone
50gp Chalcedony	65gp Topaz	500gp Topaz
10gp Eye Agate	10gp Tiger Eye	50gp Zircon
50gp Blood Stone	50gp Citrine	10gp Eye Agate
50gp Star Rose Quartz	100gp Jade	100gp Topaz
50gp Jasper	5gp Malachite	14gp Carnelian
50gp Zircon	10gp Tiger Eye	50gp Citrine
10gp Rhodochrosite	10gp Eye Agate	3gp Rhodochrosite
500gp Spinel	10gp Azurite	500gp Peridot
60gp Spinel	10gp Hematite	10gp Turquoise
50gp Moonstone	500gp Amethyst	500gp Pearl
650gp Black Sapphire	7gp Azurite	10gp Malachite
50gp Carnelian	50gp Star Rose Quartz	6gp Hematite
15gp Chalcedony	10gp Banded Agate	1000gp Black Opal
100gp Jet	90gp Garnet	

Magical - 500gp Jade - Meld into Stone Spell, 4 Charges

Magical - 500gp Amber - Barkskin Spell, 6 Charges

Magical - 200gp Amethyst - Invisibility to Animals Spell, 3 Charges

Magical - 110gp Pearl - Change Self Spell, 3 Charges  
Magical - 500gp Jade - Meld into Stone Spell, 4 Charges  
Magical - 10000gp Black Sapphire - Power Word Kill Spell, 81 Charges  
Total 39916gp

800gp Silver with Gems Ring	280gp Coral Brooch
20gp Silver Bracelet	1400gp Oriental Vase
1000gp Platinum with Gems Belt	120gp Silver and Gold Anklet
1200gp Silver with Gems Buckle	800gp Platinum with Gems Anklet
140gp Gold Ring	1600gp Platinum with Gems Ingot
260gp Gold Bracelet	Total 7620 gp

medium +3 full plate armor (12,300gp)	medium +3 buckler (9,330gp)
medium +3 full plate armor (12,300gp)	medium +3 shield, heavy, steel (9,340gp)
medium +5 mithral half-plate armor (35,500gp)	medium +5 shield, heavy, steel (25,340gp)
medium [thundering] +4 mace, heavy (50,312gp)	medium [bane (outsiders, good)] +4 scimitar (50,315gp)
medium +4 sword, bastard (32,335gp)	medium [dancing] +5 greataxe (162,320gp)
medium [ki focus] +5 mace, light (72,305gp)	
medium glowing [disruption, icy burst] +3 axe, throwing (98,308gp)	
medium +3 scimitar (intelligent: int: 10, wis: 13, cha: 13, ego: 8 Alignment: chaotic evil, Communication: Empathy Powers: Item can cast major image 1/day, Item has 10 ranks in Listen) (30,715gp value)	
medium +4 sling (32,300gp)	horn of the tritons (15,100gp)
ring of wizardry (I) (20,000gp)	nondetection (potion) (750gp)
ring of force shield (8,500gp)	ring of protection +2 (8,000gp)
heroism (potion) (750gp)	cure serious wounds (potion) (750gp)
neutralize poison (potion) (750gp)	blur (potion) (300gp)
cat's grace (potion) (300gp)	cure moderate wounds (potion) (300gp)
greater magic fang +1 (potion) (750gp)	shield of faith +5 (potion) (900gp)

arcane scroll containing:

1. cone of cold (lvl 5, cast 9) (1,125gp)
2. remove curse (lvl 4, cast 7) (700gp) (1,825gp value)

divine scroll containing:

1. silence (lvl 2, cast 3) (150gp)
2. magic weapon, greater (lvl 4, cast 7) (700gp)
3. dominate animal (lvl 3, cast 5) (375gp)
4. imbue with spell ability (lvl 4, cast 7) (700gp) (1,925gp value)

### **Room 21 – Chapel of the Spread Wings**

This room is both a chapel and the sleeping quarters of one of the high priests.

### **Room 22 – Chamber of Osiris**

This room is the sleeping quarters of one of the high priests.

### **Room 23 – Chamber of Darkness**

Entrance to the Crypt

### **Room 24 – Tomb of Osiris**

This room is the sleeping quarters of one of the high priests.

### **Room 25 – Chapel of Mesen**

This room is both a chapel and the sleeping quarters of one of the high priests.

### **Room 26 – Mansion of the Leg**

The Leg was said to be the left leg of Osiris, here worshiped in the form of an obelisk.

**Room 27 – Chamber of Hathor**

This room is the sleeping quarters of one of the high priests.

**Room 28 – Throne of Re**

This room is the sleeping quarters of one of the high priests.

**Room 29 – Hall of Darkness**

Usually not guarded

**Room 30 – Hall of Light**

Usually guarded

**Room 31 – West Gate**

**Room 32 – West Pylon Gate**

**Room 33 – East Pylon Gate**

The entrance for the local peasants

**Room 34 – East Gate**

**Room 35 – Gate of Offerings**

Daily offerings are made at this entrance

**Room 36 – Secret Entrance**

This gate is covered with a permanent illusion and cannot be found unless you know it is there