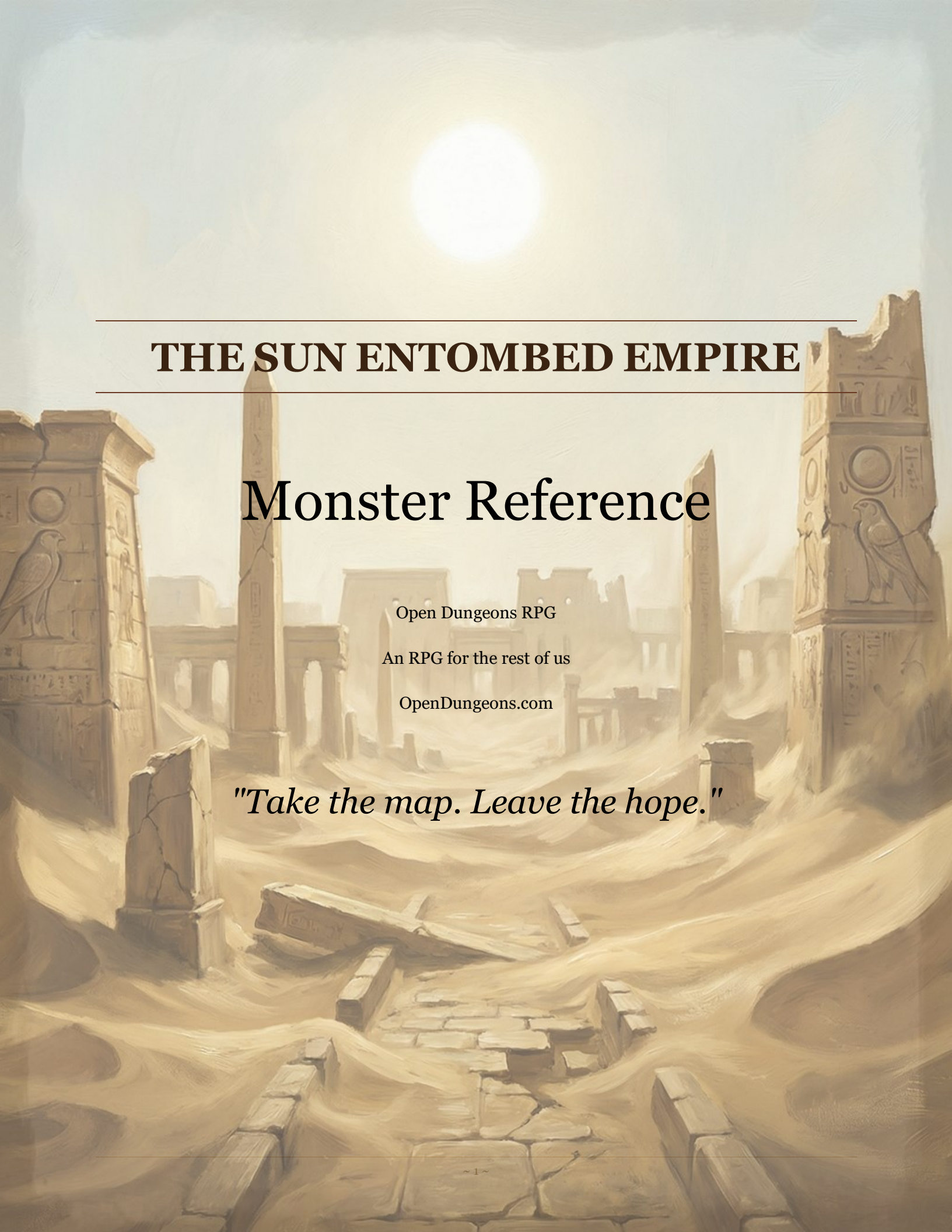




THE SUN ENTOMBED EMPIRE

Monster Reference

Open Dungeons RPG

An RPG for the rest of us

OpenDungeons.com

"Take the map. Leave the hope."

LEVEL-WIDE MECHANICS

Level 3 - Sector of the Sand Winds: Constant wind penalizes ranged attacks, kills light sources quickly, and introduces wind exhaustion checks. Several encounters key off gust rounds.

Level 6 - Labyrinth of Divine Punishment: Maze corridors shift, markings are erased, and multiple undead/construct encounters reform from sand after being destroyed inside the maze.

When you see an attack listed as "d20+2", for example, it means the monster rolls 1d20 and adds +2 to the result, then compares that total to the target's AC to hit or miss.

Falls can deal different damage because the real driver is how hard and how fast you stop, not just "you fell." A shorter drop, a slide, or landing in loose sand can reduce impact damage because the surface absorbs force, while a longer drop or landing on hard stone increases it.

MONSTER INDEX

MONSTER	ROLE	LEVEL(S)	LOCATION
Animated Statue	Conditional	Level 1	A9
Animated Statues	Conditional	Level 6	F6
Disciplined Skeleton Soldiers	Encounter	Level 3	C7
Divine Sentinel Guard	Final Boss	Level 5	E6
Dune Prowlers	Encounter	Level 5	E31
Entombed Priests	Conditional	Level 5	E10
Garrison Ghosts	Conditional	Level 2	B36
Hollow Mummy	Encounter	Level 2	B43
Maddened Spirits	Encounter	Level 6	F27
Maze Patrol	Patrol	Level 6	F25
Maze Stalker	Patrol	Level 3	C16
Rubble Lurker	Encounter	Level 2	B11
Sand Crawlers	Encounter	Level 2	B5
Sand Scorpion	Encounter	Level 5	E36
Sand Sentinel	Conditional	Level 1	A6
Sand Warden	Boss	Level 2	B29
Sand Wraith	Conditional	Level 1	A3
Sand-Born	Encounter	Level 3, Level 5	C16, E40
Sand-Scoured Skeletons	Encounter	Level 3	C1
Scorpion Constructs	Encounter	Level 4	D13
Tomb Spiders	Encounter	Level 5	E5
Tomb Wraith	Mandatory	Level 1	A12
Vault Construct	Conditional	Level 5	E32
Wandering Sand-Born	Encounter	Level 6	F15
Wind Wraiths	Encounter	Level 3	C4

BESTIARY

ANIMATED STATUE

A vandalized statue, recarved by divine hands, wrenches itself from its pedestal when disturbed. Stone grinds against stone as it lurches toward the offender. It fights without grace or intelligence - just weight and fury - then crumbles to rubble after three rounds, its brief rebellion spent.

Appears: LEVEL 1 - A9 - Statue Graveyard Hall (x1) - only if players try to restore a statue.

Level 1 - A9 - Statue Graveyard Hall

12 HP | AC 15 (solid stone) | DR 3 (stone body)

Attack: Stone fist, d20+2 vs AC, 1d4+1 bludgeoning

Immune: poison, disease, necrotic, psychic

Crumbles after 3 rounds regardless of HP

Behavior

Triggers only if players try to restore a statue. Attacks the player who moved it, then crumbles after 3 rounds.

Scaling

12 HP and auto-death at 3 rounds keeps this manageable for any party size. AC 15 + DR 3 means smaller parties might not scratch it. Not designed to kill - designed to say "no."



ANIMATED STATUES

Two statues wrench free of their pedestals, stone grinding against stone. They are larger and heavier than their Level 1 counterpart, and they carry the same message: the gods' editorial changes are not open for revision.

Appears: LEVEL 6 - F6 - Statue Graveyard Hall (x2) - if players try to restore any statue.

Level 6 - F6 - Statue Graveyard Hall

15 HP each | AC 15 | DR 3

Attack: Stone fist, d20+2 vs AC, 1d4+2 bludgeoning

Immune: poison, disease, necrotic, psychic

Crumble after 3 rounds

Behavior

Triggers if players try to restore any statue. Not designed to kill - designed to say "the gods' edits are final."



DISCIPLINED SKELETON SOLDIERS

Four skeleton soldiers rise and immediately fall into formation - two front shields, two back spears. Disciplined tactical coordination preserved through death itself. Chain remnants hang from bone frames. They do not speak, do not hesitate, do not break ranks.

Appears: LEVEL 3 - C7 - Crypt Complexes, Northeast (x4).

Level 3 - C7 - Crypt Complexes (Northeast)

10 HP each | AC 13 (chain remnants + shields) | DR 1

Attack: Spear thrust, d20+3 vs AC, 1d6+1 piercing

Front rank shields: -2 on attacks targeting back rank

Back rank throws spears then draws swords

Rotate wounded to back. Do not break formation

Behavior

Formation fighters. Front rank uses shields to protect the back rank. Back rank throws spears then switches to swords. They rotate wounded soldiers to the back. They do not break formation voluntarily.

Scaling

(2 players): Reduce to 2 soldiers. (3-5 players): 40 HP = Challenging to Hard. Must break formation to win.



DIVINE SENTINEL GUARD

A fragment of divine will given physical form - blinding light and grinding sand. It has one purpose. It does not speak. It does not tire. It does not negotiate. The gods' final answer. On destruction, it dissolves into a pillar of light that fades over six seconds. The torches keep burning. Everything is exactly as it was, minus the thing that was guarding the staff.

Appears: LEVEL 5 - E6 - Buried Temple of the Scarab (x1) - FINAL BOSS ENCOUNTER. Fragment of divine will.

Level 5 - E6 - Buried Temple of the Scarab

60 HP | AC 16 (divine radiance) | DR 3 (light-hardened sand)

Attacks (2 per round):

- Radiant Strike, d20+3 vs AC, 1d6+2 radiant (DR does NOT reduce radiant)
- Divine Rebuke (recharge 5-6 on d6): 20 ft radius burst. All creatures: WIS Mind Save or 1d8 radiant + blinded 1 round. Save = half damage, no blind

Immune: poison, disease, psychic, charm, fear

Resistant: physical damage (half from non-magical weapons)

Vulnerable: necrotic (double damage)

Regenerates 5 HP/round while inside E6. Outside E6: loses regen, DR drops to 1. Does not pursue beyond E7

At half HP (30 or below): blazes with intensified light. All attacks in room at -1 (blinding radiance) unless players avert eyes (costs half movement)

Behavior

The Sentinel can be fought OR bypassed. If players create a distraction (noise, illusion, fire in E5), the Sentinel investigates for 2 rounds. A coordinated grab-and-run on the staff while it's distracted is a valid strategy. The staff can be snatched in 1 round from the obsidian stand (no roll required - it's not locked, just guarded).

Players who found the Sunfire Salve on Level 3 (C12) deal bonus fire which does NOT trigger vulnerability. Players who figured out necrotic weapons or spells from earlier levels are rewarded.

Scaling

(2 players): 60 HP + regen + 2 attacks/round = DEADLY. Reduce to 40 HP and 1 attack/round. Luring it out of E6 is the smart play - emphasize this if party is struggling. (3-4 players): Deadly to Hard. Regeneration is the key problem. (5 players): Hard. The fight should feel like the culmination of everything.



DUNE PROWLERS

Something moves beneath the sand - long, slow displacements like sharks passing through shallow water. Sand constructs that erupt from below, strike, and submerge again. Players on the dunes are prey. Players on rooftops are spectators.

Appears: LEVEL 5 - E31 - Sand Dunes of Temples, Main Area (x3) - sand constructs that move beneath the dune surface. Sharks in sand.

Level 5 - E31 - Sand Dunes of Temples (Main Area)

14 HP each | AC 13

Attack: Sand-jaws, d20+4 vs AC, 1d6+2 bludgeoning

Can only attack from below (players on rooftops are safe)

Move 30 ft through sand. Emerge, attack, submerge

Wisdom Chance Roll TN 15 to detect before emergence

Behavior

Sand constructs that move beneath the dune surface, erupting to attack players on the dunes. Players on rooftops are safe from attack.

Scaling

(2 players): 42 HP total but avoidable by staying on rooftops. (3-5 players): Challenging. The terrain is the real enemy.



ENTOMBED PRIESTS

Three figures stand slowly, deliberately, joints cracking, wrappings shifting. They face west toward the temple and begin to chant. Low, rhythmic - the sound of something interrupted mid-word and waiting to finish. They don't look at you. They have been waiting a very long time to finish this prayer.

Appears: LEVEL 5 - E10 - Southwestern Tomb Complex (x3) - mummies that animate if more than 3 sarcophagi are opened.

Level 5 - E10 - Southwestern Tomb Complex

If attacked before round 4: 12 HP each | AC 12 (dried wrappings + ceremonial bronze)

Attack: Claw, d20+2 vs AC, 1d6 bludgeoning

Immune: poison, disease

They look confused. They don't understand why they're being interrupted

Behavior

These mummies animate if more than 3 sarcophagi are opened. They don't attack immediately. They stand, face the direction of E6 (the temple), and begin chanting. The chanting grows louder over 3 rounds. On round 4: divine energy pulses outward. All creatures in room: WIS Mind Save or 1d6 psychic damage and Shaken condition (-1 all rolls, 10 minutes). The priests then collapse and don't reanimate.

If players DON'T interrupt: the chanting completes the prayer the priests were performing when the curse hit. No practical effect except emotional weight. They're finishing what they started thousands of years ago.

Scaling

Not designed as a real combat. Letting them finish is the smart play.



GARRISON GHOSTS

The air goes cold. Four shapes materialize between the weapon racks - soldiers, translucent, in formation. They snap to attention. Heels together, spears upright, eyes forward. They're waiting. The posture is unmistakable. They're saluting you.

Appears: LEVEL 2 - B36 - Garrison Ruin (x4) - spectral soldiers that manifest when players touch the weapon racks.

Level 2 - B36 - Garrison Ruin

10 HP each | AC 11

Attack: Spectral spear, d20+3 vs AC, 1d6 necrotic (DR doesn't reduce)

Immune: physical damage

Vulnerable: divine/holy magic (double damage)

They're echoes, not monsters

Behavior

Spectral soldiers that manifest when players touch the weapon racks. They aren't hostile immediately - they salute, form a line, and wait. If players salute back or acknowledge them: they nod and fade. If players attack or flee: they attack.

Scaling

Designed as a roleplay encounter, not a combat one. Fighting them is unnecessary and costly (immune to physical). Acknowledging them costs nothing.



HOLLOW MUMMY

The wrappings are draped over nothing. The body is a shell - dried skin holding empty air. No bones. No organs. Just a shape, dressed up to look like someone it isn't. If disturbed, they wander confused, bumping into walls. When destroyed, a whisper escapes - the name of the king they were supposed to be.

Appears: LEVEL 2 - B43 - Crypts of the Sand Kings, North (x2) - animate if more than 2 sarcophagi are opened.

Level 2 - B43 - Crypts of the Sand Kings (North)

10 HP each | AC 10

Attack: Clumsy swipe, d20+1 vs AC, 1d4 bludgeoning

On death: crumble and a whisper escapes - the name of the king they were supposed to be

Pathetic, not threatening

Behavior

Two mummies animate if more than 2 sarcophagi are opened. They aren't aggressive - they wander, confused, bumping into walls. If attacked, they fight back feebly.



MADDENED SPIRITS

Two shapes pull themselves upright from open coffins, translucent, flickering. Their faces cycle between expressions - confusion, rage, grief - too fast to track. They open their mouths. The sound isn't a scream. It's a question. An endless, inarticulate question that has been asked so many times it's lost its words.

Appears: LEVEL 6 - F27 - Inner Tomb Chamber (x2) - not evil. Insane.

Level 6 - F27 - Inner Tomb Chamber

12 HP each | AC 12

Attack: Spectral wail, d20+3 vs AC, 1d6 psychic (DR does NOT reduce)

On death: scream a name. One screams "KHET-AM." One screams a name players don't recognize. Then silence

Behavior

Not evil. Insane.

Scaling

Brief encounter. Not designed as a major fight. The names are the content.



MAZE PATROL

Footsteps. Not shuffling - marching. Disciplined, synchronized, getting louder. Around a corner, movement. Spear tips catching the amber light. They move in formation. Death trained them and they didn't forget. If destroyed, they reform from sand in five rounds. The maze remembers its soldiers even when the soldiers forget themselves.

Appears: LEVEL 6 - F25 - Labyrinth Inner Ring (x4) - roaming inner ring.

Level 6 - F25 - Labyrinth Inner Ring

10 HP each | AC 13 | DR 1

Attack: Spear, d20+3 vs AC, 1d6+1 piercing

Formation fighting: front shields protect back rank

Reform from sand in 5 rounds if destroyed inside the maze

Behavior

Roaming inner ring patrol. Reform from sand in 5 rounds if destroyed inside the maze. Must be dragged out or burned to prevent reformation.

Scaling

(2 players): Reduce to 2 soldiers. (3-5 players): Challenging. Formation + reformation = resource drain.



MAZE STALKER

A sand-and-bone hybrid, hunched, moving in silence through the labyrinth corridors. An ambush predator that strikes from blind corners and retreats before you can retaliate. You hear nothing before the claws.

Appears: LEVEL 3 - C16 - Labyrinthine Tomb Cluster (x1) - patrols the corridors.

Level 3 - C16 - Labyrinthine Tomb Cluster

15 HP | AC 12

Attack: Claw, d20+4 vs AC, 1d6+2 slashing

Surprise attack: if undetected (Wisdom Chance Roll TN 16), first attack is automatic hit

Retreats after taking 8+ damage and repositions

Behavior

A sand-and-bone hybrid, hunched, moves silently. Ambush predator. Patrols the corridors. Retreats after taking 8+ damage and repositions for another ambush.



RUBBLE LURKER

It looks like rubble until it strikes. A larger sand construct buried in collapsed debris, perfectly camouflaged among the broken stone. It grabs and holds, crushing while you struggle, and the rest of the room watches.

Appears: LEVEL 2 - B11 - Collapsed Grand Hall, North (x1) - ambush predator hiding in the debris.

Level 2 - B11 - Collapsed Grand Hall (North)

18 HP | AC 13

Attack: Crushing grab, d20+3 vs AC, 1d6+1 bludgeoning

On hit: target is grappled (Strength Chance Roll TN 14 to escape)

While grappling: deals 1d4 bludgeoning per round automatically

Immune: poison, disease. Looks like rubble until it strikes

Behavior

A larger sand construct hiding in the debris. Ambush predator. Looks like rubble until it strikes.

Scaling

(2 players): 18 HP + grapple = Hard. (3-5 players): Challenging. The grapple is the real threat - it takes one player out of the fight.



SAND CRAWLERS

Small constructs of sand and bone, the size of large dogs. They nest in the upper debris and drop from above. Fast, fragile, and they hunt in packs - when two or more descend on the same target, they coordinate with predatory instinct.

Appears: LEVEL 2 - B5 - Collapsed Grand Hall, West (x3) - small constructs of sand and bone, size of large dogs.

Level 2 - B5 - Collapsed Grand Hall (West)

8 HP each | AC 11

Attack: Bite, d20+2 vs AC, 1d4+1 piercing

Pack tactics: if 2+ attack same target same round, each gets +2 to hit

Fast - 30 ft movement, can climb walls and ceilings

Behavior

Nest in the upper debris. Small constructs of sand and bone, size of large dogs. They drop from above.

Scaling

(2 players): 24 HP total but fragile individually, manageable. (3-5 players): Easy. The real danger is the cave-in mechanic during combat.



SAND SCORPION

A living scorpion nesting in the dune sand - smaller than Level 4's divine constructs, but venomous where those were merely mechanical. It burrows when wounded and resurfaces for one last strike.

Appears: LEVEL 5 - E36 - Temple Storehouse, Northeast (x1) - nesting in the dune. Venomous.

Level 5 - E36 - Temple Storehouse (Northeast)

12 HP | AC 12

Attack: Sting, d20+3 vs AC, 1d6 piercing + 1d6 poison (CON Tough Save negates poison)

Attack: Claw, d20+2 vs AC, 1d4 bludgeoning

Burrows into sand if reduced to 4 HP, resurfaces 1 round later for surprise attack

Behavior

Nesting in the dune. Smaller than the constructs in Level 4 but venomous. Burrows at low HP and resurfaces for a surprise attack.



SAND SENTINEL

The floor erupts. A figure, eight feet tall, made of compacted black sand and ancient bronze, pulls itself from the ground. It moves slowly, deliberately, like it's been waiting down there a long time and isn't in any hurry. Its eyes are two points of amber light. It doesn't look at all of you. It looks at the one who was digging.

Appears: LEVEL 1 - A6 - Tilted Obelisk Court (x1) - only if players dig into the black sand.

Level 1 - A6 - Tilted Obelisk Court

25 HP | AC 14 (natural stone/sand armor)

Attack: Crushing slam, d20+3 vs AC, 1d6+2 bludgeoning

Slow - 15 ft movement per round

Immune: poison, disease, necrotic

Resistant: piercing (half damage, sand absorbs puncture)

Behavior

Triggers only if players dig into the black sand.

Scaling

(2 players): 25 HP vs ~16 HP = Deadly on paper, but 15 ft movement lets players kite. (3-5 players): 25 HP vs 24-40 HP = Easy to Challenging. AC 14 + piercing resistance bumps it. Melee fighters feel the DR.



SAND WARDEN

It has no fixed shape. It is sand and stone and grinding force, eight feet tall one moment and twelve the next, reshaping itself as it moves. Two points of amber light burn where eyes might be. It does not roar. It does not speak. It simply turns toward you with the patience of something that has done this a thousand times and will do it a thousand more.

Appears: LEVEL 2 - B29 - Central Plaza - Sand Warden's Domain (x1) - BOSS ENCOUNTER. Divine construct. Prison guard.

Level 2 - B29 - Central Plaza - Sand Warden's Domain

45 HP | AC 15 (shifting sand armor) | DR 2 (sand absorbs impact)

Attacks (2 per round):

- Sand Slam, d20+5 vs AC, 1d6+2 bludgeoning
- Sand Surge (recharge 5-6 on d6): 15 ft cone, DEX Quick Save or 1d6 bludgeoning + knocked prone

Immune: poison, disease, necrotic, psychic

Resistant: piercing (half damage)

Vulnerable: thunder (double damage + prevents submersion for 1 round)

Moves through sand at 40 ft. On solid ground: 15 ft

Can submerge fully - Wisdom Chance Roll TN 18 to detect while submerged

At half HP (22 or below): submerges and repositions, surfacing 20 ft away next round

Behavior

BOSS ENCOUNTER. Divine construct. Prison guard. Patrols a circuit: B29 > B34 > B40 > B50 > B29 (~15 minutes per loop). Can be fought OR avoided. Players who time the patrol and sneak through are playing smart, not cheating.

Scaling

(2 players): 45 HP + 2 attacks/round + DR 2 = Deadly. Consider reducing HP to 30 and 1 attack/round. The fight should be avoidable. (3-4 players): Hard to Deadly. (5 players): Hard.



SAND WRAITH

Spectral figures that manifest from the altar's crack when it is desecrated. They don't speak. They point at the door and attack. No negotiation. No warning beyond the pointing. Punishment made manifest.

Appears: LEVEL 1 - A3 - Cracked Sun Altar (x2) - only if altar is desecrated.

Level 1 - A3 - Cracked Sun Altar

15 HP each | AC 12

Attack: Spectral claw, d20 vs AC, 1d4+1 necrotic (DR does NOT reduce necrotic)

Immune: poison, disease

Resistant: physical damage (half)

They don't speak. They point at the door and attack

Behavior

Triggers only if altar is desecrated.

Scaling

(2 players): 30 HP total vs ~16 HP party = Deadly. Run 1 wraith instead. (3-5 players): 30 HP vs 24-40 HP = Hard to Challenging. Necrotic bypass on DR and physical resistance pushes this up. Punishment encounter - should sting.



SAND-BORN

Constructs of mummified remains animated with sand - half mummy, half desert. In their Level 3 form, they pass for dead soldiers until disturbed. In their Level 5 nest, they pull themselves together like something learning to stand, eyes made of compacted grit, and they don't look confused. They look hungry.

Appears: LEVEL 3 - C16 - Labyrinthine Tomb Cluster, Chamber A (x1). LEVEL 5 - E40 - Sand-Born Nest (x3).

Level 3 - C16 - Labyrinthine Tomb Cluster, Chamber A (Northwest)

18 HP | AC 14 | DR 1

Attack: d20+3 vs AC, 1d8+2 bludgeoning

Immune: poison, disease

Guards a bronze war-horn (if blown, all undead on the level freeze for 1 round - single use)

Behavior

Chamber A (northwest): Four sarcophagi. Three empty, one contains a Sand-Born - a construct that looks like a mummified soldier until disturbed.

Level 5 - E40 - Sand-Born Nest

14 HP each | AC 13

Attack: Sand-claw, d20+3 vs AC, 1d6+2 bludgeoning

On hit: sand adheres to wound, -1 to AC until cleared (1 action to brush off)

Immune: poison, disease

If destroyed: reform in 3 rounds unless dragged out of E40 or fire applied to remains

Behavior

Mummified remains animated with sand. They look like half-formed mummies held together by packed sand. Reform in 3 rounds unless dragged out or burned.

Scaling

(2 players): 42 HP + reforming = Hard. Burn or drag. (3-5 players): Challenging. The AC debuff stacks.



SAND-SCoured SKELETONS

Wind-driven animated remains, tumbling through the plazas like debris. Not intelligent. They attack whatever they slam into. Their movement is dictated entirely by the gusting sand winds - collision is combat, and the wind chooses the target.

Appears: LEVEL 3 - C1 - Buried Plazas (x3) - wind-driven animated remains.

Level 3 - C1 - Buried Plazas

8 HP each | AC 10

Attack: Bone slam, d20+1 vs AC, 1d4 bludgeoning

Move 20 ft random wind direction each round. Collision = attack

Behavior

Wind-driven animated remains. Not intelligent. They attack whatever they slam into. Movement is dictated by wind direction each round.



SCORPION CONSTRUCTS

Constructed from the same stone as the temple walls, animated by something divine. They click across the floor on stone legs, tails raised, and they've seen you. They hunt in pairs, flanking, with the coordinated patience of things that have been guarding this room since before your language existed.

Appears: LEVEL 4 - D13 - Temple of the Scorpion (x4) - divine guardians repurposed from temple protectors.

Level 4 - D13 - Temple of the Scorpion

12 HP each | AC 13 (stone carapace)

Attack: Sting, d20+4 vs AC, 1d6+1 piercing + 1d4 poison (CON Tough Save negates poison)

Attack: Claw, d20+3 vs AC, 1d4 bludgeoning + grapple (Strength Chance Roll TN 13 to escape)

Hunt in pairs, flanking

Behavior

Divine guardians repurposed from temple protectors. Hunt in pairs, flanking targets.

Scaling

(2 players): 48 HP total + poison + grapple = Deadly. Reduce to 2 constructs. (3-4 players): Hard. (5 players): Challenging. The kill-zone architecture is the real multiplier.



TOMB SPIDERS

Sand-and-bone constructs the size of dogs, nested in the upper debris of the collapsed grand hall. They drop from above. Their bite carries a hallucinogenic venom - you see things from the corner of your vision that aren't there.

Appears: LEVEL 5 - E5 - Collapsed Grand Hall (x4) - sand-and-bone constructs, dog-sized.

Level 5 - E5 - Collapsed Grand Hall

7 HP each | AC 11

Attack: Bite, d20+2 vs AC, 1d4 piercing + Wisdom Chance Roll TN 13 or minor hallucination 1 round (-1 to next attack)

Fast - 30 ft, wall/ceiling climb

Pack: if 2+ attack same target same round, +2 to hit each

Behavior

Sand-and-bone constructs, dog-sized, nesting in upper debris. Drop from above.

Scaling

(2 players): 28 HP total but fragile. (3-5 players): Easy. Real danger is cave-in during combat noise.



TOMB WRAITH

A shape pulls itself from the stone wall - translucent, flickering, wearing the remnants of a face that might have been a priest once. It looks at you, then at the tablet, and says: "Take the map. Leave the hope." Then it attacks regardless.

Appears: LEVEL 1 - A12 - Labyrinthine Tomb Cluster (x1) - Tomb Chamber 3, mandatory.

Level 1 - A12 - Labyrinthine Tomb Cluster

22 HP | AC 13

Attack: Life-drain touch, d20+4 vs AC, 1d6+1 necrotic (DR does NOT reduce necrotic)

On hit: wraith heals half necrotic dealt (rounded down)

Immune: poison, disease

Resistant: physical damage (half from non-magical weapons)

Cannot leave Tomb Chamber 3

Behavior

Tomb Chamber 3, mandatory.

Optional: below 5 HP, wraith stops fighting. "You'll wish you hadn't." Dissolves. No additional loot.

Scaling

(2 players): 22 HP + life-drain vs ~16 HP = Deadly. Silver dagger from skeleton loot bypasses resistance - make sure they find it first. Consider 15 HP for 2-player parties. (3-5 players): 22 HP vs 24-40 HP = Easy to Challenging. Life-drain + resistance pushes up. Reward is the dungeon map.



VAULT CONSTRUCT

Stone-and-sand guardians embedded in the treasure shelves, indistinguishable from the architecture until you reach for something that isn't yours. The gold blackens under your fingers and runs like water, and the shelf behind it starts to move.

Appears: LEVEL 5 - E32 - Sand-Choked Vaults, Outer (x1 per fake item grabbed, max 3) - stone-and-sand guardians embedded in the shelves.

Level 5 - E32 - Sand-Choked Vaults (Outer)

15 HP each | AC 14 | DR 2 (stone body)

Attack: Stone fist, d20+3 vs AC, 1d6+2 bludgeoning

Slow - 15 ft movement. Cannot leave E32/E33 area

Immune: poison, disease

Behavior

Stone-and-sand guardians embedded in the shelves. One construct activates per fake item grabbed, up to a maximum of 3 constructs. Smart looting avoids combat entirely.

Scaling

(2 players): 1 construct per fake item caps the danger. Smart looting = no combat. (3-5 players): Manageable unless they get greedy.



WANDERING SAND-BORN

A lone Sand-Born wandering the maze corridors, drawn to the sound of intruders. It reforms from sand five rounds after destruction - the maze won't let its soldiers stay dead.

Appears: LEVEL 6 - F15 - Central Eastern Chamber (x1).

Level 6 - F15 - Central Eastern Chamber

16 HP | AC 13

Attack: Sand-claw, d20+3 vs AC, 1d6+1 bludgeoning

Reforms in 5 rounds. Drag or burn to prevent

Behavior

Wandering Sand-Born that enters the chamber. Reforms in 5 rounds if destroyed inside the maze. Drag out or burn to prevent reformation.



WIND WRAITHS

Spectral soldiers riding the wind gusts themselves. They materialize during gusts, slashing with blades of compressed air and necrotic cold, then dissipate between gusts into nothing. Incorporeal and untargetable between strikes. You can only hit what you can time.

Appears: LEVEL 3 - C4 - Tilted Obelisk Court (x2) - spectral soldiers riding wind gusts.

Level 3 - C4 - Tilted Obelisk Court

14 HP each | AC 12

Attack (gust rounds only): Wind-slash, d20+4 vs AC, 1d6 slashing + 1 necrotic

DR applies to slashing only

Between gusts: incorporeal, untargetable. Players must ready actions

Behavior

Spectral soldiers riding wind gusts. Strike during gusts then dissipate. Between gusts they are incorporeal and untargetable. Players must ready actions to hit them during gust rounds.

Scaling

(2 players): Reduce to 1 wraith. (3-5 players): Challenging tactical puzzle.

